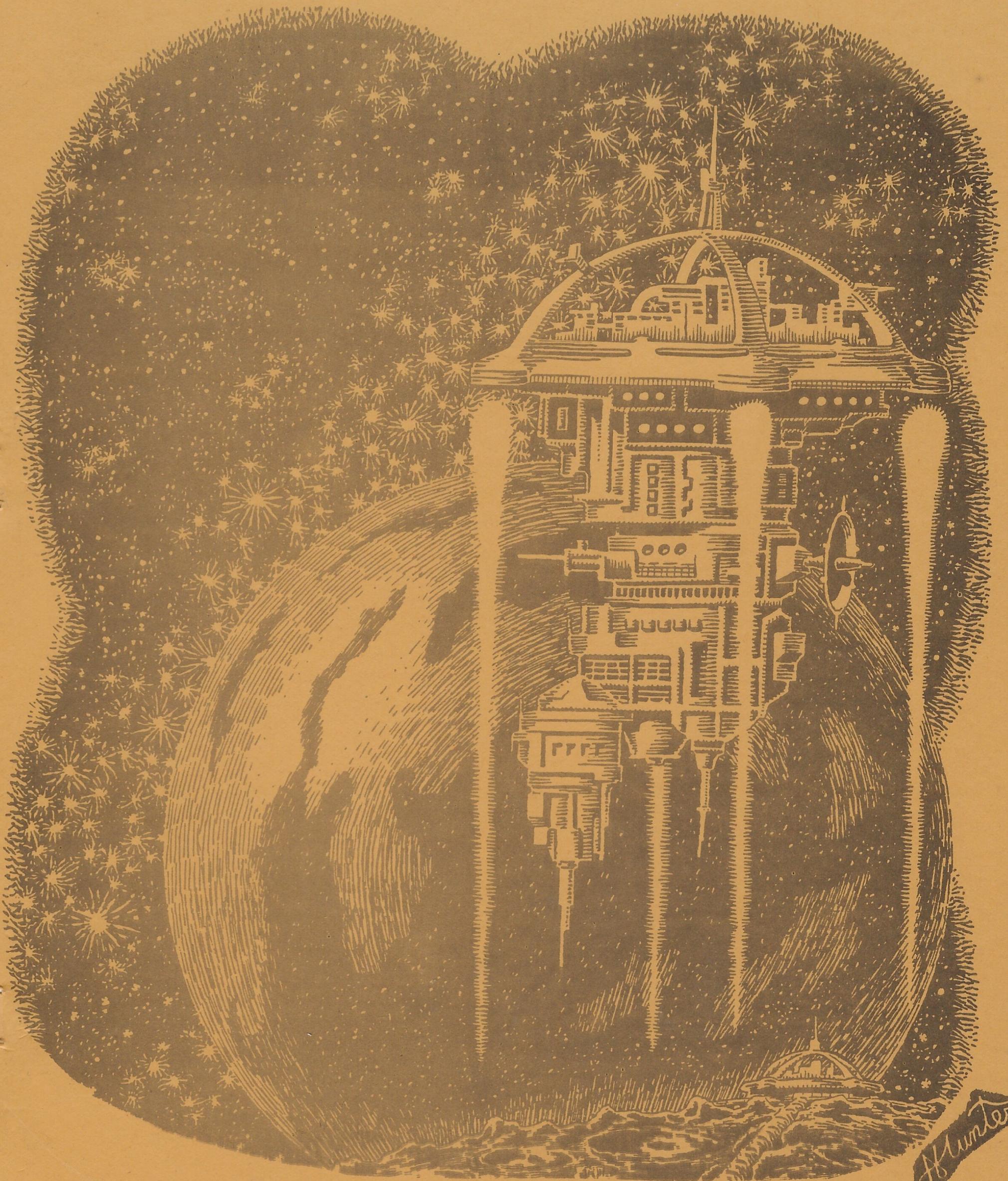


ISSUE 5

# ALIEN STAR

Traveller Magazine

75 P



*Hunter*

# ALIEN STAR

Issue Five  
October - November, 1981.

This editorial is a very important one - it is the last one under the present editorial team. From issue six the magazine will be edited by Dave Hockham, of Minifigs-Skytrex. This is due to forthcoming A-levels next year and other pressures - doing Alien Star takes up quite some time and it would be impossible for us to continue Alien Star for much longer.

So, when you order Alien Star Six send your cheques and P.O.s to Dave Hockham NOT Robert McMahon although I will still be dealing with back-issues. There are no issues one, two and three left - issue four is the only one available and there won't be too many of those about soon so hurry!

From issue six Alien Star will be different - firstly, it's size will be A5, standard Traveller size; but, secondly, the number of pages will be increased which will mean an increase in real content. There will be more articles on SF board-gaming and miniatures, although Traveller will be as always THE Game. A central theme will be used in each issue, around which many but not all of the articles will be designed.

Finally, the price of this issue has risen to 75p due to increased printing costs. This price will be retained, but will be compensated by a larger magazine volume in future issues.

Happy Travelling.....



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## Issue Six

Available at the beginning of December from Dave Hockham, 29 Glengarry Road, London SE22. Price: 75p including postage and packing.

## Trade Enquiries and Adverts

Please contact Dave Hockham at the above address for further details, all adverts are welcome.

## Payment

Make all cheques payable to D. Hockham.

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Contributions

Thankyou to everybody who has sent in contributions to Alien Star so far. We have a wide range of articles for use in future issues, which will be passed on if a new editor appears. There are still shortages, especially in artwork. We are after GOOD artwork to use as interior illustrations, these should be reasonably small and in black and white (colour does not print well). Cover illustrations of about 20 x 24 cm (no more) are also welcome. If an article can accompany the artwork then so much the better. Character classes are no longer needed, there are plenty flying around down here and there are also numerous different ones already published for Traveller. Starship plans are welcome, if they can be accompanied by a full description, technical details and High Guard 2 stats. Above all the starship (or non-starship) must be interesting and not too gigantic and invincible to prevent it being used in role-playing situations. Subsectors are not required, we prefer to develop our own patches of space. However world descriptions need not be situated in one of our subsectors (Orion and Anniversary). We can fit them in new subsectors. Try to adapt worlds featured in sci-fi novels - we want something that is different. Alien races are also appreciated, although they must be fully described and thought out, not just humans in alien suits to quote Loren Wiseman. Independent reviews for x-boat information are welcome - make sure that the thing you want to review has not been covered already in a previous issue. One of the things we need most of all (after artwork) is scenarios. These should be complete, all maps must be in black and white (ready to print) and original. If only a few people write the scenarios (ie, me and John) then they are going to become repetitive, we prefer outside contributors with original scenarios. Don't follow GDW ideas and patterns - scenarios based around SF novels would be a good idea as this is the major source of inspiration for the Traveller universe and rules.

Contributions are preferred typed but this is by no means essential, don't bother to double space - then we can print it straight off without retyping the whole thing again. A4 paper only please, this helps organising the stuff a lot easier.

Contributors who get their articles published receive free subscriptions,

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

Addresses to write to:

Robert McMahon, 16 Egdon Drive, Merley, Wimborne, Dorset, BH21 1TY:-  
Orders, X-boat information, articles

John Roberts, 19 Delph Road, Merley, Wimborne, Dorset, BH21 1RS:-  
The Armoury, articles

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Editors: Robert McMahon, John Roberts.

Assistant Editors: Philip Churchyard, Lucky the Cat.

Artwork: Alan Hunter, Tim Lines, John Roberts.

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# FIGHTERS OF THE SOLOMANI RIM WAR

## -SPACE FIGHTER DESIGN

### 1. General

Space fighter design balances two factors besides those of cost, mass and energy requirements.

Firstly, military games theory states that the efficiency of a fighting force is directly proportional to the quality of its weapons systems, and proportional to the square of the number of those weapon systems. Therefore, if side A has two fighters and side B one, side B's fighter must be four times as good quantitatively to stand an even chance. It follows from this that it is advantageous to build as many space fighters as possible; so therefore each must be as cheap as possible.

Second, pilots are very expensive to train and hard to replace. The average pilot's training costs five times the value of his craft. Therefore, the craft should be as sophisticated and effective in combat as possible, to lessen pilot casualties and thence expenses. (There is also a beneficial effect on pilot morale!)

These factors are, like all the others mentioned, in competition. The two sample fighters presented below are representative of design strategies based on both the above points.

### 2. The Solomani M-6 Rimfighter

M-6A	0206601-000000-00003-0	Mcr 6.83	6 tons
M-6B	0206601-030000-00002-0	Mcr 5.82	Crew=1
Fuel=1.48. EP=0.36. Agility=6.			TL=13

First appearing during the Solomani Rim War and in use by the rebels ever since, the delta-winged M-6 is designed for minimal cost; this last makes it surprising that a disc-shaped hull was not chosen, which would have reduced costs further, but the cone configuration was presumably dictated by the launch tube diameters of existing carrier ships. Its armament carries the Solomani preference for missiles to its logical conclusion; no other armament was fitted in the A variant, and the spaceframe has no room for the larger powerplant which would be needed for beam weaponry. However, due to excessive losses in combat against the more sophisticated and expensive Imperial fighters, the B variant was introduced in 1002, just before the war's end, with uprated ECM capable of gate stealing, noise jamming and spurious position jamming as well as an efficient sandcaster. The low tech level of the vehicle is designed to ease field maintenance.

### 3. The Imperial E-20 Escort Fighter

E-20A	0206G11-000000-05000-0	Mcr 27.59	20 tons
E-20B	0206G11-030000-05000-0	Mcr 27.80	Crew=2
E-20C	0206G11-000000-05002-0	Mcr 28.20	TL=14
E-20D	0206G11-000000-30000-0	Mcr 27.59	
E-20E	0206G11-000000-30002-0	Mcr 28.20	
E-20F	0206G11-030000-30000-0	Mcr 27.80	
E-20G	0206G11-030000-20002-0	Mcr 27.59	
Cargo=2. Fuel=3.2. EP=3.2. Agility=6.			

The Seven major models of this versatile fighter are listed above in order of appearance. No expense has been spared to produce maximum survivability for this heavy fighter, which is deployed as an air and space superiority vehicle in most variants. As an interceptor or pursuit vehicle when armed with fusion or laser weapons, and as a strike or reconnaissance craft when fitted with missile racks.

The fusion-armed variants are usually held in the reserve as pursuit vehicles, darting forth to engage enemy units which attempt to break off by acceleration to the outer system. In reconnaissance mode, the missile racks carry short range dogfight missiles and pilotless recce drones.

The crew of two (pilot and systems operator) are equipped with an emergency escape capsule to allow safe ejection in atmosphere at speeds of up to Mach 5, and personal biomonitor units with vampire gauges which constantly monitor the crew's condition and drug them for maximum efficiency at all times. Normally combat drug is fed through the vampire gauges to enhance dexterity and endurance in combat for better handling, medical drug is fed in as appropriate to alleviate wounds, and fast drug is available to reduce life-support supply usage if an extended period of inactivity is envisaged - say while coasting powered-down to avoid detection, or on an extended insystem trip. Fast antidote is also available in emergencies.

For long-range missions, the cargo hold (increased to three tons on laser-armed versions to allow for a later retrofit of tech 15 ECM gear and sensors) can be fitted with a small craft stateroom which the crew share; for tactical recce and ECM missions a larger computer is fitted, increasing the USP number to 3 and reducing the number of weapons usable. Strike missions use the hold to carry two tons of smart deadfall ordnance which homes on a target point from the craft's laser weapons at a reduced power if lasers are fitted. Infiltration/exfiltration and commando pickup/dropoff missions are also sometimes performed, using the hold to mount acceleration couches or drop capsules (fast drug may be used to spin out the craft's endurance here); but this is not favoured by the crews, since the passengers must be dropped while in a rigidly defined and predictable flight pattern, increasing the risk from ground fire.

When used for deep-space combat, the hold may carry low berths to which the crew may retire in the hope of eventual rescue if disabled while on an inconvenient course or if their fleet jumps outsystem.

