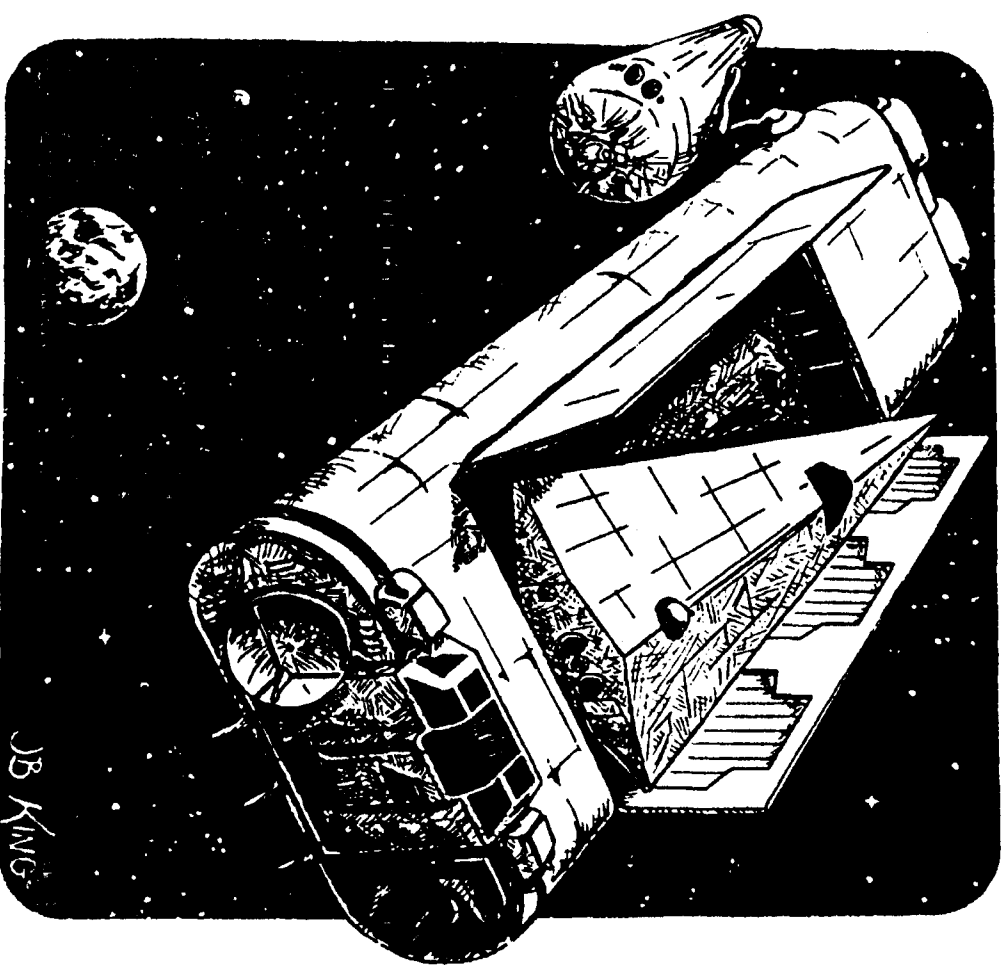


JUMPSPACE

ISSUE 1

AN ILLUSTRATED FANZINE FOR
TRAVELLER™

\$2.50



JUMPSPACE

JUMPSPACE Notes	2
PATRON ENCOUNTER: The Return Home	3
Pensions in TRAVELLER	5
PROFILE: Red Muranaka	7
PRECIOUS CARGO: The Nabatani Tree	9
EQUIPMENT CHECK: Closed Circuit Living Unit	11
THE ADV: MINI-MARK II	13
PRE-GENERATED CHARACTERS: ROGUE	15

JUMPSPACE is a quarterly published amateur fanzine devoted to Game Designers' Workshop's TRAVELLER role playing game. TRAVELLER is a registered trademark of Game Designers' Workshop and is used with permission only.

To receive a subscription to JUMPSPACE, send \$1, to James B. King, 50 Basin Drive, Mesa, WA 99343. Articles and illustrations are welcome and encouraged.



