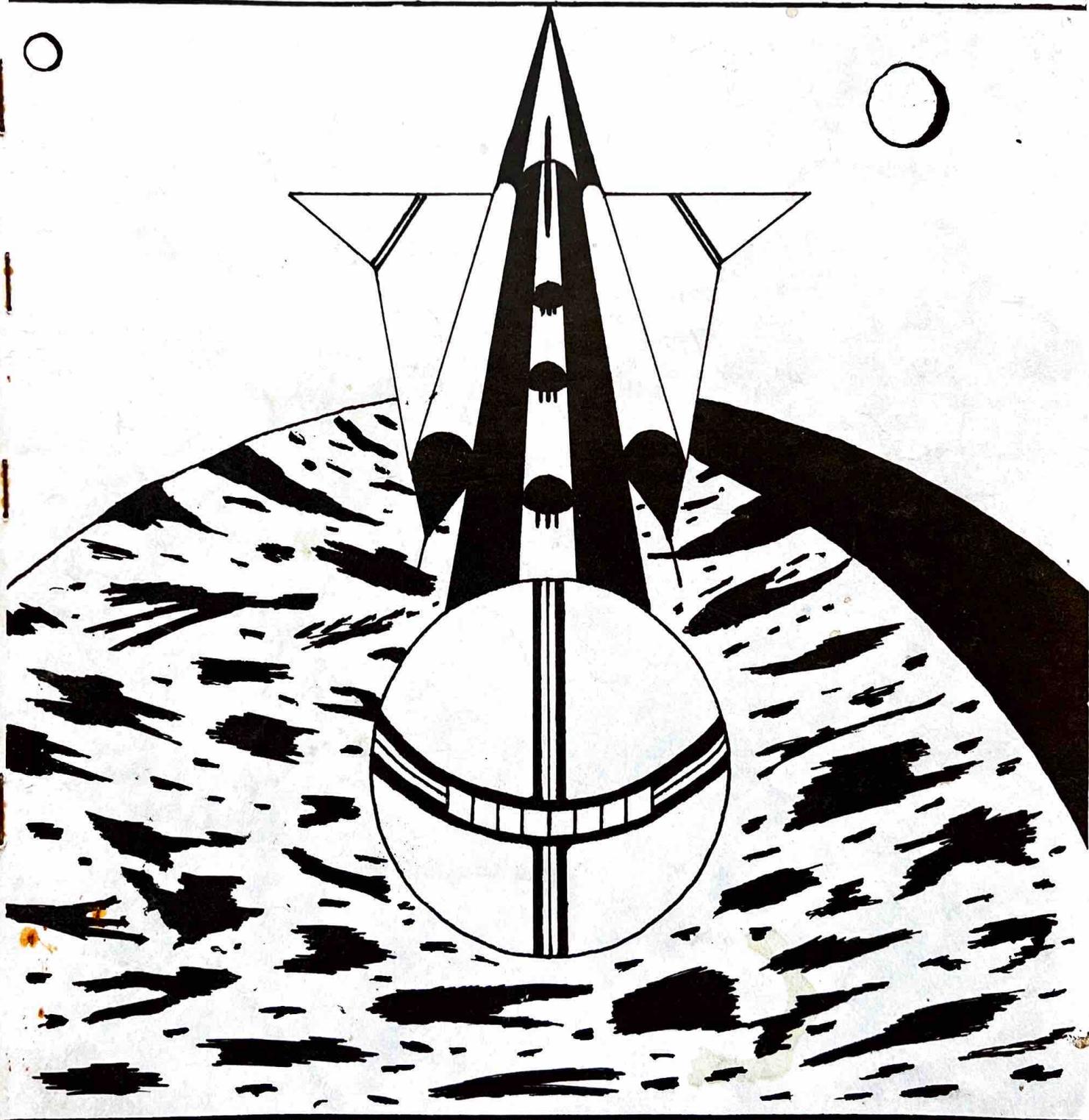


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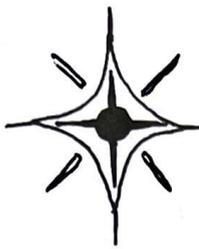
★ Alien Star

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TRAVELLER

TWO ADVENTURES - THE IMPERIUM HIT
+ THE ARCHIMEDES PROJECT + STARTRADER
- EXPANDED MERCHANT CHARACTERS



***** EDITORIAL *****

Welcome to issue one of Alien Star, the first British magazine devoted entirely to Traveller- the role-playing game of science-fiction. We aim to publish bi-monthly a magazine of over 24 pages, this hopefully increasing in the future. If all goes well issue two will have 28 pages.

Alien Star has been created to provide an open forum in which Traveller players can exchange ideas and new concepts. For it to achieve its full potential we are relying on reader participation, that means writing to us your views on what we include and contributing your ideas, more about that later on.

We will feature at least one scenario per issue and include two regular features: The Armoury will include new equipment and X-boat Information will review new Traveller products and play-aids both official and non-official. In addition we will publish other articles on an irregular basis, these will include new character classes, additions to the rules and any other odd bits we can think of or receive.

Finally, thanks to Marc Miller and GDW for creating Traveller (grovel, grovel). Note that the scenarios contained in this issue are set in the Spinward Marches and if they are to be incorporated into a campaign supplement 3, The Spinward Marches will be useful.

Contributions:

As mentioned earlier the success of Alien Star depends on contributions. Any contributions are welcomed and we will attempt to publish as much as possible. If more contributions are received we will be able to publish a larger magazine. If possible typed contributions are preferable to handwritten material, and anything to do with Traveller will be gratefully accepted, artwork especially. Contributors will be rewarded with a subscription, one issue for each side published, two for cover illustrations.

Advertisements:

Full page:	£ 4.00
Half page:	£ 2.00
Quarter page:	£ 1.00
Others:	1p per word

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Issue two will be available in April, 1981 and will include such wonders as: Convoy Orion, Experience in Traveller, "Traveller" class yachts, customized small craft, X-boat information and the Armoury.

* THE IMPERIUM HIT *

An Adventure Set On Rapp's World In The Querion Subsector

THE INITIAL SCENARIO (to be read to the players by the referee)

In the course of searching for a patron your group of adventurers enters a spacers bar (spacers bars are rather seedy clubs catering mostly for offworlders. Many potential employers can be found hanging around such places, as can be many local crooks. The mixture of the latter with large amounts of alcohol—both the normal oral types and the newer intra-venous versions, causes frequent out-breaks of violence.). Whilst there your party is approached by an Imperial Marine employee. His name is THANE GEE-ENTO. After chatting with you for a while (it is evident he is sizing you up) he invites you to take on a rather sensitive Imperial Mission.

ANGUS GOLENZO—a small time crook from the Vilis Subsector, has through a bizarre sequence of events ended up with the possession of three secret Imperial files containing complete plans for Imperial development in the Querion Subsector. With this glittering prize in his hands he has high-tailed it across the border into Querion to Rapp's World. In his position of security within the Zhodani Consulate he is blackmailing the Imperium, threatening to sell them to the Zhodani if he is not paid a vast sum within fifteen weeks. As part of an economy drive (the Imperium is a tight-fisted bunch) they do not intend to pay, but instead go and get them for themselves. Direct military action is however impossible as this could start a border war. Hence Thane Gee-Ento has been sent out to find a squad of hit-men to do the Imperium's dirty-work.

The three red covered files (inscribed on the cover with the words IMPERIAL FILES. DRAXIL CODE.) have disappeared with Golenzo and six of his henchmen into the dense equatorial forest on Rapp's World to the gang's secret hideout. The location can probably be discovered by infiltrating the underworld in the planet's main town, THARIUS. It is situated on the edge of the jungle. Whilst doing this remember that no one who knows of your mission must be left alive to tip the gang off. Once the position of the hideout has been found a long trek by foot will probably be needed through the dense forest. It will be impossible to use an air vehicle as there will be no place to land. On arrival at Golenzo's base obtain the files in any way you see fit. The Imperium would be happy if your mission ends with the death of Golenzo, but there is no prize money for it. When you have the files deliver them to ADMIRAL VAN HAELEEN at the naval base on FRENZIE in the Vilis Subsector who will pay you—but remember, no files, no money. Any loot from the hideout is yours and the Imperium will pay for your travelling expenses too and from Rapp's World. For this mission the Imperium will pay you 60,000 Credits.

After stressing the need for success Thane Gee-Ento departs, wishing you good luck, but reminding you not to try and double-cross the Imperium as it always gets its enemies in the end.

RAPP'S WORLD (C592320 Tech Level 8, Non-Industrial.)

