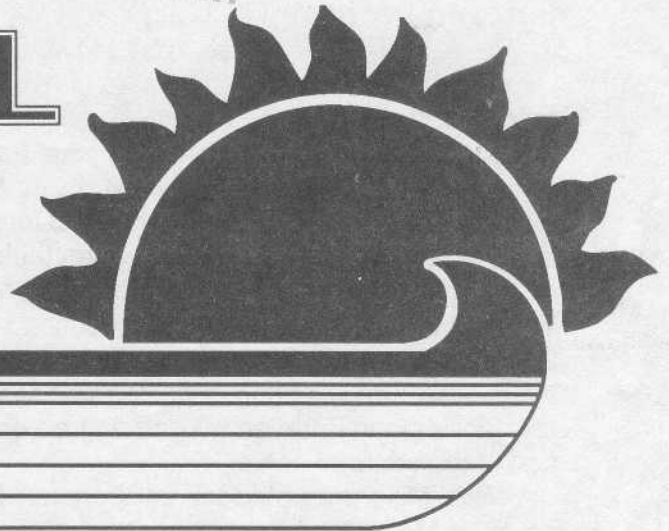


IMPERIAL LINES 1



X-LINK

Mark "Geo" Gelinas

Welcome to the first issue of **Imperial Lines**. We hope it will be the first of many issues.

Because you are reading this newsletter, we believe that either you already love **MegaTraveller** (in any of its various forms), or that you are interested in learning more about **MegaTraveller**. We hope to satisfy both types of readers.

It is not our intention to compete with **Challenge** magazine for coverage of **MegaTraveller**, but to complement it. We fully encourage writers of **MegaTraveller** material to continue submitting to that publication. Although **Challenge** does include a generous quantity of **MegaTraveller** material, additional support is desired. Also, **Challenge** aims for a general science fiction role playing audience. **Imperial Lines**, on the other hand, dedicates itself specifically to the **MegaTraveller** readership, giving it a slightly different nature.

We also do not intend to be a supplement to **Challenge** coverage. While some articles may reference articles found there, we will strive to make each article complete in and of itself. This will tend to reduce your frustration as a reader and increase the usefulness of the newsletter.

Speaking of usefulness, we wish to make this newsletter more than something you simply read and put away somewhere. We hope that every reader will find something they can use as a player or referee in every issue. We intend to include articles on equipment, creatures, deck plans, subsectors, and adventures. Of course we cannot include all of these in every issue, but we will strive for variety.

We at **Imperial Lines** are excited about this newsletter and the possibilities it opens. We hope you will stay with us and watch them unfold.

Sneak Peek

In this issue you will find an assortment of articles that we think you will find interesting and useful.

First, we look at Foreven Sector. You probably think of it as the sector to the left of The Spinward Marches. A year or so ago, Mike Mikesch sat down with Marc Miller and they came upon the idea of setting aside Foreven as the referee's private reserve. As such, this is the only information that will be published on the sector. Note that it does include what little that has been previously published, but leaves most of the details up to the user. We hope that you'll enjoy the freedom!

Next, a short adventure from Gregory Lee. Some of you long time Travellers may recognize the name from *Lee's Guide to Interstellar Adventure, Volume 1*, published by Gamelords back in 1983. For those unfamiliar with the book, it was a series of 10 adventures connected only by the journal entries of one A.P. Lee, a retired admiral with a taste for travel and adventure. We've tried to maintain the flavor of that book in this adventure.

For those budding naval architects, we have Scott Olson's look at some of the secrets of **MegaTraveller** starship design. Scott has seen fit to shed some light on the process of designing ships and has even provided a few examples.

No **MegaTraveller** fanzine is complete without some artwork. Fortunately, we had room for one piece by Paul Sanders, one of the best artists for **MegaTraveller**, as well as a few pieces of computer generated art. There are also a few other small items to round out this issue. Enjoy!

If you have any comments or contributions please send them to:

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Bloomington, IL 61702-1646

Foreven Sector

Greg Videll and Mike Mikesh

Introduction

Although settled for centuries, the Foreven Sector has had scant attention paid to it by the major states of the region—the Zhodani Consulate and the Third Imperium—except when their interests conflict. The Rebellion has changed all this. The Domain of Deneb finds its attention turning increasingly spinward; a fact not lost on the Zhodani. What the future will bring remains to be seen, but one fact is clear; Foreven will garner greater attention in the years to come.

Marc Miller has officially set Foreven Sector aside for **MegaTraveller** players and referees. All other sectors of charted space are subject to official development, particularly those included in the **Atlas of the Imperium**.

Foreven is the deliberate exception to this. The individual worlds and systems of the sector have an official location within the **MegaTraveller** universe but they will not be named or have a UWP. With only a few exceptions, mentioned below, this is left up to the referee to devise.

This article is intended to help referees integrate their personal version of Foreven into the existing framework of **MegaTraveller's** charted space.

The Rebellion and Foreven

The Domain of Deneb has been cut off from the rest of the Imperium. War, as a result of the Rebellion, has fragmented the interior of the Third Imperium and Vargr raiders have severed communications and trade lanes through Corridor. If Deneb is to survive, Archduke Norris must turn his attention from events trailing and focus on what lies spinward.

In the past, the systems spinward have followed their own path and maintained few ties to the Imperium, if any at all. Trade with the human client states has been modest and political interaction limited to the context of the Zhodani threat. The Imperium having been shattered, Norris seeks to change this.

Just as Cleon I did in the early years of the Imperium, Norris is sending his scouts beyond the frontier. Their mission is to assist those friendly to the Domain and develop new friendships.

The megacorporations strongly supported this effort. Cut off from their headquarters and principal markets in the interior, they too have begun to

expand spinward to avoid stagnation and collapse. Working from forward worlds in Foreven, their trade explorers range into the Far Frontiers and occasionally beyond.

Although many welcome the Imperials, others resist their arrival as an unwelcome intrusion. The most disturbed is the Zhodani Consulate. Having fought for centuries to check Imperial expansionism, the Imperium now threatens to sweep across its rimward frontier. Unfortunately, the Consulate's resources are needed elsewhere, so it must rely on its allies, like the Avarar Consulate, and its intelligence and frontier services, to deal with this crisis. The local provincial governor has recognized the need to bring in more capable people than those he has presently. His request for personnel is currently under consideration by higher powers.

Referee's Notes

The Worlds of Foreven

No official stats will be established for the systems of Foreven Sector. The only exceptions appear below. This gives the referee the freedom to develop the sector without fear of some **MegaTraveller** product will supersede it while at the

<i>Shiva</i>	<i>Lieber</i>	<i>Shial</i>	<i>Massina</i>
<i>Pieplow</i>	<i>Anika</i>	<i>Mowbrey</i>	<i>Fessor</i>
<i>Lassana</i>	<i>Titan</i>	<i>Xenough</i>	<i>Reidan</i>
<i>Rull</i>	<i>Harem</i>	<i>Piah</i>	<i>Urnian</i>

Foreven: Subsector Key

same time remaining a part of the official game setting.

In addition, Foreven is adjacent to the Spinward Marches, the principal sector of the **MegaTraveller** universe. A referee can draw upon this vast body of material, yet still have the option to jump next door and run highly personalized adventures and campaigns.

The basic "character" of Foreven is not much different from that of the Spinward Marches. Players will encounter the same alien races, such as the Droyne, Aslan, Vargr, and Chirpers. Many of the sector's corporations and trade lines do business there as well. The Marches provide a good source of inspiration for the referee wishing to flesh out the sector for a campaign.

At the same time, Foreven will be different from what players are used to. No longer are they within an environment they know all too well. This can lead to a host of exploratory adventures whether it be for mercantile, scientific or military purposes. There are also new races to contact and mysteries to solve.

Existing Information

The names of Foreven's subsectors are in the

chart on the previous page. It should be noted that subsector names, as well as some planetary names, will vary depending upon who is referring to them. For example, a subsector or planet may have a local name, a Zhodani name and an Imperial name all at the same time.

Only Imperial designations appear in the chart above.

The Alenzar and Raschev systems of the Reidan Subsector appeared in **Double Adventure 5—Chamax Plague/Horde** (GDW 1981). Background information provided in these adventures can also help a referee new to Foreven to get a feel of things there. Their UWP's appear in the chart above.

Finally, because of their importance in the politics of Foreven, the UWP's for Avarar, the Zhodani provincial capital Zdovesil, and Hollis (a key Imperial client state), are also provided.

Conclusion

This article lays the groundwork for the development of adventures in Foreven. From here, it's up to the individual referee to decide the future of an entire sector.

