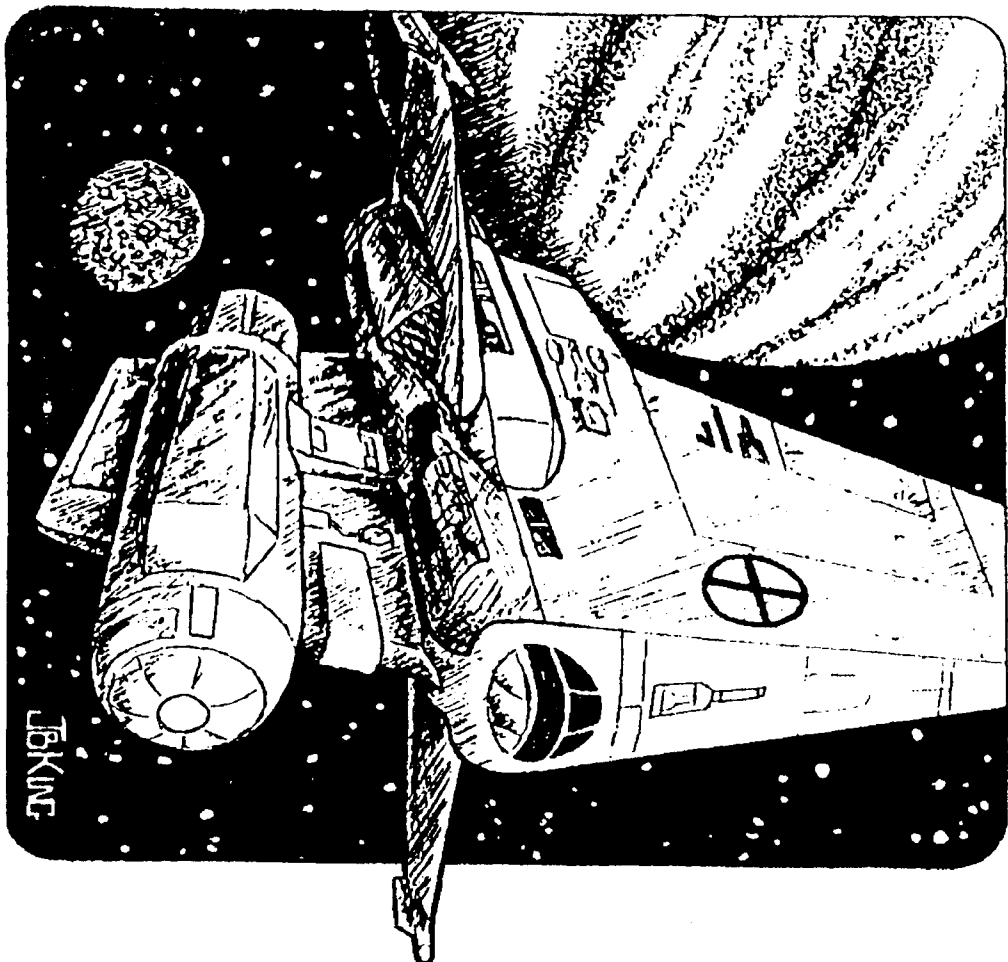


JUMPSPACE

ISSUE 6

AN ILLUSTRATED FANZINE FOR
TRAVELLER™

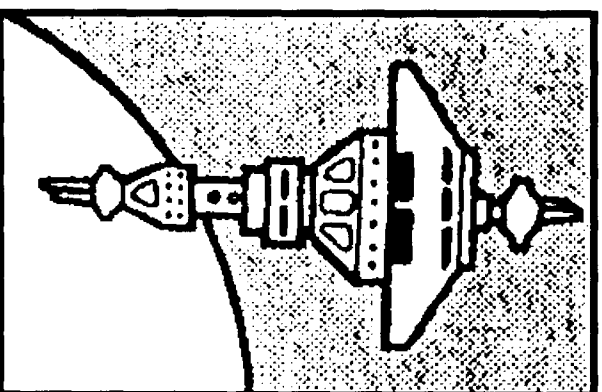
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JUMPSPACE

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Devoted to GDW's science fiction role playing game, TRAVELLER.



Notes from Jumpspace

By James B. King

I welcome you to this issue of Jumpspace. A lot has been happening here concerning the magazine, and I will now inform you that this is the last issue you will receive titled Jumpspace. I'm proud of this little magazine, and believe I have diligently applied myself to developing and improving it. Now it is time to expand our scope of coverage to science fiction gaming in general, as indeed we must if the magazine is to be successful. Beginning with the next issue, it will become Voyages. And Voyages is taking off! In each issue you'll see background articles and scenarios for several popular game systems. Periodically, you'll even see the same for lesser-known games. But that's not all. In Voyages you'll find reviews and overviews, starship and vehicle plans with multi-game stats for real usability - even paper models for some, entertaining fiction, informative articles about this and other related hobby industries, and more!

Now some of you dedicated Traveller fans may feel that you won't be getting what you paid for. But don't worry. Traveller will still figure heavily in our coverage. In fact, Voyages #7 is shaping up to at least ten pages for Traveller already.

Of course, to expand coverage like this, we'll have to expand our page count as well. We are also boosting the subscription price to \$9, though the cover price will remain the same. If you wish to re-subscribe early to avoid the increase, feel free to do so through November.

For contributing to this issue, my thanks go to Jerry Campbell, Ed Edwards, Anthony D. Ward, Glen Allison, and Justin Hamilton.

LEGATISE

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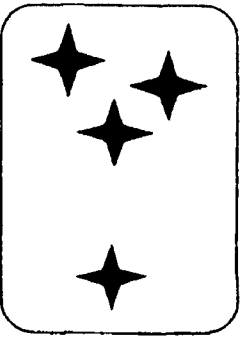
Jumpspace is available at the single-issue price of \$2.50. Subscriptions are available at \$8 per year.