JUMPSPACE NOTES

Welcome to the premiere issue of JUMPSPACE! First of all, I wish to thank Marc Miller publicly for giving permission to use the TRAVELLER trademark (you wouldn't be reading this without it).

You will notice that this entire issue is written and illustrated by me. If need be, I will continue to do so, but I sincerely hope that readers will submit their own work to me, which would not only make it easier for me, but would also provide some variety and different ideas for you. Though I cannot offer payment, I will extend any subscription by an issue for work I accept for JUMPSPACE. If you desire a response, or want your manuscript or illustrations returned to you, you must include a self-addressed stamped envelope with your submission. If you are involved in a TRAVELLER campaign when you send a submission, please include a brief note telling us where the campaign is taking place at the moment, and maybe even what your Travellers are up to!

I would appreciate hearing anything you have to say about JUMPSPACE; suggestions, ideas, likes, dislikes, criticisms (well, constructive criticism, anyway). Is there something specific you would like to see? Let me know. In any case, I thank you for supporting subscriptions and I hope you are pleased with this effort.

James B. King
Editor, JUMPSPACE

PAIRON ENCOUNTER



THE RETURN HOME

Patron: Diplomat

PLAYERS' INFORMATION: A well-dressed woman who professes to be a Foreign Service diplomat from a neighboring system approaches the group. She informs the group she is attempting to book a high passage for an injured colleague who will require personal care and attention, preferably from someone with medic training. She is willing to pay an additional Or3000 for the extra trouble.

REFEREE'S INFORMATION: This encounter can occur on any planet, with high passage booked to any neighboring planet, with the stipulation that both planets have governments.

If the passage is booked, the diplomat will inform the persons who will see to the passengers' care that her diplomatic colleague, who received first and second degree burns to the upper third of his body, including the head, while fighting a fire at the diplomatic mission, is now being sent home. Though his mouth is now uncovered so he can eat, his eyes are covered and he must be led by a guide in all activities.

In the possibility that the players do not have their own ship, this encounter can be presented when they are themselves booking passage, with the job offered being to take care of and deliver the injured diplomat to a specific destination at the next port of call (at the payment of Cr3000).

1-3. The situation is as described above, and should be a simple task.

4-6. The supposedly injured diplomat was involved in a smuggling deal where he was supplying patrol routes and unpatrolled landing sites on the home planet. A recent operation went sour and the smuggling vessel and cargo were seized. The smugglers (operating from the planet the group is currently on), believing their diplomatic contact set them up, have already made one failed attempt on his life. Fearing another attempt, he told his friend and colleague everything. Shortly thereafter, they learned the government was also looking for him. The two then concocted the burn scheme to get past any observers at the port (Government or smugglers). He is using false ID papers. On a roll of 9+ government observers will be suspicious and check out the bandaged passenger. Shortly thereafter, starport security officers will come to collect him and the players, who will be detained 10 days more than their planned stay for questioning.

If the bandaged man is helped off planet without incident and the group has their own ship, the man will remove his bandages as soon as the ship goes into jump. He will offer another Cr3000 if the group will forget the whole thing and consider him just another passenger. If the group has obtained passage on a commercial ship, the bandaged man will do the same, but not until at the destination starport, where he will request to be led to a rest room for the purpose.

The destination planet is not the real home planet of this diplomat. In time, the governments of both planets will figure out what happened; the smugglers probably will too. Any subsequent visits to either planet could result in harassment or violence.

J.B. King

PENSIONS IN TRAVELLER

In any Traveller campaign, many, if not most or even all of the players will role play characters that are retired from one service or another. Along with providing a greater number of skills, playing a retired character also provides a pension. But how does a character receive his pension? Surely not with a "Oh, you received your pension today". After consulting with Marc Miller of GDW I have prepared the following suggestions for handling pensions in Traveller.