Assigned UWPs					
Alenzar	3229	C000414-9	As Ni	513	Cs G0V
Raschev	3230	C8697C4-6		123	Cs M9V
Avarar	1636	A75599C-C	J Cp	904	Ac M0V
Zdovesil	1212	A65588A-9	Z Cp	103	Zh M9V M1D
Hollis	2523	A370642-C	A De Ni	303	Cs M3V

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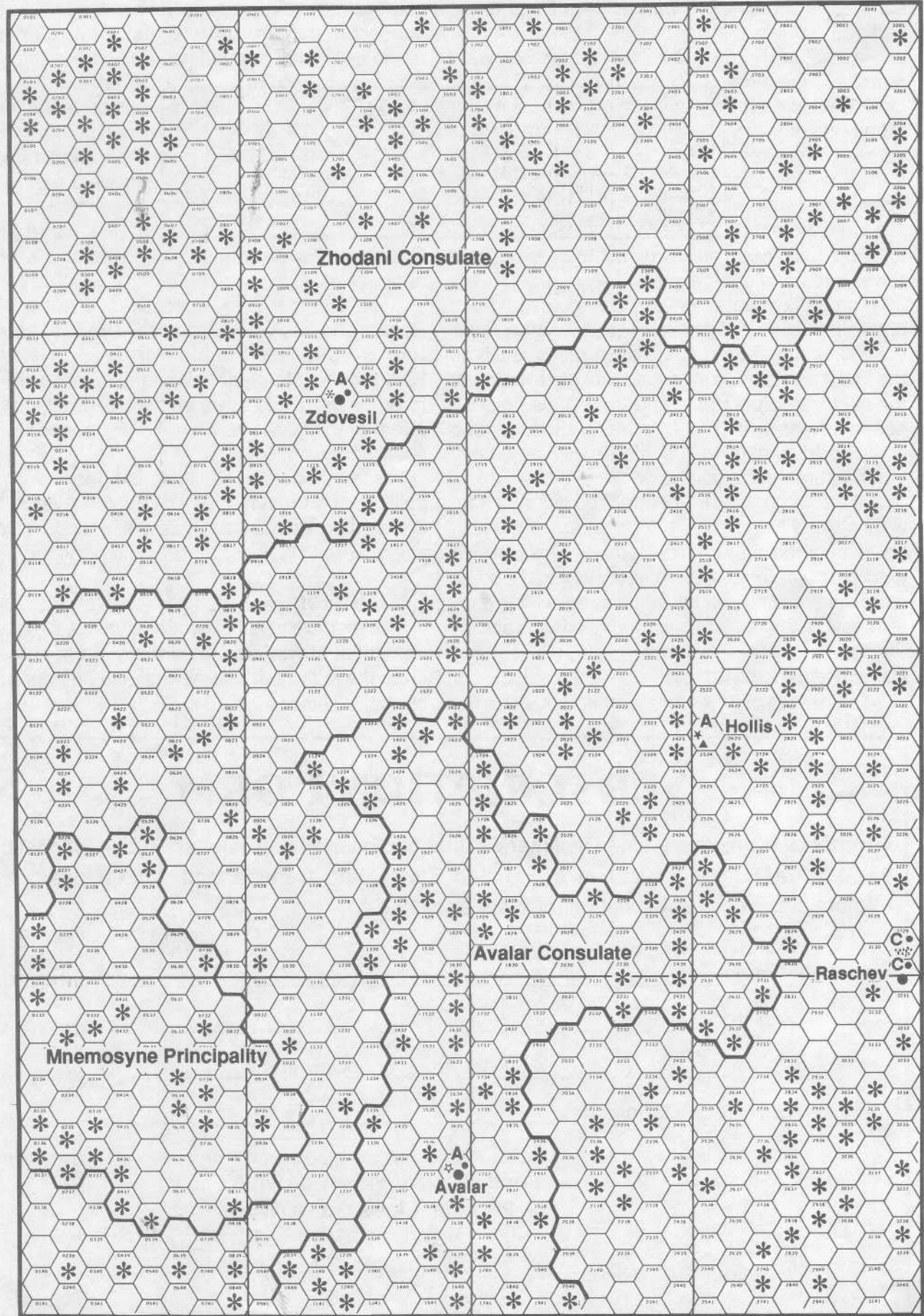
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Lottery Ticket A Lee's Guide Adventure

Copyright ©1991 by Gregory P. Lee
With Grateful Acknowledgments to Mike Mikesh

World Statistics: **C544826-8**

Appropriate Settings in the Spinward Marches:

Riverland (1102), Forine (1533), Louzy (1604), Aki (2035),
Treece (2311), Heroni (2521)

Appropriate Settings in the Solomani Rim:

Porlock (0902), Lyonesse (2732), Cambyes (3108)

Acceptable UWP Code Ranges:

Port — B-D Atm — Any Pop — 8+ Law — 5-9
Size — Any Hyd — Any Gov — 2-6, 8-F Tech — 8-A

There are a wide variety of planets meeting the minimal limits in the Imperium.

From the Journals of A.P. Lee—

"Lotto's tax system is ingenious. Instead of forcing people to fork over their hard-earned wages, the government encourages them to bet. Everyone knows the odds favor the house—that's why it's *gambling*. But everyone wants a big hit, so they tax themselves—sometimes far more heavily than the harshest government could."

This world's government generates revenue solely through lotteries. No one is required to purchase tickets by *law* (i.e., written law), but every adult is expected to buy at least one ticket per day. Those with higher social standings and/or incomes are morally obligated to give greater support to the state, and so they buy more lottery tickets. Even visitors are expected to play.

Heroes and Villains

Supplement 1—101 Characters and **Supplement 4—Citizens of the Imperium** each included a collection of fictional characters out of science fiction literature expressed in Traveller terms. In that tradition, we included a set of new characters. Their names are on page 6. Hint: the similarities among the three are deliberate.

- 1 Merchant 8DCA63 Age 34 4 terms Cr some
Pilot-3, Ship Tactics-3, Laser Wpns-2, Navigation-1,
Gambling-1, Engineering-1, Turret Weapons-1,
Brawling-1, Grav Vehicle-0, Computer-0
- 2 Scientist 8DCBCA Age 34 4 terms Cr well off
History-2, Archaic Weapon-2, Revolver-1, Rifle-1,
Survival-1, Linguistics-1, Jack-o-T-1, Carousing-1,
Equestrian-0, Wheeled Vehicle-0
- 3 Law Enforcer 8DCAA9 Age 34 4 terms Cr enough
Auto Pistol-2, Streetwise-2, Tactics-1, Brawling-1,
Forensic-1, Legal-1, Computer-0, Wheeled Vehicle-0,
Grav Vehicle-0

Part of the local greeting custom is the friendly display of a current ticket. Business people and government officials usually carry their tickets in a pocket or a pouch, but pull them out for display. Lower-level workers and people in social situations often wear their tickets clipped to their clothes, hats, or some other secure place. Some even glue tickets to their face or other exposed parts of skin as a form of jewelry.

Failure to somehow display a current ticket on first meeting an associate or joining a social group may lead to suspicion and abuse. Business deals and budding loves have been known to collapse because one party accidentally displayed an outdated ticket.

Basic tickets are made of plastic-coated paper. Season tickets are made of plastic and can be purchased for a minimum of 21 days and a maximum of 1 standard Imperial year. One end of each ticket has a color-and-number code; the other end has a tiny authenticating memory device appropriate to the tech level. For a 1% fee, vanity tickets can be purchased (showing the buyers' name, an advertisement, the logo or name of a favorite sports team, a statement of marital status, etc.). Promoters often purchase these tickets in batches and give them away.

Lottery tickets cost a single credit per day, and drawings are held daily. A season ticket costs Cr 0.99 per day, prepaid.

The daily minimum jackpot is Cr 100,000. There is only one winning ticket per jackpot. If no one wins on a given day, the jackpot is carried over to the next. On any given day, the jackpot is awarded on a roll of 12. The government keeps the odds high in order to increase the interest, and therefore the income.

The winning number is selected using a typical mechanical random number generator involving ping-pong balls blown through the air, dice loaded into a machine, or any number of methods. Security is critical. Game officials take precautions such as regularly weighing, measuring, and changing the randomizers. They maintain multiple sets of randomizers, only choosing the set to be used minutes before the drawing. The drawing is shown live on video; the video is recorded and analyzed for irregularities before the award is certified.

Winners often wear their cancelled ticket as proof of their good fortune. Winning tickets—even season or yearly tickets—are often cast in lucite or similar materials and displayed on the mantel or the desk, both as



a boast and as proof that good citizenship is amply rewarded.

Of course, even benevolent systems of taxation entice some miscreants into tax evasion. Such miscreants often purchase counterfeit season tickets. The counterfeits usually sell for Cr 0.5 per day. Of course, any attempt to cash in using a counterfeit is illegal, and almost certain to be detected.

Adventure Possibilities

The players may come to this planet for any number of reasons. Their business should require extensive contact with the local populace, thus forcing the characters to purchase lottery tickets. Trade or an investigation of some type are both good scenarios.

Each player should be encouraged to buy at least one lottery ticket per day. Checking to see if a ticket has won is up to the individual referee.

NPC characters will also be buying tickets, but may be careless. Indeed, a particularly unconcerned NPC may tend to tear each ticket in half and throw it into the garbage at the end of each day.

Several options can be played out.

A. After an extended dry spell (30 + 2D6 days without a winner), a character wins. Unfortunately, the character has torn the ticket and thrown it toward the ship's disposal slot. Half is on the floor, the other half (with the verification stub) is on its way to the central disposal tanks. The characters must locate it in their ship's plumbing, an unpleasant task at best. A local plumbing firm can be engaged; its employees, however, try to cheat the players out of their ticket. The media has a field day if the situation becomes known, and most of the lottery officials at first refuse the ticket when it is presented.

