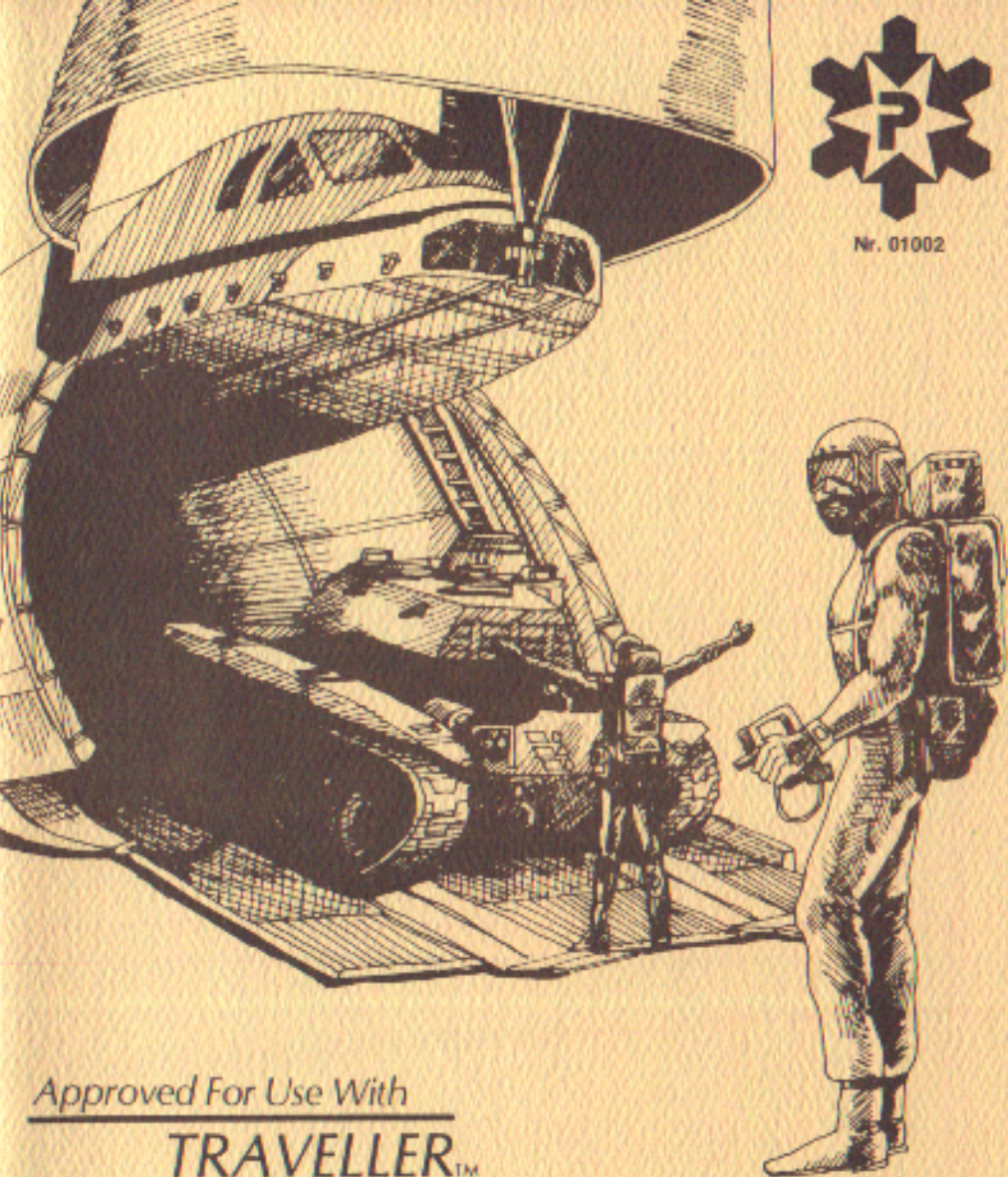




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MERCHANTS & MERCANDISE

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Merchants & Merchandise

a publication of PARANOIA PRESS, INC.

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First Printing January, 1981

Second Printing (Revised) June, 1981

Third Printing November, 1981

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*Dedicated to the Smallenbachs and the Rappettes (our future!)
and to the ladies who made it possible.*

This booklet is an additional volume in Paranoia Press play aids for Game Designers' Workshop's **Traveller**TM and has been **Approved For Use With Traveller** by GDW.

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The Merchant Service

INTRODUCTION

Shipping and shipbuilding are old and traditional fields of human activity. Merchants and merchandise have been carried by ships; first by water, now through the vast reaches of space, since the dawn of time. Today the prosperity of the Imperium rests upon the trade that is carried by spaceship. As a consequence, the Merchant Service is a very important industry.

GENERAL BACKGROUND

The spacefaring industry has successively been under the aegis of the Imperial Navy, the Imperial Board of Trade, the Imperial Ministry of Transport and, finally, the Interworld Trade and Transport Commission. This final transfer was made during the reign of the Emperor Zhakirov as a concession to the commercial interests of the Imperial Core in 684 when, yielding to the domestic pressures brought to bear by the Empress Antiama, the Emperor stated, "It is illogical to maintain the service under a single ministerial office." He subsequently established the ITTC and, parenthetically, appointed his brother-in-law the first commissioner!

Today, the industry is made up of thousands of companies headquartered on thousands of worlds. Some of the shipping fleets are owned by large conglomerates of which shipping is not a major part. Some companies, such as Parallel Lines of Sha'anoe/Delta, are owned by Imperial subsidiaries of non-Imperial firms and some Imperial-crewed ships, such as those of the Rainbow Lines of Guildheim/Liberty Hall, are registered on non-Imperial worlds. It is thus quite a complex structure.

Into this complex structure, as a single cohesive influence, enters the Merchant Service. With traditions descended from the ancient Merchant Marine of Terra, Homeworld of the Solomani, the Merchant Service has solidified both the shipping and the shipbuilding industries, brought about a standardization of the *Interworld Spacefaring Rules of the Road*, and provided a uniform system for the education, training and certification of merchant officers and ratings. To quote from *The ITTC Merchant Spacehand's Manual*:

The civilization achieved by one world has always been exchanged with that of others by means of spaceships. Thus the spaceships of a world have not only been a mark of its level of civilization, but have been one of the Imperium's great civilizing influences. Ideas and ideals have been carried from world to world, modes and manners have been transmitted and transmuted, knowledge and goods have been exchanged by barter, gift, theft and imitation. And so a rough chart showing the ebb and flow of the main currents of civilization would, to a large extent, coincide with a similar rough draft of the spacefaring history of the Imperium's Merchant Service.

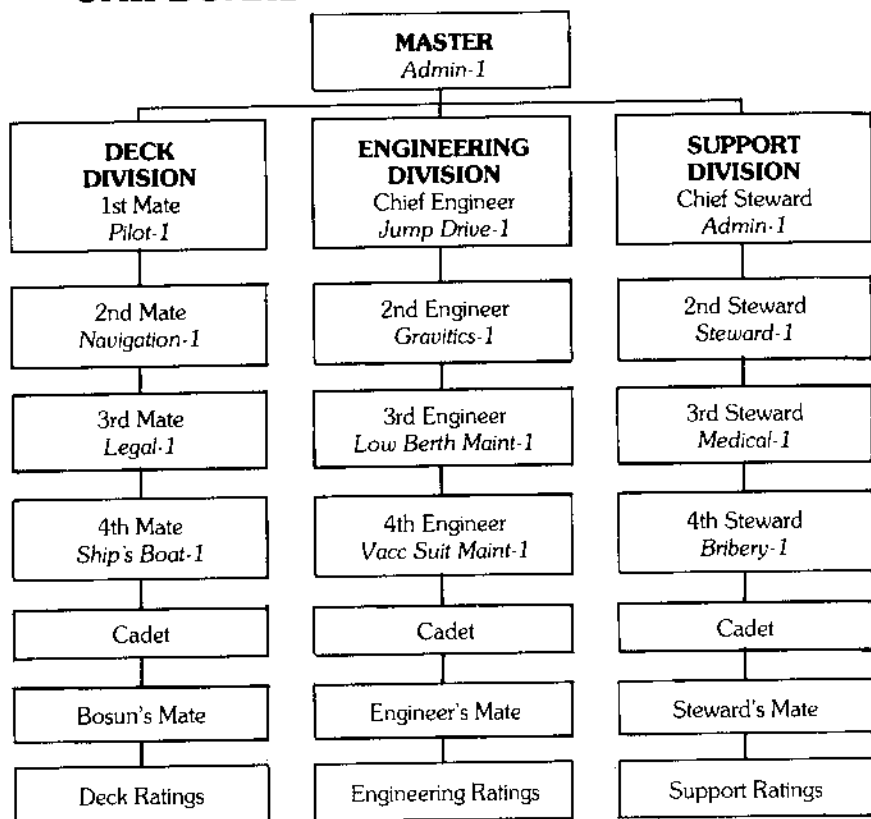
Merchants & Merchandise deals with the Merchant Service of the Imperium.

REQUIRED MATERIAL

Much of **Merchants & Merchandise** refers to rules and equipment found in **Traveller**. In addition to this booklet, the basic set of GDW's **Traveller** is essential, as are at least two six-sided dice, paper and pencils.