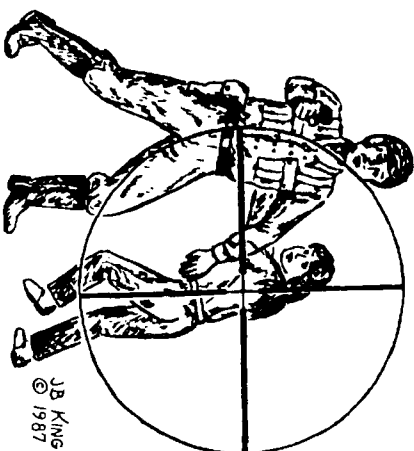
Generally, a pension is collectable from an agency of the service from which the character is retired from; a scout base for ex-scouts, a naval base for naval veterans, a type A or B starport for retired army or starport personnel.

Upon mustering out, the retired individual is issued a document with photo identification that includes all pertinent information and the amount of yearly pension. This document is made of durable material and is small enough to fit in a pocket bilfold. Along with the document, the retired person is issued a forward dated check, the date being one year from the date of issuance. The check cannot be cashed until on or after that date. When the check is surrendered for payment, an identical check is again issued. This method allows retired persons to collect their pensions no matter where their travels take them. Well, within the Imperium anyway.

Safeguards are employed in the production of both ID documents and checks to prevent tampering and counterfeiting. In the event that one or both are lost or destroyed, a claim must be filed with the appropriate agency. The ID document is replaceable after the claimant's retired status is confirmed, generally by communication with the muster-out world. This action has a minimum cost of Cr100 and may cost Cr1000 if much distance is involved. A check is not replaceable until six months after the cash date, and not until the Sector Reserve Bank of the sector in which the check was issued (where all cashed checks eventually end up) has verified the original check has not been cashed. The costs are as above.

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PROFILE: RED MURANAKA



Ex-Police Lieutenant
Red Muranaka 896A87
Age 40 5 terms
Cr20,00
Leader-1, Admin-1,
Interrogation-1,
Surveillance-1,
Tactics-1, Air/Raft-
1, Cudgel-1, Shotgun-
1, Auto Pistol-1,
Laser Rifle-1

Auto Pistol, Laser
Rifle, Cloth

Red Muranaka served with unerring dedication and distinction with the Lunion/Lunion (A995984 D) Police forces, receiving 4 citations for meritorious conduct in his rise to lieutenant.

Only one year before he retired, Muranaka succeeded in his most memorable feat, for which he received his last citation. Muranaka was the key figure in exposing a large criminal element operating within the lower hierarchy of the Lunion Government. Though many of these criminals ended up in Lunion prisons, many of them escaped off planet. The enmity of these misplaced villains was quickly felt when the wife of Lieutenant Muranaka was murdered by an off planet hit man.

Feeling utterly responsible for his wife's death and fearing for the lives of his remaining family, Muranaka retired, hoping to loose himself and his family in some far away subsector. But shortly after retiring, he received a message from

his enemies: no matter where he went, they would find and destroy him and his family. And he would be the last to die. This threat reawakened the determination that had died with his wife, and Muranaka vowed his enemies would feel the "justice of retribution".

As it turned out, I-Muranaka's son, a recent police academy graduate, refused to leave Lunion, swearing he would not run from his father's career, but was going to make his own. Accepting that decision, Muranaka left Lunion, taking his twelve-year-old daughter with him. The current whereabouts of this young girl are unknown, but she is undoubtedly hidden away where Muranaka trusts she will be safe.

In actuality Muranaka is not able to spend the time he would like in his manhunt. The simple reality is, star travel is very expensive. To create income, Muranaka has maintained sporadic employment as a freelance security specialist for private concerns, and has in two years time earned an admirable reputation.

Adventurers can become involved with Red Muranaka in several ways. A party can hire him for some security purpose, or he may himself be hiring to fill the needs of a security team. He may also seek the adventurer's aid in stopping a hit on his police officer son, or rescuing his kidnapped daughter.

Though Muranaka is competent in his abilities, he will drop everything, at least temporarily, to follow up possible leads on his enemies, which could cause problems in a current operation. It is also possible that his enemies could target adventurers working with Muranaka.