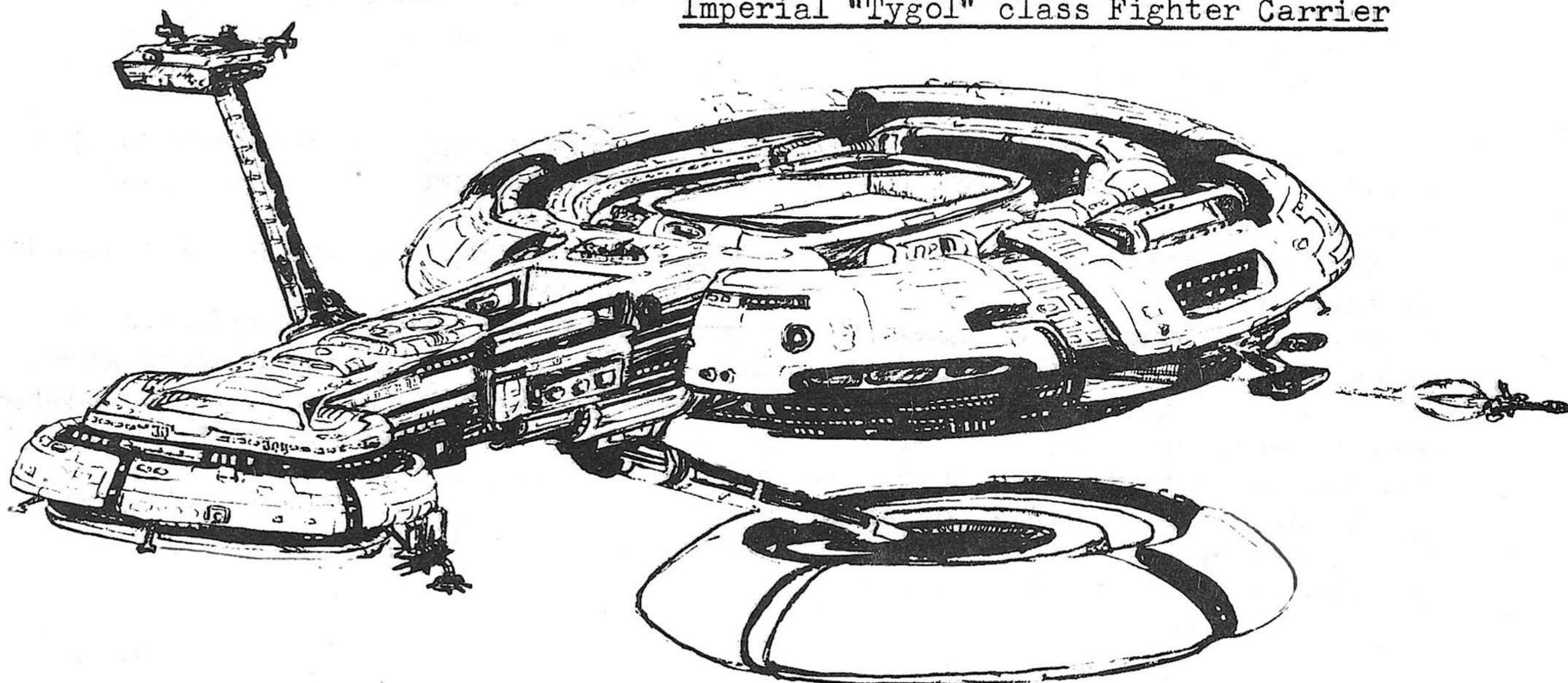
The standard model is now the E-20G with a beam laser, missile rack and sandcaster but others are frequently seen. There is rumoured to be an experimental E-20H variant equipped with a pulse gatling laser of exceptional power, but this has not yet been publicly announced.

The shape of the E-20 is reminiscent of an arrowhead folded lengthwise to give a negative dihedral of forty degrees; this nonweiler planform wing makes the craft very manoeuvrable at all speeds in atmosphere and gives a wide landing footprint after re-entry. In addition, it permits communication throughout re-entry, where most craft suffer loss of signal due to ionisation effects. The spaceframe is stressed for 6G linear acceleration, and lateral acceleration of up to 12G is permitted by the computer's limiting circuits in atmosphere. A minor fault is that the cockpit layout is optimised for atmospheric work, and despite the adjustable seats linear acceleration in space counts 20% above the actual thrust physiologically.

Power is by a 3.2 megawatt fusion tokamak driving conventional three-phase electrogravitic motors rated at 4G, with overloading to 6G possible in combat. However, this places severe strain on the drive coils and is not allowed in normal service. Vectored thrust capability is present, with the attendant enhanced manoeuvrability.

Grav plates are not fitted, partly to free the power which would be used on them to operate drives and weapons; and partly to increase the pilot's "feel" for his craft. It has long been established that a pilot handles any craft better if he can feel the accelerations he is imposing rather than trusting to instruments.

#### Imperial "Tygol" class Fighter Carrier



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# ARMOURY

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Yet again I've postponed the results of the vehicle semi-comp, due to entries still dropping through my letter box. It will almost definitely appear in the next issue. But then again, it might not!

Meanwhile, on with the normal Armoury business.

John Roberts.

## Pulse Laser (experimental) - Trevor Graver

An automatic laser version of the SMG firing 1mm beams of energy. Energy is stored in a power pack worn on the back or in a belt version. The power pack is capable of 50 shots before recharging at a suitable source. The pulse laser is capable of semi or full automatic fire only. These bursts release 4/10 shots respectively.

Semiauto uses the rules as for normal auto fire, full autofire uses the rules for Gauss rifles.

Specifications:-

Weight 4000 g, Length 550 mm, Cost 3500 cr. Available at tech level A+.

Damage 2D+3, Required Dex - 7, Disadvantage -2.

Advantageous Level 10+, Advantage DM +2,

Range Modifiers.

Close -4. Short +3, Medium +2, Long -2, V Long -6

Target modifiers:-

N J M C R A B

+3 +2 +1 +1 -8 -7 -6,

Normal rules for ablat apply.

Power pack is the same as for a laser carbine.

## Thoughts on Pulse Lasers - Andy Slack

Prior to the invention of the Gauss rifle in Mercenary, I would have said that a fully automatic laser was too devastating -- but with 3 x 4D bursts ripping about, or worse, that no longer holds.

Things to bear in mind:

1) Military lasers are already fully automatic. Either they are the beam variety, or they are pulse -- but pulse is a misnomer, because 'pulse' means they fire a pulse once every 20th of a second or so, indistinguishable from a beam for most beings. This is why laser weapon is a separate skill; you don't use them like a rifle, you swing the beam across the target, cutting it.

2) The damage done by lasers represents, therefore, not puncture wounds like a rifle, but bits being cut off and cauterised, tendons and nerves being severed, etc.

Note that there is no loss of blood because the heat cauterises the wounds as they are formed.

3) While any puncture or slash wound deep enough to penetrate head or chest sends the victim immediately into shock, there is no hydrostatic shock from laser burns. Lasers should therefore do less damage than an equivalent automatic slugthrower. Plus, it is always going to be cheaper to build a more reliable and sturdier slugthrower than a laser of equivalent damage.

4) It should be possible for an Elec-4 or better, say, to up the frequency of a laser by virtually rebuilding it. Doubling the damage would require quadrupling the ammo expenditure...

## Lestor Trackers - Chris Clayton, Bath.

A Lestor Tracker is basically a radio transmitter which when planted on a person, allows the operator to locate that person using a basic starship communications system. This may not seem a very remarkable piece of equipment since trackers have been around for a very long time. However, the difference with Lestor Trackers is that they are very small yet extremely powerful. They measure approx. 3cm x 1cm x 0.5cm but can be followed by a starship in Standard Orbit!

The reason for their great strength is that they are atomically powered. This has the disadvantage that they cannot be recharged and reused but this is not a serious problem since most of the time, the trackers are irretrievable once planted. They transmit at full power for about three months once activated.

Their transmissions are hard to detect by anyone other than the operator despite their great power since they transmit over a very fine range of frequencies and also at long wavelengths. Once operating, it is practically impossible to find its transmitting frequency. Because of this, the receiver and tracker are tuned together before activation.

Lestor Trackers have a strong adhesive pad on one side and will stick to absolutely anything - and stay there!

When Lestor Electronics Inc. introduced the Lestor Tracker, the local govt (Roup - Regina subsector) immediately stopped production of the tracker proclaiming it to be an encroachment on each individual's privacy. This met with great public approval and increased the govt's popularity. However, in reality, Lestor Electronics Inc. continued production of the trackers, all of which went directly into the hands of the govt which used them to great effect against its enemies.

Despite the govt's monopoly, trackers are available on the blackmarket, each one costing anywhere between 2000 and 6000 credits depending where you buy it, and how desperately your supplier thinks you need it!

## Colony Defence 'Droid Mk Supra 7 - Niel Harrison, York.

Originally developed in 987 to protect colonists (and indeed scientists on survey missions) from the unwelcome attention of large and/or voracious inhabitants of frontier worlds, these massive (19 ft high) robotoids have been successfully employed by Imperial ground forces. Bipedal, and humanoid in shape (the Citadel Giant Robot Sentinel is what I based this on) it has armour equal to cloth, although those used by Imperial ground forces have protection like Battle, the outer casing does offer some protection against laser fire (treat as ablat). Armament may vary, but as a general rule two heavy lasers (as a laser rifle but at +1 to hit at medium, long and very long ranges and -1 at short and -3 at close. These DMS are in addition to those for a laser rifle. If a hit is achieved, it inflicts wounds equal to 6D of damage.) these being mounted on the upper body, whilst at close and short ranges the hands are employed, treat these as claws +2. Power is supplied by an atomic battery allowing 48 hrs independent operation before recharging (at a ship's power plant for instance) is required. These 'droids are fully sentient although a manual override is installed. Unfortunately, due to an inadequate 'brain' included in some units of this series, there have been reports of these going on the rampage, causing severe damage. There have been at least three fatalities. This has caused this series to be gradually phased out, or converted when used by the Imperium, but some independent companies (Miners, developers and the like) due to false economy still maintain these potentially unstable units in an unmodified state, risking lives and property. The cost of one of these units (taking up 10 tons of cargo space in a starship hold) ranges from 75,000 cr for an unmodified unit to 100,000 cr for a unit fitted with a better brain. This negates the possibility of the 'droid going beserk.

These notes on the colony defence 'droid are rough notes only. Traveller refs may add or delete details as they feel necessary.

After the success of the Unihelm, Barasath Goods Incorporated of Mora have now produced the Unishield for use in conjunction with the headpiece. The Unishield covers the chest, abdomen and groin, giving the protection of combat armour. A good seal is formed with the 'helm's shoulder ring. What with this and docking rings on the arm and leg ports it seems that B.G.I. intend to bring out a complete armour system. The Unishield can be worn without the Unihelm. (Wearing armour on only certain parts of the body can be represented using Trevor Graver's combat system, applying an armour DM only if the armoured part is hit.)

The chest and groin pieces are separate, joined by a flexible ring, similar to the neck piece on the Unihelm. These two pieces are hinged down the right hand sides to facilitate donning.

A removable feature of the chest piece is the backbox. This is a hard container 30cm x 50cm x 15cm to be attached to the back. Just over  $\frac{1}{4}$  of the space is taken up by a power pack. This is what accounts for the 1.5 Kg weight of the backbox. It can be used for laser rifles and laser carbines of most makes, voltage and current being variable. Terminal points have also been placed in the docking rings, so perhaps the arm and leg pieces may have electronic features! The power pack takes 9 hours to recharge.

Space has also been provided in the backbox for one oxygen tank. This weighs (when in use) a further 2.5 Kg and lasts for 3 hours.

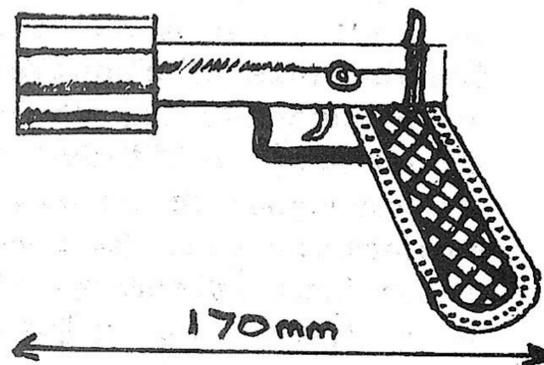
When the tank is in place 2 Kg of extra equipment can be carried in the box. This increases to 5.5 Kg when the tank is removed.

