INTRODUCTION TO THE REPRINT

In the year since THIRD IMPERIUM first began publication many things have changed; we have gained two pages, a color cover page, an extra staff member, and we have grown from being sold on the shelves of two game stores to continent wide subscription distribution. All in all a good year.

But many of our new readers have never seen the first issues of THIRD IMPERIUM, we have received many requests for these out-of-print magazines, and so have created the reprint you now hold. We have made a few changes (new ads, this intro, and moving the cartoon from p.7 to p.8) but largely this reprint is unchanged from the original (including spelling mistakes).

We hope you enjoy this issue and the many that follow.
Keep on Travellin'!

-Hope Jackson, Editor

TRAVELLER'S ADVICE

THIS ISSUE
WE'RE GOING TO DISCUSS
METHODS OF
DISORIENTING
 AND DEFEATING
PEOPLE WHEN
UNARMED.
WHEN SOMEONE
APPROXIMATES YOU,
WILL MAKE LIFE
EASY FOR THEM?

IN ANY SITUATION, A SIMPLE
WAY TO DISPOSE OF FOES IS
WITH WALL PARCHES...

PLF!

MMF!

IF YOU HAVE ACCESS TO
THEIR FOOD AND DRINK,
YOU CAN ALWAYS LACE IT
WITH FAST DRUG...

HE SHOULD DRAW HIS GUN
NEXT TUESDAY

WHUMP!
WHUMP!
WHUMP!
WHUMP!
WHUMP!

THIRD IMPERIUM

THE CANADIAN TRAVELLER FANZINE

Published quarterly, each 20 page,
11"x8\(\frac{1}{2}\)" issue is packed with
TRAVELLER excitement!

Regular features include
new equipment, blueprints,
starship deck plans, a
subsector, and a complete
adventure in every issue!

Subscribe now! All the successful
adventurers have!

$2.50 Canadian per issue, $9.00
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subscription. Send to Mike
Jackson, Box 512, 4676 Yew st.
Vancouver, BC, Canada. V6L 2J6
Welcome to the Third Imperium! By the fact that you've picked up this magazine, you are probably a Traveller player. As such you have probably noticed the very low number of Traveller magazines being published today. To face the facts, Traveller is not as popular as Dungeons & Dragons and other RPG's, and is often neglected.

However, Traveller players in our area need fret no more! Third Imperium is an inexpensive (Ah! music to a gamers ears!) magazine devoted entirely to Traveller and it's affiliated games such as Striker, Snapshot, and TGS.

We are going to do our best to pr-nt a magazine of quality. We aren't going to contradict old rules and create strange new ones; rather we will expand existing rules and try to add to the Traveller universe. You can probably already see this from our table of contents, with articles on Terraforming, radiation effects, and a complete adventure.

We hope you will enjoy this issue and the many more to come. Please write and tell us what you think, or submit art or articles. Remember, this magazine is for you, and we want to do the best possible job we can.

-Mike Jackson, Editor

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STAFF: Mike Jackson, Aaron Berg, Paul Stoneman. Thanks to J. McGruer, Cathy Lu. Dedicated to Cameron Carrol, who wanted a more realistic and complex game.

Third Imperium is published quarterly by Galaxy Games. Send submissions and advertising to No.512, 4876 Yew st. Vancouver B.c. Canada.
RAD ZONE: RADIATION EFFECTS

In Traveller there are many opportunities for characters to encounter dangerous amounts of radiation. Proper attention to the effects of radiation can add realism to a game, whether it be aboard a damaged starship or in the middle of a nuclear war.

The following table defines the effects of radiation on individuals, depending on their endurance and it's intensity. To use the table, cross-index the player's endurance with the radiation intensity level of the area.

A result of a number indicates the amount of damage taken after exposure, in the form of radiation sickness (dizziness, vomiting, etc.). If a result of "C" is obtained, the character takes 1 to 6 dice of damage after exposure and may (roll endurance or lower on 3 dice) develop cancer or a similar disease 2 to 12 months after the exposure. When the ailment strikes, the player will take 1 point from strength, dexterity, and endurance until death or treatment. At tech level 10 one month's treatment can halt the process, though lost characteristics will not be regained. At tech level 12 one months treatment can restore the player's health to its original state and completely eradicate the disease.

A result of "D" indicates that after 15 minutes the character will take 3 points of damage every 10 minutes until removed from the contaminated area. Following results are the same as for "C".

