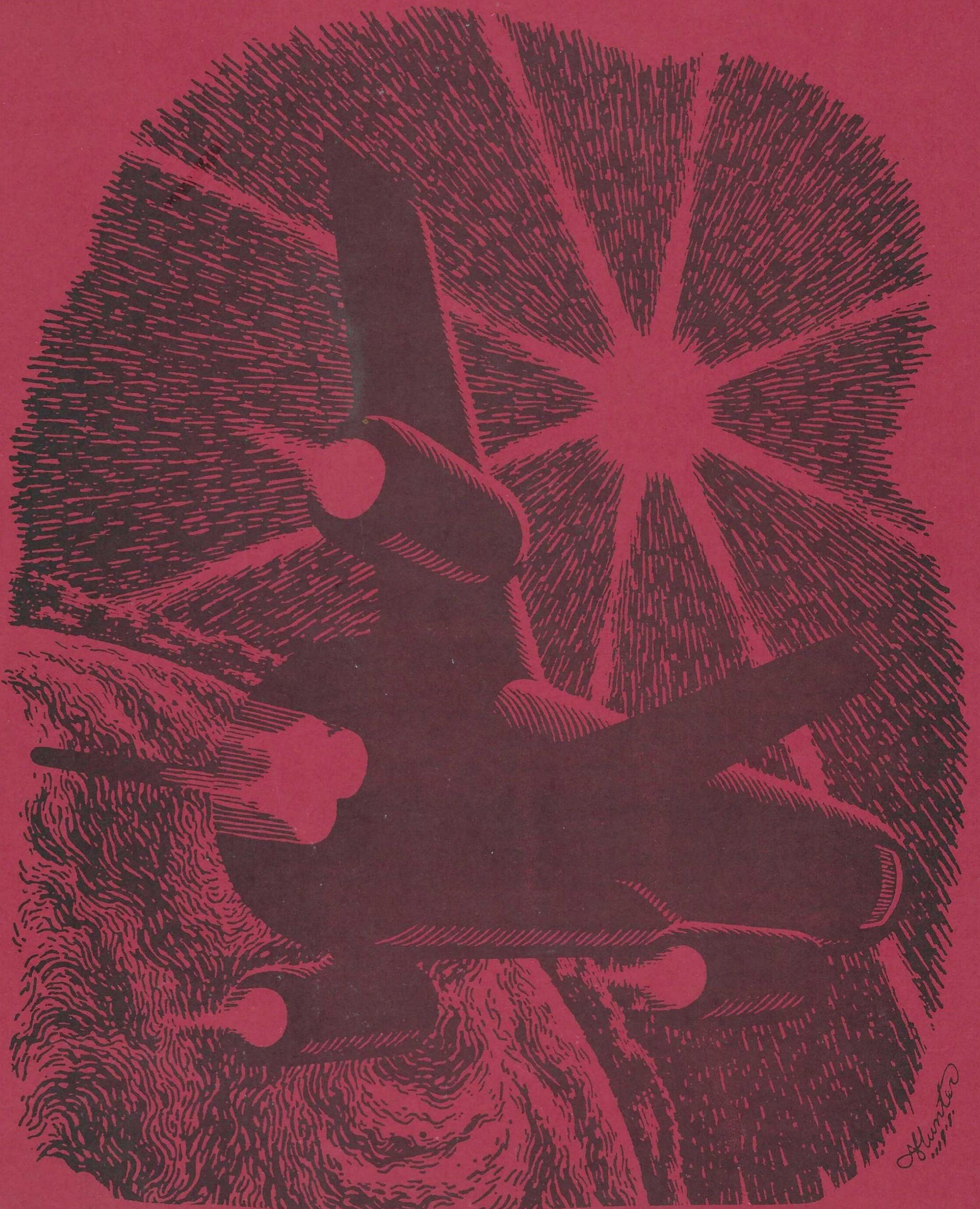


ISSUE FOUR

# ALIEN STAR

Traveller Magazine

60p



*Hunter*  
1977

# ALIEN STAR AUGUST-SEPT '81

Games Day is now looming on the horizon. For those who haven't been there before, Games Day is an annual games convention held in London by those strange creatures at Games Workshop. This year it looks set to beat the giant American conventions and become the largest event of its kind on the entire planet. At least 4,434 people (and a group of curious aslan) turned up last year so God knows how many will attempt to squeeze into the New Royal Horticultural Hall this year- bring a filter mask!

Marc Miller will be there too! The event will be a special one for Travellers.

Along with Games Day come the Games Day Awards. These are your chance to say what's been the best in the gaming world over the past twelve months. LUCKY THE CAT is running in the best games personality category (after showing great strategic knowledge of army combat and providing tremendous help and inspiration to Alien Star over the past few months). Guess who's scrounging for votes in the best fanzine category? Alien Star is helping out with the awards by printing the nomination form in this issue. These will be processed by GW to give seven contenders for each category. These will then be voted upon by Games Day attendees to produce a winner for each category.

The form in this issue may be either sent direct to Games Workshop or to us. We will then pass them on to GW in time for the grand counting ceremony.

But remember, you can only vote once, even if you vote Alien Star as no.1 fanzine!



Traveller is Game Designers' Workshop's trademark for its science-fiction role-playing game. The name Traveller is used with permission.



## Subscriptions:

If you want your copies of Alien Star sent to you as they are printed by paying in advance just send the required money for the appropriate money for those issues at 60p per issue (£1.60 airmail, £0.80 sea) to me (Robert McMahon). In other words:

United Kingdom	3.60	per year
Overseas(surface)	4.80	per year
Overseas(airmail)	9.60	per year

## Overseas Orders:

As said above Alien Star costs £0.80 per issue surface or £1.60 airmail to overseas customers.

## Advertisements:

Once again production of Alien Star has soared to an all-time high (3) but we have kept our ad rates the same as before:

Full page	-	£ 6
Half page	-	£ 3
Qtr page	-	£ 1.50

Special Classified Advertisements:

These are free up to 20 words if you order Alien Star 4 direct from us or get it by subscription. Beyond this and for those you don't order an AS4 the rate is One Pence per word.

Contributions:

Following last issue's appeal for contributions the response has been great and we'll have no trouble selecting material for the next three or four issues. However, if you've got a good Traveller article or scenario please don't hesitate to send it in. To decide who to send it to throw 2D:-

- 2- John Roberts
- 3 John Roberts
- 4 Robert McMahon
- 5 General Shipyards Scrapyards, Regina. 154 ~~Rempstone~~ Road, Merley, Wimborne, Dorset.
- 6 Don't bother to write
- 7 Lucky the Cat (16 Egdon Drive)
- 8 John Roberts
- 9 Robert McMahon
- 10 The Imperial Secret Service HQ, Capital. 16 Egdon Drive.
- 11 Eat it (throw 8+ to survive -2 if intelligence 6-)
- 12+ Robert McMahon

Cheques, Payments, Postal Orders and Money

Just make it payable to R.McMahon and you'll be OK. REMEMBER TO WRITE YOUR NAME AND ADDRESS DOWN WITH THE ORDER WHEN ORDERING. We've had a couple of orders without this so please remember to write your name & address.

Addresses to write to:

As readers of this and previous issues have probably realised, Alien Star is centered around Merley in Dorset (a boring place I would recommend to noone). The two people who control this great and magnificent magazine are:-

Robert McMahon, 16 Egdon Drive, Merley, Wimborne, Dorset, BH21 1TY.

John Roberts, 19 Delph Road, Merley, Wimborne, Dorset, BH21 1RS.

Robert McMahon- Orders, X-boat information, articles.

John Roberts - The Armoury, articles.

\*\*\*\*\* ALIEN STAR \*\*\*\*\*

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Issue Five will be available from Robert McMahon in October (possibly for Games Day) for 60p. Containing all the regular features plus several special articles. 32 pages.

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Acknowledgements: Contributions and Artwork: Alan Hunter, Colin MacMillan, Andrew Cullens, Dan Lloyd.

Help and Assistance: Philip Churchyard, Lucky the Cat.

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So you thought this issue was good, just wait to issue five.

There seems to be, both amongst player characters and non-player characters in Traveller, a high crime rate. It therefore seems reasonable that bounty hunters should be around to follow criminals where the planetary police cannot. The purpose of this article is to provide a system of generation, both for bounty hunting characters and for NPC's to follow criminal characters off-planet.

Follow the standard book one rules for characters, with the exception of the distinction. If a bounty-hunter receives a distinction it means that he/she has achieved an important bounty and receives an extra skill. Total distinctions for the term should be noted.

Enlistment 7+  
+1 if dex 8+  
+2 if str 10+

Survival 7+  
+2 if end 8+

Distinction 9+  
+1 if int 9+

Re-enlistment 5+



SKILLS:

PERSONAL DEVELOPMENT	SERVICE SKILLS	ADVANCED ED.	ADVANCED ED.(ED 8+)
(1) Int +1	Gun cbt	Vehicle	Leader
(2) Dex +1	Gun cbt	Streetwise	Forgery
(3) Str +1	Blade cbt	Hvy wpns	Tactics
(4) Gun cbt	Brawling	Mechanical	Computer
(5) Str +2	Streetwise	Demolitions	Streetwise
(6) Blade cbt	Zero-G cbt	Electronics	Survival

ALL BOUNTY HUNTERS AUTOMATICALLY RECEIVE GUN COMBAT - 1.

Skills not included in book one may all be found in Book four, Mercenary. If bounty hunters are being used alongside characters generated from books 4 & 5, one additional skill per term should be received.

Mustering out benefits:	<u>Material benefits</u>	<u>Cash benefits</u>
	1- Gun	Nil
	2- Blade	5000
	3- Low psg	10000
	4- Gun	15000
	5- Mid psg	30000
	6- High psg	50000

For each distinction received by the character roll once on the cash benefits table, this is in addition to normal benefits received by mustering out.

=====

Encountering Bounty Hunters

If a character has committed some offence the referee should assign some bounty to that character's head, this could range from 500 to 5,000,000 cr., depending on the crime(s). The offence should be graded on a scale from one to five. A bounty with 3 digits is a grade 1 criminal, a 4 digit bounty is a grade 2 criminal, etc.

Bounty hunters should be added to the encounter tables in a blank area or possibly be adventurers, hunters or brigands. A negative DM should be applied to the reaction throw, 1D + Criminal grade.

# THE ARTRIX BUST

This adventure takes place on La'belle/Lanth (0806-C564112-3) in the Spinward Marches. A full map of the surrounding worlds is available in the GDW Supplement Three.

## Background

The date is 264-1106 and your party, a group of bounty hunters, is running low on credits. As you run the relevant library type program (essentially a list of wanted criminals, the reward set on their head, where they were last seen and a full description of them. Updates are available at any type A or B starport for 1000 credits) you find that the most convenient killer wanted by the Imperium is one Eusabias Artrix, a psychopathic killer wanted by the Imperium for several crimes including murder, robbery and GBH. The reward set by the Imperium is two million credits, collectable upon proof of his death at any class A or B starport.

Eusabias and his gang are known to be hiding out somewhere in the desert or mountain regions of the world La'Belle in the Lanth subsector. As luck would have it you are just one jump away from it, on the world of Equus, and can scrape together enough for a middle passage to La'Belle.

## Referee's Note

If the players take the time to check they will find that several of Artrix's gang have substantial rewards on their heads:

- (1) John "Whitey" Kinson. An albino and Artrix's right hand man, wanted dead or alive for one million credits.
- (2) Karl Stevenson. Wanted dead or alive for 500,000 credits.
- (3) Ivan Ketcher. Wanted alive only for 500,000 credits.
- (4) "Turug". Real name unknown, wanted alive only for 200,000 credits.

Additionally, there are about seven other members of Artrix's gang. All have a 500 credit reward on them (alive only) simply for being gang members.

## Library Data: La'Belle / Lanth

This world is privately owned by the Jackal Mining Company. They purchased it some ten years ago (1096) when a private survey showed it to be rich in several valuable minerals. The world has no native inhabitants, the only population being some eighty or ninety miners and company officials.

The world is divided roughly into one large sea and one main continent, the exception to this being a smallish island just off the coast, the island has been named by the miners Pity. Apart from a fertile belt near the sea the terrain is mostly mountain or desert.

Population is centered on the coast in one small city, this is seldom full as the miners have to stay on the mine sites most of the time. Mining is currently centered on the island of Pity, although equipment is incredibly primitive and averages tech level three. Several abandoned mining settlements can be found all over the main continent.

A full geodesic planetary map is given overleaf.

## Library Data: The Jackal Mining Company

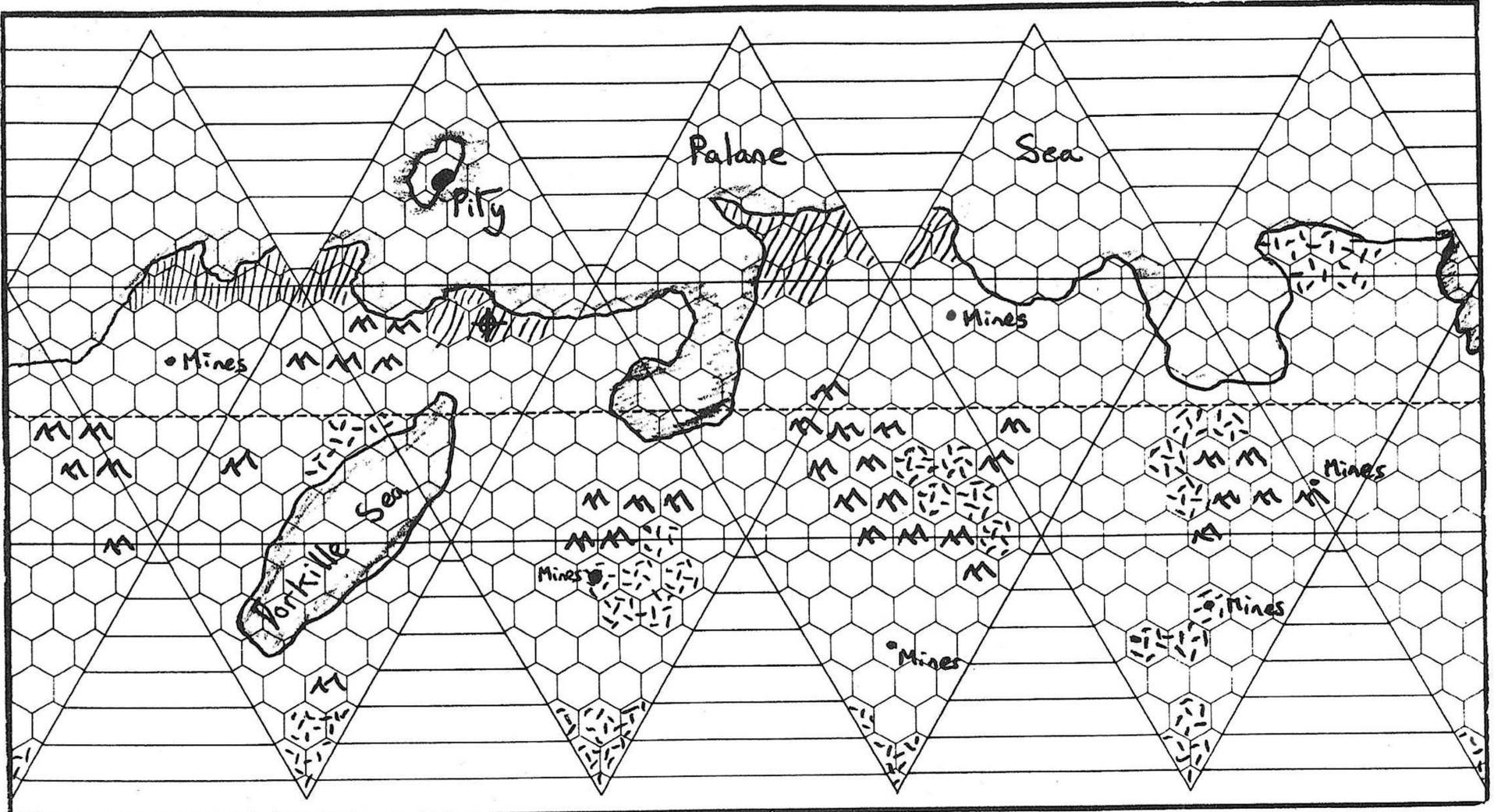
Established in 1092 by Sir Rory Fearton it has remained a small concern despite considerable profits made from the company-owned planet of La'Belle / Lanth. This is the only world for which JMC currently holds the mining rights.