Much equipment can be hung from the top of the groin piece. Holsters, pouches and bags can all be slung from the belt fittings.

The B.G.I. Unishield costs 7,000 Cr when purchased alone. When bought in combination with a Unihelm they together cost 11,500 Cr. This is a discount offer that all adventurers should take advantage of! TL 11.

Maula Pistol - Ian Anderson, Blackburn.

This is a spring loaded pistol, firing poison darts with an effective range of 40 metres. Because it is spring loaded it is virtually silent.



The maula pistol inflicts 1D+4 for the dart, plus 2D damage each combat round for the poison until a medic treats the hit person. For a medic to neutralize the poison roll 7+ ( DM + medical skill ) once per combat round until neutralized.

Weight unloaded is 700g. It is 170mm in length and costs 500 Cr. The magazine contains 15 darts, costs 20 Cr and weighs 200g. TL 5.

The weapon fires 1 dart per combat round and the magazine takes one round to change-firer treated as evading.

	Close.	Short.	Medium.	Long.	V.Long	Wound.	
Maula Pistol	+1	+2	+4	-	-	1D+4+special.	
	None.	Jack.	Mesh.	Cloth.	Reflec.	Ablat.	Battle.
Maula Pistol	+2	+1	-1	-2	+1	+1	-8

Required dexterity level = 7 DM -2

Advantageous dexterity level = 10 DM +1

For Azhanti High Lightning.

Ammo.	Weapon.	Effective (8+)	Long (10+)	Extreme (12+)
15	Maula Pistol	40(3)+2	60(2)+1	---

N.B. All damage is raised one level due to poison ( e.g. serious wound goes to death ). This does not apply to robots. Nothing stays at nothing.

For more information about the maula pistol see Frank Herbert's 'Dune Trilogy'.

After reading issue two's plea for a character generation system for the police force, it struck me as being a great idea since the police are involved in many scenarios and especially when characters try to evade them on high law level planets. It would seem that to have an ex-policeman in the party would help when in contact with these and also with searches for people (and institutes !!).

Background:

This system deals with the law in the Imperium only. The police system contains three different levels of force. The Space Police who deal with inter-planetary piracy, smuggling and escaped convicts; they possess their own starships and patrol the route into the planet. The starport police, usually a strict and nasty lot, patrol the starport and are concerned with customs and immigration. Once outside the starport, policing duties are performed by the Planetary Force.

Enlistment:

To enlist, the character's home planet must be more than law level 0. To enlist in the Space or Starport police there must be a Starport of Type D+. If one is drafted and rolls a 3 (army) roll one die, on a 5,6 the individual may enter the Planetary Force.

Throw to enlist,	Space Police	10+	DM: +1 if SS10+
			+2 if Ed8+
	Starport Police	8+	DM: +1 if Ed8+
			+2 if St8+
	Planetary Police	6+	DM: +1 if Dex8+
			+2 if Str8+

Failure to enlist results in the draft (see book one, page five). Upon enlistment one receives the rank of raw recruit (Rank 0).

Cadet School:

After enlistment a character can spend a year at the Cadet Training School, which prepares the recruit for his career and ends with promotion to Cadet (Rank 1)

CADET TRAINING SCHOOL: (one year)  
 Entry 10+ +2 if education 8+  
 Education 1D-3 +1 if intelligence 8+  
 Honours 10+ +2 if education 9+  
 Skills; roll 3+ on 1D for admin, vehicle.

If the entrance exam is failed the character does not spend the year there but instead begins his service. The course always takes place on the planet surface.

Branch Selection:

The character must now roll one die to find which branch he is assigned to. If Social Standing is 10+ he may choose. Branches are chosen once every term.

SPACE POLICE: 1,2 Clerical Staff (-1 on selection roll for next term)  
 3,4 Crew  
 5,6 Special Force (+1 on selection roll for next term)

Most of the arresting and boarding is done by the Special force. The crew man the police ships and the Clerical Staff keep the records.

STARPORT POLICE: 1,2 Clerical Staff (-1 on selection roll next term)  
 3,4 Patrol  
 5,6 Security (+1 on selection roll next term)

Security deal with most of the hazardous operations, Patrol do as the name suggests and the Clerical Staff do as before.

PLANETARY POLICE: 1,2 Clerical Staff (-1 on selection roll next term)  
 3,4 Patrol  
 5,6 Motorised force(+1 on selection roll next term)

For Patrol and Clerical Staff see above. The motorised force cover a great area as reserves, to be called in to reinforce tricky situations using land, air and sea vehicles. The vehicles used are however limited to the tech level of the planet.

Aquiring Skills and Expertise

Terms of Service: As per mercenary and High Guard.

Basic Training: Takes one year at the commencement of service. Roll twice on branch skill tables.

Assignments: Roll 2D for each assignment. If assignment is a special, roll again on the special assignment table.

Survival: Must be made to prevent the death of the character.

Commendation: As mercenary decorations. Basic throw=P.A.B. (Police Award For Bravery).

Three or more over basic throw=I.P.M. (Imperial Police Medal). Six or more greater than the basic throw=S.E.H. (Starburst for Extreme Heroism)

Promotion: Each term of service gives the character a chance of promotion. Only one per term is allowed except for special assignments. All begin at rank 0 except cadet training school pupils who begin at rank 1.

Skills:

- Branch skills ..... All assignments
- Police skills .....All except training
- Combat skills ..... Combat assignments
- Clerical skills..... Office/routine
- Command skills..... If rank 4+

Gun combat - The following options are open:

1. Handgun (all)
2. Laser weapons (Space police only)
3. SMG (Starport and Planetary Police)
4. Mercenary categories (Only on combat assignments)

Re-enlistment	5+
If Rank 4+ :	+1
If cross-training:	+1

The Rank Scale

<u>Rank no.</u>	<u>Title.</u>	<u>Traveller rank.</u>
0	Trainee	0
1	Cadet	1
2	Constable	1
3	Sergeant	2*
4	Inspector	3
5	Superintendant	4
6	Assistant Chief Constable	5
7	Chief Constable	5
8	Commissioner	6
9	Chief Commissioner	6

\* Upon reaching the rank of sergeant, a character can attempt to enroll in the Police Training College which offers the chance to improve promotion prospects and skills. This is a once only option, however due to a waiting list training begins at the beginning of the next term. The course lasts two years, one if unsuccessful. Successful candidates receive +1 on all future promotion rolls.

Police Training College

Entry	8+	+2 if soc 9+
Success	8+	+2 if int 8+
Education	1D-2	(min. 1)

Skills: Throw 4+ to receive: vehicle, computer, admin and liaison.

**Skill Tables**

SPACE POLICE		
SPECIAL FORCE	CREW	CLERICAL
1	Zero-G cbt	Vacc suit
2	Liaison	Electronic
3	Carousing	Commo
4	Gun cbt	Engineering
5	Medical	Navigation
6	Vacc suit	Ship's boat
7	Ship's boat	Pilot
8	Pilot	Pilot

DM's: +1 if Rank 3+; +2 if Rank 5+

POLICE LIFE	COMMAND
Gambling	+1 end
+1 str	Vehicle
Brawling	Carousing
+1 end	Admin
+1 dex	Leader
Bribery	Pilot
+1 int	-
Streetwise	-

+1 if Rank 3+  
+2 if Rank 5+      No DM's

STARPORT POLICE		
SECURITY	PATROL	CLERICAL
1	Vacc suit	Gun cbt
2	Gun cbt	Brawling
3	Leader	Streetwise
4	Tactics	Streetwise
5	Interrogation	Carousing
6	Medical	Vehicle
7	Streetwise	Liaison
8	Ship's boat	Vacc suit

DM's: +1 if Rank 3+; +2 if Rank 5+

OFFICE	COMBAT SKILLS
Admin	+1 dex
Admin	Gun cbt
Computer	Blade cbt
+1 int	Leader
Computer	Gun cbt
Commo	Zero-G cbt
Interrogation	Vacc suit
Instruction	Medical

+1 if Rank 3+; +2 if Rank 5+

PLANETARY POLICE		
FOOT	MOTORISED	CLERICAL
1	Streetwise	Mechanical
2	Streetwise	Mechanical
3	Liaison	Vehicle
4	Carousing	Vehicle
5	Gun cbt	Gun cbt
6	Brawling	Medical
7	Liaison	Vehicle
8	Drugs	Liaison

DM's: +1 if Rank 3+; +2 if Rank 5+



**SPECIAL ASSIGNMENTS**

1. Intelligence School

Throw 4+ for: Streetwise, bribery, forgery, interrogation. This assignment counts towards enlistment in the IMPERIAL SECRET SERVICE (see White Dwarf 27).

2. Specialist School

Receive one skill, throw one die: 1 Medical      2 Computer      3 Instruction  
4 Drugs      5 Commo      6 Gun cbt

3. Cross Training

Roll again for a skill on any other police type branch skill table. After the completion of the term the character may cross-train into this service and branch.

4. Police College

Refresher course. Roll 4+ for computer, admin, leader.

5. Recruiting

Automatic recruiting skill level. Roll 4+ for admin.

6. Drug Squad

Automatic drugs skill level. Roll 4+ for: Bribery, Streetwise, Drugs.

ASSIGNMENT RESOLUTION TABLES:

STARPORT POLICE

Roll	Clerical	Patrol	Security
2	Raid	Raid	Raid
3	Office	Riot	Riot
4	Patrol	Patrol	Escort
5	Patrol	Patrol	Escort
6	Routine	Office	Routine
7	Office	Routine	Office
8	Office	Training	Training
9	Training	Training	Training
10	Office	Escort	Raid
11	Special	Special	Special
12	Special	Special	Special

Clerical Branch:						
	Raid	Routine	Patrol	Training	Office	Riot
Survival	6+	auto	4+	auto	auto	4+
Commendation	6+	none	10+	none	10+	8+
Promotion	7+	(12+)	11+	(12+)	(10+)	8+
Skill	5+	10+	7+	7+	5+	7+

Patrol Branch:						
	Raid	Routine	Patrol	Training	Office	Riot
Survival	6+	auto	4+	auto	auto	5+
Commendation	6+	none	8+	none	11+	7+
Promotion	7+	(12+)	8+	(12+)	none	8+
Skill	5+	10+	5+	7+	7+	6+

Security Branch:						
	Raid	Routine	Escort	Training	Riot	Office
Survival	6+	auto	5+	3+	5+	auto
Commendation	5+	none	7+	none	7+	none
Promotion	7+	(11+)	8+	(11+)	8+	none
Skill	5+	10+	6+	6+	7+	7+

Promotion in ( ) means that the promotion is only available to characters of rank 3-; if rank 4+ do not roll.

Modifiers:

Survival- If branch skill 2+ character receives +1.

Promotion- If character has educ 8+ or is a P.T.C. graduate receives +1.

ASSIGNMENT RESOLUTION TABLES: SPACE POLICE

Roll	Clerical	Crew	Special Force
2	Raid	Raid	Raid
3	Office	Raid	Raid
4	Patrol	Patrol	Escort
5	Patrol	Patrol	Convict
6	Training	Escort	Training
7	Routine	Routine	Routine
8	Training	Training	Patrol
9	Office	Training	Patrol
10	<b>Office</b>	Training	Raid
11	Special	Special	Special
12	Special	Special	Special

Clerical Branch:	Raid	Routine	Patrol	Training	Office
Survival	5+	auto	4+	auto	auto
Commendation	6+	none	10+	none	10+
Promotion	7+	(12+)	11+	none	(10+)
Skill	5+	10+	7+	7+	5+

Crew Branch:	Raid	Routine	Patrol	Training	Office	Escort
Survival	5+	auto	4+	3+	auto	5+
Commendation	7+	none	10+	none	11+	7+
Promotion	8+	(12+)	11+	none	none	7+
Skill	5+	10+	7+	6+	7+	6+

Special Force:	Raid	Routine	Patrol	Training	Convict	Escort
Survival	6+	auto	4+	3+	5+	5+
Commendation	5+	none	10+	none	9+	7+
Promotion	7+	(11+)	9+	none	(10+)	7+
Skill	5+	10+	8+	6+	7+	5+

Promotion in ( ) means that the promotion is only available to characters of rank 3-; if rank 4+ do not roll.