Rapp's World is a planet 5807 miles in diameter. Its dense atmosphere is tainted by sulphurous fumes from the very active southern volcanoes and it is necessary to wear a filter mask. 20 per cent of the surface is covered by a sea containing much sulphuric acid. The population of 2833 people is served by a routine quality starport, with only unrefined fuel available but possess reasonable repair facilities. There is also a Zhodani Consulate base with naval and Marine forces present, and also an Army contingent. The government is in the form of a participating democracy and there are no rules concerning the ownership of weapons, although their use is frowned on. Most citizens carry some sort of firearm, partly for protection from

local wild animals and partly as a defense against the many criminals who hang around the spacers bars near the starport. The small local police force tend to be quite lenient on offenders. Weapons and military equipment of higher tech levels than the planet are not allowed.

REFEREE'S NOTES

PRICE In the Initial Scenario the payment for the mission is set at 60,000 Credits but allow this to rise to 100,000 Credits if (and only if) they try very hard to get you to increase the price. Make sure however that the payment is only increased in stages.

TRAVELLING TO RAPP'S WORLD The Imperium provides high passage tickets to and from the planet. It is up to you, the ref, what type of ship is used and whether or not you use the starship encounters outlined in book 2 on page 36. On arrival the party land at the starport near Tharius. The customs officials allow no weapons or armour of greater than tech level 8 onto the planet. Lockers are available, free of charge, at the starport in which illegal gear can be left.

INFILTRATING THE UNDERWORLD On arrival on Rapp's World the party will, after finding some accomodation, attempt to find someone who knows of Golenzo's location.

WEEK 1 11+ to find someone. To this figure apply a DM of +1 per level of streetwise and +1 per level of carousing. Apply each of these for the adventurer with the highest level only (These are not group totals)

WEEK 2 9+ to find someone.

WEEK 3 8+ to find someone.

For the weeks following this the throw is 8+ (Remember there is a time limit of 15 weeks from when Thane Gee-Ento talks to the party after which time Angus Golenzo and his gang will have left the hideout to sell the files to the Zhodani.)

On finding someone the situation is as follows. The party overhear someone who has had a few too many syringe fulls of alcohol mention Golenzo's name. Soon he leaves the spacers bar on his own and makes his way home via dark back streets. He is armed with a revolver. His UPP is 375443. His skills include revolver-3. Due to his being drunk impose a DM of -3 to hit if he fires.

How the party capture him is very much up to the players concerned and how you, the ref, controls the situation. If shots are fired there is a throw of 6+ to avoid intervention, this intervention comes in the form of 1D policemen (2-8) or 1D vigilantes (9-12). They arrive in 1D minutes and can be armed with any weapons of your choice up to tech level 8.

Once the adventurers have their man they will ask him some easy questions. (This can roughly be translated as 'they are going to beat him up, interrogate him and finally kill him for his trouble'). When interrogating him roll 2D + group total of interrogation skills.

2-5 He will not give any information.

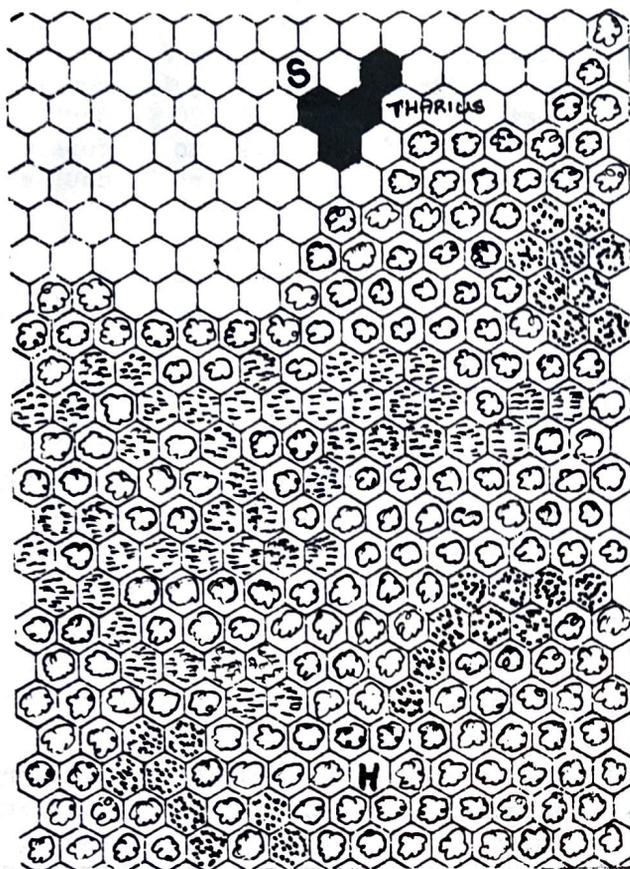
6-9 He gives the exact position of the hideout (72 km to the South.)

9-12 He gives the position of the hideout and tells the party that it is a single story construction in the centre of an open compound lit well during the night. All of the compound is surrounded by electrified wire and this extends overhead as well.

After being interrogated the informant will plead for his life. If the party lets him survive he will automatically radio Golenzo and he will escape. That should teach the party not to be nice to people.

If this informant fails to impart any information the party will have to continue searching. I leave it up to the ref to think of a new scenario when the adventurers meet another informant.

Now that the party know Golenzo's location they will set off on foot for his hideout. The area to the south is unmapped so initially show on the players map only Tharius and the edge of the plain. Also mark on the hideout.



S starport
 H built-up area
 jungle
 swamp
 broken ground

Blank hexes represent plain

1 hex is 4 Km across

Movement rates on foot

4 plain hexes per day

3 broken ground hexes per day

2 jungle hexes per day

1 swamp hex per day

Use the following tables to decide if an animal encounter occurs as described in book 3.

PLAIN

no.	type.	weight	hits	wounds	weapons	armor	edible	speed
2	3D reducers	25	3D/2D	-1D	thrasher	as mesh	no	double
3	gatherer	25	3D/2D	-1D	thrasher	none	no	ordinary
4	1D reducers	25	3D/2D	-1D	hooves	none	no	double
5	gatherer	400	6D/3D	+2D	claws + teeth	as cloth	15%	ordinary
6	2D grazers	50	4D/2D	-1D	stinger	none	no	double
7	3D flying grazers	3	1D/1D	-1D	hooves	none	no	quadruple
8	4D grazers	50	4D/2D	-1D	hooves	none	no	double
9	chaser	800	7D/3D	+3D	stinger	none	no	triple
10	4D flying grazers	12	2D/2D	-1D	hooves + teeth	none	no	quadruple
11	1D chasers	800	7D/3D	+3D	as broadsword	none	20%	triple
12	killer	25	3D/2D	-1D	stinger	none	no	double

NOTES

The Swimming Trapper-If the party encounter this they will do so whilst crossing a river. Hence they will not be able to avoid the beastie by walking around the stretch of water.

Quicksand-If quicksand is encountered each member of the group must roll 7+ to avoid falling in. For each period following falling in roll 2 dice. 10+ he escapes. 5+ he stays in the quicksand. Under this he is sucked under and dies. DMs. +1 per member of the group helping him. -1 per period he has been in the quicksand.

SWAMP

no.	type.	weight	hits	wounds	weapons	armour	edible	speed
2	1D reducers	30000	14D/7D	x4	Hooves + teeth	none	no	double
3	swimming trapper	12	2D/2D	-1D	claws + teeth	none	10%	ordinary
4	1D intimidators	3200	8D/4D	+5D	teeth	none	20%	double
5	hunter	12000	10D/5D	x2	claws + teeth	none	5%	double
6	intermittent	3200	8D/4D	+5D	as broadsword	none	5%	double
7	1D intermittents	6000	9D/4D	x2	teeth	none	20%	double
8	intermittent	1600	8D/3D	+4D	horns	as jack	no	double
9	pouncer	100	5D/2D		as bodypistol	none	no	double
10	quicksand							
11	flying chaser	50	4D/2D	-1D	as halberd	none	no	x6
12	trapper	800	7D/3D	+3D	claws + teeth	none	no	ordinary

JUNGLE

2	1D intimidators	3	1D/1D	-2D	teeth	none	no	double
3	eater	25	3D/2D	-1D	teeth	none	no	double
4	1D reducers	50	4D/2D	-1D	stinger	none	no	double
5	2D carrioneaters	100	5D/2D		thrasher	none	10%	ordinary
6	filter	12	2D/2d		see rules	none	no	none
7	1D intermittents	100	5D/2D		hooves	none	no	double
8	filter	25	3D/2D		see rules	as cloth	no	none
9	trapper	6	1D/2D	-1D	stinger	none	no	double
10	Intermittent	3	1D/1D	-2D	teeth	as jack	15%	double
11	pouncer	12	2D/2D	-1D	as pike	none	no	double
12	siren	50	4D/2D	-1D	teeth	none	no	ordinary

BFOKEN GROUND

2	2D carrion eaters	100	5D/2D		stinger	as cloth	no	ordinary
3	gatherer	25	3D/2D	-1D	thrasher	none	20%	ordinary
4	reducer	100	5D/2D		horns	as mesh	no	double
5	eater	12	2D/2D	-1D	hooves + teeth	as mesh	10%	ordinary
6	filter	12	2D/2D		see rules	none	no	none
7	intermittent	12	2D/2D	-1D	teeth	as mesh	30%	double
8	1D intermittents	6	1D/2D	-1D	as bodypistol	none	no	double
9	flying hunter	6	1D/2D	-1D	claws	none	no	quadruple
10	intermittent	25	3D/2D	-1D	teeth	as jack	20%	double
11	1D killers	12	2D/2D	-1D	thrasher	none	no	double
12	pouncer	6	1D/2D	-1D	as blade	none	no	double

As the adventurers move into a hex they see the terrain type in each hex bordering this.