Radiation levels aboard a damaged starship will usually be equivalent to the number of radiation hits it took during the combat. Radiation levels in a bombed city or other area will usually be equivalent to the High Guard rating of the weapons used, minus one level for every 5 years that have passed since the incident.

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TABLE DH'S: Consult table every 15 minutes spent in contaminated area.
- If a character is wearing a vac-suit or combat environment suit, treat endurance as +3.
- If a character is wearing battle dress, combat armor, or a radiation suit, treat endurance as +6.
All shields except the Repulsor are held by an arm strap and a handle, and require one arm and hand to use. They cannot be used with two-handed weapons, except with a DM -2 on either the shield's defence or the weapon's required number to hit. Two-handed weapons include broadswords, pole-arms, all slug throwers except pistols, shot guns, and carbines, and all energy weapons except laser carbines. All shields require a strength of 8 to properly protect their bearer unless otherwise specified. From TL2 to TL6 shields are rarely used, as they provide little defence against fire-arms.

SMALL SHIELD (TL 0): A 60cm diameter wooden shield, common at primitive tech levels. It gives +2 protection (+2 on the required roll to hit) against hand-to-hand weapons, and no protection against projectile and energy weapons. 3kg. cr10.

LARGE SHIELD (TL 0): A larger version of the small shield, usually 100cm by 80cm. It gives +3 protection against hand-to-hand weapons, and no protection against projectile and energy weapons. It requires a strength of A+ to use properly. 5kg. cr25.

SMALL SHIELD (TL 1): A metal shield 60cm in diameter similar to the TL 0 small shield, but stronger. It gives +3 protection against hand-to-hand weapons, and +1 against projectile weapons. It gives no protection against energy weapons. 5kg. cr30.

COLLAPSABLE SHIELD (TL 7): A collapsable plastic shield, usually transparent, often used by police forces. When open it is 100cm by 60cm, and is 20cm by 20cm when collapsed. It gives +4 protection against hand-to-hand weapons, +3 against projectile weapons, and has no effect against energy weapons. 1kg. cr75.

REFLEC SHIELD (TL 9): A 40cm diameter plastic shield with a reflective coating to deflect laser bolts. It gives +2 protection against hand-to-hand weapons, +1 protection against projectile weapons, and +4 against lasers. It gives no protection against high-energy weapons and requires a dexterity of 8+ to properly use. 1kg. cr100.

REPULSOR BELT (TL 15): Working on the same principles as a grav belt, the repulsor belt uses a grav field and computer micro-processor to repel all fast-moving objects moving towards the wearer. It extends 40cm from the wearer in all directions; thus he or she may fight (provided he or she holds the weapons outside the field), but most enemy attacks will be deflected. It gives +3 protection against hand-to-hand weapons, +5 against projectile weapons, and no protection against lasers. High energy weapons do only ½ damage, as most of the blast is fast-moving super heated plasma. Most of the plasma is deflected, and the majority of damage is due to heat. 5kg. cr150,000.
THE VARGR CORSAIR

The most common of several designs for this type of vessel, the type VP corsair is a highly flexible para-military starship. Used by corsair bands for pirating operations, mercenary work, and hired escort duties, it's high crew capacity, good armament, and many vehicles lend it well to any situation.

This design for the Vargr Corsair is the one most commonly encountered along the Imperial-Vargr border.

SPECIFICATIONS:

Tonnage: 400 tons standard. 5600 m³.
Crew: 10. up to 14 troops with double occupancy.
Dimensions: 78m L x 55.5m W x 15m H.
Acceleration: 5-G constant.
Jump: 2.
Power-plant: 5. 20 EP. Agility-3.
Engineering: Two Taeksgnuz D-3 fusion power-plants driving one Ghoul field-type jump drive and two Arrgh 431/A maneuver drives.
Gravitics: Aengar inertial compensators. 10 floor field.
Electronics: Gzohrsek model/2 computer.
Range: Unlimited maneuver. One jump (130 tons fuel). 200 days standard supply consumption.
Armament: Two triple missile turrets in nose. Two dorsal and ventral triple laser turrets.
Screens: none.
Configuration: Needle. Streamlined.
Capacity: 20 tons cargo. 12 staterooms. 4 emergency low.
Vehicles: 50 ton cutter. Two open cutter modules. Two Grav APC's.

