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THE VITALITY of the newly founded Imperium was evidenced by its rapid expansion and economic growth. The time was right for a new empire; the human populations of the territory wanted and needed this vast interstellar government. The Third Imperium was an expression of the people who populated it: strong, vital, ambitious.

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MegaTraveller—the complete science-fiction role-playing game.

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The **MegaTraveller Referee's Manual** is a *basic reference for the referee* which expands on the topic of tasks, and deals in depth with vehicle design and combat (including both surface vehicles and starships), worlds, and commerce.

The **MegaTraveller Imperial Encyclopedia** is the *basic reference for every Traveller* participant. It deals with library data, maps, world data, and equipment. The **Encyclopedia** includes all the raw information necessary to learn about the Shattered Imperium and role play within it.

The boxed **MegaTraveller** set includes all three of these books, plus a poster-size map of the Spinward Marches. GDW: 0210. ISBN 0-943580-49-8. Boxed...\$30. Each book is also available separately.

The **Players' Manual**. GDW: 0211. ISBN 0-943580-38-2. 104 pg.....\$10.

The **Referee's Manual**. GDW: 0212. ISBN 0-943580-47-1. 104 pg.....\$10.

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HERE'S HOW TO ORDER



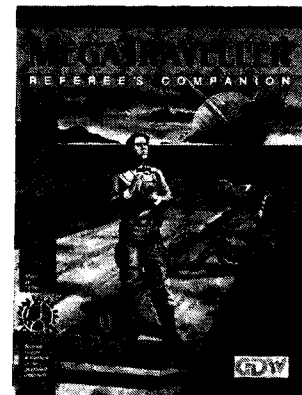
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But while the Imperium's thousand-year reign has created an illusion of strength and lasting power, continued expansion and internal pressure have combined to strain the Imperium's ability to govern to the limit. The thread that held the vast Imperium together has always been the emperor, the one individual to whom all Imperial citizens ultimately owe their loyalty.

Now the emperor is dead at the hands of an assassin, with no immediate heirs and no clear successors. The emperor's nephew claims the throne; so does his cousin. Even his assassin claims the throne. No one knows whom to follow; someone is following each of the claimants. Several border regions have lost faith in the Imperium and have declared their independence. A few neighboring interstellar powers, learning of the Imperium's internal chaos, have begun to advance into unprotected frontier provinces.

The Imperium has shattered...

MEGATRAVELLER

Against this background of star-spanning rebellion and splinter empires **Traveller** is set. Its role-playing game rules provide an entire universe to be explored. Players assume any role and any mission in the universe of the future.

Traveller says that mankind has conquered the stars, travel between star systems is commonplace, but the distances involved make interstellar voyages take weeks, months, even years.

The situation is similar to Earth in the 18th century. Communication is limited by the speed of travel, setting the stage for adventure in a grand fashion with all the trappings of classic science fiction: star-spanning empires, huge starfleets, interstellar merchants (and interstellar pirates), complex diplomatic maneuvers, and larger-than-life heroes, heroines, and villains.

Traveller is the name of the overall game. **MegaTraveller** is the name of this rules set, and is used to differentiate it from the 10 years of development and earlier editions that preceded it.

Since 1973



PO Box 1646
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WELCOME ABOARD

Probably the first thing you'll notice about this issue is our modest cover price increase (though I certainly hope you notice more than that). We have worked our way into the market by offering a low priced magazine, but, like everything else, our costs keep going up, especially as we improve our publication quality. Though our subscription rate is now \$10 per year (\$11 to Canada), I'd like to invite readers to subscribe or resubscribe at our previous rate of \$9 (\$10 to Canada) through the month of September.

Last issue we announced that "Exercise", a fiction story set in the shattered Imperium, would be in this issue. The author is preparing a gaming support article to coincide with the story, but we didn't get all the material in time to include it. Instead, we have printed "Finders, Inc.", an entertaining tale also influenced by *Traveller*. This is actually the first part of a novelle Jerry Campbell is currently writing. I agreed with him that it makes a fine tale all by itself. Will we see more of the story? We'll all have to wait and see.

I'd like to officially welcome Jerry Campbell aboard as a contributing editor.

We think you'll enjoy his new fiction review column, "Words To Game By".

- James B. King

VOYAGES SF 11 SURVEY RESULTS

Graphics & Illustration = 3.7

Silk Scorpion = 3.3

Commlink = 3.2

A Day At The Auction = 3.1

Red Sun Black Death Part 2 = 3.1

Reviews = 2.7

Is this issue better than our last? Yes (unanimous)

Including yourself, how many people read this issue? 2.0

How many gaming magazines do you read regularly? 5.3

Rating in order of preference the most recent issues of the gaming magazines you read, at what number would you rate this issue of VOYAGES SF (1 is high)? 2

VOYAGES SF 12

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6 MegaTraveller Stealth Aircraft

Optional Rules Adding Stealth Technology To The COACC Supplement. *Gary A. Kalin*

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Morpheus

In the future, roleplaying will be different.

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From "Mutants Of The Yucatan".

Question mark indicates release date unknown. Parentheses indicate intended release date. Dates not in parentheses indicate item available at preparation of this column.

Digest Group

MegaTraveller: Manhunter \$8.95; (Jun)

Chessex

Skyrealms Of Jorune RPG (3rd ed.) \$20; (Nov)

FASA

BattleTech: BattleTech Regiments II \$15; ?
More Tales of the Black Widow \$8; ?
Battle For Twycross \$8; ?
Technical Readout: 3050 \$15; Apr
Star Trek: New Enterprise Blueprints \$15; ?
Final Frontier Srcbk \$10; ?
Shadowrun: The RPG (softcover) \$20; Jun
Paranormal Animals Of North America \$12; ?
Seattle Srcbook \$15; Apr
Queen Euphoria \$8; ?
Bottled Demon \$8; May
Grimoire Magic \$12; (Jun)
Harlequin \$12; (Jun)
Neo Anarchist's Guide to North America; ?

GDW

Imperium boardgame \$24; (Jun)
MegaTraveller: Robots For MegaTraveller \$6; ?
Space 1889: Ironclads & Ether Flyers \$12; Jun
Venus Srcbook \$10; ?
Twilight 2000: The RPG (2nd ed.) book \$20; (Jun)/boxed \$24; (Jun)
2300 AD: Rotten To The Core \$8; (Jun)

Iron Crown Enter.
Cyberspace: CyberRogues I \$10; May

Body Bank \$10; (Jun)
Death Valley Free Prison \$16; (Jun)
Star Strike: Silent Death \$40; Jun
Armored Assault: Arm. Reserves \$15; (Jun)

Leading Edge

Phoenix Cmd:
Mechanized Combat \$9.95; ?
Aliens: Aliens Expansion Kit \$10.95; Mar
Aliens RPG; ?

Palladium Books

Rifts RPG \$24.95; (Aug); 224 pp, soft. Combining magic with technology; cybernetics; monsters and supernatural creatures from the rifts. Full-color interior plates by Kevin Long.

TMNT: Mutants Of The Yucatan \$7.95; (Jul). 48 pp. Compatible with "After the Bomb". 24 new mutant animals, crazy tribes, and horrid insects of the Yucatan.

TMNT G.M. Shield Pack \$11.95; (Jul). Compatible with entire line of TMNT series. 2 tri-fold screens and 24 pp booklet with 2 adventures in the Yucatan.

Turtles Go Hollywood \$7.95; Mar

Beyond/Supernatural:
Nostradam: Agents Against the Darkness \$7.95; (Aug)

Rapport Games

Morpheus: Operation: Hitler \$9; (Jul)
Hired Hands \$12; (Jul)
Attack Of The Humans: RPG \$5; (Jul)

R. Talsorian
Cyberpunk: RPG (2nd ed.) \$35; (Jul)

Night City Srcbook \$12; ?

Seeker

MegaTraveller: Empress Marava \$11.95; (Jun)
SDB & Shuttle \$11.95; ?
Sub. Merchant \$11.95; May. Deck plans in 25mm scale based on Marc Miller's original plans. With profile drawings and fiction.

Steve Jackson

GURPS: Space (2nd ed.) \$16.95; Apr
GM Pack \$6.95; May
Beastary \$14.95; Apr
Aliens \$16.95; Jun
Cyberpunk \$16.95; May

Task Force Games

Starfleet Battles: Basic Set boxed \$29; (Jul)
Captain's Rulebook in binder \$49; (Jul)

Timeline

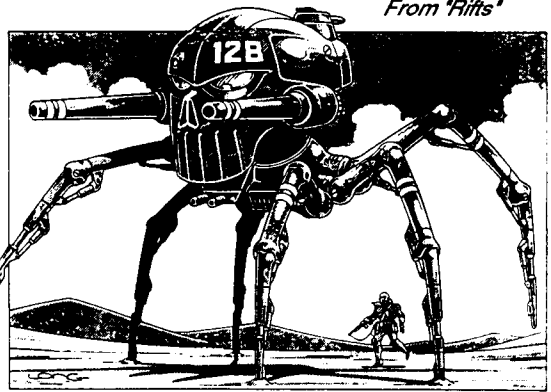
Morrow Project: Bullets/Bluegrass \$7.95; (Jun)

TSR

Buck Rogers XXVc: RPG \$24.95; Jun
Buck Rogers \$9.95; (Jun)
Mars Access. \$9.95; (Jul)

Waterford Pub.

High Colonies: Dogs of War: Merc Units; (Jul)
Seraglio Station; (Oct)



From "Rifts"

West End Games

Star Wars: Game Chambers of Questal \$10; April
Galaxy Guide 5 \$13; April
SW Miniatures Rules \$15; (June)
Jedi's Honor (solo) \$13; (June)
Imperial Troopers (miniat.) \$12; (July)
Torg: Possibility Wars: RPG boxed \$30; May
Living Land Srcbook \$18; May
Destiny May/GM Screen \$12; May
Storm Knights (novel) \$4.95; May
Poss. Chalice \$10; (June)
New Empire Of The Nile Srcbook; (July)
Dark Realm (novel); (July)

Paranoia: Vulture Warriors \$15; (Jun)

Whit Prod.

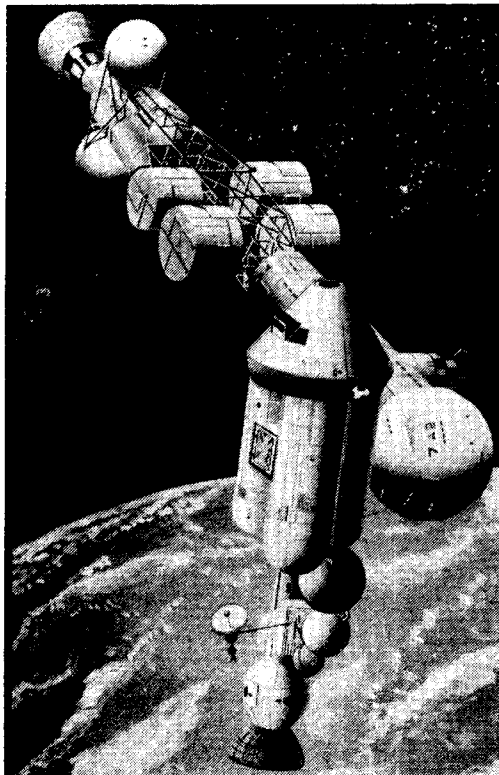
Mutazoids: RPG (2nd ed.) \$15; (July)
New England Knights \$7; ?
Chicago 2050: rulebook \$20; (July)
Manhunter: RPG (2nd ed.) \$15; (July)
GM Screen Pack \$10; (Jul)
Into Bloodhood \$10; (July)

3W

2300 AD: Starship \$10; ?
Space 1889: Wild West Show/Mars \$10; ?
Twilight 2000: Warriors/Everglades \$8; ?

Wotan Games

V.I.P.E.R. board game \$15; June



FUTURE VOYAGES Our Next Issue:

Rails In The Astusapes
Space 1889. The Great Martian Northern Railway is begun. But someone is trying to stop it.

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Applying the Sanity trait to Traveller and other SF RPGs.

Plus commlink, game & fiction reviews--next issue!



GARY A. KALIN

MEGATRAVELLER

STEALTH AIRCRAFT

Optional Rules Adding Stealth Technology To The COACC Supplement

Gary A. Kalin

WHAT IS STEALTH TECHNOLOGY?

Stealth technology can render aircraft almost invisible to most radar and infrared tracking and scanning equipment. Stealth aircraft have special, radar absorbing skins and heat-dissipating engine nozzles that allow such aircraft to operate highly undetectable to both flying and land based radar and infrared detection equipment. Other types of sensors and tracking equipment are unaffected. Only conventional aircraft can use stealth technology.

BUILDING AND FLYING STEALTH AIRCRAFT

Stealth technology is possible at tech level 8. Stealth aircraft are 25% more expensive to build and operate than conventional aircraft. RAM (Radar-Absorbing-Material) airframes can be of any type, but are 10 times heavier than other airframes.

A major drawback of stealth aircraft is that they should not travel faster than the speed of sound (mach 1) because the radar absorbing skin cannot withstand the stresses associated with faster-than-sound speeds. The speed of sound varies with the temperature of the atmosphere. For example: when the air temperature is 0 degrees Celcius, mach 1 is 1,186 kph.

At -40 C, mach 1 is only 1,112 kph. For gaming purposes, mach 1 is 1,200 kph.

Stealth aircraft can be *built* to fly faster than mach 1, but flying at mach 1 or greater causes damage to the airframe. For each turn a stealth aircraft flies at mach 1 or greater, roll 5 D6 and subtract the result from the airframe's damage rating.

Stealth aircraft cannot carry any external ordnance or stores on pylons or hardpoints. This is because the shape of pylons, hardpoints, ordnance, and stores reflect too much radar. All ordnance and stores must be carried in internal bomb bays.

DETECTION IN COMBAT

Use the optional rules below for combat involving stealth aircraft and conventional aircraft.

1. Spotting

The radar absorbing skin on stealth aircraft is flat black due to its chemical composition, and is easier to spot under most conditions.

CONDITION	DM
NIGHT	-8
CLEAR SKY	+3
CLOUDY SKY	+1
RAINY SKY	-1

2. Lockon

Improvements in radar and infrared detection technology can render stealth less effective. Use the Tech Level Modifier Table for the amount of negative DM when attempting to lockon to a stealth aircraft with either radar or infrared.

TECH LEVEL OF DETECTION GEAR	DM
TL-9 AND LOWER	-14
TL-10	-10
TL-11	-4
TL-12 AND GREATER	+/-0

3. To Break A Lockon

Stealth aircraft can attempt to break a radar or infrared lockon with a DM of +6.

F-117B FIGHTER BOMBER

DEVELOPMENT

The F-117B was the first aircraft built using stealth technology. Built in the late 20th century on Earth, the F-117B design is typical for a stealth fighter bomber. As with all stealth aircraft, it was intended to make undetected first strikes to disrupt high threat areas.

ECM DISPENSERS: Optional Rules for Electronic Countermeasures

Internally-Mounted Dispenser

Electronic countermeasures flare/chaff dispensers can be built into the hull of an aircraft, normally mounted on the underside of a fixed wing aircraft or helicopter and is flush with the skin so there is no drag. They are available at tech level 7. One dispenser weighs 0.03 tons, and is identical to the external ECM dispenser pod.

Optional ECM Dispenser Rules

ECM dispensers using flares and chaff cartridges are a main defense against missiles. Extremely hot and long lasting flares confuse the infrared seeker assembly on IRH missiles by being brighter IR sources than the target. A chaff cartridge is a bundle of metal strips that explodes into a radar-reflective cloud. The radar tracking computer

of SARH and ARH missiles are confused by it.

Typical ECM dispensers have 40 'shots' of any combination of flares or chaff cartridges. The dispenser load type and number is set and arranged by the players before the game starts. Any number desired may be dispensed in a game turn. Each flare or chaff cartridge dispensed counts as a +1 toward the total DM when attempting to break a missile lockon of the related missile type--radar or infrared.

Game Notes

The ECM dispenser is a limited resource. Care must be taken not to use them all up in one encounter. On the other hand, if you're dealing with a limited threat, it's better to use your resources to successfully complete a mission.

BASIC DATA:

Tech Level: 8
 Maximum Weight: 21 tons
 Volume: 1,140 Cubic Meters
 Airframe: Transonic RAM
 Engine: (2) Basic Turbofan (TL-7)
 Controls: Computer Enhanced
 Fly-by-wire
 Crew: (1) Advanced Ejection Seat
 Cabin:

Complex Cockpit
 Cockpit Armor
 Basic Life Support

Weapons:

(2) Internal Bomb Bays
 2 Tons (907 kg) of Stores
 NOTE: No external ordnance or stores allowed.

