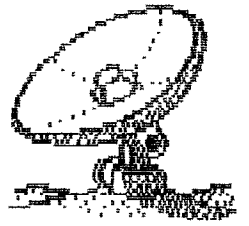


Terra Traveller TIMES



HAPPY HOLIDAYS FROM THE TIMES!



⊕ FORWARD OBSERVER ⊕

AN EDITORIAL BY MARK GELINAS

KEEPING A LOW PROFILE

HOW TO REFEREE MEGATRAVELLER WITHOUT GETTING INVOLVED IN THE REBELLION

The background provided for MEGATRAVELLER is that of the Shattered Imperium. There are, however, some players who just don't want to get involved in that mess. If you are the referee of such a group, you might consider these options.

GENERAL ATTITUDE!

There are places in the Imperium in which the rebellion has had little effect. These are usually toward the center of a faction's territory, far away from the border. These areas rarely see starships fleets, or are effected by commerce raiding. Now the players might have to select a civilian career for their characters or be subject to being sent to the front. In these quiet areas, the rebellion will seem pretty remote. There are areas in Spinward Marches far away Aslan and Vargr incursions.

GET AWAY!

A second option is to play in an area outside of the Imperium. If you wish to use published sectors, then Spinward Marches is again a good choice with several areas outside the Imperial border. Hinterworlds may have some occasional rebellion intrigue out that way, but it may never effect the players. Being in either of these two areas has the advantage of being close enough to get involved in the rebellion if the characters so decide.

Alternately, the characters may go far from the Imperium. This will require more work by the referee, but the further they go, the less the rebellion will affect them. Dark River might not even get word of the rebellion until it is all over.

GENERATE ALIENS!

This option is probably best reserved for the more mature roleplaying group. Yet, to have all of the characters be members of an alien race in that race's domain would make for some interesting roleplaying. After all, besides the Vargr and a few clans of Aslan, the aliens are not getting involved in the rebellion. It might be time to break out those old Alien Modules and give them serious consideration.

GENERIC ALTERNATIVE!

In each of the previous examples, the referee can conduct a campaign without contradicting anything that is published for MEGATRAVELLER. These next two suggestions are a bit more radical, and will require a significant departure from published material.

With this suggestion, the referee uses an old ploy used many, many times by comics, movies, and television alike: IT NEVER HAPPENED. There was never a rebellion. -How- is for the referee to decide. Maybe Dulinor was discovered before he shot Strephon. Maybe Dulinor's plan worked and everyone rallied to him. Maybe Iphegenia survived and reigns as Empress. Maybe Lucan was prevented from killing Varlan. You get the idea. The events of that fateful day did not happen, or happened in such a manner as to leave a CLEAR successor to the Iridium Throne. Now that the minor crisis is over, business in the Imperium continues as usual. You want a war? Let the Solomani attack. Want a more controlled rebellion? Select the rebels and control it your way. Always remember, YOU are the referee. YOU control your universe. If you want to depart from what is published, that is all right, if you are prepared to have published information differ from YOUR campaign.

GO AHEAD!

This is a variation on the previous theme. With this, the rebellion occurred, but that was years ago. The rebellion is over now. As referee you will have to decide who won, and what conditions are like in the Imperium now. It will probably be a time of rebuilding. While you may have to face the problem of GDW declaring a different winner and different results, you will have the advantage of having run a rebuilding campaign. If you are inclined to write articles, you will be ready when the Workshop enters the rebuilding phase of their background.

CONCLUSION

Each of these options will allow you to run satisfying adventures for your players without rebellion involvement. Some will require more work than others, and some will depart from published material. If your group want to avoid the rebellion, or just get away from it for awhile, discuss these suggestions with them. They might find them interesting and help you run a more worthwhile campaign.



SPACER SAM SEZ: YOU SHOULD HAVE LISTENED IN MISS MARPLE'S 3rd GRADE ANCIENT CLASS



GNS



ERRATA

Last issue's GNS column had a report dated 117-1118. The correct date should be 177-1118.

EMBARGOES ENFORCED

AQUARIA/AQUARIA: 001-1112: In an official statement today, Emperor Gengar placed an embargo on the import of robots of Kasakan manufacture. This embargo does not effect the self aware robots which form the citizenry of Kasaku, because Kasaku does not sell its citizens, only its lower intelligence robots. The emperor explained his decision was due to the rash of incidents involving robots of that design.

STARSHIP SHOW SET

Kozeo/Treaty: 150-1113: The world of Kozeo has announced that its starport will be the sight of the first Interstellar Starship Show. The show is scheduled to begin on 300-1113. The Brotherhood of Karl, Tonasean Empire, and Va'can States have been invited to participate, as have a host of independent worlds.

MICHAEL MENTIONS MARGARET

NARQUEL/DIASPORA: 042-1117: Duke Michael stated today that Diaspora should support Margaret in a bid for the Iridium Throne. In the statement he declared his loyalty to Empress Margaret.

SOVEREIGN SUPPORT

KHAYLE/DIASPORA: 043-1117: Duchess Sharon stated her support for Emperor Lucan today and called for Duke Brian to follow her in her drive to unite Diaspora for the emperor.

VLAND VINDICATED

MESSIER/DIASPORA: 060-1117: In a public statement today, Duchess Nashu said that the first settlers of this region, the Vilani are the only ones who truly deserve the region's loyalty. Now that there is a new Vilani Empire, she said, Diaspora should make every effort to renew long lost ties.

DUKE for DAIBEI

FERRY/DIASPORA: 065-1117: Duke Sinshi stated that until the succession crisis has been resolved at Capital, Diaspora's interest would best be served by uniting with Daibei.

