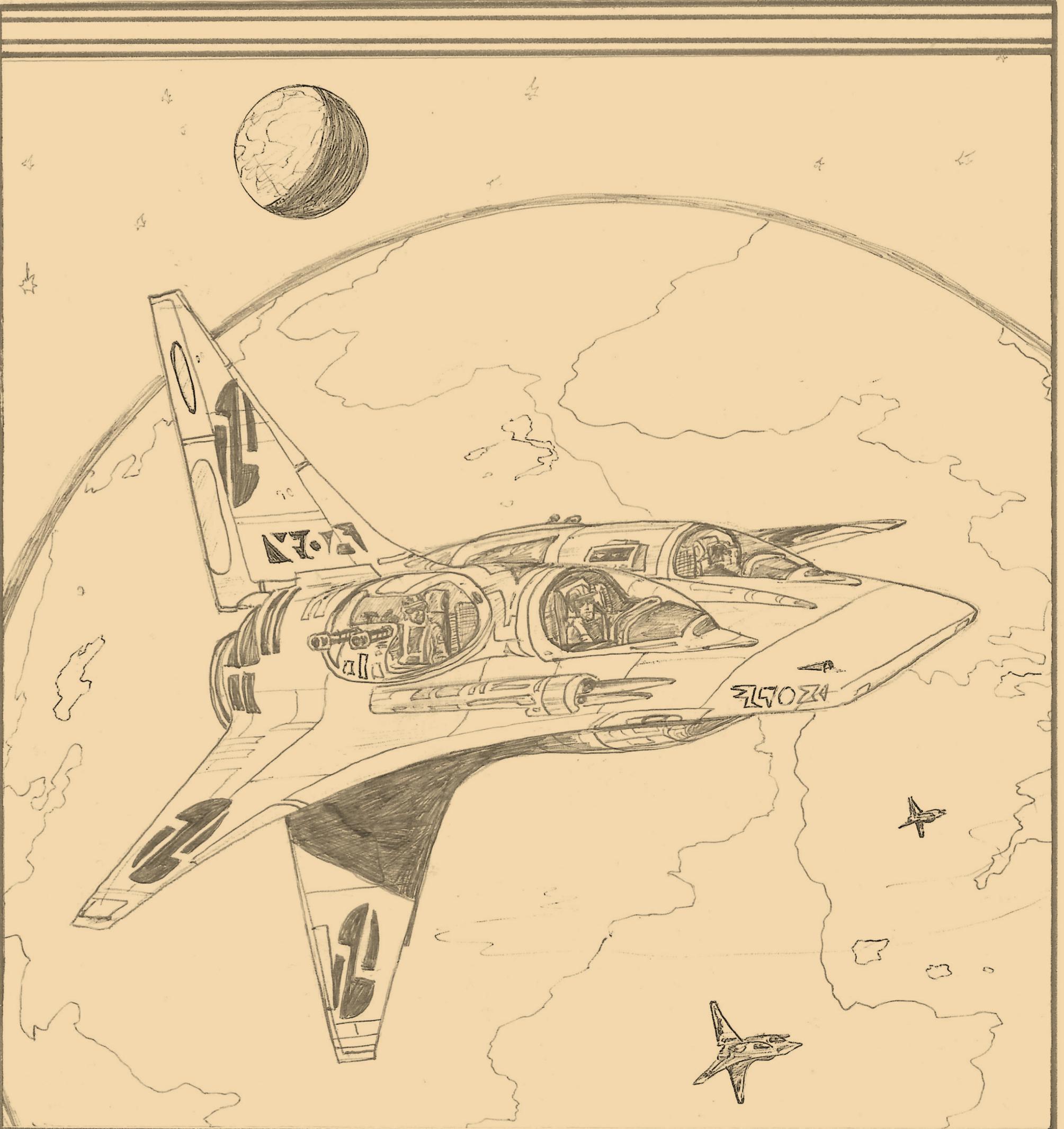


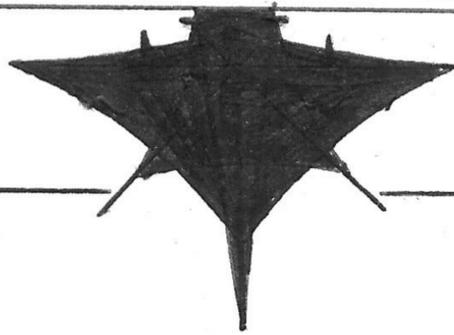
Issue 2

★ Alien Star

60_P



3 ADVENTURES + NEWS



Alien Star, has returned!! (sorry), but bigger and better than ever, at least bigger than issue one. Yes, we have increased to 30 pages, a 25 % increase for no extra cost. We hope to keep this up and possible expand to 32 pages next issue but this all depends on your contributions. We have already had a few but to keep going we need more articles from you (get your grey matter to do something for a change).

We may also be featuring a letter page next issue, to give you all a chance to voice your opinions about Alien Star, Traveller and anything else you want to write about. Who knows, we might even answer easy questions. An initial letter can be seen below.

Finally, thanks to GDW, publishers of Traveller, Mark Patrick, Tim Lines, I. Sales, Phil Churchyard and Lucky the cat for various contributions, help and paw prints that one or two lucky readers might find on the covers of their issue.

Contents:

Cover	by Tim Lines
2. Editorial	
3. Experience	
5. The Armoury	
6. Subsector Orion	
7. Rockard City	
12. Convoy Orion	
15. Traveller class Yachts	
18. Night Spiral	
26. X-boat Information	
30. Back Cover	

Advertisements:

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

Issue three

Available in June 60p postpaid
 from: R. McMahon, 16 Egdon Drive,
 Merley, Wimborne, Dorset, BH21 1TY
 or J. Roberts, 19 Delph Road, Merley,
 Wimborne, Dorset, BH21 1RS

Customized Small craft will be appearing in issue three owing to a shortage of space.

Letter:

Dear Sirs,

not long ago I bought the game Traveller, and a friend and I now have a rapidly expanding universe which (I admit) is in need of a little help. Last Saturday (the 14th of March) I came across your magazine, the idea of a magazine devoted entirely to Traveller is sheer genius! (grovel, grovel) (this is a direct crib from the editorial of issue 1. Eds.). Below I have listed ideas for the further advancement of ALIEN STAR.

1. Try to include a 'Bestiary' (a list of creatures, specifics of worlds/environments they exist on/in, habits and information such as size, weight, special abilities etc. This would be run using readers contributions.
2. An expansion of the army, navy, marines and others services.
3. A letters page (PUT THIS ONE IN IT !!.....please!).

Yours sincerely,

MARK PATRICK AND TIM LINES (BRISTOL).

Answer:

1. Good idea, but we can't use this name as it is already included in the Travellers Journal. If readers would send in ideas and drawings if possible we might just collate them into encounter tables. Any ideas for a title?
2. The army, navy and marines have already been expanded in books and supplements but the general person types would be welcome. How about the police class?
3. No sooner said than done.

EXPERIENCE

Skills are the basis of a Traveller character, they are the reason behind enlisting in a service for several years and a character's usefulness is often judged on the pool of skills he or she possesses. However, once the character leaves the service, skills are virtually impossible to gain or improve further which I think is a little unrealistic. Traveller is a realistic game in most respects, but the way characters' skill levels remain static despite extensive use is unrealistic. Marc Miller criticises experience systems they make characters unnaturally powerful, but I think that an experience system that allows natural skill development gives an incentive to characters without destroying the realism of the game. After all, the effect of such an experience system is to raise expertise through practical use of skills- I can see little chance of destroying realism this way.

The system presented here is very open-ended, with much being left to the individual referee, and is open to alteration and expansion.

Experience points:

These are gained through actions that help towards improving the skill of the character in a particular skill. I note experience gained in brackets after the skill level number. Experience may be gained even if the character does not possess the skill in question, often the case when characters take working passage as stewards.

The number of experience points needed to acquire another level are as follows:

Level required	Experience points required
1	100
2	200
3	300
4	400
5	500
	etc.

Upon attainment of a new skill level all experience gained so far for that skill is immediately lost.

How Experience points are gained:

Routine experience:

When a character performs routine work using a skill, such as instruction or starship crewing, experience is gained at the rate of 2 points per week if only one skill is involved, otherwise only one point is gained for each skill.

Special experience:

Experience can also be gained as a result of special "one-off" actions. Such an action might be refuelling from a gas giant, repairing a vehicle, gun combat or special vacc suit activities.

Often experience must be assigned at the referee's discretion as situations will arise which are not covered by my rules. The list of skills is by no means exhaustive and referees are advised to expand the list when required.

Gun combat, Heavy weapons:

1 experience point is gained per round of fire during which damage is inflicted.

Blade combat, Brawling:

1 experience point is gained per combat round during which a character used either blade or brawling skill. If a character does not possess either blade or brawling then the experience may still be gained if the combat would have been affected by a skill level in blade or brawling.

Gunnery:

2 experience points are gained per starship combat round during which gunnery skill was used.

Pilot, Navigation, Engineering, Computer, Ship's boat:

When used in starship combat, 1 point is gained per round of combat.

Computer:

When used to locate data, 2 points are gained per piece of library data found, 10 per restricted per restricted piece of data found. Referees should give experience for programs written based on the difficulty of the program, work involved and the general success of the program.

Pilot, Ship's boat:

Special manoeuvres such as dangerous landings, gas skimming and evasive action should be awarded from 1 to 10 experience points based on the difficulty of the action performed and how well the character carried out the action.

Navigation, Recon:

Experience points should be awarded for special actions as the referee sees fit. Navigational experience should be gained for negotiating an asteroid belt or planning out an emergency jump. Recon experience should be gained for tracking and navigation in surface situations.

Tactics, Ship Tactics, Fleet Tactics:

Successful use of these skills, i.e., gaining initiative or surprise should be rewarded with one experience point.

Leader:

Each time the character successfully leads a military force, 5 experience points are gained for every engagement the character participates in. 1 point is gained every time leader skill is used to rally a demoralised force.

Bribery, Forgery, Admin, Streetwise, Liaison, Carousing:

These skills are used for a variety of purposes and it would be impossible to list all the ways experience should be awarded. Referees should assign experience points according to the difficulty and danger involved. Points awarded should range from 1 to 20 per action.

Forward Observer:

Experience awarded should correspond to the damage inflicted by the artillery the observer is directing, I suggest up to 10 points per action.

Mechanical, Electronic:

One to Ten points should be gained for every special action performed, such as emergency repair or bypassing a security system.

Vehicle:

1-5 points are awarded per special action, such as a chase or negotiating difficult terrain.

Vacc suit, Battledress:

1 point should be awarded per round of combat action during which the character is using a weapon. 1 point should be awarded per day of routine use and from 2 to 5 points per special action such as a boarding of a hostile vessel.

Gambling:

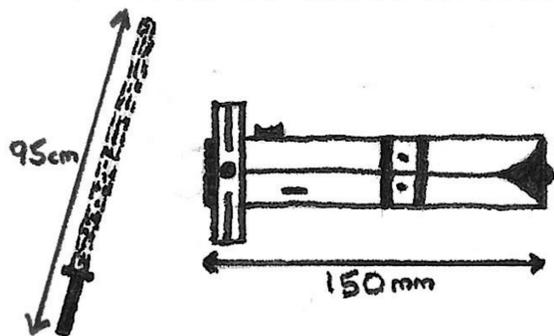
Experience should be awarded per session, 1 point gained per win, 1 point lost per loss. If an overall profit is made then 1 experience point is gained per 10,000 Cr. Experience points may not fall to below zero. If a character is found to be cheating then 3-18 points are lost (3D).

Other Skills:

Not all skills have been covered by this list, but the experience awarded can be given along the guidelines I have provided above, much of the experience system depends on the referee's discretion.

THE ARMOURY

The Armoury is depending on your contributions for its survival. Unlike other parts of Alien Star this column cannot offer the incentive of free issues to get you writing in. However, you may feel motivated enough to put your ideas for new equipment onto paper just in the hope of seeing your name in print. If you are, send them off to me at the address given in the Editorial, and I extend my thanks to you. If your not moved to write however, WHY NOT?



ENERGY BLADE

This is similar in construction to the energy dagger described in issue 1. When off it consists of just the hilt, this being 15 cm long. This includes an on-off switch and contains the batteries (these last for half an hour and are not interchangeable with those of the energy dagger). When turned on a plasma blade 800 mm

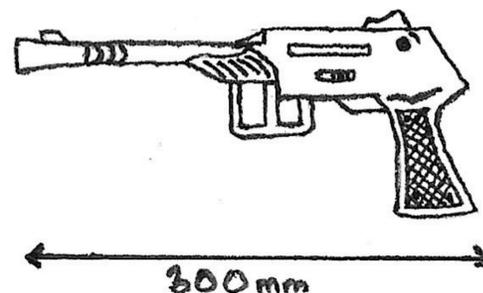
long extends from the hilt. Plasma does glow so don't run around at night with the weapon permanently turned on as you will be seen a mile off (another drawback with doing this is that the batteries soon go flat).

Required strength for the energy blade is the same as for a cutlass. On the Weapons Matrix (armour table) it is the same as a broadsword but gets a further +2. On the range matrix it performs the same as a cutlass. The wound inflicted is 5D. The energy blade is 11,500 Cr and TL F. Batteries are 250 Cr each.