RECENT UPDATE: A reward has been offered by JMC for the return of one million credits worth of mineral ore stolen from the JMC mines on Pity. The ore is believed to be



still on planet and the reward, offered by JMC is 10 % of the value of any ore recovered.

Ref's Note: It should not take the party long to realise that Artrix and his gang are behind the theft and then set them on the tracks of him.



M Mountain

//// Plain (fertile)

⊞ Rough

1 Hex = 720 kilometres

On La'Belle:-

On arrival at La'Belle starport the party will be relieved of any weapons not permitted by law level two. They will then be interviewed and checked out to make sure that they are not working for a rival company. Once the officials are sure of this the party will be treated with utmost courtesy.

There is a choice of hotels, one in the city and one in the starport. The city is cheaper but encounters there are subject to a DM of -1 because the local dislike strangers. The starport hotel costs 50cr per night while the city one costs only 20cr.

No-one in either the city or starport will admit to knowing anything about Artrix.

Equipment at TL3 is available in the city at book price. Equipment up to TL7 is available from the starport for book price +10 % for each TL above three. Thus a TL6 item would cost 130 % of book price.

A good map of the planet may be purchased for 20cr. Vehicles such as ATV's or Air/Rafts are available both for purchase and hire subject to whether or not the referee hates the players.

The party can move freely about the planet except for the working mine on Pity where entry is restricted. This is the only mine in operation, all others are dis-used.

## Animal Encounters:

### Plain (5+ per hex)

Dice	Encounter	type	hits	armour	weapons	wounds	reactions
2	2 intimidators	(25 kg)	7/6	nil	teeth	3	A8 F7 S2
3	5 hunters	(1 kg)	4/0	nil	hooves	1	A0 F8 S2
4	1 hijacker	(25 kg)	15/10	nil	thrasher	5	A7 F8 S2
5	1 hunter	(12 kg)	10/10	nil	claws	4	A0 F9 S2
6	1 trapper	(12 kg)	4/9	mesh	horns	1	A0 F9 S0
7	Event						
8	1 siren	(200 kg)	9/8	nil	thrasher	13	A0 F9 S1
9	2 grazers	(400 kg)	19/8	cloth	stinger	16	F5 A8 S2
10	1 hunter	(100 kg)	25/9	nil	thrasher	9	A0 F8 S2
11	1 intermittent	(400 kg)	24/7	nil	as body pistol		A9 F9 S2
12	7 grazers	(100 kg)	18/7	nil	Hooves	2	F5 A8 S2

### Rough (7+ per hex)

2	1 gatherer	(25 kg)	18/6	cloth	<b>thrasher</b>	5	F6 A9 S1
3	44 grazers	(200 kg)	14/11	jack	teeth	8	F6 A8 S3
4	1 killer	(200 kg)	15/8	cloth	claws	3	A0 F9 S1
5	1 reducer	(6 kg)	3/3	mesh	blade	1	A9 F5 S2
6	1 filter	(100 kg)	20/7	nil	bd.sword	14	A0 F8 S0
7	1 pouncer	(25 kg)	15/11	nil	stinger	2	A0 F0 S2
8	1 eater	(200 kg)	21/12	mesh	thrasher	11	A8 F7 S2
9	Event						
10	6 carrion-eaters	(6 kg)	4/2	nil	teeth	1	F7 A9 S1
11	1 trapper	(12 kg)	10/9	nil	stinger	3	A0 F9 S0
12	1 eater	(50 kg)	12/5	nil	thrasher	9	A5 F9 S2

### Mountain (8+ per hex)

2	4 reducers	(6 kg)	3/7	nil	stinger	1	F7 A9 S2
3	1 gatherer	(12 kg)	9/6	nil	pike	9	F5 A9 S1
4	1 hijacker	(6 kg)	5/3	nil	teeth	3	A7 F8 S2
5	5 eaters	(12 kg)	3/3	nil	stinger	1	A6 F6 S1
6	1 intermittent	(3 kg)	6/1	cloth	thrasher	2	F4 A9 S2
7	13 grazers	(50 kg)	14/5	nil	teeth	1	F3 A9 S2
8	6 grazers	(1 kg)	3/0	nil	stinger	1	F4 A9 S3
9	Event						
10	11 chasers	(3 kg)	2/2	cloth	stinger	1	A3 F9 S2
11	10 chasers	(50 kg)	19/8	nil	teeth	1	A0 F9 S3
12	1 pouncer	(12 kg)	9/12	nil	teeth	1	A0 F4 S2

### Desert (7+ per hex)

2	1 intermittent	(12 kg)	5/12	nil	teeth	1	A8 F7 S1
3	6 grazers	(1 kg)	1/0	mesh	horns	1	F4 A9 S3
4	1 siren	(50 kg)	16/2	nil	hooves	1	A4 F9 S1
5	Event						
6	1 eater	(400 kg)	21/10	nil	halberd	16	A5 F8 S1
7	6 killers	(200 kg)	19/9	cloth	stinger	8	A5 F9 S1
8	8 reducers	(1 kg)	5/0	nil	teeth	1	F5 A9 S4
9	1 hunter	(100 kg)	21/6	nil	revolver	4	A3 F8 S2
10	1 grazer	(1 kg)	4/0	cloth	stinger	1	F5 A9 S1
11	6 chasers	(200 kg)	24/9	jack	pike	13	A2 F9 S2
12	14 grazers	(12 kg)	9/7	nil	claws	5	A7 F9 S2

Events:- If an event is called for by the encounter tables then roll one die:

1. Storm. Lasts for 1D hours. Progress is difficult and dangerous, if in a vehicle the time needed to cross the hex is trebled and the driver has to throw 8+ (+ATV) to avoid an accident. Progress on foot is impossible.
2. Ravine. Blocks the way, the party must return to the previous hex.
3. Severe Winds. Halt all forward progress.
4. Soft ground. Slows vehicle speed to a quarter and foot speed to half.
5. Radiation hotspot. Withering plants and scrawny & dying animals give the clues.

The radiation zone extends for 1D miles and inflicts one point of damage on the characters for each ten minutes spent in the zone. This damage is permanent unless good medical treatment is received (10+, +2 per level of medic).

6. Statue. The party come across a statue, an ancient artifact which could fetch alot if sold to the right person. The problem is that it weighs about a ton and is hard to move. This event should occur only once in the adventure.

The time it takes to cross one hex depends on the means of transport, the nature of the terrain and whether or not the party is searching for the hide-out or merely crossing the hex. The times are shown on the table below; in hours:

Terrain	Air/raft	- searching	ATV	- searching	Foot	- searching
Plain	3	5	3	6	40	80
Rough	3	5	5	5	50	100
Desert	3	5	4	8	50	100
Mountain	3	7	7	15	70	180
Ocean	3	5	12	20	no	no

#### Artrix's Hide-out

Artrix is not too bright and has hidden around one of the disused mines- which should make the search fairly short for the players. Any mine may be chosen by the referee, this being of little importance to the ensuing firefight.

All the mines look similar, consisting of a few buildings, some ruined, others in quite good condition, a pit entrance and various assorted pieces of machinery which were either too large or too impractical to move when the mine was closed down.

The pits themselves are dangerous, being abandoned for a long time. This will have been mentioned to the party at starport. They are in danger of caving in at any time - a fact immediately apparent to the party. If the party are stupid enough to enter (ie, they are regular D&D players) the referee should roll 2D for every ten minutes they are down - note - try drawing a meticulously detailed a map of each mine as the party go through, taking about an hour to explore and ending up at the start - . If the result is 10+ the movement of the players has caused a cave-in. Roll 2D; on 5- the route ahead is blocked (20-120 minsto unblock), on 9+ the route behind is blocked with roughly the same affects as befor, and on 6-8 the group gets it. 1D players are caught, taking 1 - 6 dice of damage. Releasing them will take 10 - 60 minutes each (for one person, two could do it in half the time - this applies to unblocking passages too). During unblocking another cave-in could occur on 11+.

When the party finds the mine in which Artrix is hiding they have a 9+ (+tactics) chance of spotting the guard who has been set at a distance of 500m from the mine. This guard is in constant contact with the mine and will report back the instant he sees the group. He will definately see them if they approach the mine in an ATV, but if they approach in an air/raft or on foot(dismounted) he will spot them on 8+ (- tactics). If he does not spot them then the party may surprise him, if they do not then his first action will be to alert the mine.

Guard            5547A3            Gauss Handgun-2 .            Gunshots alert Artrix on 10+.

#### At the mine

If Artrix and his men are alerted then the camp will be deserted, all the men will be hiding in the buildings and will attempt to surprise the party from behind. The chopper is not instantly recognisable, since it has been covered with a tarpaulin which has been painted to look like a spoil heap. If Artrix has not been warned the party will have some chance of surprising the gang, some of whom will be out in the open. Artrix will attempt to get to the chopper if the fight is obviously going against him, taking with him his best men (those with the largest bounties on their heads), although he will leave them behind if saving them endangers his chance of escape.

#### The Gang

The map of the mine camp has labelled on it two sets of numbers/figures. The numbers represent the positions of the gang when not alerted, the letters when they are alerted. Refer to the list of the gang for further information.

The Artrix Gang

In total there are thirteen members of the Artrix gang, including Artrix himself. One of these is the guard - leaving twelve at the camp. These are shown below by an I.D. number and letter used later on in the combat at the mine.

1.A.	Artrix	8CA660	Autorifle	Cloth,reflec	Autorifle-2,Brawling-1, Helicopter-2, Leader-2.
2.B.	Whitey	694784	SMG	Cloth	SMG-1, Tactics-1, Pilot-2.
3.C.	Turug	748661	Shotgun	Cloth	Shotgun-1,Electronic-5.
4.D.	Ketcher	753874	Rifle(&TS)	Flak jacket	Rifle-3,Mechanical-1, Vacc suit-1, streetwise-1.
5.E.	Stevenson	475745	Autorifle	Mesh	Autorifle-1,gambling-1, forgery-1, gunnery-3.
6.F.	Moriosé	88B381	Revolver	Nil	Revolver-1,medical-2, computer-1.
7.G.	Thineville	AA7954	Shotgun	Nil	Engineering-2,mechanical-2.
8.H.	Dymassi	873884	Autopistol	Nil	Autopistol-3,streetwise-2, gambling-1, vacc suit-1.
9.I.	Enrocke	74B673	Gauss Handgun	Nil	Gauss handgun-1, mechanical-1.
10.J.	Morris	968577	Rifle	Jack	ATV-1.
11.K.	Gnunlga (Vargr)	6A2642	Laser carbine	Nil	Laser carbine-1, electronic-1, tactics-1, ATV-1.
12.L	Elungvah	4C8856	Carbine	Jack	Carbine-2, Vacc suit-1, Ship's boat-1.

\*\*\*\*\* THE ARTRIX BUST \*\*\*\*\*

Building Descriptions

Artrix's Building: The HQ, with a logbook of previous exploits and 20,000 credits hidden in the mattress of Artrix's bunk. It also shows evidence that a Broadsword Class Mercenary Cruiser will be arriving in 10 days time to collect the gang - a possible lead for further adventures.

Main Gang Building: Little of interest but a search would find 2D 100cr in loose cash.

Gang Building: An outer building with a few bunks in. A thorough search will reveal an old leather-bound book- this could either be incorporated into a "Twilight's Peak" campaign or used as a lead for another adventure.

Vehicle Shed: A simple ruined building used as a vehicle garage to house three wheeled All-terrain vehicles.

Store: A general food and supply store, but also containing a remote-radio-controlled satchel charge. The detonator is held by Artrix, if he sees any adventurer entering the store he will detonate the charge with devastating consequences. Anybody in the building takes 4-9 dice of damage (1D+3). Anybody in an adjacent hex takes 1-6 dice of damage.

Chopper: The helicopter is concealed under a tarpaulin, taking this off requires one round and starting up takes another. The band may shoot at the chopper as it departs at long range with -2 to hit. If they hit it throw 11+ to get the pilot. The Chopper has mesh armour. For every 15 points of damage taken throw 10+ for an engine hit. Then throw 2D: 5- no effect.