DECK PLAN LOCATION KEY:

1. Avionics. Floor hatch to C deck.
3. Computer.

5. Air lock.
7. Sick bay.
8. Records office.
9. Stateroom.
10. Stateroom.
11. Stateroom.
12. Stateroom.
13. Stateroom.
17. Maneuver drive.
18. Avionics and radio-jammer.
19. Missile turrets.
20. Missile storage.
21. Stateroom.
22. Stateroom.
23. Stateroom.
24. Stateroom.
25. Stateroom.
26. Stateroom.
27. Ship's locker.
29. Flight control/muster area.
30. Cargo. Iris valves to B and D deck.
31. Vargr Cutter.
32. Spare Cutter module.
33. Grav APC's. Hatch up to C deck.
35. Fuel scoops.
36. Fuel tankage.
SINDAL SUBSECTOR

A largely unclaimed subsector, Sindal currently consists mostly of worlds not part of any large government. One corner is part of the Imperium, and is connected to it by an X-boat route from the Tobia subsector. Sindal has no subsector capital, and so the Imperial worlds are controlled from the neighboring subsector.

The Sindal subsector derives its name from the Sindalian Empire, a government that controlled most of the area during the Long Night. The Emperors of the Sindalian Empire ruled with an iron fist however, and during a 50 year civil war Sindal was devastated by bacterial warfare. Literally blasted back to the dark-ages, the world is now known as Noricum and has re-advanced to a tech level of 1. The Exoire's successor only lasted 12 years before it too collapsed.

SALIF is currently supporting a charismatic leader who promotes happiness, the simple life, and kindness to all.

WUKER ONE is controlled by various religious groups currently waging a propaganda war against each other for control of the planet.

THEEV is a high-tech no-government world, and is the center of illegal activities for the sector.

CORDILLON is currently being terraformed for colonization by ALBE, which is suffering from over-population problems.

MARDUK is blanketed by continual storms. It's population lives a nomadic existence.

CHALCHIUTLIGUE's population live in huge floating palace-like cities.

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The Sindal subsector contains 17 worlds with a population of 74.248 billion. The highest population is A, at ALBE; the highest tech level is F. at THEEV.
MAP LEGEND

WORLD CHARACTERISTICS
- Water present
- No water present
- Asteroid belt

BASES
- Imperial naval base
- Imperial scout base
- Foreign Naval base
- Foreign military base
- Research station
- Scout way station

TRAVEL ZONES
- Amber zone
- Red zone

POPULATION
Secundus under one billion
Primus over one billion

starport type
gas giant
world type
x-boat route
world name
travel zone code

A: Memorial
B: Egyna
C: Pax Rulin
D: Gazulin
E: Yggdrasil
F: Dpres
G: Sindal
H: Tobia
I: Mora'a
J: Goertel
K: Tlaiowaha
L: The Borderland
M: Ranib
N: Silraaihe
O: Hkea'as
P: Binary

TROJAN REACHES SECTOR
CORDILLON (Sindal C43121-C) is a small empty world on the fringe of the Imperium. Until recently it was deemed unnecessary and unsuitable for colonization and remained uninhabited. However, in the neighboring system of ALBE population pressures have caused famine, crime, and over-crowding to become unmanageable. To help solve the problem, ALBE's government has commissioned SHAPE of EARTH, LIC to terraform CORDILLON and make it suitable for colonization, thus relieving ALBE of its population problems.

In the three years since the terraforming project began (see this issue's article on terraforming) CORDILLON has gained a very thin atmosphere and 10% hydrographics. It's rotational velocity has been increased to 43 hours, and its newly built-up electromagnetic field now filters out a large percentage of its sun's harmful radiation. Because its spin is still relatively slow however, the planet's temperature changes from a warm 50°C during the day to an icy -40°C at night. As yet there is no plant or animal life on CORDILLON and most of its surface is still a rocky wasteland.

Five bases have been set up on the planet's surface to monitor the asteroid falls and operate the starport. They control the terraforming operation and maintain facilities for the asteroid movers. The world's main starport is type C, and is located at Base 1. The other four bases have starports of type D.

The players have been hired by SHAPE of EARTH, LIC to act as spotters and security for Base 3 and its accompanying starport. The pay is good and the hours are mediocre, but the base chief, A.S. Roland (578399), is stuck up and short tempered, and seems to love making life difficult for his subordinates. So far the group has had several run-ins with him, and are close to being blacklisted.