I suppose I should quickly note here how energy blades and energy daggers are effected by law levels. Both are not allowed at level 5 or above. This is due to the authorities seeing them as a cross between portable energy weapons and long bladed weapons. In some future issue I hope to find space for an article linking the ideas of tech level and law level, hopefully ending up with a more realistic new system.

GAUSS HANDGUN from I. Sales of Mansfield

This is a large handgun version of the popular gauss rifle (popular if your behind and not in front of one of them), firing 3mm, 3 gram needles at velocities of 700 meters per second, which are accelerated by an electromagnetic field along the barrel. The round has high stopping power and good armour piercing capabilities although not being as good as the original gauss rifle.



Weight unloaded is 700 grams. It is 300 mm in length and costs 2000 Cr. The magazine weighs 100 grams, contains 18 rounds and costs 50 Cr. TL E.

The weapon can be fired in normal (1 round), semi-automatic (3 round) or automatic (6 round) bursts. The firing setting can be changed at the end of each combat round. The magazine takes two rounds to change during which time the firer is considered to be evading.

	close.	short.	medium.	long.	very long.	wound inflicted.
Gauss Handgun	-4/-4	+3/+3	+2/+3	0/+1	-4/-2	3D
	nothing.	jack.	mesh.	cloth.	reflec.	ablat.
Gauss Handgun	+4/+6	+4/+6	+1/+3	0/+1	+4/+6	+4/+6 -5/-3
Required dexterity level=	6					DM-2
Advantageous dexterity level=	9					DM+2

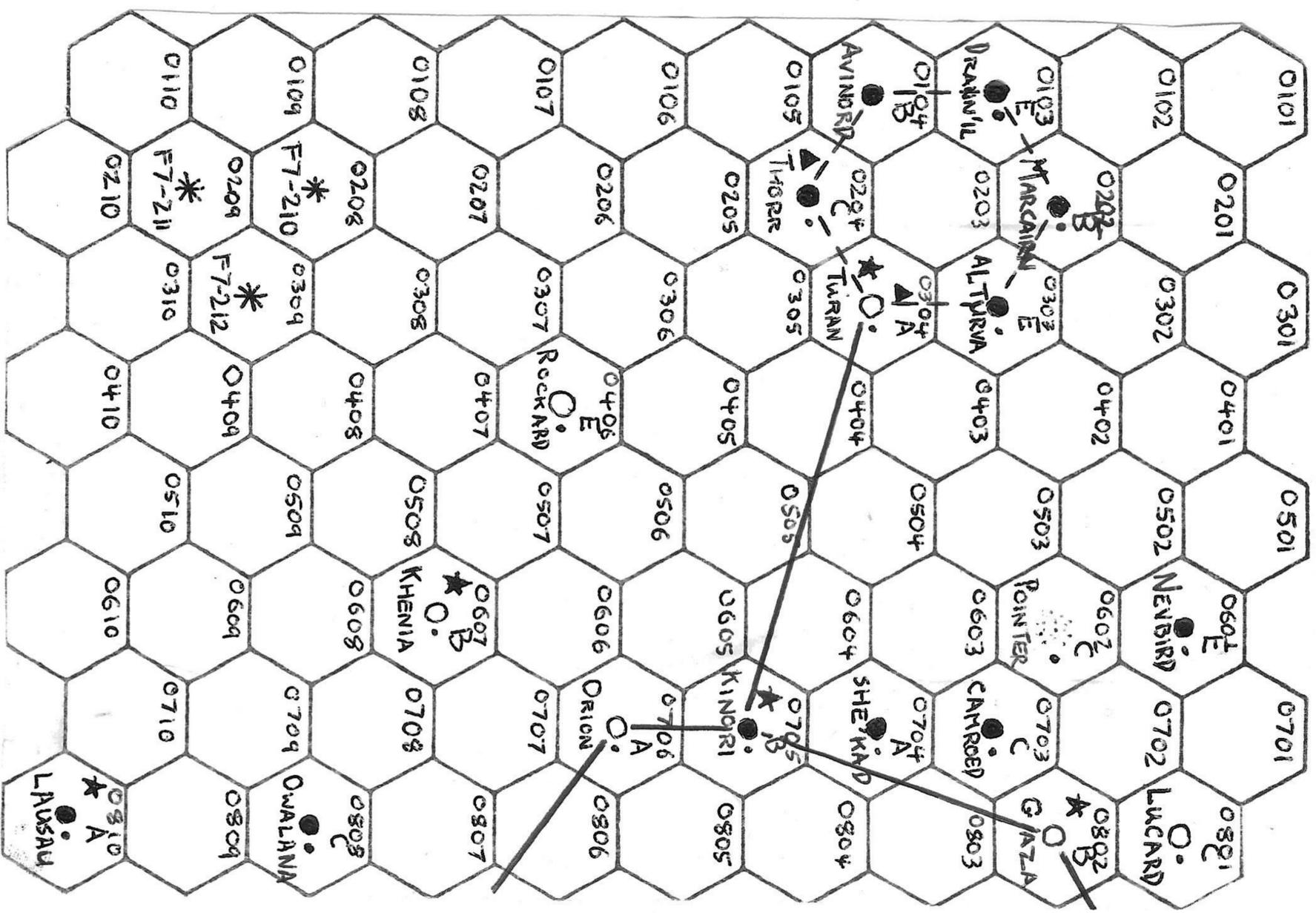
For Azhanti High Lightning.

Ammo	Weapon	Effective(8+)	Long(10+)	Extreme(12+)
18 (3)	Gauss Handgun	50(4)+2	100(3)+1	150(1)+0

*****ALIEN*STAR*****

JOHN ROBERTS

- ☼ Asteroid belt
- Waterless world
- World with water
- ★ starport type
- Gas giant present



SUBSECTOR

ORION

Subsector Orion is a frontier zone of the Imperium rimward of the Spinward Marches. Although the subsector is shared between the Imperium and a small independent stargroup- the Turan League -there is no major military presence. In fact, the Imperium devotes little attention to the subsector, The Turan League is a peaceful society with loose trading linkwith the Imperium, largely due to the presence of a scout outpost on Turan itself, complete with an x-boat link.

0103	Drann'il	E3637776	6	Rich	G
0104	Avinord	B588872	7	Rich	
0202	Marcairn	B4227A7	A	Non-agricultural, Poor	G
0204	Thorr	C6547A8	5	Agricultural	G
0208	F7-210				
0209	F7-211				
0303	Alturva	E479584	8	Non-industrial	G
0304	Turan	A260692	A	2 Non-industrial, Rich, Desert world	G
0309	F7-212				
0406	Rockard	E505110	6	Non-industrial, Ice world	G
0601	Newbird	E675724	2	Agricultural	G
0602	Painter	C000745	7	Non-agricultural, Asteroid belt	G
0607	Khenia	B230661	9	N Non-agricultural, non-industrial, poor	G
0703	Camroed	CAB8400	9	Non-industrial	G
0704	She'kad	A441446	E	Non-industrial, poor	G
0705	Kinori	B667899	A	N Rich	G
0706	Orion	A100342	B	Subsector Capital, non-industrial	G
0801	Lucard	C150650	7	Non-industrial, poor, Desert world	G
0802	Gaza	B510100	C	N Non-industrial, Imperial Way Station	G
0808	Owalana	C8A8103	6	Non-industrial	G
0810	Lausau	A538898	A	N	G

Subsector Orion Contains 21 worlds, the highest population level is 8 on Avinord, Kinori and Lausau. The highest tech level is 14 at She'kad. The total population of the subsector, at the 1096 census was 2,236,530,160. This does not include the systems of F7-210, F7-211 & F7-212, these are unexplored.

If Referees wish to incorporate subsector Orion into a Spinward Marches campaign, then position it in place of Gazulin subsector, rimward of Trin's Veil and trailing of Pax Rulin

Introduction:

Rockard (0406/Orion E505110-6) is an isolated world beyond the reach of the Imperium. First colonised in 740, a type B starport was constructed by a large mining corporation, Haeger Industries Inc.. The mining company thought that the world, beneath its icy exterior possessed extensive lanthanum deposits and sank in most of its funds. The report that the company used was, however, the result of a major industrial fraud involving another mining corporation and the Scout service. Rockard was, in reality a barren world orbiting a dying sun. It possessed no mineral wealth or other wealth of any sort.

Haeger Industries inevitably went bust, leaving behind a well-equipped starport far from the trade routes. In 757 it was bought up by Refina Rockard, a shady sort of character requiring the starport for his own illegal purposes. Nevertheless, he got the world and has owned it ever since, it is unknown who currently runs the starport, it is thought to be one of his descendents.

Map Key:

The map of Rockard is a cross-sectional view with main areas and connecting passages shown in an abstract way. This prevents an exploring party from being bored by irrelevant details, relevant parts should be expanded for use in scenarios. The description of each area is brief and includes information about the probability of a random encounter, eg, (8+,+2) means that an encounter occurs on a roll of 8+ and the random encounters table should be referred to with a DM of +2.

1. Starport landing and service bay. Rusted starship hulls and maintenance equipment is everywhere, no service or navigational staff are present to assist starships. On 9+ there is a type C cruiser docked here with a pirate crew. (11+, -2)
2. Travellers' living modules. Now serving as temporary camps for nomadic mutants and warriors that roam the city. (7+,+1)
3. Conference area. Although mostly derelict, a thorough search should (5+) uncover a data storage computer in working order. A history of the city and floor plans are obtainable on a roll of 12+, DM's: +2 per level of computer skill. (10+,0)
4. Agricultural support farm. This area is humid and overgrown by vegetation. Movement through this area is very difficult, double time to move through and 6+ for the way to be blocked, this requires starting again from scratch. This area is a potential food source. (10+,0)
5. Food Preparation & distribution centre. Nothing of value left for looting, the area is also infected by a lethal virus, further details are left to the referee if the players do not have total protection. The results should be long-term and curable by a good medic and a bit of luck. (9+,+1)
6. Trading market. Once the area of major merchant activity, this is now a strategic location bitterly fought over by the present occupants of the city. (4+,+3)
7. Mine control centre . Originally intended as the heart of the mining operation, the centre is equipped with quite sophisticated monitoring and control electronics, unfortunately none of it is serviceable. (9+,+2)
8. Storage chamber. Each chamber is a vast open room used for storage of ships' cargoes, food, equipment and other general stores. Many boxes still litter the chambers, although most have been looted some are still intact and a lengthy search could locate a valuable cargo. (8+,0)
9. Natural cavern. These are linked with man-made equipment and contain a few rusted mining vehicles. (11+,0)
10. Ravine. Passage through this area is impossible by any other means than a small, rusted iron bridge. It can take up to 110 kg safely. Over this throw 12+ for bridge to snap; DM's +1 per extra 5 kg. Take one person, fully clothed and armoured to weigh 100 kg. (12+,0)
11. Emergency survival shelter. Many of the original occupants fled the city to this shelter as their society fell into chaos. Altogether 866 low berths are present here, 540 of which are occupied. However, due to poor construction, power failure and age, the low berths are only functional on 8+. Further events are up to the referee.
12. Living Module. These areas are still in pretty good shape and still populated. (5+,+2)

13. Power Plant. The power plant is self contained, operating from stellar energy but fitted with an automated defence mechanism. This takes the form of 4 fire teams of robots each with four defence droids armed with plasma guns (PGMP-12 +1) and armoured with battledress armour. Anyone in the area without a permit will be escorted out by the robots, if they resist a slightly one-sided fight will ensue. (nothing)
14. Recreation and leisure complex. Once again, entirely derelict but the scene of bitter fighting. (5+,+4)
15. Army barracks. Currently occupied by a warlike tribe, degressed from the original troops of the city. (3+,+3)
16. Military Command. Most equipment has been destroyed or looted but a thorough search may (9+) reveal a hidden armoury containing enough TL10 weaponry to equip an entire platoon. (10+,-1)
17. Lower government chamber. Formerly the link between Haeger Industries Inc. and its employees, this chamber has been gutted by a high explosive device and there is little left of it. No encounter is rolled for, it is automatically a stowjack with its lair set up here.
18. Civil Orbital Control. The equivalent of a present day air traffic control system, this system is (amazingly) in working condition. Although electronic skill is needed to reconnect power, the system can show the locations of all craft in the vicinity. With computer and navigation skill it can also generate an interstellar flight plan. No encounters are possible in this secluded corner of the city.
19. Viewing Area. This is where officials of Haeger I.I. would have met visiting dignitaries or casually observed the passing of all star traffic through their starport. A large (30 metres wide) pressure-tight window surveys the runway. (9+,+4)
20. Military Orbital Control. The military equivalent of room 18. Though, this system is non-functional, it was never fully installed or linked to the power plant it is in reasonably good condition and could be salvaged. (11+,-1)
21. Upper government chamber. Still in excellent condition, this consists of a large red-carpeted chamber with 13 chairs assembled around a 13-sided table. Each seat has a computer link and adjacent rooms provide offices. No one is present. (10+,+1)
22. Personal Quarters of Refina Rockard. 2 robots protect a small figure in a wheel chair in the corner of the room. The robots are grav-powered versions of the droids in room 13. The figure in the (grav)chair is very old (212D83) but the players should realise that this is really Refina Rockard! He has kept himself alive through a secret store of anagathic drugs (only 12 years left) and lives as a hermit (Howard Hughes style). However, do not judge him by appearance alone. Rockard is an immensely powerful psionic (strength 10). His abilities are telepathy and telekinesis. Note that any slug throwing weapons fired at Rockard will have their fire swung around and returned at -1 to hit onto its firer. Rockard himself does not wish to fight. He desperately wants to leave the city and will try to persuade the party to take him back to the Imperium. The reward is left up to the referee, it should not be so large as to unbalance the campaign nor should it be too small to make the players resentful.
23. Planetary defence control. Scattered around the world are several defence bases operated by robots, these are shown on the control display. They are: 4 100 ton particle accelerator bays TL10; 10 repulsor bays TL10 100 tons; 6 100 ton missile bays TL10; 60 pulse lasers in 20 turrets organised into 20 batteries. From here players with a combined gunnery skill of 4 can operate the entire system. However, some systems are only semi-functional requiring 7+ to be working. (7+,+4)
24. Communications centre. This uses tight-beam laser communication with a range of 2.4 million km and can be used by individuals with comms-2+. Additional levels of skill add 0.4 million km to the range. (11+,+9)