B. A character wins. Near the lottery office (off-port), the players are attacked by appropriately armed

bandits. If the bandits obtain the ticket, the characters are most to likely pursue (no character will roll over for a multi-million credit loss). If the players are unsuccessful in retrieving the ticket, they can waylay anyone who later attempts to present the ticket. Legal action is also possible, but the players face the prejudice of local courts against off-worlders.

C. Either A or B above, but the ticket is, in fact, a clever forgery. This is determined at the lottery office (if the players ever get there with the ticket).

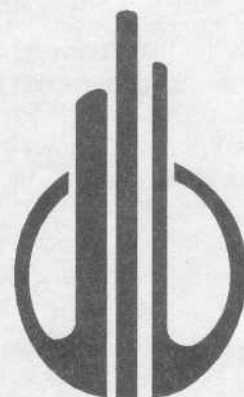
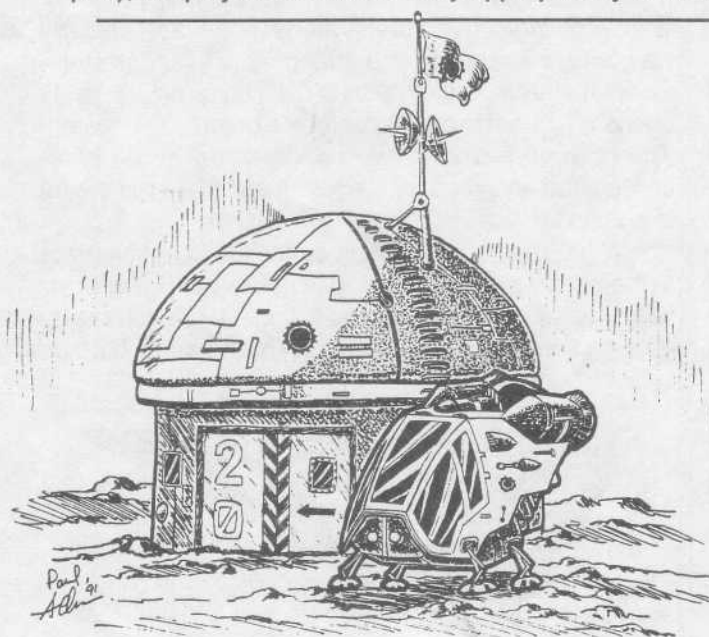
D. As in C, but the players are given the prize money. The forgery is initially convincing because it was prepared by a lottery employee with access to the printing and verification systems. Within seven days, however, the owner of the genuine winning ticket comes forward. The lottery officials discover their mistake, and demand the return of the money. If the players have already left the planet, they are branded thieves, accused of subverting the forging lottery employee, and pursued with appropriate warrants.

E. The players are hired to break the lottery system and defraud it. This is especially feasible if the local TL is below 10, and the players have equipment of TL 14 or above. The players may also choose to attempt such a fraud themselves.

F. The players are hired to investigate a fraud on the lottery system.

If the characters win, they are the targets of pleas and demands for money for so long as they are thought to be the winners. These demands will range from the ludicrous to the pitiable; some (especially the most compelling) could well be confidence jobs. The players face conflict, even physical attack, at any hint that they intend to take their money off-world (bad citizenship).

If they are caught stealing, they will be vilified and pursued. If they are investigating a theft, they will find help in unexpected places.



Heroes and Villains — Answers

1. Han Solo from *Star Wars*.
2. Indiana Jones from *Raiders of the Lost Ark*.
3. Deckard from *Blade Runner*.

MegaTraveller Starship Design: Tricks of the Trade

Scott Olson

When designing MT starships, especially warships, something that will become immediately obvious is that power plant fuel requirements can get completely out of control. A design that under **High Guard** would be quite reasonable, with a high-G maneuver drive, agility, and some energy-based weapons, is completely impossible under the rules if the obvious route is taken and the standard 30 days worth of power plant fuel is provided. The effects on designs is graphically illustrated by the ships in **Fighting Ships of the Shattered Imperium**, where there aren't any ships with both a high-G maneuver drive and a high agility, and often the ships have neither. Even on merchant vessels, large amounts of space are consumed by power plant fuel, more so than would be the case under **High Guard**. Power plant fuel

Test-1 Free Trader

CraftID: Free Trader, Type AF1, TL13, MCr78.326
 Hull: 180/450, Disp=200, Config=4SL, Armor=40F,
 Unloaded=1590 tons, Loaded=2353 tons
 Power: 8/16, Fusion=990Mw, Duration=30/90
 Loco: 4/8, Maneuver=1, 6/12, Jump=2,
 NOE=170kph, Cruise=750kph, Top=1000kph,
 Agility=0
 Commo: Radio=Systemx3, Laser=Systemx3
 Sensors: ActiveEMS=FarOrbit,
 PassiveEMS=InterStellar,
 Densitometer=LoPen(50m), Nuetrino=100Kw
 ActObjScan=Rout, ActObjPin=Rout,
 PasObjScan=Diff, PasObjPin=Diff,
 PasEngScan=Rout, PasEngPin=Rout
 Off: PulseLaser=xx2, Missiles=x02

2	2
2	2

 36 missiles are carried for each missile
 launcher
 Def: DefDM=+4,
 Sandcaster=xx3

2
2

 Control: Computer=3x3, Panel=HoloDynamicLinkx82,
 Special=HeadUp HoloDisplay
 Environ=basic env, basic ls, extend ls, grav
 plates, inertial comp
 Accom: Crew=2x2 (Pilot, Engineer, Gunner, Steward)
 Staterooms=12
 HighPsg=8
 SubCraft= 6 ton vehicle bay
 Other: Cargo=707Kliters, Fuel=801Kliters
 Fuel Scoops, Fuel Refiners (24 hrs)
 ObjSize=Average, EMLevel=Faint

This is example design #1, built using the standard rules without any special tricks.

is now often the primary space consumer on starship designs, replacing jump fuel.

However, there are ways, that are within the rules, and approved by DGP's Joe Fugate, to fix these problems and to maximize space for more productive purposes (carrying cargo, weapons, troops, craft, etc.).

The first and most important method involves the use of the powering down rule from p. 95 of the **Referee's Manual**. The designer determines how large a power plant is needed to run the ship with all systems active, and its fuel requirements per hour are determined. This power plant is installed. Now, the designer determines how much power is needed for operations during Jump (basically life support functions and control systems),

Test-2 Free Trader

CraftID: Free Trader, Type AF2, TL13, MCr78.326
 Hull: 180/450, Disp=200, Config=4SL, Armor=40F,
 Unloaded=1605 tons, Loaded=2591 tons
 Power: 8/16, Fusion=990Mw,
 Jump Duration=8/24 (no maneuver, weapons,
 or sensors)
 Cruise Duration=21/63 (no weapons)
 Gombat Duration=1/3
 Loco: 4/8, Maneuver=1, 6/12, Jump=2,
 NOE=170kph, Cruise=750kph, Top=1000kph,
 Agility=0
 Commo: Radio=Systemx3, Laser=Systemx3
 Sensors: ActiveEMS=FarOrbit,
 PassiveEMS=InterStellar,
 Densitometer=LoPen(50m), Nuetrino=100Kw
 ActObjScan=Rout, ActObjPin=Rout,
 PasObjScan=Diff, PasObjPin=Diff,
 PasEngScan=Rout, PasEngPin=Rout
 Off: PulseLaser=xx2, Missiles=x02

2	2
2	2

 36 missiles are carried for each missile
 launcher
 Def: DefDM=+4,
 Sandcaster=xx3

2
2

 Control: Computer=3x3, Panel=HoloDynamicLinkx82,
 Special=HeadUp HoloDisplay
 Environ=basic env, basic ls, extend ls, grav
 plates, inertial comp
 Accom: Crew=2x2 (Pilot, Engineer, Gunner, Steward)
 Staterooms=12
 HighPsg=8
 SubCraft= 6 ton vehicle bay
 Other: Cargo=947Kliters, Fuel=553Kliters
 Fuel Scoops, Fuel Refiners (15 hrs)
 ObjSize=Average, EMLevel=Faint

This is example design #2, built using the powering down rules to create two booster plants, one for normal maneuvering, and one for combat operations.

and the fuel consumption per hour for this amount of power. Finally, the power and fuel requirements for noncombat operations may be calculated, if applicable. The amount of fuel carried for the power plant is the amount of time the designer wants to be able to operate in each mode. If the design is to be capable of eight days in Jump (a small safety margin is included here), 12 days of normal in-system maneuver, and eight hours of combat, these requirements determine the amount of fuel carried.

Savings from this trick can be very important to a design. For example, it's often the case that the jump fuel allotment (for 7-8 days) is about the same as a single day's operations in a noncombat mode. If true in your case, you have just saved 6-7 days fuel space for some other purpose (or you can carry extra fuel to increase your endurance).