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PRECIOUS CARGO: THE NABATANI TREE

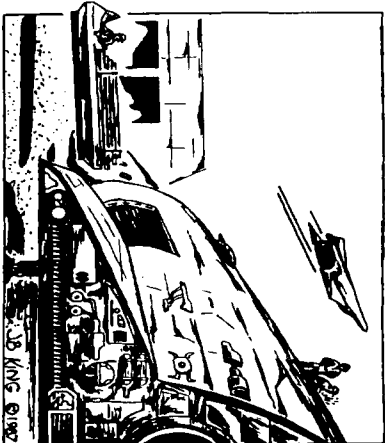
The Nabatani Tree is a rare, exotic wood prized for its durability and rich variation in color, everything from charcoal, blue gray, violet and pink twisting through its close, dense grain. Called the "spears of the ancients", the Nabatani grow tall and straight to a height of 25 to 35 meters, but regain small in diameter, taking 2 centuries to gain a diameter of 30cm. Its leaves are gray in color, purple on the underside, and are quite similar in size and appearance to a typical spearhead.

The Nabatani originates on Goshen (G577532 B), in the Ultima subsector of the Solomani Rim. The tree has been transplanted to other worlds in the Rim, but tree growers have been unsuccessful in growing trees as rich in color as those harvested on Goshen.

A luxury item, the Nabatani is quite valuable. In the Ultima subsector, it sells for 10 times the normal price of wood (determine value of wood on Trade and Commerce tables-Book 3, and multiply actual value by 10), and 20 times the wood price throughout the rest of the Rim. Reduce these values to half if wood originates on a planet other than Goshen. The Nabatani is not usually available outside the Solomani Rim.



Unfortunately, the higher value of the Nabatani has given rise to a counterfeiting process, which allows certain average hardwoods to be chemically treated with dyes to give it the appearance of the Nabatani. Only someone with experience in woodwork, such as a master craftsman, or someone experienced in the use of chemicals can detect the presence of dyes.



CARGO: NABATANI WOOD

LOTS: 1 ton

VALUE: Goshen grown and acquired in Ultima subsector - actual wood value x 10, the rest of Rim, x 20. Wood harvested on another planet - same as above except x 5 and x 10.

MARKET: Luxury item.

AVAILABILITY: In Ultima subsector - on a roll of 7+ there are 2D tons available. The rest of the Rim - on a roll of 10+ there is 1D tons available.

REFERENCE'S INFORMATION: If the wood is obtained on a planet other than Goshen, roll 1 die to determine cargo:

1-2 The wood was - harvested on a planet other than Goshen from transplanted trees and its value is reduced to half that of Goshen grown. In most cases, speculation buyers will be made aware of this.

3-4 The wood is in fact "phony", treated with dyes to give it the appearance of the Nabatani. Dealers of this counterfeit may attempt to sell it as either Goshen grown or transplanted. The dyes within the wood will begin to break down in 1D weeks, ruining the cargo and making it worthless.

5-6 The wood is the Goshen grown Nabatani.

EQUIPMENT CHECK: CLOSED CIRCUIT DIVING UNIT

Intended primarily for military and quasi-military operations, the closed circuit diving unit is designed to circumvent the one major problem with standard underwater breathing gear: the large clouds of bubbles that are exhaled and boil to the surface, which can easily reveal a diver's position to watchful eyes.

The closed circuit unit solves the problem by passing the exhaled air through a chemical absorber unit that removes carbon dioxide. The unit then replaces the oxygen used by the diver.

A diver's oxygen consumption needs vary greatly, depending on workload or exertion rate, and the user of this unit must adjust the oxygen replacement rate to his need. The unit uses a small, high-charging pressure oxygen bottle that contains oxygen for 3 hours use. The absorber unit

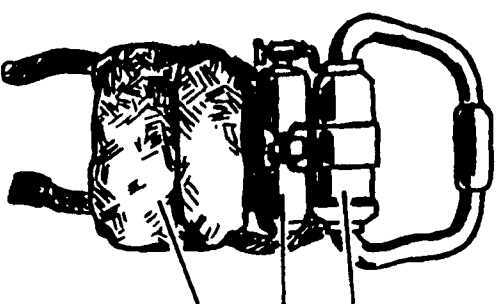
contains a disposable cartridge filter that also lasts 3 hours.