Movement Within the City

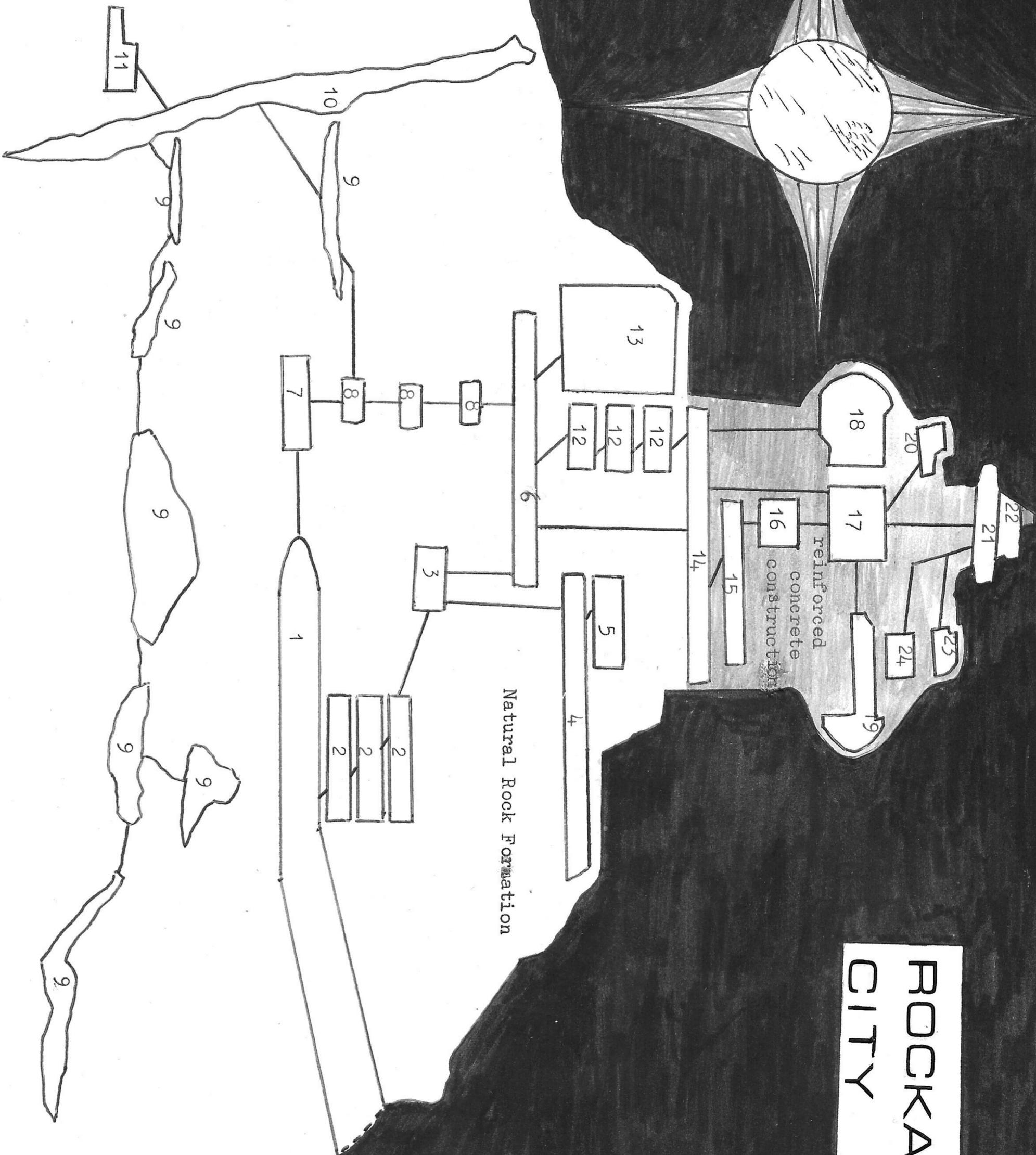
One centimetre of passage may be moved in one minute normally or two minutes if exploring.

One centimetre of room area may be moved in five minutes or ten minutes if exploring.

Encounters

These occur at the end of a ten minute period. First, throw two dice to score as shown above, if the result is positive, roll dice on the encounter table with appropriate area DM's. Then follow out the encounter as per normal Traveller rules.

ROCKARD CITY



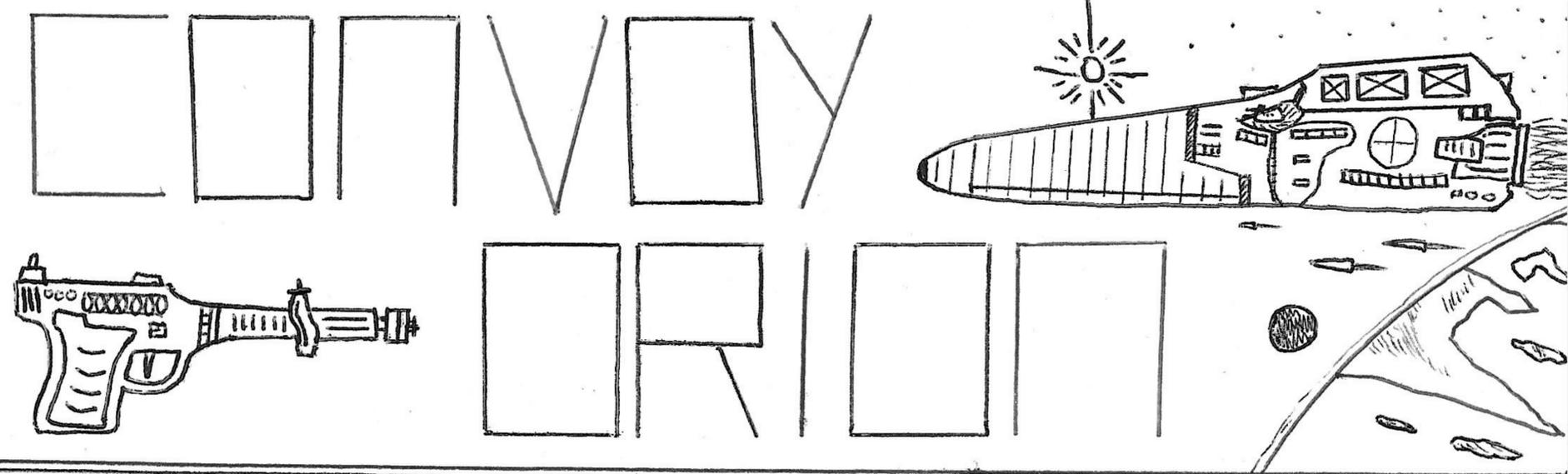
- 4 Wild Droids: These are droids who have lost their link with their control computers and act as individuals. 1-6 droids are encountered and if approached will have a DM of -3 on the reaction table.
Each is built on a type III chassis. They use tracks to move on, a tech level 14 brain and power plant type 27 (custombuilt). A medium and light work arm are fitted. The robots are also each equipped with a standard basic sensor package, a voder/vocoder to allow human speech, a passive infra-red vision unit, a multi frequency radio and counter ECM package. No special armour or weapon is built-in but the robot's skin is equivalent to cloth and the robot usually carries a snub pistol in its light work hand and a laser rifle in the other. Its programs are general weapon handling and medium security. The security program is faulty and the droids are now "wild".
- 5 Animal encounter See supplement two, Animal Encounters pg.21 Broken terrain or generate your own.
- 6 Troopers: 2D+1 Troops. Flak jackets, assault rifles & grenade launchers. Attack automatically.
- 7 Mutant Inhabitants: Mesh/Jack armour, swords, spears, daggers and rifles. 4D in number, DM of -4 on reaction rolls. +1+ for psionic abilities (roll individually)
- 8 Troopers: 3D Troops in combat environment suits, ACR's & laser weaponry. DM of -5 on reaction rolls.
- 9 Troopers: 4D-1 Troops in combat armour, RAM GL's, ACR's and laser rifles. DM of -5 on reactions.
- 10 Tame Droids As 4 except that the medium security is still functioning and the 1D droids will summon a detainment vehicle to take any captives to a special prison location at room 8. If fired on however the droids will not hesitate to blast away any enemies.

Scenarios:

Rockard City is essentially a background for adventuring and must be expanded for effective use. This will involve drawing up floor plans for specific levels and providing full descriptions. Possible scenarios are:

1. Mercenary raid: A pirate ship has landed here after hijacking an Imperial transport starship and has a cargo in silver worth 700,000 credits. They have transported this to the military command centre and are recuperating, awaiting the arrival of a corsair to carry them to a secret location. Fortunately, a prisoner was taken from the pirates and the location discovered. A raid was planned immediately and a mercenary unit recruited. The players must recapture as much silver as possible and transport it to a type M merchant in orbit. A grav carrier with a 10 ton capacity will be provided to carry the silver. The party itself will be taken to the city by a cutter (see book two pg.17) so the force is limited to 12 characters.
2. Hiring-on: Players hear of a pirate captain seeking crew and must go to Rockard City to find him. This will involve searching through the city and will require investigative rather than hack & slay tactics.
3. Marooned: The players ship crashes and to survive they must enter the city. Food will play a vital part in such a scenario as will locating the communications systems of the city.
4. Exploration: The players are scout service members on a covert survey mission to gather data on Rockard. The party will be restrained by rules governing such missions as laid out by the IISS.
5. Trading expedition: Possible trade opportunities could present themselves to the players, these could include ferrying arms or illegal drugs, or a Leviathan style trading mission.

Robert McMahon



Background:

The date is 132-1107, the place is halfway between the subsector capital, Orion and the desolate world of Khenia, two parsecs away. A small convoy of four military transports is in jump space when an emergency occurs. On each vessel the alarm rings out as a gang of pirates, hidden in the hold of every ship breaks out of hiding. Each ship is isolated from the others in the airless void of space, as all hell breaks loose the voyage becomes a battle for survival.....

The starships:

All four starships are of a standard type used by the subsector navy, The "Orion" class L.M.T. (Light Military Transport) constructed at the Orion National Shipyards:

Hull size:	200 tons	Armament:	1 triple turret-2 beam lasers
Jump drive:	2		1 sandcaster
Maneuver:	2G	Cargo bay:	50 tons
Power Plant:	2	Vehicles:	1 10 ton grav vehicle
Fuel tankage:	44 tons	Crew:	3; places for 12 in double occupancy staterooms
(Fuel Purification plant fitted)		Configuration:	cone
Armour:	10	Agility:	1
Computer model/2 fib			

The Cargo:

The whole purpose for the hijacking lay behind the cargo. Inside the ships' cargo bays was a massive arms consignment destined for an Imperial marine brigade beyond the subsector. It included many tons of advanced power battle armour (see Issue three of the Traveller's Journal) and high energy weapons. Little security was given to make the convoy appear routine, but unfortunately a local pirate leader got wind of the mission and took action.

The mission:

The pirate leader has given the task of attacking the convoy to his second-in-command, one Rutheg Oliarth, an experienced mercenary. He quickly assembled a mixed band of loyal crew, local thugs and interstellar mercenaries. Using his contacts on the world, he managed to smuggle the pirates onto the ship, some were hidden inside the grav vehicle, others in the cargo hold, concealed within cargo boxes. A few were concealed in pressurised capsules attached discreetly on the edges of the ship. Each pirate was to receive a share of the value of the arms captured.

When the convoy arrives at Khenia a type M subsidised merchant will be waiting to collect the cargo from the pirates and make a hasty out-system jump. The ships will not be taken- such an action would provoke a severe Imperial backlash whereas the loss of an arms shipment would only produce limited retaliation.