Electronics:

Advanced Active IR Sensors
 Regional Radio
 TL-8 Computer - 2/bis
 Heads-Up Display
 ECM Flare/Chaff Disp. - 40 shots

Fuel:

10 Tons (10,000 Liters)
 Refueling Probe

Cargo: None

PERFORMANCE:

G-Rating: Unloaded - 1.84
 Loaded - 1.66

Speed: Minimum - 176 kph
 Maximum - 1,100 kph
 Cruise - 825 kph

Agility: 8

Fuel Use: 3,292.8 Liters Per Hour

INTERNAL FUEL:

Endurance: 3 Hours+1 Minute
 Range: 2,499.8 km

INTERNAL FUEL PLUS 2,000 LITERS

Endurance: 3 Hours+37 Minutes
 Range: 2,994.8 km

INTERNAL FUEL PLUS 1,000 LITERS

Endurance: 3 Hours+19 Minutes
 Range: 2,749.8 km

DAMAGE POINTS:

Hull: 76 / 190

Engines: 4 / 10 each

LOADOUTS:

A: Two 1,000 liter drop tanks-907 kg

B: One 1,000 liter drop tank-453.5 kg
 / Four IRHM-400 kg

C: One 1,000 liter drop tank-453.5 kg
 / One laser guided bomb-350 kg

D: One 1,000 liter drop tank-453.5 kg
 / Two IR homing missiles-400 kg

E: Eight IRHM-800 kg

F: Two laser guided bombs-700 kg /
 Two IRHM-200 kg

G: Three IR homing missiles-600 kg /
 Three IRHM-300 kg

H: Four IR homing missiles-800 kg

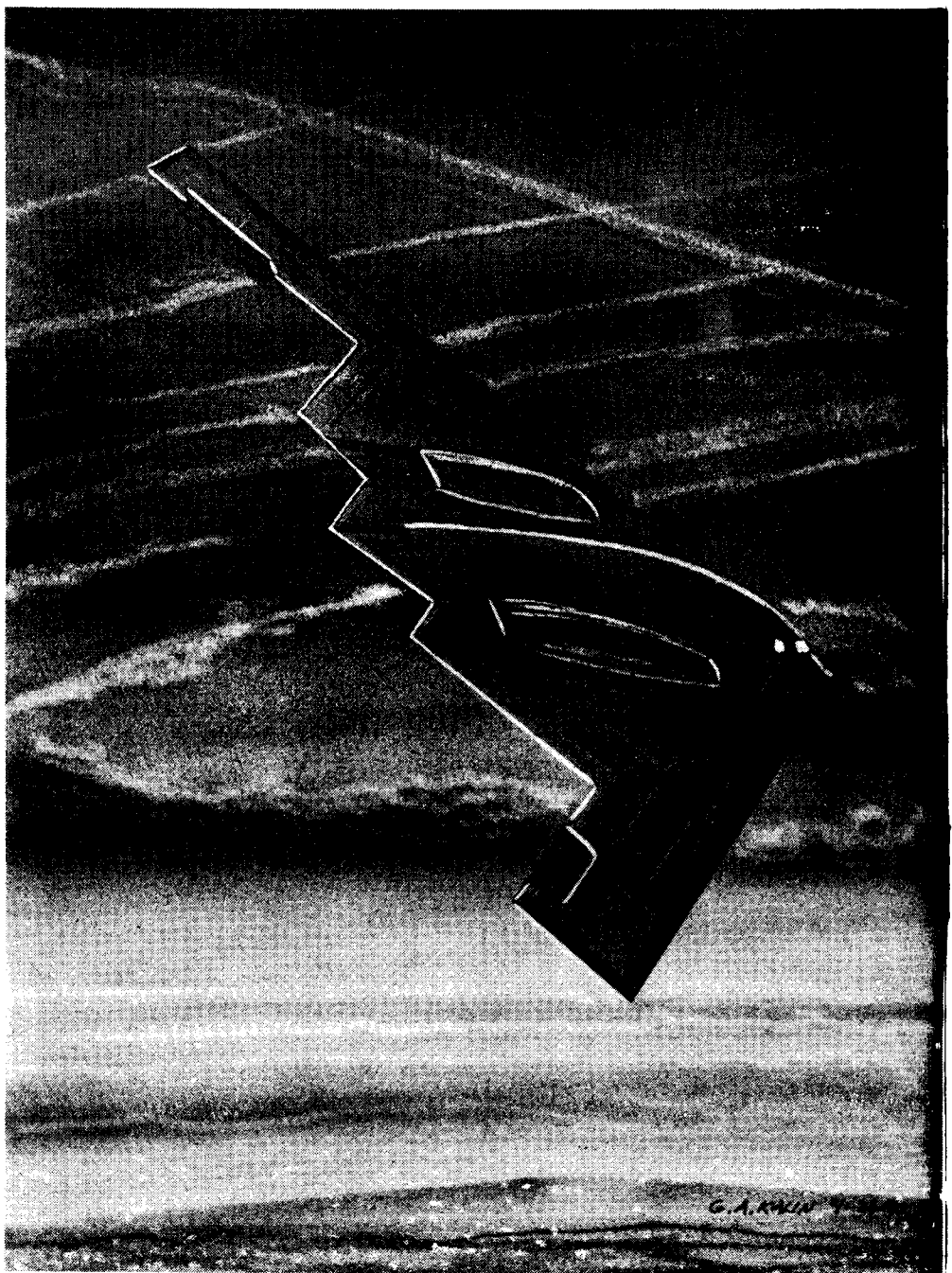
B-2C BOMBER**DEVELOPMENT:**

The B-2C was the first bomber built using stealth technology. Built in the late 20th century on Earth, the B-2C

design is typical for a stealth bomber. As with all stealth aircraft, it was intended to make undetected first strikes in high threat areas.

BASIC DATA:

Tech Level: 8
 Maximum Weight: 200 tons
 Volume: 12,000 cubic meters
 Airframe: Supersonic RAM
 Engine: (4) Basic Turbofan (TL-7)
 Controls: Computer Enhanced
 Fly-By-Wire
 Crew: (2) Advanced Ejection Seat



<p>Cabin:</p> <ul style="list-style-type: none"> Complex Cockpit Cockpit Armor Basic Life Support <p>Weapons:</p> <ul style="list-style-type: none"> Internal Bomb Bay 35 Tons of Stores (No external stores or ordnance allowed) <p>Electronics:</p> <ul style="list-style-type: none"> Advanced Active IR Sensors Regional Radio (2) TL-8 Computer-2/bis Heads-Up Display Radar / Very Distant Radar Direction Finders Laser Sensors 	<p>Image Enhancement</p> <p>ECM Flare/Chaff Disp. - 40 shots</p> <p>Fuel:</p> <ul style="list-style-type: none"> 82 Tons (82,000 Liters) Refueling Probe <p>Cargo: None</p> <p>PERFORMANCE:</p> <p>G-Rating: Unloaded - 0.45 Loaded - 0.37</p> <p>Speed:</p> <ul style="list-style-type: none"> Minimum - 280 kph Maximum Loaded - 420 kph Maximum Unloaded - 540 kph Cruise Loaded - 315 kph Cruise Unloaded - 405 kph 	<p>Agility: 6.6</p> <p>Fuel Use: 6,585.6 Liters Per Hour</p> <p>Endurance: 12 Hours+30 Minutes</p> <p>Range Loaded: 3,937.5 Kilometers</p> <p>Range Unloaded: 5,062.5 Kilometers</p> <p>DAMAGE POINTS:</p> <p>Hull: 800 / 2000</p> <p>Engines: 4 / 10 each</p> <p>LOADOUTS:</p> <p>The bomb bay may carry 35 tons of bombs only. No other type of ordnance can be carried. No extra fuel can be carried. ★</p>
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VOYAGES SF

Missing any issues? Order them now while they're still available!



Voyages SF #7 \$1.00

MegaTraveller: Bird Of Prey-Part 1; The Shattered Imperium. **Star Wars:** Anatra Dora (plans); Carrier Assignment (adven.); Modified Space Combat (rules). **SpaceMaster:** Linguistic Ties. *Other:* Star Battles (overview).



Voyages SF #8 \$1.50

Star Wars: Rebel Justice (adven.); Star Maps. **MegaTraveller:** Kfangu Fighter; Cryogenic Surrender (adven.); Hull Damage (rules); Ancient Science Of Shrinking. **Space 1889:** Americans In The Ether (plans); Military Dress. *Other:* Beyond The Looking Glass.

Voyages SF #9 \$2.50

2300 AD: The Kafer Connection (adven.). **MegaTraveller:** Bird Of Prey-Part 2; Petersburg (fict.). **Cyberpunk/Gurps Space:** Vampires In Space?! **Star Wars:** A World In Revolt (adven.). *Other:* 3D Distance Calculations.

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JUMPSPACE

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Jumpspace #5: VARGR SPECIAL! Combat Vehicles; Scout & Courier; Tracked ATV; Psi-staff Of The Ancients.

Jumpspace #6: A Story (fiction); Solomani Fleet Courier; Solomani Combat Vehicles; Robot Mart; Quantaire Accelerator.

For several years, rebels have been operating from a hidden base on Friazel 7 in the Galpos sector. Using all the resources available to them, they have managed to sting the Empire into a response against them, tying up Imperial troops and materials needed elsewhere. Within the last six months, activity by the Imperials in this sector has increased tremendously and the rebels are desperate for replacement parts for their fighters.

Recent Events

The rebel freighter *Dreamweaver*, carrying a cargo of stage ion pumps, navigational frequency resistors, and reflective pressure coils that are desperately needed for X and A-Wing fighters, has been attacked in the Pfertiuin system, not far from Galpos in the same sector. Marla Drew, *Dreamweaver's* pilot and captain, managed to crash land the ship on Pfertiuin 4, but was the sole survivor. Drew eventually worked her way back to Friazel 7 and reported the crash.

The Imperial buildup in the Galpos sector has only now been centered in the Pfertiuin system, which is why Drew

Dreamweaver

Read aloud:

A long time ago, in a galaxy far, far away....

EXTERIOR: SPACECRAFT IN SPACE. *A Fondorian freighter is attacked and hit by a TIE fighter patrol.*

INTERIOR: FREIGHTER BRIDGE. *Warning klaxons blare as smoke fills the bridge, illuminated by sparks that shoot from overloaded control panels. A single figure struggles with the controls, the rest of the bridge crew laying prone and unmoving on the deck. A TIE fighter flashes across the bow, spitting green fire., as a dazed crewman struggles to his feet and lunges for a chair.*

"Vorka!" *the pilot cries, "Get the shields stabilized."*

"Aye, aye, captain, but they won't hold long", *Vorka replies with a stifled groan.*

"I know that", *the pilot snaps, "but we have to try. Someone has to get these parts to Friazel 7--and we're it".*

The ship lurches from evasive tactics, the ship's systems whining in protest as green fire dances across the nose, visible through the viewport.. "Hold on, we're going down to the surface to see if we can hide!" the pilot yells, sweat glistening on her forehead.

EXTERIOR: FONDORIAN FREIGHTER. *With a lone TIE fighter in pursuit, the freighter slips through a cloud bank, spinning partially out of control, trailing smoke and streamers of flame. A burst of blue light reaches out from the stricken freighter and the TIE fighter blossoms in a beautiful pyrotechnic display of expanding debris.*

The surface rises rapidly and the freighter plows between two very tall trees and neatly slices the tops off several others, spraying tree fronds from the wing surfaces. The ship turns sideways and narrowly slides the entrance to a small canyon, then carooms off the canyon wall, bounces once, and buries itself at the wall's base. Near-silence quickly falls over the scene, and all that can be heard is the crackle of cooling metal and the steady drip of fluid as tendrils of smoke rise from the wreck.

A Star Wars Adventure

Hide AND GO Seek



"...Well, that's it, the last stage ion pump," the mechanic wearily states as he closes the access hatch in the outer skin of the A-Wing fighter. "There's nothing else we can do. Without those parts, this is the last fighter we can put back into space...."

Glen Allison

encountered such heavy patrols in the area. Imperial Fleet Headquarters has ordered a new base to be built . . . on Pfertiuin 4. And the site is almost within view of the hidden freighter--practically on top of it. In the mean time, the Imperial presence continues to strengthen and the rebels remain in dire need of the missing parts.

Episode One: Pfertiuin Bound

Event 1: First Fight

Summary: The rebels are on board a small starship just leaving Friazel 7. They are almost ready to make the jump to hyperspace, but must first break through or elude new patrols in the Friazel system.

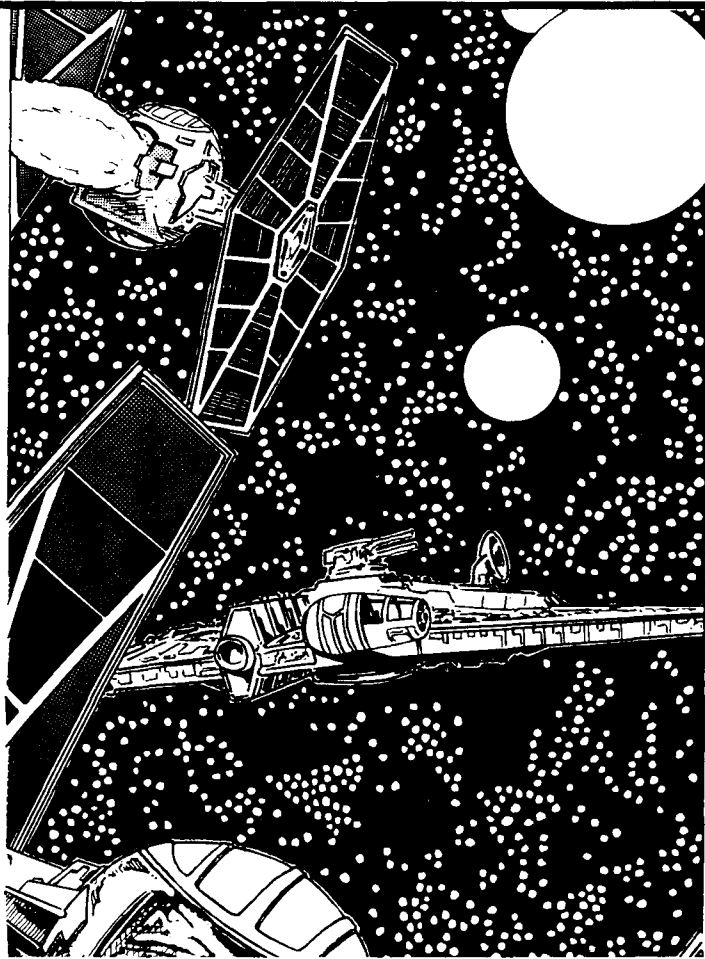
Start the adventure

Assign the parts of the Adventure script to the players so that all parts are read. Read the box marked "Dreamweaver" first to set the scene, then proceed with the Adventure Script.

When the players finish the script, read aloud:

Light glints off the glassteel cockpits of five TIE fighters as they veer toward your ship on an intercept course. Green fire lashes out from them as they move in. Suddenly, they split in a timed maneuver as two loop upwards to dive down from above while two more strike at the belly of your ship. The fifth fighter holds back in reserve.

When an opening presents itself, the fifth fighter will move in to disable the ship. If at least three fighters are disabled or destroyed, the remaining fighters will disengage and flee.



Event 2: Customs Inspection

Summary: After an uneventful trip, the players' ship drops from hyperspace and enters the Pfertiuin system. When they do, an Imperial Customs frigate hails them, and their vessel is inspected for contraband goods. The frigate's captain, Commander Lendra, is an efficient and effective officer. He wants to see the ship's manifest, crew list, information on the last inspection and anything else he can think of. Lendra is bucking for promotion and figures that the best way to achieve this is to make a name for himself as an efficient Customs inspector. He is not out to get anyone, but if he finds something out of the ordinary, he will conduct a complete search and will confiscate anything unacceptable as well as arrest the offending person(s)--unless, of course, someone offers a bribe. Lendra is interested in cash or other salable items and will allow bribes as long as they are worthy of him.

Read aloud:

As your ship enters the Pfertiuin system, the comm board begins beeping at you. When you respond, a cold, crisp voice announces, "Unidentified vessel, this is Commander Lendra aboard the Customs frigate Maracot's Revenge. You will heave to and prepare to be boarded for customs inspection." Your sensors show that a medium sized vessel is approaching. Even now, it is visible through the viewports and will be in tractor beam range within minutes.

The rebels might attempt to run away from the frigate. Even if they succeed, it could create severe difficulties in landing at the spaceport. Attacking the frigate would likely be futile, but if the rebels choose to, let them.

Adventure Script

GM: EXTERIOR: SPACE. The camera pans from right to left, showing a view of (players' ship) accelerating to light speed as it leaves the atmosphere of Friazel 7.

1st Rebel: Well, that lift-off was easy. I hope the rest of the mission goes as well.

2nd Rebel: Of course it will. No one knows where the *Dreamweaver* is except for Alliance Command, Marla Drew, and us.

3rd Rebel: We had better find it fast! We need those parts for the fighters back at the base--

4th Rebel: And if we don't, we can't hold off the Imperials for than a couple of weeks.

5th Rebel: I don't understand why we have to go all the way across the sector to retrieve the parts. I thought there was a small base on Pftertiuin 3. Why couldn't they handle it?

6th Rebel: They probably could, but I heard the "white suits" raided them a couple of weeks ago and nobody knows if anyone is still alive.

4th Rebel: Wait a minute. Where did you hear that?

6th Rebel: I have a friend in Communications who told me just before we left. I wonder how the Imperials found out about the base?

5th Rebel: Probably someone got careless. We'd better be careful. I heard that the Imperials are building up supplies and troops in the Pftertiuin system.

4th Rebel: Wait a minute. Who told you that? I hadn't heard anything like that!