Any number of additional materials may prove useful, depending upon the exact nature of the campaign in progress. They may include the new line of **Traveller** figures being marketed by Martian Metals, other **Traveller**-approved adventures, supplements, booklets and games, and a well-tuned imagination (tempered by a good sense of humor!).

MERCHANT SERVICE SHIPBOARD TABLE OF ORGANIZATION



MERCHANT SERVICE CHARACTERS

From the Solomani Sphere to the North East Middle Beyond, from the Imperial Core to the Two Thousand Worlds, the men and women of the Merchant Service carry the civilizing influences of the Imperium: Merchandise! Subsector merchant companies and owner/captained "tramps" assume some small portion of this burden, but it devolves upon the Merchant Service to provide the training and certification of officers and ratings. *Traveller* Book 1 provides a character generation system suitable for general adventurers or non-player characters. For more experienced characters, the following expanded procedure is offered.

BACKGROUND

The Merchant Service is divided into three general categories: the Imperial Merchant Service, plying the major routes of trade between and within the subsectors of known space; subsector merchant services, usually of non-Imperium registry, which operate within a given subsector or, in rare instances, neighboring subsectors; and the owner/captained "tramps" which take whatever cargoes come their way, as well as whatever risks, and ply the uncharted lanes of space.

DIE ROLLING CONVENTIONS

The same die rolling conventions used in previous volumes of *Traveller* are in force in **Merchants & Merchandise**. As most of you should be familiar with them by this time, they will not be repeated here.

ENLISTMENT

As in *Traveller* Book 1, the basic throw to enlist in the Merchant Service is 7+. The die modifiers remain the same as well: +1 if Strength is 7+; +2 if Intelligence is 6+.

Pre-Enlistment Options: The section on pre-enlistment options provides the individual with an opportunity to attend either college or the Merchant Service Academy.

ACQUIRING SKILLS AND EXPERTISE

Once the individual has enlisted in the Merchant Service, the following system is used to determine the experience and skills which are received.

Terms of Service: Each term of service may be divided into one-, two-, or four-year assignments. Individuals determine their assignments each term and resolve all actions pertaining to them. Note that in some cases an individual may not be able to complete an assignment in the time remaining in the current term of enlistment. In such a case, a second assignment determination roll may be made. If this roll also results in an assignment of a greater duration than the remainder of the current term, the individual is considered serving a one-year Shore Duty assignment. Upon the conclusion of a four-year term, the individual may elect to re-enlist or to be mustered out of the service.

Divisions: When an individual first enlists, one of the three divisions of the Merchant Service must be chosen by consulting the Division Selection Table; once a division has been selected, transfer to another division is almost impossible.

The three divisions in the Merchant Service are Deck, Engineering and Support. The Deck Division is the generalized duty line for personnel who desire to eventually earn a Master's Certificate. The Engineering Division is responsible for the operation and maintenance of the spaceship and its components. The Support Division is responsible for the comfort and safety of passengers, if any, and crew.

Selection of division assignments occurs only upon initial enlistment or, in rare instances, upon commissioning. One die is rolled and the Division Selection Table is consulted; DM's for Education and Intelligence may be applied at the individual's discretion. The result is the division to which the individual is assigned and in which skills and expertise may be earned.

Once assigned to a division, an officer may request a transfer to another division. However, the following guidelines will apply: Deck Division officers may transfer to either Engineering or Support; Engineering Division officers may transfer only to Support; Support Division officers may not transfer at all. It must be understood that if an officer transfers to another division before becoming "certified" in the original division, the privilege to apply for certification in the original division will be forfeited. A rating may only change divisions after being posted to the Merchant Service Academy and graduating with the required degree for the desired division.

Indoctrination and Traditions: The first one-year assignment of an individual's first enlistment consists of a special course in the history and traditions of the Merchant Service. This is accomplished aboard ship, under the tutelage of one of the ship's officers, during a one-year "cruise" of the shipping lanes (throw 3+ to survive). The individual receives a division specialty from the Division Skill Table and does not undergo the normal assignment resolution procedure. An individual entering the Merchant Service as either a Spacehand Apprentice or a Cadet receives an automatic promotion at the end of the cruise.

Division Selection Table

1	Support
2	Support
3	Support
4	Engineering
5	Engineering
6	Deck
DM + 2	if Educ 9+
DM + 1	if Intel 9+
DM - 1	(automatic) if Intel 6-

Assignments: Each assignment is resolved separately. This may be either a two- or three-step procedure. Officers in any of the divisions determine if they will hold commands in their current assignments, the specific assignment is selected, and the assignment is resolved in terms of survival, decorations or bonuses, promotions and skills.

1. Command Determination (Officers only): Any officer may consult the Command Determination Table in an attempt to be placed in a command position. Failing to make the required throw places the officer in a staff position.

2. Specific Assignment: The individual consults the Specific Assignment Table to determine the type and duration of duty to be performed. Assignments may be for a period of one, two or even four years. Such assignments include shore duty, military convoy, trade expansion, intersector trade, training and special duty assignments. Roll two dice and determine the result from the table.

3. Resolution: Every assignment, with the exception of a special duty assignment, may call for up to four results—survival, decorations, promotions, and skills.

Survival: Any assignment may contain elements of danger, some of which could prove fatal. To determine whether the individual will survive a specific assignment, the indicated number or higher must be thrown on two dice. If the exact number indicated is thrown, the individual has sustained an injury; if the injury occurs during a military convoy assignment, it is officially classified as a combat wound and the individual is awarded the **Purple Heart**.

Decorations/Bonus: An individual may receive a decoration for heroism, if serving in a military convoy, or a cash bonus for exemplary performance during an intersector shipping assignment or a trade expansion assignment.

If, during a military convoy assignment, the individual rolls the indicated number or higher, the citation for **Mertorious Conduct Under Fire (MCUF)** is awarded. If the individual rolls a number at least three higher than that required, the **Medal for Conspicuous Gallantry (MCG)** is awarded. If the individual rolls a number at least six higher than that required, the **Starburst for Extreme Heroism (SEH)** is awarded, which carries with it an automatic promotion to the next higher rate or rank.

If, during either an intersector shipping or a trade expansion assignment the individual rolls the indicated number or greater, a cash bonus for each year served in the current assignment is awarded. The bonus is based upon the individual's rate or rank.

BONUS AWARD TABLE

Rate/Rank	Amount of Bonus
Spacehand Apprentice	None
Ordinary Spacehand	Cr 250
Able-Bodied Spacehand	Cr 500
Bosun's, Engineer's or Steward's Mate	Cr 1,000
Cadet	None
Fourth Mate, Engineer or Steward	Cr 750
Third Mate, Engineer or Steward	Cr 1,000
Second Mate, Engineer or Steward	Cr 1,500
First Mate, Chief Engineer, Chief Steward	Cr 2,500
Master	Official "Thank you"

Promotion: The individual may receive a promotion by throwing the number indicated, or greater, on two dice. An officer may not receive more than one promotion during a four-year term, with the exception of the term in which an automatic promotion is received. A rating who receives the Starburst for Extreme Heroism will also receive a +1 DM on all subsequent promotion rolls; if the rating is at the top of the rates (Bosun's Mate, Engineer's Mate or Steward's Mate) when awarded the SEH, the rating will receive an automatic appointment to the Academy effective the first year of the next enlistment. Upon graduating

from the Academy, the rating will enter the service as a Fourth Officer in the appropriate division. Thus the time spent in rate will fulfill the normal Cadet requirements. In any case, an individual must be a college graduate or an Academy graduate to become a commissioned officer.

Skills: An individual may receive one or more skills as the result of successfully completing an assignment. If the indicated number or higher is rolled, the individual becomes eligible for one or more skills, to be determined immediately.

As in **High Guard**, **Mercenary**, and **Scouts & Assassins**, the types of skills available depend upon the rate or rank of the individual and the nature of the assignment. Any individual may roll on the Merchant Life Skills Table or the appropriate Division Skills Table. Ratings (Ordinary Spacehand, Able-Bodied Spacehand, or division mates) may elect to roll on the Rating Skills Table. Officers holding a command position may elect to roll on the Command Officer Skill Table. Any individual serving aboard a ship may elect to roll on the Shipboard Life Skill Table. Any individual on shore duty must roll on the Shore Duty Skill Table; any individual serving in a training assignment may roll on the Shore Duty Skill Table.

Retention in assignment: There is no retention in assignment. At the conclusion of each assignment, the individual must roll for next assignment.

SPECIAL DUTY

Personnel may be assigned to special duty by the Specific Assignment Table. In this event, consult the appropriate Special Duty Table.

For ratings and division mates –

1. Physical Development: The rating has been assigned to an intensive physical development course for one year. Roll 5+ on one die for each of the following: Strength, Dexterity, Endurance, Unarmed Combat, Blade Combat, Gun Combat.

2. Cross-Training: The rating rolls first on the Cross-Training Table, then rolls once on the appropriate Division Skills Table. The rating further notes the fact of cross-training in that division. If a rating receives cross-training in the Deck Division two or more times, a DM of +2 may be used upon graduating from the service academy. This DM will improve the rating's chances of being commissioned in the deck division but will not alter the magnitude of the degree earned.

3. Specialist School: The rating has been selected to attend a one-year course in a specific field. Consult the Specialist School Table; two levels of expertise in the indicated skill are received.