SOLOMANI SEEN as SAVIORS

KANDOM/DIASPORA: 067-1117: Duke John argued that the Solomani, who once liberated this region from Vilani oppression, and made this region an autonomous part of the Imperium at one time, would best serve the region's interests.

DUKE DECLARES for DULINOR

EBASHA/DIASPORA: 072-1117: Duke Mazun stated that the interests of the Imperium and Diaspora would best be served if the Moot would recognize Dulinor's right to the throne by assassination. Once the Noble assembly recognized a rightful emperor, the worlds of the Imperium would rally behind him.

(GNS is continued on Page 9)



GEO'S VARIANTS

This issue holds the second of a series of subsectors of Fulani Sector, home of the Aquarian Empire.

BILAHAW

HEX NAME	UPP	B REMARKS	Z DATA	AL	STAR1	STAR2
105 Fraouche	B-8 B 5 6 7 4-9	F1	310	AQ	M9	V
109 Hateen	B-6 7 5 4 7 6-A	N1, Lo	405	AQ	F0	V
201 Arailet	C-5 3 3 5 3-9	S N1, Po	621	IN	F1	III
206 Das	B-7 9 7 5 3 3-B	AS, N1	205	AQ	B5	V
207 Efes	D-8 B 5 6 5 6-7	N1, F1	621	AQ	M2	V
210 Elinda	C-5 5 9 4 0 0-6	S N1	801	AQ	F1	V
304 Bilahaw	A-8 B 6 1 0 2-E	S N1, Lo, Fl, Cp	900	AQ	K3	V
307 Yrah	B-7 9 3 7 7 3-8		114	AQ	K8	IV
409 Trah	B-8 B 6 7 B C-B	F1	622	AQ	F7	VI
504 Bogit	A-5 4 5 4 5 7-C	AS, N1	403	AQ	A9	V
508 Enas	B-3 1 0 9 9 7-E	Na, In, H1	723	AQ	K5	V
509 Andare	B-7 9 2 6 3 0-1	N1	803	AQ	K2	V
510 Cuc	B-8 B 1 8 9 6-A	N Fl, De	423	AQ	G4	V
602 Aluw	B-6 7 6 6 3 0-7	AS, N1	314	AQ	K2	VI
603 Nuh	E-6 7 1 6 3 0-2	N1	921	AQ	F0	III
605 Yatoh	C-7 9 6 4 7 7-4	N1, Lo	900	AQ	G7	V
607 Levewa	B-8 B 6 1 5 7-A	N1, Lo, Fl	210	AQ	M4	V
704 Vomotym	C-3 1 1 2 1 4-7	S N1, Lo, Ic	902	AQ	K1	VI
707 Henup	E-2 0 8 8 5-7	Na, Va	703	AQ	G2	V
709 Inoscofe	C-7 9 4 5 8 6-9	S N1, Wa	403	AQ	K4	V
801 Fesol	A-3 1 0 2 2 3-A	N N1, Lo	704	AQ	M3	V
803 Rulener	B-7 9 5 1 0 5-C	N1, Lo	300	AQ	M5	V
810 Tetarip	B-6 7 3 1 2 7-A	N N1, Lo	903	KS	G9	V

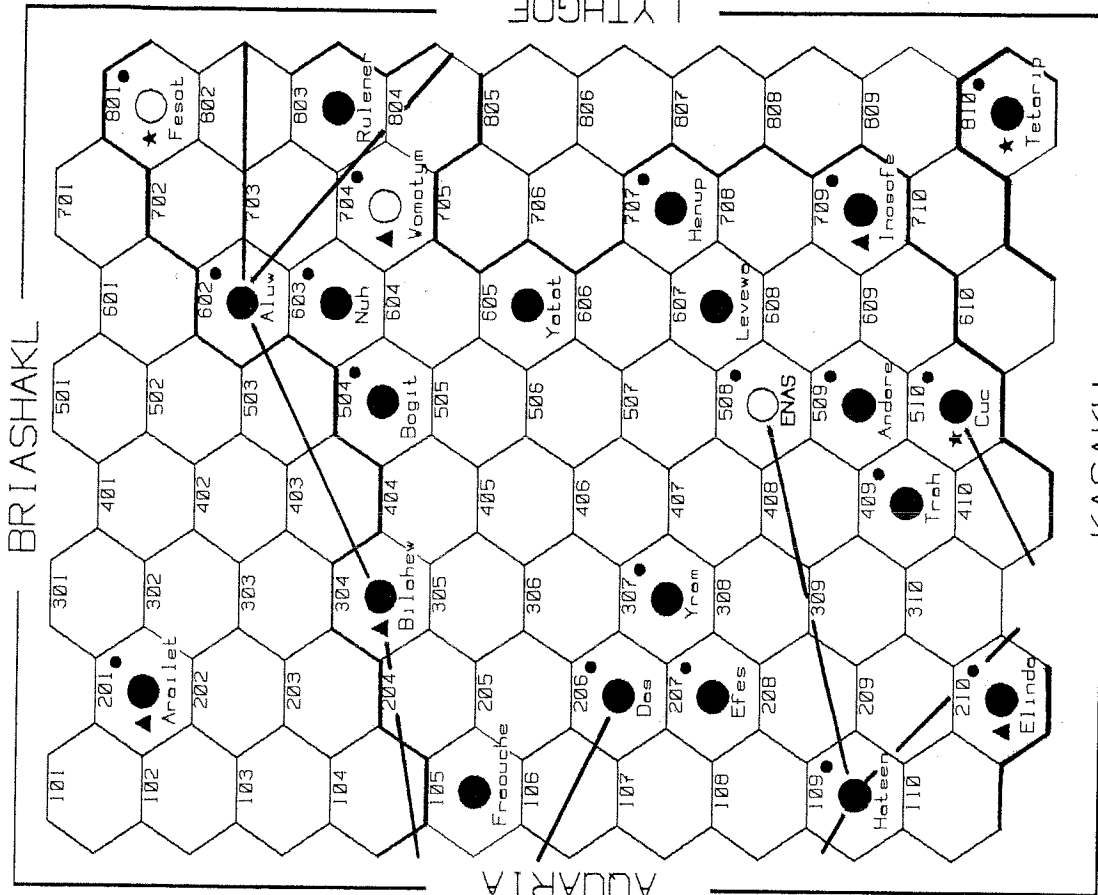
Bilahaw is subsector C of Fulani Sector. Its highest TL is E at Enas, and its highest population is 7 Billion, also at Enas. Most of the worlds in this subsector belong to the Aquarian Empire.