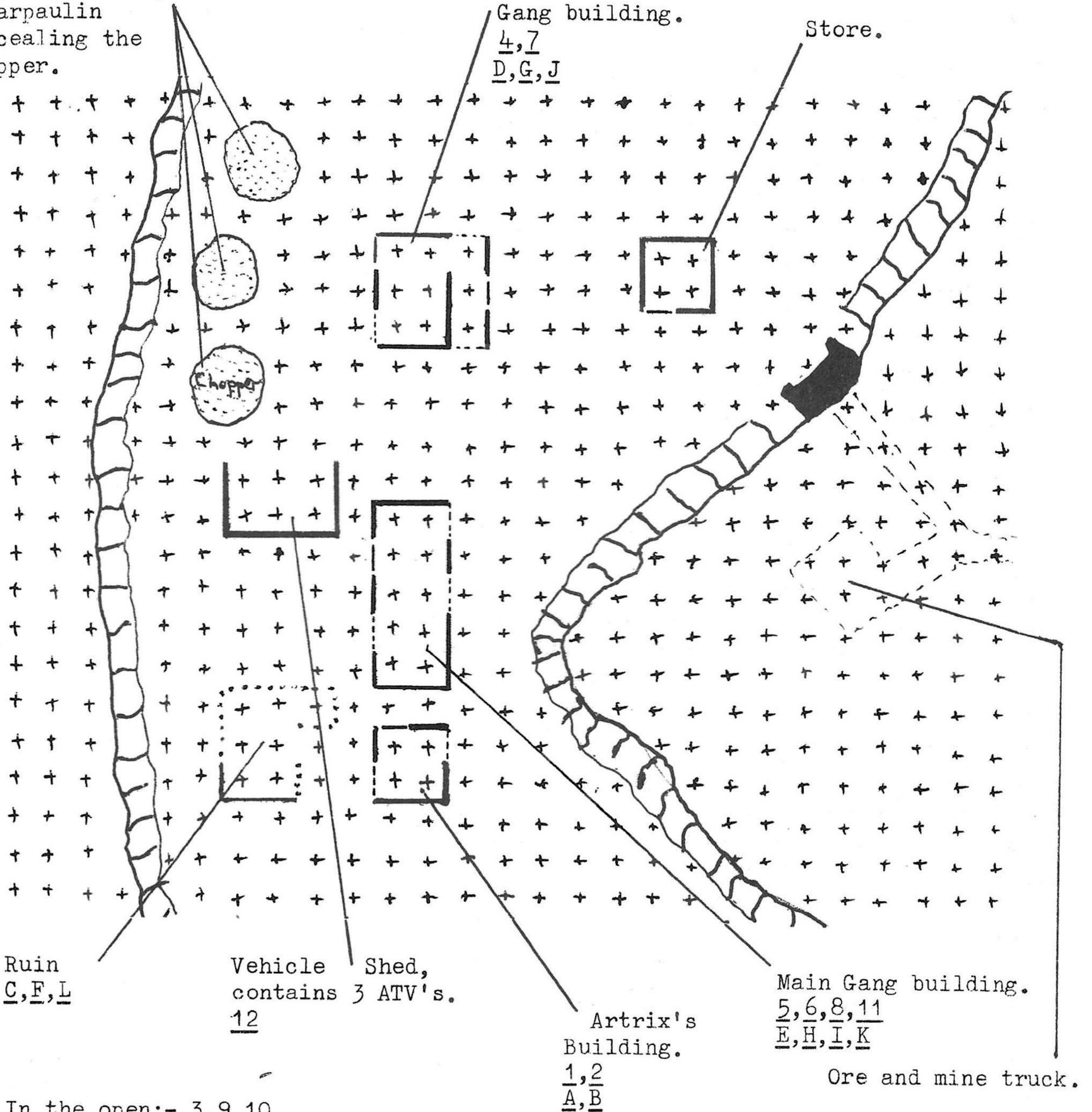
6-9 forced landing  
10+ explosion!

Ore and truck: This is stored ten minutes into the mine on its original truck, although getting it may require a little risk (see earlier information on mine exploration).



Hide-out Layout Plan:

"Spoilage" Heaps- lower one is a tarpaulin concealing the chopper.



In the open:- 3,9,10

Final Notes:

- The crosses mark the centres of squares.
- One square represents one range band
- Resolve combat as in book one, using squares instead of bands.
- Diagonal movement and combat is permitted
- Clear line of sight must exist
- Characters must be at the edge of the hill to shoot down and be shot at.

This adventure is definitely one for mercenary-type characters and is an ideal introductory adventure.

Andrew Cullens

# ARMOURY

## The B.G.I. Unihelm

Barasath Goods Incorporated of Mora have produced another winner with this head protection unit. The basic structure consists of a shoulder-ring, offering the shoulders the protection of combat armour, a flexible neck-sheath and a helmet of combat armour. The helmet itself is a one-piece unit giving forehead, temple and chin protection as well as the normal protection, leaving only the face uncovered. At the flick of a switch a toughened plexilite faceshield slides into place from inside the structure of the helmet, offering the opportunity of gasmask usage ( filters built into the helmet, with the abilities of a combination mask ) or neo-vacuum operation ( backpack oxygen cylinders needed ). Underwater activity is possible, but is not recommended by the manufacturers.

A variety of communicational features are included. There is a medium-range communicator housed in the shoulder-ring, with a mike on the helmet. This has the ability to act as an emergency beacon, broadcasting an S.O.S. call for up to 17 days ( depending on the state of the batteries ). This feature must be activated by someone and is not automatic in any circumstances. Also there is an electronic megaphone built into the chin piece. The faceshield does not affect the operation of any of these.

When the electrostatic or radiational conditions make radio communication impossible while the faceshield is in use, a direct commo-link is fitted. This has with it 2 metres of wire, and the coupling is usable with most standard vacc-suit and armour links. A normal conversation for two people can be carried out via the wire.

A new version of the Unihelm will soon be on the market that will include the features of an artificial psionic shield helmet.

A geiger counter is built in on the helmet. When activated it produces an audible clicking near the ear, indicating the radiation level.

When fired on the Unihelm offers the protection of combat armour to the head and shoulder regions. However there is the chance of sustaining a face hit. When it is established that a shot was a head hit from the front roll 2D. 8+ and the face is hit. If the faceshield is in use count the armour type as cloth. Otherwise count as none. From the side the roll is 10+ for a face hit, and from the rear there is no chance. The directions apply to head and not body orientation.

The B.G.I. Unihelm costs 5,500 Cr to buy in its basic form. The Psi version retails at 9,500 Cr. Unihelms can be purchased to fit Humaniti, Vargr and Aslan. A variety of colours are available including yellow, red, white and black. The helmet weighs 1.5 Kg ( encumbrance. not mass ). TL 11.

Two accessories are available at the moment. One is a LI/IR goggle unit. Normal goggles get in the way of the faceshield, but these are designed so as to be usable in conjunction with the visor. They cost 1500 Cr. TL 11.

Second is the multi-commo-link. This allows up to 8 people to plug into the unit and all carry out a conversation. This costs 200 Cr and weighs 1 Kg. TL 8.

If anyone wants to see what a B.G.I. Unihelm looks like it has been based on the cover illustration to Harry Harrison's 'The Stainless Steel Rat'.

John Roberts.

## Wrist Watches

The entry on wrist watches in book 3 could be described as somewhat basic, being about two thirds of a line in length. According to this prices range from 25 Cr to 1000 Cr. Being the misers that you are, you've been buying your timepieces at 25 Cr, hav'nt you. Go on, admit it. Well here's an article to stop all that and waste more of your hard stolen credits.

At TL 3 watches are mechanical in nature, are very basic (only telling you the time) and breakdown with monotonous regularity. These are the ones that cost 25 Cr. Every 6 months a roll of 9+ indicates it has broken down, repairs costing 2D Cr. A roll of 12 indicates it is irreparable.

TL 4, and things are getting a little more advanced. Its now 10+ per year for a breakdown. Repairs are 3D Cr (18 to be irreparable). However, you pay for the ultra-advanced tech, watches being 40 Cr each.

TL 5, and for the purposes of Traveller, watches don't break down any more, unless you tread on one. What's more, they now can tell you what the date is (wonders will never cease!). 80 Cr.

TL 6, the mechanical watch grinding towards its peak of sophistication. Whereas earlier models were wrecked by electric shocks and immersion in water, these can take that sort of treatment in their stride. 160 Cr.

TL 7, and microelectronics appear on the scene, changing the shape of your wrist (poetically, not literally). Watches with time, date, stopwatch and alarm functions are available, at 220 Cr each. Also there are calcuwatches, combining hand calculators and the TL 7 watch for 400 Cr.

TL 8, and not only can watches calibrate and **calculate**, but they can now communicate. Radio receivers and transmitters built in to them are powerful enough to operate over distances up to 10 km. If they are near a booster station, the signal can be amplified, bounced off a satellite, and received on the other side of a planet. Many hi-tec worlds have this sort of system. The commowatch is however, limited to a few specific radio bands, and can only call up other commowatches, linked via satellite. 480 Cr.

TL 9, and the watch reaches its ultimate design state. The previous radio link is replaced by a video link. It however, suffers from the same problems of range, and the need for satellite installations etc. You pay for this power at your wrist. 1000 Cr.

The ref is free to adapt and replace these rules as he wishes. He can even invent his own models off the cuff. (ho, ho, ho! Laugh at my own jokes? Never! )

## Self-sealing Vacc Suits

John Roberts.

One of the major problems with the standard vacc suits in Traveller is their vulnerability when hit. This usually punctures the suit, leading to death by explosive decompression, or the adventurer being incapacitated while desperately trying to repair the holes.

The self-sealing vacc suit is intended to correct this problem in combat situations. The suit is composed of two vacc-proof layers in between which is an autosealant. This is a chemical compound that can expand rapidly when exposed to vacuum, and is also airtight. Thus, when a vacc suit is hit and punctured the compound expands to cover up the hole and prevent air loss.

These repairs are normally makeshift and must be backed up by placing a patch on the inside and outside of the suit within 6 hours of the hit. The compound is also limited and when a suit takes more than 6 hits its reliability is not certain.

The self-sealing vacc suit is available at TL10 and costs 15,000 Cr. The weight of the suit is increased and now it is 12 Kg.

Referee's notes: After 6 hits the suit becomes unreliable;

7 hits 4+ to function.

8 hits 6+

9 hits 8+

10 hits 10+

11 hits 12+

Per hour after repair 5+ to hold.

Robert McMahon.

Hopefully the next Armoury will include the Imperial motor show, 1106, the results of the neo-competition set last month (its not to late to enter!). I also hope to include some of the excellent reader's contributions that have been squeezed out this time due to lack of zine space. Keep them rolling in!

# THE GHANDI FILE

by Dan Lloyd.

## Library Data

Ghandi / Lanth Subsector

B211455 - A N Non-industrial G

Starport: Standard Imperial design, type B. Run by Naval force.

Size: 2080 miles diameter.

Gravity: 0.52

Atmosphere: Trace, a few gaseous nitrogen compounds coupled with oxygen.

Hydrographics: 10% water, mostly locked up as ice at the polar caps, though there are some ice sheets in rough and plain terrain.

Population: 21,600 at present ( Technocratic census - 1107 ).

Government: Feudal Technocracy. An inner circle of 12 councillors, each having 24 government personnel to run the administration.

Law level: 5. Personal concealable weapons e.g. pistols, revolvers; are prohibited.

Drugs are legal ( medical, slow, fast etc. ) but psi-boosters are illegal in starport and visitor's quarters. ALL drugs are illegal in citizen's quarters.

Tech level: 10. General lifestyle is TL 10, but most products are imported.

Ghandi can produce TL 12 high quality industrial machinery of one-off design for prototypes and unique processes. Mechanical objects (vehicles etc.) capable of being produced at TL 11.

Base temperature: 250 K surface, 294 K in domes.

Axial tilt: 10.3 degrees.

Day: 16 hours.

Year: 622 days.

\*\*\*\*\*ALIEN\*STAR\*\*\*\*\*

## Ref's Notes

### Planetary Description

Ghandi is the third planet of a nine planet system, two of which are habitable: Ghandi itself, and Ghandi 2. Ghandi is an inhospitable place, with a cold surface temperature and trace atmosphere, which necessitates the use of large clusters of red 'bubble' domes, to keep heat and a breathable atmosphere in and the intense solar radiation out. The rest of Ghandi's surface is almost totally barren, pocked with boulders and dust dunes, with what small amount of water there is locked up in the polar caps. The exception to this are a few vast underground lakes ( frozen ), upon one of which the starport and city stand. Using thermic devices the Ghandishave succeeded in creating an artificial water cycle, pumping water up and keeping it in circulation with only a 2% loss rate.

### Lifeforms

On the planet there is only one form of animal life: humaniti. Plant life exists in the form of a 1m tall spindly plant, which has several white opaque globes hanging from the top of its stem. Occasionally an unusually large pulse of radiation from the sun causes the balls to split, revealing an array of seeds. These seeds will shoot at any moving thing. They will be encountered only when the correct roll is made on Sup 2, Vacuum / Trace situations, or if you don't have it, a roll of 8+ every 3 hours.

### Planetary Background

Ghandi was originally an emigrant settlement from Lanth, formed by a minority group who disagreed with the then government's policies. The settlers set up in 909 on what they thought was a backwater planet, well away from the more populated trailing crescent, which saw more trade.

Soon though, the Scout service applied for an X-boat link across the rift, which included making Ghandi into an important stop and refuel place for interstellar trade. After a long opposition campaign by the few thousand inhabitants, the plan finally went ahead in 984. The class E starport was slowly upgraded until it became class B in 1092. The starport is liable for class A status in 1116.

At the present time, Ghandi is a scene of intergalactic frenzy, with freighters and passenger starships passing through all the time. The Ghandis have now managed to bury their bad feelings against the Imperial run starport, mainly due to the badly needed fat tax slice they receive to supplement their generally low income. Much of the monies received are put into a state fund used to subsidise the production of hi-tech level mechanical and industrial goods in an effort to build up industry.

### Solar Radiation

Ghandi's primary emits fairly intense radiation, which apart from being deadly has some strange properties. Though the domes of Ghandi block out the dangerous radiation, certain rays are able to penetrate, causing skin complexion to go ruddy in 1-6 months, and a permanent crimson red in a couple of years. As yet, it has been seen to show no harmful or beneficial effects.

Outside the domes shielding, the radiation is deadly. It will cause 1D damage per hour of contact. This may be slowed by wearing a vacc suit, cutting out any effects for 4 hours, but thereafter particles will have penetrated the suit and damage is taken normally. Note that the vacc suit must be reconditioned after use if contact was 1+ hours. This cost is ( 2D x 10Cr ) x how many hours of use ( max 4 ). Once the suit no longer blocks radiation, it becomes virtually useless as a vacc suit after a further one day, developing faults and slow leaks. An ATV will block radiation virtually indefinitely, but must be reconditioned ( component check, seals etc ) after use at a cost of 2D x 100 Cr. Other equipment exposed may need attention.