4. Division School: The rating has been posted to a one-year intensive training school in the current division. Consult the appropriate Division School; to attain an additional skill level, a 5+ must be rolled on one die for each subject.

Deck Division School – Administration, Liaison, Cargo Handling, Ship's Boat

Engineering Division School – Jump Drive, Gravitics, Mechanical, VaccSuit Maintenance, Low Berth Maintenance

Support Division School – Medical, Communications, Computer, Electronics

5. Survival School: The rating has been sent to a two-year intensive training survival school. Roll 6+ on two dice to survive the training. If the rating survives, roll 5+ on one die for each of the following: Survival, Gun Combat, Blade Combat, Tactics, Reconnaissance. In addition, the rating automatically receives a +1 skill in Survival.

6. Shipboard Security Training: The rating has been selected to undergo shipboard security training. Roll 4+ on one die for each of the following: Zero-G Combat, Zero-G Weapons, Vacc Suit, Security, Interrogation, Medical.

7. Merchant Service Academy: The rating has been admitted to the Merchant Service Academy. The rating will spend the current year preparing for the academy and will enter the Academy at the beginning of the next year. The rating receives an automatic roll on the Shore Duty Skill Table as well as an automatic promotion to the next rate.

For officers —

1. Trade Expansion: The officer has been assigned to a two-year intensive study course in trade expansion. Roll 8+ on two dice to maintain interest. If the officer maintains interest, roll 4+ on one die for each of the following, otherwise roll 6 on one die: Administration, Cargo Handling, Trade and Speculation, Linguistics, Liaison.

2. Intelligence School: The officer has been admitted to Naval Intelligence School and may receive up to five skills. Roll 4+ on one die for each of the following: Forgery, Bribery, Interrogation, Streetwise, Disguise.

3. Command College: The officer has been assigned to the Merchant Service Command College and may acquire up to four skills. Roll 4+ on one die for each of the following: Leader, Computer, Cargo Handling, Administration.

4. Staff College: The officer has been assigned to the Merchant Service Staff College and may acquire up to four skills. Roll 4+ on one die for each of the following: Xenology, Liaison, Linguistics, Legal.

5. Division Technical School: The officer has been posted to a two-year intensive division training school. Up to five skills may be acquired: roll 5+ on one die for each skill in the appropriate division.

Deck Division School — Ship's Boat, Computer, Navigation, VaccSuit, Cargo Handling

Engineering Division School — Engineering, Life Support, Jump Drive, Gravitics Low Berth Maintenance.

Support Division School — Streetwise, Jack of all Trades, Steward, Xenology, Carousing.

6. Merchant Service Liaison: The officer has been chosen to serve as planetary liaison officer for the Merchant Service. An automatic Liaison skill is received and the officer may roll once on the Shore Duty Skills Table.

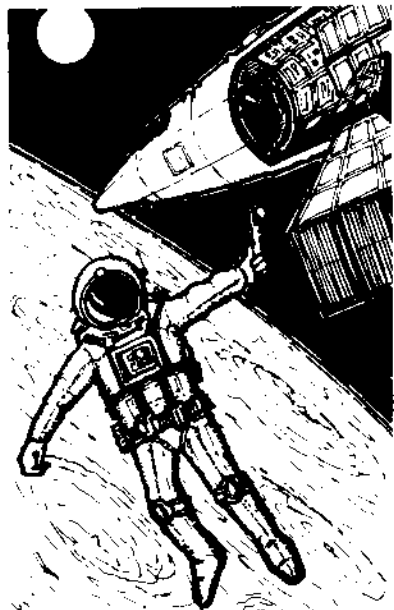
Multiple School Assignment: Individuals may receive more than one assignment to the same school. If an individual already has a skill level of 3+ in any one of the skills offered by the school, the individual is considered to have been posted to the school as an instructor; instead of the indicated skills, the individual will receive an automatic Instruction skill for each year at the school.

SPECIFIC ASSIGNMENT TABLE

Roll	Assignment	Duration
2	Military Convoy	1 year
3	Trade Expansion	2 years
4	Shore Duty	1 year
5	Intersector Shipping	2 years
6	Intersector Shipping	2 years
7	Training	1 year
8	Intersector Shipping	2 years
9	Trade Expansion	2 years
10	Military Convoy	1 year
11	Special Duty	Varies
12	Special Duty	Varies

COMMAND DETERMINATION

Deck	10+
Engineering	8+
Support	6+



ASSIGNMENT RESOLUTION

DECK	Shore		Intersector		Military	Trade
	Training	Duty	Shipping	Convoy	Expansion	
Survival	Auto	3+	4+	6+	5+	
Decoration/Bonus	None	None	8+	6+	7+	
Promotion	None	None	9+	5+	10+	
Skills	7+	8+	6+	5+	5+	
ENGINEERING						
Survival	Auto	4+	4+	6+	4+	
Decoration/Bonus	None	None	7+	6+	6+	
Promotion	None	None	8+	4+	9+	
Skills	7+	8+	6+	5+	5+	
SUPPORT						
Survival	Auto	3+	3+	6+	5+	
Decoration/Bonus	None	None	7+	6+	8+	
Promotion	None	None	9+	Auto	10+	
Skills	6+	7+	5+	Auto	4+	

Die Modifiers: Survival: +1 for each Survival skill level if assignment is Shore Duty; +1 for each Vacc Suit skill level if assignment is Intersector Shipping, Military Convoy or Trade Expansion.

SERVICE SKILL TABLE

Die Roll	Merchant Life	Shore Duty	Shipboard Life	Rating	Command Officer	Staff Officer
1	Gun Cbt	Carousing	Gambling	Blade Cbt	Vehicle	Admin
2	+1 Dex	Vehicle	+1 Dex	Gun Cbt	+1 Soc	Medical
3	+1 End	Jack-o-T	Blade Cbt	Brawling	+1 Educ	+2 Soc
4	Carousing	+1 Str	Ship's Boat	NOTE 1	Gun Cbt	Steward
5	+1 Educ	Gambling	Vacc Suit	Jack-o-T	Leader	Bribery
6	Blade Cbt	Survival	0-G Cbt	Admin	Ship's Boat	Legal
7	Linguist	Streetwise	0-G Wpn	NOTE 2	Navigation	Liason
8	—	—	—	—	Pilot	Computer

Die Modifiers: Ratings E3+ and officers O3+, +1; Master, +2.

NOTE 1: Rating gains +1 skill level in division speciality.

NOTE 2: Rating gains +2 skill level in division speciality.

DIVISION SKILL TABLE

Die Roll	Deck Division	Engineering Division	Support Division
1	Administration	Electronic	Steward
2	Computer	Mechanical	Administration
3	Commo	Engineering	Medical
4	Trade & Spec	Jump Drive	Computer
5	Cargo Hndng	Gravitics	Commo
6	VaccSuit	VaccSuit	VaccSuit
7	Navigation	Low Berth Mtn	Carousing
8	Pilot	Life Support	Xenology

Die Modifiers: Second Mate, Engineer or Steward, +1
First Mate, Engineer or Steward, +2.

SPECIAL DUTY TABLE

Die Roll	Ratings, Division Mates	Assignment Duration
1	Physical Development	1 year
2	Cross-Training	1 year
3	Specialist School	1 year
4	Division School	1 year
5	Survival School	2 years
6	Shipboard Security Training	1 year
7	Merchant Service Academy	4 years

Die Modifiers: +1 if Able-Bodied Spacehand
+1 if Social Standing 8+

SPECIALIST SCHOOL TABLE

Die Roll	Skill
1	Steward
2	Communications
3	Administration
4	Vacc Suit
5	Ship's Boat
6	Liaison

CROSS-TRAINING TABLE

Die Roll	Commissioned Officers	Assignment Duration	Die Roll	Division
1	Trade Expansion	2 years	1	Support
2	Intelligence School	1 year	2	Support
3	Command College	1 year	3	Engineering
4	Staff College	1 year	4	Engineering
5	Division Technical School	2 years	5	Deck
6	Merchant Service Liason	1 year	6	Choice

NOTE: If the individual rolls the current division, roll again on this table.

RANK TABLE

Rank Abbreviation	Traveller Rank	Deck	Divisions Engineering	Support
E1		-----	Spacehand Apprentice	-----
E2		-----	Ordinary Spacehand	-----
E3		-----	Able-Bodied Spacehand	-----
E4		Bosun's Mate	Engineer's Mate	Steward's Mate
CD		-----	Cadet*	-----
O1	1	4th Mate	4th Engineer	4th Steward
O2	2	3rd Mate	3rd Engineer	3rd Steward
O3	3	2nd Mate	2nd Engineer	2nd Steward
O4	4	1st Mate	Chief Engineer	Chief Steward
O5	5	Master	—	—

*Cadets are not considered commissioned officers, nor are they considered ratings. In actuality, they fall between the two in a rather nebulous area; they are, however, afforded all the courtesies of the officer "class".

RE-ENLISTMENT AND MUSTERING OUT

Upon the completion of a total of four years in the Merchant Service, the individual has completed a term and may attempt to re-enlist. Re-enlistment is allowed on a throw of 4+; a DM of +1 is allowed for any Able-Bodied Spacehand or greater (ratings E3 or E4) or for any commissioned officer of O3 or higher. If the dice roll is 12, then the individual is required to re-enlist.

Re-Enlisting in a Different Division: Individuals may not reenlist in a different division than the one in which they originally enlisted. The exception to this is the officer who wishes, for personal reasons, to "step down" a division.