5th Rebel: Well, I have a cousin who did a supply run to the Pftertiuin base just before it was raided. She told me.

4th Rebel: Gee, nobody ever tells me anything.

2nd Rebel: What exactly is the plan once we get there? Nobody ever tells me anything, either.

1st Rebel: The plan is to find the *Dreamweaver*, get the cargo of parts, and bring it back to Friazel 7 Base.

3rd Rebel: That's all? We have no more direction than that? Why don't we have someone along who has at least been there? Why isn't this Marla Drew with us? Why don't--

2nd Rebel: Lighten up! We do have a plan and we do know what we're doing, don't we?

6th Rebel: Certainly we do. We have coordinates and a rough map of the site as well as contacts who--

1st Rebel: Contacts who are probably dead. But don't worry about it. We'll work out a solution if problems come--

GM: A buzzer interrupts the conversation as a console light blinks a rapid red warning.

4th Rebel: Oh, oh! The screen shows five blips approaching at a high rate of speed. Battle stations everyone!

5th Rebel: Oh, no. I've got a bad feeling about this . . .

Cut-Away to Frialzel 7 Base

INTERIOR: HANGER BAY. Damaged A and X-Wing fighters fill roughly one-third of the bay.

CAMERA SLOWLY PANS 180 DEGREES, CENTERS ON TWO FIGURES AMONG THE FIGHTERS.

CLOSE-UP OF THE TWO FIGURES. One of them, a rebel commander, speaks, *"I can't believe it! Two X-Wings and four A-Wings destroyed yesterday alone!"* The second rebel shakes his head and replies, *"And don't forget the eight fighters that were so badly shot up that they can't fly. We've got to get more ships--or at least get some replacement parts for old crates we do have."*

CAMERA PANS ACROSS THE SHOT UP FIGHTERS AS IT FADES TO BLACK.

Episode Two: Off To The City

Event 1: Going Through Customs

Summary: In this scene, the players get to do a little exploring while they are looking for their contacts and for transportation to get to the *Dreamweaver*. The starport is crawling with Imperials. There are stormtroopers everywhere, checking shops, interrogating passersby in the streets, looking at personal ID documents, and searching vehicles.

The starport has a variety of detection scanners at the gates, and every third being gets a luggage inspection as well as any others who look nervous or shifty-eyed. When anything suspicious is found, that being is hauled off to detention for further interrogation. At least one of the rebels will be the subject of a luggage search and even if there is nothing to find, the inspectors will question almost everything in the luggage.

Read aloud:

The line up to the customs station inches along. Suddenly, there is a commotion up at the front. "What do you mean it's impounded? That's perfectly good Protection toothpaste. You can't just take tha--" You hear a muffled thud as the limp body hits the floor, followed by the clacking of stormtrooper boots on the tiles as the unmoving form is dragged away. After what seems like hours of standing in line watching every third or fourth person undergo a luggage search, the inspector glares at you. *"All right, next! Come on, hurry it up. We haven't got all day,"* he snaps.

Event 2: New To The City

Summary: Pfertiuin City is bustling with activity. With a normal population of roughly 15,000 beings, the city is now packed with 25,000 or more. When the Empire decided to build a base here, it sent ahead many administration types to prepare the way. To these people has now been added the main body of troops. On top of these, a large number of farmers and hard-rock miners are in town for a festival beginning tomorrow to celebrate the end of a good growing season. The stormtroopers are being their usual obnoxious selves (just following orders, they say) and the local police are relaxing in the background while the stormtroopers are out in force. The locals are a little put out that the troopers have taken over and are making little effort to be obliging.

Read aloud:

The sleepy little town of Pfertiuin City has been transformed into a teeming, noisy metropolis. No matter where you look, at least one stormtrooper is in sight and the streets are crowded with farmers, miners, and Greshka herders who have come into town for the festival that starts tomorrow. Vendors selling their goods have booths in the square and along the walls of several streets. In the square, several pedal cabs for hire are lined up. Most of the cabs are rented on a "do-it-yourself" basis, and several richly dressed people are loudly complaining about the lack of "real" cabs. And, as you watch, four stormtroopers drag two creatures in manacles past you and down the street, struggling to keep them under control, as a being looking much like a rag doll with green hair sidles up to you carrying a large, purple, plastic bag. *"Maps to the city for sale! To want to buy do you? Good price, good price. To charge four credits only. To not cheat your noble selves, I wouldn't. To want to buy?"* he whines.

If the players purchase a map, it should show certain locations like government buildings, speeder and grav sled rentals and purchases, as well as the standard expedition supply stores. The GM needs to create a map for the players before the game session begins. Without a map, the players will have to ask someone where to find such places. If the rebels do buy a map, other vendors will suddenly crowd

Event 3: The Chase

Summary: The players have several options at this point. They can explore on foot or they can rent a pedalcab for their stay in the city. At 10 credits per day, rental prices are cheap enough that most people will rent one. Though not fast, they're certainly quicker and more comfortable than walking.

If the rebels go to find their contacts, they find the rooms unoccupied and very messy. ISB agents are lurking close by and will follow the rebels in a pedalcab to see who they are and where they are going. If the rebels do not go to their contacts' dwelling, the agents are from customs and were assigned to trail the rebels and report on their doings. After the rebels have been on the move for a while, someone will notice that they are being followed.

Read aloud:

The festival appears to have attracted every small-time merchant in the region as well as tourists and farm hands from every cropholding within 100 kilometers. The noise is tremendous and the crowds of vendors and prospective buyers fill the streets. The temperature is rising rapidly as the green-yellow sun rises higher in the sky. A short time later, you realize that a certain light blue pedalcab has been trailing you for quite a while about 50 meters back. It never stops, except when you do, and never gains or loses ground. A few experimental direction changes indicate that the blue pedalcab's four passengers are bent on following you no matter where you go. Suddenly, the trailing pedalcab lurches forward, rapidly gaining speed as it comes straight for you.

The New

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"WHAT FOOLS WE WERE to allow ourselves to be lulled into a warm sense of security by the events of the late '80s and early '90s. How childlike we were in our trumpeting of the new age of peace, prosperity, and good will. Democracy had come to Europe, and that meant that peace had come to Europe, for democracies never made war on other democracies.

"What utter rot!

"How could we have believed such naive rubbish with the lessons of history so plainly before us? Democracies have *always* made war on other democracies; it has been a fact of life since the earliest democracies flourished in Greece, and warred continuously upon each other.

"How could we have forgotten that in the War of 1812 the two great western democracies made enthusiastic, aggressive war on each other?

"How could we have forgotten that democracies represent the will of the people, and that the will of the people is often for war?

"How could we have forgotten that Hitler was elected?"

*Janosz Skrivkin
Chancellor of Croatia
1999*

Pedalcab

A pedalcab carries four normal-sized beings (two facing front and two facing back) in the cab section and one driver/operator. Six moderate-sized pieces of luggage can be stowed on the roof rack. Pedalcabs normally travel at walking pace but can, with a strong driver, move at slightly faster than running speed for a short time.

Craft: Darsheth Super 7 Pedalcab
 Crew: 1 Passengers: 4
 Cargo Capacity: 8 kg
 Speed Code: [as operator's Stamina]
 Maneuverability: [3D]
 Body Strength: [1D]

Event 4: Identity Check

Summary: It is assumed that the rebels got away during the pedalcab chase (or the pursuing agents lose them or are defeated in a chase/combat). Later, the rebels are stopped by stormtroopers in the street to check identity papers. This happens after the rebels pick up a cargo skiff (either rented or stolen) but before they leave town. The only vehicle available either for rent or for theft is a 10 meter, open-top cargo skiff. Everything else has been rented, or is too difficult to steal.

The troopers are keyed up and alert because a bomb was just detonated four blocks away and they have been warned to watch for suspicious characters wandering around with no apparent reason for being where they are.

Read aloud:

The street is fairly crowded as you slowly make your way out of town, weaving in and out of traffic. Suddenly, a loud but muffled explosion rattles the windows of nearby buildings. A sign falls to the ground and shatters on impact right in front of you, scattering dust and debris. A look around reveals that the street is now empty except for you and your cargo skiff, and the faint hum of the skiff's powerplant echoes loudly off nearby walls in the sudden silence that follows the blast. A clattering noise is heard behind you, followed by the sound of blasters being taken off safety. You turn to look and see several stormtroopers positioning themselves behind cover. One of them steps forward and speaks, *"Identification please . . . and your vehicle registration as well."*

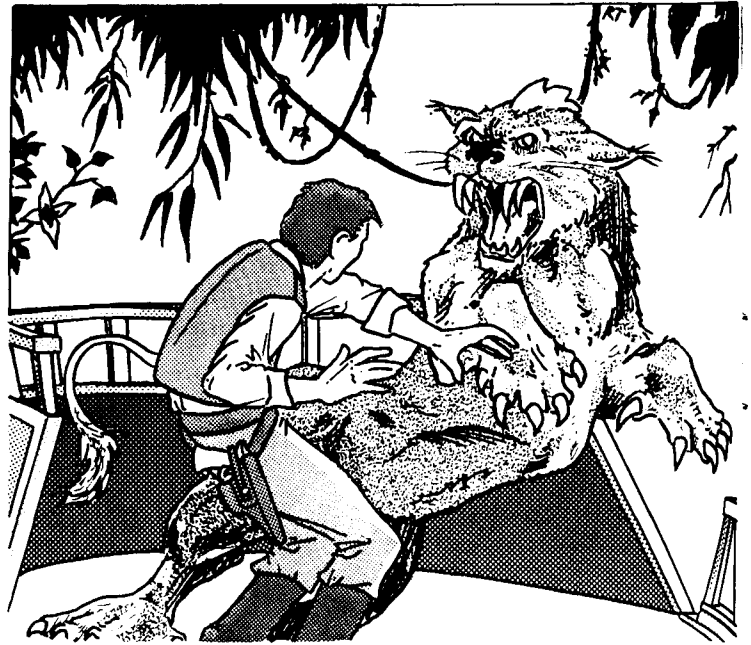
Episode Three: Over The River And Through The Woods....

Event 1: Crested Thrittles

Summary: In this scene, the rebels encounter an indigenous carnivorous animal known as the crested thrittle-hile enroute to the hidden freighter. This event occurs after the rebels have entered the forested zone surrounding the settled area of Pfertiuin City.

Read aloud:

Things have gone rather well and you are now



outside the city. In the distance, a large ridge looms over the forest. According to your information, the ridge is one of the landmarks for finding the hidden *Dreamweaver*. A trickle of vehicles and people on foot are still headed into the city for the festival, and several cargo skiffs loaded with supplies for the Imperial base are on the road far ahead of you. When they passed you earlier, their occupants had looked quite glum at the prospect of missing the festival.

Just ahead, the forest appears as a wall at the edge of the cultivated areas. After you move into shadows of the vegetation, the temperature begins to drop and is soon rather pleasant. The trees tower over your cargo skiff and sunlight filters down through the leaves, providing a dappled, eerie light.

Suddenly, a cracking branch overhead signals that something is amiss. Looking up, you see a large brown beast with forepaws outstretched as it leaps down onto your skiff, and a sudden thought occurs to you. All the other skiffs headed your way had at least a minimal roof covering.

Crested Thrittle

The crested thrittle, roughly 2-3 meters long, is a feline carnivore that looks like a lion but it has no mane. Instead, it has a large boney crest on its head. From its mouth protrude two pair of fangs. Its hide, a glossy brownish green, is prized in the sector's high society as trim for gowns. Thrittles hunt in pairs (the rebels may run into more than one). It prefers to drop from trees or other high objects onto prey, trying to break the neck with the bite of its large jaws (4D damage). If unsuccessful, it will attempt to disembowel its prey. (5D damage).

DEXTERITY: 4D
 STRENGTH: 3D

PERCEPTION: 5D
 Speed Code: 4D

Event 2: Routine Patrol

Summary: The rebels encounter a routine Imperial patrol. The troopers are not looking for anyone in particular but anyone getting too close to the base is turned back, unless they have proper documents and/or a cargo for the new base.

Local crews are bringing supplies to the base and if the players have thought of it ahead of time, they can take their "cargo" right to the site of the base, which is in the area they are headed for. However, getting away from the site to find the ship might not be so easy.

Read aloud:

The forest is thinning a little, and you feel the temperature begin to climb. Every once in a while, you see the escarpment ahead, much closer than before. The hum of insects in the undergrowth forms a monotonous background drone. Gradually, another sound impinges on your consciousness, and, just as you break into a clearing, you realize that the sound is that of another repulsorlift engine.

Ahead, you see a six-place land speeder and two speeder bikes. Standing around in poses that suggest sheer boredom are eight troopers. But there is nothing boring about the blasters they hold. Three of them step toward you, and the center one motions for you to stop, then speaks, *"Alright, let's see your IDs. And you'd better show us your cargo manifest too."* He looks at you for a moment then says, *"Don't you folks know any better than to come out here in an uncovered skiff? You must be new here."* He rubs his helmet and repositions it for a more comfortable fit, then says, *"That's funny. I don't remember any immigrant ships coming in recently."*

Event 3: Behold, A Mighty Fortress

Summary: The rebels must sneak past construction workers and other Imperial personnel at the encampment to try to find the canyon that hides the *Dreamweaver*.

Read aloud:

The directions for finding the *Dreamweaver* indicate that you should proceed left from the base of the escarpment about twelve kilometers to a narrow canyon in the cliff face. But as you come out of the straggling forest, you see before you a large construction project and workers everywhere. Four platoons of troopers are practicing close order drill in an open area near the forest while two other platoons are at target practice just beyond them.

Obviously, this is the new Imperial base. Skiffs are unloading just up ahead and someone is motioning to you, indicating that you should move to an empty dock nearby. At another dock, a skiff pulls away and proceeds left down a slope toward a city of temporary shelters built at the base of the escarpment. The man motioning to you becomes very insistent.

Event 4: Up The Canyon

Summary: The rebels have found the mouth of the canyon and are now looking for the hidden ship. But there is one complication. Several people appear to be prospecting in the canyon for interesting rocks and gems during their off-duty time, and they're in plain sight of the rubble. These

people will have to coned, distracted, or otherwise diverted in order to find and recover the cargo of sorely needed parts.

Read aloud:

You've finally made it to the canyon entrance. Let's see. 4.5 clicks up the canyon to a group of twisted trees--check. Then another 0.5 clicks up a side canyon to a large pile of rubble along the right canyon wall. That shouldn't be so hard to find. As you continue up the canyon, the floor gradually rises as the canyon twists and turns. There, just ahead, are the twisted trees. And there is the side canyon. How Marla Drew got the ship in there is hard to say, but she has to be one of the hottest pilots around. Slowly you twist and turn up the side canyon. Finally, you catch sight of what must be the rubble hiding the *Dreamweaver*. But you notice movement along the left canyon wall. Several people are pounding at clumps of rock at the base of the cliff. Suddenly, one of the figures stands and turns to look in your direction.

Episode Four: Back To Port

Event 1: A Perturbed Patrol

Summary: The rebels encounter the same patrol they ran across on the way in. If the patrol was outfought or eluded, the troopers have a real reason to come after and nail the rebels now. If the rebels bluffed and/or coned their way through last time, someone has figured out the probable reason the rebels are here and notified the patrol. If the patrol suffered casualties in the first encounter, they have been reinforced.

Read aloud:

Now that you have the cargo, you relax a little. The forest seems to be relaxed too. The sound of insects at work and the calming hum of the repulsorlift drive only help to calm the spirit. Already, you've passed the spot where the nasty beast attacked, and it won't be long before you reach the cultivated fields. Suddenly, a speeder bike swoops around a curve just ahead, narrowly missing your skiff as it swooshes by. Not far behind it come a land speeder and a second biker. Right in your path, they open fire.

Event 2: Back To The City

Summary: The rebels must either bluff their way in or sneak into the city and into the starport, and must develop a plan. The Imperials have been warned that something strange has been going on. Along the way, at least one patrol has reported questionable (or even hostile) activities.

After the rebels have entered the city, read aloud:

Pfertiuin City seems busier than it had been before, and people seem to be everywhere. Vendors still sell their wares, and people are dancing in the streets, often grabbing passersby to join in with them. But everyone leaves the "white suits" alone to amuse themselves as only they can, as they check IDs and harrass citizens. Close to you, they confront a man who shouts, *"No! Please leave me alone!"* He turns to flee and runs into bystanders, trip, and falls right in front of you. With a pleading look, he tosses a wallet at your feet. *"Please, take it!"* he gasps as troopers rush to apprehend him.

If the rebels pick up the wallet and get away, they find it contains five very good false ID documents.

Episode Five: Ready Or Not

Event 1: Red Tape

Summary: This event has the rebels dealing with Imperial bureaucracy when a minor official feels the need to flex some authority, aided by stormtroopers. The rebels must choose to cooperate, or fight.

Everything is going smoothly in port, and your cargo skiff is now parked by your ship. With a sigh, the main cargo ramp drops. Inside, the comm board begins to beep. It can only be bad news, but you'd better answer it. *"Hello, hello? This is Jarson T. Margath, 2nd assistant to Portmaster Magnus. Our office has detected a discrepancy in your documentation pertaining to periodic maintenance of main drive couplers and we need to inspect the ship and her log before you declare a flight plan. someone will be there shortly to expedite the procedure. Thank you."* As you struggle to load the crates, a squad of stormtroopers approach. *"Hold on there"*, one yells as they approach, almost breaking into a trot.

