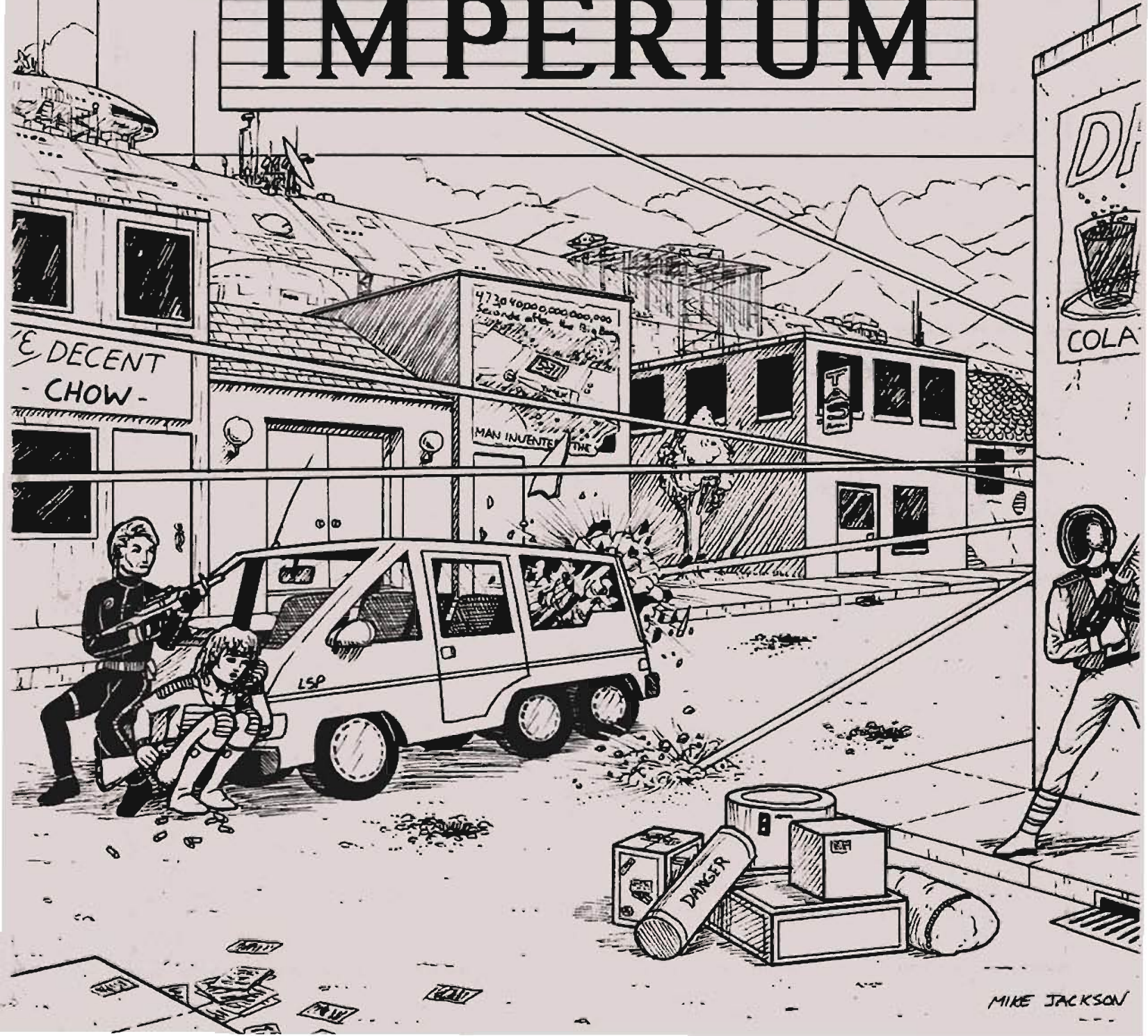


THIRD

11 Fall, 1988

IMPERIUM



MIKE JACKSON

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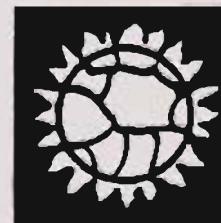
TIFFANY STAR

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 would like to start out this issue with profuse apologies. The magazine you now hold in your hands is almost three months late, despite my best efforts. The reasons for this are many: upheaval in my personal life, lack of funds, and lack of time. But the prime difficulty was in an attempt to upgrade to an IBM PC, for higher-quality print. The computer did not perform to expectations, and was in fact sheer hell to work with. Next issue we will return to our old, reliable Commodore 64.

Unfortunately, next issue will also be the last issue of *Third Imperium*. Like the delay in this issue, there are many reasons for this. The most important of these is time and effort. As I find myself writing more and more for official Traveller publications (my supplement will be published by GDW late next year), I have less and less time for my fanzine. The sad fact is that for the amount of effort I put in, I get far more out

of official products than amateur publications.

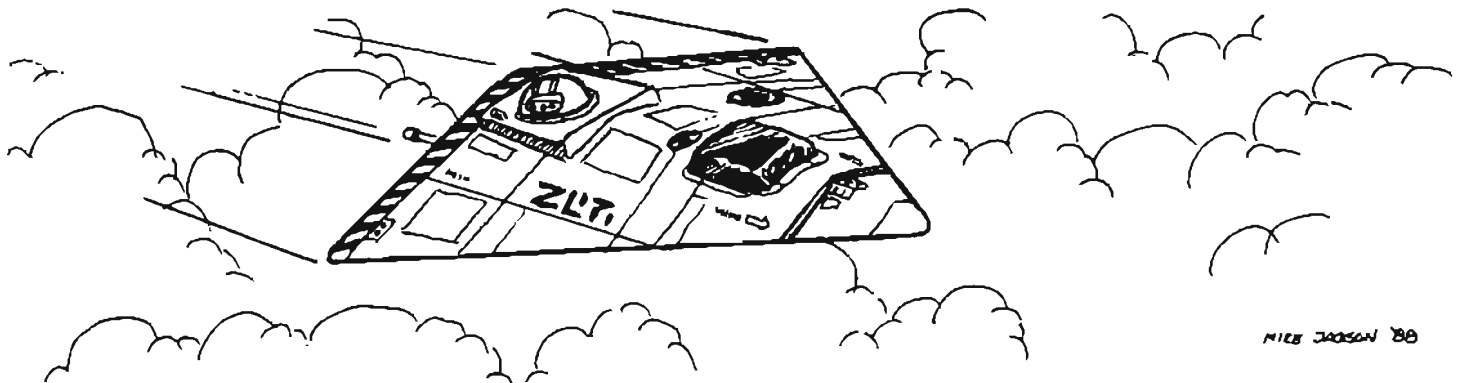
So issue 12 will be the final *Third Imperium*. This summer we will then produce of special *Best of Third Imperium* volume. It will be printed at considerably higher quality than TI, and will probably run some 40+ pages. It will include complete statistics of the Trojan Reach, and a pull-out sector map, as well as several new and updated articles.

What are your ten favorite TI articles? What are your ten most hated ones? Write us and let us know, so we can fill the book with the articles you want.

Note: Subscriptions that are not filled by issue 12 will receive a copy of the *Best of Third Imperium*. Any remaining payment will be refunded.

Well, that's it for now. Norris forever!

-Mike Jackson,
Editor



MIKE JACKSON '80

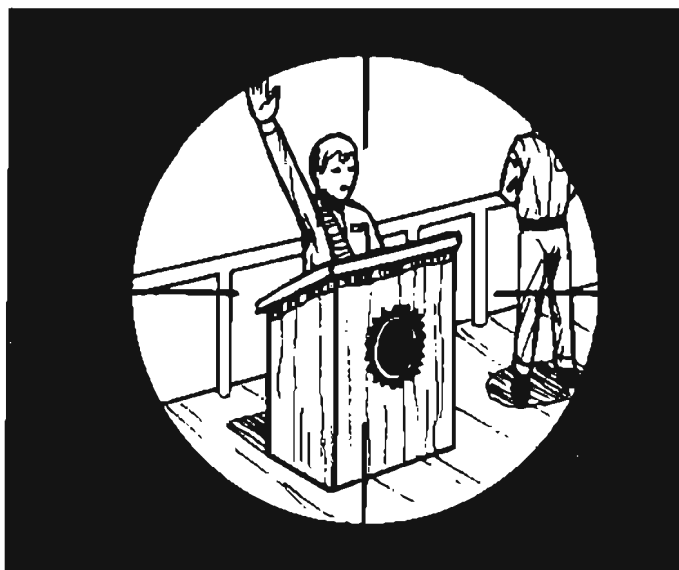
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Staff: Mike Jackson, David W. New. Contributors: Mike Mikesh, Tony Heath. Thanks to Julie Thomson. Dedicated to Cameron Carrol.

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ASSASSINS



by Tony Heath

The man in debt to a loan-shark found knifed to death in an alley; the homewrecking gold-digger found slumped over her dressing table with curare-flavoured lipstick; the business competitor whose car explodes when he leaves for work; the foreign dignitary lying bleeding by the podium in front of a horrified crowd with a bullet in his heart: all are victims of the assassin and those who supply him. These killers for hire work for many different reasons: some kill for the pleasure of killing; most work for money; and a rare few do it for their country. The first two categories include anything from thug knee-breakers working for the mob to highly skilled and paid freelance hit men. The last group can range from members of a death squad to the equivalent of James Bond and the double-0 agents. Those who supply them can vary widely also, from individual craftsmen known to the assassin to a loose underground network of people with "special" talents, to an actual, formal (if secret) guild, to the research and/or technical branches of a government's secret service. In some cases there may even be organizations which deal in all aspects of assassination and other covert and illegal activities.