Another trick is to not include fuel tankage in the calculations for life-support systems. After all, your

Test-3 Free Trader

CraftID: Free Trader, Type AF3, TL13, MCr76.7333
Hull: 180/450, Disp=200, Config=4SL, Armor=40F,
Unloaded=1562 tons, Loaded=2360 tons
Power: 8/16, Fusion=990Mw, Duration=30/90
Loco: 4/8, Maneuver=1, 6/12, Jump=2,
NOE=170kph, Cruise=750kph, Top=1000kph,
Agility=0
Commo: Radio=Systemx3, Laser=Systemx3
Sensors: ActiveEMS=FarOrbit,
PassiveEMS=InterStellar,
Densitometer=LoPen(50m), Nuetrino=100Kw
ActObjScan=Rout, ActObjPin=Rout,
PasObjScan=Diff, PasObjPin=Diff,
PasEngScan=Rout, PasEngPin=Rout
Off: PulseLaser=xx2, Missiles=x02
2 2
2 2
36 missiles are carried for each missile
launcher
Def: DefDM=+4,
Sandcaster=xx3
2
2
Control: Computer=3x3, Panel=HoloDynamicLinkx82,
Special=HeadUp HoloDisplay
Environ=basic env, basic ls, extend ls, grav
plates, inertial comp
Accomm: Crew=2x2 (Pilot, Engineer, Gunner, Steward)
Staterooms=12
HighPsg=8
SubCraft=6 ton vehicle bay
Other: Cargo=743Kliters, Fuel=779Kliters
Fuel Scoops, Fuel Refiners (24 hrs)
ObjSize=Average, EMLevel=Faint

This is example design #3, built with no life support systems in the fuel tanks.

fuel tanks don't need life support. This will save space in two ways: the space normally used by the life support gear and the power plant and fuel that are not needed because this amount of saved life support systems were not installed. Generally, the savings from this method are not extremely large, but they can be useful.

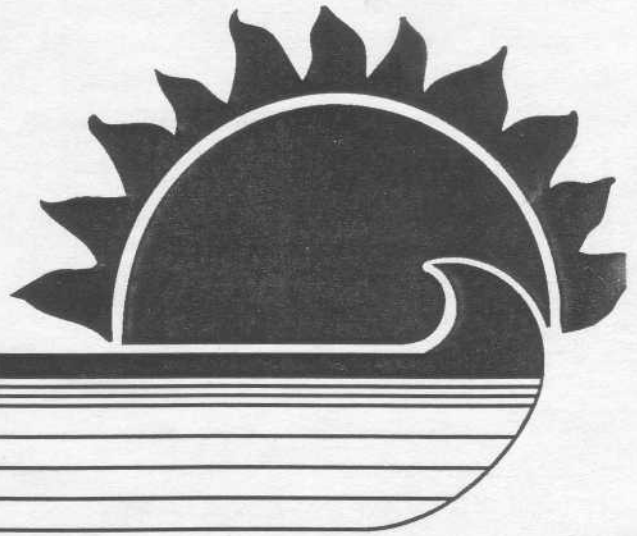
A set of four ships that exemplify the benefits gained by using these tricks appear below. The first is a standard design, the others display the benefits you can gain from each approach and the last uses all of the shortcuts.

Test-4 Free Trader

CraftID: Free Trader, Type AF4, TL13, MCr78.04911
Hull: 180/450, Disp=200, Config=4SL, Armor=40F,
Unloaded=1639 tons, Loaded=2630 tons
Power: 8/16, Fusion=990Mw,
Jump Duration=8/24 (no maneuver, weapons
or sensors)
Cruise Duration=21/63 (no weapons)
Combat Duration=1/3
Loco: 4/8, Maneuver=1, 6/12, Jump=2,
NOE=170kph, Cruise=750kph, Top=1000kph,
Agility=0
Commo: Radio=Systemx3, Laser=Systemx3
Sensors: ActiveEMS=FarOrbit,
PassiveEMS=InterStellar,
Densitometer=LoPen(50m), Nuetrino=100Kw
ActObjScan=Rout, ActObjPin=Rout,
PasObjScan=Diff, PasObjPin=Diff,
PasEngScan=Rout, PasEngPin=Rout
Off: PulseLaser=xx2, Missiles=x02
2 2
2 2
36 missiles are carried for each missile
launcher
Def: DefDM=+4,
Sandcaster=xx3
2
2
Control: Computer=3x3, Panel=HoloDynamicLinkx81,
Special=HeadUp HoloDisplay
Environ=basic env, basic ls, extend ls, grav
plates, inertial comp
Accomm: Crew=2x2 (Pilot, Engineer, Gunner, Steward)
Staterooms=12
HighPsg=8
SubCraft=6 ton vehicle bay
Other: Cargo=952Kliters, Fuel=541Kliters
Fuel Scoops, Fuel Refiners (12 hrs)
ObjSize=Average, EMLevel=Faint

This is example design #4, built using the powering down rules to create two booster plants, one for normal maneuvering, and one for combat operations. In addition, the fuel tanks do not have any life support equipment.

Imperial Lines #2



False Dewclaws

Mike Mikesh

The Aslan adhere to a monolithic culture that is almost uniform across the Hierate. An individual can travel sectors of space and remain completely familiar with the customs and courtesies that govern the society. What few exceptions that do arise usually result from the presence of non-Aslan. As comprehensive as the social standards are, aliens create anomalies that must be handled by local tradition.

One such group of exceptions are the customs governing duels with alien species if only because of the differences in physiology. Humans, for instance, outwardly resemble racial Aslan in many ways, but lack natural claws. They must be brought into balance with their peers for them to function in Aslan society. To do that, most interpreters of tradition allow humans the use of artificial substitutes for claws.

Aslan collectively call such weapons *ayloi*, or false dewclaws. The same word is often extended to mean any knife-like weapon, since these are rare among Aslan. A variety of *ayloi* are discussed below along with related subjects.

Library Data

Aloi: The most widespread of all *ayloi*, this is literally a false dewclaw. The blade, from six to 10cm long, mounts on the palm of the hand to enable a human to simulate traditional Aslan combat. To be effective, the wielder must use strokes similar to those used by racial Aslan. These devices are unnatural to humans, and are no match for Aslan who can manipulate their living claws with a dexterity unmatched by *aloi*. Because of this deficiency, blade weapons more suited to the human hand are used in many places.

Eakya: A short blade, not unlike that on an *aloi*, but with a handle instead of mount. One is used in each hand. Uninitiated humans find it easier to fight with these than to adapt to *aloi*. These are often found in subsectors dividing the Hierate from the Solomani Confederation. They are usually permitted even on worlds whose high law level would otherwise not allow blade weapons.

Zawashi: A weapon that emerged on Fugawa (Iwahfua 0924), a world colonized by Terrans of Japanese descent early in the Rule of Man. The humans there earned much respect from the expanding Hierate, and so were afforded more liberty and involvement in Aslan society. The *zawashi*, styled after feudal Japanese weapons, be-

came the standard duelling weapon among humans of the region. This, and other dagger-like weapons, are used only one at a time and not in pairs.

Kalesa': An Aslan dagger, although one meant for human duelists. The weapon was designed by the Aslan teacher, Yesaheihkea, who set down exacting specifications. With scattered acceptance throughout the Hierate, it has its greatest popularity in the Aslan Colonies. The style of fighting with the *kalesa'* is highly structured. These strictures are often waived where adopted, but humans adhering to the style receive more respect.

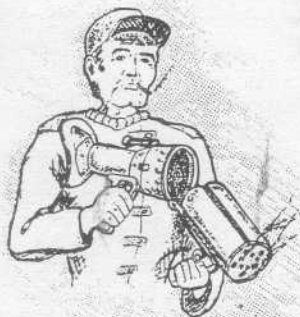
Sewa Tassel: On many human worlds near Aslan space, resident Aslan accept some daggers of human make in duels, but not necessarily all. To identify suitable weapons, tassels, bound at the head by the *sewa* knot, are attached to the pommel. The use of *sewa* tassels is popular even on worlds that see few Aslan. Systems of coloring and tassel variations differ from world to world. Almost universally, however, black symbolizes either a high degree of skill or a large number of victories, while gray is generic, indicating no particular degree.

Hoyeko: Compact and discreet when closed, these serve as artificial dewclaws when unfolded and locked. Visitors from outside the Hierate often mistake them for a type of jewelry since they are often crafted from rich materials. When not in use, a *hoyeko* is usually attached to its bracelet or hung from a wrist chain.

Aoshido: A great many Aslan worlds disallow the use of *ayloi* of any kind. Where humans had to deal with weaponless duels, they developed martial art styles specifically to combat Aslan while unarmed. The most wide-spread form is *aoshido*. This has incorporated into it some of the best elements of several styles from many parts of space.

(Continued on page 2)





False Dewclaws

(Continued from page 1)

Game Rules

Brawling minus 1 may be applied in using aloi or hoyeko.

Small Blade skill includes skill in ayloi except aloi or hoyeko. Regarding kalesa', however, to know the proper fighting style and customs associated with its use, the character must specifically take a skill in that weapon. Skill in other ayloi also includes tradition and background knowledge in the respective weapons.