Mustering Out Benefits: Mustering out benefits are rolled from the Mustering Out Tables contained in *Traveller Book 1*.

Retirement and Aging: Retirement and aging are treated as indicated in *Traveller Book 1*.

Term Skills: Skill eligibility indicated in this booklet is in lieu of that specified in *Traveller Book 1*.

SKILLS

Most of the skills called for in this character generation system appear in *Traveller Book 1*, *Mercenary*, *High Guard*, or *Scouts & Assassins*. The skills presented below are entirely new skills:

Cargo Handling: Expertise in determining the loading and unloading of various cargoes, determining the optimum shipping method, estimating the value of a cargo, and estimating the probable profit. May act as +1 DM per skill level in finding a cargo.

Carousing: Basically the same as *High Guard* but with the exception that it also acts as +1 DM per skill level when dealing with Middle and High Passengers. Also serves as +1 DM when determining the number of Middle Passengers seeking off-world transportation.

Jump Drive: The individual has skill in the use, operation, and repair of ship's jump drives. This skill is a DM required to understand, repair, install, recalibrate, or operate. Jump drives capable of Jump 3 or greater will also require an Education of 10+ and an Intelligence of 9+. Referee: Specific throws for specific situations must be generated taking into account the seriousness of the situation, the availability of tools or parts, and the conditions under which the situation has occurred. Each skill level serves as a +1 DM.

Legal: This skill imparts the ability to read and write contracts and agreements, the representation of an individual in court proceedings, the ability to file suits, obtain licenses, etc. Level of expertise equals DM for most situations (especially trials), taking into account the represented's witnesses, charges, and innocence or guilt. This skill is the familiarity of local, planetary laws—a level of 3 or better implies skill in interplanetary law; and a level of 4 or better indicates the individual is qualified to be a judge. Skill level of 2 denotes the title "Lawyer."

Low Berth Maintenance: Expertise in the repair and maintenance of Low Passage Berths. Each skill level acts as a +1 DM where a throw may be called for in determining the condition of low berths. The presence of an LBM Rating on board a ship carrying low passages will increase the probability of survival of passengers travelling low: +1 DM for each 2 levels of expertise.

Security: Skill in opening locks, restraining persons through the use of mechanical and electronic devices, and detecting and implanting electronic locks and "bugging" devices. Each skill level acts as a +1 DM where a throw may be called for.

Trade & Speculation: Expertise in determining the value of cargo and the probability of profit. Each skill level serves as a +1 DM on resale and a -1 DM on purchase of cargo.

Vacc Suit Maintenance: Expertise in the maintenance and repair of vacuum suits. Each skill level serves as a favorable DM when a die roll is called for to determine the failure of a ship's suit under the responsibility of the VSM Rating.

CERTIFICATION

Each officer and rating of the Merchant Service, whether in the service or retired, is expected to maintain up-to-date certification in rank or rating, and division. On all Imperium-based lines and many non-Imperium lines certification is required prior to the actual hiring of an individual for a shipboard position.

Ratings: While in the service a spacehand need not be concerned with the certification procedure. The duties aboard ship constitute a continuing examination, as it were. Once retired, however, it is a different matter indeed. Every four years, the Spacehands' Certification Examination is given. To obtain working papers, each retired rating must pass this examination; throw 6+ on two dice to pass. The examination may be taken once a year until it is

passed. During this period, however, the rating's "ticket" is considered to have lapsed and, if hired at all, the rating may be hired by a rate as much as 25% below standard salaries.

Commissioned Officers: Each Merchant Service officer, whether on active duty or retired, is required to maintain up-to-date certification. This must be done through the Licensed Officers' Examination, given once every four years the same as the SCE. In the service the examination is required at the end of the fourth year the officer remains at the same grade: roll 7+ on two dice to pass the examination. For every grade above O3, the officer may add a +1 DM. Failure to pass the examination will result in an automatic posting to a shore duty assignment until the officer passes the examination. Failure to pass the examination within three years will result in the officer being discharged from the Merchant Service for unfitness. Once the officer passes the LOE, the appropriate division skill as indicated on the Shipboard Table of Organization is received. Note that this is not an "automatic" skill; it can only be earned by remaining in grade for at least four years and then being certified through the LOE. If the officer is retired, the LOE must be taken at least once each four years to maintain certification. As with the SCE, the examination may be taken once each year until passed. During this period, however, the officer's "ticket" is considered invalid and, if hired at all, the officer may be hired at a salary as much as 50% below the normal rates.

Die Modifiers: Ratings above an E3 level, +1; officers above the O3 level, +1 per level.

PRE-ENLISTMENT OPTIONS

An individual may, at age 18, consider entering college or seeking a direct appointment to the Merchant Service Academy.

College: College is similar to that outlined in **High Guard**. The major differences are that the graduate enters the Merchant Service, and may not apply for Medical School or for Flight School. Upon graduation, the graduate enters the Merchant Service as a Cadet and embarks upon a one-year cruise. If the cadet has undertaken NOTC and has graduated with honors, the cadet enters the Deck Division; if the cadet has not undertaken NOTC but has graduated with honors, the cadet enters the Engineering Division; otherwise, the cadet enters the Support Division.

COLLEGE (Four Years)			CLASS SKILL TABLE	
			Year	Skill Earned
Admission	9+	DM + 2 if Education 9+	1st	Administration
Success	7+	DM + 2 if Intelligence 8+	2nd	Liaison
NOTC	8+	DM + 1 if Social Standing 10+	3rd	Steward
Education	1D - 2	DM + 1 if Intelligence 9+	4th	Pilot
Honors	10+	DM + 1 if Education 10+		

The Merchant Service Academy: Any individual with a Social Standing of 7+ and an Intelligence of 7+ may apply for admission to the Merchant Service Academy. As in **High Guard**, the admission throw determines if the individual is admitted to the Academy. Failure to make the admission throw results in the individual enlisting at age 18 as a Spacehand Apprentice; due to the stigma associated with failing to gain a direct appointment, the individual will retain a -1 DM on all promotion throws until a commission is earned. The Academy will require four years to complete, and, in the case of a rating, may span two enlistment terms; each year requires the individual to roll for class standing. On a roll of 2, the individual flunks out of the Academy and enters the service as a Spacehand Apprentice; or, if the individual was admitted as a result of a Special Duty assignment, at the rate at time of admission. An individual who flunks out of the Academy loses any opportunity to re-enter and receives a -1 DM on all subsequent re-enlistment rolls. On a throw of 9+, the individual will gain an additional skill for that year as shown on the Class Skill Table; on a throw of 3 through 5, the individual will receive a -1 DM (cumulative) which will be applied against the graduation throw. Individuals who graduate from the Academy will receive a Reserve Commission as an Ensign in the Imperial Navy upon completion of their Cadet cruise.

MERCHANT SERVICE ACADEMY (Four Years)

Admission	11 +	DM + 1 if Social Standing 9 + DM + 1 if Intelligence 9 +
Success (Yearly)	12	Consult Class Skill Table: + 1 DM (cumulative) on Honors Throw
	9 - 11	Consult Class Skill Table
	3 - 5	DM - 1 (cumulative) against Honors Throw
	2	Failure
Honors	10 +	Summa cum Laude: Assignment to Deck Division
	7 - 9	Magna cum Laude: Assignment to Engineering Division
	3 - 6	Without Honors: Assignment to Support Division
	2	Caught Cheating on Final Exam: Dishonorably discharged from the service with loss of all mustering out benefits.

TABLE OF COMPARATIVE COMMISSIONED RANKS

Rank	Merchant Service	Imperial Naval Reserve
CD	Cadet	None
O1	4th Officer	Ensign
O2	3rd Officer	Sublieutenant
O3	2nd Officer	Lieutenant
O4	1st Officer	Lieutenant Commander
O5	Master	Commander

Merchandise

INTRODUCTION

The following articles explain in full detail several articles which are ready for incorporation into any **Traveller** campaign. These items include non-military examples of merchandise only. A later publication will detail new items of military hardware.

Listed below the item name are pertinent physical characteristics and a short description of the object and method of operation. Manufacturers' names are also listed—all manufacturers listed herein can be found in either the **Vanguard Reaches** or **Beyond** sectors, found spinward of the Imperium (soon to be detailed in upcoming publications). Tables including damage and combat characteristics are consolidated at the back of this section. Many types of merchandise are included here: personal equipment, police hardware, vehicles of all types, robots, and starships.

Descriptions of items and operation are set in regular type, as in the above paragraphs. Items of interest to the referee or concerning game mechanics are set in italics and in brackets, as follows: [*this is an example of a referee's note*].

Civilian Flyer

Personal Air/Raft

Manufacturer: Trondheim Aeronautics

Inc., Varen's Planet/Trelyn

Technological Level: 10

Weight: 4 tons

Length: 3.1 meters

Width: 1.8 meters

Overall Height: 1 meter

Price: CR 625,500

Propulsion System: gravitics

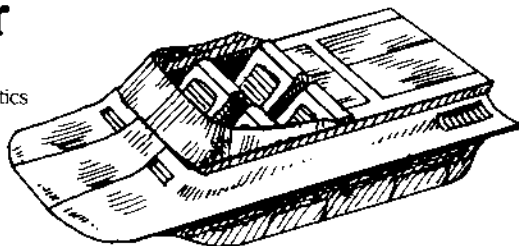
Top Speed: 600 kilometers per hour

Cruising Speed: 500 kilometers per hour

Ceiling: 1200 meters

Crew: 1 + 3 passengers

Cargo Capacity: 4 tons



The Trondheim GF-729B Civilian Flyer is typical of the manufacturer's sporty, high-speed, technologically-advanced designs. It is an open-topped model with a tarp provided for weather protection and storage. Avionics include ground recon radar, multi-frequency radio, and an advanced automatic pilot.