ORION LIGHT MILITARY TRANSPORT

Key:

1. Cargo Bay
2. Admin and storage area
3. Crew common area
4. Fresher
5. Sensors
6. Turret and Fire control
7. Bridge
8. Jump Drive and Power Plant
9. Personnel airlock
10. Stateroom: Pilot
11. Stateroom: Engineer, Medic
12. Stateroom: Security Officer
13. Stateroom: Guard, Guard
14. Stateroom: Gunner, Guard
15. Stateroom: Grav pilot, Grav gunner
16. Grav vehicle
17. Drive control & maneuver drive
18. Fuel tanks, refining plants
remove impurities from unrefined fuel

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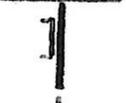
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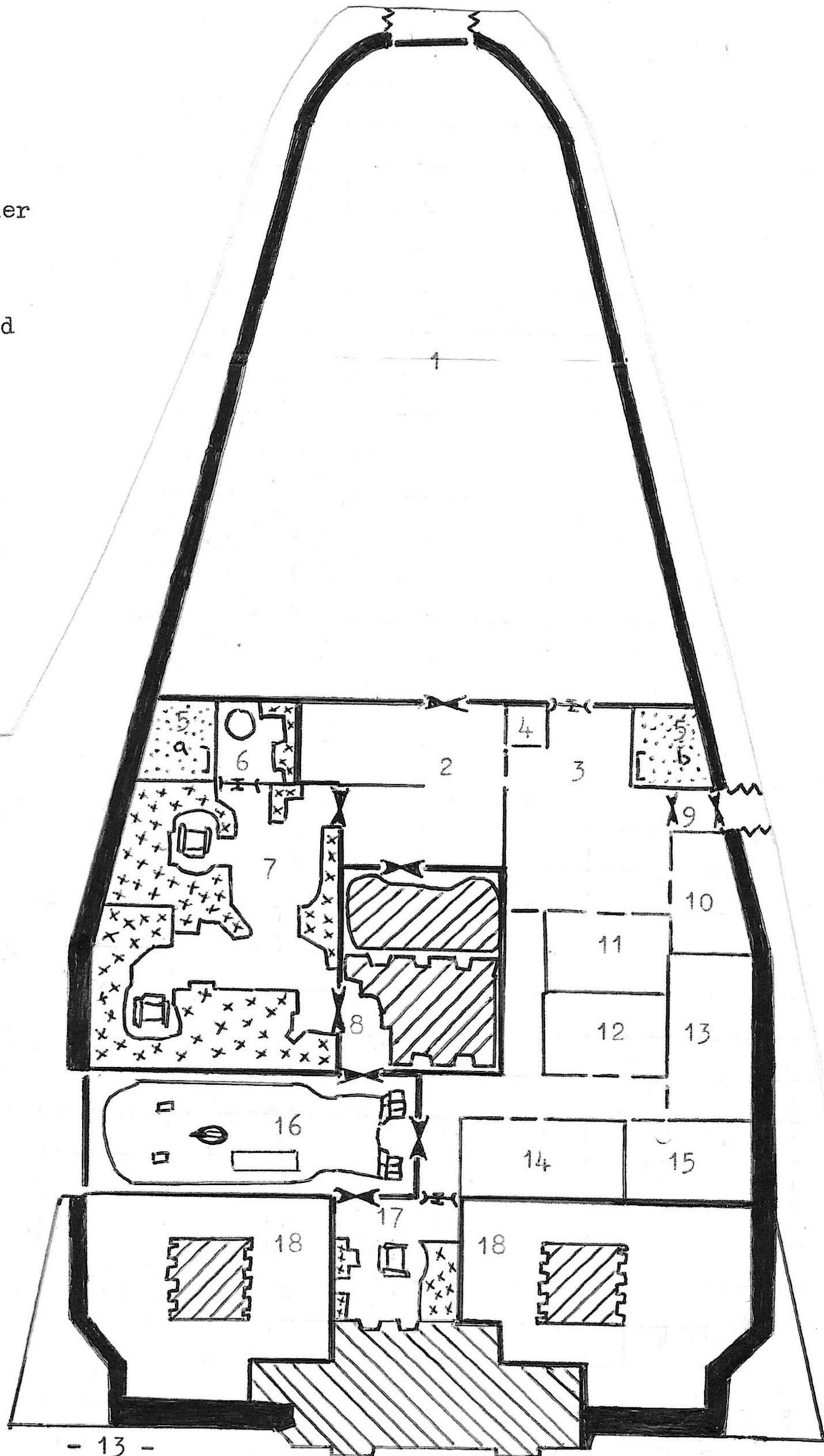
Fuel=44 tons
Crew=6
Troops=4
EP=4 Agility=1
TL=15

Scale:



Plan Symbols:

-  Heavy machinery
-  Electronics
-  Close machinery
-  Maintenance Hatch
-  Sliding Door
-  Hatch
-  Iris Valve
-  Overhead hatch & ladder



Running Convoy Orion as a Traveller adventure:

Convoy Orion can be run on two levels, either as the party participating in the hijack of one single starship or as organisers of the entire mission. In the former case the party will be concealed on board one vessel and plan the attack on that ship only. Once complete, assuming the attack works, the party will have to contend with the unpredictable reactions of the other three ships in the convoy:

- 5- the attack failed, the crew remain in control
- 6- either both sides were destroyed, or the ship misjumped. In both cases the ship is not with the convoy
- 7+ the attack succeeded, a mercenary crew is in control

The players will each receive a 2% cut in the cargo value:

2 suits advanced powered battle armour (1mcr)
2 suits battledress
40 suits combat armour
4 PGMP-13's
80 Gauss rifles
200 suits cloth armour
100 rifles
50 autopistols
100 snub pistols
2 air/rafts
60 vacc suits
2 tracked ATV's

The players might, however, wish to chance it and make off with the shipment, additional events are left to the referee.

If the players run the larger scenario then they will have to recruit all the mercenaries and place a commander on each vessel. A lump sum of 2.5 million credits will be paid for success only. Note that this assignment should only be tackled by a very experienced band.

A third possibility is open, a simple non-role playing scenario. Using the pre-generated character list below of mercenary and crew forces, the battle can be fought on both of the above levels.

The Mercenaries

UPP	Position	Weapon	Skill	Armour	Other skills	Loc.
A55B44	Leader	Gauss Rifle	4	Battledress	Leader-2, Tactics-2	1
AA4757	Lieutenant	ACR	2	Combat	Grav vehicle-3, Mechanical-1	5b
333662		SMG	1	Cloth	Pilot-3, Navigation-4	1
66535A		ACR	1	C.E.S.	Gunnery-1	16
989486		PGMP-13	2	Battledress	Medical-1, Vacc suit-2	16

The crew

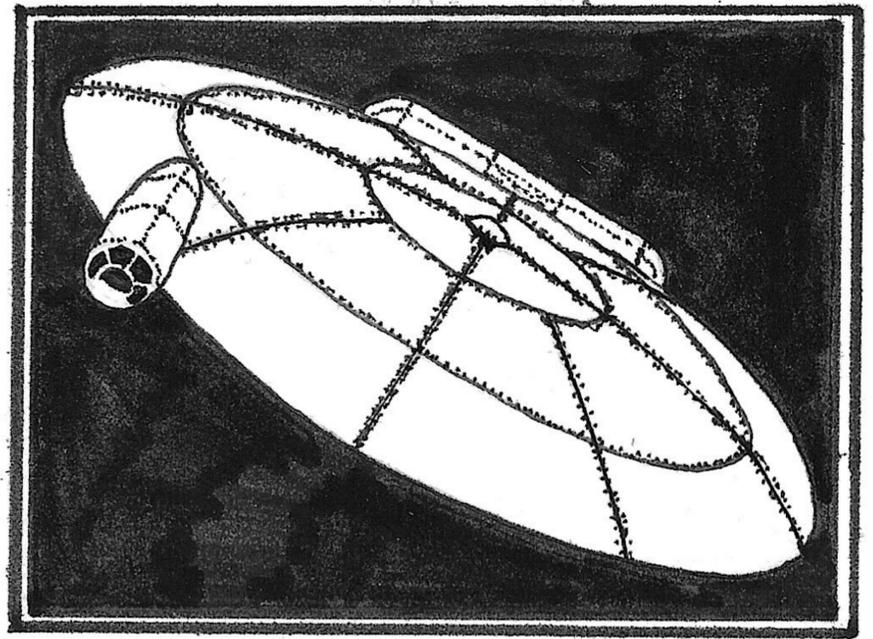
UPP	Position	Weapon	Skill	Armour	Other skills	Loc.
786958	Pilot	Snub pistol	0	Flak	Pilot-2	7
596563	Engineer	Auto pistol	1	Cloth	Engineer-2, Mechanical-2	17
475892	Medic	nil	0	nil	Medical-2	2
B59949	Sec. off.	Gauss rifle	3	Combat	Leader-1	12
776578	Guard 1	Laser rifle	2	Combat		3
958587	Guard 2	ACR	4	Combat		13
9896A8	Guard 3	ACR	1	Combat		14
78796A	Gunner	SMG	0	Cloth	Gunnery-1	3
4965AB	Grav-pilot	SMG	1	Flak	Grav vehicle-2	15
6A5354	Grav-gunner	SMG	3	Flak	Gunnery-1	3

Travel in style and comfort around
the Imperium and beyond in a

TRAVELLER

CLASS FAST YACHT

Now available from BARASATH GOODS
INCORPORATED on Mora.



After seeing the excellent film 'The Empire Strikes Back' I was set thinking that a ship similar to the Millennium Falcon would be an exciting craft to own in the Traveller universe. I quickly started designing the ship and this is the final result after it evolved through several stages of development - the Traveller Class Fast Yacht.

The Type Y Yacht has, over the years, proved to be a successful design of ship, ~~six~~ hundred and twenty four having been built in the Spinward Marches up until when the last figures were produced in 1102. Many of these craft belonged to young rich-kids, with too much money for their own good, who would go scoarching between the stars in search of pleasure. From these owners there were frequent complaints; it had no hull armour; it could only be lightly armed; with maneuver-1 it handled like a pig; jump-1 meant intersubsectional travel was slow. etc. etc. etc.

Many of these owners invested large sums of money in attempts to customise and soup-up the old Type Ys, but none of these conversions were very successful.

Barasath Goods Incorporated, based on Mora, never slow to recognise a new market, decided to fill this evident vacuum. A specification was produced for a starship with nine staterooms, well armed and protected, streamlined, fast and capable of jump-3. The result was the Traveller Class Fast Yacht and within two years they were rolling off the production line, into eager hands. Due to the success of this craft B.G.I. have become a member of the big-league of megacompanies within the Spinward Marches.

The Traveller is basically a streamlined disc, 33 metres in diameter. She is clad in heavy-duty steel-alloy plates giving an armour factor of 9. The main living area is within an inner disc 27 metres in diameter. Around this in the fairing are the avionics and some of the 97 tons of fuel space. The bulk of the latter is above and below the main deck. The ship tips the scales at 269.4829 tons and costs 193.525 million Cr to buy from B.G.I.. A crew of six is required, consisting of a pilot, two engineers, a medic, two gunners and a steward. On the dorsal and ventral surfaces there are turrets, each mounting three beam lasers (fitted when the ship is bought). If you want to see a picture of the exterior of the ship it is shown on the back cover of issue 1 of Alien Stars as well as in this article.

The ship is divided into three sections by heavy bulkheads, passable only through iris valves. The bridge doubles as a common room and galley. The pilot's position extends out of the main living disc. He sits in a plush swivel chair at the end of what is often called 'the Tube', and has control of the ship's maneuvering and jumping capability. The pilot can also communicate with the turrets, drive control unit, computer and each of the staterooms as well as other ships and worlds within 600,000 miles. A model 3 computer is fitted as standard capable of running 5 of the programs in storage. The basic software package consists of Maneuver, Jump 3, Library, Navigation, Generate, Target, Return Fire. The galley is fully equipped and there is a table with eight places set around it. The bridge is fitted with SoundBall sonic reproduction equipment and a Tri-D screen for the occupants pleasure. A variety of decor styles

are available including metallic, leather, wood and plastic (green, blue, black or red). One person commissioned a Traveller done out in ice, but he was locked-up before it was delivered. Barasath Goods Incorporated are now looking for someone who wants to buy the universe's first totally refrigerated spaceship.

Traveller Class Fast Yachts have nine well furnished staterooms. These are accessible by carpeted corridors (choice of colours available). Each stateroom has two foldaway beds, a small table, two chairs, a drinks cabinet, Tri-D screen, SoundBall sonic reproduction equipment, VidiComm link with the bridge and other staterooms, controls for altering gravity and temperature in the stateroom, lighting controls and private lockers. The owner's stateroom has an extended locker which is in effect a small vault, fitted with a strong combination lock.

There is also a ship's locker in which vacc suits, weapons and much other general gear is kept.

Five tons of cargo space is available. From the inside of the ship the bay is accessible through the airlock area. Sliding doors open the cargo area to the outside.

Entrance to the ship through the airlock takes about fifteen seconds as does leaving the ship.

The craft is armed with two turrets and the ship is clad in factor 9 armour. The turrets each contain three beam lasers and the necessary fire control electronics. One gets to the turrets via the turret access area. On entering the area the gunner can nullify the effect of the grav plates under the deck to form a local zero-G environment. This allows a quick transfer into the turrets, through either the floor or roof hatch. It is worth noting that the gunner in the lower turret sits upsidedown in relation to the rest of the ship. The turrets on the Traveller are renowned for their excellent fields of fire.

The aft section of the main living disc is taken up by the drives, which also extend out of the rear of the ship. There is a fuel purification plant, weighing 1.4552 tons and the ship is fully rigged-out with scoops.

The ship is capable of jump-3 and maneuver-6. Her excellent handling capabilities have proved to be one of the most potent selling features. Many of the younger owners enjoy sports such as asteroid buzzing in the ship, but several have died in the blazing fireball that was their beautiful yacht after attempting to pull seven-G.