ENLISTMENT

Assassins are divided into those working as freelance individuals (or for a guild), and those working for an official (or unofficial) government agency. Playing a government agent must be approved by the referee, as this will usually have a profound effect on the style of the campaign and will require a special background to be created. The advantages of working for an official agency are access to more and better equipment, in general better backup in case of mishap or emergency, and a lower Notoriety rating (anywhere from -1 to -10 depending on the nature of the agency worked for and the particular assignments attempted/completed).

Throw to enlist: 11+

DM's: +1 if Dex 8+

+2 if Int 9+

Individuals who fail to enlist must submit to the draft.

BRANCH SELECTION

Assassins are further divided into those who actually perform the assassinations, and those who provide supply and information services for them. These will henceforth be called the Field and Service branches.

To determine a character's initial branch, roll on the Branch Assignment table (1D).

INITIAL TRAINING

The first year of service in the Assassins is dedicated to initial training. The character consults the Initial Training table, rolling once on the field table if in the Field branch, and, if in the Service branch, either twice on the service table or once on each table.

CAREER RESOLUTION

Resolution of career follows the same procedure as in MegaTraveller Advanced Character Generation. Each year, roll on the Specific Assign-

ment table, and then consult the appropriate Assignment Resolution table. After each four years, the character must either re-enlist or muster out of the service.

Specific Assignments:

Routine: The Assassin is involved in routine low-risk thug or maintenance work.

Training: The Assassin is taking special training, and may roll for a skill on the Training table.

Hit: The Assassin is hired for an important assassination. If a skill is gained, he may roll on the training table. For each hit a character makes, he gains an extra roll on the Cash table when mustering out, with a DM of -3 (a result of zero indicates no money).

Major Hit: The Assassin is hired for the assassination of a major political or industrial figure. This type of job requires long and careful preparation, and as a result, the character may receive two skills this term. He may roll on the Training table. For each major hit the character makes, he gains an extra roll on the Cash table at -1 when mustering out.

Transport: The Assassin is involved in the vehicle arm of an assassins' guild. He acts as a driver for the transport of non-vital supplies, and also as an operator for getaway vehicles.

Courier: The Assassin transports small, valuable and/or sensitive items for the guild or agency.

Contact: The Assassin acts as front man for the guild or agency, being responsible for all external contacts. This includes purchasing supplies, recruiting, acquiring information, and finding customers. As a result of all this contact with and exposure to the outside world, this is the most dangerous job in the Service branch.

Specialist: The Assassin is acting as a mission specialist, overseeing and equipping certain assignments.

Special: Special assignments are dealt with in the Tables section.

Promotions: Assassins in the field branch often work alone, without the benefit of a guild or agency, and even then have little interaction with other assassins.

For this reason, there is no rank in the Field branch.

Rank in the Service branch begins at zero, with the first promotion giving rank 1. Assassins receiving Transfer from the field receive a rank equal to their number of terms divided by two (round fractions up).

Notoriety: Notoriety is a measure of how well known the assassin is, and it affects the chances of his being looked for by the police or customers on any given world. If the notoriety roll succeeds, the assassin gains 1 notoriety point, plus one for every number the die roll was over the indicated number; eg, if a 6 or higher was required, and an 8 was rolled, the assassin would gain 3 notoriety points. If the notoriety roll is ever a natural 2 or 3, regardless of what roll was needed, the assassin loses one point due to extra caution and good work.

A character's notoriety can change in a number of ways after he musters out. It permanently drops by 1 for every four years in which he earns no more notoriety points, or 1 for every year in which he performs no assassinations once outside the service. On any specific world, it may be dropped by bribery, at a rate of 1 point per Cr1500. Such bribery will last for one month. Effective notoriety also drops one level for every three parsecs distance from the Assassin's original home/working world.

RE-ENLISTMENT AND MUSTERING OUT

Re-enlistment and mustering out are treated as normal for advanced character generation.

The re-enlistment roll for assassins is 3+, with a -DM for every point of notoriety (more notorious assassins are less likely to be re-enlisted). A roll of 2 always fails, regardless of notoriety.

Assassins receive one roll on the Benefits tables per term of service, with a maximum of three rolls on the Cash table, not including rolls given for hits and major hits.

There is no retirement pay for assassins.

The Assassins' Guild: Member-

ship in the Assassins' Guild is a mustering-out benefit. The Guild is a loose interstellar organization for the support of various underworld activities. It provides safe houses (for a modest fee) on most worlds, as well as useful contacts and information. A member of the Guild has a DM of +4 on tasks to find assassination jobs. The Guild also provides cheap thugs, and can rent out expensive gadgets and equipment.

NEW SKILLS

Gadgetry: The individual is trained in the use, repair, and maintenance of gadgets. Gadgets include such things as magnetic watches, blowtorch cigarette lighters, switchblade shoes, mini-oxygen tanks, helicopters-in-a-suitcase, etc. The individual can also design gadgets, and, given the proper materials and skills (electronics, mechanical, gravitics, whatever), build them.

Poison: The individual is trained in the use and creation of poisons. Poisons are dealt with in this issue's Traveller's Hardware.

Unarmed Combat: The character is versed in various martial arts and unarmed combat techniques. Unarmed Combat acts as a DM on hand-to-hand combat tasks when fighting without a weapon, and in addition offers the following benefits:

- The individual may make two unarmed attacks/blocks in one round.

- The individual may punch with a penetration of 1 and a damage of 2, or with a penetration of 2 and a damage of 1 (his choice).

- The individual may kick with a penetration of 2 and a damage of 2.

- The individual may use his arms to block attacks with blunt weapons (hands, club, staff), using a block value of 2.

RE-ENLISTMENT

At the end of a four-year term, the character must either re-enlist or muster out. Re-enlistment requires a roll of 3+, with a -DM of the character's notoriety.

SPECIAL ASSIGNMENT TABLE

Die	Field	Service
1	Spy	R & D
2	Espionage	Research
3	Sabotage	Research
4	Blackmail	Instruction
5	Counter-Espion.	Admin.
6	Counter-Espion.	Admin...

SPECIAL ASSIGNMENTS

Spy: The assassin is assigned to spy on some person or group. Throw 5+ (1D) for: Stealth, Streetwise, Disguise, Intrusion.

Espionage: The assassin is involved in industrial, government, or military espionage. Throw 4+ (1D) for: Bribery, Forgery, Liaison, Gadgetry.

Sabotage: The assassin is hired to sabotage/destroy an installation or device. Throw 5+ (1D) for: Demolition, Stealth, Electronics, Intrusion.

Blackmail: The assassin is hired to acquire/use evidence against an individual or corporation. Throw 5+ (1D) for: Recon, Stealth, Bribery, Communications, Interrogation, +1 Notoriety. The assassin also gains an extra roll on the cash benefits table at -2 on mustering out.

Counter-Espionage: The assassin is hired to counter one of the above operations. Throw 5+ (1D) for: Interrogation, Streetwise, Stealth, Bribery, Computer.

Research & Development: The assassin is responsible for the conception and development of new techniques and equipment for the guild/agency's operations. Throw 5+ (1D) for: Gadgetry, Mechanical, Electronics, Computer, Science.

Research: The assassin is responsible for researching targets, clients, jobs, etc. Throw 4+ (1D) for: Recon, Interrogation, Streetwise, Computer.

Instruction: The assassin is responsible for training, and receives one level of Instruction skill. Roll 5+ (1D) for +1 Notoriety.

Administration: The assassin is responsible for the day-to-day running of the guild/agency. Throw 5+ (1D) for: Admin, Legal, Liaison, Leader, +1 Notoriety.

SPECIFIC ASSIGNMENT TABLE

Die	--Field--	--Service--
2	Major Hit	Specialist
3	Hit	Contact
4	Hit	Contact
5	Training	Transport
6	Routine	Routine
7	Routine	Routine
8	Routine	Routine
9	Training	Courier
10	Special	Special
11	Special	Special
12	Transfer	Transfer

BRANCH ASSIGNMENT TABLE

Die	Branch
1	Field
2	Field
3	Field
4	Field
5	Service
6	Service

ASSIGNMENT RESOLUTION TABLE

FIELD	Major Hit	Hit	Training	Routine	Special
Survival	8+	6+	4+	5+	6+
Skills	4+	6+	Auto	8+	Table
Notoriety	6+	8+	12+	11+	9+

DM's: For survival, +1 if End 9+. For notoriety, -1 if Int 8+.

SERVICE	Routine	Transport	Courier	Contact	Specialist	Special
Survival	4+	5+	5+	6+	3+	4+
Skills	8+	7+	8+	7+	6+	Table
Notoriety	12+	12+	11+	10+	12+	12+
Promotion	10+	10+	9+	8+	11+	9+

DM's: For survival, +1 if End 9+. For promotion, +1 if Int 8+. For notoriety, -1 if Int 8+.

SKILLS TABLES

Die	Assassin Life	Field	Service	Training
1	Vice	Streetwise	Instruction	VEHICLE
2	BLADE CBT	Unarmed Cbt	Demolitions	INTERPERSONAL
3	+1 Str	Environ	Gadgetry	Computer
4	+1 Dex	Stealth	ELECTRONIC	Electronics
5	+1 End	GUN CBT	MECHANICAL	SCIENCE
6	GUN CBT	INTERPERSONAL	Computer	SPECIAL CBT
7	Poison	Disguise	TECHNICAL	TECHNICAL
8	Jack-a-7.	Intrusion	Recon	SPACE

DM+2:if teres 2+ if terms 2+ if rank 3+ if int 8+

Die	Courier/Trans	Contact	Specialist	Hit/Major hit
1	VEHICLE	INTERPERSONAL	Engineering	Vice
2	VEHICLE	INBORN	SCIENCE	ARCHAIC WPNS
3	Streetwise	Unarmed Cbt	Computer	VEHICLE
4	Vice	Persuasion	TECHNICAL	Environ
5	TECHNICAL	Legal	Gadgetry	Recon
6	SPACE	Recruiting	Gadgetry	Tactics

Skill eligibility: All characters may roll on Assassin Life. Field characters may roll on Field; Service characters may roll on Service. Characters in Training, Hit, or Major Hit may roll on Training. Other tables may be rolled on if the character is on that assignment.