The troopers have indeed been sent by the Port Authority. But the lieutenant leading them knows that they are getting a lot of bad press on the planet and is hoping to improve relations with the citizens by being more helpful, in this case, helping to load the rest of the rebels' cargo. If the troopers are not fired upon, they begin wrestling crates onto the ship. There is a chance they will identify the cargo unless the crates have been disguised in some way (GM's discretion).

If the players decide to wait and put up with the inspection, Jarson T. Margath and a technician do finally show up. Margath points out the so-called discrepancy and suggests that perhaps oiling the wheels of bureaucracy to the tune of 500 credits will speed up the inspection and aid the proper filing of records. If the rebels refuse to pay, the inspection will be very complete and will take at least two days, and the rebels will be tormented with all sorts of things.

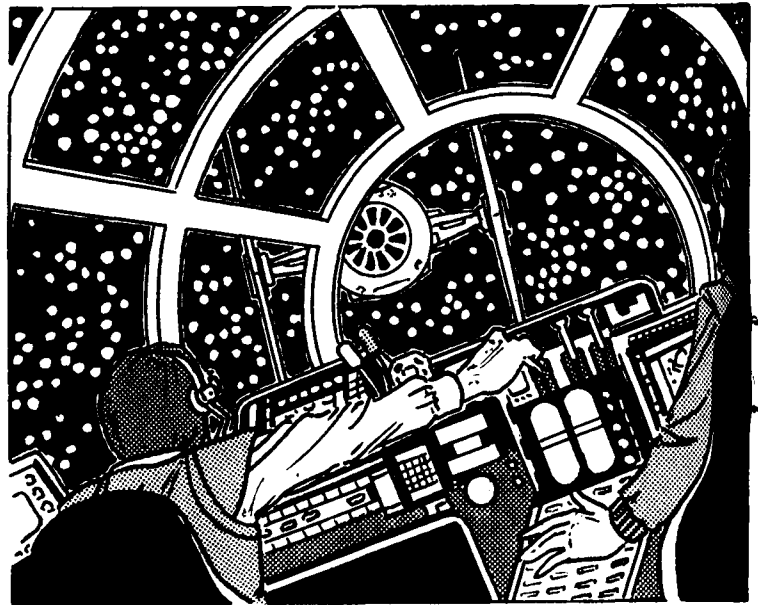
If the troopers are fired upon, they find cover and report the hostile action. Trying to "cold start" the ship in a short time is possible but the Difficulty number should be 15-20. The rebels should get out of port and off the planet.

Event 2: Circus In Space

Summary: Though the rebels got off planet, the patrol vessels in near space have been warned and are waiting, and the rebels have to burn their way through these craft. The ship is heavily damaged and, without some repairs, there is little chance of escape. Just when it looks really bad, the rebels make the last repairs and jump just as the TIEs strike again.

Read aloud:

As your ship arcs skyward, bolts of orange fire from the port defenses streak by your bow then criss-cross behind you. The sky blackens as the atmosphere is left behind and the stars become visible. Suddenly your sensor board flashes red showing five marks approaching fast from the right at Mark Point Two-Five--five TIE fighters closing fast. One bores straight at you--head on, while the other four divide into pairs



and veer at you from either side. They're fast--so fast that you can't seem to hit them. A flare of green outside indicates a near miss, but panel gauges indicate a hit. Bridge lights dim and warning claxons blare behind you, indicating damage to the drives.

A TIE finally takes a hit from your guns, and waves of bright blue and yellow fire wash over your ship as another TIE fires on you from below. The ship's interior lights flare and dim, and switch to Emergency Red as the ship rocks violently. Gauges show that the landing gear is down and damaged, though it hardly matters in deep space.

The remaining TIEs veer off and seem to be holding station just outside your gun range. But sensors show five more fighters clearing the rim of the planet, and your ship is no longer accelerating. Not only that, but the navcomputer shows damage and must be repaired as well before a jump can be made.

The rebels now have a chance to attempt repairs and reprogram the navcom. The TIEs should get in a few good licks but no serious damage should be inflicted at this point.

Read aloud:

The remaining TIE fighters disappear as your ship lurches forward and the stars turn to streaks of light as the hyperdrive engines engage.

Cut-away to Frialzel 7

Read aloud:

EXTERIOR: SPACECRAFT IN SPACE. The (players' ship) drops into normal space and streaks across the screen, heading for a tiny planet in the Frialzel system.

CUT TO: A large hangar bay, filled with dismantled fighters. In a cleared space in the center, sits a battered freighter. The ramp lowers slowly and several figures emerge as a roar from the waiting crowd wells up and echos off the walls.

ROLL CREDITS. ★

TAKE THE CHALLENGE...

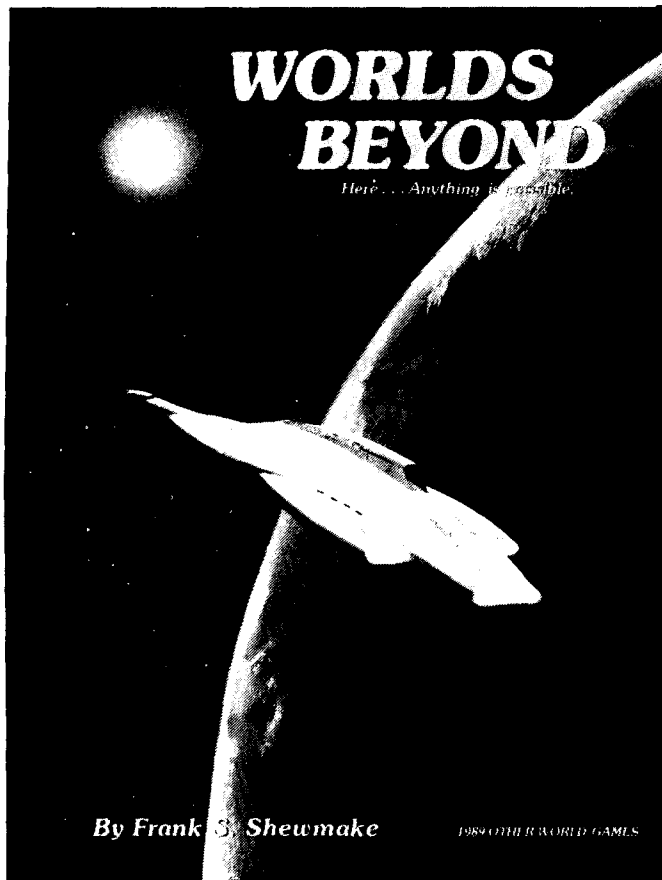
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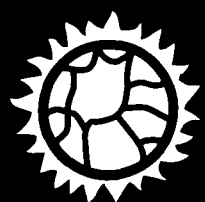
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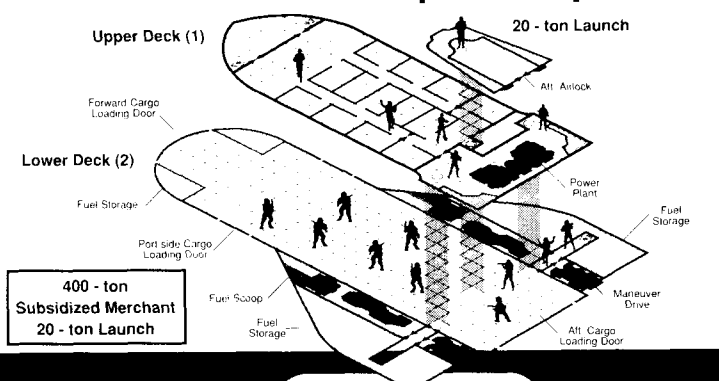


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For FASA's STAR TREK: THE RPG

S-16 PATROL SHUTTLECRAFT / MK-1

United Federation Of Planets
Spacecraft Identification Class
1 / Sublight Spacecraft

Gary A. Kalin

GENERAL DATA:

MASS: 2,060 mt

CONSTRUCTED: 15,200

IN SERVICE: 14,408

LOST IN THE LINE OF DUTY: 651

DATE ENTERED SERVICE: 2/0604

NOTE: The S-16 Patrol Shuttlecraft may take off from and land on all planetary surfaces with the exception of planetary classification: A, B, and N. It may operate from any starship, spacecraft, or space station with a flight/hangar deck or Star Fleet standard docking hatch.

HULL:

SUPERSTRUCTURE POINTS: (One)
1

CREW EGRESS: (One) Starfleet standard docking hatch, (One) Starfleet std. 4 person airlock

CARGO: 50 mt or 1 SCU

WEAPONS:

PHASER TYPE: (ONE) FH-1

FIRING CHART: F

FIRING ARCS: Forward

MAXIMUM POWER: 2

SUPPORT:

COMPUTER TYPE: L-12

MISSION DURATION: 4 standard months at full power with standard crew compliment

CREW: Pilot/Commander, Co-pilot/Engineer; Passengers: 5 standard, 21 in emergency; Federation/Starfleet standard life support, 35 environmental suits

TOP SENSOR

DEFLECTOR
SHIELD GRID
(TYPICAL)

DOCKING
HATCH

TOP VIEW

DIRECT VISION
VIEW PLATE

MAIN
SENSOR

SERVICE
HATCH
(TYPICAL)

FRONT VIEW

SENSOR

AIRLOCK
CONTROLS

PHASER
MOUNT

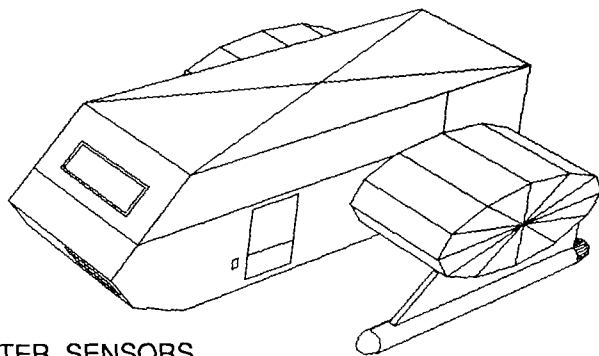
AIRLOCK
HATCH

IMPULSE PROPULSION
BOOSTER AND REACTOR (2)

COOLING
VENTS

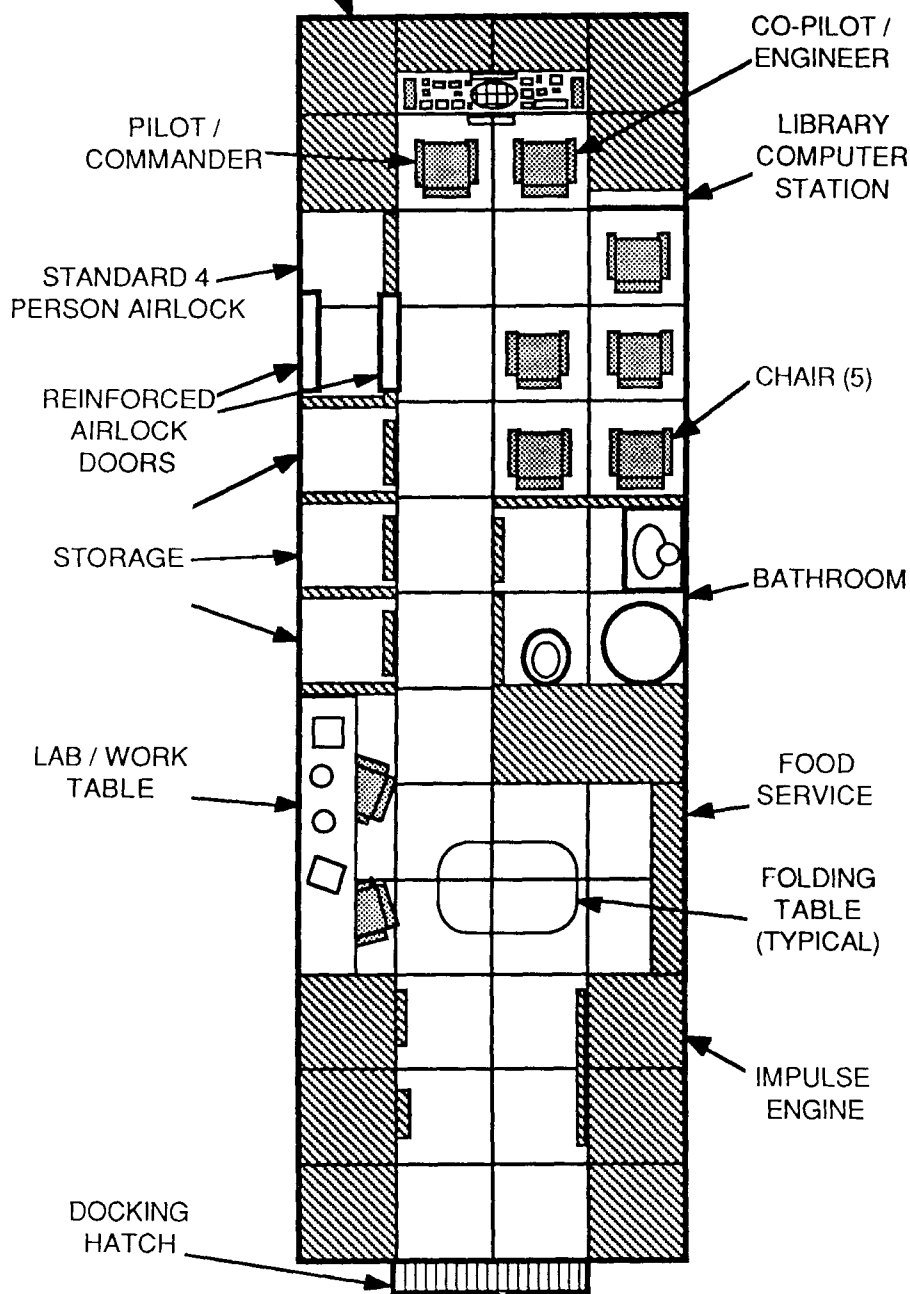
SIDE VIEW

NOTE
EACH SQUARE
IS EQUAL TO
1.5 METERS



MAIN COMPUTER, SENSORS
AND INSTRUMENTATION

FORWARD



SHIELDS:

SHIELD GENERATOR: FSA
MAXIMUM SHIELD POWER: 12
SHIELD POINT RATIO: 1/1

ENGINES:

IMPULSE ENGINE TYPE: (One) FIA-3
TOTAL POWER UNITS: 3
MOVEMENT POINT RATIO: 2/1
MAXIMUM SPEED: 0.94% of the
speed of light

COMBAT EFFICIENCY DATA:

WDF: 0.5
D: 20.43
CE: 10.2

MISSION PROFILE:

The S-16 functions as a typical Starfleet shuttlecraft. The increased size and mission duration makes it an excellent patrol or exploration craft. Most starships will carry at least one S-16, but individual captains can choose the number and type of shuttlecraft carried.

The S-16 Patrol Shuttlecraft's primary mission is to perform many of the patrol functions of a starship. Their larger size, range, and crew allow them to operate independently from their base or mother ship for longer periods.

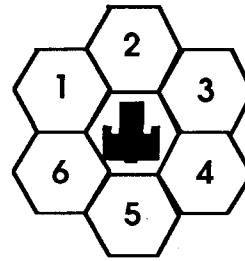
A starship will typically spend anywhere from two days to two weeks in star systems with major bases, outposts, colonies, or stations. While in orbit the crew will provide regular medical, supply, and equipment inspections. The S-16 shuttlecraft can provide most of the remote site inspections, freeing the starship to either move on to another area in the system or to leave the system altogether and return at a prearranged time.

The secondary mission of the S-16 is as an exploration craft. Typically, a starship will launch several shuttlecraft to investigate different locations in newly discovered star systems. This allows for several on-site investigations to be going on at one time and provides better protection for landing parties. The S-16 combat systems are designed to defend and deter more than attack hostile forces. The S-16 should never be used in a high threat environment.