### The Starport

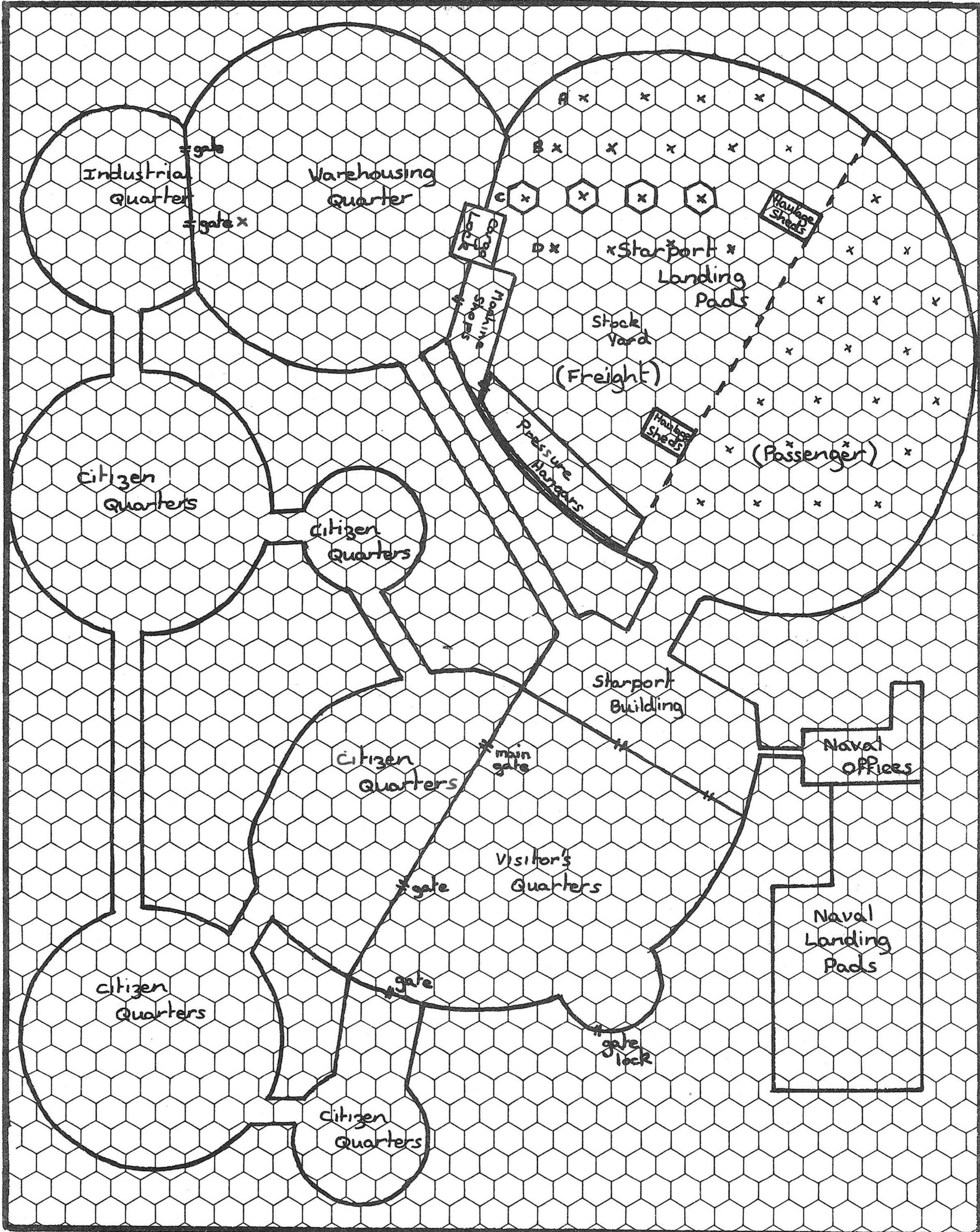
1) Starport Landing Area: This is a large, artificial, roughly circular plateau dotted with landing pads. The plateau is roughly divided in two: passenger pads and freight pads. Each roughly circular pad of 125m diameter has a boundary of a concrete embankment as a safeguard against possible starship crashes or accidents, blocking out horizontal blast waves. Each embankment has an entrance for cargo trailer access. The C rank of landing pads are specially strengthened for heavy tonnage ships or those with dangerous cargoes. If traffic is heavy, ships are towed from pads and parked on the plateau, leaving room for incoming ships.

The haulage sheds are long unpressurised structures containing tractor units and long trailers for container haulage. the stock yard is just a bit of the plateau upon which containers and trailers are stored for short terms of time, before being reloaded onto other freighters and shipped out.

The pressure hangers are vast, over 100m long. Starships which need major repairs and overhauls are stored in these and the interiors are repressurised. The volume of air in the hangers is so large that it takes at least 6 hours to repressurise an average-sized hanger. Note that there are airlocks at the back of each hanger leading to a pressurised passageway used for access. The machine shops repair and produce engineering parts for starships, and stock virtually anything that can go wrong on a machine, from ATVs to jump drives. Ship weapons are also stocked up to TL 11, with some TL 13 imports, at inflated prices. Passenger transport is provided by underground monorail from each pad to the starport building.

2) Starport Building: This complex includes admin offices, customs, customs lounge, boarding lounge and Traveller's Aid premises. Guards are present to prevent any tourists wandering accidentally either into the warehouse quarter or the Naval offices.

1 hex = 100 m.



Work is often available at the starport for haulage labour etc., but only hired / day due to traffic fluctuations. The chance of getting work per day is 7+ DM: +1 if strength 9+. Pay = 1D x 55 Cr per day.

Apart from the starport, the whole area has a constant temperature and atmosphere. G forces are normal and are due to grav plates built into the domes foundations.

### Visitor's Quarters

These are outside the starport area, providing cheaper longterm accommodation and food. Also there are a few high class houses where people have decided to settle.

This is the area of Ghandi where most offworlders stay. Though Ghandi's main population adhere to a law level of 5, they don't pursue their laws that strictly in this quarter. Therefore it is often possible to smuggle in pistols or bribe the customs here. The areas near the gates are fairly respectable, but otherwise much is disreputable, with travellers and crew stopping off for leisure and relaxation. Just about anything can be got here except law level 3 weapons and psi-drugs.

It is up to the individual GM to detail this popular sector of Ghandi further.

### Citizen's Quarters

This is where most of the 21,600 population lives. As a matter of principle, most Ghandis are a reclusive lot, who object to their planet being virtually taken over and run out of their hands. Thus, though normally lax on laws, one rule is upheld vigorously: No trespassing non-citizens in their quarter. Only those with Ghandi citizenship are permitted entrance, except those who apply for a temporary one day pass, that automatically costs 2D x 10 Cr on application at the main gate, with only a 10+ chance of success DM +1 per level of social standing above 7. No refunds if failed.

A computer at the main gate lists all those with citizenship or temporary passes ( still valid ) including picture, address, age etc. Therefore it is fairly impossible to get through without proper authorisation. The 4 subsidiary gates have access to this computer via terminals and screens.

If somehow entrance is gained, strangers are generally recognised by their non-crimson skin. All citizens have this crimson complexion, because they live on Ghandi for at least 3 years before becoming citizens. For each hour without a pass, there is a 7+ chance of being picked up by a patrol, fined 2D x 100 Cr on the spot, and chucked out after being told that the next time their caught the scene won't be so pretty. DMs for being picked up: -3 if remaining fairly out of the way (i.e. sidestreets ), -5 for remaining hidden in a fairly lonely spot at the time.

Life here is fairly reserved, being quiet and easy, the way Ghandis like it. Though law level 5, due to strict security at the gates, they generally carry only personal hand weapons, if at all. If any want a bit of excitement, they just visit a starman's bar in the visitor's quarter, though armed and armoured more strongly.

### Industrial Quarter

All security rules pertaining to the citizen's quarters apply here as well. Though there is some accommodation here, most of this sector is given over to private Ghandi warehouse space and small industrial factories. In fact within the past 2 years industry here has started to specialise: in mining techniques, weapon systems, and to a lesser extent, medical drugs. The Inner Circle of Councillors is worried about the expansion of the weapon industry, believing that it will attract unwelcome Imperial and foreign attention. This could form the basis of another adventure: a councillor might hire some travellers to destroy the offices of a troublesome industrialist. Gate X and the surrounding area will be drawn in more detail elsewhere.

## Warehousing Quarter

Adjacent to the starport compound. Containers are taken by trailer and stored here. The area is quite large due to the amount of trade passing through.

The large expanse is divided into warehouses. These are all rented by the Ghandis, some smaller ones to individual people with individual containers, and some to large companies like Oberlindes Lines and B.G.I.. Note: The connection between the warehousing sector and the starport buildings is not just a transport way. Here, on the sides are many offices for interstellar companies: Oberlindes, Zenith Mist, Sternmetal Horizons LIC to name but a few. A new arrival is a Yard 17 office, a prelude to opening a spacecraft works on Ghandi in a years time.

Security in this sector is fairly tight: it has to be, because of the amount of traffic. Visitors are not welcome getting in the way, and most are politely told that they are going the wrong way. Travellers won't have much trouble wandering around as they look like labour hands. Automatic container filing systems are present, though mistakes have been known. All cargo coming in or going out must pass through the cargo lock, a vast hall-like airlock which is used i.e. opened only twice a day 'cos it costs a lot to repressurise such a large volume. Shifts are at 06.00 ( early morning ) and 14.00 ( early evening ). Export papers are generally checked, but there is plenty of room for bribes etc.. There are some robots used for cargo handling, cleaning and handling inventories.

## Naval Offices and Pads

This is always staffed with 120 personnel. Recent calls have left few ships at the base, but there are a couple of Kinunir ships ( GM's choice ) and a rumour mentions the arrival of a Lightning Cruiser soon. It is possible to gain entrance through bribes, though others will be turned away. There is a purser who is on the make, who is able to supply some fairly expensive military equipment, but no hi-tech, i.e. greater than 11. There is also a very small scout contingent of 6, who serve as a planetary base for the X-boat link station elsewhere in the system. GM's might wish the Naval forces to be encouraging the weapon industry on Ghandi.

## Ghandi 2      X 85A000 - 0

Base temperature: 295 K      Axial tilt: 3.2 degrees.

Description: Ghandi 2 is a waterworld with no animal life but plenty of carbon based water plant life. 30 years ago the IISS surveyed the planet and established it to be a potential food store for fresh water creatures, with perfect conditions for their growth. The water is non-saline, there's an average mineral content, and the water is well oxygenated by the resident plant life. A long term seeding was commenced, which was estimated to take 120 years to complete. Selective farming would then take place. Unfortunately the plan was suspended after traces of an alien aquatic civilisation were found. The planet is currently uninhabited by humans, but there is an automated beacon in orbit warning people to stay away.

To get to or from Ghandi 2 from Ghandi it will take 3 days x ( 1D divided by G of maneuver drive ). The return journey will take the same time.

From a casual orbiting observation there is no landing place, but if an orbital sweep is made there is a 9+ chance of detecting a cluster of rocky outcrops ( DMs: +2 per level of Navigation ), capable of landing anything up to 400 tons. There is evidence that ships have landed there before.

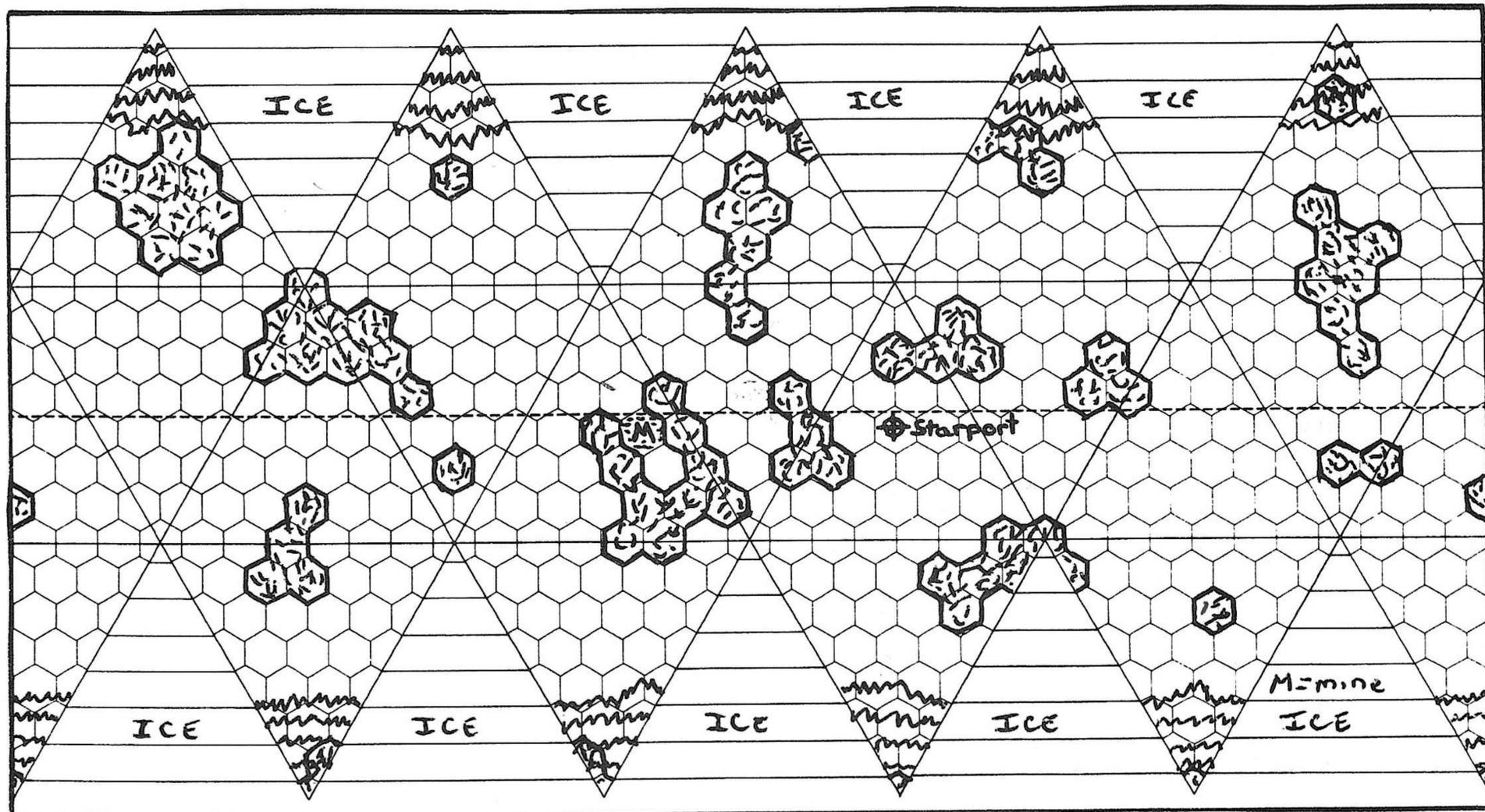
## The Moons of Ghandi

Ghandi has 3 satellites.

- a) Murion.      Diameter = 325 miles, no life, pale red glow.
- b) Wolke.      Diameter = 628 miles, very thin tainted atmosphere, a few simple fungi, deep purple glow.
- c) Schlarke.      Diameter = 109 miles, vacuum, no life, pale red glow.

None of these are capable of sustaining human life, even Wolke which has a strongly acidic atmosphere. The fungi are resistant to this. Wolke retains its atmosphere because it is composed of heavy, high density metals. Attempts at mining have proved futile. The moons revolve around each other in a complex orbit. Many aspects of their existence are unknown i.e. different colours, fungal presence etc..

### Ghandi Surface Conditions



1 hex = 90 km.

Appearance: Similar to a lunarscape in many ways, the landscape having 2 main forms: flattish dust plains or rocky slopes i.e. plain and rough. The surface is coloured a dull grey-blue. The terrain around the starport is plain.

Movement: This depends on whether movement is on rough or plain.