Articles and illustrations are welcome and encouraged. Present payment is by way of a free issue of Jumpspace. Non-subscribers receive the issue their work appears in, while subscribers have their subscriptions extended. Almost any Traveller related subject will be considered, but if in doubt, query. Always include a stamped and self-addressed envelope to guarantee a response. Send mail to:

StarLine Publications
50 Basin Drive
Wesa, WA 99343

A STORY

by Jerry Campbell



Weird how quickly things fell apart after news of civil war got out here. Sure, when the Imperium fell into fighting various "brush fire" wars, everyone figured that thing's would be a little hairy here for awhile. Nobody said anything about "hairy" meaning we'd have to tangle with hairy Vargr and then Aslan. I'd say they all fight like cats and dogs, but that joke was old and worn out a long, long time ago. Hell, it was stale even before Ralphie took one in the... no, never mind that. Keep your mind on what's out in front of you, trooper! Supposed to be a whole company of Aslan marine types out there somewhere. Lane said she heard they have PGMPs and everything, too. I think she's full of it, myself. Always struck me as the dewbirdy type - all scared and flighty and all that. On the other hand, she is one fine looking 'lady! All that chocolate colored hair and blue eyes and... and you best keep your mind on your job, boy! Where was I, anyway? Oh yeah, Cat Marines and PGMPs. Stagger guns. Not that there's a whole lot for them to slag around here after all that orbital bombing we ate last week. Nope, not much here except for idiots like me who're supposed to...how'd they put it? Yeah, quote: "Hold this line with your lives, we'll be bringing up reinforcements ASAP", end of quote. At this point, I'd even settle for some decent chow and some sleep. Especially the sleep. What's it been, eighty-something or so hours now? I don't think I really want to know...

(What was that?) Can't see diddly-squat in this fog! Between that, the fallout, and the general clutter, this scanner's not worth a whole lot more than eyes. Sure hope some kind of relief shows up soon. Don't know what's foggier, the pass out there or my head! -

(There it is again!) Still zip on the scanner, though. Wonder if maybe I should call this one in? Fraggin' fog'll keep the laser commo from punching through right and the standard radio's too easy to intercept... lord, I sure wish Sgt. Iman were here He'd know what to do. Yeah, and what was it Grampa used to say? Something about wishes and hearses ...no, horses. If wishes were horses, beggars would ride - yeah, that's it! Sure wish I could up and ride. Ride right outta' here and into the rack for a few hours, days, whatever. Good thing the old boy didn't live to see all this. Woulda' probably killed him. (Easy, Jimmy-me-lad. You keep that up and you'll lose it for sure!)

Still, he was a real character, Grampa was. Him and Gram. And her all the time just so all fired proud about how she could trace back the family tree some ways to when her people all came from Terra, the "garden spot of the universe," according to her! "The only place where mankind really feels at home." Well, maybe. But Terra's got nothing like tree prawns or roast merry pods or Tyler's Hole or, or, or a whole lot of stuff that we probably don't have no more, either! Wonder what Terra's really like. Well I sure won't be finding out any time in the near future, no how...

(What!? Oh, man! Guess I must've dozed off there! What time is it? Phew! Wasn't more than a few minutes then. Where'n thunder's my fraggin' RELIEF?! (sniff, sniff) This bunker just flat out stinks! The Cats won't need any fancy detection gear, just their noses to find this place! The air

recycler must be fritzing out or something. Well, nobody ever designed this stuff to go this long without some kind of maintenance. I guess - (Hey!) There's that movement again! Lor-dy-hold-on! TANKS! Nobody said nothin' 'bout 'no fraggin' tanks! (Uh, radio! Where's the fleeb-smellin radio?!...)

"Base base base! This's L.P. Nine Alpha Tango! Base, do you copy, over?!"

"Yo, base (Come on people!)! This is L.P. Niner-Alpha-Tango! I got tanks here! You read me base? Repeat, I got tanks moving forward of my position right now, over!"

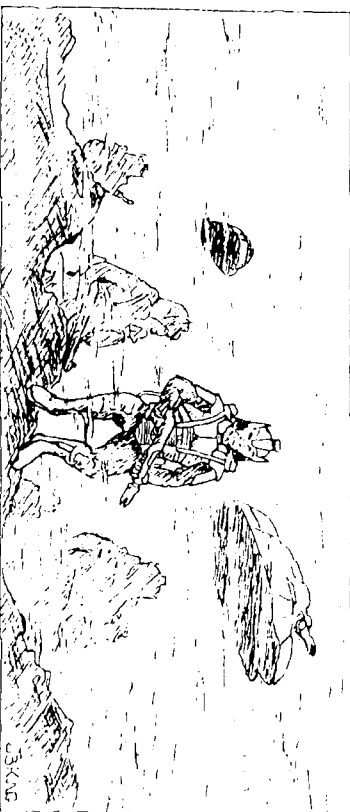
..."Roger that, base. I now count five, repeat, five lift tanks by visual spotting. Possible count of three more by the scanner. They're heading south, out of the valley at co-ords Victor-Oscar-eight-two-two-six-Papa. Ground clutter's really screwing up my scanner. I am unable to determine if there's infantry support moving alongside the armor, mounted or otherwise. I'm barely reading the tanks as it is"....

Sit tight and continue to report any changes. Right. If I continue to report much more, I'll end up reporting to the angels or something. As it were, I figured Wama My's little boy was Porgo-bait when them tanks turned my way. Good thing the arty decided to drop some "little packages" on them when they did! O' course, all that counter-battery and incoming stuff around here shook things up a little more than...aww, not again! And me with no commo now! (Least none that will get a reply.) Ninety-something hours of next to no sleep, I gotta take a leak in the worst way, got no commo, and now all the Cat Infantry on the fraggin' world is doing a probe right up my hillside. Great. Lovely. I think I'd like to go home now please.