FEDERATION SPACECRAFT

S-16 PATROL SHUTTLECRAFT / MK 1



System Repair
 1st Hit- 1 to 8
 2nd Hit- 1 to 6
 3rd Hit- 1 to 4
 4th Hit- 1 to 2
 5th Hit- Out

Vessel Name: _____
 Captain's Skill Rating: _____ Crew Skill Rating: _____
 Movement Ratio - 2/1
 Shield Ratio - 1/1 Maximum Shield Power - 12
 Stress Columns: _____ / _____ Damage Chart: C

Turn	1	2	3	4	5	6	7	8
Sensor Status								
Impulse Engine-1	3							
Superstructure	2							
Crew								
Total Power Available								
Power to Movement								
MOVEMENT POINTS								
Power to Shields								
Power to Weapons								

Turn	1	2	3	4	5	6	7	8
PHASER								

Chart: F / Power: 0-2

Sensors

	1
	2
	3
	4
	5

Shields

1	2	3

4	5	6

NOTES

PHASE 3	TURN #1 SHIELDS						TURN #2 SHIELDS						TURN #3 SHIELDS						TURN #4 SHIELDS					
	1	2	3	4	5	6	1	2	3	4	5	6	1	2	3	4	5	6	1	2	3	4	5	6
PTS. AVAIL.																								
PHASE 1																								
PHASE 2																								

PHASE 3	TURN #5 SHIELDS						TURN #6 SHIELDS						TURN #7 SHIELDS						TURN #8 SHIELDS					
	1	2	3	4	5	6	1	2	3	4	5	6	1	2	3	4	5	6	1	2	3	4	5	6
PTS. AVAIL.																								
PHASE 1																								
PHASE 2																								

Engineering Grids

	M
S	W
H	E
I	A
E	P
L	L
D	O
S	V
	N
	E
	R

	1
	2
	3
	4
	5

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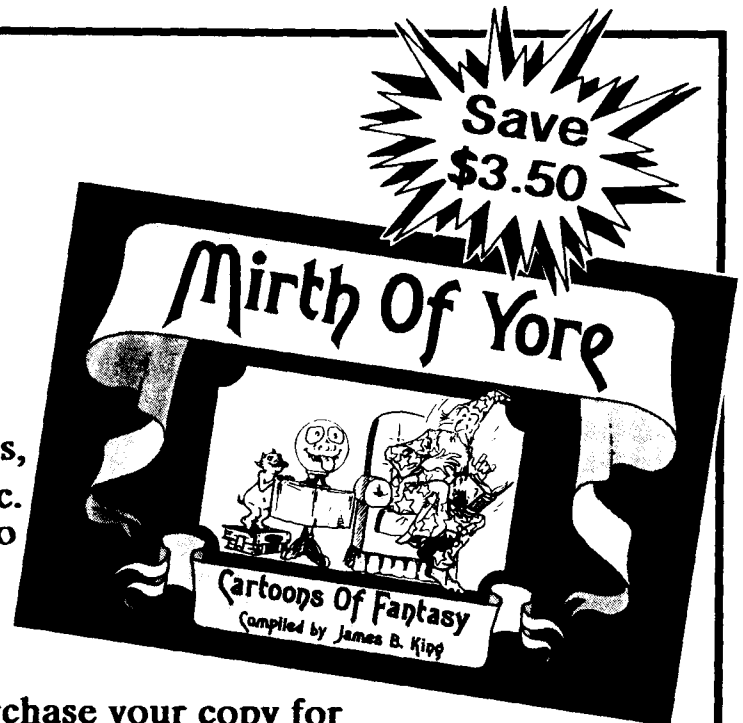
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Travel by starship is great. It gets you across ridiculous distances in good time, and, as a rule, is so dull that you end up with *lots* of time to indulge in free-association thinking. At least, that's what I told the purser/1st mate/cook of this tramp freighter I'm aboard when he asked why I spent so much time holed up in what passes for a cabin. He left me alone after that.

Actually, what I was doing was attempting to stop the "creeps" that jumpspace gives me, by getting thoroughly plowed on flavored ethanol. I don't care what the "experts" say, jumpspace *isn't* empty. There's something--or things--out there and it (they?) scratch on my mind each time I travel interstellar, which is why I don't do it too often.

I was at that stage of drunkenness where one starts to rehash the past while trying to reconcile the present. My mind drifted back to my interview with the man I've only known as 'the Elder', some twenty years ago....

....In a plushly appointed office, several hundred meters above the city of New Glasgow, there sat two men. One was well-dressed, relaxed, and giving the appearance of both youthfulness and antiquity. He put a small pile of stat sheets on the low table beside him, then took up a cup of some steaming beverage. Leaning back slightly in the plush seat, he turned his piercing gaze upon the man seated opposite him and spoke.

"Relax, lad!" his voice boomed. "The job's yours, alright? I'd decided on hiring you while you were still trying to get past Alexis, out front there, to interview for this job. Now, other than, 'What's the owner of a major detective agency doing interviewing applicants, when he probably has dozens of junior execs to do that for him', what questions do you have, any at all?"

I was in my late teens then, and, trying hard to sound intelligent, I began, "Yes, sir. I've been an amateur sleuth for almost as many years as I can remember, finding things others had lost, stuff like that...."

"You were, I'm guessing, also good at 'reading' people?" the Elder interrupted. "Knew what their real feelings and emotions were? Probably did good on tests and such in school too, right? The answers just sorta popped into your head, even if you hadn't studied?" He paused and reddened. "Um, sorry, didn't mean to cut you off. Old men like myself are like that, need to blurt out thoughts before they fade."

I didn't believe that last part for a second. The eyes of the Elder were as clear and sharp as a hawk's, with intelligence shining behind them that appeared in no wise of being in danger of dulling. I passed it off as some interview game. "Not at all, sir. And you're right about my dealings with most folks and school. Used to get the crap beat out of me alot until I learned to cover it up. But what I wanted to ask, sir, is, how did you get started? See, I've always loved a good mystery, and reading about cases solved by yourself and others. When other kids were playing fighter pilot or stellar marines, I was playing sleuth or reading about it. But, everything I've read on your background is, shall we say, skimpy at best?"

Putting down his drink, the Elder smiled and, gazing off to a high point on the wall opposite him, said, "How'd I *really* get started in the 'search and rescue' trade? Well, what I tell folks who don't have the Talent is that I was



FINDERS, INC.

Jerry Campbell

an orphan who got lucky enough to get caught by the right fella whilst trying to lift his wallet. Then I'll wax poetic about how I was taken into his home, given an education and, most importantly, training for this particular line of work.

"You, on the other hand, *are* talented, something we knew when you entered the building. Thus, you get the full tale, which may help to explain why you were hired and accepted for further training. See, I, like yourself if you didn't already know, am talented psionically.

"Ah, good. The flow of your thoughts tells me you at least suspected. So, sit back, *relax*, close your eyes, and let an old man tell a story.

"I really was orphaned, before I was six. Some Duke's rebellious son and the Imperials decided that this'd be a good world to fight

over. The young Lordling lost, but not before most of the cities and a good portion of their surrounding countrysides were ruined. Weapons fire and bombs, both deliberate and accidental, and impact of ship's parts that failed to burn up in the atmosphere are hard on any biosphere.

"Most essential services, power, water, and the like, went out in what was left of the cities. Those who hadn't died or fled to the country struggled to get by as best they could in the rubble. This was before the sector government got around to sending in some relief.

"I was lucky enough to get accepted by a roving pack of kids. We lived mainly by scavenging, since most of us were really too little to hold our own against anyone bigger. Being even smaller than the rest, I could wriggle through places that others couldn't. I

had a knack for finding caches of food that were either buried or hidden, so they kept me on as their 'luck'. They took to calling me 'coney' then, that being an old word for rabbit, a Terran animal that could duck down a hole almost as fast as myself.

"One day, I found what had been a pawn shop, buried in the rubble of a shopping mall. With the guns I found and brought out, we were able to wipe out a rival gang of older kids that'd been trying to move into what we considered 'our' territory. They never really stood a chance. While I didn't know how at the time, I knew where every one of those other people were hiding (yes, there were girls in both gangs). We were able to ambush them all, usually one at a time. We left the bodies around the border of our territory, as a warning we were not to be messed with. Worked pretty well, too.

"All this came to an end six or seven years later, when the civil wars that sprang up finally ended. That was when Berke Hobbes, the so-called 'Hero of New Albion' set about restoring order. Guess I shouldn't complain. He really did restore order and get things running again, though it took pounding everyone down under an iron fist to do it. But that's another tale in itself.

"When the clean-up teams, those military police stormtroops, entered our area, I was the only one that escaped. We had no warning. It was a cloudy, stormy night, and everyone was beat from a bit of a mix-up we'd had with a rival gang earlier that day. I woke up thinking I'd heard unfamiliar voices, but laying there in the old basement that served as our headquarters, I couldn't hear anything but the wind. My talents were spotty then, and basically unrained. I'd no sooner laid back down and started to drift off to sleep when the wall near me exploded. Most of us were too stunned to react quickly, not that it would've mattered. Right after the wall blew, stormtroops came pouring in, yelling through amplifiers for all of us to freeze and lighting the place up with cold flares and spotlights mounted onto their armor. Scariest thing I've ever seen.

"I tried to make myself real small at that point and was wishing mightily that I could turn invisible. You know, it worked, too! One of those troopers had his spotlight right on me, lookin' me right in the eye, but it was like he wasn't seeing me at all!

"They rounded up those that were left. See, not everybody froze and them stormtroopers weren't into taking chances. They just shot anything that moved (ever see what a gauss carbine does to an unarmored body? Ain't pretty), and marched the survivors out the hole in the wall right past me.

"I never saw any of those kids again, though I heard tell of one who went fairly far in the army few years back. Me, I stayed put until it got light out. Gathered up what I could find of food, bedding and weapons that were overlooked and left through some tunnels.

"The government razed that whole section of town the next day. Scraped it clean, scooped out the basements, and started rebuilding everything from scratch.

"Somewhere along the way, I found out I could move things by thinking at it real hard. That saved my bacon in a couple fights when the other guy'd have me pinned, or worse. I was always careful to put some body motion in whenever I'd 'throw' an opponent, and gained

a bit of a rep as a dynamo. Of course, what I could push away, I could pull in. Kept myself fed that way, lifting fruit and things, as long as they were small. I had to be desperate to move anything big.

"My real break came about by accident. I'd found a wallet--no, really, found it on the ground--quit with the smug grin and listen. Anyway, it had some money inside, maybe 20 credits. Now, that was more money than I'd seen in my entire life. Not that that'd ever kept me from knowing what money was for, and that I wanted the stuff. Up until then I'd never known *where* money was kept on a person. A defect in my upbringing, I suppose, that I soon remedied. I'd hang around bars, theaters, and the like, someplace relatively dark, crowded, or both, and try and pick up on the thoughts of those carrying large amounts of cash.

"My best trick was to do a clumsy job of lifting a wallet, so that the mark could feel it moving. Usually, he'd end up accusing someone nearby and, when they'd get to shouting, or sometimes fighting, the distraction would be enough that I'd be able to make off with several wallets.

"Now, my line of 'work' at the time was such that I had to keep moving alot, a vagabond kid with lots of money tends to attract suspicion, especially where there's been a wave of pickpocket jobs. About the only safe way then to move from town to town was by rail. The trains were all armed and armored then, with regular forts and patrols along the lines. Hard as anything to bust into. And, if you were a passenger, you were left alone. Now, about the only folks that could afford to ride trains were rich, or right well off, so I got on with the Argyle Pacific as a porter and gofer. Paid something like two credits a week, plus tips.

"I grew fat on those 'tips', by not gettin' greedy. I'd lift alot of wallets each trip, sure, but I'd only take one or two bills from whatever wad the mark had been carrying. sometimes I'd then float his wallet back under a seat nearby where it could be found, and sometimes I'd 'find' it myself. Danged if most of the time I'd end up getting a reward for being so honest! True! You gotta realize that most of the folks wer partying themselves blind, spending money like it was water. Nobody really got suspicious when things got 'misplaced'.

"I stayed on the A.P. for a few years. Worked my way up to junior conductor, before I ran into difficulties. A fellow by the name of Walter Faire--oh, you've heard of him then? Mr. Faire was on my train and I'd chosen him as a 'mark'. I lifted his wallet one evening from in the bar car, floated it out and into my cabin (I'd worked up to getting one by then), and was separating a few of the weightier notes from it when, all the sudden, there he was!

"He told me the wallet had a small transceiver in it for just such an occasion (he lied). Well, I figured my end was near right about then. I handed over the wallet, and, when he kept his hand out, the money I'd just relieved it of. Thought for sure he'd report me to the conductor or the train detective (such as he was), or possibly beat hell out of me. Instead, he shut the door to the cabin, sat down in the chair by my bunk, and started talking to me, asking me about myself and all, and pretty soon I was spilling out my whole life to him. He had that way about him, you see, that'd make you both trust him and want to be on his side, without him seeming to do

anything at all. After a bit, he asked me straight out if I had the Talent.

"Up to then, I'd tried to pretty much cover up just how I did what I did, and was about to deny it when it dawned on me that he hadn't opened his mouth to ask me that question. Well, I sat there all slack-jawed and he broke out into this big ol' laugh. Offered to take me in and help develop my talents. First, though, he made me re-pick the pockets of everybody I'd done on that run, and return their money.

"He showed me a Talent that evening I'd not dreamed of until then. With some of those wallets I couldn't recall how much I'd taken, so, he simply held them and 'read' how much had been in each one before I'd gotten to them. There's a big, fancy word for it, but I don't recall what it is. Ask the folks in Training when you get there.

"Anyway, shortly thereafter we opened up Finders, Inc., not too far from where we're sitting right now. I've been in this line of work for over 85 years. Built up the business and investments with a lot of hard 'head work'. Reckon that'd be considered using 'insider information' on some worlds. Built or bought lots of fancy detection apparatus and computer gear, but that's mostly facade. Some 98% of our work's done psionically, with none but the special operatives like yourself knowing how we really go about doing our locating. That includes the office help, too.

"So, that's the true tale of Finder's, Inc., and myself. The real purpose of this company, though, isn't detective work. That's just a ready source of income and a good front. No, what we really do is train psionically talented people like yourself to be able to make the most out of their particular Talents. We don't charge for this, in most cases. We just put the students to work. Then they, like Mr. Faire did with me, recruit and screen other Talents."

When he paused, I opened my eyes and saw him regarding my frowning countenance.

"Oh," he said at last. "You thought, when I'd mentioned talent earlier, that I was alluding to skill? Is that what's been bothering you? My boy, I have skilled, un-Talented operatives running out my ears! If all you had going for you was skill at detection, you wouldn't have made it past the lobby receptionist! Not that skill hurts, mind you. Even a first-class Talent has to be able to do some deductive reasoning. See," he paused to sip from his now cold cup, "we've a device in the lobby that screens everyone entering for psionic ability. It can't determine a person's strength, or specific ability, just presence of Talent. Everything else, including psi phobia (a condition, I'm pleased to say, you don't suffer from or we'd have never had this chat) is tested for while or after an applicant applies for work, and in turn, training here.

Rising up from his chair, the Elder reached out his right hand towards me, so I leaned across and took it. To my surprise, I was swiftly pulled up out of my seat and onto my feet.

"Never underestimate a fellow, son", laughed the Elder. "Now, as much as I'd like to sit around all day and reminisce to a captive audience, I have a foundation and a business to run. And you have training to begin, both psi and sleuth, as soon as you walk out that door, so you'd best get about it."

As the door closed behind me, it dawned on me that the Elder had never once opened his mouth once he had begun his tale. ★

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Future Combat Simulations P.O. Box 268 Lakewood, CA 90714-0268

LONG TERM STAR WARS

James B. King

As a *Star Wars* fan, I found the RPG from West End Games a truly fascinating piece of game design....for a while. It isn't with the game rules that I have any squabble (well, maybe with a few rules, but that's about the best that a game designer can hope for), but with the premise. Being numbered among the rebels who fight for the Rebel Alliance was fun for a while, but in the long term, continually going off to battle the evil Empire every first and third Tuesday night of each month becomes a little stifling. In the long run, for many gamers, the focus of *Star Wars* becomes too narrow in scope.

So just what does it take to create a successful long term campaign? For an example, let's look at GDW's *Traveller*, a game that is twelve years old yet has continually remained among the most popular SF games, even with the stream of SF RPGs that followed it.

So what does *Traveller* have that made it such a hit? Putting rules aside, what this game has is *variety*. Interstellar war and small scale mercenary ops; sleuth and mystery; exploration; trying your hand as a small trader; diverse planetary systems and diverse aliens; earning megacredits or struggling to make ends meet.

Obviously, creating adventures with such variety will help your campaign. But another thing you might consider is forming your campaign where the players are not rebels and have no contact with the Rebel Alliance. This doesn't mean that the characters won't be at odds with the Empire (the players should still be impressed to play heroes, champions of good). It does mean that they will be free to choose their own direction. For instance, a "smuggler" will be free to smuggle contraband goods or run guns to guerrillas fighting their own little wars against Imperial occupation forces, much as Han Solo did in Brian Daley's novels. In fact, such a campaign would work very well set in the years before various rebellious factions united to create the Rebel Alliance. Of course, at some future time your characters should run into the Rebel Alliance. But not until after they have earned some notoriety and have gained a higher degree of skills and abilities. Then they can become acquainted with the rebels the way Solo did, as an extremely valuable ally with an immediate commission--should they accept it. Your heroes just may choose to work for the Alliance now and then, when they can fit them in--only when the rebels most desperately need them.

The other thing that *Star Wars* needs is more realism. Though a lot of great source material exists in the *Star Wars* novels by Brian Daley and L. Neil Smith as well as in the various supplements produced by West End, much is still lacking to successfully attempt a broader, more realistic campaign. For instance, there are no rules for buying and selling trade goods, no information on port fees, nothing on registering a vessel, ship maintenance

costs, fuel costs and how long such fuel lasts (or even what the fuel is, though there is reference to fuel a number of times). Though the game was written with the intention that such mundane concerns would not be bothered with, there are many gamers who simply want more realism than this. For some, such things will be necessary to make a long term campaign satisfying.

A very good source for ideas to develop these elements is, again, GDW's *Traveller* (the classic edition) and the original **Journal Of The Traveller's Aid Society**. Much of this game system and these early writings can be easily adapted to fill in missing pieces. But if you don't have access to these materials, don't panic. In future articles, **Voyages SF** will present the ways that I generated these missing pieces in my *Star Wars* campaign to answer questions I thought needed answers.