ENLISTMENT

Throw 11+ to enlist in the Assassins. DM+1 if Dex 8+, DM+2 if Int 9+.

The character begins with no rank. The first successful promotion in the Service branch starts him at rank 1.

NOTORIETY

Character gains one NP upon achievement of the notoriety roll, +1 per number above that indicated. On a roll of 2 or 3, character loses 1 NP.

INITIAL TRAINING TABLE

Field: Roll 1D once on the Field table.

Service: Roll 1D twice on the Service table, or once on the Service and once on the Field table.

Die	---Field-- Skill	--Service-- Skill
1	Strtwise	Recon
2	Blade	Recon
3	Blade	Strtwise
4	Gun Cbt	Strtwise
5	Gun Cbt	Gadgetry
6	Strtwise	Gadgetry

TABLE OF RANKS

- S1 Apprentice
 - S2 Assistant
 - S3 Mechanic
 - S4 Master Mechanic
 - S5 Technician
 - S6 Master Technician
- Only the Service branch has rank.

MUSTERING OUT TABLES

Die	Benefits	Cash
1	Low Psg	2000
2	+1 Int	5000
3	+1 Dex	10 000
4	Weap	15 000
5	High Psg	20 000
6	Guild	30 000

MENORIAL SUBSECTOR

The Menorial subsector is, like Dpres, Sindal, and Egyrn, part of the Outrim Void. These worlds have been largely ignored by the IISS, and were only recently fully surveyed (1103). Menorial is jammed between the Imperial territory of the Five Sisters subsector, in the Spinward Marches, and the Florian League. It is thus the main trade route between the two, and the Imperial and Florian influences are quite evident.

The Strend cluster (Marseilles, Paques, Allemagne, Sable des Etoiles, and Strend) was first explored and settled in the late 800's by Lucien Strend, an independent trader and historian, proud of his heritage and fascinated with the early Terran culture of France. Ancient French is the common language on all worlds of the cluster, and many aspects of French culture are to be seen.

DUSTPAN (0204) is a Balkanized desert world with some six countries, each at odds with the others. Wars are common, and their most spectacular aspect is the sight of the huge tracked aircraft carriers used in most assaults winding their way across the sands.

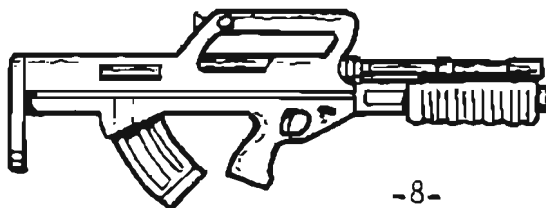
TROSSACHS (0310) is one of the Florian League's three major production centres, creating industrial goods for the entire League.

ALLEMAGNE (0503) was initially colonized in 863, and a starport was built, but it was abandoned two years later. The world is vastly, surprisingly beautiful, but it is also populated by "ravenous, nearly indestructible carnivores."

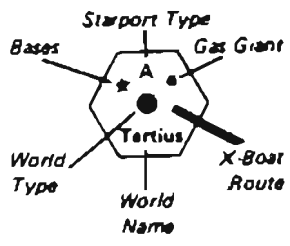
STREND (0505) is under the iron-fisted rule of a group known as "Les Mecanismes." They are never seen by the populace, but they are rumoured to be cyborgs over two hundred years old.

Taltern	0103	E530240-3	Non-Ind. Low pop. Des. world. Poor.	G
Bilke	0110	D987340-9	Low pop. Non-Ind. Floriani Research Stn.	G
Szirp	0201	A236538-D	Non-Ind.	
Sam's Rock	0202	E100856-6	Non-Agri. Vacuum world.	G
Dustpan	0204	A750779-9	Desert world. Poor.	
Heath	0209	B487532-B	Agri. Non-Ind.	G
Vip	0210	A121644-D	F Non-Agri. Non-Ind. Poor.	G
Crescent	0307	B420778-7	Non-Agri. Poor. Desert world.	G
Trossachs	0310	B897A44-C	Indust. High pop.	G
Marseilles	0403	D540312-7	Low pop. Des. world. Poor. Non-Ind.	G
Paques	0404	D9E6400-4	Non-Ind.	G
Viceroy	0408	B26A624-D	Water world. Non-Ind.	G
Allemagne	0503	C688000-0	Barren.	R
Sable des Etoiles	0504	B000899-D	Asteroid Belt. Non-Ind.	G
Strend	0505	B436AFB-B	Poor. High pop.	G
Halka	0510	B865544-9	F Agri. Non-Ind.	G
Adhara	0608	A540244-A	Des. world. Low pop. Non-Ind. Poor.	
Arhada	0609	B27A667-8	Water world. Non-Ind.	G
Zephyr	0702	B999545-7	Non-Ind.	G
Fomalhaut	0802	B510200-D	Low pop. Vacuum. Non-Ind.	G
Hadara	0809	E311766-3	Ice-capped. Non-Agri.	G

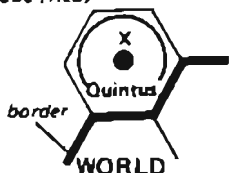
The Menorial subsector contains 21 worlds with a population of 101.507 billion. The highest population is A, at Trossachs and Strend. The highest tech level is F, at Strend.



MAP LEGEND



Travel Zone No Gas Giant
Code (Red)



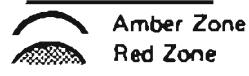
WORLD CHARACTERISTICS

- No Water Present
- Water Present
- ☼ Asteroid Belt

BASES

- ★ Imperial Naval Base
- ▲ Imperial Scout Base
- Independent Base
- r Research Station
- ▲ Scout Way Station
- R Imperial Reserve
- P Imperial Prison

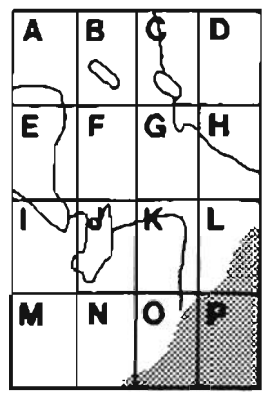
TRAVEL ZONES



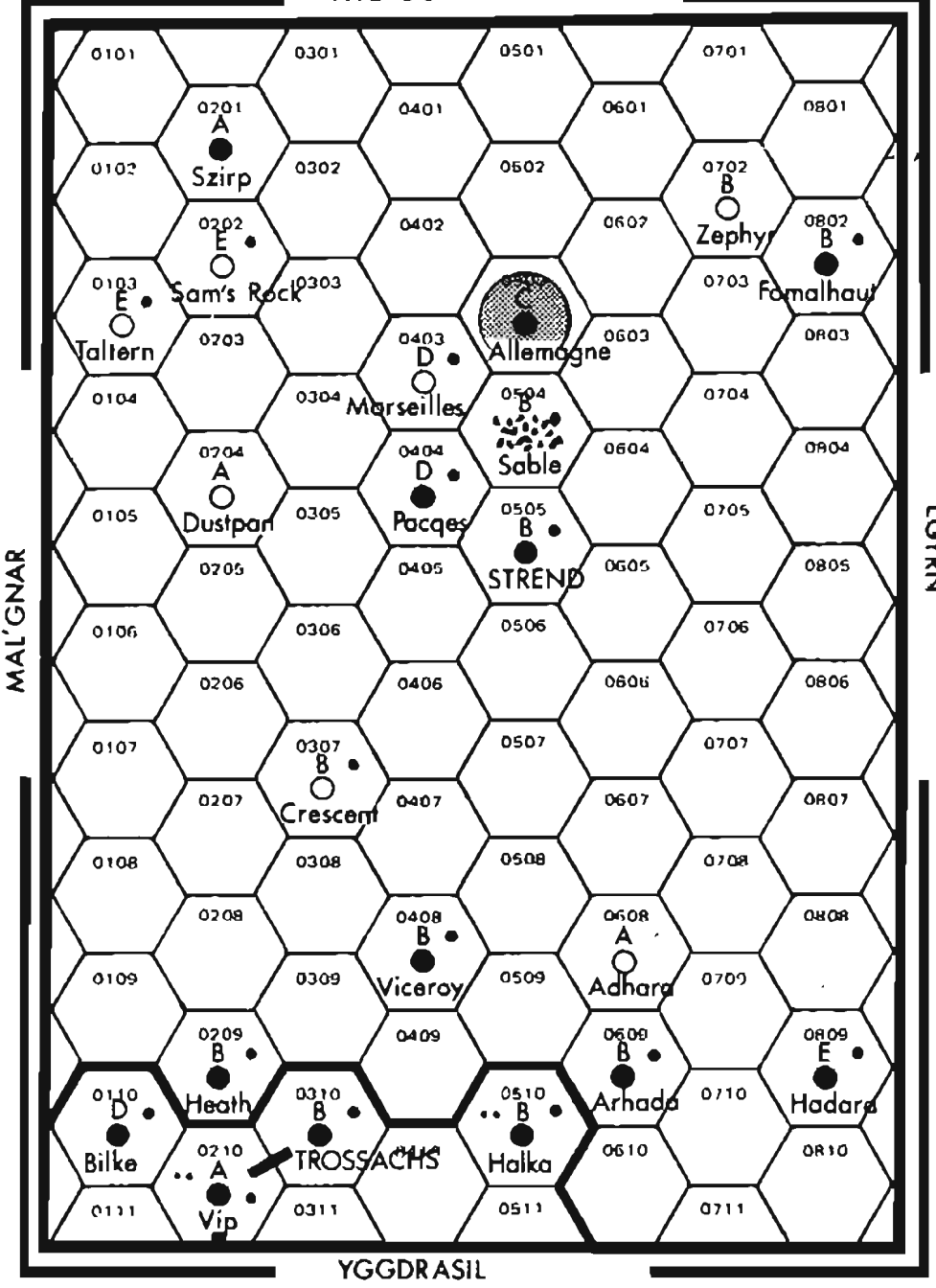
POPULATION

- Secundus under one billion
- PRIMUS over one billion

World names in red are subsector capitals.