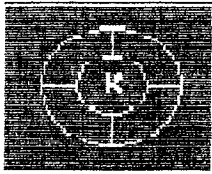
Elindan residents live in family groupings on separate islands. Bilahaw is owned by the Duke of Bilahaw. The scout base and subsector capital are in orbit.

Rulener has a very high tectonic activity, and may be breaking up. Its atmosphere is very sulphurous, and only a few researchers remain on the world.

Data: population multiplier, number of planetoid belts, and number of gas giants.

Abbreviations: KS- member of the Kasakan State. IN- independent world. AQ- member of the Aquarian Empire. D:- shows which world owns a world with a captive government.





HASSAN'S HINTS

A SERVICE TO
MEGATRAVELLER
PLAYERS AND REFS
A WORD FROM HASSAN

This month Hassan brings you a Solomani Multiple Rocket Launching vehicle. *HASSAN*

SOLOMANI MRL

CRAFT ID: Multiple Rocket Launcher, TL 14, MCr 14.74
HULL: 90/225, Disp=10, Config=4SL, Armor=48G, Unloaded=145.1 Tons, Loaded=152 Tons
POWER: 10/13, Fusion=60 Mw, Dur=70/210
LOCO: 8/11, StdGravThrust= 400 Tons, NOE=180 kph, Cruise=750kph, Top=1000kph, MaxAccel=1.65 G's
COMMO: Radio=System, Laser=Planetary, Maser=Planetary
SENSORS: EMIMask, Synthetic Vision, NAS, ActEMS=Rg, PasEMS=Ct, Magnetic sensor, ActObjScan=Diff, ActObjPin=Diff, PasObjScan=Rout, PasObjPin=-, PasEngScan=Form, PasEngPin=-
OFF: 1 Hardpoint, Weapons listed below
DEF: Smoke=6, Sand=4, Prismatic=10
CONTROL: Comp=2Fibx2, Panel=HoloLinkx2, Special=HeadsUpDisp x2,
ACCOM: Crew=2(Commander, Driver/Gunner) Seats=Adequate x 2, Env = Basic Env, Basic LS, Ext LS
OTHER: Fuel=84kl, Cargo=.4kl, ECP, Missile Magazine=320 Missiles, ObjSize=Small, EMLevel=Faint

WEAPON	AMMO	RDS	PEN/	DMG	MAX	AUTO D	SIG	ROF	DIFF
			ATTN		RNG	TGTS			
VRF GG	---	5K	21/4	10	VDIST	4	-L/R	160	Rifle
18cm MRL HE	320	28/-	24	DIST(32)	-	65	H	36	FCTL
36 Tube HEAP		59/-	18	DIST(32)	-	65	H		
KEAPER	47/-	22		DIST(32)	-	-	H		
ILLUM				DIST(32)	-	140M	RADIUS		

- VRF GG is mounted in a remote turret.
 - MRL has an autofeeder.
 This vehicle's primary role is that of indirect fire support, but could hold up well in a direct battle.

TASK LIBRARY

To drive a MRL Vehicle without incident:
 Routine, Grav Vehicle, Dexterity, (Fatful)
 Referee: Administer this task once for a short trip, two or three times for a longer one.

Sensor Tasks (Difficulty based on range).

To perform a sensor operation:
 [Varies], Sensor Ops, Edu, 6 seconds

PasObjScan (Passive sensor search for objects)
 M L VL D VD RG CN PL FO XO IF+
 - - S S S R R D F I -

ActObjScan (Active sensor search for objects)
 ActObjPin (Active sensor pinpoint of located objects)
 M L VL D VD RG CN PL FO XO+
 - S S S R R D F I -

PasEngScan (Passive sensor search for sources)
 M L VL D VD RG CN PL FO+
 S S S R D D F I -

HASSAN'S HINTS LOGO AND DESIGNS ARE COPYRIGHT 1989 BY JOHN S. KOSTOFF.



Dialog

The Idea Exchange

Campaign Idea: Mongo 1107-1111

In all of the literature produced to date about the 5th Frontier War almost nothing is said about the upwards of 6 million people who were caught on Mongo in 1107 and lived under Zhodan rule for the next 4 years. A group of adventurers caught on Mongo could easily find themselves as the backbone of the now legendary freedom fighters who harassed the occupying forces. Encounters with the 'Torchred', the Zhodani Thought Police, and the 6-legged high-gravity worlders the Addaxur make for a wonderful and enjoyable campaign.

Unless you have something against a few Warbots here and there!

Wanted: Equipment Catalog or Imperial Encyclopedia: Volume 2

Many good equipment ideas were published for TRAVELLER before the MEGA was added. The IMPERIAL ENCYCLOPEDIA did not have room enough for all of it. A second volume with more equipment could easily be produced. Perhaps even from a different factions perspective.

This would ease the job of the referee whose players are using equipment published prior to the MEGATRAVELLER rules set. Of course the old published material is still good, but the task of modifying it to meet the new standards can become tedious. It is a ROUTINE task but the determination role is FORMIDABLE (fatful).