(Easy, boy! You're babbling again!) Well, so..fraggin'..WHAT? I'll babble as much as I want

to! ...Oh, good. Now he's talking back to himself! Yep, they seem to have spotted my little happy home here. Too bad, it would've been dark before long. Now we find out if any of the AP mines still work. Hey, I wonder if the Cats carry their wounded out on "kitty litters?" Son, you've been out here for way too long for sure now!

YEAH! Sushi time! (Sorry, Gram. Just couldn't resist that one!) Uh, oh. I do believe I done made them a wee bit mad. Gnu, those cats are big! Never seen any this close up before!



En! Well ALL RIGHT! Corrie made it through the shelling after all! Yeah, girl! Fire 'em up! Nice to know I'm not entirely alo...oh, nooo! AWW, Corrie, why'd you have to go and buy it? (Now, what'd make a ferrocrete reinforced bunker implode like that?) I'll even it up for you, lady. You just watch...

Heeere, kitty kitty kitty! Come chew on one of my nice PAW grenades. Stinkin' furbalists!

CHUP CHUP CHUPPOCHUPPOCHUP (wham wham whammwhammwham) Huh, these rigs sure weren't designed for firing in enclosed spaces. So fraggin' smoky I can hardly see to sight ...En? Now what? Great, it's jammed! (Remember the following basic steps for cleaning your weapon, boot! One....)

What was that? Cat with a bag? Satchel charge? Time to get ou...(darkness)

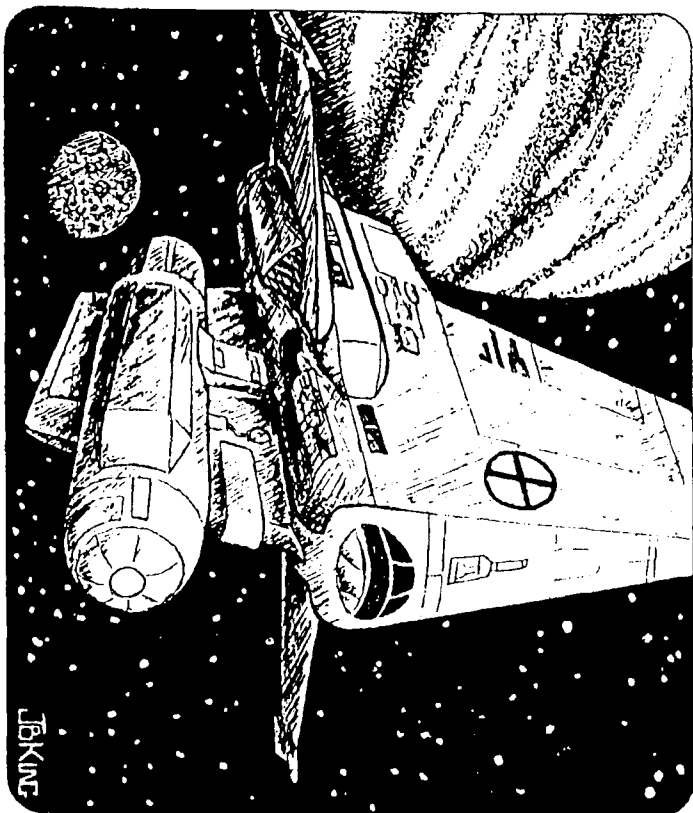


CRAFT FILE:

SOLOMANI FLEET COURIER

MegaTraveller design by James B. King

Deck plan design by Ed Edwards



The starship design presented below is based on a standard Solomani ship design included in Alien Module 6 Solomani.

Craft ID: Fleet Courier, Type SK, TL 14,
MCr84.316

Hull: 180/450, Disp=200, Config=4SL,
Armor=40G
Unloaded=2168tons, Loaded=2333t

Power: 14/28, Fusion=1827MW,
Duration=22/66

Loco: 15/30, Maneuver=3,
8/16, Jump=3,
NOE=180kph, Cruise=750, Top=1000
Agility=0

Comet: Radio=System x 1
WaserComm=System x 1
ActiveEWS=FarOrbit x 1
PassiveEWS=Interstellar x 1
ActObjScan=Rout, ActObjPin=Rout,
PasEngScan=Rout
BeamLaser=x02

Off: Batt 2
Bear 2

Def: DefDM=+4
Computer=2/bis x 3,
Panel=Hololink x 423,
Special=HedUpDisplay x 2
Environ=BaseEnv, BasLS, ExLS,
GravPlates, InertComp

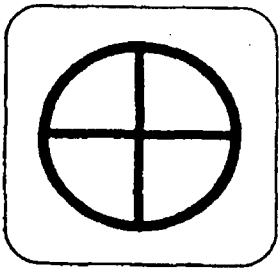
Accomm: Crew=6
(Bridge=2, Engineer=2,
Gunmery/Medical=2)
Staterooms=7,
Subcraft=20ton Launch
Cargo=89kliters, Fuel=1076kl
PurificationPlant, FuelScoops
ObjSize=Average, EnvLevel=Mod

Other: Fuel purification plant is based on
half of fuel volume. Price and weight
of subcraft are not included in above
figures.