Modifiers:

Survival- If branch skill 2+ character receives +1.

Promotion- If character has educ 8+ or is P.T.C. graduate character receives +1.

ASSIGNMENT RESOLUTION TABLES:

PLANETARY POLICE

Roll	Clerical	Patrol	Motorised
2	Raid	Riot	Raid
3	Raid	Riot	Raid
4	Patrol	Patrol	Patrol
5	Prison	Office	<b>Patrol</b>
6	Office	Patrol	Office
7	Office	Training	Training
8	Office	Training	Training
9	Training	Prison	Escort
10	<b>Escort</b>	Escort	Escort
11	Special	Special	Special
12	Special	Special	Special

Clerical Branch:						
	Raid	Escort	Patrol	Training	Office	Prison
Survival	5+	4+	3+	auto	auto	3+
Commendation	7+	9+	10+	none	10+	none
Promotion	7+	9+	(10+)	none	(9+)	none
Skill	6+	7+	8+	7+	6+	8+

Patrol Branch:						
	Riot	Escort	Patrol	Training	Office	Prison
Survival	5+	5+	4+	auto	auto	3+
Commendation	7+	8+	8+	none	10+	none
Promotion	6+	7+	(10+)	none	(10+)	none
Skill	5+	7+	8+	6+	8+	7+

Motorised Branch:					
	Raid	Escort	Patrol	Training	Office
Survival	5+	4+	4+	auto	auto
Commendation	6+	7+	9+	none	10+
Promotion	6+	8+	(10+)	none	(9+)
Skill	6+	7+	7+	6+	8+

Promotion in ( ) means that the promotion is only available to characters of rank 3-; if rank 4+ do not roll.

Modifiers:

Survival- If branch skill 2+ character receives +1.

Promotion- If character has educ 8+ or is a P.T.C. graduate then he or she receives +1.

Mustering-out benefits

Mustering out is carried out in the same way as in book one. One throw is received for each term of service. An extra throw is received if commissioned (rank 1+) and another if the character is rank 3+ (Inspector).

Up to three throws made be made on the "Cash Allowances" table. If the character has gambling skill then a DM of +1 may be applied to the throw. On the material benefits table a DM of +1 may be applied to characters of rank 5+ (Assistant Chief Constable and higher).

Material Benefits Table

- 1 Low passage
- 2 +1 intelligence
- 3 +1 education
- 4 watch (see citizens)
- 5 Travellers'
- 6 Mid passage
- 7 +1 social

Cash Allowances Table

- 1 1000cr
- 2 2000cr
- 3 5000cr
- 4 10000cr
- 5 10000cr
- 6 20000cr
- 7 30000cr

Retirement

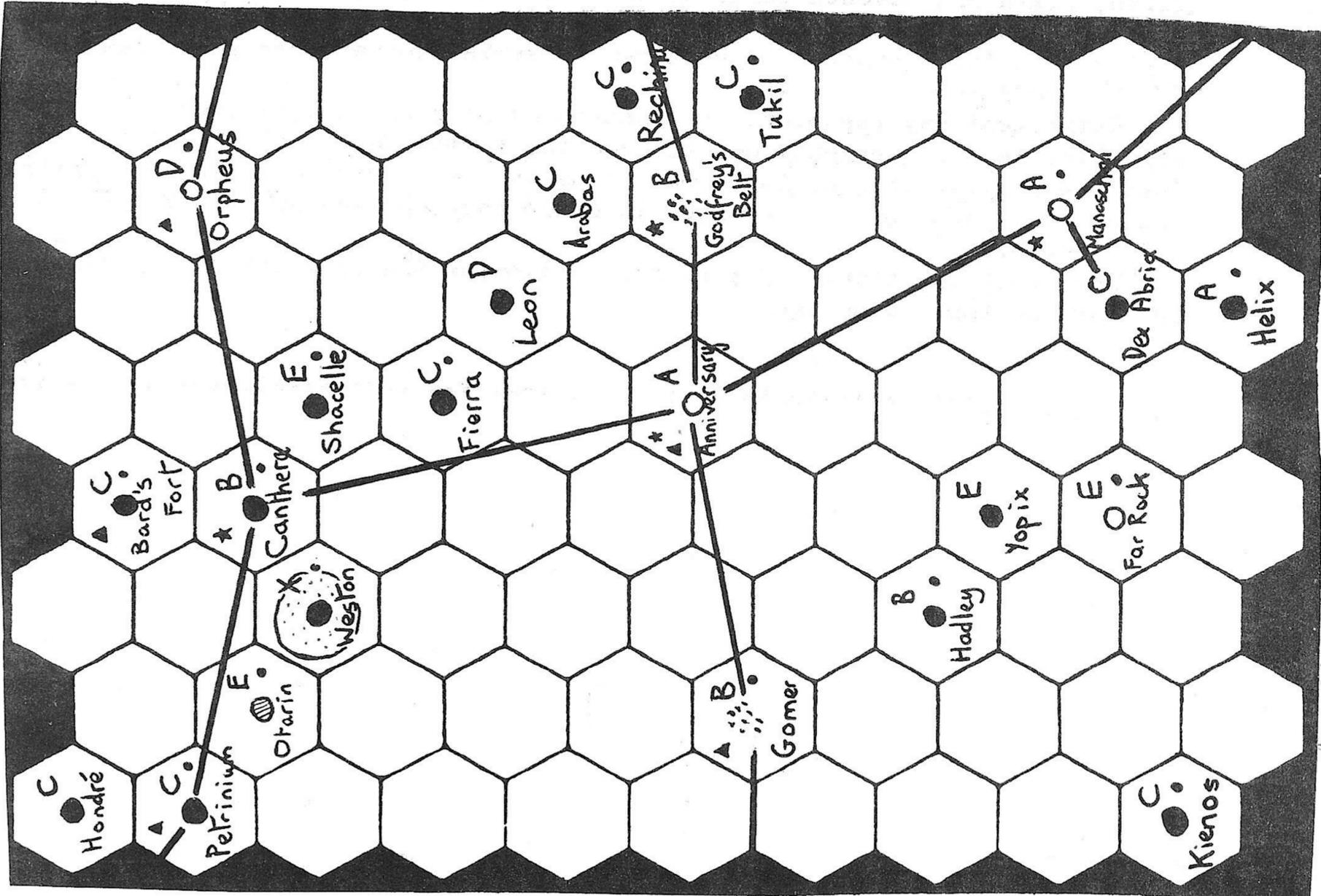
Service up to seven terms is standard with options to retire given after the fifth, sixth and seventh term. At the seventh term retirement is compulsory. However, due to unforeseeable pressures on the service if a character rolls a natural twelve then the character is required to serve another term regardless of the wishes of the character.

Retirement pay (pension) is standard as in book one. Retired police personnel are eligible for emergency drafting in the normal way as the military and scouts. They are usually drafted into army or marine (less common) units. Occassionally (about 2 %) personnel are drafted into the navy. Police are never drafted into the Scout Service.

The above is intended for persons following the progress of the Fifth Frontier War through their campaigns.

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

The Anniversary Subsector.



Name	Statistics	Remarks
Hondré	C556420 7	Non-industrial.
Petrinium	C646653 5 S	Agricultural. Non-industrial.
Kienos.	CA9A447 8	Non-industrial.
Otarin	E504234 6	Non-industrial.
Gomer	B000886 D S	Non-agricultural.
Weston	X793320 1	Non-industrial.
Hadley	B666774 9	Agricultural. Rich.
Bard's Fort	C85548C 9 S	Non-industrial.
Canthera	B8779C9 8 N	Industrial.
Yopix	E564456 5	Non-industrial.
Far Rock	E110677 6	Non-agricultural. Non-industrial.
Shacelle	E593220 3	Non-industrial.
Fierra	C365302 9	Non-industrial.
Anniversary	A360846 B 2	Rich. Subsector Capital.
Leon	D6548CF 3	
Dex Abria	C8A7355 6	Non-industrial.
Helix	A568697 B	Agricultural. Non-industrial. Rich.
Orpheus	D110500 8 S	Non-industrial.
Arabas	C727303 A	Non-industrial.
Godfrey's Belt	B000300 A N	Non-industrial.
Manaschai	A440643 B N	Non-industrial. Poor.
Rechina	C87A436 6	Non-industrial.
Tukil	C539678 5	Non-industrial.

Subsector Anniversary lies coreward of Subsector Orion (see Alien Star Two). It is deeper into the Imperium and all but one world (Kienos) are members. The area is a main trade zone, the band of stars connected at jump-1 in the coreward section of the subsector being the main route - the "Anniversary Main".

The subsector contains 23 worlds and a total population of 3.472 billion. The highest population is at Canthera (9). The highest tech level is 13 at Gomer.

Anniversary acquired its name following its colonisation long ago in the "Rule of Man" during the second Imperium. Previously only Scout Service contact had been made, but the arrival of the huge 600,000 ton starship "Anniversary" with half a million new colonists at the world now called Anniversary signalled the start of interstellar development in the subsector. The starship Anniversary still remains on Anniversary as a permanent tribute to the early colonists.

THE FIRST IN A SERIES OF ARTICLES BY BRITT HOLTSCLAW, DESCRIBING IN DETAIL A BALKANISED WORLD ON THE IMPERIAL FRONTIER

Astrography

Hadley lies in the Sultan Star System in Subsector Anniversary, see opposite. In the Sultan system there are nine planets, in this section each will receive a brief description.

The star is a standard type G with a diameter of 810,000 miles much like many other stars. Travel within 160,000 miles is dangerous due to the intense heat which affects sensor and shield systems on starships. Streamlined ships have special heat resistant skins which mean that they can cut within 120,000 miles of the surface in reasonable safety. Such actions would be useful in performing a "slingshot" move around the star at high acceleration. For such activities assume density to be 0.3. Thus, surface gravity is 30G; M=28,025; L=122. (Surface); L=670(1G); L=1339 (0.25G).

1. Molten X100000-0.

18 million miles from primary. Hard silicate homogeneous structure with isolated fissionables. Shaped as a rounded ellipse 1,000 miles x 500 miles. Very high albedo and unexplored. Mean temperature = 430 degrees C. Year is 66 standard days, day length is 22 standard days. Density (K) = 1.4; Surface Gravity = 0.175G; M = 0.00536; L = 0.

2. Dazzler D440318-9.

32 million miles from primary. Structure is silicate rock over a nickel iron core. A Martin-Delano mining corporation base is here, on the north pole area. Three planet-oid type moons are in close orbit. Density (K) = 1.1; Surface Gravity = 0.55G; M=0.166; L=2.3(0.5G);L=3.26(0.25G).

3. Stanley D7A0418-9.

61 million miles from primary. Structure is a heavy metal core surrounded by iron silicates. Three Martin-Delano mining corporation settlements are present. A single moon is in orbit. Density (K) = 1.6; Surface Gravity = 1.4G; M=2.744; L=6.63(1G); L=13.25 (0.25G).

4. Hadley B666774-9.

91 million miles from primary. Hadley is the principle planet of the system. Geological structure of the planet is a heavy metal core surrounded by some silicates and oxides. Two moons orbit Hadley: Rapid, 300 miles diameter orbiting once every 94 hours; Sapphire, 800 miles diameter orbiting once every 63 hours, which possesses a distinctive blue surface due to large surface deposits of copper sulphate. K= 1.1; Surface Gravity= 0.825G; M=0.56; L=3.46(0.75G);L=4.23(0.5G);L=5.98(0.25G).