Filter absorber Unit

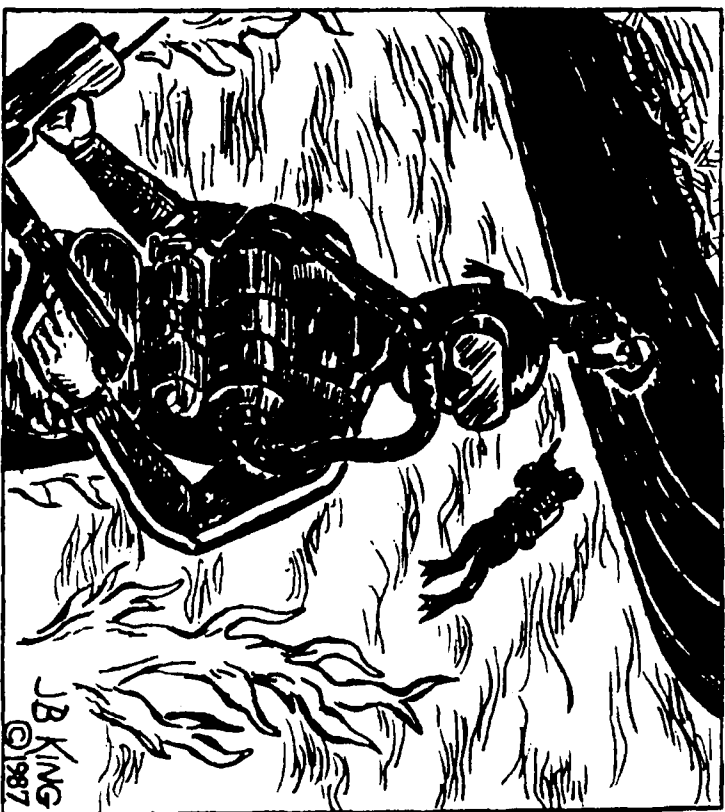
Oxygen Bottle

Storage Sack - Re-placement Bottles and Filters

The closed circuit diving unit is manufactured at TL 7 and costs Cr1500, and includes one each of oxygen



bottle and chemical filter. Additional oxygen bottles cost Cr200 and filters Cr50. Oxygen bottles may be recharged but require a compressor or high-pressure capability, which costs Cr500 (TL 5). A standard compressor (Cr300) can fill bottles but the bottles will last only 1.5 hours. Extra bottles and filters can be carried by the user and changed during use, either on the surface or submerged, which takes 60 to 90 seconds.



Underwater activities require the use of standard swimming equipment (TL 3) which costs Cr200.

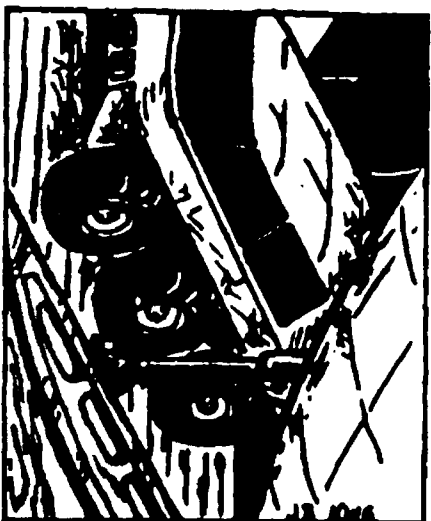
The Underwater Activities rules found in The Ship's Locker, Volume 1 of JFAS should be applied when using this unit. A character familiar with diving requires one hour of training, usually

available at place of purchase for Cr50, to become familiar with the unit. Characters unfamiliar with diving also require this training, but are still considered unfamiliar with diving for rules application purposes.