The drives are controlled and monitored from the drive control unit. Seats are provided for the ship's two engineers.

At 193.525 million credits the Traveller Class Fast Yacht cannot be described as cheap. The Type Y it was designed to replace costs only 59.490 million. However, when one buys a 'Trav' one is not looking at the cost - one is searching for a practical status symbol. Barasath Goods Incorporated can supply ships within two weeks normally, taking them out of their stock-pile. To own a 'Trav' is in effect to say "I am rich and enjoy being so".

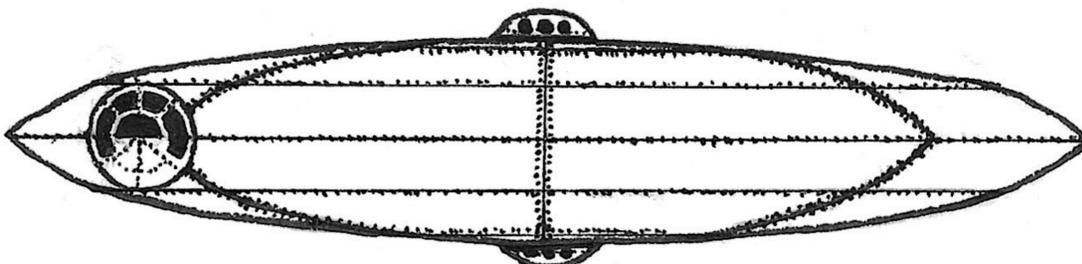
*****ALIEN*STAR*****

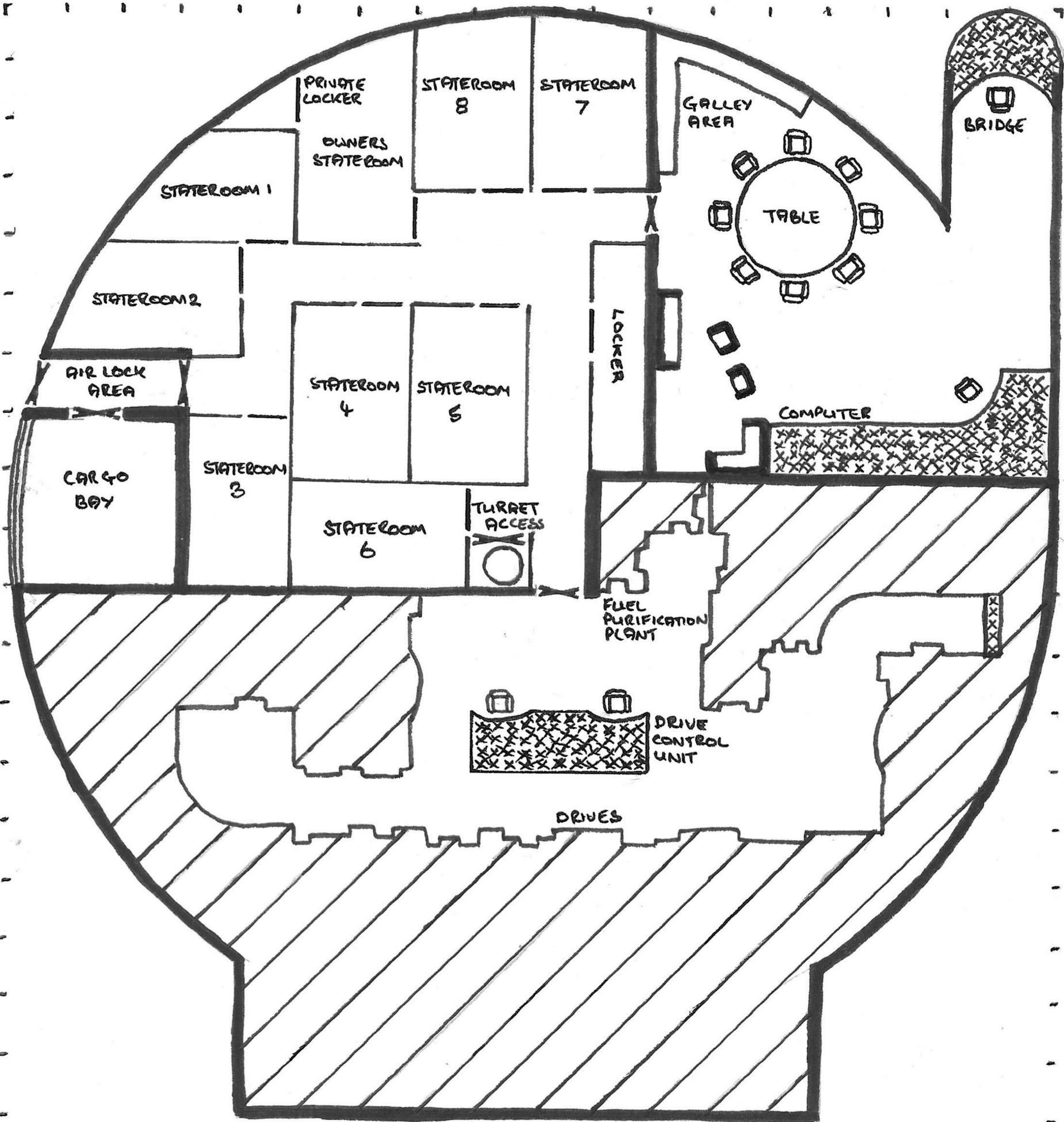
STATISTICS

YF-2636631-900000-40000-0	193.525 MCr	TL 15
one battery		<u>DRIVES</u>
mass=269.4829 tons	fuel=97.0138 tons	Maneuver=45.8121 tons
crew=7	max passengers=5	low berths=0
cargo=5 tons	troops=0	Power Plant=16.1690 tons
energy points=16	agility=3	Jump=8.0845 tons

*****ALIEN*STAR*****

JOHN ROBERTS





MAIN DECK



LOWER TURRET



— IRIS VALVE

--- DOOR

ELECTRONICS

HEAVY MACHINERY

ROOF OR FLOOR HATCH

KEY

CARGO BAY DOORS



UPPER TURRET

TRAVELLER CLASS - FAST YACHT

USE THE MARKS AROUND THE EDGE OF THE PAGE TO FORM A GRID FOR USE WITH SNAPSHOT OR AZHAUTI HIGH LIGHTNING

An adventure for 2-6 players based upon DAWNORLD (0701) in DISTRICT 268
of the Spinward Marches.

THE NIGHT SPIRAL

LIBRARY DATA-DAWNORLD SYSTEM

Theta-268 is a young blue star near the border with the Sword Worlds subsector. Orbiting it are five planets. Theta-268(a) is at a distance of 27 million miles from its sun, and it is 1,256 miles in diameter. It is an arid, sun-baked, desert world without an atmosphere (X-100000-0). (b) orbits at 35 million miles and is 2,138 miles in diameter. Surface conditions are similar to those on (a), but the planet clings to a trace atmosphere of carbon dioxide, resulting in a surface pressure of 6 millibars (X-210000-0). (c) is also known as Dawnworld and shall be described in greater detail later (E-885000-0). (d) is a gas giant 61,231 miles in diameter at the equator, orbiting at 159 million miles. Six moons circle the planet. (e) is also a gas giant, 57,794 miles in diameter and 282 million miles from Theta-268. It has no moons.

Dawnworld is 82 million miles from the central star, and was used in 1103 as the base for the survey team that first explored the system properly from the IISS "Jaranathon", an Archimedes class Laboratory Starship (see issue 1 of Alien Star). The planet is 8,725 miles in diameter and is by far the most hospitable planet in the system for organic life. The atmosphere is dense but breathable and half of the surface is covered by water. The polar caps are small and made of water ice. The planet is uninhabited and has only one landing area cleared on it (made by the survey team). The seas, skies and land surfaces of the planet provide homes for many types of animal, none of which are intelligent but some are dangerous. The crust of the planet is stable with very few fault lines, but the atmospheric phenomena can be violent. Dawnworld has no moon.

*****ALIEN*STAR*****

FOR REFEREE'S EYES ONLY - THE SECRET OF DAWNORLD

In 1103 the IISS "Jaranathon" was sent to the Dawnworld System as a routine exploratory mission. Surveying progressed along the normal routes and schedules until, when making a low scanning orbit, the ship recorded an area of high magnetic activity, overlaying a mascon (mass concentration). A ground party was sent down to investigate. What they found was, and still is, an enigma.

Positioned on the top of one of a low range of mountains was a perfectly flat, black area, exactly circular and 149 meters in diameter. Faint marks spiralled into the centre of the circle. Two of the ground party went to the middle to take some readings, and then, to the amazement of the others present, disappeared. No clue to where they had gone could be found so an in depth scientific investigation was launched, but it failed to uncover any clue to the riddle. In 1105 the Imperium decided to shelve its research project on what had become known as the Night Spiral, and to withhold all information about it from the citizens.

Some theorists claim that the Night Spiral is the entrance to another dimension, but none have ever been brave enough to try and pass through and put the theory into practice.

The adventure starts for the players when they are approached in a spacers bar by Tharob Gueer.

FOR REFEREE'S EYES ONLY-THAROB GUEER

776B83 age 53

Admin-1,Brawling-2,Carousing-1,Forgery-2,SMG-2,Jack-of all Trades-3,Leader-2, Pilot-1.

Tharob Gueer is,in terran terms,a'wide-boy'.Originally born on Regina,he fell in with bad company at an early age,when he learned that the only person worth looking after was number one.From then on he flitted from one seedy job to another,always with a bit of crime on the side to further line his pockets. Gueer was never caught and soon he recognised that it was in this field that his talents lay.At the age of 38 he turned full-time crook.He was very successful and in ten years he was head of the largest syndicate on Regina.However,the police were on to his operations,so he joined a group of pirates.Through much back-stabbing and double dealing he rose through the ranks and soon he was the groups leader.Two months ago,just after capturing a Traveller Class Fast Yacht, the Imperium finally caught up with the pirates,the majority of the gang being killed or captured,but Tharob managed to escape by the skin of his teeth in the yacht with two henchmen,Tamm Dwest and Kreb Lammar.They entered the starport using forged papers,but are now broke after losing their money on an orgy of drinking and gambling in an an attempt to console their drooping spirits. Gueer is now looking for someone to lend him 36,000 Cr so he can pay various debts and refill his ship's tanks and embark on a dangerous adventure that will hopefully revive his flagging interests.His financiers are invited to join him on this mission.

Tharob has heard rumours of the Night Spiral on Dawnworld.He sees the possibility of success and reward by investigating what lies beyond the gateway.

*****ALIEN*STAR*****

Tharob tells the party that he and his friends were robbed of all their cash, and now they need a loan of 36,000 Cr to pay for various berthing costs and repairs.To the kind people that aid him with this money he can offer a place on a mission in search of fortune.The exact nature of the undertaking he cannot divulge at this moment due to reasons of secrecy,but he can say that each one of the adventurers will return with great riches.

Once the party are on the ship and heading for Dawnworld,Gueer tells them of the Night Spiral and the rumours of what lies beyond it.The ship makes maximum use of its jump drives on its trip to Dawnworld.

FOR REFEREE'S EYES ONLY-TAMM DWOST AND KREB LAMMAR

Tamm Dwest

A56AB2 age 22

Engineer-2,Gunnery-1,Laser Carbine-1.

Kreb Lammar

72BA43 age 25

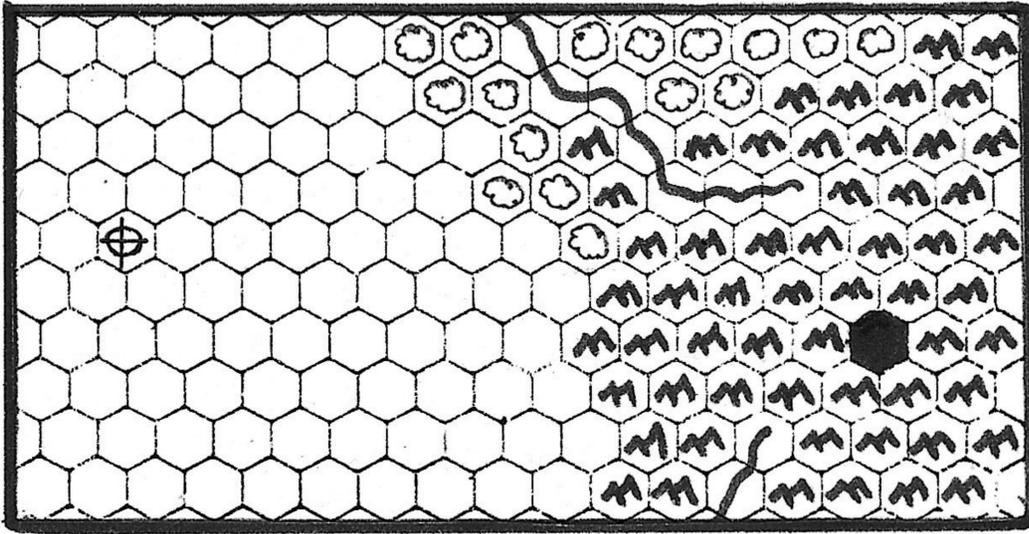
Engineer-1,Navigation-1,Shotgun-3.