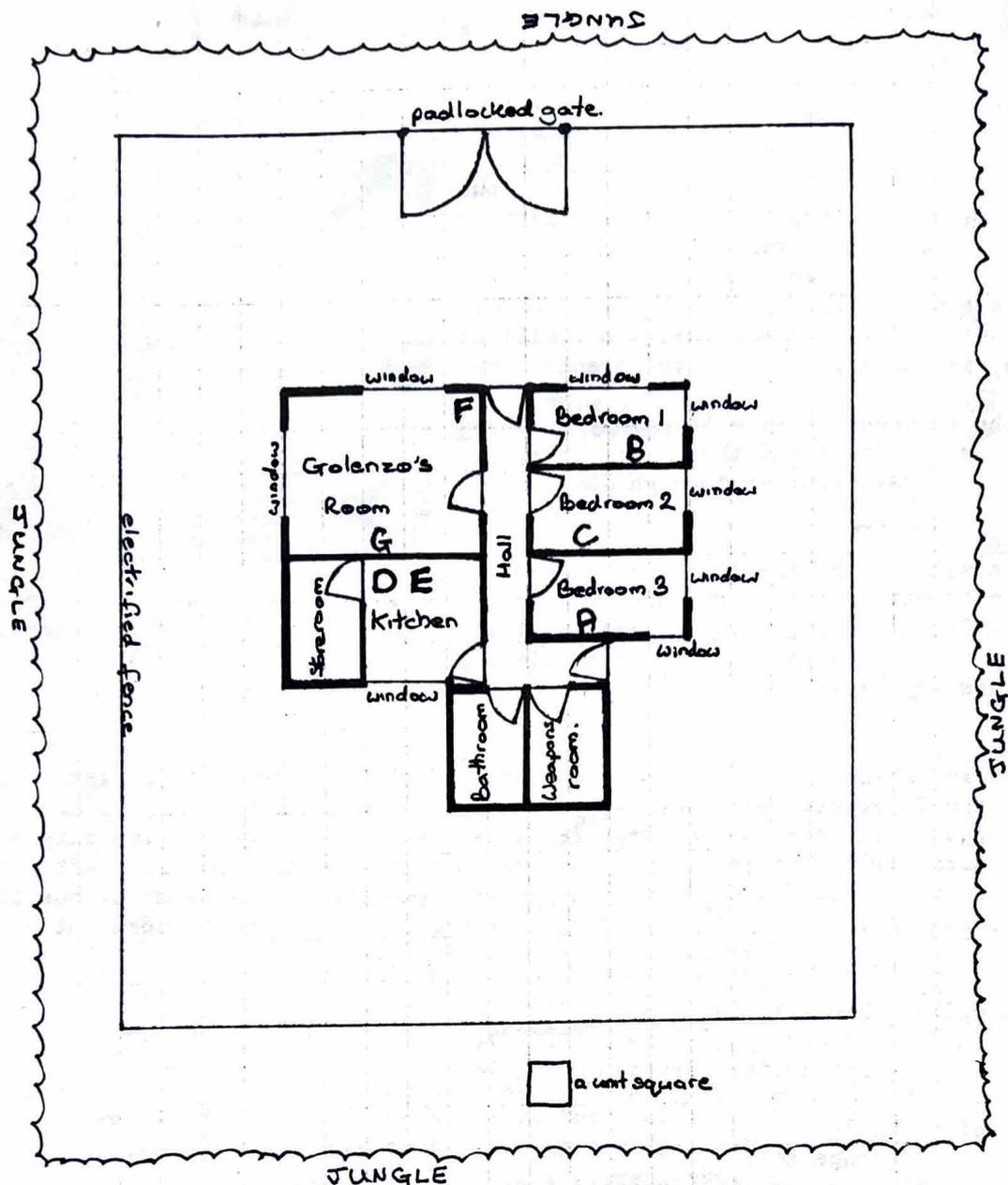
The party will, hopefully, reach the hideout. This consists of a single story building in the centre of a compound, enclosed by an electric fence that goes overhead as well. At night the compound and surrounding jungle are lit, producing artificial day conditions. The electric fence, if touched, causes no damage but makes the recipient of the shock pull away with a reflex action.

7 people occupy the building.

Golenzo	6B88A2	LAG-1	1
Guard	798A92	LAG-1	straight away
A	B7A682	LAG-1	1
B	BA7592	Assault rifle-1	3
C	968692	SMG-2	2
D	B899A2	Assault rifle-3	2
E	469462	SMG-2	3

All of them wear cloth armour.

The guard is constantly on patrol around the building. The number following each of them is how many segments it takes before he can move and fight after the alarm is raised or shooting is heard.



A character can see or be seen through a window only if he is adjacent to it.

A section of fence is capable of taking 11 points of damage before a man sized hole is made in it. This can only be done using grenades. It takes three segments to make such a hole using wirecutters. The padlock can be shot off the gate only when the firer is standing adjacent to the lock. The lock is shot off automatically. The files are in a filing cabinet in Golenzo's room, marked F.

The scene is now set. The storming of the hideout can be run using whichever rules you prefer. We used those supplied with the game Azhanti High Lightning. The ref is free to introduce new rules and adapt those mentioned in this article. Suggestions from me include the possibility of fires starting if grenades are fired into the building (and maybe the files going up in smoke), the possibility of taking damage whilst going through a broken window and the danger of alerting the gang if weapons are fired close to the hideout. There is 100,000 Cr in the building which the party can loot. After the attack the party will have to travel back through the jungle to the starport and hence to Frenzie for payment. Good luck.

JOHN ROBERTS.

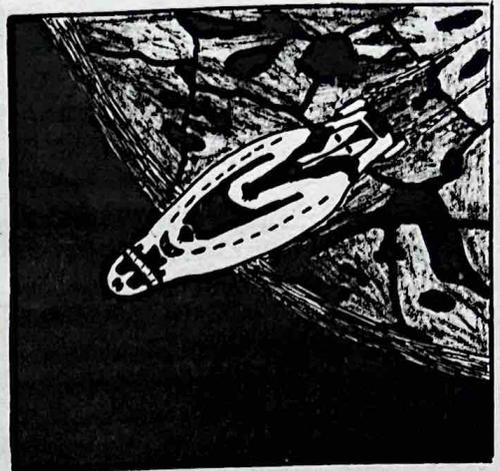
STAR TRADER

EXPANSION OF THE MERCHANT SERVICE IN TRAVELLER

Since the expansion of the army, marines and navy in Mercenary and High Guard, the merchant service has lost much of its previous popularity, mainly because far more skills can be gained from other services.

I do not know of any immediate plans by GDW to release a book for the merchant service but I should think that eventually one will be released, in the meantime I have invented my own system.

As the merchant service is mainly involved in interstellar trade and thus spaceships, I have used a format similar to High Guard.



Background

Trade within the Imperium is conducted at three levels: the Imperial Service dealing with communication and official transport along the X-boat routes, the Planetary Service dealing with localised trade around a world and the Commercial Service which supplements the other services particularly in developing zones where planetary services cannot cope.

Enlistment

A character wishing to become a merchant may always attempt to enlist in the Imperial and Commercial services. Also if a world has a starport type D or better, population level 6+ and tech level 9+ then a planetary service exists and the character may enlist in it. Failure to enlist results in the draft (book one, page five). Should a character be drafted into the merchants he or she is automatically assigned to the planetary service, unless the world does not possess one when the commercial service is used.