Skill in Aoshido serves as Brawling minus 1. In combat against racial Aslan, double the skill level in Aoshido before applying it to combat tasks.

	Pen	Blk	Dam	Length	Volume	Weight	Price
Hands	1	1	1	—	—	—	—
Dewclaws	2	1	2	0.1	—	—	—
Aloi	2	1	2	0.1	0.1	0.1	10 pr
Eakya	2	1	2	0.1	0.1	0.1	10 pr
Hoyeko	2	1	2	0.1	0.1 [†]	0.1	20 pr
Kalesa'	2	1	2	0.2	0.2	0.2	10 ea
Zawashi	2	1	2	0.2	0.2	0.2	30 ea

[†]Halve the volume for hoyeko when closed.

Prices

All prices listed are for basic, good quality weapons, but they can be much higher. Hoyeko usually double as jewelry, so can incorporate precious metals or gem stones. Zawashi made by famous craftsmen, or made of ores from important ancestral worlds (Kusyu in particular), can increase the price substantially. The history and age of the zawashi are also important factors.

Aloi and eakya blades are often cut from the structures of retired warships. Among the most sought after are famous human ships that fought in the Aslan Border Wars. To keep prices for the blades high, a limited number of blades are usually cut just before the rest of the ship is either scrapped or destroyed.

Splat Gun

Mike Mikesh

The splat gun, or *Aslan can opener*, was originally developed by the Aslan, who fight following rules specific for each war. On occasion, these self-imposed limitations eliminate the use of most anti-armor weapons, such as rockets, grenades, and energy weapons. Yet, the wording might allow a portable, direct fire 10mm slug thrower with high penetration. For this need, they created such a weapon they call *okakoheal*.

From the Aslan weapon, Solomani manufacturers produced their own. Few humans had the strength and size to manage the weapon's high recoil. As such, it had great appeal to men with the physique to handle it, even if mass purchases were rare. Whereas the Aslan decorate the okakoheal with proverbs and sayings, Solomani frequently paint weapon art onto the splat gun, taking advantage of its large surface area. They sometimes even name their weapons.

The penetrating power of the splat gun comes, not from a single large shell, but from several small rounds acting in concert for even greater effect. Fired in a phased sequence, five armor piercing rounds breach the armor, followed closely by five high explosive rounds that fly through to explode inside.

The rounds tend to drift at ranges beyond 50-70 meters. The shells move further and further apart, hitting with a wider spread. The precision timing is also lost. These problems cause the weapon to lose the armor penetrating advantages from the combined rounds.

The splat gun fires only one "shot"—the weapon must be reloaded with a fresh 10 round magazine each time. These precisely manufactured magazines are often difficult to obtain, even in the Solomani Confederation. Characters with a specific skill in the weapon may reload spent magazines with alternate ammunition (possibly with certain brands of snub pistol ammo). But because of the precision required, these shots never get the combined effect for increased penetration.

In Solomani space, the splat gun is permitted on worlds with law level 0 or 1. Here, both the gun and ammunition have scarce availability, by *Twilight: 2000* rules.

In Imperial space, however, the weapon is permitted only on law level 0 worlds. Solomani terrorists frequently used models imported

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from the Confederation for their activities, so law enforcers take special note whenever the guns are seen.

The splat gun and ammo have only rare availability in Imperial space, except in regions captured by the Solomani during the Rebellion (1116-1121). On the Imperial black market a splat gun would typically sell for Cr3500, and ammo for Cr250 per magazine.

Human versions of the splat gun are also produced in the Human Client States, sectors spinward of the Spinward Marches. Out there, the availability is scarce, and in the Marches, only rare. In Aslan space, however, the okakoheal and ammo are treated as common.

The splat gun was originally created by William A. Barton for classic *Traveller* in his article, "The Splat Gun", *Space Gamer* #56, pp7-9, October 1982.

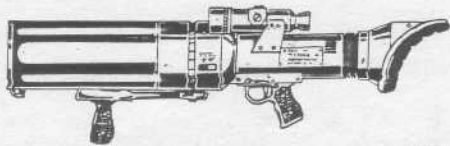


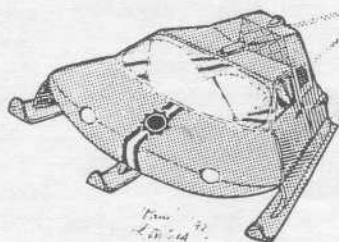
Fig. 32

MEGATRAVELLER

Ammo Notes: HEAP/HE	Tech Level: 10
Rounds: 1	Length: 0.8 to 0.9 m
Penetration: 1014	Volume: 5.5 l
Attenuation: 2	Unload Weight: 5.0 kg
Damage: 20	Price: Cr125 (Imp: Cr3500)
Max Range: V Long	Ammo Weight: 1.0 kg
Autofire: —	Ammo Price: Cr25 (Imp: Cr250)
Danger Space: 3	
Signature: Hi	
Recoil: Hi	
Difficulty As: Rifle	

TWILIGHT: 2000

Weapon: Explosive Scatter Gun	ROF: Single Shot
Ammo: 10mm HEAP/HE	Damage: 6
Weight: 1.0 kg	Penetration: 1Bc
30 kg per case of 16	Reload: 3
Price: Cr25 each	Block: 5
Cr350 per case (S/R)	Recoil SS: 8 (Aslan 9)
Weight: 5 kg	Recoil Brst: —
Magazine: 1 individual	Range: 35 m
Price: Cr1250 (Imp: Cr3500) (S/R)	
Bipod: Weight 0.5 kg	Height: 1.5 m
Price: Cr50 (Imp: Cr150)	



X-Link

Mark "Geo" Gelinas

Why Now?

Looking back, it may seem odd that a newsletter supporting *Traveller* should start about this time. After all, a major revision is pending, and a lot of upcoming *Traveller* material has been delayed waiting for that release. So, why start a *Traveller* newsletter now?

Plans for *Imperial Lines* actually began taking shape in the fall of 1991. The staff of *Imperial Lines* received the blessings of the Workshop and were working out details for the first issue when news of the revision came in November. But, we were intent on providing another avenue of support for *Traveller* referees and players. The thought that we should postpone production and wait hardly entered our minds.

And well we did. *Imperial Lines* finds itself in a position to help bridge this transition between *MegaTraveller* and *New Era*. For the time being, we will still present *MegaTraveller* material as support for existing *Traveller* campaigns. Then once the revision comes out, *Imperial Lines* will include articles of value with the new rules set.

So, from our view, it is a very appropriate time to start a newsletter to support the game, rather than to have waited. If we had our way, we would have liked to have done this much sooner, but none of the staff knows much about temporal physics.

Notes

As you read this issue, you might notice a few things. First, we usually present our system data with pre-Rebellion dating. That way the referee can decide whether and how to downgrade it (à la *Hard Times*). It also helps avoid being superseded by new material in the future. Second, since we expect that the *Traveller* revision will use rules similar to *Twilight: 2000* and *Dark Conspiracy*, we will try to present a little extra information on equipment so that you can get a head start. Finally, we will try to continue our aliens flavor for the next few issues. The *Traveller* aliens have been extremely popular in the past and we think that will continue for a long time.

You have probably noticed that this issue is rather late (a true understatement). This delay was due mainly to GDW being swamped with work for the *Dangerous Journeys* game. Since that project was so large and so hot, we had to sit out a bit. But not to worry! We have issues 3 and 4 nearly ready to go! (Actually, they should be ready at about the same time you receive this issue.) And of course, in February 1992, the next *Traveller* revision is due out. We'll cover this more as it comes together.

Imperial Lines

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Honor and Balance

A Lee's Guide Adventure

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From the Journals of A.P. Lee—

"The Aslan are a most remarkable race if only for their honor—as they define it.

"I once fought an honor duel with an Aslan. I made a damned stupid mistake, no doubt about it. I almost made a second mistake: refusing the challenge. But I took it up, got into the duel, and first blood was drawn—from me. After which I completed my business on Kusyu. Very profitably, I might add.

"Funny thing, though: my opponent was a female, and so was I—according to the Aslan. Wouldn't my wives be surprised?"

This *Lee's Guide* adventure deals not with a singular planet, but a singular race. The referee should have a solid working knowledge of the Aslan. DGP's *Solomani and Aslan* is strongly recommended, since it provides a full character generation system, detailed psychological and social information, technology guides, and other helpful information.

When fleshing out any of the outlines, the referee must keep the adventuring group's identity firmly in mind. For Aslan PCs, the adventure will have one slant; for human or mixed PCs, the adventure will take a very different slant. The *Lee's Guide* format does not allow complete discussion of the differences that will arise.

Many of the adventures below center on the consequences of dishonorable acts. Honor is a powerful Aslan motivator, just as greed is often a human motivator. Thus, while it should not be over-used, it will appear time and again.

Adventure Possibilities

1) Trokh

A human PC group stumbles across a journal recorded only in spoken female Trokh. The journal is a treasure map, leading the PCs to some item or planet of value to Aslan, or where the PCs can fulfill some longtime goal. Alternatively, it can lead to evidence of some historical dishonor. In the latter case, human PCs may be hired by male Aslan with political interests, who desire the information but do not wish to be directly involved in the search for it.