Hypo Gun

Gas-powered Needle Gun

Manufacturer: Llewellyn-Norris, Ltd.,

Dysitin Prime/Coos

Technological Level: 8

Weight: 300 grams

Length: 110 millimeters

Width: 30 millimeters

Height: 90 millimeters

Price: 625 Imperial Credits

Ammo Price: 25 Imperial Credits per Clip

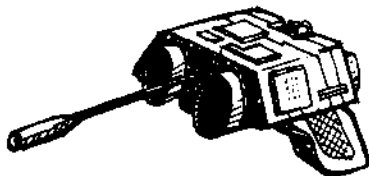
Rounds per Clip: 17

Gas Canister: 30 Imperial Credits

Maximum Range: 25 meters

Rate Of Fire: 1 per Combat Round

Named for its designer, Henry Lawless, the Hypo Gun fires a 10 mm (1 mm diame-



ter) needle at high velocity with a burst of compressed gas (50 shots per canister) and uses rounds designed to inject a fluid upon contact. The needle itself dissolves harmlessly in the body. The gun is cheaply made and anaesthetizing darts of various strengths are available. It is almost completely silent and made of no metal parts. The Lawless Hypo Gun is unlawful for civilian possession at Law Level 3 due to its undetectability and association with criminals.

RANGE MATRIX

Attacker's Weapon	Range					Wound Inflicted
	Close	Short	Medium	Long	Very Long	
Hypo Gun	+2	+1	-2	no	no	1D ¹
Taser Gun	+3	+2	-1	no	no	6D ²

¹needle alone; sleep darts doing 2D to 6D additional non lethal damage available

²stun damage up to total Str + Dex + End of target; points in excess of this are physical damage

WEAPONS MATRIX

Attacker's Weapon	Defender's Armor						
	Nothing	Jack	Mesh	Cloth	Reflec	Ablat	Battle
Hypo Gun	+1	0	-1	-4	-4	-2	-6
Taser Gun	0	-1	+2	-5	+1	-3	-8

MediKit

Personal First Aid Device

Manufacturer: Andwella Intelligent Robotics, Andwella/Andwella

Technological Level: 12

Weight: 2000 grams

Length: 100 millimeters

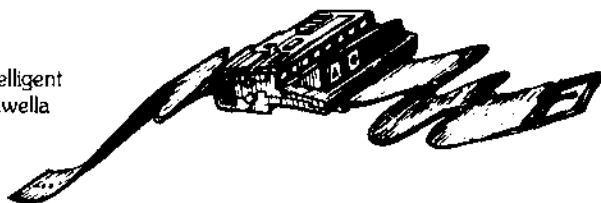
Width: 20 millimeters

Height: 75 millimeters

Price: 1500 Imperial Credits

Resupply Price: 500 Imperial Credits

The AIR MediKit is a portable diagnostic and treatment device for personal first aid use. Using probes and skin monitors, the MediKit diagnoses the metabolic states of the patient and immediately injects the proper drugs to aid in recovery; analgesics, antitoxins, stimulants, sedatives, etc. This requires no decision at all on the part of the operator who only has to place the Kit against the patient's skin (usually the forearm or thigh area) and press the activate button. Microprocessor intelligence assures proper diagnosis (effective on throw of 4+).



Limited to first aid only, the MediKit is nevertheless very effective and reliable as long as it is properly supplied with drugs and chemicals (resupply is available on any world of Tech Level 9 or greater). The Kit constantly checks its supply of chemicals and power, and warns the user with "Low" and "Depleted" indicator lights. Another feature of the Kit is the "Trauma" light which indicates that due to MediKit diagnosis, the patient is suffering from serious illness and must be treated by a physician or autdoc immediately. The AIR MediKit is issued with clips to be placed on the owner's belt, and can be recharged in 8 hours at any standard 110 volt power outlet.

Taser Gun

Electric Shock Device

Manufacturer: Llewellyn-Norris, Ltd.

Dysittn Prime/Coos

Technological Level: 9

Weight: 950 grams

Length: 150 millimeters

Width: 50 millimeters

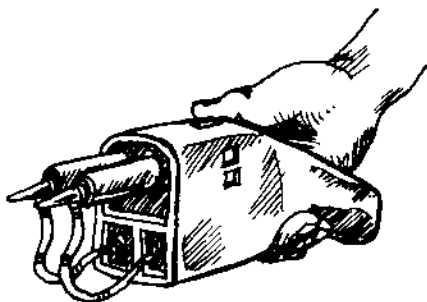
Height: 30 millimeters

Price: 1500 Imperial Credits

Maximum Range: 50 meters

Rate Of Fire: 1 per Combat Round

The Taser fires a two-headed dart which trails two wires behind it. Upon impact, 20,000 volts are sent through the wires to shock the nervous system of the target, producing unconsciousness. It is a hand-held weapon with only a rudimentary sighting system.



A Taser can be recharged at any standard 110 volt outlet in 12 hours. It has one shot per charge only. The weapon comes with 100 small (about 22 caliber size) loads for firing the darts, one of which must be inserted before each firing.

DEXTERITY REQUIREMENTS

Attacker's Weapon	Required Level	Dexterity DM	Advantageous Level	Dexterity DM
Hypo Gun	8	-2	10	+1
Taser Gun	7	-2	10	+2

FH-80 Rotary Wing Aircraft

Medium Transport Helicopter

Manufacturer: Trondheim Aeronautics Inc., Varen's Planet/Trelyn

Technological Level: 9

Weight: 2500 kilograms

Length: 14 meters

Span: 15.2 meters

Fuselage Height: 4.4 meters

Price: 990,000 Imperial Credits

Propulsion System: twin turbine engines

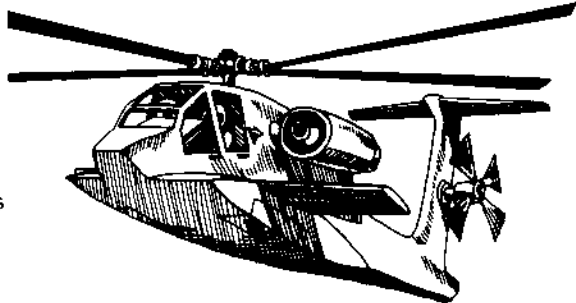
Top Speed: 300 kilometers per hour

Cruising Speed: 275 kilometers per hour

Ceiling: 6500 meters

Crew: 1 + 15 passengers

Cargo Capacity: 2 tons



Originally an experimental high-speed design by Trondheim, the FH-80 has been modified under contract with the Varen's Planet Defense Directorate for several military missions. The model is also available in civilian form as listed above. The FH-80 has excellent speed, climb and flight characteristics, and represents the most modern advancements in rotary wing aircraft.

AutoDoc

Medical Trauma Aid Device

Manufacturer: Andwella Intelligent Robotics, Andwella/Andwella

Technological Level: 13

Weight: 600 kilograms

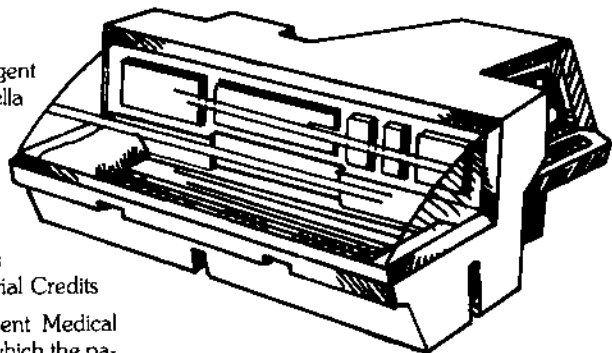
Length: 2.8 meters

Width: 2.5 meters

Height: 1 meter

Price: 100,000 Imperial Credits

Resupply Price: 10,000 Imperial Credits



The AIR AutoDoc Independent Medical Treatment Center is a device in which the patient is placed in prone position. With probes and scanners, the AutoDoc will analyze the status of the patient and report same, along with suggested treatments which can be implemented. Supposedly "anyone" can operate the device (throw of 7+ for proper operation and diagnosis, 4- for incorrect operation and harmful diagnosis), but Medical skills can aid the operator (+1 for each level of Medical skill).

The 'Doc can diagnose and treat up to ten patients before resupply—purchase of a package of drugs and antitoxins at any "A" Starport of Tech Level 10 or better. This resupply includes examination by an electronic and computer technician and maintenance of equipment.

The AutoDoc can also act as a Low Berth to place critical patients in suspension until more complete treatment can be secured. The AutoDoc is capable of all of the following: accomplishing all types of first aid; minor operations such as appendectomies, suturing, and dental work; can be programmed for a specific environment or metabolism (new program tapes at 500 Imperial Credits each); has demonstrated a 72% reliability in diagnosing unusual diseases and viruses (throw 5+).