Throw to enlist: Imperial Service	11+
Planetary Service	7+
Commercial Service	7+

DM +1 if strength 7+

DM +2 if intelligence 6+

DM +2 if social standing 11+ (Imperial Service only)

Acquiring Skills and Expertise

Terms of Service: As in Mercenary and High Guard a system of terms and assignments is used for the Merchant Service, each term being made up of four assignments of one year each. At the end of each term the character must either reenlist or muster out.

Branches: Once the type of merchant service has been selected, the character must select the branch he or she will serve in, throw one die with an optional DM of +2 if intelligence is 9+:

- 1 Security
- 2 Shore
- 3 Engineering
- 4 Crew
- 5 Crew
- 6 Shore
- 7 Flight
- 8 Medical

The Branches of the Merchant Service:

Security:

The function of the security branch is to safeguard the service against such dangers as piracy, hijacking and espionage. Thus the security branch is frequently involved in hazardous operations.

Shore:

The shore branch performs most of the administration and planet-bound activities for the service.

Engineering:

As well as operating the drives on service starships, the engineering branch also performs maintenance, repair and construction for the service.

Crew:

The crew branch performs all general duties for the service including gunnery, steward and other duties.

Flight:

The flight branch performs all the piloting and navigation for service starships and spacecraft, including operation of escorting small craft sometimes carried by merchant ships.

Medical:

The medical branch provides full medical care to all passengers and crew members throughout the service.

Basic and Advanced Training:

The first assignment in a character's service consists of basic and advanced training, the character rolls twice on his or her branch skill table.

Assignments:

Upon completion of basic and advanced training the character begins active service, rolling two dice for every assignment and cross-referencing the result on the Assignment Table. If the result is a special assignment then use the procedure on the next page, otherwise consult the Assignment Resolution Table:

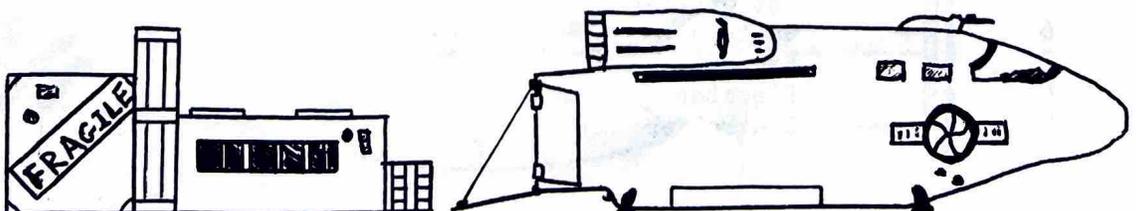
Survival- Each assignment has a danger element represented by a survival throw which must be made for the character to survive. Failure results in the death of the character.

Award- When the character leaves the service, the benefits received are affected by the award level attained. The award level is initially zero, every time an award is received the award level increases by one.

Promotion- As a merchant progresses in ability and responsibility so he progresses in rank. Merchants in the security, crew, shore and engineering branches begin at rank one (Space Man). Merchants in the flight and medical branches begin at rank two (4th Officer). The maximum rank attainable is rank nine (controller). Only one promotion may be received per term.

Skills- The final roll to be made is for a skill, success indicates that the character must roll on a skill table as follows:

Skill Table	Assignment
Merchant life	All assignments except training
Space life	Starship, Shuttle, Escort
Ground life	Base Duty, Transport, Admin, Shipyard
Combat Skills	Combat
Branch Skills	All assignments



ASSIGNMENT TABLE:

	Security	Crew	Shore	Engineering	Flight	Medical
2	Combat	Combat	Combat	Combat	Combat	Combat
3	Shuttle	Shuttle	Shipyards	Shuttle	Shuttle	Shuttle
4	Shuttle	Shuttle	Admin	Shipyards	Shuttle	Shuttle
5	Transport	Admin	Admin	Shipyards	Escort	Transport
6	Transport	Starship	Transport	Starship	Starship	Starship
7	Base Duty	Base Duty	Base Duty	Base Duty	Base Duty	Base Duty
8	Starship	Starship	Transport	Starship	Starship	Starship
9	Training	Training	Training	Training	Training	Training
10	Combat	Shuttle	Admin	Shipyards	Escort	Transport
11	Special	Special	Special	Special	Special	Special
12	Special	Special	Special	Special	Special	Special

SKILL TABLES:

Branch Skills-

	Security	Crew	Shore	Engineering	Flight	Medical
1	Gunnery	Mechanical	Mechanical	Mechanical	Vehicle	Steward
2	Gun cbt	Electronic	Vehicle	Electronic	Commo	Electronic
3	Blade cbt	Vacc suit	Vehicle	Vacc suit	Ships boat	Medical
4	Zero-G cbt	Steward	Streetwise	Engineering	Computer	Medical
5	Tactics	Gunnery	Gun cbt	Engineering	Navigation	Computer
6	Liaison	Computer	Bribery	Gravitics	Pilot	Admin
7	Leader	Admin	Liaison	Computer	Pilot	Medical
8	Leader	Pilot	Pilot	Admin	Pilot	Computer

Service Skills-

	Merchant Life	Space Life	Ground Life	Combat Skills
1	Brawling	Zero-G cbt	Drugs	Gun cbt
2	+1 strength	weapon cbt	Vehicle	Hvy weapons
3	Gambling	+1 dexterity	Vehicle	Gun cbt
4	+1 endurance	Ships boat	Liaison	Fwd obs
5	+1 dexterity	Electronic	Recruiting	Vacc suit
6	+1 intelligence	Commo	Bribery	Medical
7	+1 education	Bribery	+1 education	Tactics
8	Carousing	Ship Tactics	Leader	Ship Tactics

Modifiers: Rank 4+ +1

Rank 7+ +2 these DM's are not cumulative

The Merchant Rank System:

Rank number	Title	Traveller equivalent
1	Space man	0
2	4th Officer	1
3	3rd Officer	2
4	2nd Officer	3
5	1st Officer	4
6	Captain	5
7	Executive	6
8	Director	6
9	Controller	6

ASSIGNMENT RESOLUTION TABLE

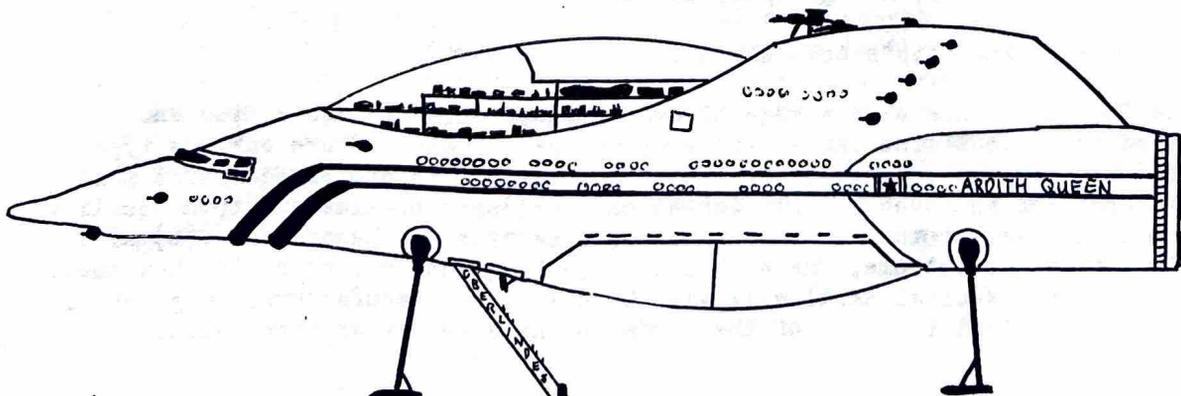
SECURITY:	Combat	Training	Base Duty	Starship	Shuttle	Transport
Survival	6+	3+	auto	5+	5+	4+
Award	8+	none	none	11+	11+	10+
Promotion	9+	12+	12+	10+	11+	10+
Skills	5+	6+	10+	8+	9+	7+
SHORE:	Combat	Training	Base Duty	Admin	Shipyard	Transport
Survival	5+	auto	auto	auto	auto	4+
Award	9+	none	none	12+	12+	10+
Promotion	9+	12+	12+	10+	10+	9+
Skills	6+	6+	10+	7+	7+	7+
ENGINEERING:	Combat	Training	Base Duty	Starship	Shuttle	Shipyard
Survival	5+	auto	auto	4+	4+	auto
Award	9+	none	none	10+	11+	12+
Promotion	9+	12+	12+	9+	10+	10+
Skills	6+	6+	10+	6+	8+	6+
CREW:	Combat	Training	Base Duty	Starship	Shuttle	Admin
Survival	5+	auto	auto	4+	4+	auto
Award	9+	none	none	10+	10+	12+
Promotion	9+	12+	12+	9+	10+	11+
Skills	6+	6+	10+	6+	7+	7+
FLIGHT:	Combat	Training	Base Duty	Starship	Shuttle	Escort
Survival	5+	auto	auto	4+	4+	5+
Award	9+	none	none	10+	10+	9+
Promotion	9+	12+	12+	9+	10+	9+
Skills	6+	6+	10+	6+	6+	5+
MEDICAL:	Combat	Training	Base Duty	Starship	Shuttle	Transport
Survival	5+	auto	auto	3+	4+	3+
Award	9+	none	none	10+	11+	10+
Promotion	10+	12+	12+	9+	11+	9+
Skills	6+	6+	10+	6+	8+	6+