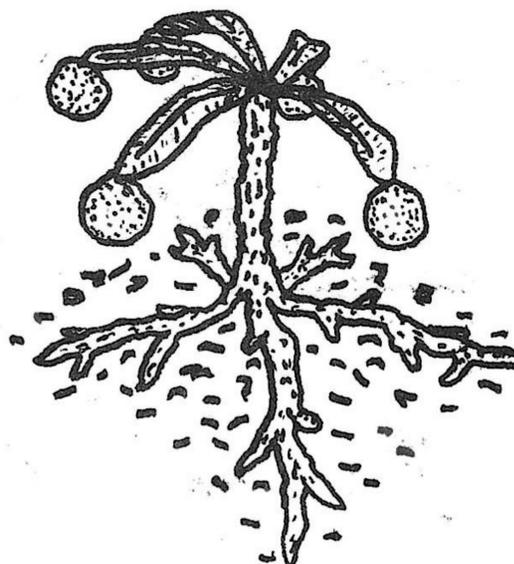
	Rough	Plain
Man in vacc suit or similar.	2 km / hr.	4 km / hr.
ATV (+5 km / hr per level of skill)	30 km / hr.	60 km / hr.
Pressurised Grav Raft.	100 km / hr.	100 km / hr.

Encounters: The tables on p 44 of Supplement 2 should be used.

Roll once every 4 hours for the possibility of an encounter. Note that there are plants growing on the surface called Globe Thistles which are harmless. There are also deadlier plants of the same species which are only encountered if the correct roll is achieved on the vacuum encounter tables.

### The Globe Thistle

This plant is absolutely unique to Ghandi, though close relatives are found on other trace and vacuum planets. The plant appears at a distance to have a stem and 5 'leaves' that spread out radially at the stem's top. At the plant's base are 5 roots that spread out radially on the ground surface for from



1 to 1.5 m. In reality the stem is made from a tap root with 5 smaller stems around it. This tap root sinks vertically in the ground for between 4 and 6 m, with longer ones being known. The tap root acts as an anchor and water storage system. The leaves are a reddish colour, being thick and spongy, capable of converting solar radiation into more usable forms of energy. The roots and stem are grey, kept erect by cells under pressure. The red globes have a smooth skin generally, but at certain times ( thought to be those of high radiation ) they rupture revealing a fierce array of thistles. When a shadow blocks off radiation from the plant it will fire off a volley of seeds in the general direction of the person. The penetrating seeds can use the victim as a mineral and water store whilst growing. Biologists find the plant a puzzle, because before Ghandi's colonisation there was no life on the surface ( as far as it is known ). Therefore its existence is an enigma. The discovery of a possible extinct minor race on Ghandi 2 has led to more recent wild theories as to the plant's original use, for it is accepted that the plants must have been genetically engineered for a particular purpose, as they are quite unique to Ghandi. The plant is not well known of on Ghandi itself, except by citizens who will probably not tell characters due to belligerence.

Remember that the adventurers will see and come near the plants quite often because the seeds are not ripe, therefore the globes will not have split. Players therefore will not be too wary of the plants until they meet a deadly one on the encounter tables.

Attacks: Each plant has 5 globes, always containing 10 seeds in each globe. If triggered a plant will fire ( 1D + 1 ) x 5 seeds. Each set of 5 seeds counts as an attack with a shotgun, with all rules pertaining to it though damage is 1D and range DMs are: -4 / +1 / +2 / -6 / -12. Remember that vacuum damage is 2D per round.

#### Encounter Tables for Ghandi City

STARPORT: ( inc. lounges, customs etc.. ) Roll 8+ per day or 10+ per visit.

1	Arrested by the starport authority on suspicion of loitering. Released in 1D hours.
2	Angry person picks a brawling fight. Lasts $\frac{1}{2}$ D rounds before guards stop it. 1D x 10 Cr fine for brawling.
3	Patron encounter.
4	Patron encounter.
5	Arrested by guards over mistaken identity ( unless criminal already! ). 1D x 10 Cr reimbursement.
6	Accosted in a solitary place by 1D thugs, 1-4 with cudgels, otherwise with carbines.
7	Pickpocket who goes for the richest member of the party. Success on a 7+. Lose 50-100% of money ( 1D x 10 + 40 ).

DM +1 on the above table if social standing of 9+.

VISITOR'S QUARTERS: Roll 7+ per day.

2	Touring noble + 1D bodyguards ( blades and carbines. jack. noble has only a cutlass ).
3	Vigilante Ghandis. 1D + 3. Mesh and cudgels. They attack shady or boisterous characters.
4	2D thugs ( jack, cudgel ).
5	Merchant + 1D crew. searching for crew / labour / goods.
6	Patron encounter.
7	<del>1D</del> travellers ( 1,2 jack, 3,4 mesh, 5,6 cloth ) ( 1,2 auto pistols, 3,4 shotgun, 5,6 carbines )
8	Patron encounter.
9	1D thugs. Harassment. ( jack, cudgel, shotgun )
10	2D naval troops ( off duty ), boozing or wandering drunk. They could turn nasty.
11	3D of 10 above.
12	Patron encounter.

## WAREHOUSE QUARTER

Roll 9+ per day.

1	Rowdy labourers, 1D ( 1-3 nothing, 4-5 cudgel, 6 dagger )( no armour )
2	Asked to work for one day. Flat fee 2D x 55 Cr per day.
3	Set upon by 3D thugs ( cudgel )( 1-2 robbed, 3-4 loaded in a container and shipped off planet, 5-6 left )
4	Guard patrol, 1D ( cloth, carbines, blades )
5	Merchant / trader ( no armour, carbine, cutlass )
6	1D Travellers ( 1-2 mesh, 3-4 ablat, 5-6 cloth )( 1-2 auto pistol, 3-4 carbine, 5 snub, 6 revolver )

## INDUSTRIAL AND CITIZEN'S QUARTERS

Nothing unusual will be encountered here.

### NAVAL BASE

No unusual encounters, if you can get in.

### RUMOURS

Roll 2D. +1 per level of carousing.

2. The surge of local wealth and trade has brought in many con-men and tricksters wanting to take advantage of Ghandi's law level and poor protection of goods. This is heard in a seedy bar.

3. Overheard in a bar, someone is arguing about the state of privacy on Ghandi, and how their original plans of a reclusive existence are turning to dust.

4. An engineer remarks on the apparent increase of Zhodani ambassadors who come to place big orders for industrial parts. He believes that the Zhodanis have come to steal industrial secrets.

5. A Naval starman in a bar is commenting on how crooked people are at the Naval base; how almost any Tom, Dick or Blake can walk in, wave plenty of credits, and walk out with private naval equipment. He goes on to say how glad he is that a tough new Commodore is coming to "sort out that purser" in a few weeks. He refuses to give names or elaborate.

6. A Lightning class cruiser, 'Children of the March' is arriving to generally patrol the Lanth starlanes and provide a deterrant to Zhodani forces after a year of strained relations. This information comes from a starport periodical.

7. In the starport lounge a traveller is telling how he heard that the Pax Rulin and Egyrn subsectors are only now starting to be explored, and this could take several decades.

8. In a fashionable rendezvous place, a young female is met, who claims she was a scientist's assistant on a trip to Victoria. Their aim was to find out where the carboxyl radical, present in the atmosphere, stemmed from but they were unsuccessful. She adds that the atmosphere is safe on high ground, but a slow poison on lower ground.

9. Ghandi 2 has recently been interdicted. Last month, a Traveller class fast yacht, 'Wanderer of Lanth' was shot up by an armed scoutship for trespassing. The yacht was a wreck, but the crew survived to be picked up. "I've heard that the Navy is testing a new sort of weapon there. Its pretty powerful I'm told". Said by an off duty starman. All false, except for the interdiction.

10. A large consignment of dirigible balloons is being illegally smuggled into Victoria, an interdicted planet. The scouts have slapped this status on it so as to observe a metal poor culture evolving. Active protection of the planet is rare by Naval vessels, Lanth's base having few to spare. This information is gained by giving a beggar at least 80 Cr.

11. "The Ghandi's are so secretive and so security-minded, I reckon there's something funny going on. I think they're making weapons: I mean, why else so much secrecy?" Heard at a party that the characters went to. Said by a slightly sloshed merchant.

12. The terrain on the planet's surface is so bad in places that you'd be better walking than taking a vehicle.

13. Dangerous plants live on the surface, capable of shooting deadly seeds. This is heard whilst the party are eating. The informant will elaborate if his reaction to the party is favourable.

14. Management consultants are getting very worried about a rumour that the Scout service are negotiating for a new Scout base at Tureded, in order to establish a new trade lane from Khylanor, through Tureded to Dinomn and Regina. This will result in a great loss of trade from coreward, and jeopardise the rift lane's position as a trade toll gate. This is read in a local paper.

\*\*\*\*\*ALIEN\*STAR\*\*\*\*\*

Journeys on Ghandi's surface are not popular except for the more adventurous travellers, and therefore there is only one airlock gateway, leading from the visitor's quarters to the surface. A small guard is kept to operate the airlock.

Racey Mbu UPP: 496327 Age: 25  
Skills: Carousing-1, J-o-T-1, Auto Pistol-1.  
Equipment: Cloth, Auto Pistol, 5 clips, watch, S.R.communicator, cudgel.

Trix Trix UPP: 936758 Age: 24  
Skills: Auto Pistol-1, Steward-1, Cutlass-1.  
Equipment: Cloth, Auto Pistol, 5 clips, watch, S.R.communicator, cudgel,  
2 pairs of handcuffs, polarised glasses.

People coming in, from the surface to the dome, are given a cursory search, with obvious items found on a 5+ (i.e. crystals on seat in a bag, or in pockets), concealed things on a 9+ (i.e. in boot, under rug) or 12+ if very well hidden (i.e. secret compartment, packed in spare tyre etc.). Any crystals found will be weighed and 20% of their value demanded as tax. Actually, the tax is 10% but the guards are on the make.

#### Journey Preparation

Vehicle rental ( near airlock ):  
ATV 2000 Cr for 5 days.  
Pressurised Air Raft 6500 Cr for 5 days.

Vacc suit rental at 400 Cr per day, but there is a deposit of 5000 Cr also needed in case the suit becomes useless. Deposit is given back on the return of a functional suit.

Mining tools may be hired from the same place at 600 Cr for 5 days.

Note: Full details of Victoria are given in JTAS 2.

\*\*\*\*\*ALIEN\*STAR\*\*\*\*\*

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Boscombe, Dorset.

———— FANTASY ————

Stockists of:-

- Alien Star
- White Dwarf
- Traveller
- Other SF/F magazines
- Sci-fi comics
- Artbooks
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- RP Game Aids

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If a successful strike is made, the adventurers will find a solid conglomeration of crystals, or many lumps, numbering 3D-2. Taking 7 on 2D as 1 kg mass, then 6=0.9 kg, 8=1.1 kg etc.. Roll for each lump's size. Zuchai crystals are valued at 1000 Cr per kg.

Search is a risky business. This is reflected in the reward. Quite possibly the players will make a loss, or even lose their lives. Also vacc suit oxygen tanks only last 6 hours. There is a strong possibility of suffocation if tunnels get blocked.

\*\*\*\*\*ALIEN\*STAR\*\*\*\*\*

The Ghandi File: Adventure 2.

# H I E S T

## Background information

The players enter the Ghandi system by of the busy trade lane that passes through. On arrival at the Ghandi starport passengers are led to the Administration building to have their belongings searched in the custom's lounge.

Accompanying one of the characters to the lounge is Rosco d'Estoutville, an ebullient young looking man with a wry sense of humour.

Rosco d'Estoutville. Age: 35 Service: Rogue UPP: 688A55  
Skills: Wheeled Vehicle-2, Auto Pistol-1, Brawling-1, Streetwise-1, Forgery-2.  
Cash: 1931 Cr.

Equipment: blade (scabbard), mesh, carbine, magazines (3), high passages (2), S-R-communicator, handcuffs (4), wrist watch, binoculars, electric torch.

Assuming that the character acts slightly different from normal, has a gun etc. then Rosco will start with questions like " why do you carry a gun?", and finish with an invitation to 'do' a job for a worthy cause i.e. steal a consignment of weapons for a mercenary group on Wypoc. He will tell the character that he is stealing the guns to use against the mercenaries and the Wypoc representative government in a rebellion led by the monarch Marcrietta XIV. Rosco says that he is arebel leader. Note that Wypos is an Amber Zone, and so all library and computer enquirys will read:

Wypoc / Lanth (0401) E9C4547-C Non-industrial A G

Due to political sensitivity, all information pertaining to Wypoc has been withheld. Travellers are advised to stay away from the Wypoc system, but if contact is necessary, caution would be advisable. Interdiction may be announced soon.

Note that Naval and Scout computers will have full details on Wypoc. The referee must make these up, but whatever they are, the information that Rosco imparts is completely fabricated. A suggestion for Wypoc's Amber classification is a catastrophic fall in its economy.

Rosco adds that he will need another 2-4 men to pull his plan off. He is willing to pay 15,000 Cr each, but if pushed this can rise to 20,000 Cr.

-----

Rosco has quite different ideas as to what is to happen. His plan is to steal the boring head and apparatus of a revolutionary new mining technique that he has heard of 'through the grapevine'. He will give instructions as to how to recognise the 3 crates wanted. All he asks is that the players distract or remove any security patrols at the warehouse gates, enter the industrial quarter and open the (probably) locked gates to the private warehouse. He will drive in through the gates, enter the warehouse in a trailer truck, hitch up to the trailer (upon which the players have loaded the crates) and drive out. The players will close the doors and quickly split up, on foot and meet at the customs lounge in 3 hours, where payment will take place. Rosco advises remaining in a tavern in the visitor's quarters, to

avoid suspicion.

Unfortunately for the characters, Rosco has no intention of turning up and paying in three hours. He will drive the trailer through the warehouse quarter in time for the early morning cargo lock operation. Previous to the operation he had obtained export documents for the crates so there should be no nitches. The GM may wish to impose an 11+ chance that the forgeries are detected. If so, subsequent action must be determined by the ref. Assuming no hitches, the crates will have been placed in a container and loaded on the 'Fair Star' bound out system for Lanth.

If any of the characters decide to follow Rosco or turn up early at the starport boarding lounge, they will see him board the 'Fair Star' about  $\frac{1}{2}$  an hour after the raid, after having made sure the crates are safely handled in the cargo lock. If the players wish to follow him they must first purchase tickets, which will be still available at the time.

The 'Fair Star' is a subsidised Merchant, type R, of private ownership, with jump drive H giving Jump-4. The ship has a high reputation, running the Regina - Dinomn - Ghandi - Lanth route.

The crates are worth 260,000 Cr basic, but use the trade table in book 2 to sell them. Best buyers are mining companies. Each crate on its own is worth 50,000 Cr basic. Rolling on the trade table, use Liason skill as DM: +1 per level. Each crate weighs 500 kg, is sealed (crate is infact made of a plastic) and is 2m x 1m x 1m.

#### What The Players Have To Do.

Rosco will approach one character, and give the proposition. The raid will take place in 2 days at 04.30. The character must either approach up to three of his friends for help before this time, or hire helpers from the local Spacer's Bars.