Canolta XA-1

Advanced Camera

Manufacturer: Canolta Photographics,

Trelyn Vrra/Trelyn

Technological Level: 10

Weight: 1200 grams

Length: 100 millimeters

Width: 50 millimeters

Height: 50 millimeters

Price: 500 Imperial Credits

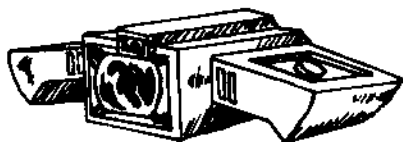
Film Pack Weight: 250 grams

Exposures per Film Pack: 20

Film Price: 25 Imperial Credits

Power: Solar/Chemical

The Canolta XA-1 is a highly advanced photographic system giving excellent color prints within 3 seconds of activation. It is equipped with a full-size 10 x 15 cm mini CRT on the camera back which shows the exact scene through the lens in full color. F-stop, shutter speed, object range and light meter reading are displayed in numerals at the bottom of the screen. The camera is



capable of taking photos in nearly any light, and includes an adjustable light amplification system. The lens system features a macro-zoom to take photos from as close as 5 cm and telephoto shots from thousands of meters away. The prints are delivered automatically in 3 seconds and include a negative to be used for reproductions or enlargements. The XA-1 is powered by a small, ultra-efficient Lifetime Battery which is constantly augmented by charges from the solar cells on the front and top of the camera. Film packs are easy to install, and the camera is so automatic that almost anyone can use it [throw 3+ for proper operation].

Gel Suit

Underwater Diving Suit

Manufacturer: Foster AD Products,

Cthonia/Storm

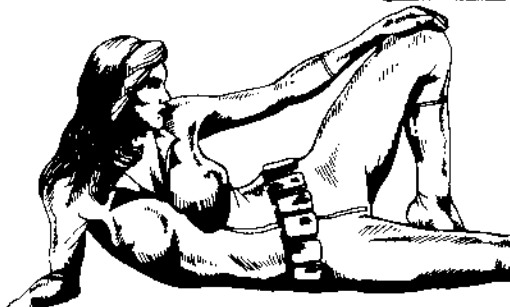
Technological Level: 9

Weight: 3 kilograms

Price: 5000 Imperial Credits

Belt Price: 1000 Imperial Credits

Developed by Foster AD Products, this skintight diving suit is capable of maintaining an individual underwater over a period of several weeks, if necessary. It consists of a double layer of virtually untearable reinforced polysilk. Sandwiched between the two micro-thin layers is a thermosensitive gelatinous compound capable of maintaining body warmth to a depth of 100 meters at one gravity. The headpiece consists of a wraparound faceplate of thermoplas, offering excellent peripheral vision, and a mechanical gill system. The backpack unit takes oxygen directly from the water and mixes it in proper proportion with nitrogen/helium from a second small tank. A container of liquid concentrate, similar to a spacehand's "basic," is



attached and is spigot-fed into the headpiece. A second spigot entering from the right provides filtered, desalinated water from the sea for drinking.

An accessory for the gelsuit, also an invention of Foster AD Products, is the diver's belt. The belt contains packets of a pressure-sensitive, liquid metal alloy which is at its heaviest out of water at one atmosphere. As the diver descends, the weight of the alloy lessens until it achieves negative buoyancy at 90 meters. The diver cannot descend any lower without dropping the belt.

[Throw 4+ for proper operation each day or partial day gel suit is used. On a throw of exactly 7, the individual has not properly fastened the diver's belt and it is lost.]

Flycycle FC-10

Personal High Speed Aircraft

Manufacturer: Trondheim Aeronautics
Inc., Varen's Planet/Trelyn

Technological Level: 10

Weight: 400 kilograms

Length: 2 meters

Width: 1 meter

Overall Height: 1 meter

Price: 150,000 Imperial Credits

Propulsion System: gravitics

Top Speed: 300 kilometers per hour

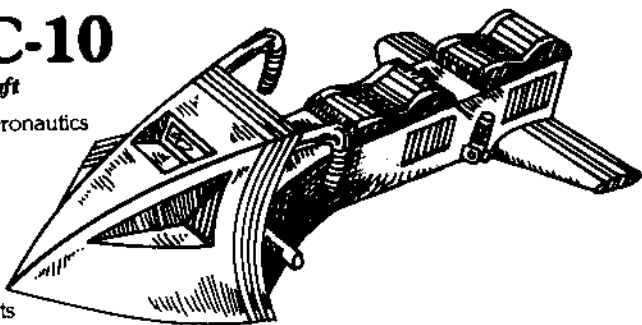
Cruising Speed: 250 kilometers per hour

Ceiling: 800 meters

Crew: 1 only

Cargo Capacity: maximum 150 kilos

The FC-10 "Flycycle" is designed as a sporty, lightweight, high-speed form of personal transportation. The only protection for the rider is a windscreen above the



handlebars. The FC-10 includes full ground reconnaissance radar and inertial guidance system along with a multi-frequency radio. There is a small jump seat behind the operator's saddle which can be used for a second person. The cycle will hover at any altitude up to 800 meters and has an automatic pilot for high-speed, high-altitude cruising.

E-Circuit Module

Eternity Circuit

Manufacturer: Delta Research,
Stormcentre/Storm

Technological Level: 13

Weight: 1 ton

Length: about 1 meter

Width: about 1 meter

Height: about 1 meter

Price: 25,000,000 Imperial Credits

Note: *Illustration Not Available*

The so-called "eternity circuit module" was first announced by Delta Research of Sha'anoe Delta in 1105. Laboratory tests under rigidly controlled conditions proved the module could retain the molecular structure of an object indefinitely and restore the object to its configuration at the time the module was attached, should any damage occur to it, utilizing free molecules in the immediate environment. Subsequent developments included expanding the E-Circuit's "awareness" to include objects of up to 800 tons which appears to be the upper limit. Unfortunately, all attempts to utilize the unique capabilities of

the E-Circuit module on animate objects have failed. To date, very few E-Circuit modules have been built and installed due to their expense. Delta Research expects a contract with the Imperium in the close future.

The E-Circuit module requires the services of six Delta Research technicians (1,000 credits per day per technician) over a period of 60 days to completely install and test. Once installed, the module is virtually maintenance free. Obviously, the module may best be suited in conditions where there exist a high possibility of damage—such as aboard front-line fighting spaceships. Installation can only be done at Delta Research installations on worlds with a technological index of D+.

[Throw 11+ for availability. Once installed, the module will restore damaged items to their configuration **at the time the module was installed** within 1D days (light damage), 2D days (medium damage), 4D days (heavy damage), or 8D days (very heavy damage). Note that the E-Circuit Module is **not** intelligent enough to differentiate between damage and planned alterations. In the case of the latter, the module must be reprogrammed—time and costs at the referee's discretion.]

UR-12 Robot

Multifunction Basic Task Assistant

Manufacturer: Andwella Intelligent

Robotics, Andwella/Andwella

Technological Level: 12

Weight: 56 kilograms

Height: 1.2 meters

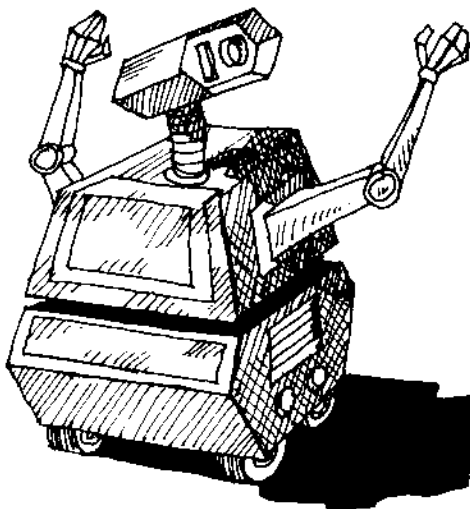
Price: 104,280 Imperial Credits

Propulsion System: wheels

Top Speed: 150 kilometers per hour

Payload Capacity: 15 kilograms

The AIR Utility Robot UR-12 is a multipurpose workhorse used for almost any type of task. It features 2 light work arms and an extra cargo capacity of 15 kilograms which can be carried in the stowage box at the rear. Its wheeled transportation capacity and small size enable it to negotiate all human-sized passageways and most escalators or elevators with ease. The Model TL-12/2 Intelligence Unit is installed for easy maintenance and has a programming capacity of 200K. The UR-12 is used for many common jobs, including vehicle operation, navigation, and electrical or mechanical repair (programming



costs extra). A Mark VI Voice Communication Interface is provided for spoken communication, along with Image Intensifiers and a Multi-Frequency Radio.