Another twist could be that the journal was recorded by outcast Aslan. Honorable Aslan thus must be convinced of the necessity of translating and assisting in the quest. Merely showing the journal to an Aslan may provoke a challenge.

The PCs must seek out females to aide them in their quest. The goal is to properly translate the journal so that its clues will become apparent. Mis-translations will lead the PCs off the track, perhaps to other adventures.

The map may lead the PCs to several planets; perhaps the item or information sought is broken up, or perhaps the map leads only to another map. Each new world should involve a sub-adventure; indeed, the adventures below can be worked into a unified thread in this manner.

Ultimately, finding the goal should lead to further adventures.

2) Poison Dewclaw

An Aslan male NPC comes to the PCs (who may be human or Aslan who have lost some of their cultural identity) for assistance. He won a duel to the first blood, but his opponent died minutes later. Prompt investigation discovered a poison, usually difficult to detect, was the cause. Poison residue was found on the patrons's dewclaw.

As a result of overwhelming circumstantial evidence, the NPC was made an outcast. Once held in high esteem, he now can find no help in his quest to restore his honor. His only recourse is to enlist off-worlders for aid, the PCs.

The dewclaw was secretly poisoned by the patron's personal physician. Originally from a hostile clan (now in dishonor and stripped of land), she poses as an off-world Aslan and pretends a high status. The Aslan who was poisoned would have recognized her. The poisoning also advanced her schemes to undermine the honor of the patron's clan.

As the true facts become known, the patron must restore and defend his own honor, if not directly, then perhaps through a "female" champion (as happened to A.P. Lee, see above). The PCs will, of course, find themselves more and more involved, even if they are humans, so long as they act according to Aslan dictates of honor. If the PCs are not cultural Aslan, they may well find themselves gaining acceptance if they act with honor.

3) Inverse-Ihatei

A relatively hospitable, Aslan-inhabited world with limited land area (hydrographics 8+, one major land mass and several archipelagoes) is threatened with invasion: a non-Aslan horde seeking to settle a new frontier. Aslan have been on this world for only a short time (three to four generations), so they have not gained full control of the planet. While Aslan might not object to outsiders settling fallow territory, cultural friction will undoubtedly arise.

The non-Aslan may be of any appropriate race. They might, for instance, be human or even Vargr fleeing some disaster or oppression in a decrepit fleet of second-hand vessels, none of which is less than 60 years old. All of the ships are overloaded, and many cannot jump without risk of misjump. Thus, the refugees are desperate enough to make a stand.

The PCs may be Aslan forced to deal with the turnabout invasion, or they may be from the decrepit fleet, most likely in the role of peace keepers in either case. If the referee is starting a new campaign, he or she may allow a mixed party tasked to face the new problems. Regardless, conflicts are not likely to prove easy to resolve, and violence is almost certain. The referee should allow the situation to progress from first contact, through attempts at negotiation, to small clashes, and, finally, to open combat.

If the violence becomes uncontrolled, one or both of the two sides will seek outside assistance. In Deneb, human refugees may seek help from Denebian military forces or mercenary outfits. Aslan will likely seek an Aslan mercenary clan to defend their hard-won territory. Vargr will call on corsair bands (who increasingly take advantage of the situation, perhaps thus causing the sides to unite against the corsairs). Thus, this scenario can have a large-scale warfare component.

4) Ekho

An Aslan and human approach the PC's. Both are fully Aslan in the cultural sense, well born, and desire to wed and form an ekho (family). They are encountering social resistance for which they need the PCs help.

Aside from the great appreciation each has for the other, the couple have additional motivations. At least the female has formed a deep affection for a group of low-born children of mixed races and wishes to adopt them all. Forming the ekho has several legal and administrative advantages, including a substantial land grant (attractive to the male) on a nearby world.

The families oppose the marriage philosophically, saying the balance of the universe cannot be maintained if the ekho will not produce natural offspring from the union. In fact, each family fears

that the breach of tradition, and adoption of children of illicit unions and other low borns, will damage their standing and honor.

A love triangle can further complicate matters: the female was expected to marry into another clan. The male from that clan considers her rejection a dishonor, and will seek to clear his name.

The party may assist in at least two ways, perhaps first as babysitters. An amusing encounter with the children could possibly introduce them to the couple.

Second, the patrons need transport to the world where the land grant is found to attend to legal matters, and perhaps to another world open-minded enough to permit the wedding ceremony. The families have many resources, including vassals and allies. They will put up as many obstacles as they can.

In the end, this unusual union may even lead to a feud, which could escalate into a clan war. The couple may decide to return to seek an end to the conflict, dragging the PCs along with them for the ride and violence.

5) Earletrais

An earletrais (judge) is asked to oversee a war over clan honor and appoints the PCs to serve as his assistants. The earletrais must have trust and respect in the party. Similarly, the clans must trust and respect the earletrais. The earletrais need not be racial Aslan, which may be a reason for his selection (assuring impartiality). If the PCs are Aslan, they might also serve as consultants regarding Aslan law and tradition.

A brigade from one side will fight another from the other side of equal size. Both sides are armed only with archaic weapons and equipment. The arena is limited to an island or defined area of varied terrain.

Most clan wars run smoothly, but not this one. Near the battle zone, a system malfunction forces the earletrais' grav-vehicle down in wilderness. It would take at least a full day to repair in the field. The group must walk to their observation post, which still takes hours even if all party members are essentially uninjured.

They return to bedlam: This civilized war has turned into a free-for-all, each side accusing the other of treachery while the earletrais was missing. The PCs themselves may be attacked during this period, as some of the combatants will even accuse the earletrais of complicity.

When order can be restored, the PCs will learn that the leader of one of the two armies was killed with a weapon of higher tech level than allowed for this war. Some clues point at the opposing side; others to a faction within the leader's army. There may even be evidence suggesting that the earletrais himself was the killer. Such clues are, of course, red herrings.

The real culprit is a non-Aslan interest which has gambled on a more widely spread war. Hired Aslan outcasts infiltrated the battle. They killed the leader, planted false evidence, and have since withdrawn. They might even have staged an attack on the earletrais and PCs while in the wilderness, disguised to implicate one of the Aslan forces.

The clans might postpone their war over honor, while the party conducts its investigation in the very testy atmosphere. A clever earletrais may eventually use these events to make the remainder of the clan war unnecessary. If handled right, the earletrais might convince the clans that their very cooperation restores honor to both.

An obvious follow-up to this adventure is for the party to pursue the culprits for the clans.

6) Virus

Medical skill and Biology skill will have particular value in this adventure.

The PCs encounter an Aslan planet, vessel, mercenary group, lhatei fleet, or other large group of Aslan in the throes of a viral epidemic. Due to subtle differences between male and female brains, the illness is far more severe in one sex than the other. One sex generally gets the Aslan equivalent of a severe cold, while the other develops meningitis. The meningitis usually causes severe brain damage and often causes death.

Initially, the PCs may minister to the Aslan group, and may attempt to break the epidemic. A specialized medical adventure can be designed around this, preferably on an Aslan world. In this case, the PCs should be medically trained humans or Aslan females.

Later, the PCs may be asked to fill in gaps left by dead and brain-damaged Aslan. Aslan PCs must be of the appropriate sex for the job, or face dishonor; humans must at least accept the sexual roles placed upon them. Such roles can range from typical Aslan starship crew positions to positions of import in clans and Aslan corporations.

The adventure continues as the PCs or the Aslan around them find evidence suggesting that the virus did not occur naturally. The referee should decide whether the virus was natural, or if artificial, who created it. A Solomani source is a good possibility. The PCs will be asked to investigate the virus and perhaps champion the survivors.

Further possibilities include acting on behalf of the epidemic survivors to recruit new Aslan into the clan or helping the clan avoid disintegrating. Here, the PCs will be called on to use a number of skills, including Liaison.

If the disease was an accident and the fault of another Aslan clan, the injured clan might resort to unusual demands for reparation or an unusual sort of clan war: capturing appropriate members of the other clan to take over the missing roles.

Bootean Federation

Steven Eric Schwartz

The Bootean Federation is a major member-state of the Solomani Confederation, centrally located and within 10 parsecs of Terra. It takes its name from Bootes, a constellation in the Terran night sky. A cluster of nine habitable worlds, called the Near Bootes Cluster, make up the core of the Federation. The influence of Bootean merchantile interests had politically done much to keep the peace between the Confederation and Imperium until the Rebellion (1116-1121).