5. The Swarm C000200-9.

Asteroid belt consisting of thousands of asteroids lying in a band between 120 and 190 million miles from Sultan. Only 15 are over a hundred miles in diameter. Those with permanent settlements are:

Mica D000200-9  
Cheddar D000100-7  
Godawful D000100-7  
Gravel D000100-6  
Illumine C000220-9  
Hungry E000100-6  
Flash E000100-8  
Canticle D000100-7  
Aspect E000100-7

6. Quinn (or Quinn's Planet).

A gas giant 80,000 miles in diameter. Helium, hydrogen, methane, nitrogen and ammonia mix for an atmosphere. Yellow and Brown banded in appearance. Quinn has a ring and 9 moons. The largest of these is "Mellow" with its methane atmosphere and heavy metal geology (C2B0418-8). Mines and starport are run by Ibis Aerospace Eng-

ineering Corporation. Quinn is 250 million miles from Sultan.  $K=0.4$ ; Surface Gravity= $4G$ ;  $M=64$ ;  $L=32(1G)$ ;  $L=64(0.25G)$ .

### 7. Watson / Holmes

A "double planet" with two gas giants revolving around each other. Each is 30,000 miles in diameter with a hydrogen, helium, methane and nitrogen atmosphere, but Watson generates huge amounts of radio noise while Holmes is comparatively quite. No moons. 480 million miles from Sultan. Both worlds have identical stats for starship combat purposes:  $K=0.25$ ; Surface Gravity= $0.94G$ ;  $L=5.2(0.5G)$ ;  $L=7.3(0.25G)$ ;  $M=0.83$ .

### 8. Bleak                      ECC0185-F

Geologically a ferro-magnesium rubble crust. A small Imperial monitoring station is located near the "ancients" ruins at the south pole. Bleak has only one moon, Cupid, named for its pink colour. Cupid is 300 miles in diameter and without atmosphere. Bleak is located 850 million miles from Sultan.  $K=0.8$ ; Surface Gravity= $1.2G$ ;  $M=1.7$ ;  $L=5.3(1G)$ ;  $L=7.4(0.5G)$ ;  $L=10.5(0.25G)$ .

### 9. Edward's Rocks

At 1,700 million miles there appears to be a belt of asteroids, some million miles wide, but of very low density. All are unnamed and unexplored. Instruments indicate high radio-activity.

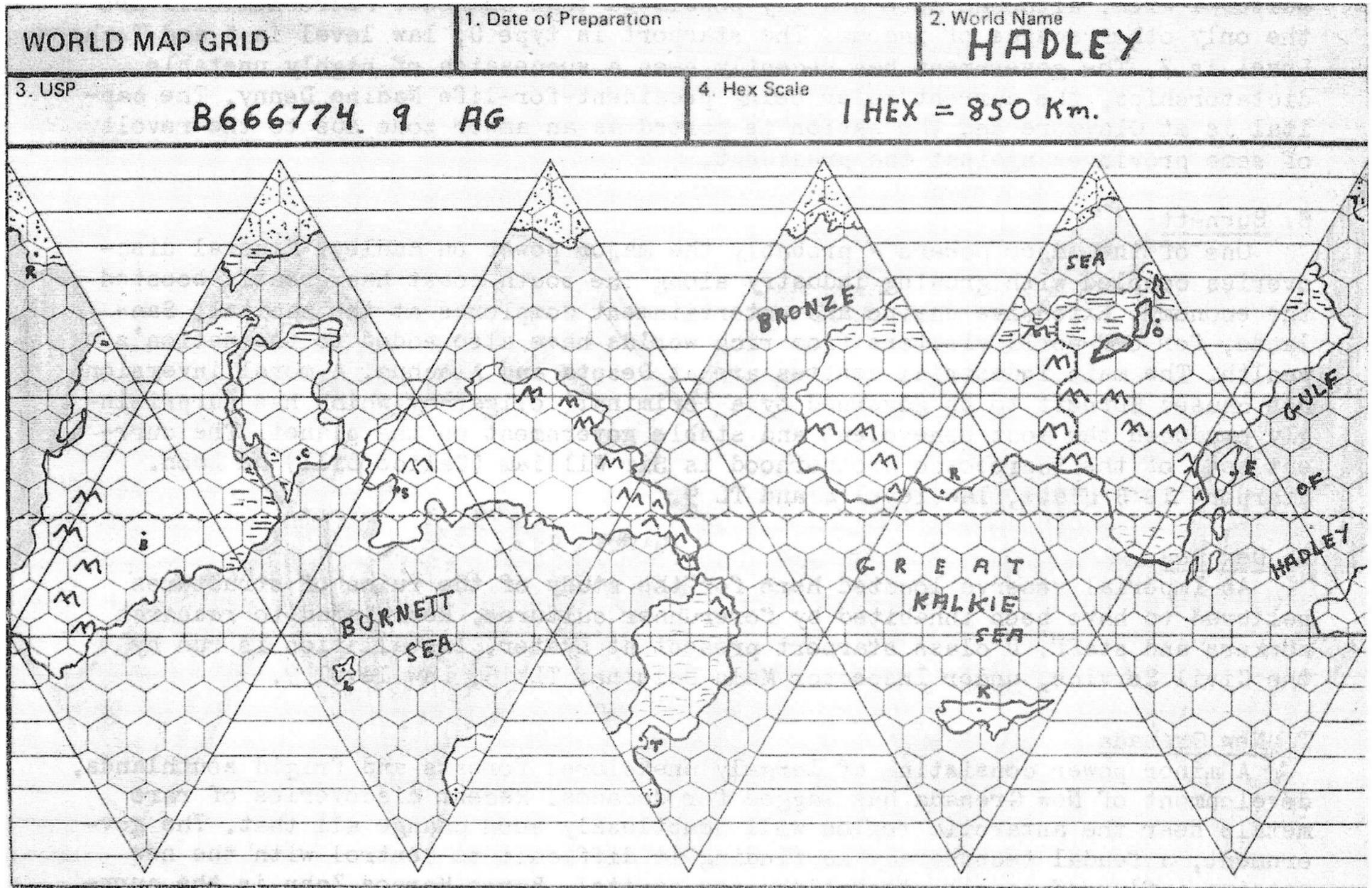
\*\*\*\*\* ALIEN STAR \*\*\*\*\*

### A Brief History of Hadley

- 300000      Humaniti stock originating from Terra disseminated to nearly 100 worlds, including Hadley, by the Ancients. Early history unknown.
- 4045        First Imperium declares Hadley an Imperial Reserve. Some inscriptions near Kalkie speak of "Gods who walked the Earth". No official contact. Bronze Age culture on what is now Kalkie, Stone Age elsewhere.
- 2204        "Rule of Man" establishes a scientific settlement at the north of New Grenada. Population still at the nomad stage with little permanent agriculture. Mu civilization in what is now eastern Talton at its height before the "Great Plague".
- 1800        Rule of Man outpost abandoned. No further outside contact for two millenia. Galfar and Nebulan cultures reach their heights in Gammond. War and disease leaves no trace of either in 200 years.
- 1200        Iron Age begins in Eastern Burnett. The civilisation was at its height in -1090, but continues for over 800 years.
- 1000        New Essex becomes the first nation to exist until the present. Primitive agriculture using "Triticale", a type of wheat.
- 800         Widespread use of shipping, iron and agriculture. Trade flourishes.
- 200         Naval/Pirate sea culture begins to develop in Sanlando. Pirates and traders roam the seas of the world. Sanlando will eventually develop into the Burnett Empire.
- 0            There are now 63 nations of varying power on Hadley.
- 147         Second Imperium establishes Hadley as an Imperial Reserve. Offworld contact prohibited so that the developing culture may be observed.
- 600         There are now 29 nations on Hadley. Industrialization begins in some areas.
- 800         Machine-age cultures, development is slow however. The Third Imperium makes formal contact, colonization and trade begins.
- 1107        Eight nations present- 4 major and 4 minor powers. War between New Essex and Talton breaks out. Minor local space exploration. Sanlando in Burnett becomes the most popular resort for offworlders visiting Hadley.

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

The World of Hadley



Map Key:

- Clear or grassland
- Mountains
- Jungle/Forest
- Glacial

Each letter indicates a starport of some type, see country listing.

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

The Nations of Hadley

There are eight distinct nations on Hadley, although only four can be considered major powers. Alliances are continually shifting, and at present (1107) New Essex and Talton are at war. Note that each nation has a starport of some type; and that the map indicates the first letter of the nation's capital city.

R. Frostland

The polar continent, minor power and usually neutral. Government is a stable representative democracy. Starport is type C, law level 4. Ruler: L.A. Vassar. Capital: Rankin. TL 7.

B. Gammond

Almost completely unexplored, Gammond is one of the smallest powers despite its size. Settled only within the last 100 years, agriculture seems to be its only resource. Once a colony of Talton. Starport is a type D, law level 4 and tech level 6. Government is a dictatorship with a parliamentary "false front". Ruler is President-for-life Geovoni Roci. Capital: Blayder.

### C. Crenel

Seperated from Gammond by the Straits of Finar, Crenel is primarily an agricultural area, although more heavily populated than Gammond. Petrochemicals are the only other source of income. The starport is type D, law level is 5 and Tech Level is 7. The government has recently been a succession of highly unstable dictatorships, the current ruler being president-for-life Nadine Denny. The capital is at Claymore and the nation is posted as an amber zone due to the revolt of some provinces against the president.

### S. Burnett

One of the major powers - probably the major power on Hadley. Mineral discoveries coupled with growing industry along the south coast has greatly boosted the economy. Extensive casino and entertainment complexes at the capital, Sandlondo, for off-world visitors from rich worlds have also added to the nation's wealth. The main industrial centres are at Desota and Alachua. A moral inversion has caused Burnett to be governed by a 'criminal' oligarchy which has surprisingly produced the most benevolent and stable government on the planet. The current head of the Sacrobosco Brotherhood is Sir William (Calico Bill) De Leon. Starport is B class, law level 4 and TL 9.

### L. Dex Rea

An Imperial reserve located here for the study of the ruins of structures believed to have been inhabited by forerunner cultures. Restricted to research workers and staff. D class starport present at Lyster. Installation is run by the Civil Service, under Inspector Mala Deltona. TL 15, Law level 9.

### T. New Grenada

A minor power consisting of largely unexplored forests and frigid southlands, development of New Grenada has lagged for decades. Recent discoveries of rare metals near the antarctic region will doubtlessly soon change all that. The government, a feudal technocracy is finding it difficult to control with the new massive influx of people, technology and capital. Baron Marcos Zahn is the current head of state. Starport is type D, soon to be upgraded to B or C. Law level is 5 and tech level is 7 but rising. Capital: Telfer. There is much talk of a "Southern Independence Movement".

### R. New Essex

A major power, currently engaged in a conventional war with Talton. The naturally-occurring rare alloys discovered in the Botoner Mountains along their common border are the lands under dispute. Both sides are making extensive use of off-world mercenaries. Capital: Rokker Du. TL 8. Law level 1. Starport was type B but war damage has downgraded it to type D. The current ruler is Empress Varna Vasalla, a non-charismatic dictator.

### O. Talton

A major power currently at war with New Essex. The current Prime Minister is Suzaka Zorzan, the head of a participating democracy. TL 8. Law level 2, type B starport, currently type C. Capital: Ocala.

### K. Kalkie

A high-technology-using major power, this nation is probably the most industrialized on Hadley. Ruled by the impersonal buerocracy under Chairman Desmond Allan, Kalkie is TL 9, law level 9 and boasts a type C starport. The war between New Essex and Talton has put a severe strain on Kalkie's economy, and the government is expected to act shortly. Capital: Kalthrop.

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This article will be further expanded next issue.....

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

In my experience, adventures come in two parts, conception and work. Conception is the thinking bit, and lasts from when you first think you want to design an adventure until the way it will play is as clear in your head as it can be, ie, the 'plot' is clear. Work is the hard bit! That's when you actually start getting your ideas on paper.

This is all very well, but the two parts are both quite big. They need to be sub-divided into stages, each one a manageable size. These can be taken as they come to cut down the initial overload placed on the designer. These are:

CONCEPTION:-Premise	WORK:-Text
Outline	Maps
Plot	Checking
Extras	

EXPLANATION

Premise: This is THE initial stage, the first one. It is where you work out what sort of adventure it will be and what sort of game you will have. Usually, your premise will consist of a sentence or single word that is easily remembered and describes your adventure accurately, eg, "example starships that might-not-be-empty starships" was a premise I once used, the adventure having been inspired by a similar sentence in a book (for "starships" read "houses"), the adventure being staged aboard an Azhanti High Lightning with the adventurers stalking, and being stalked by, a gang of killers.