Modifiers:

Survival- if any branch skill is level-3 or greater a DM of +1 is applied to the dice roll

Promotion- if intelligence is 9+ a DM of +1 may be applied to the dice roll

if rank 1 a DM of +3 may be applied in addition to other modifiers



Special Assignments

If a character rolls a special assignment, the normal routine is not followed instead one die is rolled:

- 1 Cross-training
- 2 Specialist School
- 3 Intelligence Training
- 4 Business School
- 5 Recruiting Duty
- 6 Trade Mission

Cross Training:

The character may roll once on the branch skills table of any other branch, at the end of the term the character may attempt reenlistment in that branch.

Specialist School:

The character rolls one die on the table to the right and receives one skill level in the skill indicated, unless the character is level 3+ in any skill offered on the table. In this case the character is assigned to the school as an instructor and receives instruction skill+1.

- 1 Gravitics
- 2 Computer
- 3 Commo
- 4 Ship tactics
- 5 Medial
- 6 Navigation

Intelligence Training:

The character is given sufficient training to make him of use in the service's internal intelligence service, providing assessments of the loyalty of other crew members and identifying dangerous passengers to prevent hijacking.

Roll 1 die; Liaison 4+, Streetwise 4+; Interrogation 5+; Bribery 5+

Business School:

The character is given an introductory course in management and general business principles. Roll 4+ (1 die) for each of the following skills: Admin, Liaison. A promotion is received on a roll of 8+(two dice)

Recruiting Duty:

The character is assigned to a merchant recruitment office. Roll 4+ for Admin, Recruiting is received automatically, Roll 6 for leader.

Trade Mission:

The character accompanies an important trade mission, receives a promotion on 7+(2D) and Carousing skill on 4+(1D). Imperial M.S. members receive a +1 social on 7+(2D)

Skills Received:

All skills received are as High Guard except for:

<u>Gun Combat</u> - Zero-G wpns	Pistol(Auto, Revolver, Body pistol)
Laser wpns	Combat Rifle (security+cmbt assgnts only)
	High Energy wpns " " " "

Gunnery- Lasers, Missiles, Energy wpns, screens.

Vehicle- Vacc suit and ship's boat are not available.

Drugs- The individual has a knowledge of drugs manufacture and aquisition and given sufficient time and suitable equipment can manufacture various types of drugs (medical, combat, anagathic, slow, etc). The proper equipment must be purchased and success will depend on the length of time spent, the quality and tech level of the equipment and the expertise of the character(s) will all affect the outcome. There should always be a chance, no matter how small, of an error. Medical skill will also be useful for manufacture. Drugs skill will also affect the sale of the goods in the same way as streetwise.

Mustering Out:

When a merchant leaves the service the standard mustering out procedure is followed as described in book one. In addition, the character may receive benefits from the award level attained:

Award level	Benefit level	Number of dice rolled
1,2	1	1
3,4,5	2	2
6,7,8,9	3	3
10+	4	4

If the character is a member of the Imperial merchant service the benefit is increased by one, but 4 is the maximum. If the merchant has a rank of three or less, the benefit level is decreased by one, but may not fall below one.

When rolling on the benefit table a character rolls for his benefit level and for all benefit levels up to that. Thus a character with a benefit level of 3 rolls three times, once with one dice, once with two dice and once with three.

Additional Benefit Table:

1,2	High passage
3,4,5	Pension Bonus, 1D 1,000 Cr addition
6,7	Cash Grant, 2D 10,000 Cr
8	Space permit, allows travel at 50% of standard rates *
9,10,11	Cash Grant, 4D 10,000 Cr
12,13	Travellers' Aid membership
14	Psionic training **
15,16,17	Trade permit, allows transport & travel at 25% of standard rates *
18	Social advancement, +1D social standing
19,20	Property grant, land worth 3D 100,000 credits, income 3D 10,000cr pa
21,22	Ship Grant 4 million credits ***
23,24	Ship grant 8 million credits ***

* A Space or Trade Permit covers a limited area, in the Imperial Merchant service all worlds within the Imperium are covered, in the Planetary service all worlds within 2D parsecs of the system are covered, in the Commercial service all worlds served by the space line are covered, this means 1D subsectors, throw for every world in the region to see if it is covered:

Starport Type: A	3+
B	5+
C	7+
D	8+
E	9+

** This is clandestine training consisting of a free examination and subsequent training

*** A roll of "ship" on the mustering out table represents a ship grant of 6 million credits. The total value of ship grants is the ship allowance and must be used for the purchase of a starship or spacecraft, credit purchase is available. The ship may be standard or custom built and is assumed to be completed when the character leaves the service. Payments must be made to the appropriate service and operations are usually limited to the area in which the service operates. Ships obtained through the planetary and Imperial services are subject to call-up at times of war

THE ARCHIMEDES PROJECT



The Fourth Frontier War (1082-4) proved extremely damaging to the Scout Service within the Spinward Marches, particularly to the fleet of scientific ships operated by the service. In line with Imperial Doctrine, the Regional Head of the Scout Service suspended all operations and transferred them to the Imperial Navy where they formed into scout squadrons and added to the Imperial Battle fleet. In practice, however, these units were mostly used as cannon fodder for the Imperial navy whose commanders despised the Scout service and operated the squadrons with little or no regard to the lives of the Scout crews. Such actions included highguard for Naval vessels jumping from the system, deep reconnaissance and troop landings (only if the troops were scout or army). Thus, casualties amongst the lab ships were terrible. These vessels were mostly unarmoured and carried minimal armament, combine this with the type of missions assigned to the ships and it is clear that the casualties would be high. In 1081 the Scout Service of the Spinward Marches possessed 68 laboratory ships, by the end of the war only 13 remained serviceable.

The short term needs of the Exploration Office were by the use of chartered merchant starships or navy surplus warships, but these were inadequate for the long term exploration work undertaken by the office. It was 1089 before the plea was answered, the Duke of Regina endorsed the production of a new class of lab ship to replace war losses and continue the pre-war operations of the Exploration Office and to engage in a new project- Project Archimedes -the exploration and development of District 268 in the Spinward Marches. Accordingly the ship class was named the Archimedes class, 50 models were initially ordered by the Scout Service from Mora Shipyards, the order to be completed by 1098.

As it happened, the order was completed by 1097 and five years later another order was placed for 22 more vessels by 1109, most of these were destined for service in other areas of the Imperium. A single order was placed in 1103 by Professor Mirton Potrev, a retired scientist conducting research in the Aramis subsector. Apart from this all vessels serve exclusively with the Scout service.

The Archimedes class lab ship has a base price of 200,528,000 but any order made at Mora shipyards (planet Mora AA99AC7F, Mora subsector, Spinward Marches) can be made for only 160,422,400 credits but a design fee of 4,200,000 must be paid to the Scout Service for use of the plans if a private order is being made.