CR-12 Robot

Medium Weight Cargo Handler

Manufacturer: Andwella Intelligent

Robotics, Andwella/Andwella

Technological Level: 12

Weight: 145 kilograms

Height: 1.5 meters

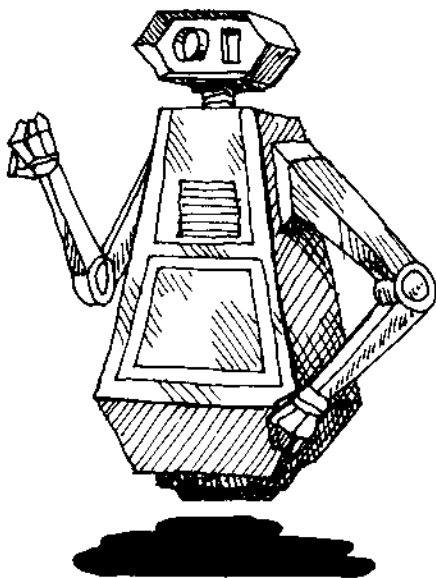
Price: 108,240 Imperial Credits

Propulsion System: gravitics

Top Speed: 200 kilometers per hour

Payload Capacity: 50 kilograms

The AIR Cargo Robot CR-12 is a high-utility medium weight cargo handler. Built with many special features including Image Intensifiers, Infrared Receptors, a Multi-Frequency Radio and a Mark VI Voice Communication Interface, the CR-12 has a payload capacity of 50 kilograms in an integral stowage box. Its anti-gravity propulsion system makes its mobility first-rate. The Model TL-12/2 Intelligence Unit installed comes programmed for Cargo Handling, but has an



additional capacity for another program of equal size (costs extra). The two medium work arms provided enable it to handle most mid-size cargo moving jobs.

SR-15FG Robot

Maximum Security Steward Robot

Manufacturer: Andwella Intelligent

Robotics, Andwella/Andwella

Technological Level: 15

Weight: 270 kilograms

Height: 2.5 meters

Price: 1,096,650 Imperial Credits

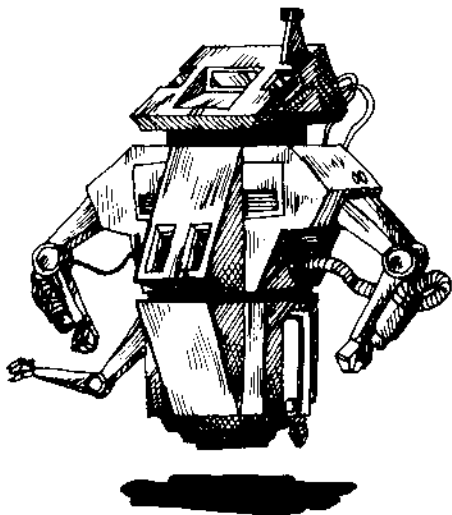
Propulsion System: gravitics

Top Speed: 250 kilometers per hour

Payload Capacity: 120 kilograms

Armament: RAM Grenade Launcher
FGMP-15 Fusion Gun

The AIR Security Robot SR-15FG can perform Steward functions aboard a starship, but its main job is to provide maximum security protection. This design makes no compromises and features top-flight components all the way, using anti-gravity propulsion, 2 power plants, 2 heavy work arms and 2 light work arms. The robot is programmed for Steward-2, Weapon Handling (two programs), and Maximum Security. The heavy work arms have built-in weapons: a RAM-



Grenade Launcher and an FGMP-15. Additional features include Infrared and Ultraviolet Receptors, Subsonic Audio Detection, a Mark IX Voice Communications Interface, and a Model TL-15/5 Intelligence Unit.

SR-16 Robot

Steward and Valet Task Assistant

Manufacturer: Andwella Intelligent

Robotics, Andwella/Andwella

Technological Level: 16

Weight: 94 kilograms

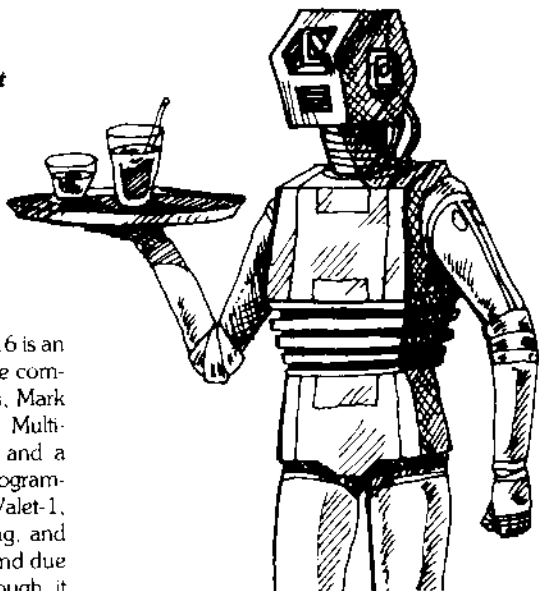
Height: 1.8 meters

Price: 2,006,150 Imperial Credits

Propulsion System: legs

Top Speed: 15 kilometers per hour

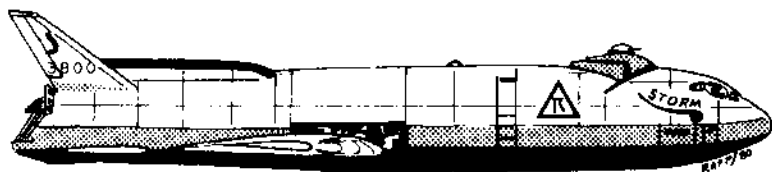
The AIR Steward/Valet Robot SR-16 is an excellent addition to any High Passage compartment, featuring: 2 light work arms, Mark X Voice Communications Interface, Multi-Frequency Radio, Image Intensifiers and a Model TL-16/7 Intelligence Unit. Programming in standard models includes Valet-1, Steward-3, General Weapon Handling, and Medical-1. This model is in high demand due to its similar-to-human design (although it could never impersonate a human) and ability to converse. The Medical program in the basic model is often replaced on special order with Engineering, Pilot, Electronic, Mechanical, etc. Space is reserved for an internal



Body or Auto Pistol. A low cost model using a Model TL-12/2 Intelligence Unit and programmed for Steward-1 and Valet-1 is available for 505,550 Imperial Credits and weighing in at 100 kilograms.

Type SX (Extended) Scout/Courier, Wind Class

SX-3800 SX-11333S1-010000-00001-0 MCr 35.87 150 tons
one battery Crew = 5 TL = 12
Passengers = 13 Cargo = 5 Fuel = 60 EP = 4.5 Agility = 3



GENERAL SPECIFICATIONS

Manufacturer: Delta Research,
Miskahmiqui/Metchi'Alagwa

Technological Level: 12

Tonnage: 150 tons (standard). 2.209 cubic meters.

Acceleration: 2G constant.

Length: 43.06 meters

Width: 9.5 meters

Height: 5.4 meters (fin adds 3.7 meters)

Crew: Minimum—1 (Pilot), Maximum—18
(Pilot, Navigator, Gunner, Xenologist,
Medical Officer, 13 additional specialists)

Cargo Space: 5 tons.

Fuel Capacity: 60 tons.

Jump Capability: 3

Power Plant: 3

Engineering: One Quadri-Dynamics
J-4753a fusion power plant driving a
Mannshenn Type R3-53 jump drive.
Maneuver capability provided by twin
Delta Research TS 1410/V drives.
Vee tail and variable-sweep wings give
added atmospheric capabilities.
LSP Jump Governor standard.

Gravitics: Standard inertial compensators,
0—2G variable deck fields (0—4G in lab-
hospital fitted ships).

Range: Unlimited maneuver. One Jump-3
(two with LSP Jump Governor).
At least 45 days.

Electronics: LHeP(Or) Series 12/136

Il/bis computer on bridge; input/output
terminals at navigation and fire control
stations and in pilot's stateroom.

Additional I/O terminal in lab/hospital
in ships so fitted.

Armament: 1 missile launcher; 1 sand
caster. Double dorsal turret.

Ship's Vehicles: Two options available:

(a) Trondheim Aeronautics GF-729-B
Civilian Flyer

(b) Llewelyn-Norris CSF-12A Series
Close Support Flyer (with or without
weapons packages)

Prices: Scout/Courier: CR 35,870,000

Lab/Hospital: CR 38,000,000

Availability: Delta Research yards;

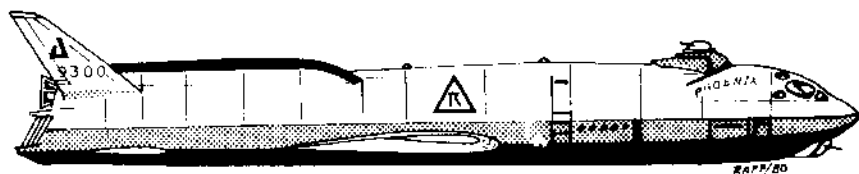
Imperial Scout Service Surplus Sales

*[check planetary scout bases for possibility
of sale, throw 11+ : number of ships
available, 1D-4 with less than 1 coun-
ting as 0.]*

Using the Type 100 Serpent Class hull,
Delta Research of Sha'anoe Delta added
10.76 meters just ahead of the leading edge of
the variable sweep wing to build their
"stretched" or extended Wind Class Scout/
Courier. The Wind Class Scout/Courier has
an additional four staterooms, an additional
fuel capacity of 20 tons and an additional cargo
space of two tons over the Serpent Class ships.

Type A2 Far Trader, Avian Class

A2-9300 A2-2122231-000000-00000-0 MCr45.38 200 tons
no armament—two hardpoints Crew = 4 TL = 11
Passengers = 12 Low = 20 Cargo = 50 Fuel = 60 EP = 4.0 Agility = 1



GENERAL SPECIFICATIONS

Manufacturer: Delta Research,
Sha'anoe/Delta

Technological Level: 11

Tonnage: 200 tons (standard). 3000 cubic
meters.

Acceleration: 2G constant.