A backwater pre-stellar world would regard a being in high-stellar battledress who did good deeds as a superhero.

Business Idea: Equipment Data Sheets

Those of you who have seen the contents of DIGEST GROUP PUBLICATIONS new REFEREE'S GAMING KIT are by now familiar with the wonderfully designed Equipment Data Sheets. TRAVELLERS DIGEST is a regular supply of these covering many pieces of equipment useful to the game. Variety could be introduced in the form of different manufacturers. This works especially well with items that have no real standard shape and with luxury items.

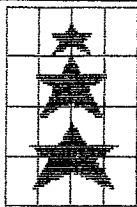
DISTRICT 268 is being invaded by the Astan.
 Sounds like the beginnings of the
 NORRIS Subsector
 to me.

Journalists: The Trouble Hunters

Reading about far away and exotic places is a popular hobby of many citizens of the Third Imperium, regardless of the faction they support. Someone has to go there. Editors of every major news publication, including the TRAVELLER'S NEWS SERVICE, spend vast amounts of money to send roving reporters out to find stories, write about them, send them back to the home office and to do so on as small a budget as possible while keeping the flow of material steady and large.

A reporter would receive a set number of mid passages with more arriving on the basis of what is sent home. The adventure possibilities range from an unusual passenger wanting to go to an interesting place, to a full-fledged Player-Character in the midst of the Rebellion.

Send all Dialog input to:
 Dennis M. Myers
 1161 Nansemond Pkwy Box 116
 Suffolk, Virginia 23434



DIASPORA: STARLANE TO THE CORE

NOBILITY PROFILES

By Mark "Geo" Gelinus HWG Diaspora Sector Analyst

DUCHESS JENNIFER AAMGAKHI

Duchess (R-5), Iusea Subsector (1116)
49458F Age 46(46) Terms Imperial Nobility
Born 365-1071 Member TAS
Noble Titles: Baroness von Waffang (Iusea), Marquessa
Tiswell (Iusea), Countess Iusea, Duchess Iusea
Special Assignments: 3
Skills: Persuasion-3, Leader-2, Ship's Boat-2, Laser Wpn-2,
Handgun-1, Disguise-1, Nav-1, Biology-1, Rifleman-0, Grav Veh-0,
Homeworld: Iusea (1325 Diaspora A-454985-F Hi) A, Small,
Thin, Wet, High Pop, Mod Law, High Stellar
Faction Supported: Supports Daibei because of their
relative stability.
Background Description: Born a baroness, Jennifer rose
through the ranks to become duchess of the subsector.

DUKE ASHLEMUU HESS

Duke (R-5), Promise Subsector (1116)
9948AF Age 38(38) 5 Terms Imperial Nobility
Born 364-1079 Member TAS
Noble Titles: Baron von Dinslo (Promise), Marquis Avaron
(Promise), Count Promise, Duke Promise
Special Assignments: 5
Skills: Leader-2, Admin-2, Nav-2, Pilot-2, Hunting-1, Bribery-1,
Grav Veh-0, Comp-0, Rifleman-0.
Homeworld: Promise (2827 Diaspora A-542999-F Hi, In, Po) A,
Med, Vacc, Dry, High Pop, High Law, High Stellar.
Faction Supported: Solomani. Claims bloodlines back to the
Hess' of ancient Terra.

Background Description: Born a baron, he advanced
through the ranks to become duke of the subsector.

DUKE SIMON WITHERS V

Duke (R-5), Pasdaruu Subsector (1116)
995A7F Age 34(34) 4 Terms Imperial Nobility
Born 271-1082 Member TAS
Noble Titles: Marquis De Sessor (Jeddel), Count Jeddel, Duke
Pasdaruu
Special Assignments: 3
Skills: Rifleman-2, Handgun-1, Laser Wpn-1, Pilot-1,
Streetwise-1, Nav-1, Leader-1, Grav Veh-1, Comp-0.
Homeworld: Jeddel (2716 Diaspora C-43498C-D Hi) C, Small,
Vacc, Wet, High Pop, Extreme Law, Ave Stellar.
Faction Supported: Margaret because of her personality.

Background Description: Born a marquis, received the
County at age 18, made duke at age 28. He has served in that
position well for several years.

DUKE JOHN GERALDO

Duke (R-5), Alurza Subsector (1116)
65599F Age 42(46) 7 Terms Imperial Nobility
Born 209-1070 Member TAS
Noble Titles: Baron Haut Manchester (Kandom), Marquis de
Nutu (Kandom), Count Kandom, Duke Alurza.
Special Assignments: 4
Skills: Liaison-3, Comp-2, Handgun-2, Linguist-2 (Aslan, Vargr),
Chemistry-2, Leader-1, Gambling-1, Grav Veh-0, Neural Wpn-0.
Homeworld: Kandom (2116 Diaspora B-655967-F Hi) B, Med,
Thin, Wet, High Pop, Mod Law, High Stellar.
Faction Supported: Solomani because of their strength.
Background Description: A risk taker, he was born a
baron but worked and wheedled his way to the dukedom.

DARK RIVER DATA

LIBRARY DATA UPDATE

Efusa Trail- An informal trade route in the Efusa Rift which
requires vessels with at least Jump-3 capability. The Trail
connects the worlds of Bregaire, Eponomi, Miami, Patohif, Efusa,
Comayip, and Mel/Scorpion. A branch runs from Patohif to Lan,
and one runs from Efusa to Wanut/Theidar Gap. Most of the
worlds on the Trail have a class B starport.