High Guard Statistics(both editions):

First edition-

LS-64212B2-200000-40000-0

Second edition-

LS-64212B2-200000-30000-0

The Archimedes has two batteries of lasers, both bearing

Agility= 0

Energy points= 6

General Specifications of the Achimedes Class
Laboratory Starship:

Hull size: 600 tons, 8,100 cubic metres
Jump Drive: Standard type F drive unit capable of up to jump-2
Power Plant: Standard type D drive plant giving power number 1
Maneuver Drive: Standard type D drive unit giving 1G acceleration
Fuel Tankage: 142 tons (including 12 tons for shuttle use)
A 5 ton Fuel Purification plant is installed to allow operation on unrefined fuel. Fuel scoops permit fuel to be skimmed from gas giants.
Main Computer: Model/2 with integral fibre-optic back-up
Ships crew: 8 in single occupancy staterooms
Ships scientific crew: 12 in single occupancy staterooms
Low berths: Two 12 ton berths for storage of biological specimens
Cargo Hold: 24 tons
Specialised sample storage space: 46 tons
Animal Caging space: 43 tons
General Laboratory space: 102 tons
Ships boats & vehicles: One 35 ton shuttle craft carrying a four ton air/raft
Armour: Light alloy plate giving overall armour factor-2
Armament: Two double turrets each equipped with two beam lasers. In combat these are treated as two separate batteries

Key to the Deck Plans:

Deck Number One

1. Turret. Each turret contains standard fire control equipment and computer access (for loading of firing programs).
2. Main Computer, programs in store and in the CPU are: Jump 1, Jump 2, Generate, Maneuver/Evade 1, Target, Gunner Interact, Return Fire.
3. Pilot seat on bridge
4. Navigator seat on bridge
5. Avionics
6. Avionics
7. Long-range scanner
8. Auxillary power plant
9. Access corridor to bridge, air-tight and strengthened.
10. to 17. Crew staterooms
18. Crew common room, contains a weapons locker with 12 weapons for crew use.
19. Cargo Bay number one, 12 ton capacity.
20. Cargo Bay number two, 12 ton capacity.
21. Drive Control room.
22. Main Drive Room, a large area with walls 6 metres tall and holding the starships power plant and jump drive.
23. Maneuver Drives. These are inaccessible during flight but are controlled through the drive control room.

Notes: Deck number one is prohibited to all but the ship's crew. The scientific contingent on the ship must remain on decks two and three. The only time this does not apply is when the shuttle is being launched or unloaded, in this situation deck one is used as access to the shuttle which is located above deck one, "Limpet" fashion. To get to the shuttle a central ladder must be used.

Deck Number Two:

1. Environmental control and observation post. From here the animals caged in location 3,4,5 & 6 can be observed and their internal environments maintained or adjusted. It is also possible to monitor the general health of the occupants through this post.
2. Low Berth for cold storage of live specimens. These facilities are used when the correct environment is not available in the cages or the specimens are too small to justify caging.
- 3,4,5 & 6. Animal cages used for in-flight observation of live animals in their natural habitat.
7. to 13. Storage rooms, in these rooms non-organic specimens and general scientific instruments are stored.
14. Central library terminal, this large data storage computer holds vast records on the ecological systems of worlds within the Imperium and beyond, operation requires at least computer-1.
15. Scientific work area, within this area are four links to the computer in room 14 but only reference work may be carried out through them.

Deck Number Three:

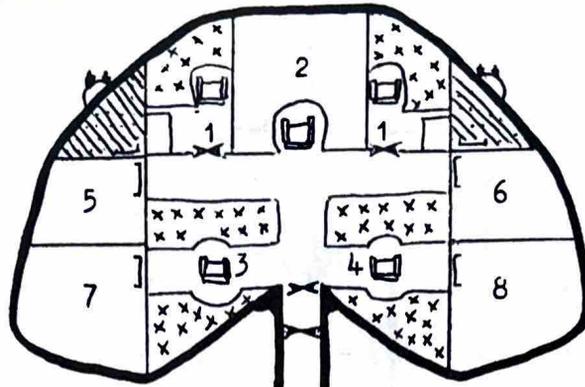
1. Access room, so as not to interrupt the scientific work the access shafts have been enclosed in an access room which often functions as a security post.
2. Chemical store. It is possible for a well educated person (9+) to use chemicals here to create explosives or poisonous gas on a roll of 8+. If the referee rolls 5- an accident occurs. DM's may be applied for every point of education over 10, but preparation takes 2-12 minutes. The effects left to the referee to determine.
3. Display of the vessels previous exploits and general scientific items, several chairs and tables are here as this room is also used as a lounge on most starships
- 4,5,6 & 7. Laboratories, throw 8+ for a long term project to be in progress, this would be assigned to one or two scientist over a period of at least six months.
8. Electron microscope, this is a facility shared by all scientists on board.
9. Laboratory, as 4
10. Ground communication link, allows direct communication between the ground party and the scientific contingent of the ship. The links use tight beam laser and are fitted with compatible ECCM equipment. Communication is possible at ranges of up to 1,000,000 miles.
11. Photographic room, here films made by ground parties are compiled and processed.
12. Central laboratory, the largest and most complex projects are carried out in this lab.
13. Analytical computer, this is a large scientific problem-solving computer and requires computer-2 to operate.
14. Computer maintenance room, contains spares and equipment for computer repair and inspection.
15. Planetary observation desk, this can link up to the ship's scanners and observe planetary surfaces or can use map chips to observe other worlds.

Deck Number Four:

1. Common Room
2. Galley
3. to 14. Staterooms for scientific personnel.
15. Reception Area
16. Locker, contains 10 vacc suits, 2 laser carbines, 3 laser pistols
17. Locker, 20 survival kits
18. Locker, 10 vacc suits, 10 accelerator rifles, 10 snub pistols
19. Main airlock, this allows loading cargo between ships and docking with type S scout ships.

Note: Statistics for the laser pistol are given in issue two of the Travellers' Journal, they are basically laser carbines with no shoulder stock, lighter and less accurate at long ranges.

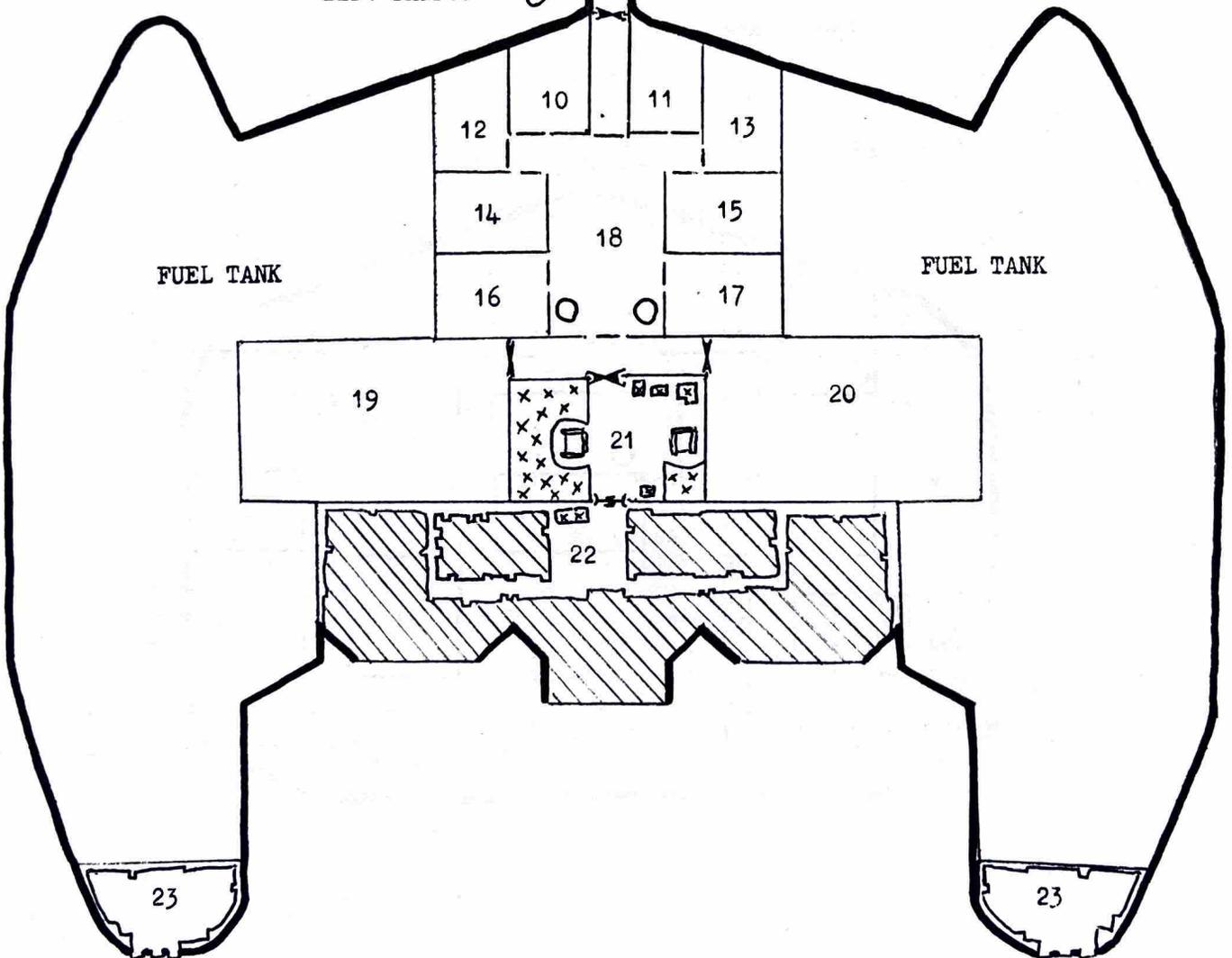
Imperial Scout and Exploration
Starship "ARCHIMEDES"