Comments:

Solomani Combat Vehicles

by Anthony D. Ward



"After all my years of service to the Empire, it always amazes me at how predictable are the actions of most humans when confronted by a known stimulus. For instance, during the later years of the Solomani Rim War, our Imperial Forces were capturing a lot of Solomani military equipment. As an Imperial Marine Corps Intelligence officer, I began using captured Solomani equipment for demonstration purposes during intelligence briefings. I made many an easy credit by judicious wagers I made with my fellow intel officers as to what our briefees would first say when shown Solomani equipment. Every time we opened up one of the vehicles' personnel hatches to demonstrate the easiest way to 'plix out' the enemy's equipment, I'd hear the same two comments: 'Isn't it awfully crowded in there?' and 'Look at all the complicated controls.'"

-Excerpt from 50 YEARS SERVICE TO THE IMPERIUM, by BG Sir Imar Tommichi, IMC, Ret.

Besides demonstrating how Humaniti react to common stimuli, the above quote from BG Sir Tommichi also demonstrates two important points about most Solomani military vehicles.

First point: When compared to average Imperial or Asian vehicles, Solomani combat vehicles always seem to have much more equipment jammed into the same size hull. The average Solomani military officer will explain this by

talking about "systems backups" and "using the cutting edge of technology." Imperial thought is that this is just the standard operating procedure of the Solomani Military-Industrial Complex (SMIC). The Solomani government is much more influenced by Solomani megacorps than is His Majesty's Government. The SMIC always tries to maximize its profits by "gold plating" everything it sells to the Solomani government. Therefore, more costly equipment is jammed into every Solomani vehicle, leaving less room for crew comfort.

Second point: The Solomani military doesn't believe in adding "nonessential" artificial intelligence subsystems to their combat systems. There seems to be a general lack of trust among the Solomani that extends even to their own technology. After all, they spend an enormous amount of time and money on their security forces to ensure continuing loyalty to the Solomani Cause. If they can't trust their own people, how can they trust a "cold and soul-less" machine? So their equipment has more manual control systems than Imperial equipment does, to make up for the lack of built-in intelligence.

The following Solomani military vehicles are examples that can be found on most battlefields in the Solomani Rim. None are the most-up-to-date models, but they are still commonly found in many Solomani Confederation armed Forces units and those of their allies.

CRAFT ID: Solomani ZULU Gray Tank, TL=13, WCR10.15

HULL: 9/23, Disp=10(+2.6turret), Config=4SL,

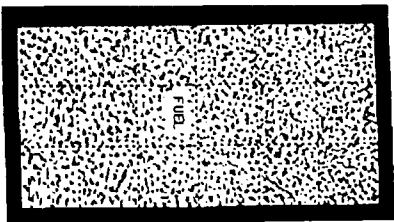
Armor=45T, Unloaded=222tons,

Loaded=226tons Hull=2mHx4.5mWx15mL

Prt=0.45mHx2.9mWx2.9mL

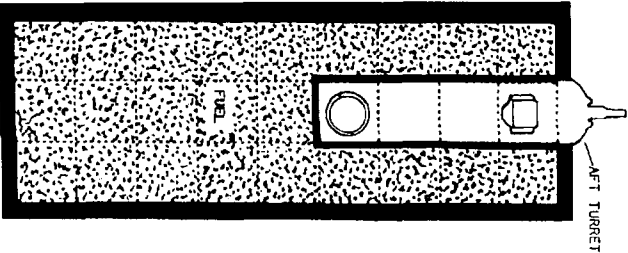
POWER: 1/2, Fusion=115MW, Duration=24/72