FIVE SISTERS



SUBSECTOR OF THE SECTOR

A	Menorial	I	NORA'A
B	EGYRN	J	GOERTEL
C	PAX RULIN	K	TLAIOWAHA
D	GAZULIN	L	THE BORDERLAND
E	YGGDRASIL	M	RANIB
F	DPRES	N	SILRAAIHE
G	SINDAL	O	HKEA'AS
H	TOBIA	P	BINARY

FEATURE ADVENTURE: THEN AND NOW

by Mike Mikesh

Editor's Note: This adventure is in a different format than usual -- it is written as various "chunks" of data under various headings in a manner similar to that of "Alien Realms" (GDW, 1986). Mike Mikesh is the editor of the fanzine *Tiffany Star*.

SYNOPSIS

While on Paques/Menorial, the characters participate in a search and rescue mission for a lost Droyne party from Andor. They find it was attacked by Ancient Droyne, but one Andorian survived. The Ancients also attack inhabitants of the surrounding area, even the starport. The party must find a means of stopping the attacks, which will involve a previously unknown Ancient site.

PAQUES

Paques (Menorial 0404 D9E6400-4) is an ellipsoidal world, with a spherical atmosphere. Because of this, there are various bands of atmospheric pressure, from Vacuum at the ends to Trace, to Thin, and even to Dense and Exotic at the centre bands. The Thin, Standard, and Dense bands are breathable, with the Trace band requiring compressors, and the Exotic band requiring vacc-suits (the air is far too dense to breathe). Most of the world's ocean is in the Exotic band, but there are many lakes and seas on the rest of the surface. The map shows the various bands in an irregular projection.

Paques orbits another unusual world, known as Eglise (YF00000-0). Eglise is a dense chunk of heavy metals 15 000 kilometres in diameter, with no atmosphere and no hydrographics. Paques and Eglise share their orbit with three other planets of sizes 1, 1, and 3.

Like most of the worlds of the Rimward Void, Paques was only re-discovered recently by the IISS.

Plans are just getting underway for foreign exploitation of the rich deposits on Eglise, but there is little interstellar traffic as yet.

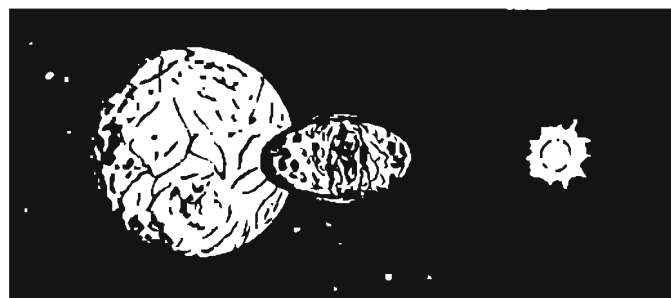
Paques was colonized in the late 900's by the crew of the *Prince Moselle*, a Regal class battlecruiser (*Traveller's Digest* #7, this issue's Craft column) which misjumped and crashed. The planet's primary city, Moselle (pop. 15 000) grew up around it, gutting it for parts. When Paques was contacted by the IISS in 1093, the *Prince Moselle* was rebuilt as the world's Class D starport. It currently provides power, tankage for unrefined fuel, warehousing, a hotel, and suites for the Starport Authority.

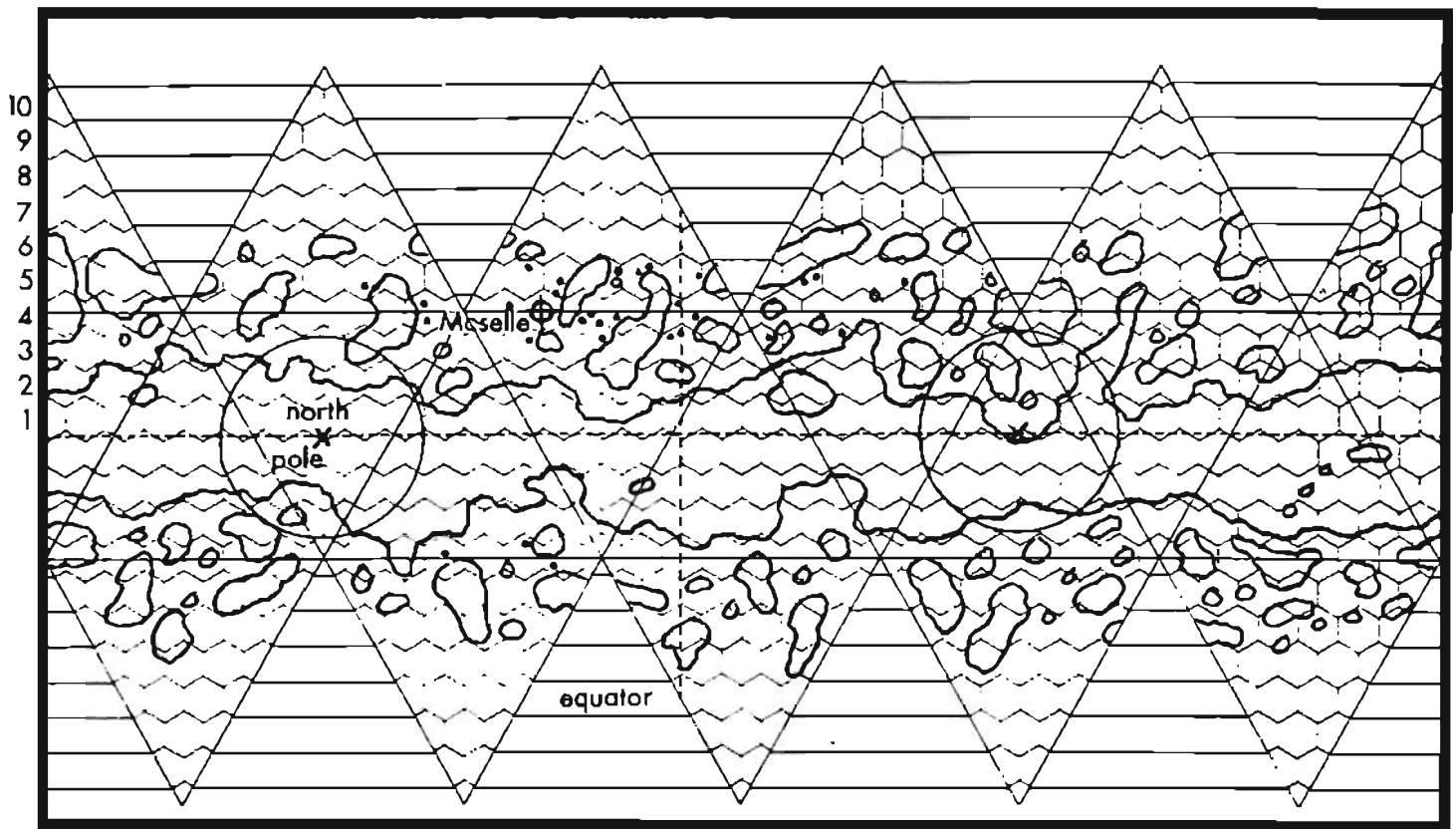
Most settlements on Paques are scattered in the western hemisphere, with a few to the east. Long-distance travel is usually by train or (for the eastern towns) by dirigible. Paques itself has a violent nature, with much vulcanism, many quakes, and frequent windstorms.

ANDORIANS

In port is the *Ssiussox*, a 200-ton Droyne trader (see *Alien Module 5: Droyne*, page 43). This is operated by a kroyloss of the same name from Andor/Five Sisters (Spinward Marches 0236 C695735-9). It currently has a crew of nine: one leader, two sports, two technicians, one drone, one warrior, and two workers. One is detailed here, as he is likely to have the most contact with the player characters.

Aunoo (Finding Sport) 432895 Age:32 5 terms Cri-
Broker-1, Pilot-1, Appeal-1, Liaison-1, Jack-of-
All-Trades-1, Shotgun-1





Hex Row	Atmosphere
1-2	Exotic
3	Dense
4	Standard
5	Thin
6	Very Thin
7	Trace
8-10	Vacuum

The degree of early involvement the characters have with Aummo is up to the referee. If more is wanted, Aummo could be bargaining against the characters for a cargo (probably radioactives). He might be a trader of gems as a sideline, interested in dealing with the characters. If a friendly relationship is desired, he could be a singer (tenor) who likes learning bar songs or might have an interest in sampling strange beverages.

ESPIONAGE

A complication can be added to the adventure with the incorporation of spies interested in the Droyne. It's possible just to place them in the background, and employ them directly in the adventure only if there seems a need.

Deneb Naval Intelligence keeps careful track of the movements of Droyne originating from Andor and Candory in the Marches. They might

have an active interest in the Ssi-ussox, having clues that the kroy-loss could lead them to previously unknown Ancient sites. The agent on this world is Gami Ferahh, using the cover of a journalist out of Tobia. She might have actually booked passage on the characters' ship to get here.

A second agent can also be involved. When the Ssiussox sold a few artifacts in the Zhodani Consulate, Sorag agents began following them. Their interest continued when they noticed NI doing the same. The agent here is Zhat Pabrel. The adventurers can catch glimpses of this character as a tall, mysterious figure they can never catch up to. They should have the impression that Zhat is watching them, when in fact his interest is in Gami or the Droyne who may be unnoticed nearby. Zhat Pabrel is a telepath.