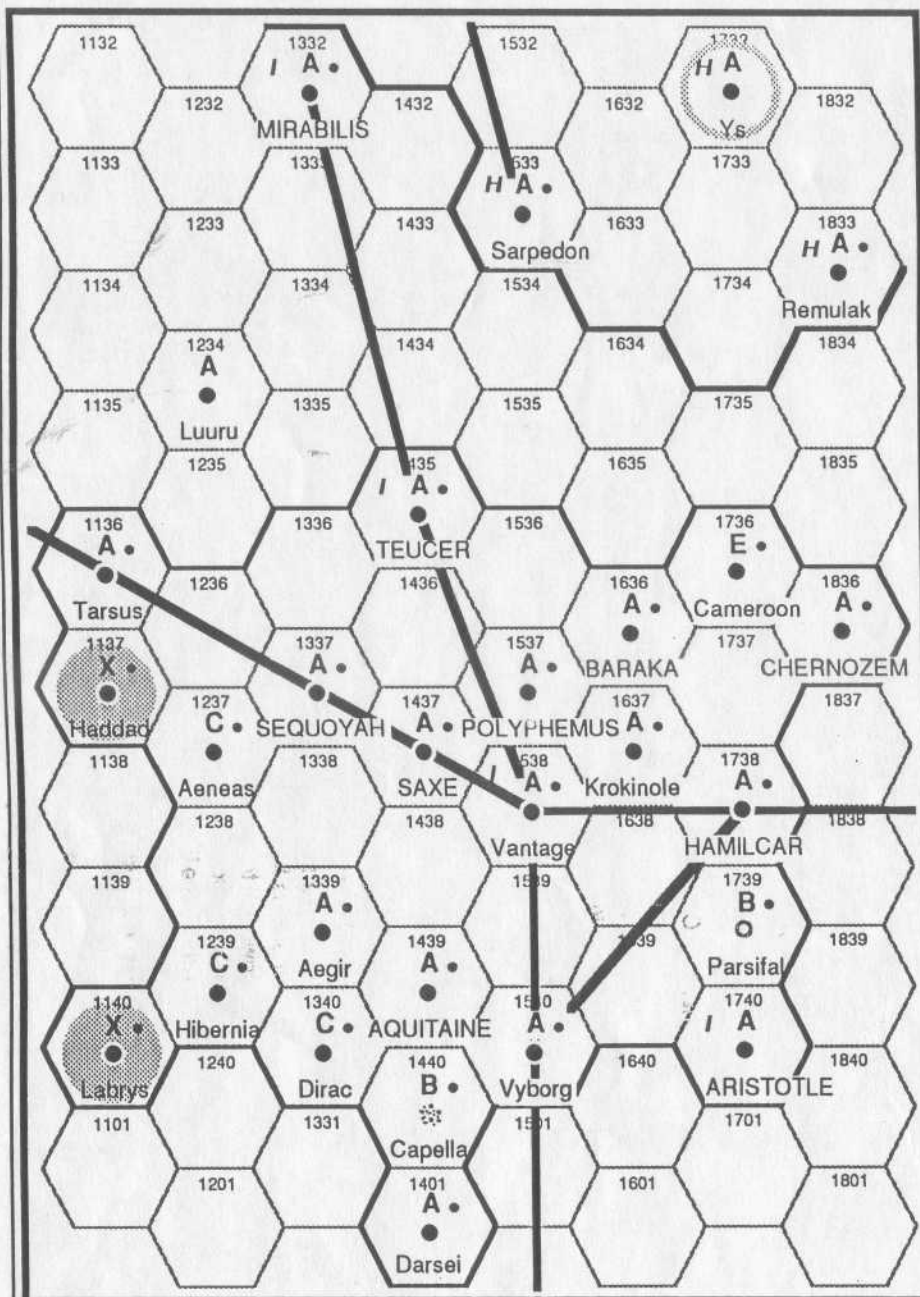
The Federation dominates the Capella and Gemini subsectors politically and economically. Being one of the largest Solomani states, the Bootean Federation was instrumental in the formation and growth of the Confederation by helping to organize the new govern-

ment and providing economic means with which the Confederation could build.

In more recent times, however, the Confederation has begun to exert more control over its member states. It is also taking a harder line when dealing with non-Solomani human and alien races. Although the government of the Bootean Federation continues to support the Confederation, conflicts with the Confederation grow increasingly difficult to avoid.

Booteans more readily object to SolSec's intrusiveness and their heavy handed domination. The population in general still subscribes to the belief in Solomani supremacy, but they also regard non-Solomani with respect. Stories of non-Solomani being oppressed and exploited in other parts of the Confederation tend to annoy Booteans. For this reason, much of the Federation endorses the new Reform Movement, which calls for leniency when dealing with other races.

(Continued on page 7)



Bootean Federation

The Bootean Federation is the result of one of Terra's first major colonization efforts. It survived as an entity through the Long Night, and continues as a major political and economic power to this day. In recent times, Booteans have begun to resist Confederation policies and growing SolSec power, and instead favor the Reform Movement. It encompasses 27 systems in the Capella and Gemini subsectors of the Solomani Rim and one system in the Aldebaran subsector of Aldebaran.

Tarsus	1136	A785867-D	Ri		803 Sb M2 D
Haddad	1137	X47A000-0	Lo Ni Wa Ba	R	522 Sb M0 V
Labrys	1140	X976620-8	Ag Ni	R	205 Sb M2 V M7 D
Luuru	1234	A9B7733-C	Fi		820 S- K1 V M2 D
Aeneas	1237	C438649-9	Ni		133 Sb M1 VI
Hibernia	1239	C647365-D	Lo Ni		814 Sb G4 V
Mirabilis	1332	A453958-E	N Hi Po		605 S- G5 V
Sequoyah	1337	A487950-E	Hi		502 Sb M0 VI
Aegir	1339	A76A885-D	Ri Wa		502 Sb M4 V
Dirac	1340	C522200-C	Lo Ni Po		403 Sb M0 V
Teucer	1435	A759966-E	N Hi		302 Sb M0 V
Saxe	1437	A763A78-E	Hi		121 Sb K4 V
Aquitaine	1439	A8879A7-E	Hi		205 Sb F9 IV
Capella	1440	B000597-B	Ni As		323 Sb G4 III M1 V M5 V
Darsei	1401	A765845-F	Ri		421 Sb G4 V M4 D
Sarpedon	1533	A312869-D	N Na Ic		601 Im G5 V
Polyphemus	1537	A358AA9-E	Hi		214 Sb M1 V M3 D M0 D
Vantage	1538	A8DA88A-E	N Fi Wa Cp		634 Sb M2 V
Vyborg	1540	A755787-E	Ag		921 Sb M9 V M5 D
Baraka	1636	A456976-D	Hi		614 Sb K6 V M0 D M6 D
Krokinole	1637	A211741-D	Na Ic		713 Sb A6 V
Ys	1732	A847869-E	N	A	520 Im M4 V
Cameroon	1736	E442100-8	Lo Ni Po		204 Sb M2 V
Hamilcar	1738	A26A9AA-E	Hi Wa		513 Sb M7 V
Parsifal	1739	B730878-B	Na Po De		903 Sb M8 V M5 D K4 D
Aristotle	1740	A269985-E	N Hi		420 Sb M4 D
Remulak	1833	A974769-E	N Ag		512 Im A2 V
Chernozem	1836	AA85983-C	Hi		103 Sb F6 V

Bootean Federation Total Pop: 66.593 billion
Average TL: 12.3

Bootean Federation

(Continued from page 5)

Selected Entries from BInet (Bootean Information Network)

Aegir/Capella (1339 A76A885-D): Colonized by Vilani dissidents during the First Imperium. In 2424 AD (-2094) a crew member from the merchant ship *Dancer's Pride* carried the Duskir Plague to Near Bootes. As the plague only affected Vilani, there were no problems until the ship docked at Aegir. Once discovered, a general quarantine was set up and the plague contained to the ship and a small starport.

Aquitaine/Capella (1439 A8879A7-E): Pre-Bootes expedition world inhabited by Terrans from an early sublight expedition. It was rediscovered in 2678 AD (-1840) when an expedition leaving Vyborg for Vantage misjumped.

Its population is primarily of the Jewish faith and the government structure is managed by a religious leader chosen by the people.

Capella/Capella (1440 B00Q597-B): A former colony of Aquitaine, Capella is known for its rich planetoid belts. Survey experts predict that the Capellan belts will continue to support the needs of the Federation for at least the next 325 years.

Also in the Capella system is ProbeTech, a sectorwide corporation based on San Roque, the moon of a large gas giant. ProbeTech has a reputation for manufacturing and promoting high technology.

Darsei/Aldebaran (1401 A765845-F): Darsei is one of the few TL 15 worlds in Solomani space and prides itself on that fact. Much of the system, including the mainworld government, conducts daily business through a computer network which is accessed with cybernetic implants that an individual may have. Business meetings, government sessions, and even family reunions can be held without leaving one's home.

Darsei has rejected requests by the Solomani Confederation and SolSec to establish a naval installation there. While the Confederation takes this in stride, SolSec finds the situation unacceptable and is taking steps to "change" the minds of the world leaders.

Haddad/Capella (1137 X47A000-0): Dangerous biological agents in Haddad's atmosphere prevent any prolonged stays. Early explorations found ruins from a previous culture as well as signs of worldwide destruction. Much of the data discovered on all expeditions to Haddad are considered classified by SolSec.

Hibernia/Capella (1239 C647365-D): Before the Solomani Rim War, covert naval agents infiltrated the government of Hibernia, controlling many key members. Imperial High Command saw this as a way to keep an eye on one of the more powerful member states of the Confederation. In 5519 AD (1001) Hibernia was the scene of one of the final battles of the Solomani Rim War when Imperial forces used Hibernia as a launching site to attack other Federation worlds.