THE BASE

The base has a total of 56 personnel. The six office personnel maintain records, monitor operations, and generally control the base. They all have single stateroom modules. The 30 other hands take care of other operations and live at double occupancy. Ten operate the starport, three operate the communications...
and monitor equipment, one operates the laser battery, and the rest are maintenance, security, and forward observers.

The base is constructed of standard building modules of different types set together.

1) COMMUNICATIONS SHACK: From here communications and asteroid monitoring are conducted. This is the brain-center of the terraforming operation, and includes a model/3 computer.

2) PULSE LASER: This is a duel pulse laser turret emplacement (as High Guard) for base protection and the destruction of asteroids that fall off course.

3) VEHICLE TENT: Five ATVs and two aircrafts are stored and maintained here.

4) ROLAND'S OFFICE: This area includes all the most important files and documents and a safe containing the company payroll.

5) MESS: This area includes cooking and eating facilities.

6) RECREATION ROOM: Includes collapsible tables and chairs and various entertainment facilities.

7) STORAGE: The south storage area contains food stores, while the north area holds vac-suits, weapons, and equipment up to TL 12. All equipment must be signed out at the office in front (vehicles are also signed out in this office).

8) GENERATOR: Supplies power to the base, starport, and facilities. Equivalent to Book 5 Factor 3 power-plant.

9) OFFICE: Each contains a computer console, files, and facilities for the operation of the base.

3) STATE ROOM: Each contains sleeping and storage facilities for one or two personnel.

All doors are iris valves. Empty modules with valves to the outside as air-locks, as the entire module must be depressurized for exit from and entrance to the base.

The base itself and its accompanying starport are located on a small plateau in a rough area of the planet surface. A gravel road leads east from the base to the starport, and southwest to base 2.

THE CRASH

One evening while outside securing the base for the coming night, one of the adventurers notices a bright streak across the sky; it then disappears behind a mountain five kilometers away. No asteroids are scheduled for planetfall during the night, and checking in the communications shed reveals that no starships are reported in the area.

This is an extremely odd occurrence, and the players should be sorely tempted to investigate, as it may be something they can salvage. They must first sign-out equipment and a vehicle, however. The equipment manager is quite pig-headed and will insist on proper authorization. He is a greedy coward, however, and is very susceptible to bribes or threats.

The journey is rather difficult due to the rough terrain, and takes
about an hour. When the players pass around the mountain (it is too steep to climb) they are shocked to see a furrow almost a kilometer long gouged into the earth. At its end, to the north, still hot from re-entry, is a large blue egg-shaped object.

**The Egg**

The egg is half-buried in the earth with its stern pointing up. Close examination reveals an iris valve and several nozzles in the accessible end. The entire object is of about 100 tons displacement, and is constructed of an extremely strong and resilient low-friction material.

After the object cools (about 15 minutes) the players may attempt to enter it through the iris valve. There are no switches or buttons in the vicinity of the valve, but a beam of light flashed on its surface will cause it to open or close and activate lights within the ship.

Most of the inside of the ship is constructed of the same material as the hull. Scattered about its interior are many objects which at first resemble dead eels or insects. Upon examination they are found to be deactivated robots of about 20 kg.

There is no atmosphere inside the ship, and lighting is dim. The various robots have no sense of sight, instead relying on a type of radar. Each has a small low-intensity laser which serves to open the doors within the ship.

1) **The Bridge**: This area is shaped like a sphere, with many outlets, wires and cables, all joining at the base of a large pedestal in the very center. Its top is a small metallic sphere; it is Ossius, the artificial intelligence, and it is deactivated. From here it controls the entire ship and its robotic crew via direct interface. It may easily be removed, and can be recognized by anyone with computer expertise as extremely valuable.

2) **Robots**: This area contains various complete and incomplete robots, their control outlets, spare parts, and repair facilities.

3) **Lab**: This area contains various apparatus which can be identified as scanners, analyzers, and lab equipment. In the corner in two plexiglass tubes are the bodies of two dead human males. In other parts of the lab are partly disassembled pieces of equipment, and two scout uniforms.

4) **Electronics**: In this area are the ships main electronic systems, including avionics, back-up computer systems, and a black-globe generator.

5) **Spare Parts**.
6) **Fuel**.
7) **Main Corridor**.
8) **Drives**.