On the ship Gueer,Dwest and Lammar all wear Flak Jackets out of habit,and have their favourite weapons close at hand.The players can follow their example,but if anything more in the way of armour or weapons are carried the suspicions of the crew may be aroused.

In the ship's locker the crew each have a Combat Environment Suit and Advanced Combat Rifles,each with 3 clips of Discarding Sabot and 2 of High Explosive.

*****ALIEN*STAR*****

Gueer knows the position of the Night Spiral and has the map shown below.
 The gravitational pull of the planet on the surface is 1.1 times that of earth.



1 hex=50km
 A plain hex takes 1 day to cross
 Jungle takes 3 days to cross
 Mountain takes 5 days
 River takes 2 days but counts as
 jungle for encounters.
 Roll each day for encounters.

⊕ Starport
 ● Night Spiral

ANIMAL ENCOUNTER TABLES

PLAIN

DIE.	ANIMAL TYPE.	WEIGHT.	HITS.	ARMOUR.	WOUNDS.	WEAPONS.	REACTIONS.	SPEED.
2	7 Intimidators	25Kg	13/9	none	-1D	Horns	A6F8S4	Double
3	5 Eaters	3Kg	5/5	as cloth	-2D	Stinger	A5F9S2	Ordinary
4	1 Reducer	800Kg	34/10	none	+3D	Hooves	A9F4S3	Double
5	Event							
6	2 Flying Grazers	3Kg	4/3	none	-2D	Horns	F9S5A2	Quadruple
7	7 Grazers	3Kg	2/5	none	-2D	Stinger	F8A6S4	Ordinary
8	Event							
9	13 Chasers	100Kg	19/9	none	---	Claws	A8F8S3	Triple
10	Event							
11	Siren	50Kg	17/10	none	-1D	Teeth	A4F0S2	None
12	Event							

On the above table the siren is of special interest. It psionically gives its prey the impression that it is one of their species but of the opposite sex. The prey approaches the image in the hope of finding a mate and when it is at close range the siren attacks. The shock of this surprise attack shatters the psionic image. The siren can project its lure to more than one mind. I leave it up to the ref what events occur when the party meet this creature.

JUNGLE

DIE.	ANIMAL TYPE.	WEIGHT.	HITS.	ARMOUR.	WOUNDS.	WEAPONS.	REACTIONS.	SPEED.
2	4 Carrion Eaters	6Kg	4/6	none	-1D	Hooves + Teeth	A6S6F2	Ordinary
3	Gatherer	3Kg	1/6	none	-2D	Teeth	A8F6S2	Ordinary
4	Reducer	25Kg	9/9	none	-1D	Teeth	S8F9A2	Double
5	Event							
6	Filter	50Kg	14/5	as cloth	see Book 3		A2F0S0	None
7	Filter	6Kg	5/5	none	see Book 3		A2F0S0	Ordinary
8	Event							
9	2 Killers	3Kg	1/2	none	-2D	Stinger	A4F6S2	Double
10	Event							
11	Pouncer	50Kg	15/7	none	-1D	Claws	A3F6S2	Double
12	Event							

MOUNTAIN

DIE.	ANIMAL TYPE.	WEIGHT.	HITS.	ARMOUR.	WOUNDS.	WEAPONS.	REACTIONS.	SPEED.
2	2 Carrion Eaters	12Kg	10/10	none	-1D	as pike	S8A8F2	Ordinary
3	11 Eaters	25Kg	14/5	none	-1D	Thrasher	F6S8A2	Ordinary
4	1 Hijacker	400Kg	23/6	none	+2D	Hooves + Teeth	A7F8S2	Double
5	Event							
6	7 Grazers	100Kg	17/6	as jack	---	Teeth	F5S8A2	Double
7	22 Grazers	50Kg	11/10	as jack	-1D	Horns	F5S9F2	Double
8	Event							
9	1 Chaser	6Kg	1/7	none	-1D	Thrasher	A5S8F2	Double
10	Event							
11	1 Chaser	6Kg	5/5	none	-1D	Thrasher	A4S8F2	Double
12	Event							

If an event is rolled on any of the above tables roll 1D and refer to the table below.

EVENT TABLE

- 1 Rainstorm
- 2 Hailstorm
- 3 Rainstorm
- 4 Electrical Storm
- 5 Rainstorm
- 6 Hurricane

Rainstorm-Lasts for 2D hours. Party can continue moving at half speed without risk. However if a rainstorm happens reroll to see if party gets an animal encounter. If it does impose an extra DM of -4 on range.

Hailstorm-Lasts for 2D hours. Party must seek shelter which they find in 1D hours. For each hour an individual is exposed to the storm roll 2D. A throw of 12 indicates that the individual has been hit by a large lump of ice causing 1D damage.

Electrical Storm-Lasts for 2D hours. Party must seek shelter which they find in 1D hours. For each hour an individual is in the open throw 2D, 11 or 12 indicating that he or she has been hit by lightning inflicting 5D damage.

Hurricane-Lasts for 1D hours. Prevents movement by the party. If this occurs in a mountain area roll 2D for each character at the onset of the hurricane. 11 or 12 indicates that the individual has been blown off the rock face and takes 6D damage as a result of the fall.

*****ALIEN*STAR*****

FOR REFEREE'S EYES ONLY-THE TEMPLE OF SUPREME SECLUSION

Long ago, before man or aslan had come to the area now known as the Spinward Marches, a race called the Gralians were building an empire covering over forty present day subsectors. The Gralians were a species small in stature due to the high gravity of their homeworld. All were bound together with a belief in the god Themnos, and the religion built around him preached peace and brotherly love. Those who fully dedicated their lives to Themnos were greatly exalted but only a small select minority were allowed to become an Ageless Priest of Themnos. They were allowed to take the sacred drugs that were anagathic in nature. These priests had to remove themselves from the mainstream of Gralian life and go to a secluded place with others of like mind and search for inner tranquility and truth. Much of this involved psionic training to various degrees. Hence many Themnosian temples were set up on the fringes of Gralian civilization, but as the empire expanded over the years the Ageless Priests repeatedly found their seclusion being violated and they were forced to move on.

Finally the Grand Quallan of Themnos, Bethoth the fourth, decided that if worship by the Ageless Priests did not go on uninterrupted in one place their god would soon become angered. Hence he set in motion a plan to create a Temple of Supreme Seclusion. Using all that Gralian technology could offer a warp was created, not in space or time, but solely in dimension. Within this warp, which was on the planet known as Dawnworld to the Imperials, was a monastery of great splendour for the elite of the Ageless Priests. For these few there was no hope of return to the outside world as the entrance to the warp, as it stood, was only an entrance and it could not be used as an exit. However it was possible to reverse the gateway and leave the warp, but as this would cause the warps destruction no priest would contemplate such an act.

Many years passed and the Gralian empire reached its zenith, went into recession, and finally collapsed, leaving the Temple of Supreme Seclusion as a last outpost. Within the warp the priests knew nothing of the outside world, and they filled the millenia with inner contemplation.

About four years ago a momentous event occurred. Two strangers of an alien species, intelligent in nature, entered the warp through the gateway. They spoke a strange language but through great efforts the Grand Quallan and the Head Priests learned to talk to them. The Themnosians learnt that the Gralian Empire was now gone, replaced by the Imperium. The aliens were aggressive in nature, and wished to leave the warp, but they were told this was impossible. They tried to force their way out of the warp, killing several Gralians in the attempt. The Priests however psionically overpowered them, and through psionic suggestion the aliens became converts to the faith of Themnos.

The Ageless Priests expected more outsiders to come and placed a guard on the gateway, but no intruders came. However the Themnosians realised that it was only a matter of time before their secluded temple was threatened again by the Imperials.

*****ALIEN*STAR*****

THE GRALIANS

Gralians are about 4 feet tall (122 cm), slight in build, but quick of hand and mind, and reasonably strong for their size. Their faces are wrinkled and drawn, and their heads are uniformly covered with a light downy hair. Eyes, mouths, noses and hands are small, but Gralian ears are large and are capable of being adjusted in alignment. Their skins have a slight blue tinge due to deoxygenated blood running just below the surface. Gralians can survive in atmospheres with as little as 2% of oxygen, but they prefer ones with nearer 9% containing much ozone. To humans this type of atmosphere seems thin.

As has been said before the Gralians believe in the god Themnos. Themnosian Gralians are generally quiet in nature, spending much time studying the works of the religious writers such as Tyron, Wedfeligig and Hokan. The supreme height to which a Gralian can rise within the religion is to become an Ageless Priest of Themnos. All those within the dimensional warp are Ageless Priests. These are subdivided into various ranks which will be described in detail later.

No Themnosian will inflict actual physical violence upon another sentient being. Ageless Priests of high rank however are capable of a subtle form of psionic attack. They are capable of taking over and neutralizing regions of the body and spirit of opponents. The psionic strength rating of the character under attack (this may be determined secretly by the referee if the character has not been to a psionics institute) is compared with the Gralian thought strength rating. 3 may be added to the psionic strength rating if a psionic shield helmet is being worn. The result when these are compared with the information in table 1 is then taken on to table 2 where it is cross referenced with the roll on 1D. The result is the number of points from one of the first three figures in the UPP that are taken over and neutralized. Hence damage is taken in a similar way to that with ordinary wounding. When a figure is reduced to 0 unconsciousness results but when strength, dexterity and endurance are 000 the character is not dead but only in a psionically induced coma. Values for the UPP can become negative. Points are recovered at the rate of 1D every 30 mins.

TABLE 1

		GRALIAN THOUGHT STRENGTH RATING			
		1	2	3	4
PSIONIC	9to14	1	2	3	4
STRENGTH	8to5	2	3	4	5
RATING	4to2	3	4	5	6
	1to-2	4	5	6	7
	-3to-5	5	6	7	8

TABLE 2

		THROW FROM 1D					
		1	2	3	4	5	6
FIGURE							
FROM							
TABLE 1	1	0	0	0	1	2	3
	2	0	0	0	1	3	4
	3	0	0	0	1	3	5
	4	0	0	1	2	4	6
	5	0	0	1	3	4	7
	6	0	0	1	3	6	9
	7	0	1	2	5	8	10
	8	0	2	5	7	10	12

Once the Themnosians have made their victim unconcious they tie him up. When he regains conciousness a program of religious indoctrination starts, lasting for nearly three months. At the end of this the individual has become a full Themnosian, being of like mind with them and holding the lowest rank of Ageless Priest of Themnos.

Gralians have 3D hit points before they become unconcious and 2D before death. They move at ordinary rates.

TYPES OF AGELESS PRIESTS OF THEMNOS

The Dienatants

This is the lowest rank of Ageless Priest. They wear green robes and most of their time is spent doing the routine chores that keep the temple running as it should. These tasks include cleaning, growing and cooking food and tending and processing the plants that are the major part of the sacred drugs. There are 97 Dienatants within the warp. They have no psionic powers.

The Trilanthists

This is the rank above the Dienatants. They wear blue robes. Their role is to help where they are needed, sometimes aiding the ceremonies in the temple, but mostly helping and overseeing the work of the Dienatants. There are 31 Trilanthists all having a Gralian Thought Strength Rating of 1.

The Halantropes

Next in rank are the Halantropes. They work in and around the temple doing the many routine acts of worship. There are 11 of them in the warp and their GTSR is 2

The Quallans

Their sole purpose is to aid the head of the temple. Like the Halantropes They wear yellow robes but their cloaks are speckled with silver. 3 Quallans are within the monastery and they have a GTSR of 3.

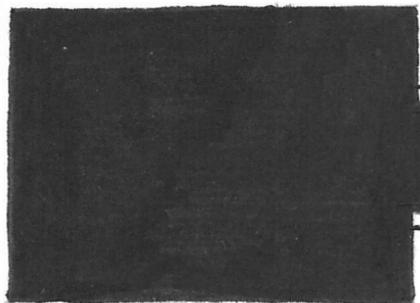
THE GRAND QUALLAN OF THEMNOS

He is Bethoth the fourth and allof his time is spent at the temple searching for the inner truth and praying to Themnos. He wears a scarlet robe. He has a GTSR of 4.

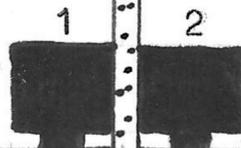
Field of the Sacred Drug.