Here's to the wonders of *Star Wars*. In the long term. ★

Voyages SF 12 Reader Survey

Readers are encouraged to complete the survey below. Either photocopy this form or list the article numbers, with appropriate ratings, on a post card. Rate articles: Excellent=4, Good=3, Fair=2, Poor=1. Mark articles not read with X.

- 1 Commlink
- 2 MegaTraveller Stealth Aircraft
- 3 Hide And Go Seek
- 4 S-16 Patrol Shuttlecraft / Mk 1
- 5 Finders, Inc.
- 6 Long Term Star Wars
- 7 A Guide To Blaster Weapons
- 8 Reviews
- 9 Words To Game By
- 10 Graphics & Illustration


Q1 Is this issue better than our last (Yes or No)?

Q2 Including yourself, how many people read this issue?

Q3 Rating in order of preference the most recent issues of the gaming magazines you read, where would you rate this issue of VOYAGES SF (1 is high)?

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Please feel free to include additional comments. Mail completed survey before September 15, 1990.



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A GUIDE TO BLASTER WEAPONS

Using Blasters In Star Wars

James B. King

The *Star Wars* rule book presents blaster weapons as having virtually an unlimited power supply (one of those "movie effects"; the heroes just blast away and never have to reload). Putting "movie magic" aside, unlimited power in such a tiny power pack--even with high tech--is hard to swallow. After all, a single bolt of energy would require an immense amount of energy. For the sake of added realism, below are optional rules and applicable notes of interest concerning blasters.

Blaster Power Packs

Hold-out blasters, sporting blasters, and hunting blasters use miniature power packs that provide 25 shots. All other hand-held blasters use 50 shot packs. In these weapons, a digital readout displays remaining power-shots, and most manufacturers include a warning device in the hand grip that tingles with each shot beginning with the sixth from the last (not effective through more than thin gloves), indicating only five shots remaining.

Power packs are not standardized, but are manufactured to fit a specific weapon model, though similar models from the same manufacturers often use the same packs. New power packs (uncharged) can be purchased at 5% of the weapon's purchase price, but the appropriate permit and/or license must be

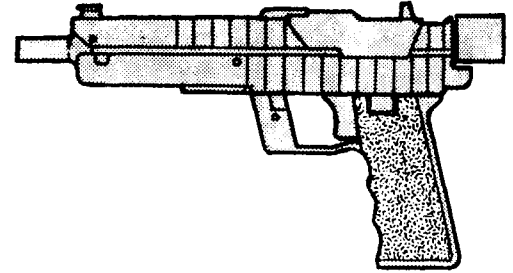
shown to buy packs for weapons requiring the same. Packs for illegal blasters are unavailable except for on the black market.

The Charge Plug

Virtually all blasters manufactured in the Empire include a standardized, combination male/female charge plug which extends from the bottom of the power pack. The pack does not have to be removed from the weapon for recharging. Packs can be recharged at a power booth for a standard fee, usually 2 credits per pack. Power booths are common on higher tech worlds and in all starports, and are usually credit-chip operated. Most starships have a similar charge port, usually located in the engineering section.

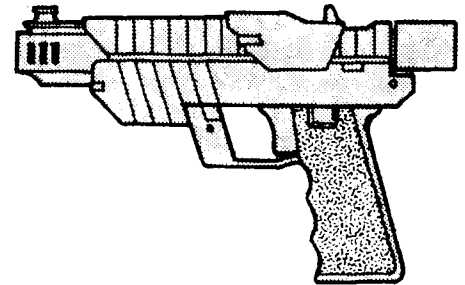
Any hand-held weapon can be coupled to another (or rather, pack-to-pack) for the purpose of transferring power from one to the other (a small switch on the extended plug is set on either "draw" or "drain"), a process which takes only a few seconds (*Dexterity*: 3 combat rounds=Very Easy; 2 combat rounds=Easy. Failure indicates improper connection or damage to the plug). Note that a weapon with a higher damage rating requires more power. This should be considered when transferring power between blasters. For example, draining a blaster pistol showing 10 shots remaining (4D damage) into a heavy blaster pistol (5D damage) will result in an increase of 8 shots. When weapons are picked up and/or drained in combat situations, roll 1D6x10-10 for 50 shot and 1D6x5-5 for 25 shot blasters to determine the actual number of shots in the power pack.

(Note: When using the template below, black out 25 squares for hold-out, sporting, and hunting blasters.)



SVB-16 Blaster Pistol

Manufacturer: Merr-Sonn Munitions
Range: Standard Damage: Standard



SVH-17 Heavy Blaster Pistol

Manufacturer: Merr-Sonn Munitions
Range: Standard Damage: Standard

The SV series of side arms is available only to Imperial military procurement, though retiring career personnel are often allowed to retain possession of SVB pistols (the Army and Navy appear to be phasing this benefit out, however). SV series pistols regularly show up on black markets, often in large lots. Procurement prices are comparable to standard prices.

BLASTER TEMPLATE

Photocopy and paste illustration of desired blaster here.

RANGE IN METERS:

SHORT: _____

MEDIUM: _____

LONG: _____

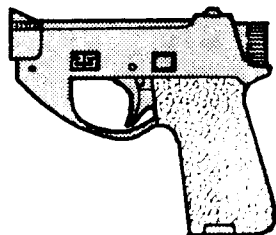
DAMAGE CODE: _____

POWER-SHOT USAGE RECORD
(Each square represents one shot.)

POWER PACKS USED:

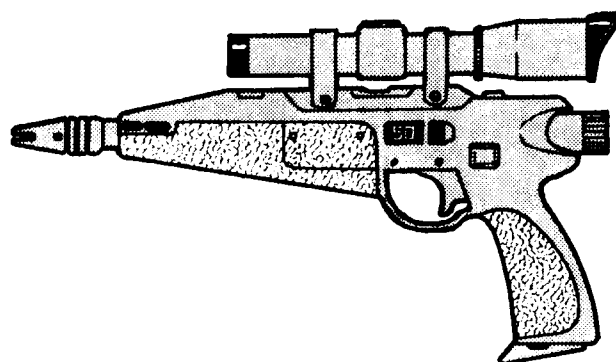
Mark off as each pack is inserted into blaster.

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"Hide-away" Hold-out Blaster

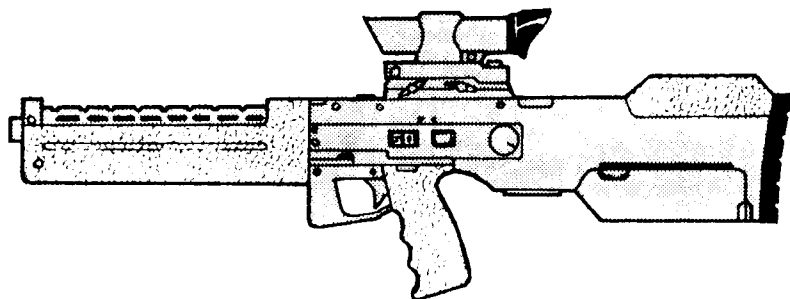
Manufacturer: BlasTech Industries
Range: Standard Damage: Standard
Price: Standard



"Accuro" Blaster Pistol

Manufacturer: BlasTech Industries
Range: Short=3-10 Med=11-40 Long=41-150
Damage: 3D+1
Price: 750 credits

The "Accuro" is a precision-worked, match quality blaster with long range accuracy. Hitting power is sacrificed to obtain a more tightly focused energy bolt.



ORION 70 Blaster Carbine

Manufacturer: BlasTech Industries
Range: Standard Damage: Standard
Price: Standard

Accuro AP2 Blaster Pistol

The Accuro AP2 is an up-powered version of the Accuro sold only to military and civilian security forces procurement.
Range: same as above
Damage: 3D+2
Comparable Price: 850 credits

In a future article we'll present more weapons to use with the blaster template. ★

JB KING

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MORPHEUS

The Roleplaying System of the Mind's Eye!

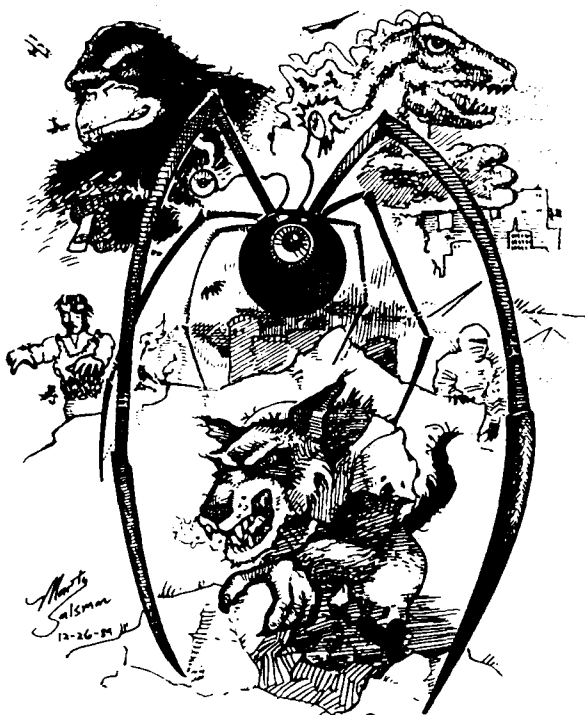
87 pg perfectbound book, 4 game sheets. \$12.

Game Design: Devin Durham; *Additional Design:* Wes Fortin; *Design Contributions:* John Macdonnell, Eric Rossetter, Craig Sheely, C'ur A'lduin; *Cover Artist:* Bob McFate; *Interior Artists:* Phil Morrissey, Marty Salsman, Scott Sauer.

Publisher: Rapport Games, 1031 E. Battlefield #114B, Springfield, MO 65807

BACKGROUND

According to Webster's 7th New Collegiate Dictionary, Morpheus is the god of dreams in Greek mythology. Encyclopedia Britannica states that Morpheus is one of the sons of Chronos, the god of sleep, who calls up different human shapes of all kinds to the dreamer. *Morpheus* does the same thing for the player in a technical sort of way through a "neural link" that connects the player character's nervous system to a "mind park" computer called Gaming Central located on an imaginary world in the near future. Here, players can face all sorts of fantastic beings and do extraordinary things that would be impossible in real life, such as fight dragons, fly WWI biplanes, or face a gunslinger in the streets of the Old West. To quote Devin Durham, "...*Morpheus* is actually



Morpheus art copr. 1990 Rapport Games

a game within a world within a game. We are playing a game in which the inhabitants of an imaginary world play a game with their minds."

LAYOUT

Morpheus has three sections: Basic Rules (31 pp), Scenario Section that provides information for creating and running the scenarios (28 pp), and "In Defense of Emerson News", a scenario for the referee to start with (28 pp, 7 of which are maps and supplementary material for the adventure), and an additional 4 pages of Playing Sheets and a "Cheat Sheet" that includes the order of combat and all the costs for building a character. Including the supplementary materials, *Morpheus* averages one illustration on every other page.

GAME MECHANICS

There are three character types in the game: the Alterationist who changes his/her body to use powers, the Invocationist who calls on powers from the mind or from outside the body, and the Gadgeteer who uses gadgets.

In *Morpheus* characters are built with "dream points" and start out with 1000 of them. As a matter of fact, everything is either built with or related to these dream points. To create a character, all you have to do is roll 2D10 for imagination and roll D%+50 for Ego. Then you spend dream points (DP) to build the rest of your character. Hit Points are based on DPs and each character has Hit Points that are exactly one half of the unused DPs at any time. This means that Hit Points can and will vary constantly through the entire game. Two other important stats are the Feat Roll and the Chance to Hit. These are both percentile rolls and are derived from the other stats and certain skills such as Accuracy, Reality Control, and Defense.

Confidence and Reputation can be purchased at any time for 50 DPs for each level to flesh out the character's stats. If you die in the game (and that can certainly happen), you are dead for that game only. All you lose is Confidence and Reputation, which must be built back up again.

Next you create the powers and/or gadgets for your character. These are also built with DPs. Each power or gadget may not cost more than 100 DPs x character level, so a 1st level character could only have 100 DP powers while a 4th level character could have 400 DP powers. Once a power or gadget is created, you have to buy either Charges or Uses Per Day (UPD) to power them. Charges cost less than UPD but can run out at inconvenient times.

Character generation is not difficult to do, but does take time because the imagination has to be exercised. But,



like any RPG, the more time you spend creating your character, the more interesting he/she will be. And in *Morpheus*, you cannot just roll the numbers and find out what kind of a character you happen to get. Your imagination is what makes the character and without a lot of thinking, your character will consist of two numbers and a bunch of nothing. Fortunately, the rule book does include a number of examples to get you started.

Morpheus has three basic skills mentioned above. They are Accuracy, Defense, and Reality Control. Each character receives one level of an appropriate skill at the beginning and all other levels must be purchased. The only one that really needs an explanation is Reality Control. This skill is used to alter your surroundings. It can be used to create a wall, a doorway or gate through a wall, pull something out of

RATINGS

4 = Excellent 3 = Good
2 = Fair 1 = Poor

REVIEW IN BRIEF

MORPHEUS=3.0

Game Complexity: *Low*

RULES=2.8

Clarity=3 Realism=2
Flexibility=3 Playability=3

DEVELOPMENT=3.3

Background=3
Technology=3 Scenarios=4

PRODUCTION=2.8

Cover Art=2 Interior Art=3
Layout=3 Editing=3
Charts=3 Record Forms=3

thin air, increase attacks, slow things down or change someone's mind for them. Reality Control is subject to the referee's approval.

Movement is based on one inch equals 15 feet. This might seem a strange arrangement until you realize that one inch per turn is 10 MPH, which works out rather neatly. In the game, each character starts out with a Speed of 2 (inches per turn) and more Speed can be bought.

Combat has several types of attacks. The first is the Material Attack (i.e. laser gun, sword, Lightning Strike, etc.), where the Material Defense of the defender is subtracted from the Attack Value of the attacker and that number is a modifier to the damage given. The second attack is the Defense Based Attack (i.e. kicking, biting, trampling an opponent, etc.). Here, there are two types: Full Body, where the attacker's Material Defense becomes the Attack Value and the the Material Defense/10 becomes the Damage Value; and Partial Contact, where you are directing a force or striking with only a part of the body. The third type of attack is the Ego Attack, where the defender's total of Ego and Reputation plus any Ego

Defense is subtracted from the attacker's total of Ego and Reputation and the power's Ego attack. The result is applied to a chart.

WHAT I LIKED

The first thing many people notice in a module or game is the artwork, and it is well done here. The rule book is clear and readable, and provides many examples to illustrate the rules. Throughout, there are examples of powers and gadgets to give players some ideas. The section for creating scenarios and running them is helpful. (Not every RPG includes enough of this sort of thing.)

The adventure is about one third of the book, and is enjoyable and well written. Without giving any details, you'll find it challenging and a lot of fun.

One of the things that will intrigue players about this game is the ability to use DPs to modify your powers or gadgets, increase Hit Points, or build new powers--not only at the beginning of a game--but also in the middle of combat if needed, which can save a character.

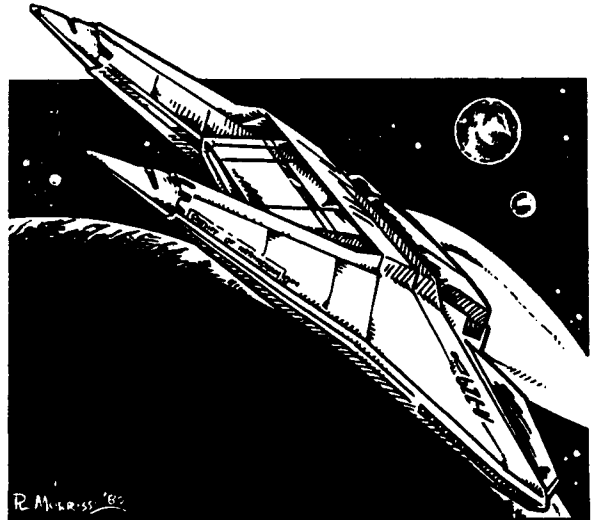
WHAT I DIDN'T LIKE

This game will probably require a lot of record keeping because of the ability to change stats and powers in the middle of the game. Constantly changing powers, Hit Points, etc., will obviously slow the game down. The lack of an index makes it harder to find some of the little pieces. Although using one example character to show how stats are generated is good, the book doesn't follow through with the same character for creating powers, though the example character is later shown with his/her powers at 5th level.

There is a typo on the Record Sheet under Chance to Hit%. The parentheses in the formula are not placed correctly and can cause a bit of confusion. One thing readers might wonder about is the way the record sheets are included. They were received folded in half and stuck between the pages of the book. Many people would probably prefer them not folded (I admit I am being picky). The question I, as a reviewer, have about them is this: How will those loose sheets stay in the book while it is being examined, sold, carried home and shown around? They might get lost quite easily and there is no really good place to keep the master copies. Maybe the Record Sheets could be fastened in the book when it is printed again. (NOTE: The publisher states the book is sold under shrink wrap - Ed.)

SO...WHAT ABOUT THE GAME, THEN?