Rosco will originally show the character the warehouse in question on a library map of the industrial quarter. The building marked with a cross is that of 'Zoldan Mining', the place to be raided. The players must find a trailer to load the cases on. Rosco says that there might be one in the warehouse, if not then search around. The cases must be loaded onto a trailer by 04.30. Everyone must then split up, and meet in the starport lounge in 3 hours. Anyone who wants to go with him in the tractor will be fobbed off with various excuses (I'm known in the warehouse sector, you're not, so it might look strange. I couldn't steal it from you, I can't export it. There's less chance of us being picked up this way.).

Rosco is not stupid. He will not overplay his hand and confront the players. He is a smoothie and will try and trick them, before having to shoot it out. He'd rather stay alive than do anything too risky. He'll also be very wary of the players etc. just in case of double crosses.

The industrial sector has roving security robots armed with LPL stunguns. (if the GM has no knowledge of these, then count as Tranq Snub Pistols.) There is always a very little night activity in this sector, so security robots have lax programs:

1. Investigate any alarms, tell all humans present to remain still. If they do not comply then they will be attacked. They will then be taken to the security office in the adjacent citizen's quarters.
2. Attack and stun all those who use firearms in this sector.
3. Investigate all loud noises ( Explosions, gunfire) but not tractor or trailer movement.
4. Each security man has a badge. On this is a code that the robots can recognise. Players will not know this, but if they wear the badge or the uniform (with the badge) they get over-ride control and can order the robots about.

Robots will occasionally be seen trundling about, but they will not investigate the players unless the above events occur. In the daytime the robots are not operational and are stored in 'security robot storage'. Note that points 1. to 4. are not exhaustive, so GMs must use sense to determine if a robot will investigate, or attack. Don't plague the players with robots, only

using them if they go around blowing up every robot in sight etc.. If the players are that strong and stupid, the GM might like to note that there are 16 robots in the industrial sector.

### Gate X

This has 4 guards. The post has two parts: the office and working zone on the ground floor and an under ground common room. At night 2 guards will be below, asleep. The other two will be on guard.

Captain. 96A769 Snub pistol, 18 tranqs, cloth, blade.  
snub 0, blade +3, electronics 1, Medic 1.

Guard 1. 687499 Snub pistol, 18 tranqs, jack, dagger.  
snub +1, dagger +1, streetwise 1, SMG 1.

Guard 2. 4B9A43 Snub pistol, 18 tranqs, jack, dagger.  
snub +2, dagger 0.

Guard 3. 57964A Snub pistol, 18 tranqs, jack, cudgel.  
snub 0, cudgel +1.

(note that figures for weapons are skill levels with strength or dexterity modifiers included)

3 and 4 are on guard at night. In the office there is a teleconsole with a link to the main gate computer, library data, communications with main gate and a security robot alert.

The gate is a sheet of steel that rises from the ground upwards. The controls are in the office.

The security robot alert will call 1D robots, each arriving in 1D rounds.

### Pipe Depot

Large industrial pipes are stored here. It is possible to hide here if required. There is an abundance of empty trailers here, so players might take one just incase. This is a wise move. There are'nt any at the warehouse.

### Ramp

This shallow ramp leads underground to raw material storage caverns.

### Zoldan Mining

The large double doors (manual) slide to the side. they are locked externally with a padlock, in addition to the internal lock. The padlock can be shot off (alerting robots and guards) or picked on a 10+ with picks DMs +1 per level of lockpick, +1 if dex 9+. It can also be melted with a laser torch or acetalyne, taking 5 minutes. The internal lock is simpler than the padlock, but it has an alarm attached. i.e. if the lockpick is failed the first time, the alarm will go off. Roll needed for success is 8+ DMs same as before. Note that the alarm is in a prominent position, 15m up the wall above the door. If the bell is shot at it will stop on a 10+ per bullet. A laser hit will put it out of action immediately. Each round that the bell rings 1 or 2 robots will be alerted, to each arrive in 1D rounds. If the lockpicker has electronic skill he can attempt to deactivate the alarm before picking the lock. Success on a 9+ DM +1 per level of electronic skill. If a roll of 5 or less is rolled, counting skill DMs, the alarm has accidentally been set off.

Once inside, the characters will have plenty of time to search for the sealed cases, taking 1D minutes to find. There is no trailer near the warehouse, the nearest ones being at the pipe depot.

\*\*\*\*\*ALIEN\*STAR\*\*\*\*\*

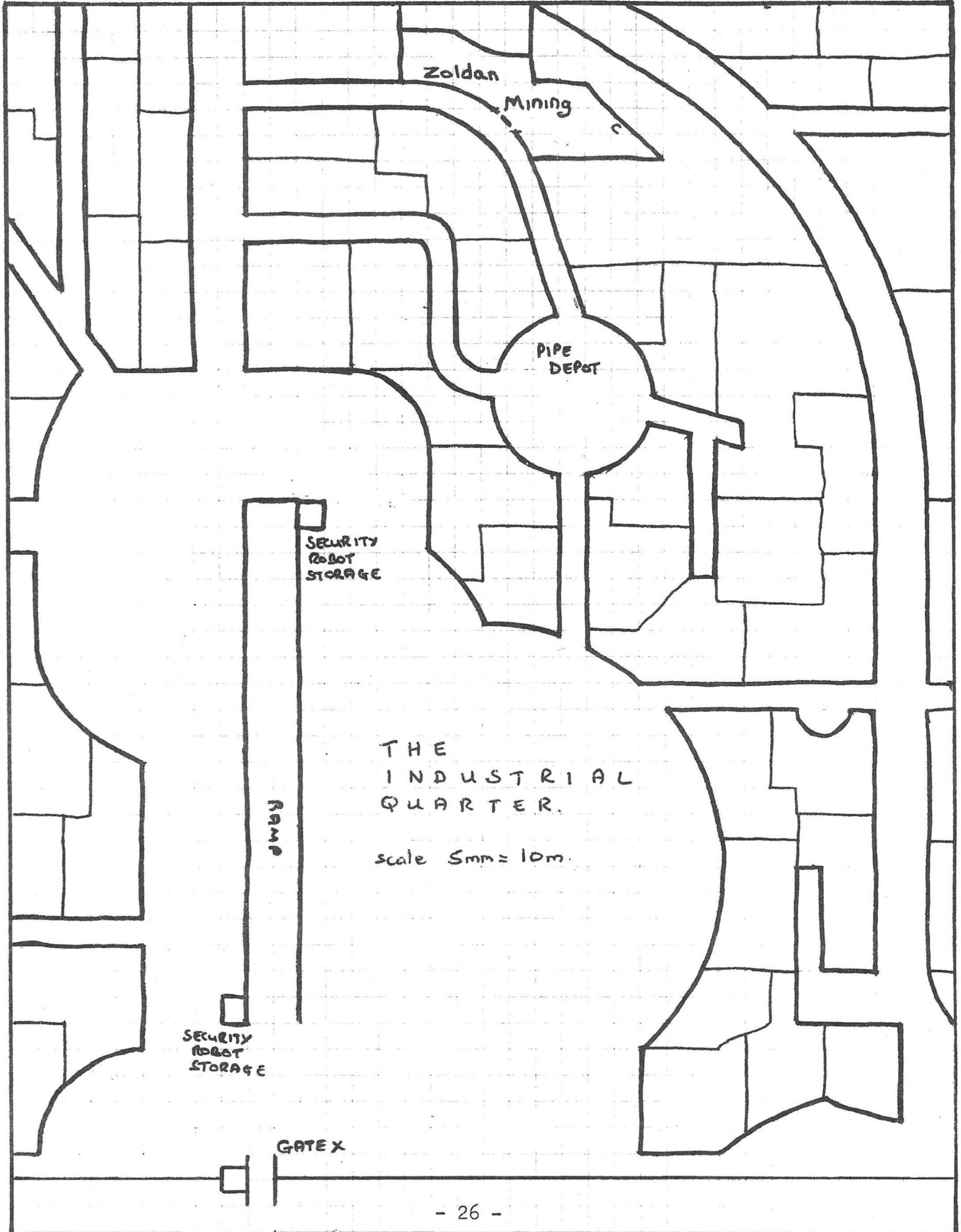
Final Note: Ghandi has many unexplained questions that can be developed by the ref. There is the possibility of an extinct aquatic minor race on Ghandi 2, maybe with traces of a once civilised technology. Are the moons natural or have they somehow been artificially manipulated? The thistles are a problem: what was their original purpose? Ghandis are reclusive and secretive. An atmosphere of secrecy should be developed, giving the players the feeling that something strange is going on. Why is Ghandi's security so high in the private citizen's quarters? Are they just anti-social or is

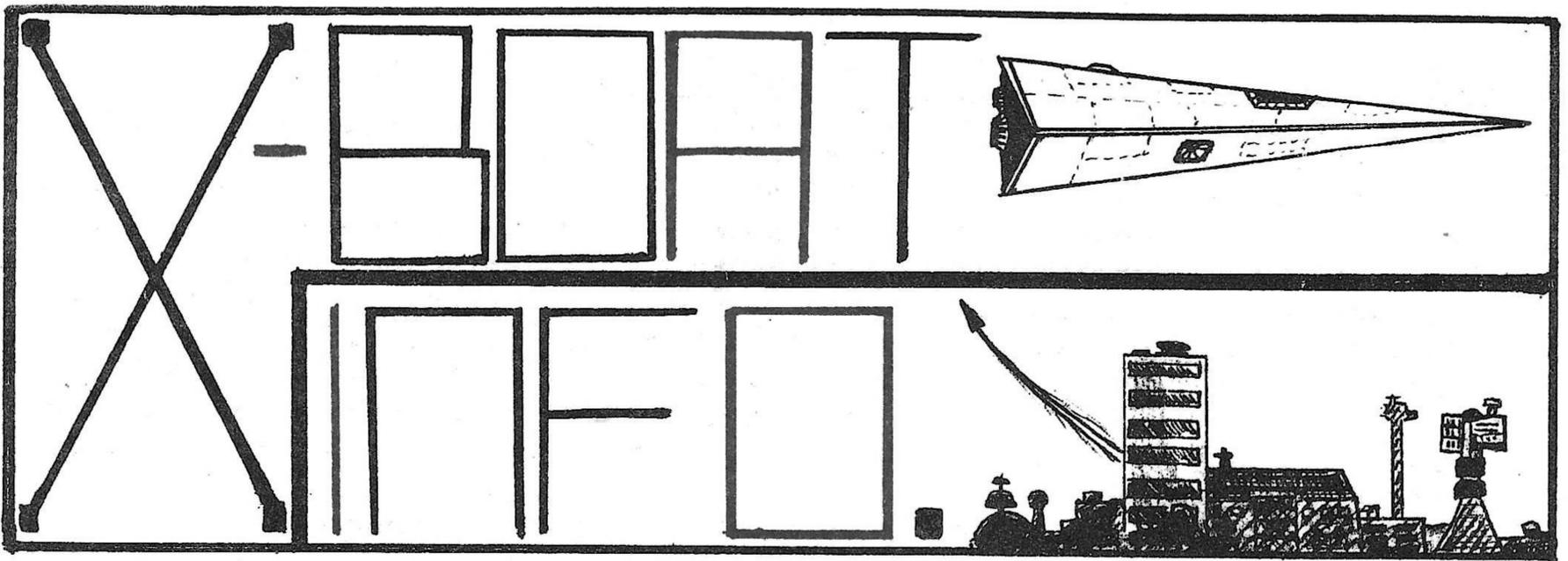
something going on?

The starport is the centre of Ghandi; its income and its lifeline. A great deal of freight, money and strange people pass through in a day. This should be remembered. Maybe the starport and the surrounding entertainment complex could be detailed using the R & R article in JTAS 7.

The expanded listing for Ghandi is available in library data, other details in Navy, Scouts and Secret Service computers.

Ghandi has alot of information about it which the GM may never use, but it is in to give a background to the place, and as an example for other worlds.





X-boat Information has been cut down a bit this issue (mainly due to someone writing a 14-page article that has flowed into this column's space.. mutter, mutter). Also, this issue we are printing two things for you to fill in- the Games Day award nomination form and the Alien Star Poll. If you want to respond to these just fill in the two forms (printed back-to-back), rip out the page and send it to us. We will note down the AS Poll results (for AS6) and then dispatch the Games Day forms to Games Workshop. I'll stop wasting space now, and get on with the reviews.....

### High Guard 2

A revised version of the original Book 5, with a new starship design and combat section. The character generation system remains unchanged. For those who like large scale starship will find the new system much improved, and necessary for many of the future GDW adventures (eg, Trillion Credit Squadron) although the basic principles of the combat (ie, screening, lines of battle, initiative, etc) have been retained. In general an excellent book.

However, in Trillion Credit Squadron there are a couple of additions- agility acts as a negative DM when hitting on all weapons. Also, the minimum size for a purification plant is 20 % of the basic weight, not 5 tons. Apart from this I found the combat system good - I think that it could easily adapted for tactical combat on a hex grid or a tabletop. The only problem with this booklet is that those people who already have HG1 must now buy a new HG2 or JTAS 6,7 & 8 which contain all the new stuff. I hope this isn't, dare I say it, a deliberate tactic by GDW- I think more playtesting on future rulebooks would not come amiss.

Games Designers' Workshop £2.95 Robert McMahon.

### Dark Nebula

Dark Nebula portrays the struggle for supremacy between two rival empires- the Solomani Federation and the Aslan Hierate. The game is closely allied with Traveller, representing Traveller starships and races. For your precious credits you get 8 "astromorphic" subsector maps, 120 counters, a die and a rulebook. These are direct descendents of those used in Imperium - battles are fought using beams and missiles between starships that use jumps to get about, along fixed routes however, but we can forgive the designers for this because otherwise the game would degenerate into a mess. Economics also play a part- each side has an income affected by how many worlds it controls.

The Dark Nebula of the title is an unexplored area, which offers the opportunity for economic and military advancement. In some games this is the key to victory but in others it can be totally ignored. The game seems weighted slightly towards the Solomani but the Aslani do stand a chance of winning (major flaw - lucky). The small variations and limits written into the rules present the players with challenging and interesting problems. I recommend this game to everyone, even owners of Imperium. It is worth every penny.

Games Designers' Workshop £4.50

John Roberts.

### The Tabletop Games 15 mm Figure Range

A wide range of science-fiction figures that are very suitable for use with Traveller (though not officially approved). The detail on each figure is excellent though I think the scale might be a little bigger than other ranges - they still fit onto all the GDW plans so no trouble there. The main advantage with these figures is their price, only 7<sup>1</sup>/<sub>2</sub>p each which will probably persuade many players to give up the Citadel Spacefarers- it did for me! One point that did interest me was the presence of cloaks on most of the figures- maybe its a trend from the Imperial Core. Definitely recommended!

Robert McMahon.

Argon Gambit / Death Station, Double Adventure 3.

This is new adventure from GDW soon to be released here by Games Workshop, presented in double adventure form as seen in DA1 and 2. These are also the first adventures to be situated in the Solomani Rim - an area not yet mapped, 1982 should see this. In the meantime I think GDW should release Harlequin subsector soon, as without it these adventures are a little hard to follow up as a campaign.