The Minor Pathway

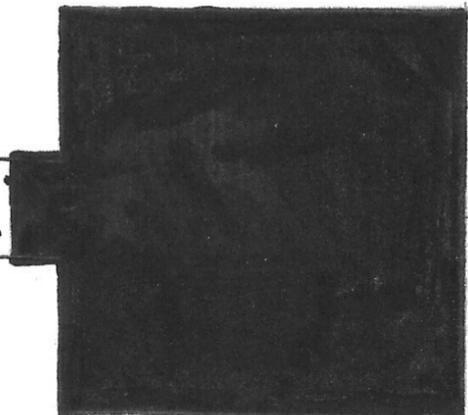
Agricultural Fields



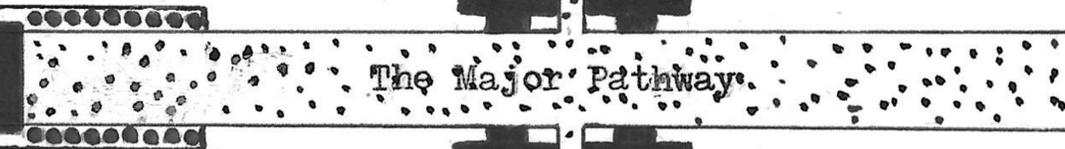
The Temple of Supreme Seclusion



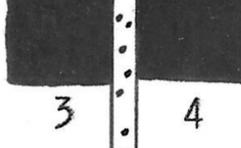
The Living Quarters



The Gateway (The Night Spiral)



The Major Pathway



The Minor Pathway

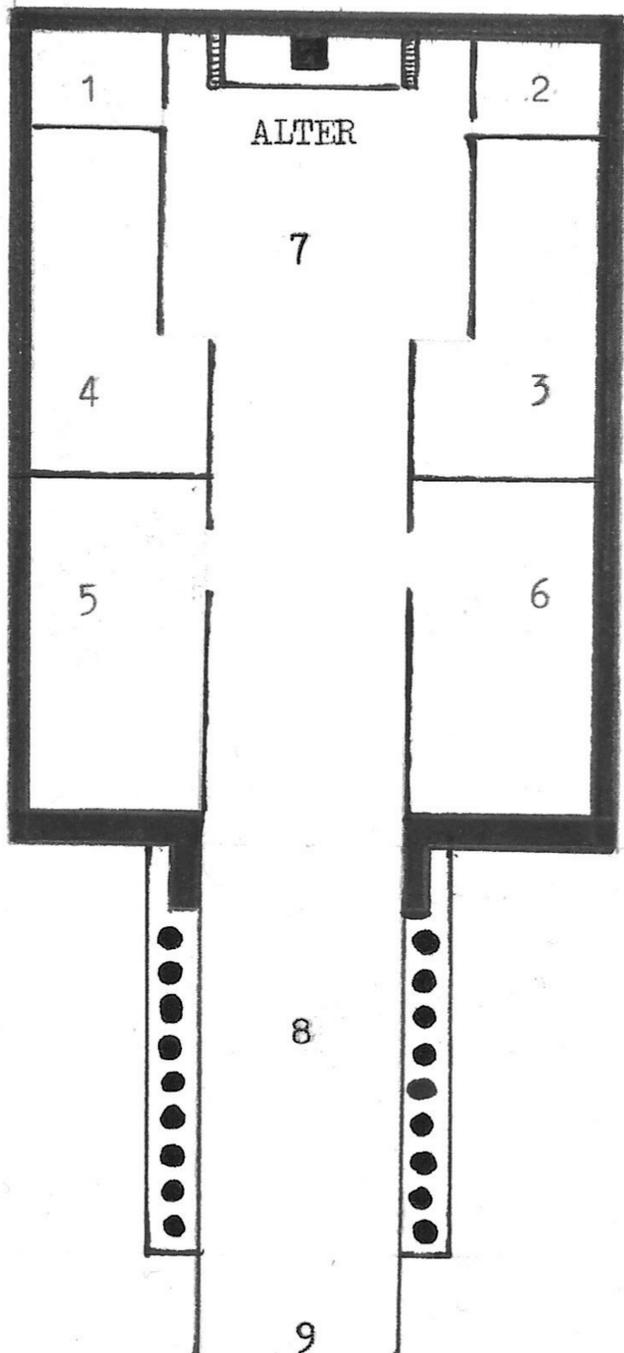
Field of the Sacred Drug

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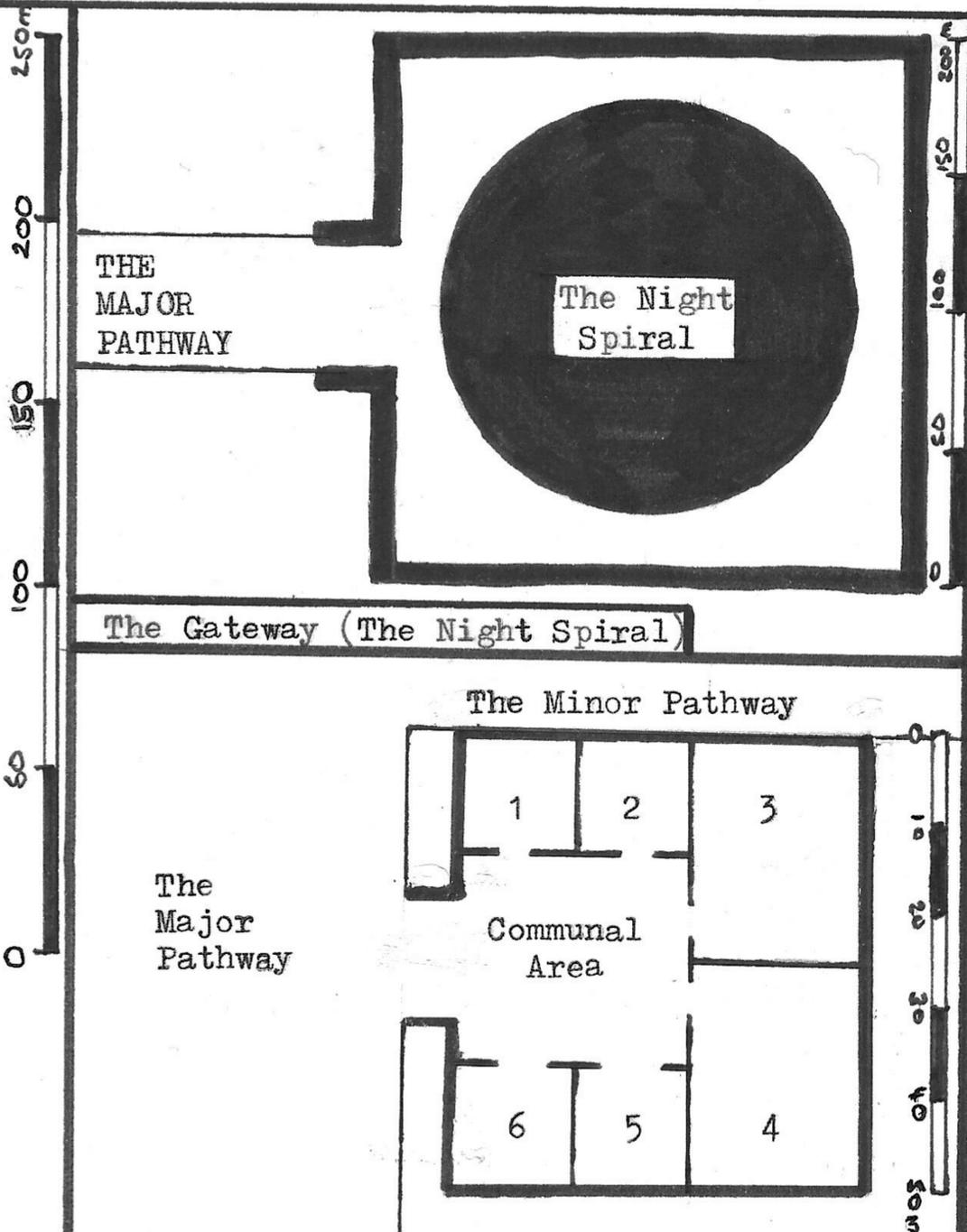
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THE WARP.



The Temple of Supreme Seclusion



The Living Quarters

Themnosians are friendly unless provoked, and will only use their psionic powers in those circumstances.

Only the Halantropes, the Quallans and the Grand Quallan can speak Imperial. The exception to this however is that 2 of the Dienatants are human and can speak Imperial and Gralian.

A DESCRIPTION OF THE WARP

The Temple of Supreme Seclusion

The Alter. This is an area raised above its surroundings by a height of about 1m. Steps lead up to it on either side. The main and central feature of it is a large ornate marble seat, the chair of the Grand Quallan of Themnos. Behind this is the key which shall be described in detail later and which no Themnosian will remove. 3 Halantropes and a Quallan are always to be found at the alter.

- 1. This is the store of sacred drugs that keep the priests ageless. These are the major prize for the intruders as they can be sold for anagathics. Each drug weighs .5Kg due to the large jars they are in.
- 2 This is the Grand Quallans private room and he is to be found here or at the alter always with a Quallan in attendance.
- 3+4. These are rooms in which minor acts of worship by the Dienatants and the Trilanthists are carried out.
- 5 This is the Counsel Hall in which the Priests of Themnos meet.
- 6 This is the dining area.
- 7 The Sacred Sanctum-the most holy place for Themnosians.
- 8 The columned approach.
- 9 The Major Pathway.

The Gateway

This is the building in which the Night Spiral projects into this dimension. This is where the party arrive. As it stands it is only an entrance. In the centre of the circle is a pyramidal shaped depression. When the gate is reversed the key which is a large green crystal containing complex circuitry, and can be found on the alter, must be placed in this hole as the catalyst. The gate is reversed and all those standing on the Night Spiral are returned to the normal dimensions whilst the temple, the warp and those left within it are destroyed, as is the mechanism of the spiral. A guard of a Halantrope, 2 Trilanthists, and 5 Dienatants is always on guard, one of the humans always being there, and they will greet any people entering the Spiral with kindness, but they will of course let no one leave.

The Living Quaters

All 4 of these buildings are identical.

- 1. A Quallan's room.
- 2,6,5. Rooms for the Halantropes.
- 3,4. Rooms for the Trilanthists and the Dienatants.

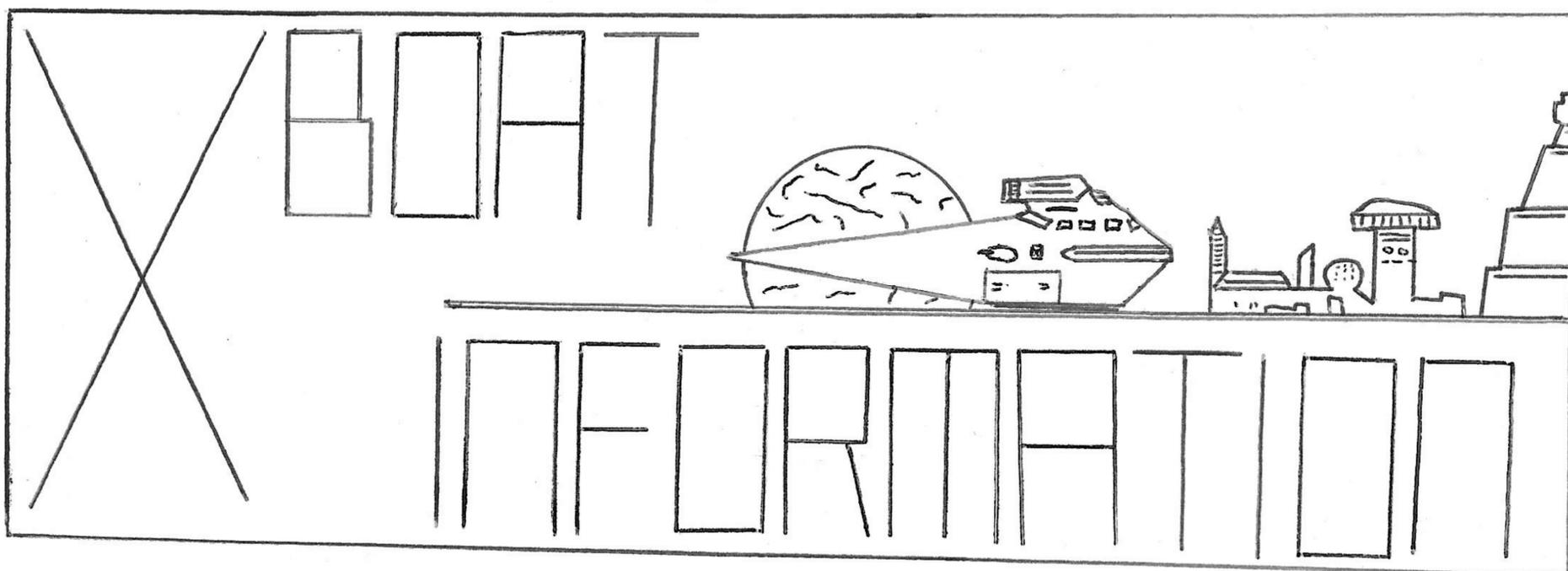
The Fields of the Sacred Drug

This is where the drugs are grown. Small refining areas are dotted around the fields. Many Trilanthists and Dienatants can be found to be working here and in the agricultural fields.

There are many possible approaches for the players in this adventure. The success of it as a game depends mainly on how the ref handles the Gralians. Do not let the players gain all the information at once. It is the hard fought for victories that bring the most pleasure. This adventure could possibly be included in a campaign, the players slowly gathering more and more information about the Themnosians, leading to a climax within the Night Spiral.

John Roberts.

*****ALIEN*STAR*****



This issue X-boat information is expanded to give more in-depth reviews of the Traveller material currently available, in particular Azhanti High Lightning, an enormous shipboard combat game aboard a giant Imperial starcruiser. We will include a few additional ideas for this game. Also, in next and future issues we will be trying to build up a list of Traveller groups and clubs, so that new Traveller players and those short of fellow Travellers will be able to take part in a campaign. If you are interested in this idea, we will print the name and address of your club, group or just you yourself, just send the relevant details to us and we will print it free of charge. Enough of this.....

Twilight's Peak, Adventure Three

This booklet is another "referees only" adventure produced in the standard Traveller style. It is, however, the biggest booklet released so far with 64 pages compared with the 48 pages of Kinunir, Research Station Gamma and Leviathan.