Outline: The next stage is the formation of the outline. Your outline should justify your premise and is formed by asking yourself certain questions, such as "what are the players doing there? who are the killers? what are they doing there?" As your outline builds up, and you find yourself asking more and more intricate and involved questions, you gradually merge into the plot stage:

Plot: The dividing line between Outline and Plot is a blurred one and should be treated as such. The only part of the plot that really stands out is where you look at all your answers and go through the, er, plot of the adventure. Example: The killers wanted to take over the ship, which was being converted into a war museum. The players had been taken on to load exhibits, and found that, when they got aboard, everyone else had been killed.

Extras: The final stage of Conception is the adding of the chrome and polish, those little things that make this adventure so much more enjoyable for the players. Of course, they don't all have to be little things. Some quite intriguing major obstacles can come in as a result of Extras. Examples of the first type: the construction of an elaborate situation when presenting rumours (as suggested in Twilight's Peak), in depth development of non-player character personalities. Examples of the larger type (from the example in Premise): War robot exhibits which come alive and attack the players, the blocking-off of some decks to characters without the required computer key-card. For all extras it is vital that there is some reason for whatever is happening, eg, those robot exhibits didn't just come alive because they felt like it! Say the curator hit an activator switch as his last, dying action; this switched on the ship's anti-burglar systems, relics from the Fourth Frontier War period!

Once these stages have been completed, the designer can then get on and do some WORK:

Text: This stage is where it all happens. The plot is written out, dice rolls determined, NPCs generated, etc. If you're designing a big adventure, and your brain alone can't hold everything, get as far as you can in your head (and, believe it or not, there is a point in the plot where you start to go fuzzy. Maybe it's just my brain and no-one else's does that! ) and start writing. NPCs should be generated as you reach them in the plot, or earlier, but never later. Die-rolls and DM's should be generated as you come to them. All this should be written clearly - there have been occasions when I had to ad lib because I couldn't read my own writing.

Continued on page 26.....

# SHOOTKILL

AN ALTERNATIVE TRAVELLER COMBAT SYSTEM

By Trevor Graver



The Traveller combat system operates on the principle that armour, when makes a target harder to hit, rather than reducing the damage sustained after a hit. Apart from being unrealistic, the problem of minus numbers occurs from time to time. Azhanti High Lightning, GDW's excellent game of man-to-man combat aboard a giant starship, solves these problems effectively, but lacks a more detailed wound system for Travellers.

In this article, I propose a system for man-to-man combat in Traveller. The system borrows heavily from Azhanti High Lightning, and also from the various skirmish rules published, but requires only the basic Traveller set to use. If desired, the advanced weapon systems of Mercenary, or the archaic weapons of Citizens of the Imperium may be used. The Action Point system of A.H.L. will prove useful.

As in Azhanti High Lightning, before a target can be wounded, it must be hit, and the target's armour must be penetrated. Below, are a series of steps which must be followed in each melee round/phase (A.H.L. uses 5 three second phases per round).

## To Hit.

1. Determine the range to the target, and use the DM for the weapon being used at that range (DMs found in the weapon Vs range tables in book 1), eg. A shotgun at medium range, has a +3 DM.
  - a. If the target is moving, find the applicable DM for the target's movement in TABLE.A. Target Movement
  - b. If the firer is moving, find the applicable DM for the firer's movement in TABLE.B. Firer Movement
  - c. If the target is larger/smaller than man sized, or is concealed in some way, find the applicable DM for target size in TABLE.C. Target Size
  - d. If the firer is performing a miscellaneous action, such as snapshooting, or is wounded, find the applicable DM in TABLE.D. Miscellaneous
  - e. Add any DMs for Weapon skill or Dexterity.
  - f. Find the net DM, (found by adding all of the previous DMs together) and roll 2D6, adding the result of the dice throw to the DM. If the result is 8 or more, the target has been hit. If the firer was using automatic fire, HE or a shotgun, ignore all previous DMs, (other than concealment,) and use the 'group hits by Automatic fire' rules found in Book 1 (page 39). For each adjacent target, throw 2D6 -3, add any DMs for concealment, and the range DM. If the result is 8 or greater, the additional target has been hit.

After any hit, go to step 2: penetration.

## Penetration and wounding.

2. Find the weapon Vs. armour DM for the appropriate armour of the target.
  - a. Roll 2D6, adding the result of the dice throw to the Dm found in 2. above.
  - b. Check the result on TABLE.E. Penetration and Wounding. If any of the DMs found below table.E. apply, modify the result found in b. above to determine the extent of the wound.
  - c. Roll 2D6 and check the result on TABLE.F. Hit location to see where the shot hit.
  - d. Distribute the damage suffered, according to the fractions shown on Table.F.
  - e. Check TABLE.G. Effects of Wounding to determine if the wound has any special effects.
  - f. If any character or NPC is still capable of firing, return to 1. and repeat the process until firing ceases.

At first the system may prove cumbersome, but after it has been used a few times play will speed up. Play can be speeded up further if the following steps are taken.

a. The referee must copy out all of the tables, so that he has easy access to them at all times.

b. The player makes a note of all weapon Vs. armour DMs (for each weapon carried).

### Recovery & Repair

Traveller rules state that if a character is wounded to the extent that one or even two of his characteristics are reduced to '0', the character may not recover from his or her wounds (Book 1, page 7).

The normal throw to recover from a wound which reduces a characteristic to '0' is 8+ on 2D6. When using these rules, wound location affects the chance of recovery.

After the combat, roll 2D6 for each unconscious character, and modify the result by the DMs found below:

1. Location of wound/s (which reduced the characteristic to '0').

Head wound, -2; Arm or Leg wound, +1; Abdomen, or Groin wound, -1.

2. The type of wound recieved.

Serious wound, -1; Mortal wound, -3.

3. The Tech level of available medical aid.

Tech Level	DM
0-3	-3
4	-2
5-6	+0
7-9	+1
A-B	+2
C-E	+3
F+	+4

The above table should be used instead of the rules on page 7. The skill level of available doctors may modify the chance of recovering: Subtract one from the skill level of the Medic and divide by two, dropping fractions. The resulting number is used as a +DM to the tech level of available medical aid.

After all DMs have been applied to the dice roll, the character will live if the result is 8+.

If you are a referee who can't stand to see Travellers walk away from hospital without a scratch, then this section is for you!

In the case of serious or mortal wounds (some characters are capable of surviving mortal wounds!) limbs, or organs may be seriously damaged. When throwing for recovery note the result. If the result is 8 or 9, then the character must save Vs endurance on 3D6 or have the limb/organ replaced. For example: A character receives a mortal wound in the leg, and has a UPP of 888888; his modified UPP would be 440888. The character would fall unconscious due to a '0' in his UPP. He was injured on a Tech Level 6 planet, and is attended by a surgeon with a medical skill of 4.

The DMs for wounding and medical aid are as follows:

Leg wound (+1); Mortal wound (-3); Tech level 6 (+0); Surgeons skill (+1)  
= net DM -1.

The character rolls a 10, enough to survive, but the modified dice roll is 9 which means that the characters leg must be amputated and replaced.

The sophistication of replacement organs can be determined by Tech Level:

<u>Tech Level</u>	<u>Replacement Parts available</u>
0-2	Crutches.
3	Wooden legs, metal hooks, eye patches.
4-7	Tin/Plastic arms/legs, glass eyes, hearing aids.
8	Prosthetic limbs.
9-A	Replacement limbs/organs (aquired from organ banks)
B-C	Advanced prosthetic (greater strength and durability).
D-E	Bionics (Expensive).
F	Regeneration while using medical drug.

The preceding list is in no way exhaustive, and can be added to, or modified by individual referees (who must also determine the prices and available).

And now.... a word from our sponsors at Andwella Intelligent Robotics ...

"Are you in need of medical help? Do you often travel to planets where unexpected danger may threaten your life? If the answer to either of these questions is YES, then you need one of our AutoDocs. An AIR AutoDoc has a 72% chan.....

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

TABLE A. TARGET MOVEMENT

DM	Movement type
+1	Stationary
+0	Walking, (Normal).
-1	Trotting, (Double), or Crawling.
-3	Running/Charging, (Treble).
-1	Evading at short/close range.
-2	Evading at medium range.
-4	Evading at Long/V.Long range.
-5	Evading at extreme range.
+0	Slow moving vehicle, (5-20 kph)
-1	Moving vehicle, (21-50 kph)
-3	Fast vehicle, (51-100 kph)
-5	Speeding vehicle, (101+ kph)

TABLE B. FIFER MOVEMENT

DM	Movement type
+0	Stationary
-1	Walking
-3	Trotting/Jogging.
-6	Running/Charging.
-4	Crawling.
+0	Firing from slow vehicle.
-1	Firing from moving vehicle.
-3	Firing from fast moving vehicle.
-6	Firing from speeding vehicle.

TABLE C. TARGET SIZE

DM	Approximate dimensions, rough description.
-6	1cm <sup>2</sup> . Push button, eye.
-4	150cm <sup>2</sup> . Alarm clock, hand computer.
-3	1000cm <sup>2</sup> Attache case, head.
-2	5000cm <sup>2</sup> Small holdall, 75% concealment.
-1	1m <sup>2</sup> Chair, Droyne, child. 50% concealment.
+0	2m <sup>2</sup> Man, 100 kg animal.
+1	3m <sup>2</sup> Battledress, Vaccuit, 200 kg animal.
+2	4m <sup>2</sup> Motorbike, 300 kg animal.
+3	10m <sup>2</sup> Estate Car, 1000 kg animal.
+5	20m <sup>2</sup> Minibus, 5000 kg animal.
+7	50m <sup>2</sup> + Side of barn, or larger.

TABLE D. MISCELLANEOUS

DM	Action/Situation.
+1	Firing from a stabilised vehicle.
+1	Firing from fixed bipod/tripod/pintle mount.
+2	Target surprised.
+1	Aiming @@.
-1	Using covering fire.
-1	Firing with 'off' hand.
-1	Talking whilst firing (Optional)
-2	Firing shoulder arm 1-handed, (Sgt. Rock style).
-2	Snapshooting, Panic fire.
-2	Firing from an unstabilised vehicle.
-1	Wound in firing arm, (optional)
-1	Head wound, (optional).
-1	Medium wound anywhere, (optional).
-2	Serious/Mortal wound anywhere, (optional)

@@ This DM is gained per 6 seconds of aiming. Maximum DM possible through aiming is equal to Gun skill +1.

Also note that Medium/Serious wound DMs are not cumulative — all others are!

**TABLE E. PENETRATION AND WOUNDING.**

Dice Roll	Wound type.
5 or less	No effect.
6-7	Light wound.
8-10	Medium wound.
11-13	Serious wound.
14+	Mortal wound.

DMs for penetration and wounding:

- +1 for HE ammunition.
- 1 if the target is behind light cover: Bushes, fencing, etc.
- 2 behind soft cover: Cars, doors etc.
- 3 behind medium cover: Partition walls, etc.
- 4 behind hard cover: Brick walls etc.
- 5 if the target is behind very hard cover: Armoured vehicles, bunker etc.

Damage inflicted by wounds.

4pts	Light wound : bruising, flesh wound.
8pts	Medium wound : severe bruising, nasty gash, etc.
12pts	Serious wound : cracked/broken bones, internal damage, etc.
16pts	Mortal wound : Gutshot, amputation, general mangling of body/limbs.

For each die of damage which a weapon does in excess of 6, use a DM of +1 to the penetration result.

For each die of damage less than 3, use a DM of -1 to the penetration result.