**Specifications**: Using a 100 ton hull, the egg is an alien scout vessel. It has jump drive-3, maneuver drive-6, and powerplant -7, giving it TEC and Agility 2. Fuel tankage of 17 tons supports the powerplant and one jump-3. The ship has only a back-up computer model-1, as Ossius functions as a model-3. There are no state-rooms and no low berths. There is one weapons mount, holding a 1L 20 particle accelerator. There are no ships vehicles and no cargo. It mounts a 1L 20 factor-6 black-globe generator and is made of a TL 20, nearly frictionless material.
The Egg is operated by Osshius and its subordinate robots, which act as engineers, technicians, scouts, troops, and general workers. The ship has no cost in human terms, and took 9 months to build.

**Osshius**

Osshius is a large, spherical, metallic object with many plugs and openings for wiring and cables. It is approximately one meter in diameter and weighs 200kg. There are various lights, sensors, and output devices on its outside. It is currently deactivated as the ship's powerplant has been wrecked.

Osshius is an artificial intelligence with thoughts, emotions, and a sense of self, just like any other intelligent being. He can be treated as a human with intelligence 15 and...
education 20, and has the following skills: pilot-2, gunnery-2, navigation-2, engineering-2, mechanics-2, electronics-2, gravitics-2, computer-4, survey-2, recon-2, and J-o-t-4.

Osshius is incapable of independent action due to a lack of limbs or propulsion. When connected to a power source it may communicate and think, but must rely on robot extensions in order to act. It may analyze any language or object, and can control any system it is connected to.

If the players manage to hook it to a power source Osshius will emit a series of clicks and whirs, and its lights will begin to flash. After about ten minutes, assuming the players talk within this time, it will say in a halting mechanical voice: "Greetings. I am Osshius. Can you understand me?".

OSSHIUS’ STORY

In speaking to the players, Osshius will reveal that he was created 125,000 years ago by an alien race known as the ESSICH. They inhabited a large area of space near the core of the galaxy, and it was created to travel about the galaxy collecting data for its masters. 125,000 years ago it returned to its point of origin, only to find that the entire ESSICH race had disappeared. Records showed that they had fled the galaxy because of a genetically engineered plague which destroyed half their population.

Bereft of purpose, Osshius has continued to travel the galaxy collecting data. Recently it contacted a scout courier and captured it for better analysis of the ship and its crew. From them it learned galanglic and found out about the Imperium. Once it was finished, Osshius reactivated them for a better look at their internal systems.

Soon after this, Osshius was attacked by several naval starships investigating the scout's disappearance. It escaped, and after a series of jumps reached Realgar. There it was intercepted and quickly jumped out-system to Cordillon. However, during the battle its powerplant and drives were damaged, and it was forced to crash-land.

THE PROBLEM

The Egg is irreparable, but Osshius is easily recognized as quite valuable, and the players should remove it from the ship and possibly hide it somewhere. Its knowledge is extremely valuable, as are its abilities. It could prove extremely valuable to the adventurers or sell for a very high price. When reactivated it will request that it be allowed to accompany the players (so as to continue gathering information).

The existence of Osshius should be kept secret by the players. If it is discovered by Shape of Earth, LLC, it will become property of the company (as it was discovered by company employees on company time with company equipment).

While returning to base the players encounter an ATV driven by several of the base personnel. They have been ordered by Roland to investigate the seismic disturbance caused by the crash of the Egg, and are fully equipped. They will ask the players what they are doing out, and if the Egg is mentioned, report to Roland by radio. They will then continue on their way.

continued on page 16
At first glance, it may seem strange that there are so many habitable planets throughout the Imperium and the rest of known space. Our own solar system has only one habitable world, and the development of life on it seems to be a frightful coincidence.

The reason for this seeming discrepancy is Terraforming. Over the many years since the invention of jump drive the major races developed the technique of adapting worlds to their needs, of making them more like their homeworlds.

Terraforming is a process which, over many years, converts a hostile world into a livable one. This is done by increasing hydrographics, building or changing the atmosphere, and introducing plant and animal life.

A Terraforming operation consists of two to three stages, which vary from planet to planet. The usual type of planet terraformed has either too little or too poisonous an atmosphere, and no free standing water. It's rotation is often too slow to give it a strong enough electro-magnetic field to keep out deadly solar radiation. This slow rotation also tends to make days extremely hot and nights extremely cold. The planet must also have no indigenous life-forms that could be harmed by the operation.