LOCO: 1/2, StdGravThrust=600tons, NOE=170kph,

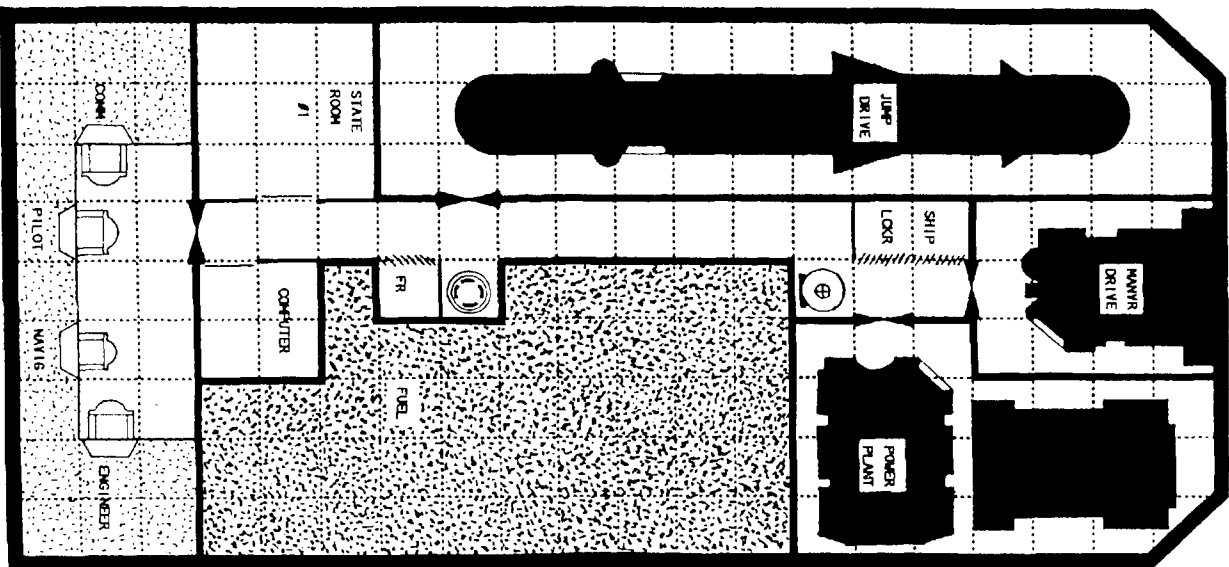


A. DECK

Solomani Courier

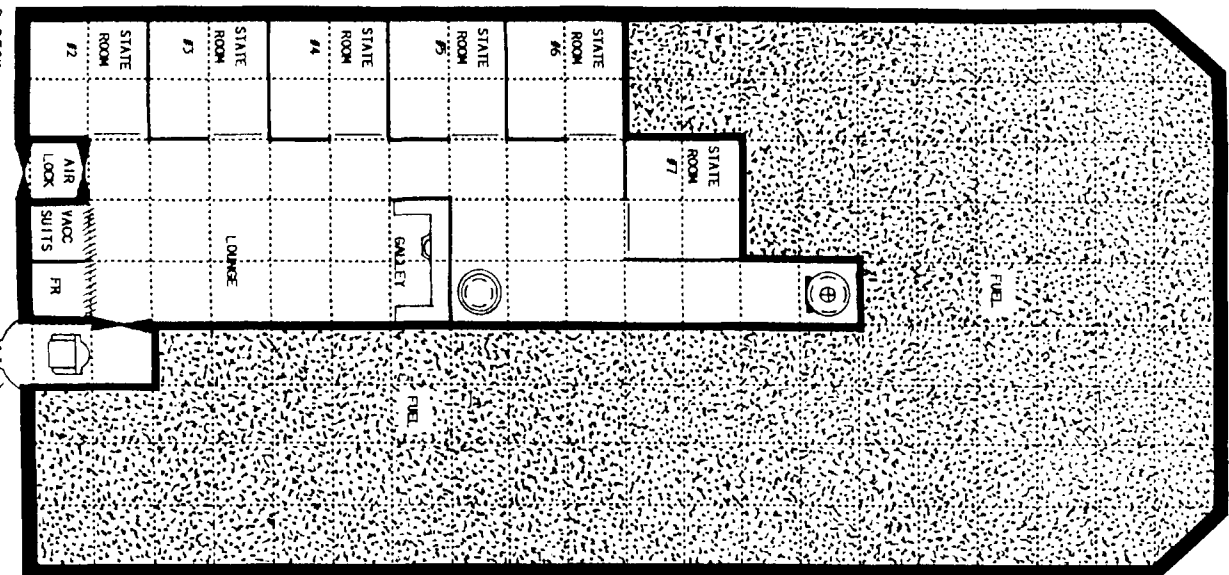


B. DECK



C. DECK

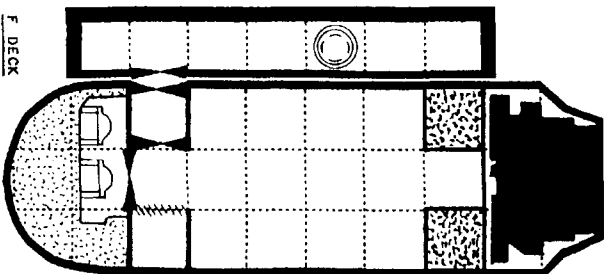
FRONT



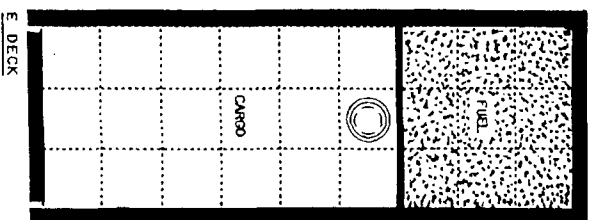
D. DECK

FRONT

FOKE TURRET



E. DECK



F. DECK

Cruise=750kph, Top=1000kph,
Vacuum=1770kph

COMMO: Radio=Continental, Waser=Regional x 2
SENSORS: EMIask, PassiveEWS=VDistant &
Continental, ActiveEWS=Distant x 2,
ActObjScan=Form, ActObjPin=Form,
PassEngScan=Form

OFF: Hardpoints=1 (point defense targeting)

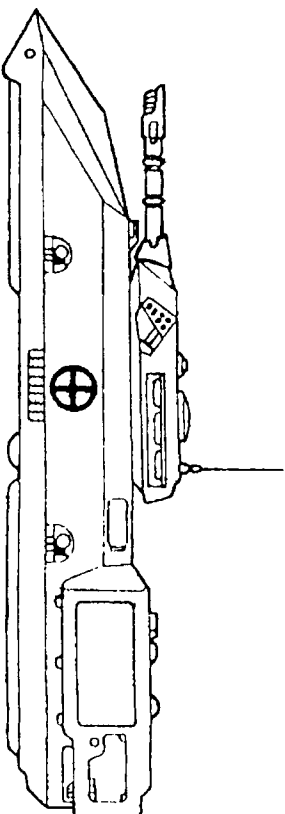
PY-13 0	0	71/5	30	21km	2	H	40
Ammo	Rds	Pen/	attn	Dmg	Max	Auto	ROF
					Rng	Tgts	Sig

DEF: Prismatic aerosol x 5, Sandcaster x 5
CONTROL: Computer=2 x 2, Panel=Hololink x 1,
Special=HeadsUpHolo x 2,
Environ=basic env, basic Is, extend Is,
gray plates, inert comp

ACCOMM: Crew=3 (Operator=1, Gunner=1, Cmdr=1),
Seats=cramped x 3, Bunks x 2

OTHER: Cargo=5.7kl, Fuel=55.2kl, ObjSize=small,
EMIlevel=faint

COMMENTS: The ZULU Class Gravtank was originally
purchased by the Solomani Confederation Armed
Forces in 979 Im. More than 75,000 were purchased
over the next 150 years. Although the Zulu is no
longer a first line ATV, thousands are still in use
throughout the Solomani volume with the SCAR and
their allied forces.