Argon Gambit is definitely a scenario for those referees who prefer the intrigue to the "hack them to pieces" type of adventure. The plot is more complex than the average adventure and should require a detailed preparation by the referee before play can commence. A lot of rumour-searching is needed and the referee must develop a way to make this both interesting and realistic. Definitely an excellent adventure for experienced refs.

Death Station is a simpler adventure with a somewhat unoriginal topic - a research starship in the outer system has not reported and something is obviously wrong... the adventurers go to find out. However, its described well and should appeal to the ref who wants a ready-done adventure without having to prepare anything.

All in all this book is good, and follows in the footsteps of double adventure 2, all refs should find this book worth buying.

Games Designers' Workshop £2.50

Robert McMahon.

The Games Workshop/Citadel 15mm Figures Range.

Expected to be released around the publication of this copy of Alien Star, these figures are "approved for use with". About a hundred figures are in the range all of which are well-detailed 15mm compatible with the GDW deck plans and the tabletop range of figures. Also, there are four types of droyne, aslan and vargr which should be very useful to Traveller players - a maximum security robot from adventure two is in the range as are a few more robots. The general style of the figures is different to that of tabletop which will make a merged collection of the two handy. Few (I think only one or two) have cloaks! I'm unsure about the price but they will be available in sets of 20 which are boxed with foam padding. A valuable thing to look out for.

Robert McMahon.

Dark Star.

A monthly newsletter for Traveller refs and players. Available from Trevor Graver, 69 Lakeside Road, London W14 0DZ for 20p and an SAE. Alternatively, when you order Alien Star you can at the same time order Dark Star (specify which issue(s)) for 20p per issue. One part of Dark Star is the Contact Bureau (DSCB) which provides a contact service for Traveller players and refs. We are going to handle contacts for Dark Star through AS - just fill in a 3" x 5" piece of card with the following details on it and we'll send it on to Trevor.

Block 1. Name & address (please use BLOCK capitals).

Block 2. The type of Traveller player that you are:

P=player only;R=referee only;B=both.

Block 3. Your age (to the nearest year), no modesty please.

Block 4. The type of Traveller campaign that you play in:

G=Official GDW campaign;V=Variant GDW campaign;M=Mixture;O=Original campaign.

Block 5. How long you have been playing Traveller for to the nearest year, 0= less than 6 months.

Block 6. What type of contact you would like with other players; L=letter contact, exchange of ideas; M=Meetings for games sessions (with prior notice!);X=don't contact me,I'll contact you.

Block 7. (For research purposes only) What zines or magazines that you buy feature Traveller material.

A telephone number may be given if desired, if so please state a time period during which to ring.

\*\*\*\*\* X-BOAT INFORMATION \*\*\*\*\*

THE ALIEN STAR POLL

(1) Give the following role-playing games a rating out of ten (0 - 10):

- Traveller . . . .
- Dungeons and Dragons . . . .
- Tunnels and Trolls . . . .
- Chivalry and Sorcery . . . .
- Fantasy Trip . . . .
- Runequest . . . .
- Space Opera . . . .
- Gamma World . . . .
- Top Secret . . . .
- Boothill . . . .
- Others, please list . . . .

(2) Rate each issue of Alien Star out of ten:

- Issue One . . . .
- Issue Two . . . .
- Issue Three . . . .
- Issue Four . . . .

(3) Which role do you do most in Traveller:

- Referee . . . .
- Player . . . .

(4) Rate the following suggestions for a "Bestiary" column out of ten:

- The Emperor's Zoo . . . .
- Animals & co. . . .
- Gene Machine . . . .
- Menagerie . . . .
- Gene Tank . . . .
- Bio File . . . .
- Compound ZZA . . . .

(5) Would you like Alien Star increased to 40 - 42 pages, for 75p:

- Yes . . . .
- No . . . .

(6) Rate out of ten the following scenarios (if you have not seen them put an "x"):

- |                            |                          |
|----------------------------|--------------------------|
| Imperium Hit . . . .       |                          |
| Archimedes Project . . . . | and,                     |
| Rockard City . . . .       | Traveller Yachts . . . . |
| Convoy Orion . . . .       | Space Shuttle . . . .    |
| Night Spiral . . . .       | Orion Subsector . . . .  |
| Funeral . . . .            |                          |

Also, the following regular features:

- |                            |                              |
|----------------------------|------------------------------|
| Armoury . . . .            | and:                         |
| X-boat Information . . . . | The Merchant Service . . . . |
| Letters . . . .            | Experience . . . .           |

(7) Rate the following "types" of adventure out of ten:

- Shipboard (eg, Archimedes Project, Convoy Orion) . . . .
- Wilderness/surface exploration (eg, Funeral) . . . .
- Space campaign (involving starship voyages, eg, Leviathan) . . . .
- City/urban campaigns, bar room encounters, intrigues . . . .
- Building/installation exploration & combat (eg, Rockard City) . . . .
- If it moves shoot it (eg, Imperium Hit, Bounty Hunt) . . . .
- Science-fantasy (eg, Night Spiral) . . . .

(8) Rate the following magazines out of ten:

- |                          |                      |                       |
|--------------------------|----------------------|-----------------------|
| - White Dwarf ..         | - Alien Star . . . . | - Different Worlds .. |
| - Travellers' Journal .. | - Stormlord ..       | - Ares ..             |
| - Space Gamer ..         | - Beholder ..        | - Gryphon ..          |
| - Dragon ..              | - Trollcrusher ..    | - Palantir ..         |

# 1981 GAMES DAY AWARDS

## NOMINATION BALLOT FORM

The 1981 Games Day Awards will be presented at Games Day '81, to be held at London's Royal Horticultural Society's New Hall on 26-27 September 1981.

This year the procedure by which the awards are decided will be different from previous years.

### SEND IN YOUR NOMINATIONS NOW!

We would like to ask players, by postal ballots on this form, to nominate 3 candidates for each award category. On 1 September nominations will close and the seven most popular nominees in each category will enter the final vote.

### WINNERS DECIDED BY COMPUTER AT GAMES DAY '81

Visitors to Games Day '81 will be allowed to vote for the 7

nominees in each category to decide the final winners. Voting will take place on a specially installed computer which will automatically keep records of the voting and print out the results. Results will be announced 'live' on Sunday afternoon.

### GAMES DAY TICKETS TO BE WON!

All nomination ballot forms, whether obtained from Games Workshop or through the various participating games magazines and shops will enter a draw. The first five forms drawn at random will entitle their senders to 2 complimentary tickets to Games Day '81.

Please fill in your three nominations for each category in the spaces provided and return this form either to the shop or magazine you received it from or direct to: **Games Workshop, 17/18 Hythe Road, London NW10.** Only one form per person, please.

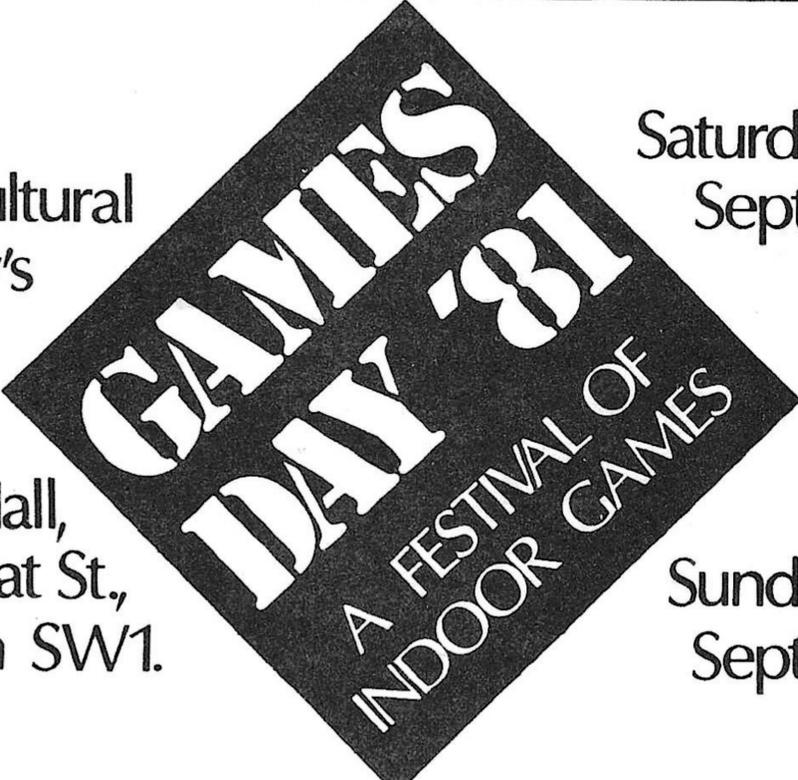
<p><b>1. Best Game Any Type</b>          A .....          B .....          C .....</p>	<p><b>2. Best War Game</b>          A .....          B .....          C .....</p>	<p><b>3. Best SF/F Game</b>          A .....          B .....          C .....</p>
<p><b>4. Best Abstract Game</b>          A .....          B .....          C .....</p>	<p><b>5. Best Family Game</b>          A .....          B .....          C .....</p>	<p><b>6. Best Tabletop Rules</b>          A .....          B .....          C .....</p>
<p><b>7. Best Electronic Game</b>          A .....          B .....          C .....</p>	<p><b>8. Best Role-Playing Game</b>          A .....          B .....          C .....</p>	<p><b>9. Best New Game</b>          A .....          B .....          C .....</p>
<p><b>10. Best Games Inventor</b>          A .....          B .....          C .....</p>	<p><b>11. Best Game Manufacturer</b>          A .....          B .....          C .....</p>	<p><b>12. Best Historical Figures Range*</b>          A .....          B .....          C .....</p>
<p><b>13. Best SF/F Figures Range*</b>          A .....          B .....          C .....</p>	<p><b>14. Best Figures Manufacturer</b>          A .....          B .....          C .....</p>	<p><b>15. Best Wargames Magazine</b>          A .....          B .....          C .....</p>
<p><b>16. Best SF/F Games Magazine</b>          A .....          B .....          C .....</p>	<p>Notes: Please vote for <i>proprietary</i> games only, not classical games such as Chess, Go, etc.          *Please vote for best manufacturer's <i>range</i>, do not simply vote for a <i>manufacturer</i> here.</p>	
<p><b>17. Best Games Fanzine</b>          A .....          B .....          C .....</p>		
<p><b>18. Best Games Personality</b>          A .....          B .....          C .....</p>		

Sender's Name .....  
 Address .....

I hereby declare that I have voted only once in the 1981 GAMES DAY AWARDS ballot.

Royal Horticultural Society's

New Hall,  
Greycoat St.,  
London SW1.



Saturday 26th  
September  
&  
Sunday 27th  
September

## THE FIFTH FRONTIER WAR!

Most people who read such literature as Dark Star and White Dwarf or are in close contact with GDW will now have realised that a major event is about to sweep through the Spinward Marches (no, the emperor is NOT blowing his nose for the first time). This takes the form of a war- no isolated skirmish but a MASSIVE interstellar war between the major powers of the Marches: the Imperium and the Zhodani Consulate. Over the next issues of the journals players and referees will be able to keep track of the war situation.

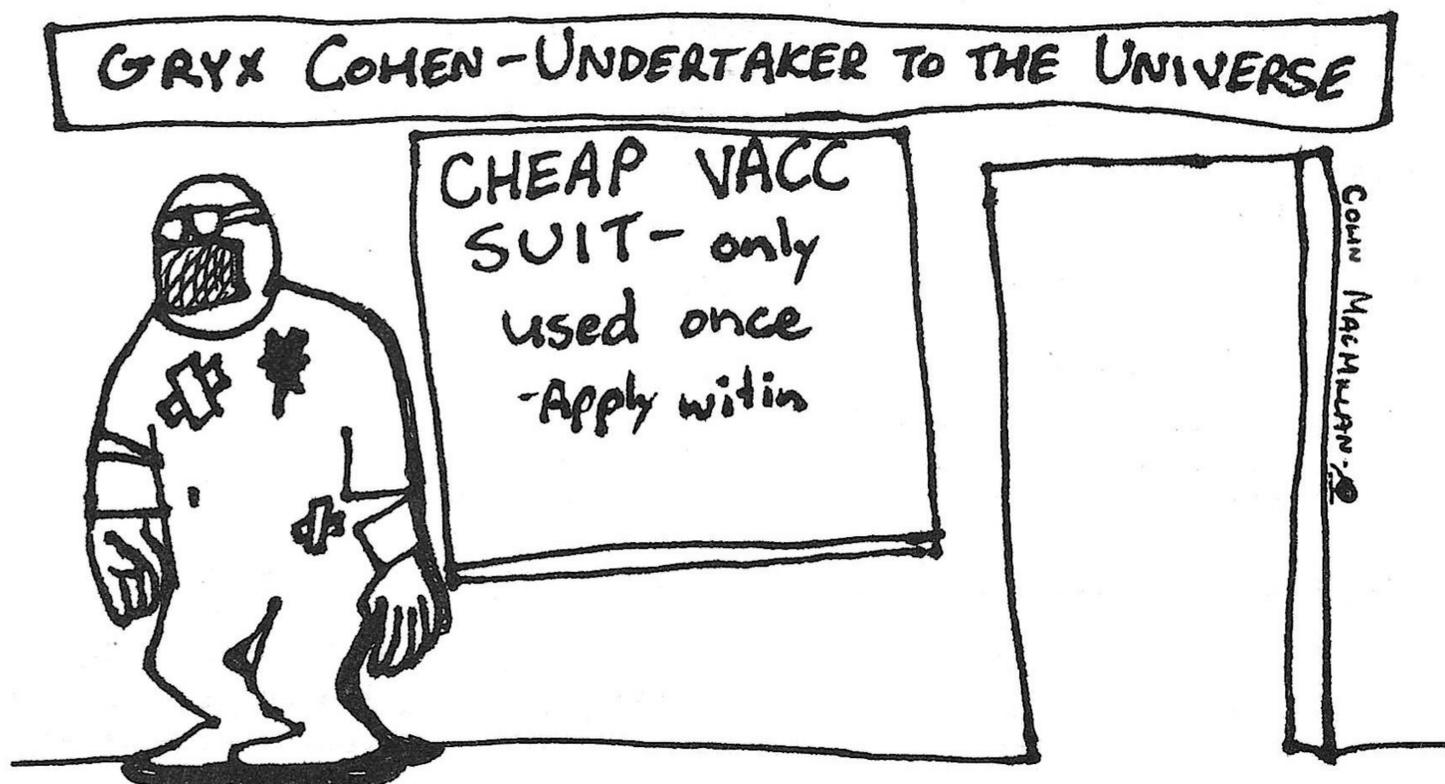
The war is the ultimate development of GDW's cultural and historic build-up of the Spinward Marches. In issues one to eight of the Journal the background to this war has been developed. Now, in the final form the Spinward Marches can effectively be taken over by the individual referees to allow many "alternate" histories. This is accomplished in an ingenious way - GDW are releasing Traveller Game Four, "THE FIFTH FRONTIER WAR", a large boardgame that allows its players to fight the war for themselves and therefore build up an individual history. This history can then be used as a backdrop for a superb campaign as the players are caught up in the war, either by its ripples or directly in its boiling centre.