Mudade- (402 Efusa Rift D-430AAC-C Na,Po,De,
Hi)- Mudade is a world of contrasts. At one extreme, the world
serves as the Capital of the Confederation. At the other extreme,
the citizens of the world are very isolationistic. Their xenophobia
prevents them from building a better starport although they have
the technology and capital to do so.

Newlan Massacre- In 644, an Asian ship landed on the
newly settled world of Sihahi. The occupants sought some land,
but were attacked by the residents of a nearby village. The Asian
retaliated with high tech weapons and the village was destroyed
with almost all inhabitants. The Asian were eventually driven from
the world, but many Sihahans still are biased against Asian.

Piro- (103 Efusa Rift A-558563-A Ag,Ni)- This
agricultural world exports to many worlds both inside and outside
of the Confederation. Accordingly, its citizens constructed a
starport to handle the traffic.

Sihahi- (406 Efusa Rift E-552ABE-5 Po,Hi)- This
world has a serious population problem which its government has
created, and until recently, refused to address. After the Newlan
Massacre, the dictators of this world forbade all means of
population control because of paranoia and xenophobia. In
addition, penalties were exacted for not bearing children if
capable. A new High Leader, Julian Grimm, has now enacted strict
population controls to come to grips with the problem. Although
quite enlightened, and genuinely trying to help the people, he bears
the onus of previous dictators.

Tekhel- A major corporation operating in the Efusa Rift
Subsector. An independent group of Asian own this corporation,
but they regularly employ humans. Their major products are
plastics and plastic products.

CAUGHT IN THE CURRENT

SCENARIOS IN DARK RIVER

THE OLD WOUNDS PLAYERS' INFORMATION

The world of Sihahi has vast untapped petrochemical
reserves. The Tekhel corporation has purchased some of those
reserves for the manufacture of plastics. The characters are
part of a team sent to Sihahi to survey the purchase and to set
up the initial wells. Because of travel restrictions, they will have
to transport themselves and their equipment by ground vehicle
across 500 kilometers of desert to reach the site.

REFEREE'S INFORMATION

WARNING: THE FOLLOWING INFORMATION IS FOR THE REFEREE WHO
WILL RUN THIS SCENARIO. PLAYERS SHOULD NOT READ THIS INFO.

As indicated in the Library Data, many Sihahans hate
Asian. Some have learned of the recent purchase and are
determined to stop production. The characters can be scientists,
technicians, drivers, or guards (Tekhel is not ignorant of the
potential threat). Where the radicals attack is up to you. If in the
desert, this could become a scenario of survival. You may want to
include some Asian in the party to heighten tensions.

DARK RIVER: A SECTOR DIVIDED

The first printing of this supplement has sold out.
However, MGE is willing to produce more for those who did not
have an opportunity to get a copy. Send \$5.00 to Mark Gelinus,
102 Akron Ct., Ladson, SC 29456. Orders from England should
include an extra \$1.50 if they want the supplement mailed Air Mail.

LIBRARY DATA UPDATE, VOLUME I

Now available in one place, all the updates which have
appeared in the TIMES since the release of DARK RIVER. Send a
legal sized SASE for a copy to LIBRARY DATA UPDATE, C/O Mark
Gelinus, 102 Akron Ct. Ladson, SC 29456.

QUICK REVIEWS

RATING SYSTEM CATEGORIES

Player Use- How useful is the product to the player.
Referee Use- How useful is the product to the referee.
Artwork- A general evaluation of artwork and graphics.
Content- A general evaluation of overall content which includes layout, ease of use, quality of work, and other factors.
Overall- A summary rating of the other categories.

LEVELS

- ✓ - Poor quality or of little use.
- ✓✓ - Fair quality or of some use.
- ✓✓✓ - Average quality or of average use.
- ✓✓✓✓ - Above average quality or of above average use.
- ✓✓✓✓✓ - Excellent quality or very useful.

MEGATRAVELLER

TRAVELLERS' DIGEST #17

Company- DGP \$4.95
Players Use ✓✓✓ Referee Use ✓✓✓✓
Artwork ✓✓✓✓ Content ✓✓✓✓
Overall ✓✓✓✓1/2

TWILIGHT:2000

HEAVY WEAPONS GUIDE

Company- GDW \$7.00
By Loren Wiseman
Players Use ✓✓✓ Referee Use ✓✓✓✓
Artwork ✓✓✓ Content ✓✓✓✓
Overall ✓✓✓1/2

CITY OF THE ANGELS

Company- 3W \$8.00
By Craig Sheely
Players Use ✓ Referee Use ✓✓✓
Artwork ✓✓✓ Content ✓✓✓
Overall ✓✓✓

SPACE:1889

THE LIFTWOOD CONSPIRACY

Company- 3W \$10.00
By Gary Smith
Players Use ✓ Referee Use ✓✓✓
Artwork ✓ Content ✓✓✓
Overall ✓✓✓1/2

GENERAL MAGAZINES

CHALLENGE 40

Company- GDW \$3.25
Players Use ✓✓✓ Referee Use ✓✓✓
Artwork ✓✓✓ Content ✓✓✓
Overall ✓✓✓

OTHER PRODUCTS

NEAR ORBIT

Company- R. Talsorian Games \$10.00
By Pondsmitth, Ackerman, Willemuth
For R. Talsorian's CYBERPUNK
Players Use ✓✓ Referee Use ✓✓✓✓
Artwork ✓✓ Content ✓✓✓
Overall ✓✓✓1/2

While I do not ordinarily review a product for a game not produced by the Workshop, I must make an exception in this case. NEAR ORBIT is an outstanding supplement for R. Talsorian's CYBERPUNK. However, it has a wealth of information about living and working in space. Even the space combat system has a hard science feel to it. A creative referee could use this as a sourcebook to add detail to any science fiction RPG which uses the near future as a background. Informative for players too.