STARPORT AUTHORITY

The director of the starport is Aro Ellray, an amiable man who is also the TAS representative on the world. If any of the has Traveler's Aid membership, the group will be invited up to the Bridge Lounge (the old bridge of the Moselle).

Aro is from Strend, the world which maintains (for a small fee)

Pagues' starport. He will have a keen interest in the characters and their past adventures. Conversation can also lead to the Aslan Invasion and rumours of artifacts. It is possible that artifacts were found here, but because there are almost no controls over what passes through the port, artifacts could easily have been quietly slipped offworld.

DROYNE LOST

At some point, most of the crew of the Ssiussox leave the starport in their air/raft, drawing minimal attention. Before the party leaves planet, the Ssiussox reports them missing, having not returned from "prospecting." Aro will call the party to ask for their assistance in locating the lost Droyne. The port satellite has not spotted them from orbit, so he wants to send search parties.

Both air/raft rentals are currently out (possibly taken by Gami or Zhat). If the characters have a vehicle suitable for a search, it would be particularly welcome. Aro can find something for them to use otherwise.

Speaking directly with the drone and technician who remained on the Ssiussox could prove useful. The two are near panic because they "know" only one of the Andorian party is left alive. They will not say where the Andorians were to have gone. (That's secret.) But they do "know" approximately where the last one is. If the characters are successful in communicating with these two, the drone will point in the direction the characters must go to find the lost Droyne.

If the adventurers did not get directions from the Ssiussox, their search will take much longer. The chances of encountering a sudden windstorm is increased. If they are on the right track, they will be competing with the agents, and one is likely to set an ambush. For instance, an object that would catch the interest of the adventurers might be left in plain sight. When the characters stop to investigate, the agent uses a laser rifle with scope and bi-pod to disable their



vehicle from extreme range.

The craft might be reparable, or they might have to find alternative transportation (walking or riding duleens, a local riding beast). While on the ground, they will face the nature of the planet, which includes high winds, quakes, and dangerous animal life. Alternatively, they might be picked up, perhaps by one of the agents if he/she thinks they might know something.

DROYNE FOUND

The Andorians found an Ancient site mentioned in their 300 000-year-old records. In exploring it, however, they awakened Ancient sentries. They tried to flee in their air/raft, but were pursued by the Ancients and brought down in a ravine.

The adventurers will eventually find the wrecked Andorian air/raft. Six Droyne are dead, some of whom were killed by internal explosions. Aummo is not among the dead -- he teleported away after all the others were killed, then returned later for survival gear. Characters with Reconnaissance skill can track him on the ground.

Aummo stayed close to cover in making his way back toward the starport. Unfortunately, he was seriously injured, and will be close to dying by the time the adventurers catch up to him. The sport will resist the party at first, either with a shotgun or an artifact. However, they can eventually win his cooperation, especially if he recognizes them as friends.

The Andorian might have two artifacts. The first is an elaborate belt the Droyne took from the Ancient site. This is a personal meson screen, which accounts for his having survived the attack. The second is an item which looks like a very advanced weapon. It is actually just a remote sensor for a portable meson gun. If the referee wants to introduce the item at this time, he can assume that Aummo somehow managed to get it from the Ancients before he teleported from the wrecked air/raft.

As the characters return to the starport, they will hear of other attacks on their radio channels. The Ancient Droyne warriors awakened by the Andorians have attacked human communities, starting with Lebor, a small village near the site.

What the player characters do at this stage is highly dependent on the particular characters and players involved. They might take Aummo's artifacts and escape the world right away. They might try to acquire more artifacts at the Ancient site. They might volunteer their aid in the emergency, or seek a well-paying patron. If Gami has revealed herself, she might make a patriotic appeal for their assistance in the name of the Imperium.

THE ANCIENT DROYNE

The Ancient site the Andorians found was in low terrain near the edge of the habitable zone. It overlooked a large lake in the distance (actually at the bottom of a crater where once stood an Ancient city). The arrival of the Andorians was not unobserved. A prospector, named Rucker Harold, watched them fly in, and at once made his way in

their direction, pack animal in tow.

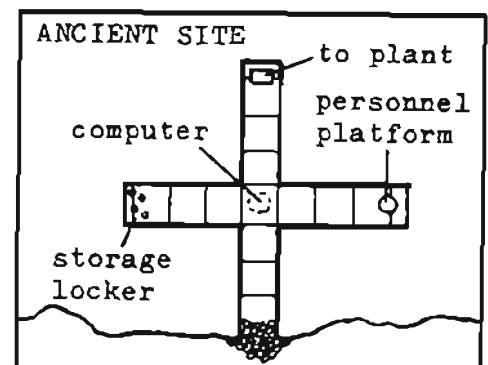
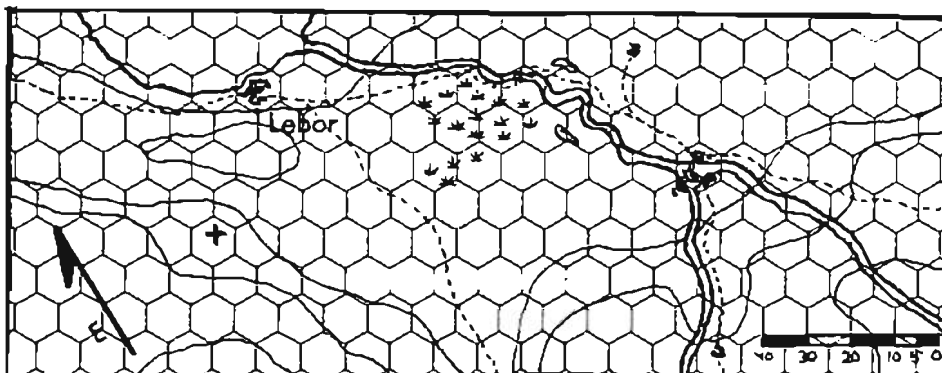
The Ancient site itself is very simple, in effect two lengths of subterranean corridor forming a cross. Each is three metres wide and twenty metres long, with the intersection in the middle. The entrance is at the southern extreme, buried, but easily opened by demolitions.

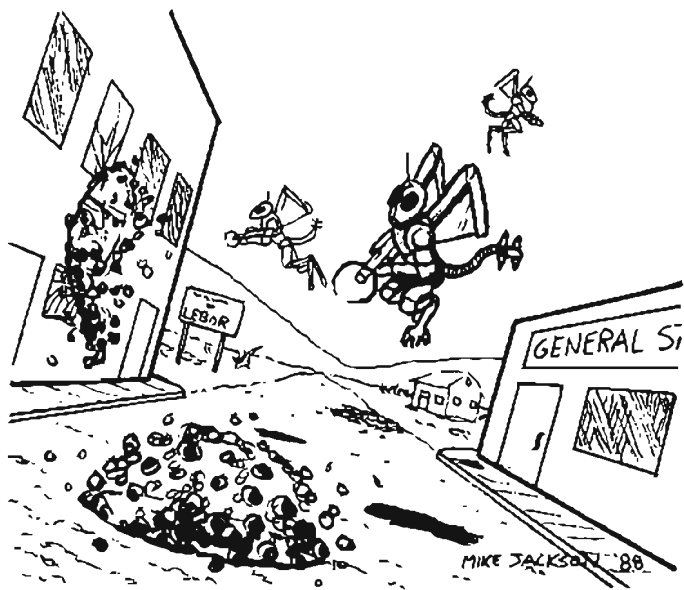
The western extreme was in effect a storage locker. The spaces behind the walls stored material objects dismantled into an orderly matrix for space conservation. When something is needed, it is "dialed up" on the panel to reappear on one of several small raised platforms. In experimenting with the panel, the Andorians materialized a belt (personal meson screen). However, by operating the device, they also triggered a security alert. Lights flashed and alarms sounded throughout the site.

The alert automatically re-materialized six Ancient warriors and one Ancient worker in a chamber at the eastern extreme. They did nothing at first, waiting for computer instructions that never came. Their standby gave the time for Aummo to snatch the belt and for the Andorians to run.

In the northern extreme is an opening which drops 200 metres to an automated antimatter production plant. Ladder rungs are present. The space below is very cramped since it was not designed to have operators. However, a five-litre antimatter pod can be found on a teleport pad ready for shipment to a destination that no longer exists.

Assume that all of the warriors have basic skills to allow them to effectively operate their equipment, including Unarmed Combat-1.





The Droyne wear battle dress (armour value 22) that has a form of active camouflage (as in the movie Predator). Generally, treat the Ancients as concealed at medium range and beyond even while moving, and give a -2 'to hit' DM at closer ranges.

For simplicity, the physical stats for the warriors are 653 (2/3 hits) and the worker is 646 (3/3 hits). The highest intelligence in the group is 6, that of Warrior A. In addition, the individual Droyne have the following:

Droyne	Skills	PSI	Talents
Warrior A	Tactics-1	-	
Warrior B	Recon-1	9	Clairvoyance, Teleportation
Warrior C	Tactics-1	-	
Warrior D	Demolitions-1	6	Telekinesis
Warrior E	Unarmed Combat-2	-	

The portable meson gun is detailed at the end of the article.

RUCKER HAROLD

The prospector entered the site just after the Ancients flew out on grav belts to locate and destroy the Andorians. He, however, found something different. The site's computer is located below the floor at the intersection of the corridors. The Ancients raised it to see if they could get more direct information of their situation, then hastily gave pursuit. It was left this way, fully exposed to Rucker Harold. The easiest and most visible thing he could remove was the crystalline memory core itself,

which he promptly took.

Rucker headed directly for Lebor, a small community next to the lake. He picked up the provisions he needed and made best speed for the starport, but in a roundabout fashion. In time, the warriors returned and replayed their visual records to see a human with a duleen make off with the memory core. They ravaged Lebor until a quick-witted individual understood they were on a search and pointed them in the direction in which Rucker Harold had left. This saved Lebor, but condemned everyone in the wild with a pack animal.