The adventure itself should last quite a while if played to its full potential, rather than being a set-piece situation. Twilight's Peak is open-ended with a lot left to the players' initiative. As a result, the referee will need to do a little additional work. Twilight's Peak is actually the name of a century-old legend concerning a lost starship convoy with a valuable cargo. The players are the joint owners of a far trader who are running into difficulties, the type B jump drive can only make single jumps and money is running low. Desperate for cash they hear of the legend of Twilight's Peak and over a period of several months build up an increased knowledge through rumours, encounters and chance meetings. Using this knowledge should lead the players to their goal and a possible fortune.

Twilight's Peak is an adventure for experienced referees and needs to be well prepared to be enjoyed. Each world that the party visits has a rumour listed for the referee to build a situation upon, this gives the adventure a far wider scope - a whole campaign could be built upon this booklet and integrated with other adventures, Across the Bright Face, Shadows, Annic Nova and Kinunir could easily be fitted in to give twists in the campaign plot.

The Entire campaign is situated in a subsector-sized area of space at the junction of four subsectors - Regina, Lanth, Aramis and Rhylanor - named the "Spinward Main", a major trade route for single-jump starships. The subsector is mapped out using the new format first used in adventure four, Leviathan (this book actually appeared before Twilight's Peak). On the starmap, instead of just a black dot representing a solar system the starport type, presence of a gas giant and the presence of water are indicated. This is particularly useful as Twilight's Peak involves a lot of interstellar trading.

The whole adventure builds up into a climax towards the end as the adventurers are guided towards a specific world and the goal of the campaign. I will say little about this other than it forms half the adventure and has details of an entirely new alien race with character generation tables to allow player-characters to roll an alien. This part must be read through but is then ready for play without any extra work. The usual library data provides a deeper insight into the Traveller universe, with a particular emphasis on alien races. Overall, Twilight's Peak is a booklet well worth buying to use in a serious, long-running campaign.

Supplement Six: 76 Patrons:

I find that at times in a Traveller campaign, ideas for an adventure are difficult to think up. This booklet therefore comes as a welcome supplement, quite simply giving 76 different patron encounters to provide work for characters. Each patron is titled, as in book three, eg, hijacker, mercenary, courier, etc., and combinations of these titles are used, eg, peasant-emigre. The format of the first 60 patrons is identical, the best way to illustrate this is to give a typical example, this is an encounter I have invented by myself, not from 76 patrons.

1. Diplomat, Courier Required skills: none Required equipment: starship

Players' information:

While resting at the starport, the players are approached by a vargran trade envoy. He says that he is being sought by the planetary police on a trumped-up charge, and that he needs transport offworld immediately to a specified location. He will pay the party 250,000 credits and has luggage weighing 10kg.

Referee's Information:

The luggage is in the form of an attache case, containing top secret documents obtained from a local official of Ling Standard products. The Vargr requires immediate transportation leaving no time for picking up passengers and cargo.

1-2 The Vargr is mistaken, no one is after him.

3-5 Police are hunting for the Vargr. Before leaving the starport there is a chance, 7+, of the police arriving. This will take the form of 2D policemen equipped in accordance with local law and tech level in vehicles.

6. The Vargr is a spy carrying secret defence documents from the world and every effort will be made to capture or kill him. On 6+ the players' ship will be linked. A squadron of fighters will pursue the ship.

In all cases, subsequent events should be determined by the referee.

16 Mercenary tickets are also included at the end, in the same format as book four. A useful feature of this booklet is the grouping of patrons into 2-6, 5-12, 9+ and single player scenarios. Overall, quite a useful book to give you ideas for an adventure.

GDW £ 1.95

Azhanti High Lightning

This is Traveller Game number three and by far the most impressive. Whereas games one and two, Mayday and Snapshot were relatively cheap and boxed in Traveller size boxes, Azhanti High Lightning is massive and expensive. The box is 14" x 11" x 1" with 14 boards, each 14" x 22" in full colour depicting a starship deck plan of the giant starcruiser, the Azhanti High Lightning or one of its 91 sister ships.

Azhanti High Lightning is described as a "Traveller adventure aboard an Imperial starship". The whole game is built around an entirely new personal combat system that, although using Traveller weaponry, skills and maps, is radically different to the combat system of books one and four. Instead of combining range and penetration factors into one dice throw, they are separated into two throws. A hit means that the bullets/grenade/fusion bolt/laser beam has made contact with the target and that a test must be taken to determine damage. This consists of a standard two-dice throw with positive DM's for the weapon's penetration and negative DM's for the armour of the opponent. I found this part of the combat system excellent, a reference sheet combines realism and speed to produce a combat system far superior to the standard Traveller combat system.

The sequence of play in Azhanti High Lightning is not so good, I am still not sure whether it is simultaneous, alternate or a combination. As the whole game is fought within the narrow confines of a starship with every second counting, this is a serious fault. I recommend that players agree beforehand on a system and stick with it for the game. The turns are the standard Traveller 15 second ones, but these are subdivided into 3 second phases, allowing a fast, action-packed game.

I have already said that the combat system for aimed weapons is excellent, but it seems that GDW have not done the same to hand-to-hand combat. The system does not allow use of bladed weapons, just a melee value for (it seems) fist fighting

purposes. For those who wish to widen the scope of the game for use in ordinary Traveller campaigns, Phil Churchyard has designed a combat system for blades, bows and animal weapons. Dm's for strength should be applied for damage, Dm's for skill should be applied to the "to hit" throw.

WEAPON	Close range	Effective range	Long range
	10+	8+	10+
Hands	-	0(0)	1(0)
Claws	-	0(2)	1(0)
Teeth	-	0(2)	1(0)
Horns	-	0(3)	1(1)
Hooves	-	0(1)	1(0)
Stinger	-	0(3)	2(2)
Thrasher	-	0(5)	1(3)
Club	-	0(1)	1(0)
Cudgel	1(1)	3(2)	4(0)
Dagger	-	0(2)	1(0)
Energy dagger	-	0(5)	1(3)
Blade	-	0(2)	1(1)
Energy blade	-	0(5)	1(4)
Bayonet	-	0(2)	1(0)
Foil	0(0)	1(2)	2(0)
Cutlass	0(1)	1(3)	2(1)
Sword	0(1)	1(2)	2(2)
Broadsword	0(0)	2(4)	4(2)
Spear	1(0)	2(2)	3(0)
Halberd	1(0)	3(3)	4(1)
Pike	2(0)	4(2)	5(1)

WEAPON	Effective range	Long range	Extreme range
	8+	10+	12+
Dagger	2-6(0)	8(0)	-
Blade	2-6(0)	9(0)	-
Bayonet	2-4(0)	6(0)	-
Spear	3-10(2)	15(2)	-
Sling	5(1)	10(1)	15(0)
Short bow	15(1)	30(0)	-
Long bow	30(2)	60(2)	-
Sporting crossbow	10(2)	20(2)	30(1)
Military crossbow	15(3)	30(3)	45(2)
Repeating crossbow	10(2)	20(2)	30(1)

Note: against the above weapons only jack armour gives a damage modifier of -1.

The game components are of good quality, 240 counters printed double-sided represent forces of marines, navy, intruders, vargr, zhodani and "blobs"- small green gelatinous objects that attack anything they dislike (Awful Green Things??). Two booklets are included- the rulebook and Traveller supplement 5, Lightning Class cruisers. The unfortunate thing about the game is that, by making it so large, GDW have raised the price to £ 14.95. This is far more than any other Traveller game or supplement. I think that GDW should consider releasing the combat system as a separate booklet, it is excellent.

Games Designers' Workshop

£ 14.95

Travellers' Journal Issue Seven

The main feature of this issue is Champa Interstellar Starport, a 7 page article giving a map, drawing, diagrams and a brief description of a fairly average A class starport, situated near the Solomani Rim. This information could be quite useful for an adventure situated in a starport and if used in conjunction with a later article in the same issue entitled "R & R". This gives all the information the average character needs while on planet leave, ie, whats the price of beer, where do the best patrons hang out, whats the crime rate like, etc. The R & R stands for rest & recreation.

The second part of a three-part article updating the old edition of High Guard is also contained within this issue with starship combat covered. For those who like scenarios, 2 "amber zones" are included. These are basic ideas for an adventure to be expanded by the referee. I was interested by one amber zone entitled "Pursue and Destroy". This included a few rules for armoured warfare using grav tanks, A guns, Tac missiles, etc., this may be the basis for an article in a future issue of Alien Star.

Finally, from an advert in the back of the Journal it appears that supplement seven, Traders and Gunboats has just been released in America. This contains starship deck plans and should cost £ 1.95 when released here.

Games Workshop

Have announced the dates of their games conventions this year. Dragonmeet IV will be held at Chelsea Town Hall, Kings Road, London SW3 on Saturday, August 8th. This is a specialist event for science fiction and fantasy gamers. Games Day '81 will be a two day event for the first time. It will be held on 26th and 27th September at the Royal Horticultural Hall, Greycoat St, London SW1. People wishing to receive details of specially reduced hotel and rail travel rates for Games Day attendees should write to Games Day '81, Games Workshop Ltd., 17/18 Hythe Road, London NW 10, enclosing an SAE.

Games Day will see the release of four more games by Games' Workshop to follow in the footsteps of Apocalypse, Warlock, Valley of the Four Winds and Doctor Who. Three titles have already been announced:

TROLL TAVERN is a game in which players fight mad drunken duels in a fantasy world of men and monsters. The tavern's barman has a hard time keeping his strange clientele under control, and an even harder time when the troll gets thirsty...

DEATH CARS is the most dangerous sport of the 21st century - it is also illegal. As drivers, players must equip their own machines with shotguns, grenades, ramming bars and more devices in order to destroy the other cars racing around the dangerous track.

STAR HUNTERS is a game of tactical space combat in the spirit of the space dog-fights of the cinema screen. It is a fast and easy game for two or more players, but with many optional rules and tactical ploys. Comprehensive scenarios are provided for tracing the course of a revolt by freedom-loving rebels against tyrannical empire.

Bournemouth Wargames Convention

This is a large, annual convention mainly for tabletop wargamers, but there are plenty of tables and any boardgamers or role-playing gamers are welcome. It will take place at Henry Harbin School, Poole on the weekend 16-17th May. Further details are available from Bill Thurlow on Poole 2396.

Dark Star

This is a monthly newsletter, for details send a SAE to:

T.D. Graver,
69 Lakeside Road,
London W14 0DZ.

Final Note: If you have any reviews, news, etc. that has not already been published in X-boat Information send it to me and I'll try to include it in the next issue.

ROBERT MCMAHON

X-Boat Information

Word has just been received of the following products which should be available shortly:

1. Second Edition of Traveller. This is expected for publication in July. Effectively identical to the first edition (which has served admirably since 1977) the second edition is a boxed three-book set. Changes will include retypesetting to eliminate some typographical errors, the establishment of some more explicit formats for statistics, and some changes in rules and concepts. I expect that the second edition will not be changed more than 10 % from the original.
2. Book 0, Introduction to Traveller. A broad discussion of Traveller and how to play it for fun and excitement.
3. Deluxe Traveller. A larger sized box will contain the basic three books (of the second edition), plus
 - A. Book 0
 - B. Introductory Adventure, the Imperial Fringe. A getting started adventure that includes
 - C. Map of the Spinward Marches. Using the detailed presentation started in Twilight's Peak.
4. Supplement 8, Library Data (A to M)
5. Double Adventure 3, Argon Gambit / Death Station.
6. Double Adventure 4, Marooned / Marooned Alone.
7. Journal 8, Broadsword Class Merchant Cruisers. Also the final instalment of the High Guard rules for the 1980 edition, The Vargr- general description & Enlistment details. An amber zone in this edition will be particularly useful to add to the Double Adventure 2 Across the Bright Face, as it takes place on Dinom. This edition is worth buying solely for the Broadsword class cruisers, complete ship deck plans and a key of them in the same style as "The Kinunir". The price has gone up on this issues to 2.50 dollars, so the Games Workshop price should be a bit more when it comes out.
8. Big Surprise. Journal 9 will bring with it news of a great event for Traveller players. No more said for risk of immediate execution by GDW.
9. Invasion: Earth. The climax of the Solomani Rim War as the Imperium carries out the invasion of Terra, 1002.
10. Striker. Miniatures rules.
11. Trillion Credit Squadron, Traveller Adventure 5. Design your own starship squadron and embark on a BIG adventure. A unique test of both ship design and ship combat expertise.
12. Traveller Book Six, Aliens. General information on the Aslan, Droyne, Hivers, Humaniti, the K'kree and Vargr.
13. Merchants & Merchandise. A 22 page booklet published by Paranoia Press dealing with the merchant service. An assignment-by-assignment character generation system is used to produce merchants. New skills include Vacc suit maintenance, security, low berth maintenance, cargo handling, trade & speculation, jump drive and life support. Games Workshop hope to get this booklet within 3 months.

***** ALIEN STAR *****
***** ISSUE THREE *****

Out in June. Send 60p post paid to Robert McMahon, 16 Egdon Drive, Merley, Wimborne, Dorset, BH21 1TY. This issue will be 30 pages long and it will hopefully include:

- * A Giant Solo Adventure
- * The Space Shuttle Goes Traveller
- * Customized Small Craft

And the regular features- Armoury & X-boat Information.