The first step in the Terraforming process is planetary bombardment with ice asteroids. The asteroids, consisting of frozen oxygen, hydrogen, nitrogen, and other gases and liquids, are found in asteroid belts and the rings of gas giants. They are found and collected by belters, who, with the help of asteroid tugs and Mars-drivers, move them towards the planet which is to be terraformed. When the asteroids reach planetary orbit, explosives are set on their surfaces to knock them to the planet's surface. Complex computers and starship escorts ensure that the asteroids fall on target.

The asteroids naturally hit the planet's surface and melt, and over time begin to form oceans and an atmosphere about the world. The force of their impact (at the proper angles) tends to increase the planet's speed of rotation, helping to build up it's electromagnetic field and shorten it's day to a comfortable length (20 to 30 hours).

The second step in the Terraforming process is used only on planets that already have atmospheres, but which are tainted or exotic. This step involves the use of genetically engineered bacteria which ingest the harmful compounds in the atmosphere and excrete breathable gases.

The third and final Terraforming step is the introduction of plant and animal life to the world, usually at the same time as colonists.

Terraforming first becomes possible at tech level 12. The first step takes approximately one year per hydrographic UPP rating desired to complete, assuming a standard crew of 1000 workers are at work. They are usually equipped with about 50 ships for asteroid towing and escort. Lookout stations both in orbit and on the planet's surface are set up for observation and control of the operation. Costs for the first step are extremely expensive, usually about
Wcr10,000 per hydrographic UFP rating desired.

The second step, when used, is less expensive but takes much longer. The development of the proper bacteria takes three months and costs Wcr2.5, and their introduction costs Wcr1. However the process takes 10 years if the atmosphere is very thin, 20 years if the atmosphere is thin, 30 years if the atmosphere is standard, and 40 years if it is dense. The third step is left up to the colonists, and cannot properly be priced.

Several companies currently Terraform in the Imperium and surrounding ar-

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continued from page 14

Note: While aboard the _Ossius_ one of the base personnel will notice the empty control pedestal. He will realize that something is missing, and the players, being the only others there, will be blamed.

Several days later a patrol cruiser arrives at the base, captained by commander P. R. Staaper of the JSB (Imperial Ministry of Justice, Special Branch). He and his men will investigate the crash site, and then begin asking questions around the base. Soon after, Roland and the man from the investigation will reveal what they know, and all fingers will point to the players.

FINISHING THE ADVENTURE

If the players reveal the location of _Ossius_ the JSB will thank them and leave. However, Roland will be extremely angry and instruct a few men to take the players to the next asteroid target site and leave them there. If the players refuse to cooperate with the JSB they will be arrested and removed from the planet. (Both scenarios can lead to exciting escape scenarios).

If the players get away with _Ossius_ they will be followed by the JSB for some time. After a few months (or if the players leave the Imperium) the JSB will give up the chase.

_Ossius_ may serve as a friend, ally, or servant to the players. It can easily be hooked up to a ship's computer and control all its systems. It has knowledge of many worlds throughout the galaxy and many cultures. It cannot build high-technology objects, but can serve as a useful addition to any campaign.

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ASTEROID MOVER PT-A716642-000000-10001-0 Wcr 888.16 1000 tons.
batteries bearing
batteries
Cutter with mixed and fuel modules. 180 tons grappling systems.
Maneuver varies with size of asteroid towed: 200 ton asteroid=5 G.
500 ton asteroid=4 G. 1000 ton asteroid=3 G. 2000 ton asteroid=2 G.
7000 ton asteroid=1 G.

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The first TRAVELLER fanzine based in North America was Working Passage. It ran 12 issues (0-11). Though no longer being produced, the contents is still timely. Most issues consist of twelve 11" by 8.5" pages with a 2-column, 16 characters per horizontal inch. Specific issues are $1.25 each. A set of all 12 is available for $14. For Working Passage issues write to: Ed Edwards; 1410 S. Boyd; Norman, OK 73071.
### Traveller Campaign Record Sheet

<table>
<thead>
<tr>
<th>Player:</th>
<th>Character(s):</th>
<th>WFP:</th>
<th>Race:</th>
<th>Service:</th>
</tr>
</thead>
</table>

Date: __________

Adventure Title: __________

Synopsis of Events: __________

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Use of this form: This form is used to record the basics and events of a Traveller campaign for easy reference by the referee and players.