CYBERTALK

POSING A PROBLEM

A SCENARIO BY MARK GELINAS

THE MORNING HEADLINES, THURSDAY

TAMPA: \$5 MILLION IN COCAINE STOLEN FROM POLICE STATION.
ORLANDO: DELLA ROTHSCHILDE REPORTS THAT THE MOONSTONE HAS BEEN STOLEN, OFFERS REWARD FOR RETURN.
SAVANNAH: DR. STERLING JONES MISSING FROM BIOLAB, EXTRACTION BY RIVAL COMPANY SUSPECTED.
ATLANTA: POLICE RELEASE NEW DEATH COUNT IN ARMS BUST. 23 NOW LISTED AS DEAD INCLUDING 2 COPS. SEEK SUSPECTS.
MOBILE: RECOVERING AS HURRICANE BILL SWEEP'S INLAND.
COLUMBIA: HEAVY RAINS DROWN 5 IN CITY STREETS.
RALIEGH: RALIEGH RIDERS STAR QUARTERBACK OVERDUE FROM VACATION. SECOND STRING QUARTERBACK IS WILLING TO START, BUT WANT TO NEGOTIATE.

THE OFFER

One or more of the characters are contacted by a middleman named Boo Boo. He explains that last night an corporation aircraft was forced to divert to this city instead of going to Kansas City because of bad weather associated with the hurricane. While it sat on the tarmac waiting for the company's local security, a local gang hit the aircraft. They beat up the pilot and took the luggage. Boo Boo's sponsor wants to recover an item from the luggage, a red, ceramic, laughing Buddha statue. He explains that it has sentimental value to his sponsor and his sponsor is willing to pay \$10,000 for its recovery. There is one stipulation, one of his men, Hans, will assist them to protect his interests. Hans' pay is separate from the character's pay.

REFEREE'S INFORMATION

INTRODUCTION

This scenario was designed with Charleston, South Carolina as the background. If you want to have it somewhere else, you will have to change some of the other facts to match. Further information on Safeguard Security is in TIMES #24 or the only issue of CYBERTALK.

WHAT HAPPENED ON WEDNESDAY

The moonstone is a 5 carat diamond found on the moon. Jonathan had Hans steal the diamond and drive to Tampa. There he boarded the company jet with a security guard and a pilot. They were diverted to Charleston because of the bad weather in the midwest. Hans and the guard left the plane to call the Charleston office of Safeguard Security. In the meantime, the Golden Dragons, a gang who dress and act like Bruce Lee, attacked to aircraft and stole the luggage. When they didn't find anything they wanted, they beat the pilot. The Leader, Bruce, liked the Buddha and kept it for himself, not knowing that Hans had placed the moonstone inside.

Shortly thereafter Safeguard Security arrived, and moved the aircraft into a hanger. Ashley Linbloom, who owns most of the firm, learned of the moonstone and had a middleman, Boo Boo, hire some unknowns to obtain it. Not fully knowing Hans' involvement, she insisted that he accompany the team to help in recovery.

OTHER FACTS

-Hans has the other security guard, Jack Byrons, holed up in a hotel to keep him out of sight.

-The pilot is still unconscious, and mutters the words "Lee" and "Dra..." in his delerium.

-Della has a hacker and a team of two cybersoldiers on the trail.

-Hans is loyal to Jonathan and can call on a team of security that Jonathan will move across country to Charleston within 2 Days.

-Jonathan has alerted his cyberninja who was doing a covert operation in Charleston at the time. He will also be trying to get the statue. Hans does not know about him, but he will not harm Hans unless necessary.

LOCAL GANGS TO USE AS RED HERRINGS

LEECHES- delight in spilling blood. Red Dragons- fire fighters/fire stagers. SOMS OF THE NEW SOUTH- modern rebels, Gen. Lee, leader. DREGS OF SOCIETY- self expanatory. DRAX- new society.



TWILIGHT:2000



2300 AD

TAKING CONTROL OF 2300 AD

BY JOHN CRIDER

REALISTIC COMBAT OPTIONS

BY MARK HAYES

As stated last issue, the TWILIGHT:2000 combat system is very simple to use, but can sometimes produce some unrealistic results. To illustrate this, we looked at a typical assault by a typical character, Johnny B. Quick, and his team. Although the illustration was rather contrived, it served to illustrate our point.

Then we looked at some ways to compensate for some of the apparent problems without burdening the system. This month we are going to look at some additional compensations and some ways to give the NPC a fighting chance, again without burdening the system.

The quick way to determine an NPC's skill (as in the rules) is to assign a rating of 50, 40, 30, or 20 to the needed skill depending on if it is an Elite, Veteran, Experienced, or Novice NPC. To bring some play balance between player characters and NPC's try this: in the case of CRM, the 50, 40, 30, or 20 rating becomes the chance to hit at close range. The should keep the referee from having to rate all his NPC's as elites just to give them a chance against the 80 skill level player character (not to mention its effects on "Rambomania").

However, the most important "modification" that a referee can make is a creative use of existing rules. If a character tries to run on a wounded leg, reduce his movement rate and force him to hesitate immediately after his sprint for cover. If a character tries to pull himself over a wall on a wounded arm, have him roll against his constitution to avoid a long period of "hesitation" due to pain.

Serious wounds anywhere should cause the character to have his chance to hit. The human body naturally resists being subjected to such trials when it is damaged. This is especially true the first time a strenuous activity is attempted after a wound.

A person invariably needs to adjust to his first encounter to intense pain. For example: Johnny received 22 points of damage to his right arm (a light wound for him). At the next available opportunity he fires his M-16. As Johnny is right handed, this causes some pain. The referee tells him to make a difficult roll against his constitution to avoid a hesitation next round. Any subsequent shots by Johnny with this arm would require a successful task roll of Constitution: Average.