CRAFT ID: Solomani CHARIOT III Gray APC, TL=13,
MCR8.15

HULL: 14/34, Disp=15, Config=4SL, Armor=40F,
Unloaded=158.5tons, Loaded=184tons
Hull=2.5mHx4.5mWx18mL
Turret=0.2mHx0.2mWx0.2mL

POWER: 1/2, Fusion=78MW, Duration=30/240

LOCO: 1/2, StdGravThrust=600tons, NOE=170kph,
Cruise=750kph, Top=1000kph,
Vacuum=2280kph

COMMO: Radio=Continental, Waser=Regional x 2
SENSORS: EMIask, PassiveEWS=VDistant &
Continental, ActiveEWS=Distant x 2,
ActObjScan=Form, ActObjPin=Form,
PassEngScan=Form

OFF: Hardpoints=1

TL 13 Ammo	Rds	Pen/	attn	Dmg	Max	Auto	Sig	ROF
PulseLaser	0 0	7/2	5	2.5kl	3	L	80	

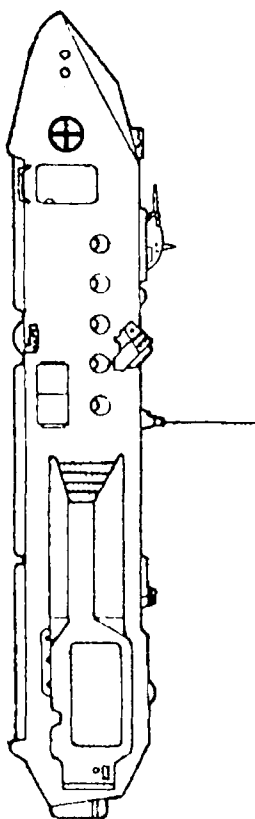
DEF: Prismatic aerosol x5, Sandcaster x 5
CONTROL: Computer=2 x 2, Panel=Hololink x 1,
Special=HeadsUpHolo, Environ=basic env,
air-lock, basic Is, extend Is,
gray plates, inert comp

ACCOMM: Crew=2 (Operator=1, Cmdr/Gunner=1),
Troops=10, Seats=adequate x 2,
roomy x10, bunks=2

OTHER: Cargo=22.6kl, Fuel=46.8kl,
ObjSize=small, EMIlevel=faint

COMMENTS: The CHARIOT III Gray APC was first
purchased by the SCAR in 989 Im. as a companion to
the Zulu and Apache classes of gray tanks. These
APCs may still be found in many SCAR units. There
have been many variants of the Chariot III, both
official and unofficial, built over the last 100
years. Official examples include the Firebee,

mounting a rapid pulse plasma gun but carrying only 6 troops, and the SoccerTeam command and control vehicle. Unofficial variants include the mounting of almost every type of weapon that can be added to the chassis and powered by the vehicle's reactor.



CRAFT ID: Solomani SOCCERTEAM Command and Control

Vehicle, TL=13, WCr40

HULL: 14/34, Disp=15, Config=4SL, Armor=40F,

Unloaded=175.2tons, Loaded=215tons,

Hull=2.5mHx4.5mWx18mL

POWER: 2/4, Fusion=78mW, Duration=30/90

LOCO: 2/4, StdGravThrust=600tons, NOE=170kph,

Cruise=750kph, Top=1000kph,

Vacuum=1950kph

COMM: Radio=Continental x 2,

Laser=Continental x 2

SENSORS: EMMask, PassiveEWS=Continental x 2,

ActiveEWS=Continental x 2,

EWSJammer=Continental, ActObjScan=Diff,

ActObjPin=Diff, PasEngScan=Form

OPF: Hardpoints=1

DEF: Prismatic Aerosol x 5, Sandcaster x 5

CONTROL: Computer=7/4ib x 1, 3/4ib x 1, Panel=holo

link x 4, Special=HedsUpHolo,

IgHolo x 3, (elec. circuit protect)

Environ=basic env, basic Is, ext Is,

airlock, grav plates, inert comp

ACCOM: Crew=5 (Operator=1, Cmr=1, Staff=3),

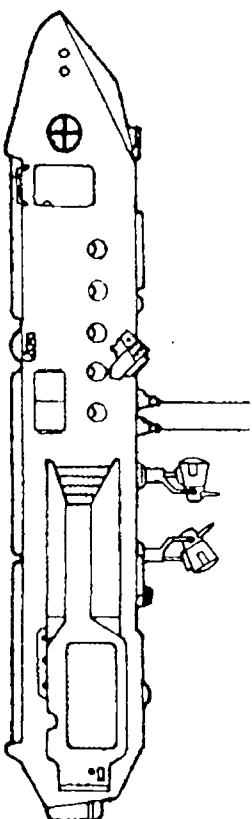
Seats=roomy x 5

OTHER: Cargo=40kl, Fuel=47kl,

ObjSize=small, EmLevel=faint

COMMENTS: The SOCCERTEAM variant of the Chariot III APC is used by battalion, regiment, and division commanders and their staffs to command and control SCAF units during battle: SCAF battalions normally have one SoccerTeam, regiments have two, and divisions have five.

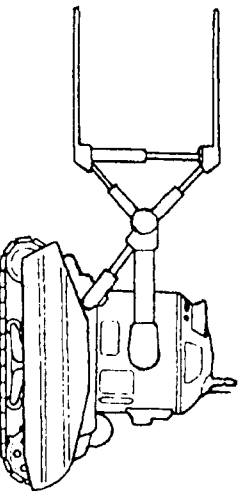
SoccerTeams are also used by SolSec to monitor both enemy and Solomani military communications during battle. SolSec SoccerTeams are indistinguishable from standard units from the outside. Imperial Naval Intelligence has never been able to get a full internal equipment inventory of any SolSec SoccerTeam. The number of SolSec SoccerTeams assigned to any unit seems to vary in a random pattern: SolSec is authorized to override any command they think is disloyal to the Solomani Cause. This command override has many times had a detrimental effect on the battle being fought by the SCAF unit, commander, and staff.