**TABLE F. HIT LOCATION**

<u>Dice Roll</u>	<u>Hit Location.</u>	<u>Damage distribution.</u>
2	HEAD	$\frac{1}{4}$ STR, $\frac{1}{2}$ DEX, $\frac{1}{4}$ END, $\frac{1}{4}$ INT.
3	GROIN	$\frac{1}{2}$ STR, $\frac{1}{4}$ DEX, $\frac{1}{4}$ END.
4	HEAD	$\frac{1}{4}$ STR, $\frac{1}{2}$ DEX, $\frac{1}{4}$ END, $\frac{1}{4}$ INT.
5	ABDOMEN	$\frac{1}{2}$ STR, $\frac{1}{4}$ DEX, $\frac{1}{4}$ END.
6	ARM	$\frac{1}{2}$ STR, $\frac{1}{2}$ DEX.
7	CHEST	$\frac{1}{2}$ STR, $\frac{1}{4}$ DEX, $\frac{1}{4}$
8	LEG	$\frac{1}{4}$ STR, $\frac{1}{4}$ DEX, $\frac{1}{2}$ END.
9	LEG	$\frac{1}{4}$ STR, $\frac{1}{4}$ DEX, $\frac{1}{2}$ END.
10	ARM	$\frac{1}{2}$ STR, $\frac{1}{2}$ STR.
11	CHEST	$\frac{1}{2}$ STR, $\frac{1}{4}$ DEX, $\frac{1}{4}$ END.
12	LEG	$\frac{1}{4}$ STR, $\frac{1}{4}$ DEX, $\frac{1}{2}$ END.

All damage points inflicted on a character must be distributed as above. In each case the total damage adds up to 100% -- except for head wounds. These also deduct points from intelligence, thus providing simple rules for concussion. If at any time intelligence reaches 0, the character is stunned. After the duration of the stun, the character will be dizzy, dazed etc. and will only have 3 action points to spend per phase.

**TABLE G. THE EFFECTS OF WOUNDS.**

<u>Location of wound</u>	<u>Light</u>	<u>Medium</u>	<u>Serious</u>
Head	A,B.	A,B,F.	C,G,I.
Arm	A.	A,B,C.	A,C,D,H,E.
Leg*	F.	E,B.	C,G,H,J.
Chest/Abdomen	B.	B,G,A.	C,E,H.
Groin	B.	B,C,E.	C,G,H.

\* Two leg wounds, i.e. 1 in each leg, mean that the character must crawl unless assisted.

All notes for serious wounds apply to mortal wounds.

- A. The character may drop equipment held: Roll 2D6; 11+ to drop item: DMs; +4 if item is a shoulder-arm or weighs 4kg+; +2 medium wound inflicted; +4 serious wound.
- B. The character may be dazed/stunned by the hit; roll 2D6; 11+ to be stunned. DMs +2 medium wound; +4 serious wound; +2 head wound. If the modified dice roll is 14+, the character blacks out -- see 'H'.
- C. The character may not climb, jump, break down doors, or drag bodies. The character may climb if assisted.
- D. The character may not perform any action requiring the use of both hands.
- E. The character may not move faster than a walk.
- F. The character may not move faster than a trot.
- G. The character must limp.
- H. The character is knocked out for 2D6 phases; at the end of this time a 5 or 6 must be rolled on 1D6 for the character to regain consciousness.
- I. The character is knocked out (if not knocked out already) as if one of the characteristics is at '0'
- J. The character may only crawl.

#### Stunning

If a character is stunned, he falls prone for the duration of the stun effect.

#### Crawl

A character may crawl 1 square forward/diagonally at the cost of 3AP. If AP's are not used then the character moves 1 band per round, and may not use one of his/her hands. Facing changes may be made at the cost of 3AP per facing change.

#### Limp

A character may limp 1 square forward at the cost of 1AP, or 1 square diagonally forward at the cost of 3AP. Facing changes may be made at the cost of 2AP per facing change.

#### Run/Charge

A character may run forward 2 squares, or diagonally 2 squares, for the cost of 1AP. Facing changes while running cost 4AP. NB. Before running takes place, at least 3AP must be spent trotting. Any character in a congested square while running must use the rules for diving into a congested square.

Trevor Graver

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

#### The art of adventure (continued from page 21)

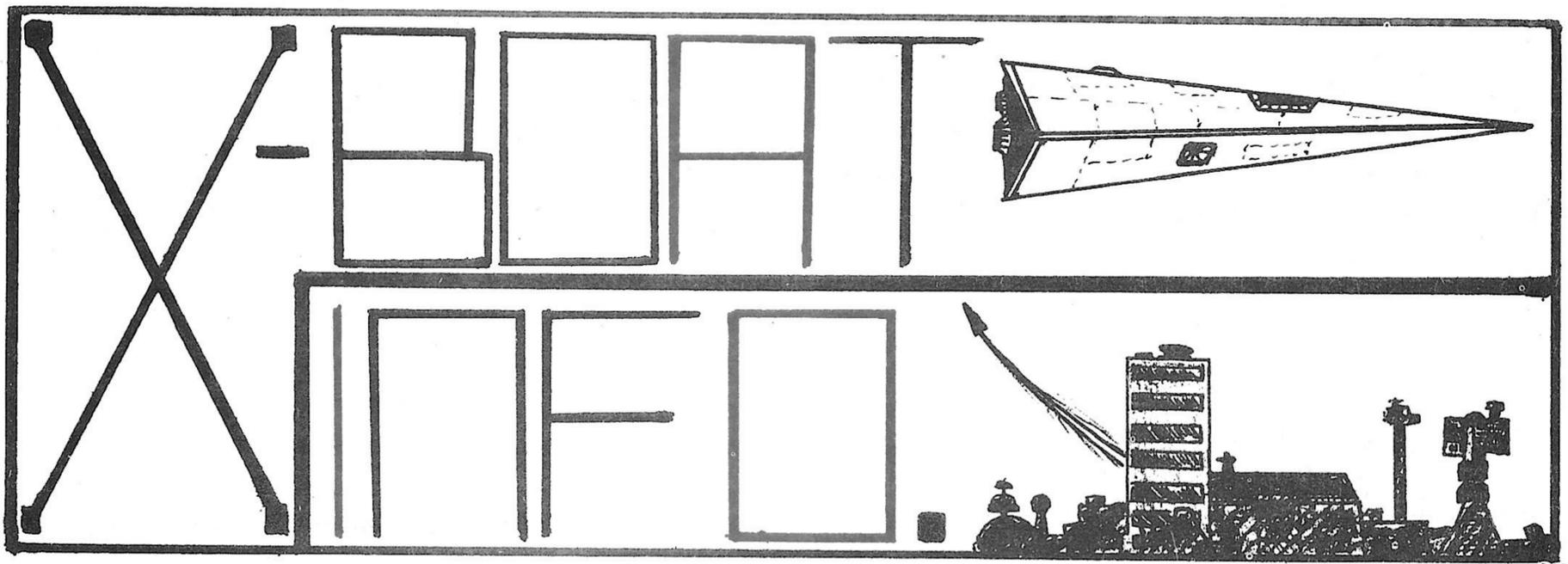
Map: There is nothing that can add atmosphere quite like a really good map. Don't skimp on work here; it's very rewarding to hear the exclamations of amazement from the players as you pull out the map that you took two weeks to prepare! Maps of areas likely to see combat should be drawn small-scale, with squares or lines appropriate to the combat system and scale you use. Others should be drawn to larger scale for convenience. Note don't draw a 1/2-inch=1.5 metres-scale map of a class A starport just because there might be combat there. If the adventure is set in a starport, however, it might be a wise move. Use your common sense. Most maps should have a square or hex grid overlaid to assist in calculating how long it takes to move from A to B.

Checking: This is probably the easiest stage of all. All you have to do is look through your maps and text, and correct any errors, and generally add last minute items which you feel should be worked in.

Well that's it! I've designed a large scenario around this system called "Operation Nightingale" which might crop up in the near future. IT'S BIG!

Dan Bedford

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



Edited by Robert McMahon.

As Dark Star readers will already know, Alien Star is going to start publishing the Dark Star Contact Bureau, **this creates a register** of Traveller players and also helps new or isolated Traveller players contact other groups, players and referees. The Contact Bureau is printed later on, but now.....

#### The Citadel 15mm Traveller Figures

These will now be released at Games Day, in packs of twenty. There will be five different packs: adventurers, the military, ship's crew, citizens and aliens. Price is uncertain but I would guess at a figure of £ 1.95 (assuming the same 7 $\frac{1}{2}$ p per figure as Tabletop plus 45p for a pretty box and foam padding). However, I wouldn't put it past them to go for £ 2.50... or ....

The figures themselves are very good, they have a different style to those produced by tabletop - quite a few seem influenced by Star Wars and similar to the Traveller drawings seen in various supplements, journals and counters (eg, Azhanti High Lightning). The major advantage with the 15mm scale as opposed to 25mm is the price, a sizeable collection can be built up for the price of a few supplements. From personal experience I can recommend the use of miniature figures in Traveller, they are visually attractive, easier to move than counters and can clarify combat a great deal if used properly. The 15mm scale still holds alot of detail and are more adaptable to Traveller ship plans.

Robert McMahon.

#### Tabletop and QT models 15mm Vehicles

Since I first saw the tabletop 15mm figures I have been wanting vehicles to go with them - now they've arrived. Both Tabletop and QT models have produced ranges which are highly suitable for Traveller, which is I think what they planned all along. I've yet to see all the models but from what I've seen so far they are good. There is an air/raft and a civilian G.E.V. car in the QT range plus a jetcopter and some military vehicles. The tabletop range includes a small scout vehicle, a helicopter and a large troop transport. But I will have to wait till next issue to do a full review.

Robert McMahon.

#### Traders and Gunboats, Supplement Seven

It is becoming increasingly apparent that Travellers are becoming more resentful of ship plans. My own view is that what ever is produced for Traveller is good and this 48 page book is no different with "Detailed deck plans for common starships that ply the spacelanes for trade, profit and combat action within and without the Imperium" - so boasts the back cover.

The book is as normal well laid out with all the information understandable. After a brief introduction on starships, starship deck plans and interior details and conditions the book starts with very useful information on the Express Boat System. With plans of the X-boat 51216, the X-boat tender and the Scout / Courier the book is already worth the cost. The notes include peculiarities, costs, weaponry and variants.

Traders are detailed next with notes on 'Trade between the Stars'. The 400 ton subsidized merchant, the 200 ton far trader and a modified Scout / Courier for mining are all covered. Although there was no table of statistics for the mining ship, important as it is.

Gunboats are covered next with my particular favourite, a 400 ton system defence boat and a 300 ton Close Escort. A reasonable picture of the latter is provided.

Lastly, four small craft are detailed - again quite useful, including a 20 ton Launch, a 30 ton ship's boat, a 40 ton pinnace and a 50 ton cutter.

The last five pages are taken up with six small ~~starship~~ encounter charts and High Guard statistics for all the ships mentioned and a small useful paragraph on how to use the ships in relation to adventures so far published.

Although I like this supplement I would have preferred a separate book with more details for each type of ship - but then I'm greedy. I hope soon that GDW will produce a book on ground vehicles or commercial passenger starships. A good book but I feel GDW will do better.

GDW            £ 1.95            Andrew Barrow.

#### Fighting Ships, Supplement Nine

This latest supplement from GDW details 28 ships and craft of the Imperial Navy. No ship plans are provided, instead technical details, High Guard stats, an illustration and Comments. The booklet itself is in the standard format, 48 pages long in the same colour as Twilight's Peak.

A section about naval installations, strategy and ship types is given before the vessels are described. Each vessel has one or two pages about it. There is a fairly wide range presented, although some such as the Gazelle, Kinunir, type S, X-boat, type C, Azhanti High Lightning and the gig have already appeared. Sizes range from 50 tons to 500,000 tons and the types covered are mainly the sort of ship you'd expect to see shooting it out with the Zhodani in the Fifth Frontier War. Personally, I can see little use in this booklet for role-playing purposes. The people more likely to enjoy this are the military meglomaniacs who like subjugating entire empires and blowing up anything that gets in their way. Thus it might be useful for fighting a High Guard campaign of the fifth frontier war or just set piece battles. The ships themselves are reasonably good, but in role playing terms anything from Gazelle upwards is invincible to a group cruising the Imperial Fringe in their type S. An interesting selection of starships is provided although I did find the artwork standard on some of the drawings a little low compared with some of the previous GDW material.