Rucker Harold (Prospector) 549942 Age:42 6 terms Cr200

Demolitions-1; Gambling-1; Prospecting-1; Survival-1; Shotgun-1; Equestrian-1.
Shotgun, Duleen.

Rucker was born on Strend. He came to Paques in pursuit of artifacts, but, like so many others, took up prospecting for radioactives. He is a selfish individual, as was necessary for him to survive. However, he will have to deal more and more with his conscience as he hears of the deaths left in his wake.

DECISION

If the characters elect to leave Paques, the referee can have the Ancients hijack their ship to go to Eglise. The moon was in fact a gas giant 300 000 years ago, but the Ancients placed a large teleportal above its surface to draw its hydrogen and helium atmosphere into a pocket universe, to fuel such things as the antimatter production plant. In the intervening time, the teleporter sucked up virtually all of the planet except the small rocky core, and shut down. All of its moons but the innermost, Paques, drifted away. The loss of the intense gravity field of the gas giant resulted in Paques' elliptical shape.

The teleportal is covered with sediment in a basin on the moon's surface. Over it floats a cloaked Ancient station, which is where the warriors want to go. The station has an identical memory core which they intend to take.

The characters won't always be under guard, although they will be denied communication beyond the ship. If they were to somehow destroy the ship's manoeuvre drive or power plant, their ship would be useless to the Ancients. If they don't think of this, you may have an NPC try it after they return to the Lebor site. Let the adventurers catch the NPC, so as to allow the decision to blow the drives to be their own.

If the characters stay on-planet to help, several activities are possible:

1) Collecting intelligence on the warriors. Learning the nature of the Ancient weapon and the object of the warriors' search would be most useful.

2) Entering the Ancient site while the warriors are away. The characters can retrieve more personal meson screens. However, the referee might not want to let the storage device be switchable to anything else, especially if the memory core is gone. The characters can also set a trap in the site, for example placing a radio-triggered charge against the antimatter pod and waiting for the Ancients to return. But for the characters to find the site, it would be best for them to have the cooperation of Aummo. Otherwise, they might learn of the location through a hand computer left in the wrecked Andorian air/raft.

3) Communicating with the warriors. They will, of course, want the memory core. The second thing they want is a spacecraft, which need not be jump-capable. But they cannot bargain for these things. Without a leader, they do not know how to weigh terms and grant concessions. They will simply adhere to their orders and training to the best of their abilities.

4) Searching for Rucker Harold. He may have actually contacted someone in the party, practically begging for a way out of the system. Later, when they catch up to him again, they might find him in a drunken stupor, having lost the crystal through gambling.

5) Fighting the Ancient warriors. This is probably suicidal without special preparations. The

warriors' principal weakness is that the meson gun is their only ranged weapon. Characters could try to knock out the worker's backpack, but there is a danger of destroying the power source (antimatter).

The personal meson screen provides full protection. However, if the characters cannot acquire enough of them, the Prince Moselle offers a possibility. The Regal class battlecruiser was designed with a meson screen, which was never removed. If it is adjusted and restored to operation, the warriors' meson gun can be made useless without warning if they were to enter the hulk. They would be forced, thereafter, to fight hand-to-hand.

The warriors are highly mobile, which makes them very difficult to attack. One possibility is to assault the Ancient site, which they will defend to the death. However, since it is their own environment, this is particularly dangerous. An ambush someplace else would be better. If the Ancients were to learn where the crystal was (even if it were only a ruse), they would attack there.

CONCLUSION

It probably won't destabilize a campaign for the characters to get away with a meson gun sensor and personal meson screens. If the agents are used, the characters might try to seize them. Gami may offer Cr50 000 compensation for each character if she is on friendly terms with them. However, the items can bring much more if the right buyer is found. They make very good bargaining chips and souvenirs, but otherwise will probably never see active use again.

Letting the characters have an antimatter power pod is up to the taste of the referee. Situations can be shaped to govern this.

If the Ancients have their way, they will eventually order both Ancient sites destroyed. But before the one on the moon blows up, they will want to descend through the teleportal into parts unknown.

PORTABLE MESON GUN

This weapon is actually a heavy (20kg) backpack which is somewhat wider and more bulbous at its lower end. It consists of three main components: a meson projector, an antimatter fuel pod, and a computer/robot brain.

The meson projector is actually an advancement on the meson communicator. Being free of mechanics, it can maintain many links at one time by quickly cycling the beam among the different stations in a "time-sharing" fashion. Generally, the beam is kept at a low, communication intensity. However, it can intensify the beam to do damage, up to 40 hits per round. All forty hits may be delivered to one target, or distributed to as many as ten targets of four hits each in the same round. Penetration is ignored.

One meson gun is found in a Droyne squad. It is usually carried by a Droyne worker who is nearby but always out of the fighting. The rest of the squad are warriors carrying sensors for the meson gun. Each sensor is linked to the gun by meson communication. In combat, the warrior selects a target by aiming the sensor like a rifle, and "fires." A meson attack is then made on the target by the meson gun.

There is effectively no limit to the number of rounds which may be fired. The meson gun can shoot at full intensity for a year before requiring a new fuel pod of antimatter. The weapon ignores armour. There is no attenuation, but it does have a maximum range of 400 metres (very long). It has a low signature and low recoil.

The portable meson gun is treated as having weapon fire control. All attacks are Simple. Although the sensors have the appearance of rifles, the weapon skills of the warriors are not important. It is only necessary for them to aim well enough that the weapon can distinguish its intended target.

Each sensor is 4kg and equipped with optics and maser range finding. Although it does have some energy storage, its primary power source is the meson beam

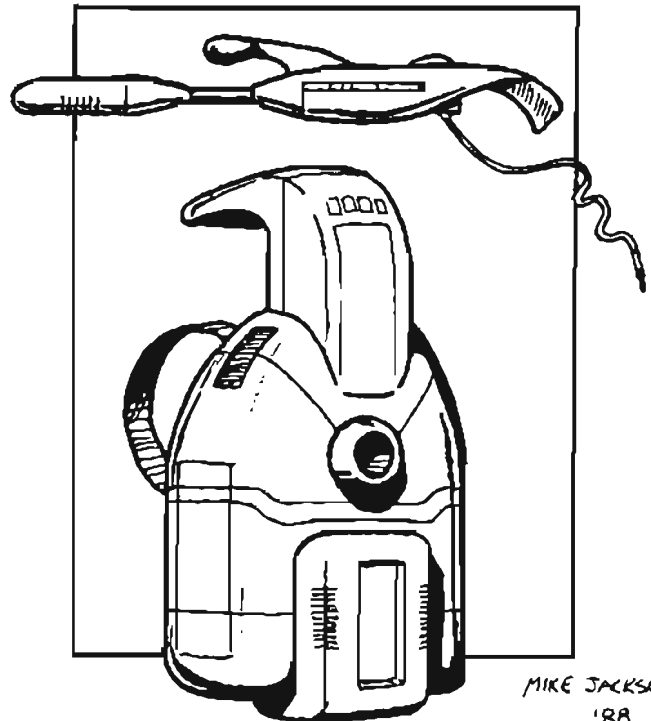
from the meson gun itself. Without this, it is not possible to send a return meson signal. This meson link is also used by the Ancient Droyne for communication. A communication cable links the sensor to their battle dress.

The computer for the meson gun is actually a robot brain. For this reason, it can be treated as a robot rather than as a mere weapon.

31*00-00-N0527-00J8 Cr? 20kg
Fuel=5 Duration=365+ TL= 21
10/25 (armour value 22)
Meson Gun/Communicator
2 Visual Sensors (LI, IR)
Audio Sensor
Electronic circuit protection
Meson Gun-1, Commo-1, Infantry Ground Combat-1,
Tactics-4

*Antimatter power plant.

The brain functions as a battle computer and can contribute its Tactics skill to the tactics pool of the Ancient Droyne. It will not take the role of leader, however.



BACK ISSUES

Back issues of Third Imperium #'s 9 and 10 are still available. Reprints of T.I. #'s 3, 4, and 5 are also available. Rates are the same as for single issues (see page 3).

COMPUTERS PART 3

In the last two issues, we have discussed computer hardware and software, and how to use it. This issue, we finish up with information on some other notable aspects of computing.

COMPUTER NETS

Many of the activities we have described are based on the availability of computer nets, which allow easy access to other computers. With an acting high-tech computer net, a hand computer can act as a library, a phone, a navigator, and an emergency beacon. Contact with any other computer in the world is only moments away.

At TL 6, computer nets are non-existent. Communication between computers is limited to physical exchange of software, or wire connection between a mainframe and its terminals.

Starting at TL 7, modems allow computer-to-computer communications over telephone lines. At TL 7 itself, only the largest business, government, and university computers use modems, but by TL 8, some 20% of computer owners have them; and by TL 9, phone computer nets are quite extensive, allowing communication with almost any business or individual on the planet (although long distance charges may be quite steep).

At TL 10, the Model/O hand computer comes into existence, along with the handcomp radio, for long distance communications. At this point, only very few individuals are equipped with hand computers, usually on-the-move employees needing to keep in touch with the office. At TL 11, computer radio nets, using satellites for around-the-world communications, begin to supplant phone nets, and by TL 12 they are the norm.

Determining whether or not a world has a phone net can be done as follows: Add world TL and population together and divide by two (round fractions down). Then roll that number or lower on 2D for a worldwide computer net to exist on that planet. Individual computer-to-computer communications is always possible. If the world's TL is 6 or lower, it cannot have a computer net.

NAVIGATION

Worldwide satellite computer nets often have a navigation feature. For a few credits, they can locate any computer with an active radio link. At TL 10 and 11, these locations are to within a few dozen metres. At TL 12, they are to within 1 to 5 metres.