So, this game will be more than just the average mass-produced boardgame that companies such as S.P.I. are known for. Although it will be playable as a totally independent game, it will have a deeper level to Traveller players. They will have already ventured through the area fought over and will have a knowledge of the background.

The game itself will have 600+ counters, a map of the coreward subsectors in the Spinward Marches, a history of the war, extracts from the TAS news service for the last 9 issues of the journal and an independent set of rules. These cover a wide range of subjects- one notable feature is that the jump lanes of the two previous GDW Interstellar Wargames "Imperium" and "Dark Nebula" will be abandoned for a more "realistic" system similar to Traveller.

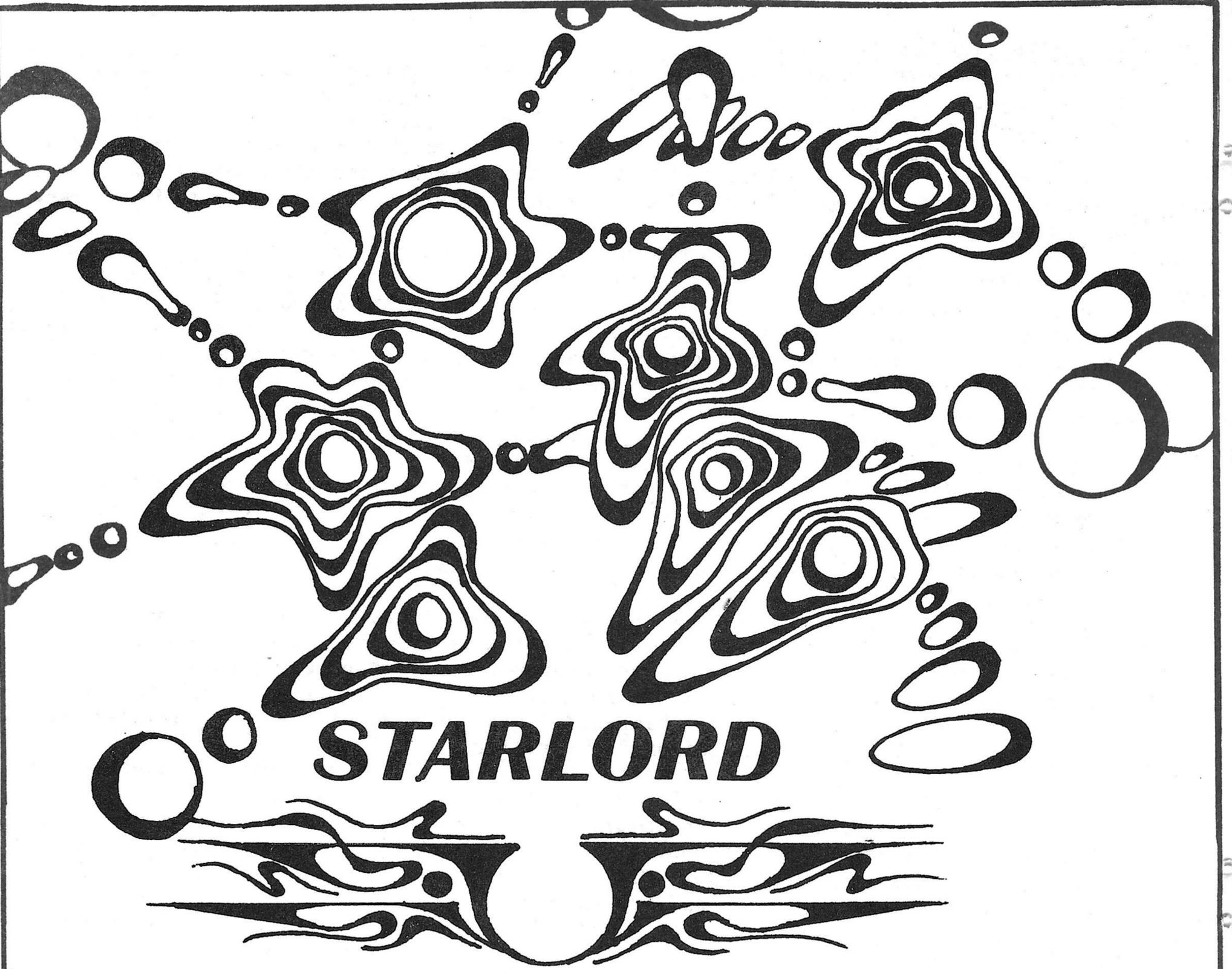
Alien Star might print an "alternate" history of the war for refs to use. But this is in the future and must still be worked out.

A master stroke from GDW is to involve Travellers players with the war directly. Over the past few issues of the journal a Universal Military Registration Form has appeared. All those who bothered to fill it in (hard luck, the offers up) will be sent a personal character sheet and assigned to a specific fleet counter for the war. This will give the game a slightly more personal importance for those involved (and also encourage those people who have registered to buy the game to see what unit they are in and its (mis)fortunes, therefore increasing the game's sales and hence GDW's profits - very clever!).



### Journal 9

This is a bumper issue - 56 pages - to announce the Fifth Frontier War. This has, however, increased the U.S. price to 4 dollars against the normal 2.50. This is the best journal yet and contains masses of information valuable to Travellers- How to insult people in the Marches, Psi-helmets, System Defence Boats, Zhodani, Non-player Characters, the heavy machine gun, the bestiary and expanded vacc suit rules.



# STARLORD

STARLORD is a new play-by-mail game run by computer. It depicts the struggle between rebel starlords for the Throne Star of an ailing Galactic Empire. Played in a galaxy of 1000 stars with up to 50 players, STARLORD offers vast strategic and tactical possibilities to a would-be conqueror of the universe. Each player starts with a Command Ship, a fleet of starships and a single base star. Only the nearest stars appear on his tactical screens; the rest of the galaxy is a mysterious void he must venture into...

Every turn each player's computer print-out includes :-

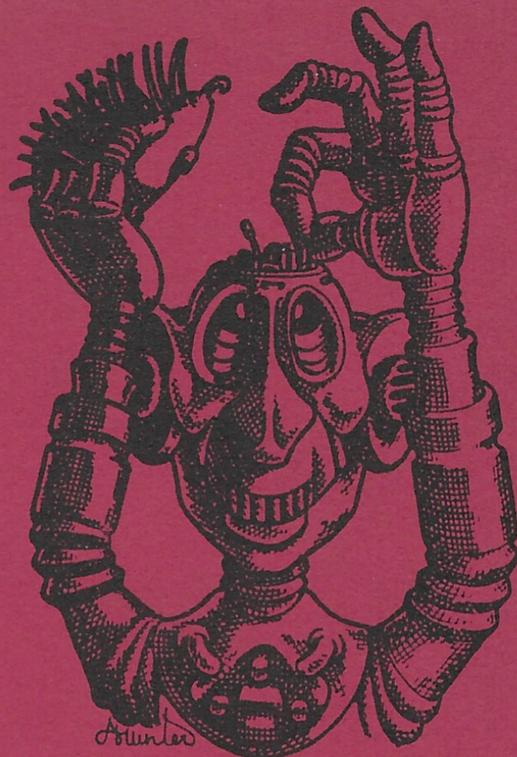
- \* a full Command Ship status report
- \* a unique tactical starmap centred on the Command Ship
- \* battle reports in English from all his starships in range
- \* an individual orders sheet unique to his situation

If he actually becomes Emperor, the player is given a huge 4' x 4' galactic map !

The object of STARLORD is to seize the Throne Star at the hub of the galaxy and thus become Emperor, but the game doesn't end there. The Emperor is given free moves and continues to play for as long as he can hold the Throne. As time goes on, history takes its course and a new Emperor emerges....

If you've got what it takes to conquer the galaxy, you can be entered in a game for only 1.25p. This includes your first 2 moves, a rules book and postage ! After your first 2 turns, it will cost you 1.25p per turn but this is only once a fortnight for UK games, once a month for international games - specify your preference. Please make cheques payable to M.B.Singleton and write to STARLORD, 1 Rake Hey Close, Moreton, Wirral, Merseyside, L46 6EW.

# LETTERS



This is the first organised (ie, put into one lot rather than spread throughout the magazine) letters page for Alien Star and will (hopefully) be a regular feature. This all depends on how many people want to come forward and voice their opinions on Alien Star, Traveller or just gaming in general and write to us.....

Dear Alien Star,

I feel I must tell you just how good AS is- especially your excellent solo adventure. I played it the same day I got AS3 and I thought it was great. You must print the next part in AS4: I can't wait any longer for that!(Search as you may but you'll have to wait, maybe AS5 - Eds) It is the best adventure in Alien Star yet! Second is Night Spiral. When are you doing an adventure for GDW?

I do not agree that three adventures are too many. I mainly buy Alien Star for the adventures since that is what Traveller is about; actually playing science-fiction. I agree with Dan Lloyd about having more adventures on planets as opposed to starships. I say this because I find them harder to play mostly because I prefer a good intrigue to hacking pirates into little pieces! (Wait till you see Argen Gambit - Eds).

Chris Clayton, Bath.

Dear Alien Star,

I've just received issues one and two and have been most impressed. I used the Imperium Hit the day after I received them, and everyone enjoyed it, although few survived. Another group of players are now deep within "Rockard City". I'd like to state some items that I feel most referees could use.

1. Books 1,3 and 4 - plus journals, supplements, etc. all contain equipment BUT, just try and find an item or outfit an expedition of 6 players - talk about confusion! I'd like to see, in print and on two pages that a GM could photocopy all probable personal equipment in catalogue form. This would state all items - a mammoth job indeed- but certainly one that would end much confusion!
2. How about scenarios based on SF novels? The next time you read a good one, jot down UPP's of the characters, overview of the plot/situation, and something of the of the background of the planet. Include author, title and publisher so that those who wish can absorb the situation more fully. Now send it off to Alien Star!
3. An overall index by subject of all the Traveller material published in books, journals, adventures, supplements and games.

Notes (Eds)- 1. Sounds a good sort of project for GDW(possibly in file form).

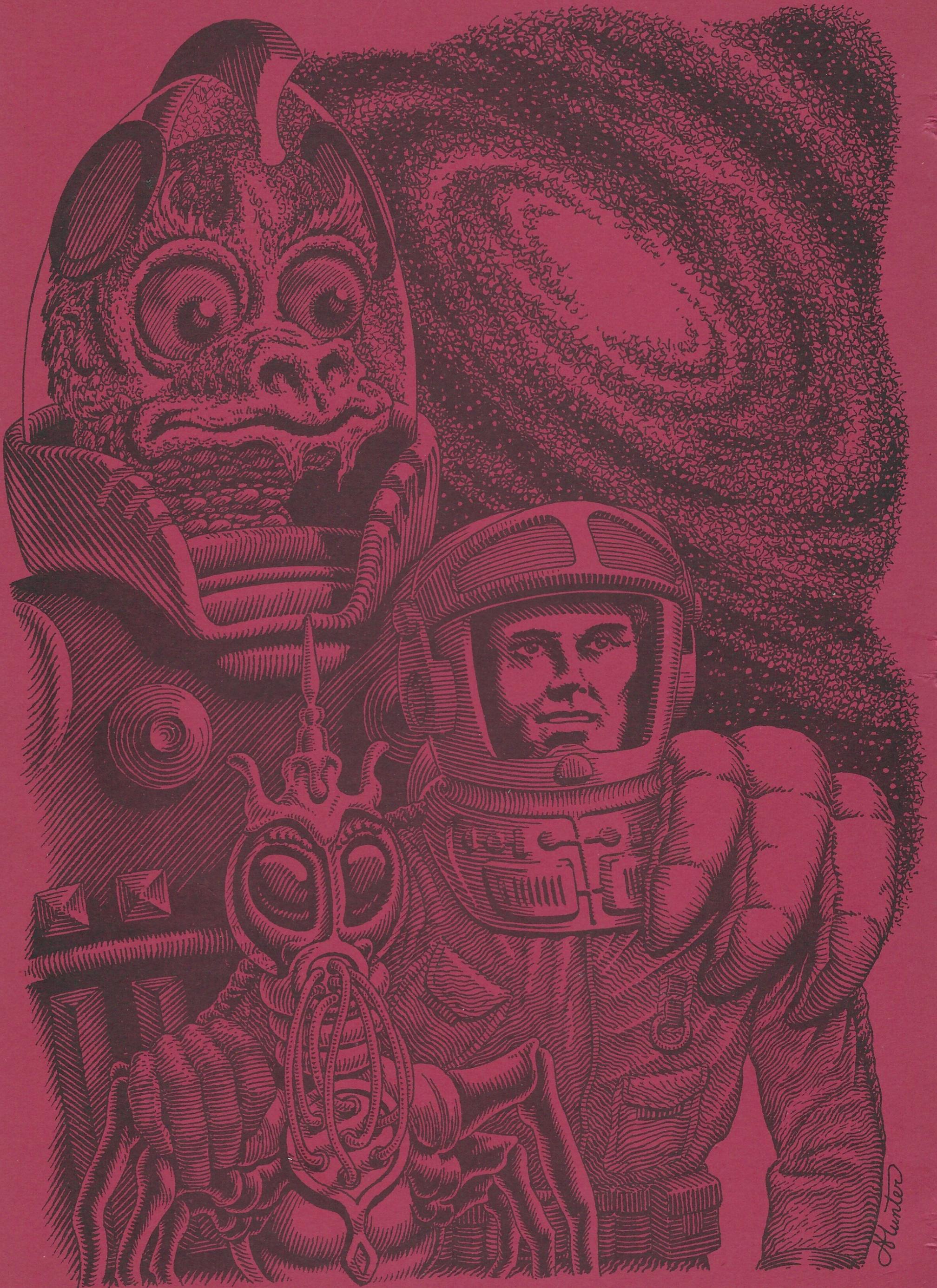
3. See JTAS 7 and 8.

Britt Holtsclaw, Australia.

Dear Alien Star,

Having bought AS2 & 3, sorry missed no.1, I would like to add my comments to those already put forward in your letters page.

1. X-boat info, great, only wish I could buy all the new stuff at the rate it is produced.
2. Having bought High Guard 1 whats High Guard 2 ?(A revised 2nd edition - Eds)
3. Liked issue 3 having now taken 3 trips to Funeral and only just ..... (We had to cut that bit - Eds).
4. Although I find ads useful please keep them down in number, its a fanzine not an advertising directory, or is it? (We'll keep minimum "content" at 30 pages - Eds)
5. Liked the small craft, but I agree with Dan Lloyd, issue three, lets have some ground adventures - Funeral is a good start.
6. How about an official Travellers' players society, come on GDW.



Hunter