ROBOT MART

by Glen Allison

The robots presented here are a sampling that maybe useful in encounters or as useful items of equipment for the players. To get the full effect of these robots, the referee needs GW's Book 8 Robots, but it is not absolutely required. Following is an explanation of certain terms to help the reader put these 'bots to use in a campaign. Some of the terms are obvious and won't be discussed. Fuel for the robots is measured in liters (unless batteries are used). The two numbers with the armor type are the hit points for the chassis: A/B (mesh), A is the hits required to disable the robot and B is the hits required to completely destroy it. The Basic Sensor Package consists of a combination of audio, video and olfactory sensors. A Voder is a speech synthesizer, which allows the robot to speak. The Application Listing tells you what skills and levels the robot has. Any weapons listed are straight from the rulebooks, and the illustrations give you an idea of what they look like and of their mode of locomotion.

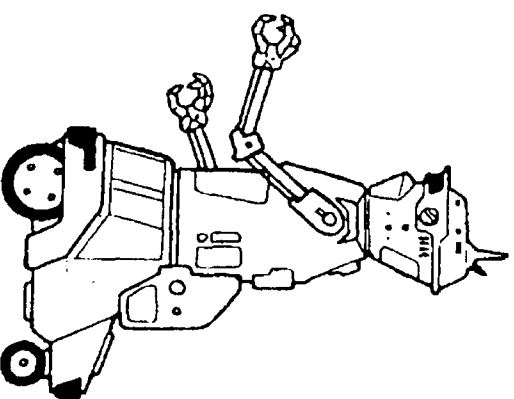


BassSensPack, Voder, Radiation Sensor, App: Cargo-4

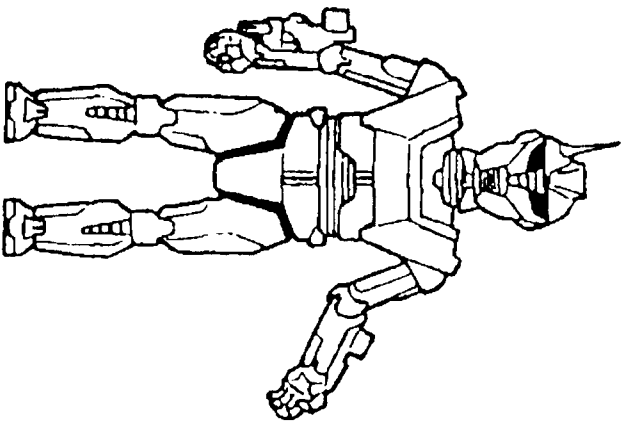
MEDIUM CARGO ROBOT
816xB-12-JC111-
S441 70/175mesh,
Dura=3.125days,
Fuel=30, TL=13,
Cr78,750, 383kg,
2 Heavy Arms,
Head(30%),

The GP38-2 Medium Cargo Robot is a second-generation cargo handler produced by Keyk Robotics, a subsidiary of SuSag. It can handle fairly heavy cargo loads quickly and is an expert at cargo stowage. With its radiation sensor, the GP38-2 doubles as a safeguard against radiation leaks. Trade magazines are currently displaying ads for the GP40, an upgraded product that should be in production within two years.

PERSONAL SERVANT
623XA-12-JM222-J873
30/75mesh,
Dura=8.33days, Fuel=50,
TL=13, Cr181,359 157kg,
2 Light Arms, Head(30%),
BassSensPack, Voder,
Acoustical Speaker,
Touch and Taste Sensors,
500km Radio, Program
Interface, 5liter Weapon
Cache
App: Valet-3, Emotion
Simulation



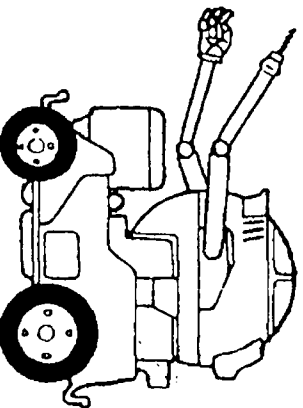
The AI Valet Robot was the first piece of equipment produced by Keyk Robotics and is now considered to be obsolete. In spite of this, the AI Valet can still be seen in use almost everywhere and is still being manufactured for lower technology worlds. The AI has some interesting features. First, the program interfaces allows the current owner to exchange programs and/or possibly increase memory storage in the robotic brain, making the AI a very flexible robot. Second, the weapon cache of 5liters allows the owner to hide a weapon or other object. And third, the taste sensor is capable of detecting many, if not all of the more common types of poisons.



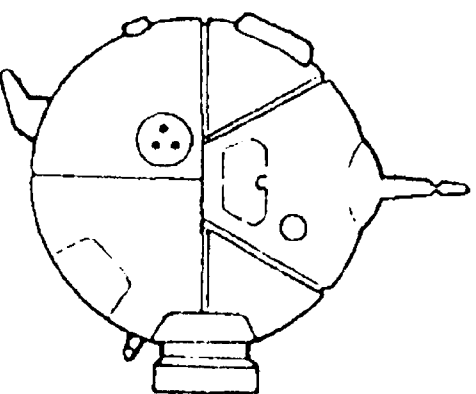
SECURITY GUARD ROBOT
654x2-12-PW326-P973
49/124mesh,
Dura=8.25days, Fuel=60,
TL=13, Cr480,415,
380kg, 2 Medium
Arms/Auto Rifles,
Head(20%), BassensPack
(eyes +1 Tele, +1 Light
Intensifier, ears +1
Sensitivity), Voder,
50kmRadio, ECM,
HoloRecorder (TL=13) 3D
App: Security-3,
Interrogation-1,
autoRifle-2, Close
Combat-1, Infantry,
Ground Combat-3,
Emotion Simulation

The "Security One" Guard Robot is a new model, just released last year by Gearhart Enterprises, a division of Keyk Robotics specializing in robots of this type. Gearhart also produces survey probes, "spy balls," interrogation robots, and law enforcer robots.