The attempts were thwarted but as a result, Hibernia was placed under military rule and its leaders ousted from power.

Labrys/Capella (1140 X976620-8): Labrys is inhabited by a race evolved from omnivores, but humanoid in appearance. The Federation brought its support of the Reform Movement into the open by offering aid and eventual membership to the Labrysans. Although a member of the Federation, the majority of the population is unaware of its other-world contact and dialogue is mainly through government channels.

Polyphemus/Capella (1537 A358AA9-E): Polyphemus is a prosperous, science-oriented world and is the home of the Polypheman Scientific Academy, a university specializing in robotics and xenosciences, as well as one of the few Hiver embassies in human space. Polyphemus is the homeworld of High Councilor Kathleen Ryan-Cox, minister of science and technology.

Saxe/Capella (1437 A763A78-E): Home port for Saxe Transport, a sectorwide merchant company with routes throughout the Solomani Rim. Saxe Transport is under what SolSec calls 'biased observation' for assisting some minor Aslan clans in Magyar to break into Solomani markets.

Sequoyah/Capella (1337 A487950-E): In 2521 AD (-1997) Sequoyah's government, originally an impersonal bureaucracy, broke into individual factions which resulted in the Sequoyan Conflict, a global war lasting 17 years. In the end, many of the minority factions petitioned the ruling government to establish a separate colony on Tarsus.

Tarsus/Capella (1136 A785867-D): After a global conflict on Sequoyah (-1997), the losing factions colonized Tarsus, a rich world ripe for exploitation. Tarsus operates its own governmental structure, but is primarily supported by Sequoyah. To this day, Tarsus prefers to keep its colony status rather than severing ties with its motherworld.

Teucer/Capella (1435 A759966-E): Originally a colony of Polyphemus, Teucer is now one of the business centers of the Federation. It is also the home port of Solomani Shipping, a sectorwide passenger and freight service covering the non-Imperial worlds of the Solomani Rim.

Vantage/Capella (1538 A8DA88A-E): Vantage's atmosphere is only breathable at high altitudes. With no mountains of sufficient height to settle in, pressure domes were used for initial habitats. As the population grew, this proved impractical, so grav generators were employed to raise city-size platforms, or metrogravs, to suitable altitudes. To guard against over-population, strict reproductive limits and marriage regulations were established.

Vantage is the capital of the Bootean Federation, and much of the industry and population is devoted to supporting the government bureaucracy.

Solomani Terrorism

Mike Mikesch

Terrorism seldom bothered the Third Imperium during its height. Its policies effectively eased tensions between worlds. It also lessened feelings of multi-world identity except to the Imperium itself. This did much to promote harmony throughout the Imperial space.

Instances of terrorism were higher, however, to rimward. The Solomani Movement remained strongest in that portion the Imperium captured from the Solomani Confederation during the Rim War (990-1002). Although the vast majority of the Movement's subscribers were non-violent, others resorted to force, occasionally forming interstellar underground groups.

The inclination for the Solomani to use terrorism might have come from the Confederation itself, but indirectly. Even today within

the Confederation, ideologies, nationalism, commercial rivalries, and other conflicts more easily reach beyond individual worlds, thus creating numerous interstellar factions. The militant ones resort to terrorism as a way of gaining attention for their plight, if not to attain immediate results. News of these events probably influenced Solomani Imperials who began emulating more successful terrorists.

Terrorism has grown into a flourishing industry in the Confederation. Not all terrorists fight for a cause. Many, whose causes were lost, become mercenaries and sell their experience for pay. Such professional terrorists have gone on to form training camps on scattered worlds. A camp might indoctrinate recruits for one faction one year, then provide the same service for their enemies the next. The ideals and objectives of their clients are not necessarily a concern.

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Hellion—Solomani Fighter

Scott D. Olson and Mike Mikesch

Most fighters are tailored to serve in military squadrons, either assigned to bases or carried with fleets aboard warships. The sleek Rampart, for instance, was built to use warship launch tubes for quick deployment.

The Hellion, however, fills a different role. This stubby fighter, with its folding wings, fits well into many subcraft bays. Two will fit in a standard 20-ton launch bay, and three in a standard 30-ton ship's boat bay. No special modifications are necessary. Extendable landing legs and convenient stay-points, make it easy to stow on cargo decks.

By design, the Hellion is a merchant's fighter. When triple turrets still do not offer enough protection, a trader might carry a few of these as deep-space escorts. A ship could deploy its fighters to deter possible pirates lurking nearby. In fact, the Hellion's relatively strong EM emissions make it difficult to overlook or ignore.

Unfortunately, pirates also use these. An approaching ship that at first might seem like a weak threat could soon transform into a serious danger. Hellions also serve well as overhead cover for raiders. With limited streamlining, they perform better beyond atmospheres, and their relatively poor sensor suites hinder them in independent operation. But they offer much when used in concert with other ships and vehicles.

The Hellion is a Solomani design that first appeared in the Confederation during the early 900's. Merchant escort fighters did not catch on to the same degree in the Imperium. But after capturing numerous Solomani ship yards during the Solomani Rim War (990-1002), the Imperium produced an almost identical fighter, calling it the Banakor.

Standardization in the Solomani Confederation and in the Imperium has not yet drifted apart to a great degree. Even late-model Hellions are usually compatible with Imperial bays, and Banakors with Solomani bays. When they are not, the necessary modifications are usually minor.

Hellions increasingly find their way into former Imperial space. Now that patrols have disappeared from long standing trade routes, protection and firepower has grown substantially in value.

Terrorism

(Continued from page 7)

These professionals also drift into Imperial space in search of opportunities. Not only do they find patrons, many also find a cause to stir their passions once again, namely the Solomani Movement. Removed from the Confederation, regional concerns that brought them to their profession fade, leaving them their identities as Solomani. They might then attach themselves to Solomani organizations, which they infect with their militant attitudes.

In the Confederation, threat of terrorism is probably a reason why the government has evolved toward becoming a police state and allowed SolSec to attain so much power. Among the terrorists are non-Solomani and aliens fighting for their rights. Over the years, Solomani citizens chose, if unconsciously, to exchange liberties for greater security from the Confederation.

Many observers have even suspected a kind of complicity between SolSec and terrorism. At the least, SolSec might subtly agitate situations to violence, which would then justify increased control by the Solomani government.

It's even possible that some branches of SolSec have terrorist organizations secretly in their pay. The groups might plant bombs or take hostages, but give the credit to factions SolSec wants to forcefully crack down on, innocent or not.

Light Escort Fighter

by Scott Olson

CraftID: Light Fighter, Type FL-1356, TL13, MCr27.37317 + 0.480127

Hull: 9/23, Disp=10, Config=3SL, Armor=40F, Unloaded=304 tons, Loaded=307 tons

Power: 4/8, Fusion=495, Non-Combat Duration (no weapons or agility)=1/3, Combat Duration=.33/1, Fusion Rocket Duration=1/3

Loco: 2/4, Standard Grav=616 tons, Accel=2g (Fusion Rockets add 5G) NOE=40kph, Cruise=750kph, Top=1000kph, Agility=3

Commo: Laser=Systemx1, Radio=Systemx3

Sensors: ActiveEMS=System, PassiveEMS=Interplanetary ActObjScan=Rout, ActObjPin=Rout, PasEngScan=Rout

Off: PulseLaser=xx2, Missiles=xx02

1 1
1 1

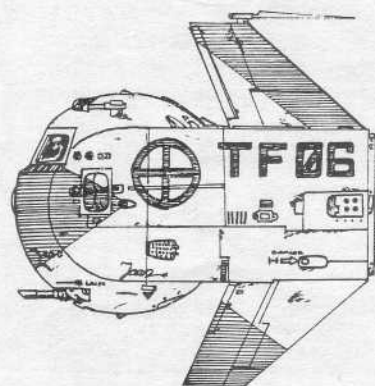
Def: DefDM=+4, Sandcaster=xx3

1
1

Control: Computer=4x1, Heads-up HoloDisplay, Environ=basic env, basic ls, extended ls, grav plates, inertial comp, airlock

Accomm: Crew = 1 (Pilot=1), roomy seat (extended duration)=1

Other: Cargo=3, Fuel=3.645, Fuel Scoops, HE bty-rds=24, ObjSize=Average, EMLevel=Moderate (Strong if rockets are on)



Taking this a step further, particularly ambitious SolSec directors could use such groups as assassination teams that simply pose as terrorists. These might eliminate troublesome political leaders while claiming fictional motivations.

Terrorism has also given rise to citizen groups within the Confederation. Even with the government taking stern measures to check terrorism, they are not completely effective. The independent minded Solomani often form non-government organizations to deal with matters when the government does not satisfy them.

Most are completely legal, perhaps to encourage public awareness of a problem, or do private investigations to bring particular criminals to justice. Other groups, however, frequently step outside of the law out of frustration. They might try anything from illegal wire-tapping, to kidnapping, or even assaults on suspected terrorist sanctuaries. The more violent vigilantes, however, are often indistinguishable from the terrorists they mean to combat.