J.B. King

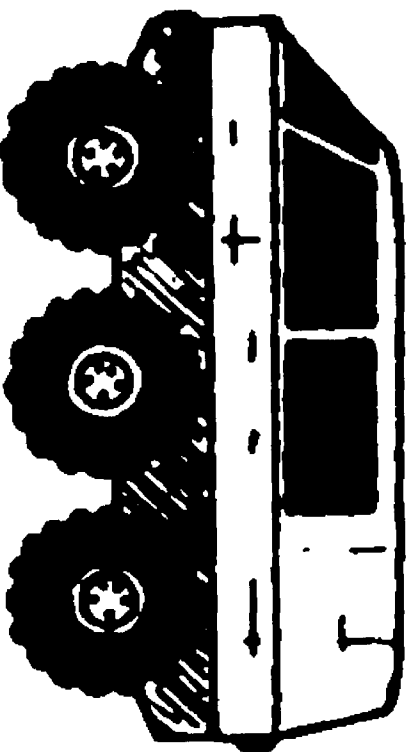
THE ATV: MINI-MARK II

Manufactured by Diversified Transportation LIC, a wholly owned subsidiary of Ling-Standard Products, the ATV MINI-MARK II is specifically designed to fit a standard air/raft bay. The vehicle is basically intended as a possible economic alternative for the air/raft in streamlined vessels or vessels containing ship's boats, or when planetside operations require several vehicles.



The MINI-MARK II is a six wheeled vehicle costing Cr12,000. It has a range of 4000 km. On roads it will cruise at 60 kph and can achieve a speed of 100 kph. A battery that is recharged by a ship's power plant powers the vehicle. It is fully pressurized and may be lightly armored, but cannot

mount a turret. However, a forward-firing standard laser rifle can be mounted through a portal on the front passenger side and connected to the ATV's battery power. The vehicle will carry 2 tons, including a driver and three passengers. The passenger couches are removable to allow space for cargo. The vehicle itself weighs 4 tons.



ATV MINI-MARK II

The Diversified Transportation ATV MINI-MARK II is built to fit a standard air/raft bay and is an economic replacement for gray vehicles.

TONNAGE: 4 tons.
CARGO: 2 tons, including up to 4 passengers.
PERFORMANCE: 60 kph cruise speed, 20 kph rough terrain, 100 kph top speed.
RANGE: 4000 km.

J.B. King

PRE-GENERATED CHARACTERS: ROGUE

In the opinion of this adventure gamer, one of the best reasons for creating supplemental material is simply to save the referee time in preparing adventures. With that goal in mind, each issue of JUMPSPACE will feature a page of pre-generated characters of the same type, which will allow easier use and organization.

1	Rogue	664A63	Age 34	4 terms	Cr ?
	Streetwise-1, Brawling-2, Gambling-2, Dagger-1, Carbine-1				
2	Rogue	786878	Age 38	5 terms	Cr ?
	Streetwise-1, Gambling-2, Mechanic-9, Tactics-1, ATV-1, Blade-1, Auto Pistol-1				
3	Rogue	97A982	Age 34	4 terms	Cr ?
	Streetwise-1, Brawling-2, Computer-1, Air/Raft-1, Tactics-1, Carbine-1				
4	Rogue	854764	Age 30	3 terms	Cr ?
	Streetwise-1, Gambling-1, Brawling-1, Mechanic-1, Shotgun-1				
5	Rogue	B89575	Age 30	3 terms	Cr ?
	Streetwise-1, Gambling-1, Brawling-3, Outlass-1, Rifle-1				
6	Rogue	579586	Age 42	6 terms	Cr ?
	streetwise-1, Brawling-2, Gambling-2, Mechanic-2, Air/Raft-1, Dagger-1, Revolver -2				
7	Rogue	6659A6	Age 34	4 terms	Cr ?
	Streetwise-1, Leader-1, Computer-1, Medic-1, ATV-1, Blade-2				
8	Rogue	A67797	Age 30	3 terms	Cr ?
	Streetwise-1, Brawling-1, Leader-1, Tactics-1, ATV-1, Carbine-1				