Locating oneself can always be accomplished (unless the individual cannot or does not contact the computer net). Locating others usually requires that the computer net first ask them if they wish to be located.

COMPUTERS AND THE LAW

With the advent of the computer comes an entirely new region of criminal law. The courts, however, finally begin to take it seriously only at around TL 8.

Computer crime is usually dealt with under the areas of Trade or Criminal Law (Grand Census, page 26). The referee must determine whether any particular action is illegal, but such chances generally increase with Tech Level and Law Level. Below TL 8, computer crime can only be punished if it is linked to another crime (eg, breaking into a computer to steal cash could only be prosecuted as theft or embezzlement).

Some examples of computer crime include: illegitimate entry to another computer system (hacking); adjusting, altering, or erasing programs or files without their owner's consent; copying programs or files without the consent of the writer/manufacturer; creating and/or using virus programs; and deliberately crashing an active computer net.

Crimes committed through a computer net can often be detected, and the authorities notified. At TL 7 and 8, this has little effect, as the modemed calls must be successfully traced in order for the offender to be located. By TL 9 many computer defense programs (see T.I. #9) may themselves trace the offender, and then pass the information on to the police. With the use of computer navigation, any computer criminal not also jamming the navigation system can be detected and the police dis-

patched to his location.

Punishments for computer crimes can range from light fines and confiscation of equipment for minor offences (for instance, obtaining but not using an illegitimate ID on a business' computer) to 10- to 15-year jail terms for major crimes and repeat offenders.

PSEUDO-REALITY COMPUTERS

At TL 15, computer technology results in pseudo-reality communications. In this system, an individual's opinions, information, and orders are transferred to a computer program designed to imitate him. This allows a form of communications which lets the individual "be" in any location without actually going there.

Pseudo-reality communications take the form of a life-sized, computer-generated holographic image which behaves and communicates in the same manner as its sender. At TL 15, it is programmed in only a single area of discussion, such as the commissioning of a specific starship design, through the use of extensive questioning and reaction analysis. A specific program is required for this (5 spaces, Cr20 000), and the computer must be linked to a pocket Medical Scanner (for reading the subject's reactions to various questions), a voder, and a holocamera. The questioning takes 10-60 minutes,

depending on the complexity of the topic. The final result is a 0.1 data space program which can be run on any computer with an active PR recorder program.

The computer then extrapolates from the acquired data and simulates the individual's behaviour. For all intents and purposes it is as though the subject were actually present. Most Type A starports on X-boat routes have pseudo-reality facilities, with message costs double that for X-boat messages. At TL 16, neural probes allow the direct copying of an individual's behaviour and memory patterns. Such data programs can behave exactly as the original in all areas, and take up 3 program spaces.

REMOTE CONTROL

It is possible for a person with a computer to break into and take control of another system: for example, someone on a scout/courier could attempt to break into a nearby subsidized merchant's ship's computer and take control of that ship.

Remote control uses the following task:

To take control of another computer:

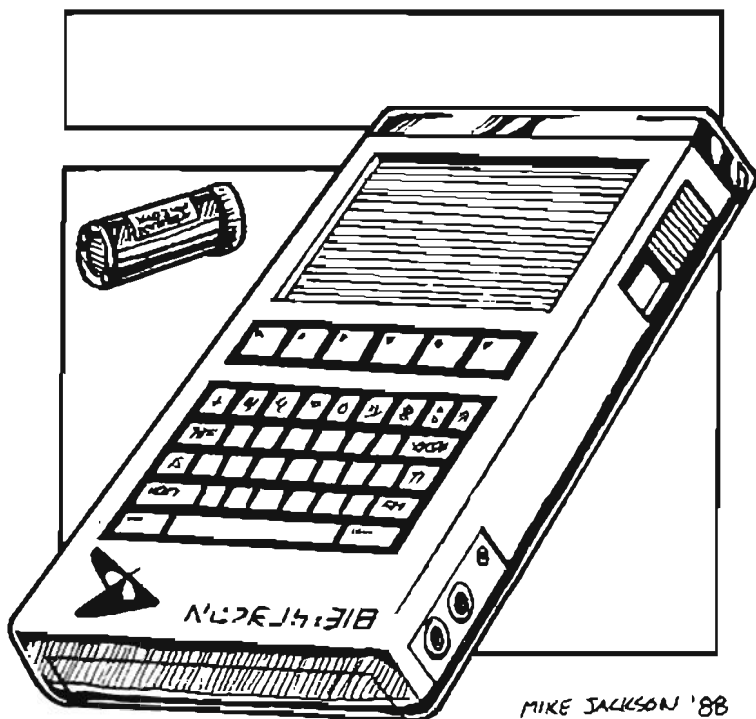
Formidable, Off:Computer, relative computer size; Def: Defense program DM, relative TL (confrontation)

Referee: If the task succeeds, the target computer and all its affiliated systems may be controlled from the invading computer, but treat all tasks involving the target computer as being one level more difficult.

The invading computer must have equivalent abilities to the target computer. For example, a starship computer may be remote controlled by another starship computer, but not by a hand computer.

Breaking remote control uses the same task, only the 'Defender' is now the 'Offender.'

This completes our series on Computers. Next issue's Traveller's Hardware will deal with the Computer-Brain interface, a special new computerized implant.



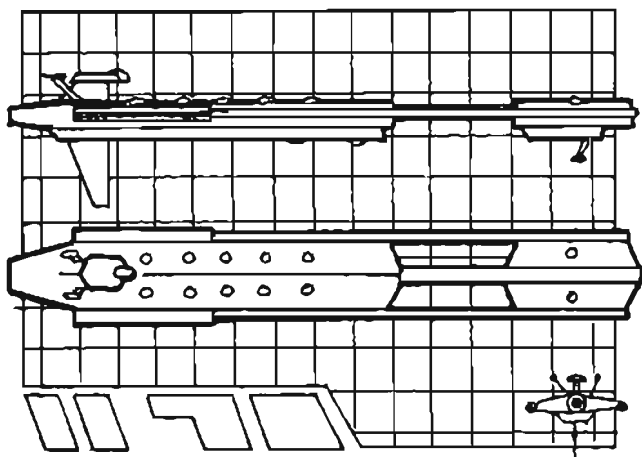
TRAVELLER CRAFT

HAMMER CLASS ASSAULT CRUISER

Craft ID: Assault Cruiser, Type CI,
 TL 15, MCr 28 495.
 Hull: 45 000/112 500,
 Disp = 50 000, Config = 3 SL,
 Armour = 40G.
 Power: 5500/7334,
 Fusion = 990 000MW,
 Duration = 19/57.
 Loco: 5400/7200, Manoeuvre = 3,
 3375/4500, Jump = 4,
 NOE = 190kph, Cruise = 750kph,
 Top = 1000kph,
 Vacuum = 2850kph, Agility = 1.
 Commo: Radio = System x 3,
 LaserComm = System x 3,
 MaserComm = System x 3,
 Meson Comm = Planetary.
 Sensors: Active EMS = Far Orbit x2,
 Passive EMS = Interstellar x2,
 Densitometer = Hi Pen/1km x2,
 NeutrinoDetect = 10kW x2,
 ActObjScan = Routine,
 ActObjPin = Routine,
 PassObjScan = Routine,
 PassObjPin = Routine,
 PassEngScan = Simple,
 PassEngPin = Routine.
 Off: Meson Gun = NOx,
 Batt 1
 Bear 1
 ParticleAccelerator = 090
 Batt 5
 Bear 4
 Missile = x90
 Batt 10
 Bear 8
 BeamLaser = xx9
 Batt 12
 Bear 10
 FusionGun = x09
 Batt 7
 Bear 6
 Def: DefDM = +9, NucDamper = 9,
 Meson Screen = 9,
 BlackGlobe = 4.
 Sandcaster = xx5
 Batt 60
 Bear 48
 Repulsor = x9x
 Batt 2
 Bear 2
 Control: Computer = 9/fib x 3,
 Panel = Hololink x 2379,
 Special = LgHoloDisplay x 20.
 Environ = BasEnv, BasLS,
 ExtLS, GravPlates, Inertial-
 Comp.

Accom: Crew = 20 x 50. (Bridge =
 15, Engineering = 67, Mainte-
 nance = 3, Gunners = 344,
 Flight = 208, Troops = 100,
 Command = 123, Stewards = 30).
 Staterooms = 512.
 SubCraft = shuttle x 4, Ram-
 part Fighter x 100.
 Other: Cargo = 9651kL, Fuel =
 394 470kL, Fuel Scoops, Rapid
 Launch = 135kL x 2.
 ObjSize = Large, EM Level =
 Strong.
 Comments: Electronic Circuit Pro-
 tection. EMS Jammer = Far
 Orbit.

The Hammer is one of the most for-
 midable Imperial warships currently
 in service. It has been known to
 defeat ships up to twice its size,
 and is well-equipped for a wide va-
 riety of situations. The Hammer's
 extensive cargo bay (714 displace-
 ment tons) and 902 extra control
 panel units allow easy installation
 of extra systems, including spare
 sensors, low berths for extra
 troops or a frozen watch, bays for
 jump-capable fleet couriers or
 other ships, or EMM.



CRAFT ERRATA

Fusion Gun Turrets: The table in
 MegaTraveller is incorrect. Replace
 it with the table below:

TL	Type	Power	Wt.	Price	-----UCP Factor-----										
					1	2	3	4	5	6	7	8	9	A	
12	Fusion-12	500	5	2	-	-	-	1	4	10	16	20	-	-	
14	Fusion-14	500	4	2	-	-	-	-	1	4	10	16	20	-	
17	Fusion-17	500	3	2	-	-	-	-	-	1	4	10	16	20	

TRAVELLER'S HARDWARE

A poison is any chemical substance which incapacitates its victim through biochemical reactions. Quite common, poisons are one of the major stocks in trade of the assassin.