These are only a few ideas. A referee can make the session much more realistic and enjoyable by vigorously using his imagination coupled with common sense. And don't ever let your players say, "It's only a light wound. No problem."



Last issue we discussed various ways of how the referee can take control of his 2300 AD universe. Most of the suggestions can be summarized like this: use the rules, but develop your own background. We also mentioned that this would usually involve a lot of work. This issue we will examine some ways to handle all that work, to let the players in on what is going on, and how to use more of the background but still maintain control.

DOING THE JOB

Like we said, all this can be quite a bit of work. If you can't do it all by yourself, employ some of your players. They will usually enjoy doing part of the work, and will probably enjoy the game more as a result.

Another method is to do only what you immediately need, plus a little more in case the characters get off the beaten track. This method will usually amount to writing up the background history, and doing the few systems where the characters will first adventure.

The referee faced with this work might be inclined to go back to his old game. However if he perseveres, he will be rewarded with a unique role playing environment and the ability to fully use some excellent game systems.

INFORMING THE PLAYERS

If you follow this procedure, you should warn your players that the universe you are running is NOT exactly that published by GDW. That way they will know not to automatically assume what they read in a module is correct. You may want to prepare a handout or small players handbook which outlines the history and lists any rule variants that you might use. That way the players know what their characters should reasonably know, and they know how you as referee plan to run things.

USING THE BACKGROUND

As we saw last issue, GDW did a great deal of work preparing the background for 2300 AD. If you are pressed for time, you might consider actually using the background, but editing out anything that you didn't want in your universe. Many referees find that no editing of the history is required.

However, a number of these same referees will alter the current course of events in order to keep a better control of the game. This method readily lets the players know the universe's history: it's in the book. However, they are kept guessing about what is going to happen next.

Again, you may wish to rework some of the planetary systems to better suit your needs. By using the published background, you can use the planets you want, and rewrite the rest. This works best if you select some of the low key planets to modify. Doing that prevents you from having to alter the history significantly.

Altering or substituting game systems usually has less of an effect than altering histories or planets. A word of caution though, before you alter a gaming system look at ALL of the other systems it might affect to make sure that you don't upset any delicate game balances. For example, a starship combat system usually stands alone, but watch out for how skills affect combat.

CONCLUSION

There are a variety of ways of gaining more control over your 2300 AD universe. Some require a radical departure from the published material, while others do not. Naturally, the further you get the more work is required of you. Yet the rewards are great.

GNS (Cont.)

NAVY NEUTRAL

ZEELAND/DIASPORA: 075-1117: Elements of the Diaspora fleet, which is under the command of Admiral Jessica Nile, stopped a battle between forces of two subsectors today. The combatants ignored radioed orders, each ordering the fleet elements to fight for their side. The task force leader, identified as Captain Stanford Li, refused to obey either side's orders, and fired warning shots at both as they continued fighting. The combatants stopped fighting immediately. The fleet elements remained in system until both combatants had left.

STREPHON STRIKES

FHALN/GUSHEMEGE: 181-1118: Fleet elements led by Emperor Strephon attacked fleet elements of Dulnor. After a short engagement, Dulnor's forces had to withdraw.

SPACE 1889

CAPTURE!

if the rarified Martian atmosphere had a chill, Della did not seem to notice. She stood on the fo'c's'le of the MISTY BREEZE a WARM WINDS class merchant. She stood alone, but she didn't mind. Her thoughts were full of her troth, Carter. She knew that just as she approached Thymiamata, his ship, named for her, would soon be bound for home. Her mind drifted like a lazy cloud off to thoughts of the impending wedding, and her future aboard the FAIR DELLA with Captain Carter Johnson.

"Steamship off the starboard quarter!" A Martian sailor yelled from high above her.

Her heart started to race. This part of Mars saw few steamships. There was one that did frequent this area, the FAIR DELLA, and the thought of meeting its dashing Captain brought a slight blush to her face.

"Miss Della," a whiny voice suggested, "It would perhaps be best if you went below. This fellow could be a pirate!"

"Oh, nonsense, Quimbly!" Della replied. "It surely must be Captain Johnson come to escort us home!"

"Well, that rogue is little better than a pirate, running with Martians and all. I don't know what you see in him, Ma'am."

"I rather expect that you wouldn't. After all, I am a lady, and you could never hope to be a man like Captain Johnson."

Jealousy and rage welled up in Quimbly, but desire for the young woman before him held it in check, so he silently stormed away. Unaware of this, Della turned and tried to catch a glimpse of the dull metal hull she knew would be carrying her love.

Before long she saw puffs of smoke, and eventually a ship emerged from behind the dark red horizon. Using her spyglass for a closer look, she was certain that it was the FAIR DELLA.

Confirmation followed shortly as the the metallic ship closed with lumbering kite. First the American flag was seen flying from the mast, and then the ships name could be seen on the bow.

About a half an hour later, the FAIR DELLA had passed behind the kite and then matched course and speed. She now sailed along side the kite about 10 yards off the port beam. Della thought it odd that she didn't see any of the DELLA's human crew. Certainly Carter should have greeted her. She moved along the port rail until she was opposite of the Fair Della.

"Hello the DELLA," she cupped her hands and yelled, "Tell Captain Johnson that Miss Thorton is over here and would very much like to see him."

The Martian deck hand looked incomprehensively at her until she said the names. Then he hurried off to the deck house. Shortly, a more elegantly dressed Martian appeared. Della recognized him immediately; it was Carter's first officer, Maal.

"The Captain sends his regards," he spoke in good English, "but regrets that he cannot come topside. We have a slight problem, and the Captain is very busy. If the Lady would like, she is welcome to come on board and wait on the mess decks for him."