An interesting book but not recommended for Travellers who do not like large space fleet battles (which I think is a large amount of players).

GDW            £ 1.95            Robert McMahon.

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

#### THE CONTACT BUREAU

If you would like to enter your name in the Contact Bureau please write to Trevor Graver (Dark Star), 69 Lakeside Road, London W14 0DZ. Also, you can order Dark Star, his monthly Traveller newsletter at the same time for either 20p & SAE or 35p. When sending in your entry enclose the following:

A: Your name and address. B: Type of Traveller player you are:- R, P, B (Referee, Player or Both). C: Your age (to nearest year). D: The type of Traveller game that you play in: G, V, M or O (official GDW, Variant GDW, Mixture of available products, or Original campaign). E: How long have you been playing Traveller for (to nearest year, 0=less than 6 months). F: What type of contact you would like with other players: L, M or X (letters, meetings or "don't contact me - I'll contact you!").

The following is the current contact bureau list:

Steven Phillips, Harbour View, Burry Port, Dyfed, SA16 0ER. B-15-G-0-M. Tel: 05546-2594 (after 4pm).  
Ian Cooper, 172 Pampisford Rd, Sth Croydon, Surrey, CR2 6DB. B-13-G-0-M. Tel: 01-668-8763 (6pm-8pm).  
Tim Barrow, 9 Parklands, Freeland, Oxfordshire, OX7 2HX. B-17-M-1-L.  
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Chris Burnett, 70 Hargreaves House, White City Estate, London W12. 01-740-8240. P-30-G-0-M.  
Stephen Cook, Hazelmere, Magham Down, Nr. Hailsham, East Sussex, BN27 1PW. B-15-V/0-2-L.

Paul Harcourt, 139 Pennymead Rd, Harlow, Essex, CM20 3JB. B-14-G-0-2-L.  
 John Roberts, 19 Delph Road, Merley, Wimborne, Dorset, BH21 1RS. B-17-G-2-L.  
 Tim Purches, 27 Headleigh Road, Newquay, Cornwall, TR7 2HJ. B-21-0-2-M.  
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 B-16-G-0-L.  
 Christopher Murfin, Warren Lane Bungalow, St. Leonards, Beaulieu, Hants, SO4 7XH.  
 Tel:059-063-201 (6 - 7pm). B-20-M-2-L/M.  
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 Greg Macdonald, 23 Sutherland Ave, Petts Wood, Kent, BR5 1QX.  
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 Nelson Cunnington, 10 Penhill Lane, Brixham, Devon, TQ5 OEY. B-20-G-3-L. Tel:080-  
 45-2464.  
 Paul Mclean, 38 Abbott Road, Winton, bournamouth, Dorset, BH9 1HA. B-16-M-3-L.  
 Tel:0202-510060.  
 Christopher, 64 Park Avenue, Deal, Kent, CT14 9AW. B-16-G-1-L.  
 Simon Pratt, 'Amsaegbi', Staplehay, Trull, Taunton, Somerset, TA3 7HT. B-18-V-2-L.  
 Eric Hunt, 10 The Avenue, Brockham, Surrey, RH3 7EN. B-34-G/V/O-2-L.  
 Mark Hone, 38 Greswolde Road, Solihull, West Midlands, B91 1DY. B-21-G-2-L.  
 Interested in a possible postal campaign - maybe Trillion Credit Squadron.  
 Tom Jones, 47 Grove End, London, NW8 9NB OR Games Centre, 22 Oxford Street, London  
 W1. Tel:01-722-9774 (after 8.30pm) 636-8278 during day. B-18-M-2-L/M.  
 N.B. Is looking for variants on the Traveller Space Combat System - probably on  
 the same lines as "Starfire" or "Starfleet Battles".  
 Andrew Robinson, Ingleside, Hopgoods Green, Bucklebury, Reading, Berks, RG7 6SY.  
 B-15-G-2-L/M. Tel: Thatcham 63502 on Sunday Afternoon.

That's the contact bureau for this issue, remember that its whole point is to provide a CONTACT service. If you know that there is someone near to you then why not give them a ring or write to them and get more Traveller.....

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

### Deluxe Traveller

This new Traveller set has just arrived in the UK. The set is enclosed in a large (roughly A4 size) black and red box, it contains five booklets (a revised basic books 1-3, the new book 0, an introductory adventure - "The Imperial Fringe" and a complete four-colour map of the Spinward Marches.

The first three books are about 10% changed from the original, it would be impossible to list here all the changes - there are no really major changes, much of the work goes into improving presentation. Many TAS and IS forms are given for characters, starships and subsectors which can be photocopied. Relevant information in sections is tabulated and is generally easier to understand. However, I would not advise those people who have "original" sets to replace their sets as the differences are only minor - nothing like the con TSR did with "Advanced" D&D, I only bought my set because my books 1,2,&3 were on the verge of disintegration.

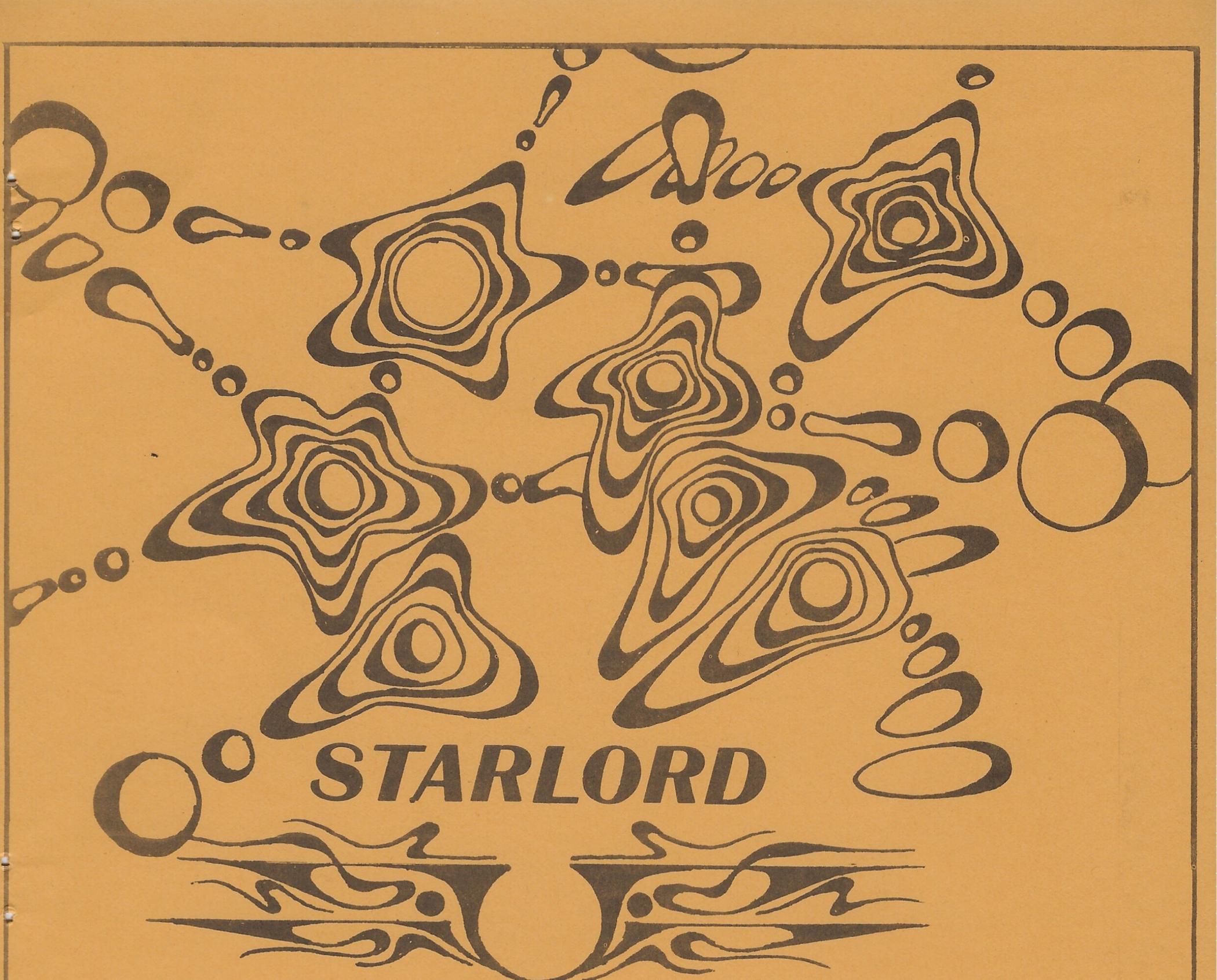
The adventure is the worst GDW effort I've seen yet - only 32 pages, well below the GDW norm. Of this 6 pages are taken up with the stats of all the worlds in the Marches - exactly the same as in supplement three, 3 pages are used to duplicate the info on alien races already published in the Journal and four pages of library data give more or less the same information given by every GDW adventure yet. Five pages are taken up with a description of a type S scout, only slightly expanded upon the version in Traders and Gunboats. The actual situation is simple - conduct an updating survey for the IISS through the Marches over a period of 20 years. I don't recommend this adventure to anyone, please can GDW put a little more thought and work into the stuff they put out. It may be that at the moment just sticking "Traveller" on it will guarantee great sales for it, but if those things are as bad as this adventure then that won't be the case for much longer.

Conversely, the map is excellent (despite missing out one x-boat route).

GDW                                    £ 14.95    (Minifigs-Skytrex)    - both US editions.  
    £ 17.95    (Games Center - ??)

Robert McMahon.





# 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.

# TRAVELLER Check List

## G.D.W.

Basic TRAVELLER.  
Deluxe TRAVELLER.  
Introduction to TRAVELLER.  
Mercenary.  
High Guard (edition 2)  
1001 Characters.  
Animal Encounters.  
Spinward Marches.  
Citizens.  
76 Patrons.  
Traders & Gunboats.  
Library Data.  
Fighting Ships.  
Kinunir.  
Research Station Gamma.  
Twilights Peak.  
Leviathan.  
Trillion Credit Squadron.  
Shadows/Annic Nova.  
Across the Bright Face/  
Mission on Mithril.  
Argon Gambit/Death Station.  
Marooned/Marooned Alone.  
Mayday.  
Snapshot.  
Azhanti High Lightning.  
Fifth Frontier War.

## PARANOIA PRESS.

Scouts & Assassins.  
Merchants & Merchandise.  
Beyond.  
Vanguard Reaches.  
SORAG.  
Planetary Data Sheets.  
Ships Papers.  
Personal Data Sheets.  
System Data Sheets.  
Starship Log Entry.

## JUDGES GUILD.

Travellers Logbook.  
Travellers Referee Screen.  
Starships & Spacecraft.  
Ley Sector.  
Glimmerdrift Reaches.  
Drakne Station.  
Doom of the Singing Star.  
Tancred.  
Darthanon Queen.  
50 Star Bases.  
Navigators Starcharts.  
Laser Tank.

## FASA.

Fenris.  
Tethys.  
Leander.  
King Richard.  
Vlezhoatl.  
Ordeal by Eshaar.  
Imperial Data Recovery System.

## GROUP ONE.

Mission to Zephor.  
Pen-Latols World.  
Port Xanatath.  
Nystalux.  
Geptorem.  
Hydronalt.  
Lomodo IV a.  
Encounters Corelian Quadrant.  
Encounters Ventura Quadrant.  
Encounters Phoenix Quadrant.

## MARISCAL ADVENTURES.

Flight of the Stag.  
Salvage Mission.  
Fleetwatch.

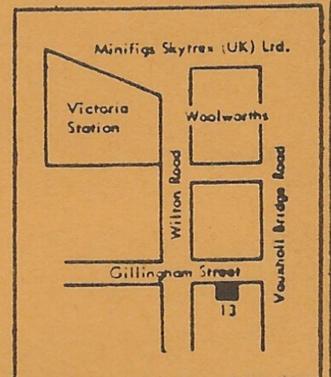
## MAGAZINES.

Journal of the  
Travellers Aid Society.  
High Passage.  
Different Worlds.  
Dark Star (news letter)

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