There are many varieties of poison, far too many to be individually covered. To 'design' a poison (determine its nature), use the tables below.

TYPE	Price mod
Poison	x2
Tranq	-
Paralysis	x1.5
Special	x3

FORM	Price mod	Onset time mod
Ingested	-	-2 levels
Insinulative	x2	-
Gas	-	-1 level
Contact	x4	+2 levels
Multi-part	x6	-5 levels

Level	Onset time	Price
1	1-6 days	Cr200
2	1 day	Cr100
3	2-12 hours	Cr 50
4	1-6 hours	Cr 10
5	1 hour	Cr 10
6	2-12 minutes	Cr 10
7	1-6 minutes	Cr 15
8	2-12 rounds	Cr 15
9	1-6 rounds	Cr 20
10	1 round	Cr 20
11	instant	Cr 25
12	instant	Cr 30

Level	Run time	Price
1	1-6 days	Cr100
2	1 day	Cr 50
3	12 hours	Cr 40
4	6 hours	Cr 30
5	12 minutes	Cr 20
6	6 minutes	Cr 10
7	12 rounds	Cr 5
8	6 rounds	Cr 5
9	4 rounds	Cr 5
10	3 rounds	Cr 10
11	2 rounds	Cr 20
12	1 round	Cr100

Cost of poison: (Onset price + Run price + Damage price) x Type mod x Form mod x Survival mod = Final price.

Damage	Price
1	Cr 2
2	Cr 5
3	Cr 10
4	Cr 15
5	Cr 20
6	Cr 30
7	Cr 40
8	Cr 50
9	Cr100
10	Cr200
11	Cr300
12	Cr500

SURVIVAL task	Price mod
Simple	x0.5
Routine	-
Difficult	x1.5
Formidable	x3
Impossible	x5

Poisons are listed as: Ingested poison, 5DP, 1-6 rounds/4 rounds, Routine, Cr30. Price is per dose.

POISON: Does damage as normal.

TRANQ: Does damage as normal, but damage heals at 1 point/10 minutes.

PARALYSIS: Does damage as normal, plus the target cannot move for the entire run time of the poison.

SPECIAL: Damage is done to intelligence, education, or social standing, and heals at 1 point/30 minutes. For example, a Duke might take a Social poison and suddenly begin acting like a taxi driver. If intelligence or education is reduced to zero through poison, the individual is catatonic.

FORMS

INGESTED: The poison is swallowed while eating or drinking.

INSINUATIVE: The poison is placed directly in the bloodstream by a weapon (poison dart, dagger).

GAS: The poison is breathed in through the nose or mouth.

CONTACT: The poison takes effect upon contact with the skin.

MULTI-PART: The poison uses two or more distinct elements which combine in the victim to form a poison. Each element is completely harmless when taken alone.

Note: Gas and Contact forms may be combined to make contact gases, poisons in gas which do damage upon contact with the skin. Price mod is x5.

ONSET TIME

Onset time indicates how long it takes for the poison to begin taking effect.

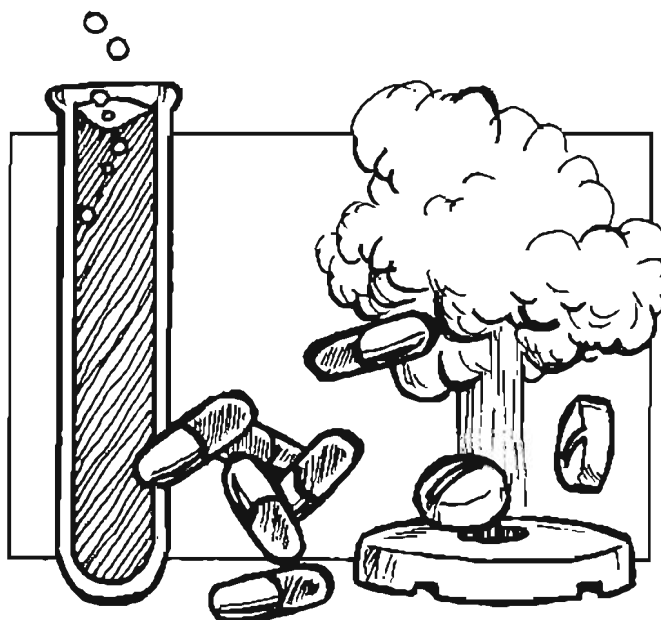
RUN TIME

Run time indicates how long it takes for the poison to do its damage. Eg, a damage-4 poison with a run time of four will do 1 point of damage per round for four rounds. A damage-10 poison with a run time of 12 hours will do roughly 1 point of damage every hour.

SURVIVAL TASK

To reduce the effects of a poison which has been taken:

(Difficulty), End, Instant
 Referee: Difficulty is determined by the poison. Upon success, damage is reduced by half (round fractions up). Upon exceptional success, damage is reduced to 1/4 (round fractions down).



MAKING POISONS

To make a poison:
 (Difficulty), Poison, Edu, 30 min (uncertain).

Referee: Time is for creating a single batch of any size. Difficulty is determined from the table below. If the task result is TOTAL TRUTH, the poison works; if SOME TRUTH, one effect is reduced or increased by half, eg, 1/2 damage, double onset time, etc; if NO TRUTH, poison has no effect.

Poison price	Difficulty
Cr1-50	Routine
Cr51-100	Difficult
Cr101-200	Formidable
Cr201+	Impossible

TRAVELLER'S ADVICE

THERE ARE MANY DANGERS IN TRAVELLER. THE FOLLOWING IS AN ILLUSTRATED GUIDE TO THE MOST COMMON THREATS TO PLAYER CHARACTERS.

ZHODANI

LOOK LIKE KLINGONS. WEAR NEAT ARMOR AND USE FUNNY ROBOTS. NO RESPECT FOR MENTAL PRIVACY.

ANCIENTS

FAR TOO MANY OF THESE AROUND. BIG GUNS, NEAT TOYS. QUIET.

ANYONE IN BATTLEDRESS

BIG, NASTY, USUALLY VIOLENT. NO FUN AT PARTIES.

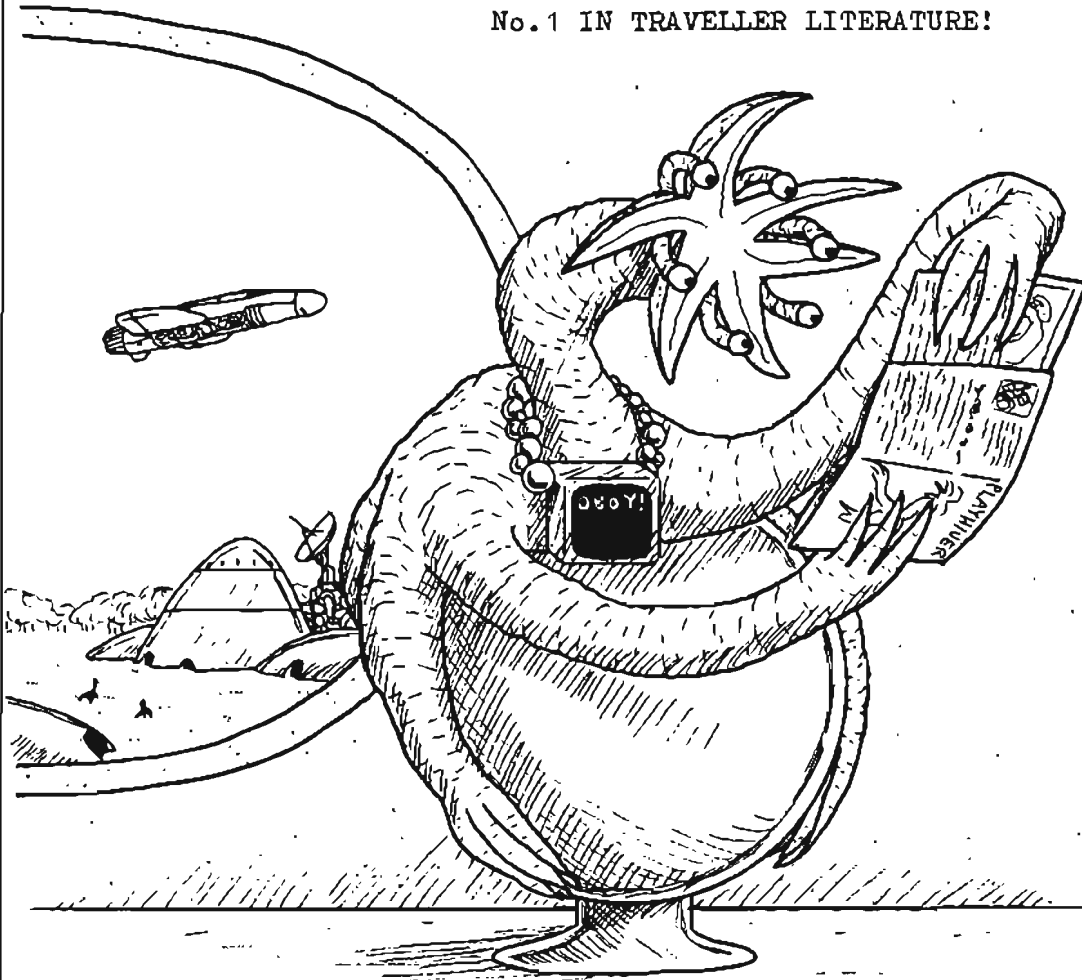
DICE

MOST FREQUENT CAUSE OF PREMATURE CHARACTER DEMISE. NOT TO BE TRUSTED.

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Off the Wall

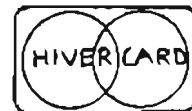
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