LIGHT SHIP MAINTENANCE ROBOT
431xA-12-LB1x2-N721
16/40mesh,
Dura=9.89days, Fuel=25,
TL=13, Cr93,844, 102kg,
2 Light arms,
BassensPack, Mechanical
Tool Package,
Electronic Tool Package
App: Mechanic-3,
Electronic-3



The "Maintenance Man 5D" is one of Keyk Robotics' more popular maintenance robots. With models 1-4, this robot has been in production for over 40 years. The Maintenance Man is very good at shipboard repairs that do not require heavy lifting or welding. It is compact and can fit into a small storage space with little trouble. The application programs could be replaced with little work and the robot has the provisions for a third light arm with connections for a light laser (this would require greater power plant output - either a larger power plant or an external power pack).

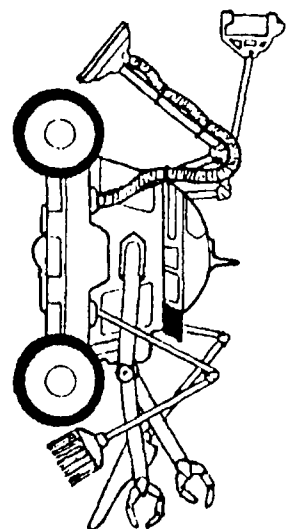


10 LITRER "SPY BALL"
13x1P-xx-xxxx-xxxx
2/5mesh, Dura=2.3hrs,
Batteries, TL=13,
Cr60,325, 30.4kg,
Maneuverg's=2.28,
Slave Unit, 5kmRadio,
Spot Light, Eye, Ear,
Power Interface, ECM

The Spy Ball is a brainless gray-powered sphere that is slaved to a control panel by radio link. It transmits a picture of what it sees to a controller who can record the transmission if desired.

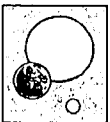
The Model I portable Spy Ball Console weighs a hefty 80kg with a volume of approximately 100 liters. It has a program interface allowing an operator to change computer programs with ease. It has a power interface for the console and 2 Spy Ball power interfaces for recharging the batteries of any size Spy Ball. The console sports a 50km radio, master units for 5 Spy Balls, ECM, a video

recorder (2-D), a video display (2-D), 5 program course tapes for the Spy Balls, and the "Brain" which is connected to a mini-computer. Also included with the console is a joystick for manual control of a Spy Ball. The Model I console price is Cr415,000 and includes all the required hardware and software to control 5 Spy Balls: The Model Ia console is a built in unit that functions just like the Model I for the price of Cr406,000. Console Models II-VI provide control for greater numbers of Spy Balls.



JANITORIAL ROBOT
61x24-16-18101-
LE11, 30/75mesh,
Lura=13.33days,
Fuel=64, $\pi L=13$,
Cr23,626, 175kg,
2 Light Arms,
Head(10%),
4 Very Light
Arms, BassensPack, Spot Light, 5kmRadio, Janitorial
Tool Package, Brain Interface, Power Interface,
Acoustical Speaker. App: Janitorial-3

The utility robot "Handy Andy" is a basic janitorial 'bot. The price is inexpensive for the accomplishable work level, which makes Ha-44 a popular item for offices and households. The external speaker allows Ha-44 to function for a short time with an extension cord if the fuel cell is dead (some users never do buy fuel for Handy Andy). Andy's brain interface allows it to transfer data to a household or office computer or to another janitorial 'bot.



The Quantaire Accelerator

by Justin Hamilton



The Quantaire Accelerator was designed by Jovas Quantaire, a smuggler who, due to his nature, tinkered with engines. He strove to be the fastest, the best around. But one day, while outrunning an Imperial patrol cruiser with his modified engines, he tried an improved version of the accelerator and, unfortunately, the chamber holding the neutrons imploded, thus destroying the fusion generator, and the ship was turned into a ball of energy.

Even though the Quantaire Accelerator II failed, the first accelerator was a success. Quantaire had sold the design to a local engineer in Carracas Starport on the planet Tremous Dex. The engineer made a few minor changes, but the accelerator was basically the same. He still installs it for a hefty fee. But the advantages of having the extra 1 gravity of thrust for 6 hours can make the difference between life and death.

In operation, the converter accelerates protons to hit the nucleus of the atoms at an increased rate, thus speeding the fusion reaction. When the reaction occurs it sends a burst of energy increasing the engines' thrust by one gravity. The

only problem with the accelerator is that maintenance must be performed within 24 hours of each use. After each 24 hours roll 25. A roll of 10+ is required for the engines to still be operational. If the roll fails, the engines immediately cease to function, and the ship must be towed into a starport and the fusion chamber replaced. The cost of the chamber is MCr1.2, and is available at Class A or B starports.

The cost of the Quantaire accelerator is MCr2. This does not include an installation fee. The players must have Engineer-3, Computer-3, and Electronics-3 to install the accelerator, due to its intricate nature.

STATISTICAL DATA: Weight=10 tons, Fuel Usage=1 ton (13.5kl) per each hour of use.

TIFFANY STAR

Fanzine

Newsletter supporting the HISTORY OF THE IMPERIUM WORKING GROUP (HIWG) in developing the future setting of the Imperium. Six issues come with annual membership to HIWG. Authors and artists include Ward Miller, Jeff Swygatter, Ed Edwards, John Meyers, Gregg Giles, Craig Sheeley, Tom Peters, and Phil Morrissey. Mike Mikesh, editor.

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