If you have the \$12, I say BUY IT. It is well done and, for the price, a bargain. I



cannot see this game becoming the "game of choice" for many players, but it will make a delightful diversion for any SF roleplayers who need a change once in a while. Also, it can be incorporated into any SF RPG so that a player's character could play a game too. In this way, it would be a game inside a game inside an imaginary world inside a game inside a.... well, I hope you get the idea. Enjoy it. I know I will.

- Glen Allison

CYBERSPACE

207 pg softbound book. \$18.

Author/Designer: Tod Foley. *Additional Design:* Terry K. Amthor, Leo LaDell, S. Coleman Charlton, Kevin Barrett. *Cover:* Rick Vietch. *Interior Artists:* Rick Lowry, Angela Bostick, Del Harris, Karl Martin.

Publisher: Iron Crown Enterprises, P.O. Box 1605, Charlottesville, VA 22902

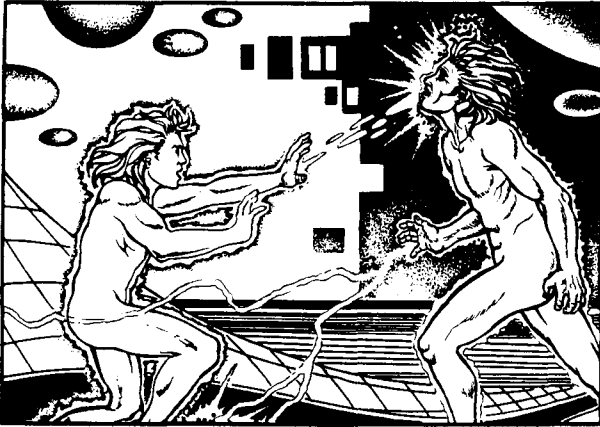
BACKGROUND

Cyberspace is set a long 100 years in the future. To quote the author, "...in the dark future world of *Cyberspace*, where the ultra-powerful MegaCorps have all but enslaved mankind and doomed life on planet Earth to a dismal shadowy existence; where human beings have mastered the incredible interface of mind and machine; where fully one-third of the general population possess cybernetic implants or enhancements; and tens of thousands have escaped to the orbital and lunar space colonies." This RPG is based on the works of such authors as William Gibson, Walter Williams, K. W. Jeter, and others.

LAYOUT

Cyberspace consists of seven sections. The "Preface" (9 pages) covers





Cyberspace art copyr. 1989 Iron Crown Ent.

definitions, abbreviations, and game terms as well as dice rolling conventions and a brief explanation of what *Cyberspace* is. "The System" (50 pp) includes character generation, resolving character actions, and combat resolution. "Running the World" (44 pp) goes into detail about the 21st century, the world of cyberspace, the MegaCorps, and important NPCs. "Technology" (68 pp) details equipment, vehicles, and weapons. "Cyberspace" (12 pp) explains the intricacies of the computer networks and interfacing with them. "Adventure" (5 pp) is an introductory adventure, "Hot On The Heels Of Love". "Appendices" (21 pp) contains game charts and tables as well as an index. *Cyberspace* averages roughly one illustration per four pages.

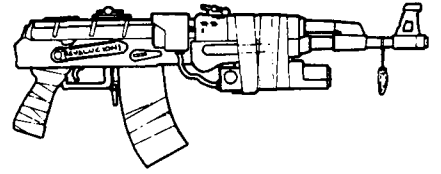
GAME MECHANICS

Cyberspace uses percentile dice just like all of Iron Crown's games. The system works as follows. First, a skill roll is made using percentile dice. If the roll is greater than 95, an additional roll is made and the two numbers are added together. Additional rolls are allowed until a roll less than 96 is made. Next, the dice result is added to a skill bonus. With this total, the appropriate chart is consulted from 11 pages of charts at the back of the book and the results are applied: a miss, a hit, or a critical hit. A critical hit results in catastrophic damage. Roughly half of the results on a chart involve criticals that are graded from A to H, with H as the worst. Critical hits require another percentile roll and reference to the appropriate chart, determined by the type of weapon attack. Criticals range from "Glancing Blow. No extra damage. +0 hits." to "Charge disrupts cell structure. Entire body turned to dust." or "A pile of metal is all that remains." If you roll poorly enough, catastrophic failure (or Fumble) charts tell you what you've done to yourself. Fumbles range from "Poor grip. Try again next round" to "You artfully spin the weapon around and deli-

ver a point-blank shot to yourself".

Death can occur in combat in three ways: Instant Death (from critical hits), Death after a number of rounds (critical hits), or Excessive Hits (losing hits equal to the character's Hit Points + Constitution). Characters can also be harmed by disease, drugs, and poison, but characters have Resistance that represents their ability to resist these things.

Actions follow a certain sequence in combat. The basic time period is the 10 second "round", which is broken down into five "phases": 1) Non-melee attack and dodging/parrying; 2) Moving maneuvers and vehicle movement; 3) Melee attack and parrying; 4) Character movement; 5) Static maneuvers (non-



attack actions) and special maneuvers.

Character generation is straightforward but lengthy, with charts and tables ranging from Idiosyncracies and Social Class to Professions and Skill Development. Players can choose from six professions (Sleaze, Sneak, Killer, Net Junkie, Jockey, or Tech Flat) and 58 skills grouped in nine different types.

WORDS TO GAME BY

Jerry Campbell

The publisher has graciously requested that I "put up or shut up", if you will, with all my past references, both in correspondence and articles, to books that have inspired my gaming endeavors. Fair enough. What I'll try to do here, as long as I can get away with it, is to review two to three books, most of which will be science-fiction, that I have personally enjoyed and that have slick ideas for gamers to adapt to their favorite gaming systems. The amount of new SF that fits within this criteria are, in my opinion, limited. So, one or two books will most likely be older, possibly out of print works that might take hunting around to find. So, with that in mind, here goes!

After Armageddon

There Will Be War, Vol. 9
Edited by Jerry Pournelle
404 pg., 1990 TOR Books

Once again, Jerry Pournelle has compiled a superb array of short and long fiction (some of which have grown into serials), all tied into a common theme. Players of GDW's *Twilight: 2000* will find both "Collector's Piece" and "The Contract" of particular interest. The former is one of those serials, and deals with the practical application of what to do with a tank, after the war is over. The latter tale

features WW III Russians (for you folks that're tired of being NATO types). Available at most bookchains and other outlets.

Manifest Destiny

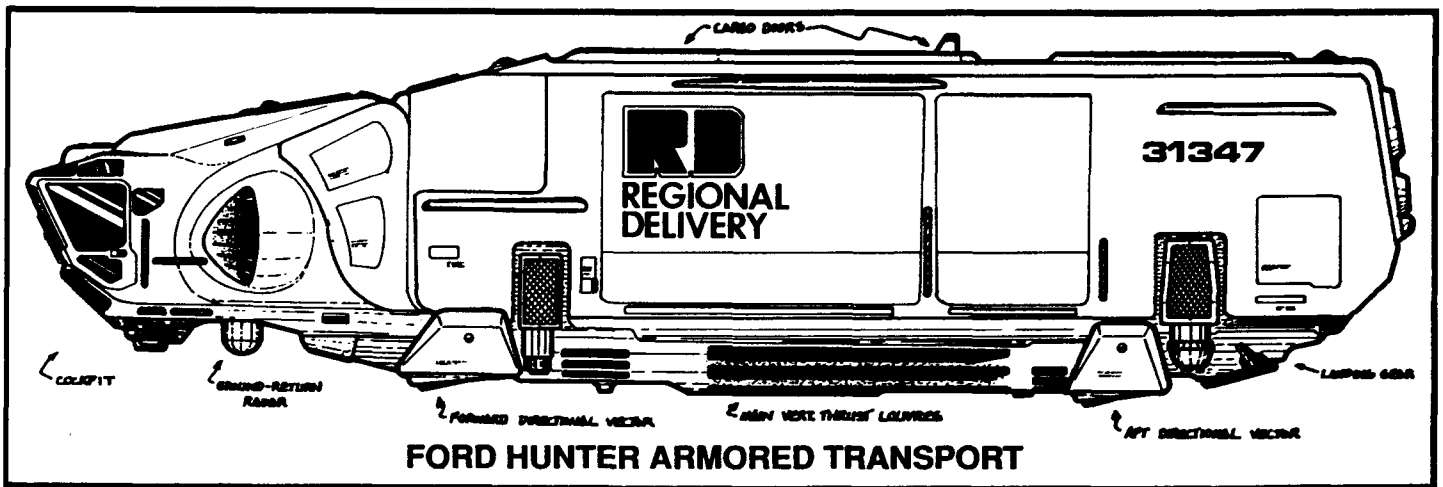
by Barry B. Longyear
245 pg., 1980, Berkley SF

This is one of those true classics that no serious SF reader or gamer should be without! If you saw the movie *Enemy Mine*, here is where the story came from, in a slightly different form. I've read my copy of this book *at least fifteen times*, without the enjoyment diminishing one iota! If you want to put together a solid alien race background, or like clear descriptions of how high-tech (*Traveller* equivalent TL 12 and up) weapons and gear work, *find this book*. I sure hope somebody reprints this one, my copy is starting to show it's usage.

Survivability

FM 5-103
248 pg., 1985, US Govt.

A non-fiction work for all the SF military types. If you have access to Army manuals, get this one. A couple of legitimate outlets would be surplus stores or the US Government Printing Office. Otherwise, maybe a friend in the Service could "requisition" one. Inside, you'll find an array of bunkers and other defensive position designs, as well as the stats on just what will defeat them. Your tax dollars were well spent here. ★



FORD HUNTER ARMORED TRANSPORT

Based upon the character's social class, he/she automatically has certain levels of development (or skill ranks) in certain skills. Depending on chosen profession, the character has a certain number of "development points" to spend to improve skill ranks. To individualize the character a bit, a section labeled Character Background (optional) can be consulted. This section covers special skills, status, wealth, connections, and idiosyncrasies. Once skills have been developed, starting money is determined and personal equipment and hardware is purchased.

WHAT I LIKED

One of the really nice things about *Cyberspace* is the compatibility factor. All of Iron Crown's games use the same basic game mechanics. Therefore, *Cyberspace* and *SpaceMaster* characters are easily interchanged and characters and elements of one game can readily be incorporated into the other. If the referee wants to, *RoleMaster* and *Middle Earth Role Playing* characters can even be added to *Cyberspace* to create some really different adventures.

The detail given to the background and to character generation is great.

The information provided allows the characters to be individualized, and the referee has a lot of material to help describe the world they live in. However, players pay for this because character generation can take quite a while, but so does everything else in this system. The time needed to do the job right is worth it, though. Combat can take two or three dice rolls just to determine the results of an attack. If you roll really well, however, all it takes is just two rolls to finish off an opponent because the critical results can be very deadly. Players need to remember that the criticals are a two-way street. If the referee follows the rules blindly, an opponent can just as easily destroy a finely crafted player character using only two rolls as well. But I like that. Combat should be deadly. Players will quickly learn to think before they leap into the fray.

The book is well put together and everything flows logically. The index is really for finding the little things. The charts are all in one place (at the back of the book), making them easily accessible. The artwork is well done and useful for showing what things look like and setting the scene for adventures.

WHAT I DIDN'T LIKE

Well, golly. I can't really think of anything I didn't like that much. Well, actually I wish the adventure had a little more to it. I liked it but I wish it was a little longer. Or, perhaps, a second adventure of equal length (after all, five pages isn't much) that was related to the first one. But that isn't much to complain about, is it?

SO....WHAT ABOUT THE GAME, THEN?

If you like the books written by the "Cyber" authors and you want to start a SF RPG campaign, this would be a good one to get. If you already play *SpaceMaster*, this would be a nice

change of pace without having to learn a new game system. If you play one of the other cyber games, you might like to get this one for additional material—and you might very well want to convert everything over to *Cyberspace*. I like this game and if you don't mind or if you enjoy complexity, you'll like it to.

- Glen Allison

SPACEMASTER: ARMORED ASSAULT

144 pg rule book, 48 pg tables & forms book, 4 14" x 17" maps, 3 counter sheets, 2 dice. \$35.

Designer: Kevin Barrett. *Developer:* S. Coleman Charlton. *Artists:* Walter Velez, Darrell Midgette, Paul Yeh, Ellisa Martin, David Martin.

Publisher: Iron Crown Enterprises, P.O. Box 1605, Charlottesville VA 22902

BACKGROUND

Armored Assault is the third part of the *SpaceMaster* trilogy which includes *SpaceMaster RPG*, *Star Strike* (starship combat), and now *Armored Assault* (planetside combat). *Armored Assault* provides players with the ability to create powered armor troopers, hover-tanks, aircraft, grav sleds robots, submarines and watercraft.

LAYOUT AND COMPONENTS

The rulebook is divided into several sections. "Combat Rules" (77 pp), covers map scale and dice use as well as the Basic Game, Standard Game, Advanced Game and Optional Rules. Also included are seven combat scenarios and a section on designing your own balanced scenarios. "Construction Systems" (39 pp), provides procedures and formulas for creating a broad variety of planetary craft. The last section contains suggestions for incorpor-

REVIEW IN BRIEF

CYBERSPACE=3.2

Game Complexity: *High*

RULES=3.0

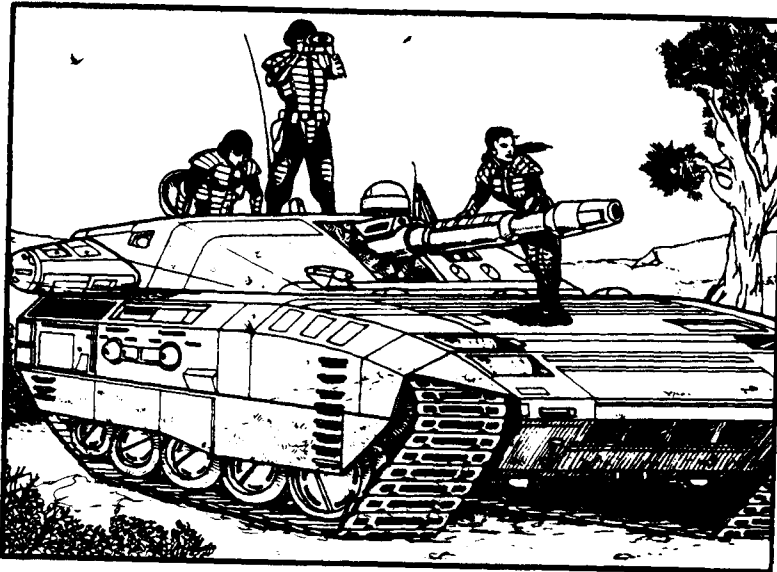
Clarity=3 Realism=3
Flexibility=3 Playability=3

DEVELOPMENT=3.3

Background=4
Technology=3 Scenarios=3

PRODUCTION=3.2

Cover Art=3 Interior Art=4
Layout=3 Editing=3
Charts=3 Record Forms=3



Armored Assault art copr. 1989 Iron Crown Ent.

ating *Armored Assault* into the *Space-Master RPG* system, and includes eight pages of sample vehicles.

The map sheets are in color and show a variety of vegetation, terrain, water, roads, and buildings. One counter sheet is in color, depicting a variety of tanks and vehicles. The other two counter sheets are black and white, showing Infantry Team and Powered Armor markers, airplanes, artillery, torpedoes, and mines. Also included are markers for Initiative and Movement, Trench and Vehicle Pits, Barricade, Bunker and Rubble, and Smoke (MASK).

GAME SYSTEM MECHANICS

Armored Assault uses percentile dice just like all of Iron Crown's other games. (See "Game Mechanics" in the *Cyberspace* review for a general description of skill use procedures and Critical Hits results.) Each combat turn represents one minute. The turn in the Standard Game is divided into 7 "phases". Phase 1 consists of launching missiles and torpedoes. Phase 2 is determining Direct Line Of Fire Missile results. Phase 3 covers Movement of vehicles and troops. Phase 4 involves firing long range weaponry from vehicles and troops. Phase 5 is Indirect Line Of Fire Missile results. Phase 6 consists of Melee where vehicles and troops fire close range weaponry. Phase 7 is Final

Orientation in which vehicles and troops attempt damage control, repairs, communications, etc. If more than two or three vehicles are involved, it can take a half hour or more to resolve all seven phases--so don't start a battle unless you have all evening.

Creating Infantry Teams, Vehicles, and Artillery is a complicated process. A tracked AFV requires 44 steps involving a continual monitoring of available volume and cost. A calculator

is a must if you want to get the job done in less than half a day. Obviously, the more steps there are, the more complicated the process is and the more time required, most of it spent doing calculations. Whenever a change is made, everything must be recalculated. If you have a computer and a reasonable spreadsheet program, you can write the formulas into it and let the computer do the calculations. This way, a vehicle that took three hours to design on paper can take as little as 10-20 minutes (programming the spreadsheet can take 10-20 hours--still worth it if you plan to create many vehicles).