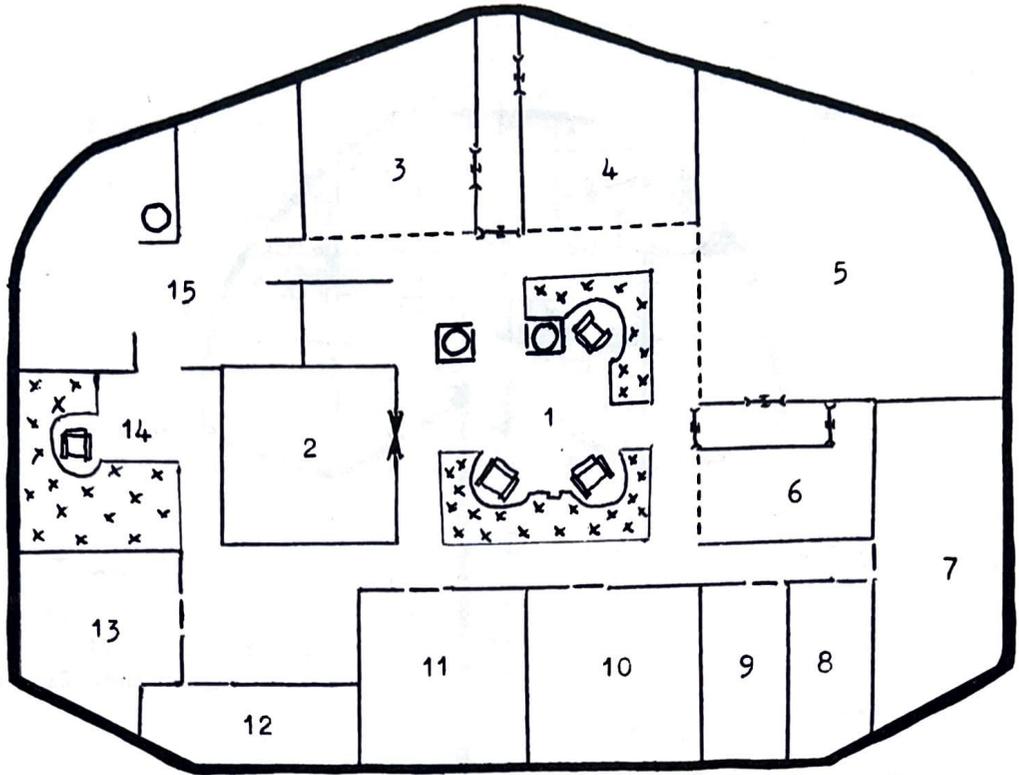


Scale: 0 1.5 3 4.5 6 metres

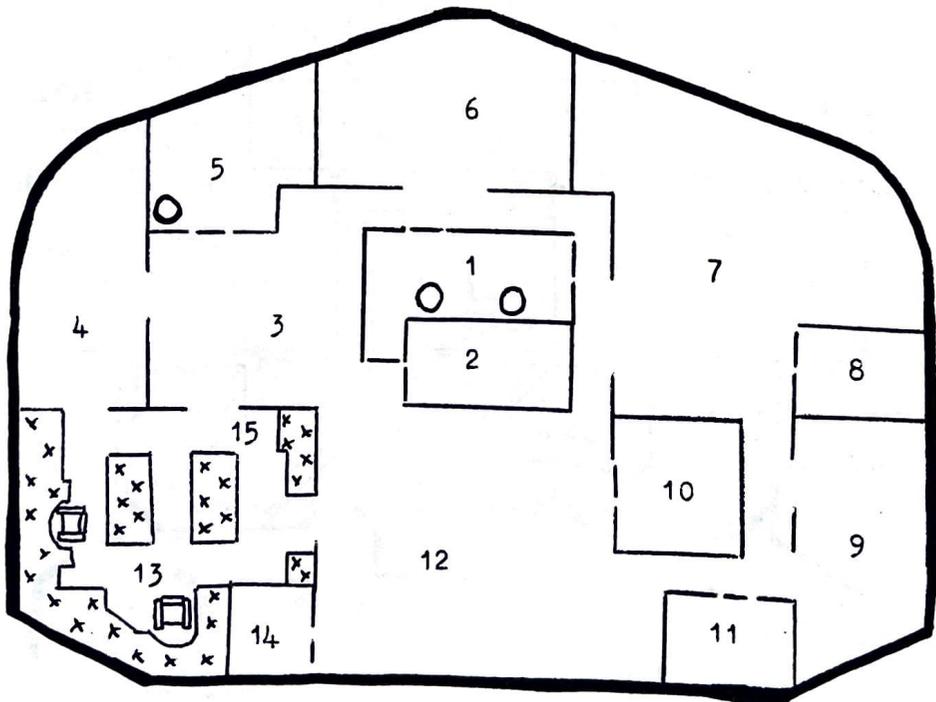
Key: Iris valve:  Mntnce hatch: 
 Hatch:  Hvy machinery: 
 Door:  Electronics: 
 Lift shaft: 

Upper Deck
Deck Number One

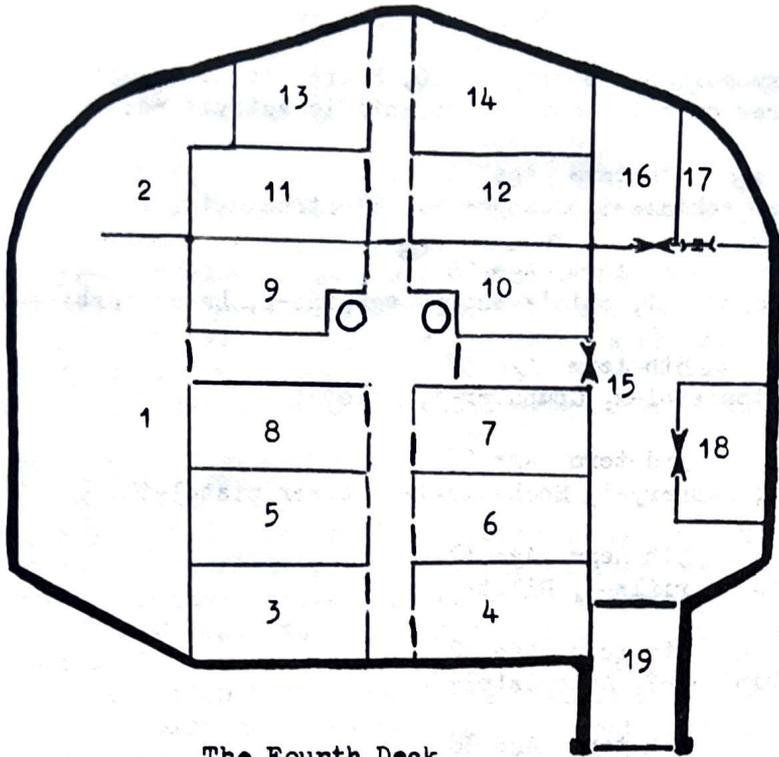




Deck Number Two

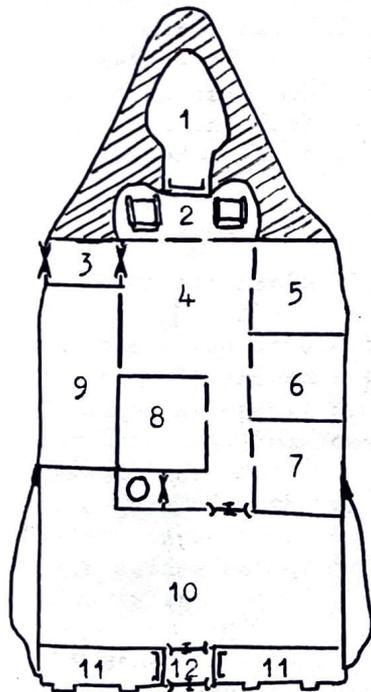


Deck Number Three



The Fourth Deck

The Shuttle Craft:



Hull size: 35 tons
 Maneuver: 2
 Power: 2
 Fuel tank: 1.55 tons
 No computer installed
 4 small craft staterooms
 1 Air/raft
 Cargo hold: 12 tons
 Configuration: Cone (2)

USP:

Y-0202201-000000-00000-0

- 1: Avionics
- 2: Control room
- 3: Airlock
- 4: Common area
- 5: Stateroom
- 6: Stateroom
- 7: Stateroom
- 8: Stateroom
- 9: Air/raft
- 10: Cargo hold
- 11: Drives
- 12: Cargo lock