Length: 58.48 meters

Width: 9.5 meters

Height: 5.4 meters (fin adds 4.3 meters)

Crew: 4 (Pilot, Engineer, Medic, Steward)

Passengers: 6 high passage cabins, each of
which may be converted by the ship's
steward to a double-occupancy middle
passage cabin. 20 low passage berths.

Cargo Capacity: 50 tons

Fuel Capacity: 60 tons

Jump Capability: 2

Power Plant: 2

Engineering: One LSP fusion power plant
driving a Mannschenn Type R2-69 jump
drive. Maneuver capability provided by
twin Delta Research TS 7010/V drives.
LSP Jump Governor optional.

Gravitics: Standard inertial compensators,
0-2G variable deck fields

Range: Unlimited maneuver. One Jump-2
(two with LSP Jump Governor).
At least 60 days.

Electronics: LHeP(Or) Series 12/136
III computer on bridge; input/output
terminals in all ship's officers' staterooms;
limited terminal access in passengers'
common room. Fire control terminal
optional. Voice I/O terminals optional.

Armament: None. Hardpoints for double
turret installation provided, dorsal and
chin mounts. Modification of hardpoints
to support triple turrets feasible.

Ship's Vehicle: Trondheim Aeronautics
GF-729-B Civilian Flyer.

Base Price: CR 45,083,000 without LSP
Jump Governor, CR 45,383,000 with
LSP Jump Governor.

Availability: Delta Research yards only.

Using the Type 200 Delta Research hull,
this far trader is equipped with ten staterooms
(four for the crew: pilot, engineer, medic and
steward; six for high and middle passengers)
and twenty low passage berths. The forward
swept stub wings coupled with the streamlined
hull provide atmospheric maneuvering capa-
bility allowing "high speed glider" landing ap-
proaches on most worlds.

LHeP(Or) Series 12/136

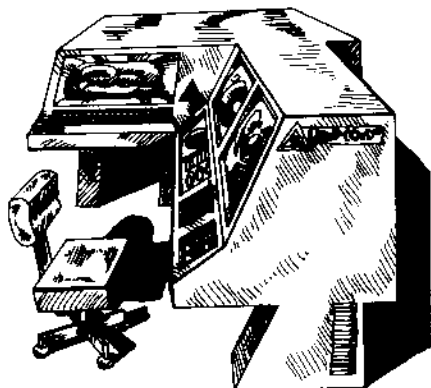
Organic Computer Systems

Manufacturer: Delta Research.

Stormcentre/Storm

Physical Data: See Table

In 1104, Delta Research announced its new Series 12/136 Logical Heuristic Processor (Organic) Computer systems. A major breakthrough in storage and processing units grown in vitro from organic brain cells provides almost instantaneous response and processing times. Twenty-four configurations are available priced competitively with the computer models described in *High Guard, 2nd Edition*. The computer configuration table lists the available options. Programs are identical to those in *Traveller Book 2*, although Delta does offer special programs through a subsidiary, Interworld Business Machines.



LHeP(Or) Series 12/136 Models

Model	MCR	Tons	Capacity	Ship	TL	EP	Remarks
I	2	1.0	2/4	6	7	0	Feature Nr. 1138
I/fib (A)	3	2.0	2/4	6	7	0	
I/bis (R)	4	1.0	4/0	6	7	0	
II	9	2.0	3/6	A	8	0	Feature Nr. 1138
II/fib (B)	14	4.0	3/6	A	8	0	
II/bis (S)	18	2.0	6/0	A	8	0	
III	18	2.8	5/9	D	9	1	Feature Nr. 1138
III/fib (C)	27	5.5	5/9	D	9	1	
IV	30	3.8	8/15	K	A	2	Feature Nr. 1138
IV/fib (D)	45	7.5	8/15	K	A	2	
V	45	5.0	12/25	P	B	3	Feature Nr. 1138
V/fib (E)	68	9.5	12/25	P	B	3	
VI	55	7.0	15/35	R	C	5	Feature Nr. 1138
VI/fib (F)	83	13.0	15/35	R	C	5	
VI/fib(Imp) (Q)	125	10.0	20/35	.	G	4	Feature Nr. 2001
VII	80	8.5	20/50	Y	D	7	Feature Nr. 1138
VII/fib (G)	100	16.0	20/50	Y	D	7	
VII/fib(Imp) (X)	150	12.0	28/50	--	G	6	Feature Nr. 2001
VIII	110	11.0	30/70	--	E	9	Feature Nr. 1138
VIII/fib (H)	140	20.0	30/70	--	E	9	
VIII/fib(Imp) (Y)	210	18.0	40/70	--	G	7	Feature Nr. 2001
IX	140	13.0	40/90	--	F	12	Feature Nr. 1138
IX/fib (J)	200	25.0	40/90	--	F	12	
IX/fib(Imp) (Z)	300	20.0	53/90	--	G	9	Feature Nr. 2001

Feature Nr. 1138: The configuration change from a basic model to one with a fiber optic back up may be made by anyone with Electronics-3 and Computer-2, or by a NPC computer technician, on any world with a Tech level equal to or greater than that indicated for the basic model. The cost of the upgrade is equal to 90% of the difference between the two models. If a computer technician must be hired, there will be an additional Cr10,000 per week. Throw 9+ per week for a successful upgrade. On each throw of 2 there has been an upgrade error. This will result in a cumulative DM to be applied by the referee against the "fatal error" throw: -1, if the throw is 8+; +1, if the throw is 6-. If the upgrade is accomplished by Delta Research personnel, it will require two weeks and will be error free—no throws are required.

Feature Nr. 2001: This feature allows the impression of the personality of any historical character upon the CPU. The benefits are direct voice input to and output from the computer plus the intelligence and mental abilities of the impressed personage. The disadvantage is the possibility of the impressed personality taking control [Referee: will occur when a fatal error throw of 7 BEFORE any DM's are applied occurs]. Only Delta Research personnel have the expertise to impress a LHeP(Or); this must be done planetside on a new computer, prior to installation.

Matter Transporters

Transport Device

Manufacturer: Heuristic Advances, Inc.,

Brainstorm/Haldensleben

Technological Level: 16 +

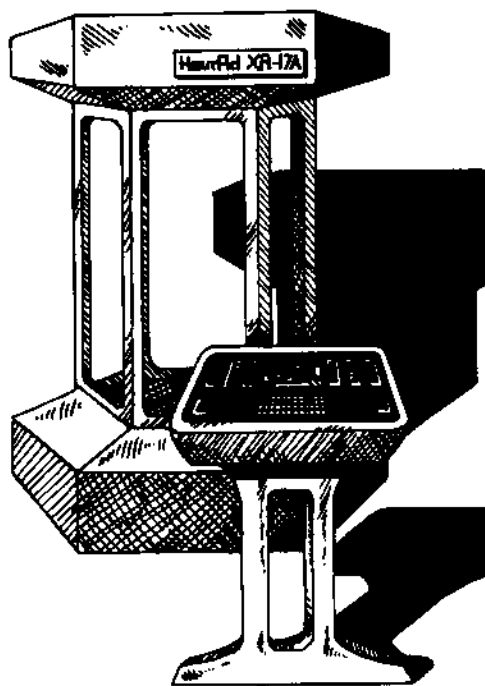
Weights and Costs: See Table

The products of the highly-advanced research labs of HeurAd, the Matter Transporters are the ultimate in cargo handling. Six models are available, covering various prices, capacities and reliability factors. The tested and proven Model XR-16 boasts an advertised 93% reliability when operated under recommended conditions by an experienced specialist.

The Matter Transporter uses a complex, line-of-sight target location system which pinpoints the transit point on the planetary surface. The device then structurally disintegrates the cargo, transmits its signal up to 50,000 kilometers, and then reintegrates the object. This transmission takes place at the speed of light. Animate objects (persons or animals) can also be transported, depending on the skill of the Transporter Specialist and degree of safety required.

This system is greatly improved over the earlier Matter Transmitters (or "transfer booths") in that only a single terminal is required for either transmission or reception. A long range communicator is recommended for broadcasting a tracer signal, from the pickup location to the Transporter.

[To become a Transporter Specialist, an individual needs Navigation-1, Computer-1 and six weeks of training for familiarization. At the end of six weeks practice, throw 8+ for skill: DM's for Intelligence 8+ (+1), Dexterity 9+ (+2), and for each successive six week training session (after the initial familiarization: +1). Success confers the skill Transporter-1. Practice for skill increase is similar to original acquisition procedure (six week periods of intense training or twelve week periods of light practice). Operation of a transporter by an unskilled character involves a +8 DM (-1 for each level of Computer and/or Navigation skill). Throw for mishap each use (-2 per level of Transporter expertise, and +2 if not using long range communicator to improve fix). Effects of mishaps can be complete or partial loss of payload, deformation of payload, machinery damage or explosion, etc.]



MATTER TRANSPORTERS

Tech Level	Model Nr.	Cargo Capacity	Personnel Capacity	Price in Credits	Weight in Tons	Mishap Throw
16	XR-16	1500 kg	22	50,000,000	24	10+
17	XR-17A	400 kg	6	20,000,000	5	9+
17	XR-17B	1500 kg	22	30,000,000	19	9+
18	XR-18A	400 kg	6	12,000,000	3	8+
18	XR-18B	1500 kg	22	20,000,000	10	8+
18	XR-18C	5000 kg	0	40,000,000	25	8+

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