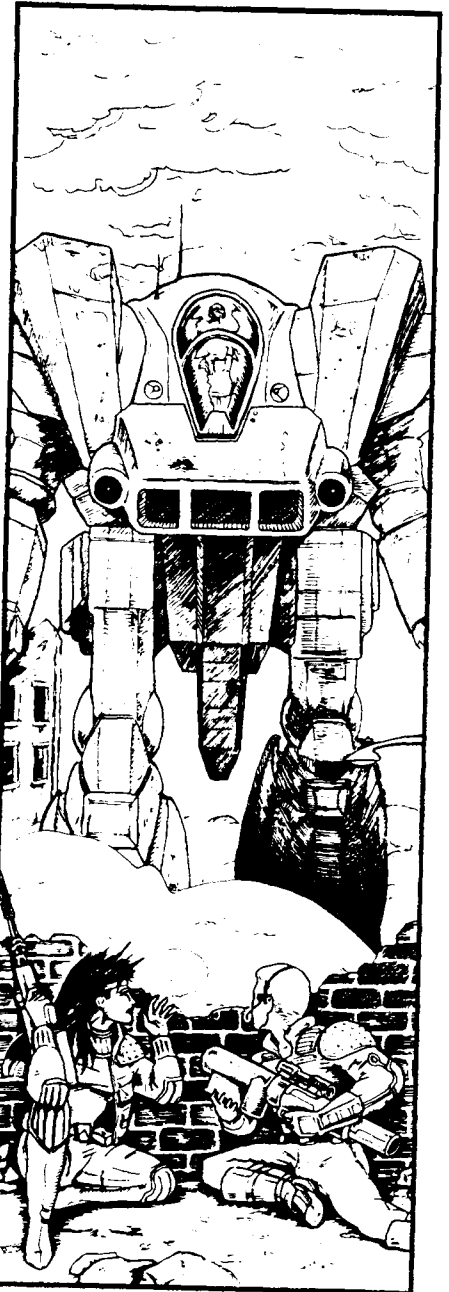
WHAT I LIKED

The rule book is nicely designed. Everything is laid out logically and it is relatively easy to find what you are looking for. A twopage index and a one-page charts index help in this respect. Even a glossary of terms is included. The level of detail in *Armored Assault* allows players to do just about anything desired. The game can be incorporated into *SpaceMaster* and *Star Strike* scenarios or it can be played alone, and can be used with *Cyberspace* as well.

The many illustrations of vehicles and battle scenes are nicely done and average one per every three pages. The scenarios are clear and not too complicated. And the construction systems are flexible enough to allow creating almost any vehicle desired. I also like the fact that predesigned infantry teams and vehicles are included. If you see something you like, you don't have to spend the time designing your own.

WHAT I DIDN'T LIKE

There is nothing here that I really disliked. But when I first looked at the game, I had a feeling of being overwhelmed by it all. I wasn't sure whether I was



REVIEW IN BRIEF

ARMORED ASSAULT-2.9

Complexity: *High*

RULES=3.0

Clarity=3

Realism=3

Flexibility=3

Playability=3

DEVELOPMENT=3.0

Background=3

Technology=3 Scenarios=3

PRODUCTION=2.8

Cover Art=2

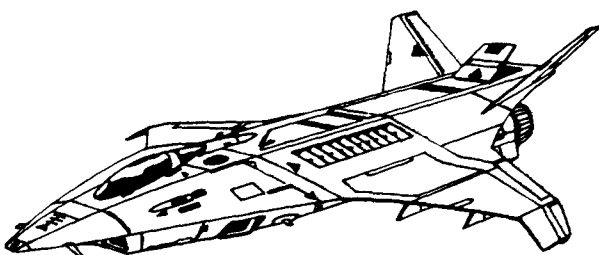
Interior Art=3

Layout=3

Editing=3

Charts=3

Record Forms=3



ever going to comprehend the sheer magnitude of the game. The feeling did wear off, but it took a while. Don't let the size of the game throw you off.

SO...WHAT ABOUT THE GAME, THEN?

I have mixed feelings about this game. I like it, but not everyone will. *Armored Assault* costs a lot of money and you might be able to get away with just using the *SpaceMaster RPG*. If you bought *Star Strike* and like it, you should buy this game. It does for planetary craft what *Star Strike* did for star ships. If you don't mind complexity, you would probably like this game. On the other hand, if you don't like complicated games you'd better not even look at *Armored Assault* because you'll probably faint dead away upon opening the box. This game does have a simplified Basic Game, but \$35 is quite expensive for the 16 pages devoted to it.

- Glen Allison

Personal profiles and stats are provided for every major character in the the film, including updated information and stats for the "heroes of Yavin".

As in the other movie Galaxy Guides, this one is much more than just a presentation of stats and personal data. An illustration of each character is included, and we learn much information, some of it very surprising, about the characters. Tales of past doings and heroic acts that occurred behind the scenes during the movie saga spice things up and make the book a truly entertaining volume, as do the truly exceptional illustrations of Ralph McQuarrie.

Even though this book covers the events of the final film, it provides invaluable data for *Star Wars RPG* campaigns that are set in an earlier time of the saga. Information on the various alien races, Jabba the Hutt's star spanning crime organization, a detailed side view of the Ubrikkian Luxury sail barge, etc. A useful book to fans and gamers alike.

- James B. King

Return Of The Jedi Star Wars Galaxy Guide 5

80 pg perfect bound book. \$13.

By: Michael Stern. *Additional Material:* David Avallone. *Art:* Lucasfilm, Ltd., Al Williamson, Ralph McQuarrie, Rosaria J. Baldari.

Publisher: West End Games, RD 3 Box 2345, Honesdale PA 18431

In this, the fifth (and possibly the last) book in the Galaxy Guide series, Voren Na'al, Assistant Historian to the Rebel Alliance, completes his documentation concerning the "heroes of Yavin" and the defeat of the evil Empire.

Fighting Ships

Of The Shattered Imperium

96 pg perfect bound book. \$10.

Design: Marc W. Miller. *Additional Design:* Joe Fugate, The History Of The Imperium Working Group. *Cover:* Kevin Ellis. *Interior Illustrations:* Roger Raupp.

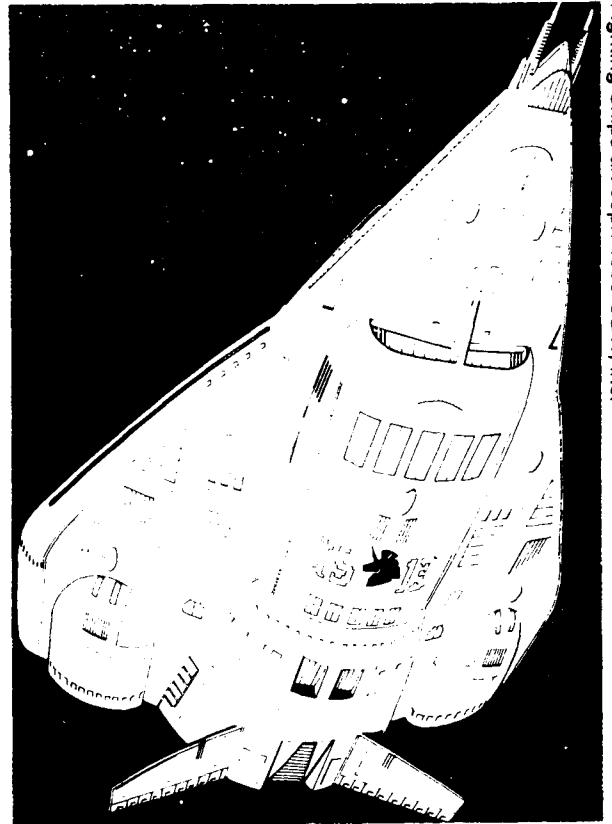
Publisher: GDW, Inc., P.O. Box 1646, Bloomington IL 61702-1646

For *MegaTraveller* players who are into the far-flung naval actions of the Rebellion, **Fighting Ships** is a welcome and long awaited supplement. The book is a compendium of 59 naval vessels of tech levels 11-15 that are in use by the Imperial factions, divided into five types: 21 battleships, 10 cruisers, 8 carriers, 10 escorts, and 10 auxiliaries. Many of the examples are actually the same vessel, varied by tech level and design specialization. No craft of other interstellar governments are included.

The book begins with a description of the ship types and describes Imperial squadron organization during the Rebellion. The development through the tech levels of each ship type is also explained.

The book includes 18 excellently rendered, full-page illustrations which, for the most part, maintain both the blocky and angular look and "feel" of *Traveller* ships as established in earlier materials, though the vessel depicted on the cover deviates greatly from this look.

- James B. King



Fighting Ships art copr. 1990 GDW, Inc.

Subsidized Merchant 25mm deck plans for MegaTraveller

Booklet, 6-11x17 & 1-8.5x11 deck plan sheets, \$11.95

Cover: William H. Keith, Jr. *Profile illustrations:* P. T. Shozi. *Deck plan drawings:* S. R. Greene. *Original plans:* Marc W. Miller. *Fiction:* P. T. Shozi.

Publisher: Seeker, P.O. Box 519, Mtn. Home ID 83647

This is the latest in Seeker's line of deck plans for GDW's *MegaTraveller* and *2300 AD* games. The Type R Subsidized Merchant deck plans are done in 25mm scale, which has two results: the plans are easily readable and quite detailed, but setting out the whole ship (a 400 ton displacement starship) takes a fair amount of space (33" x 33", not counting the ship's boat, which is another 8.5" x 11"). If your group uses 25mm miniatures, this is probably something you're used to already, however.

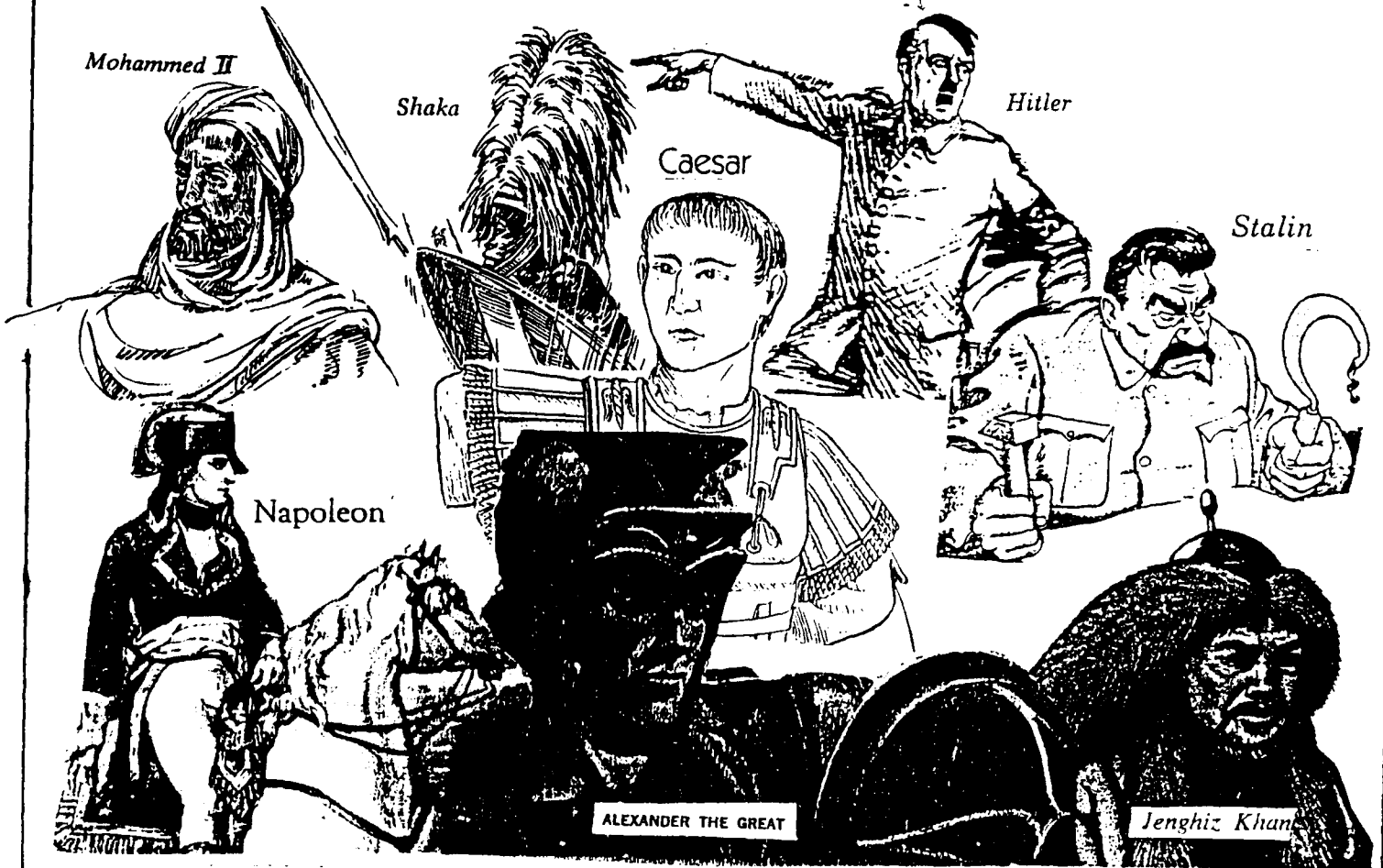
The plans on the inside front cover show the whole ship, in a much smaller scale, so the referee can plot the moves of opposing parties unknown to the players. The cutaway and side views on the inside back cover are very good.

The ship description at the front of the book is taken, word for word, from **The Traveller Adventure**, which dealt with a ship of this type. The latter half of the text is a story set in the Rebellion about a ship of this type, and could easily be adapted into an adventure.

- Scott Olson



HAVE ANY FRIENDS LIKE THESE ?



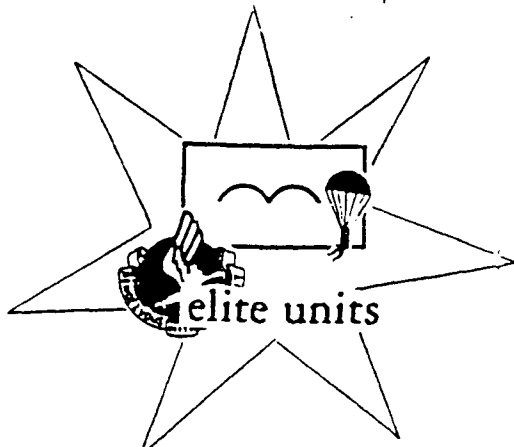
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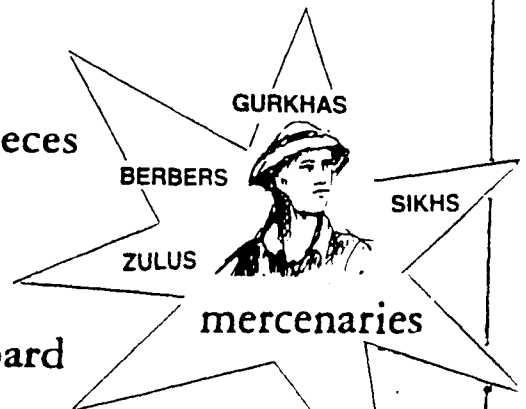
2-6
players

In order to win, players must skillfully plan and execute the conquest of neighboring nations. Each conquered country adds a different economic strength to the conquering empire, enabling that player to raise additional divisions. Land, sea and air combat is resolved by dice rolls, which take into account the real fighting strengths of the units involved. For example, elite Airborne and Marine units will fight better than reserve units or conscripts.



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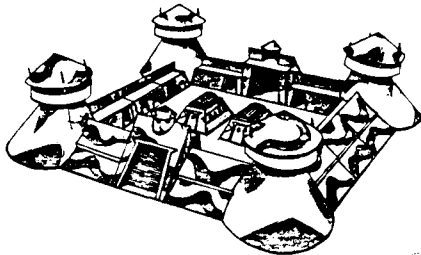
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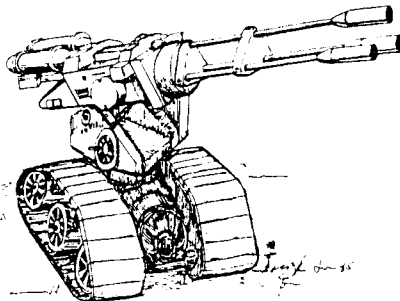


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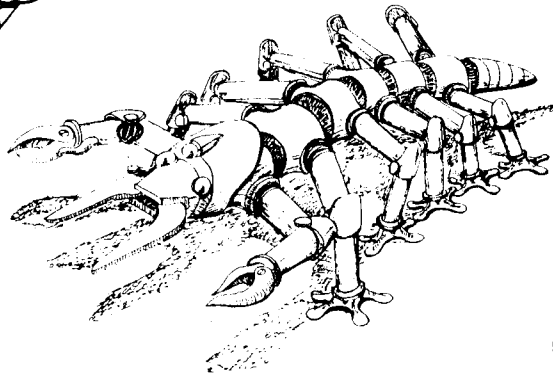
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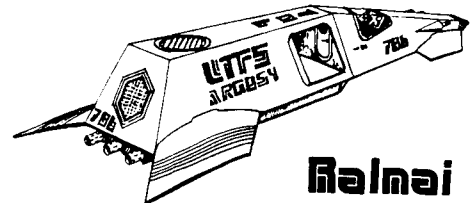
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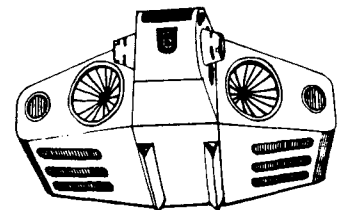
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