The Crew Members:

The Archimedes class laboratory ship has a crew of 20, 8 crew to actually operate the starship and 12 crew carrying out the scientific activities:

The Pilot: 4766C8 4th term Age 31
Pilot-3, Navigation-2, Grav vehicle-1, Computer-1, Electronic-1

The Navigator: 378742 3rd term Age 29
Navigation-1, Pilot-1, Vacc suit-1, Ship's energy weapons-2, Laser carbine-2

The Chief Engineer: 484837 5th term Age 37
Engineering-4, Medic-2, Autopistol-2, Computer-1, Pilot-1

The Assistant Engineer: 95A799 3rd term Age 27
Engineering-1, Vacc suit-1, Gunnery-1, Mechanical-1, Laser pistol-1

The Medic: 9CACAC 5th term Age 37
Medical-4, Electronic-2, Laser rifle-1, Pilot-1

The Shuttle Pilot: 7947B6 4th term Age 32
Pilot-2, Vacc suit-2, Mechanical-2, Autopistol-2

Gunner Number One: 8867A5 5th term Age 38
Ship's energy weapons-2, Pilot-2, Mechanical-1, Vacc suit-1

Gunner Number Two: 6B74B6 7th term Age 43
Ship's energy weapons-2, Ship's lasers-1, Mechanical-4, Pilot-1, Vacc suit-1

The Ground Party Leader: C769B6 7th term Age 44
Carbine-3, Mechanical-1, Tactics-1, Hunting-1

Ground Party member: 992999 3rd term Age 27
Hunting-2, Rifle-1, Grav vehicle-1

Ground Party member 6A9498 1st term Age 22
Hunting-1, Medical-2

Ground Party member B97343 7th term Age 46
Hunting-6, Carbine-2, Survival-2

Chief Scientist 566B87 7th term Age 45
Computer-1, Mechanical-1, Gravitics-2, Leader-1, Admin-1

Scientist 96587A 6th term Age 42
Gravitics-4, Computer-1, Medical-1

Scientist 8768D8 4th term Age 34
Medical-3, Computer-3, Mechanical-1

Scientist 67AA86 3rd term Age 29
Computer-1, Brawling-1, Carousing-1

Scientist A268B6 2nd term Age 23
Computer-2, Wheeled vehicle-1

Computer Officer 958A76 5th term Age 36
Computer-5, Admin-1, Electronics-1

Ranges: Close range is one square (adjacent), short range is 2 squares for blades and 4 squares for guns. Beyond this is medium range, long range is not possible in shipboard combat.

Order of play: an alternate method is the most playable, one side fires then moves then the other side fires and moves. A character may shoot at a target at any point in its move, but if it moved out of sight it is treated as in cover (only one cover DM is permitted per shot).

The Hijack:

The work of the Imperial Interstellar Scout Service often involves venturing beyond the established Imperium, the Archimedes Project involved much hazardous work of this type, Distric 268 is composed of many independent worlds, not all supporters of the Imperium. Motmos is one such world, with a Zhodani majority, the government was deeply offended by a scientific survey to the world by the Scout Service. Determined to avenge this intrusion, assumed to be a spy ship surveying the world's defences, the Motmosian government hired a local bounty hunter to seek out the ship and return it to Motmos in return for a large sum. The attack was Tarsus, dateline 045-1105.

The vessel in question was the ISS "Mertactor" in stationary orbit over the ice-capped surface. The shuttle craft was on the surface conducting scientific surveys with the ground crew and two scientists. The bounty hunter's vessel orbited the planet and locating the shuttle craft a plan was hatched. The bounty hunter had six mercenaries on board, these would fly by grav vehicle to the shuttle and launch a surprise attack, capture the shuttle and use it to attack the lab ship with surprise.

The attack went according to plan up to the docking of the shuttle craft. A crew member smelt a rat and ordered the shuttle to use the main airlock on deck number four, an alert was sounded and the crew armed. The ensuing battle was fierce but the crew could not prevent the boarding party from reaching the bridge and calling up the rest of the bounty hunter's mob and securing the starship for Motmos. Since this incident the Imperium has significantly tightened up security on these survey missions.

The mercenaries:	B6C779	Cloth	ACR +1
	66B686	Combat E.S.	Laser Carbine +2
	95C48A	Cloth	Assault Rifle +2
	797676	Flak jkt	Shotgun +4
	696779	Combat E.S.	Laser Rifle+1
	46BA9C	Combat	Laser pistol +3

The crew player may arm the crew according to the available weapons and armour on board and position them as follows:

Deck One: 6 (crew only)
Two: up to 4, minimum of 1
Three: up to 4, minimum of 1
Four: up to 5

This situation is ideal for use in a Traveller campaign, but the referee should make sure that the players do not get away without further encounters with the Imperium. There is a possibility that Imperial intelligence seeks out the persons responsible for the hijacking and a hit-squad be hired for the Imperium.

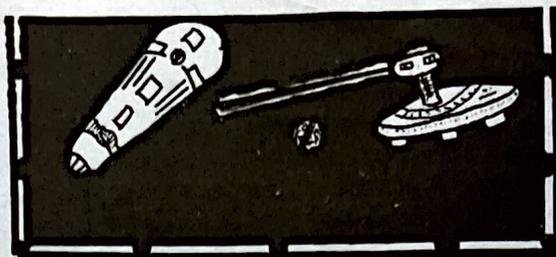


LSP Model G56
Gauss Rifle

LSP Model
45h
Autopistol



X-BOAT INFORMATION



X-boat Information will be a regular feature in Alien Star, featuring new products of interest to Traveller players including new books, supplements, play-aids, figures and general news of events and conventions in the U.K.

This issue I am including brief reviews of several Traveller booklets. Any reviews for X-boat Information will be appreciated and rewarded (see page 2).
Research Station Gamma

A complete adventure based around a mysterious research station in the Rhylanor subsector. The travellers are hired to free two chirpers (aliens) held at the station for experimental purposes, they must locate the station through rumours and free them. The adventure uses the same format as the Kinunir (adventure 1), a full rumour table is provided with subsector and planetary maps. The research station itself and mapped, there are also statistics for Hargreave H-6 submersible and details about robots, combat rules and details for three types are included. Relevant library update data is also provided. All in all Research Station Gamma is a good adventure with information useful even when the adventure is over. GDW £ 2.50

Leviathan

The latest official Traveller adventure and the best, it involves the Leviathan class merchant ships - 1800 ton traders operating in the Outrim Void- subsectors Egyrn and Pax Rulin. Unlike Research Station Gamma this scenario has a wider scope, several situations are provided and a far greater area is involved. As per normal the rumours and library data are present, but the outstanding feature is the deck plans, these are excellent (all eight). This booklet could easily be the basis of a long running campaign. Incidentally, the designers of this adventure are not the usual GDW team of Marc Miller & co, instead a British designer, Bob McWilliams (Traveller writer in White Dwarf Magazine) has written it. If this standard can be maintained in future I look forward to more releases from him. GDW / Games Workshop £ 2.50
Journal of the Travellers' Aid Society, Issue Six

The Travellers' Journal is GDW's official Traveller magazine, containing 40 A5 sides this magazine is produced like the rulebooks of Traveller. This issue contains the first of three articles updating the High Guard rules for spaceship design and combat, for players not wishing to purchase another copy of Book five. Also is an article describing the Scout Service in detail and regular features such as the ship's locker, the bestiary and amber zones. The only disadvantage with the Journal is the price: £ 1.35 GDW

Next issue Azhanti High Lightning will be reviewed with a few mini-scenarios given, also Travellers' Journal 7 & any other things we can fit in.

ROBERT MCMAHON

THE ARMOURY

The Armoury will hopefully be an outlet for new ideas in the field of equipment. Like X-boat Information we are relying on you to provide ideas to supplement our own, so get writing. We are sure that this column will contribute in expanding the Traveller universe.

LI/IR GOGGLES-These combine into one unit the capabilities of Light Intensifier and Infrared Goggles. 1500 Cr. TL A.

WIRECUTTERS- Capable of cutting wire in fences and electrical equipment. 10 Cr. TL 2. Electrically insulated versions of the above are available. 30 Cr. TL 4.

ENERGY DAGGER-A knife-like weapon with a plasma blade. (Range modifiers and required strength levels are the same as for a dagger. Armour modifiers are as for a broadsword. Wound inflicted 3D.) 3000 Cr. TL D. Batteries, costing 100 Cr, last for half an hour and there is an on-off switch on the hilt of the weapon. Weight is negligible. When off the weapon is 100mm long, the blade extending a further 200 mm.

JOHN ROBERTS