Della was a little disappointed at not seeing Carter, but the thought of going on board the FAIR DELLA made her feel a little scandalous. Then she replied, "Very well, Sir, I will come over."

Turning to the person who approached she said, "Quimbly, tell the Captain I am going over to the DELLA for a visit."

"To cross over there would be quite dangerous, Ma'am, I forbid you to do it."

"Excuse me, Quimbly, but Daddy hired you to be my bodyguard, not my guardian. Now that Carter is here, you are no longer needed. I want you to leave me alone."

"Very well, Ma'am, but your father shall hear of this." He threatened as he stalked off.

In the meantime, the FAIR DELLA had moved closer to the kite, and the crew was moving a boarding plank across to it. Della quickly stepped on it and crossed the three yards that separated the two ships. Far below she could see the Martian landscape move slowly by, and with a slight rush of fright, moved more quickly until she stood on the DELLA. She was escorted below while the Martian deck hands removed the boarding plank.

A few minutes later Maal appeared on the deck. "ATTENTION MISTY BREEZE! TAKE THIS MESSAGE FROM CARTER JOHNSON TO COL. THORTON: YOUR DAUGHTER IS MY PRISONER. IF YOU WANT HER BACK ALIVE YOU WILL PAY ME THE SUM OF 1 MILLION AMERICAN DOLLARS. I WILL BE IN TOUCH TO TELL YOU WHERE TO DELIVER IT. MISTY BREEZE, IF YOU ATTEMPT TO FOLLOW US, YOU WILL BE DESTROYED!"

With that, the FAIR DELLA turned away. The Captain of the MISTY BREEZE knew that he was powerless to stop it.

⊕PARTING SHOTS⊕

A COMMENTARY BY
KATE LEBHERZ GELINAS

GAMING CREATURES I HAVE SEEN PART I HOW TO RECOGNIZE A WHERE-BORE

Have you ever wondered what possesses a gamer to launch into a blow by blow description of his greatest victory to those who have heard it a million times before? Or how about the roleplayer who insists on telling you all the details, even down to the brand of underwear, about his character the instant he learns that you are a gamer? Or what about the referee who always must one-up you if you describe an adventure you ran? I believe that all these types of people have been bitten by the common where-bore.

Now I am not talking about some fantasy creature here. Heaven forbid that that genre find its way into the pages of the TIMES! I am talking about the gamer who seems like a nice enough person, yet when conditions are just right, they transform into a creature who will BORE you WHEREVER you are. What is even more tragic is that they think that they are the world's greatest conversationalists.

Where-bores are of three primary genera, the roleplayer, the board gamer, and the miniature gamer. Now there are sub-genus of these when a game might involve two or more of these activities. For example, one game which uses giant robots for combat is a board game which can also be a miniatures game. There is even a roleplaying option for it.

Although the genera are distinct, they share many characteristics. Perhaps the most common characteristic is the constant drone that usually starts out, "I had a _____ once, which" Words like battle, character, or game commonly fill the blank. Where-bores are very territorial, constantly trying to dominate any habitat they encounter. A territory fight between two where-bores is a frightening thing to behold.

Where-boredom has an infectious effect. Often other gamers listening to their call will want to raise their own call. If they are not careful, they very shortly end up becoming a where-bore themselves. Usually the older where-bore will drive the younger where-bore away. The rejected where-bore then wanders about seeking prey.

No one really knows what sets off the transmutation from human to the where-bore. Sometimes it is words, generally referring to gaming. It usually doesn't matter if the words do not pertain to the where-bore's particular genus, he knows he has found a victim. Sometimes it is the atmosphere of a gaming store. The presence of so many potential listeners causes the pulse to quicken, and before long the cry of the where-bore is heard. Sometimes it is induced by attempts to impress the opposite sex.

There are not many cures for this condition. Usually the afflicted creature must heal itself. The best the rest of us can hope to do is to avoid feeding its need. This is simply done by avoiding it when it is making its call or not appearing to have a genuine interest. By all means avoid becoming one.

ADS and ANNOUNCEMENTS

Classified Ads are \$.50 for 1 month's printing of 25 words or less.

NORTHCOAST ROLEPLAYING: A fanzine for RPG's including MEGATRAVELLER and Z300 A.D. For 6 issues, send \$8.00 to Barry Osser, 1585 Highland Ave #F, Eureka, CA 95501.

NOTICE

The first issue of CYBERTALK has been distributed. I have not received enough requests to warrant a continued publication of that newsletter. CYBERTALK, the column may appear at irregular intervals in the TIMES. The ALLIANCE ANNOUNCER has been sent to those who responded. The next issue depends on feedback. GEO

PHOENIX/MGE

For Illustrations with a Futuristic Flair
REASONABLE RATES
FOR ORIGINAL AND COMMISSIONED PIECES
COLOUR OR BLACK AND WHITE

SEND SASE FOR PRICE LIST TO
PHOENIX/MGE
C/O KATE LEBHERZ GELINAS
102 AKRON CT.
LADSON, SC 29456

COMING EVENTS

GEOSOUTHCON I: Spring '90? - Quite possible!
TIMES #27 should have more details.
ORIGINS: SUMMER '90 - Held in Atlanta next year.

EVENT HORIZON CURRENT AND FUTURE RELEASES

The reader is advised that these are tentative dates. Any number of factors could delay a project, or even cause it to be cancelled.

FROM THE WORKSHOP: OCTOBER: SPACE 1889- STEPELORDS OF MARS. NOVEMBER: CHALLENGE 41, TWILIGHT-2000- NATO VEHICLE GUIDE, SPACE 1889- TEMPLE OF THE BEASTMEN, KRAG WARRIORS (miniatures). DECEMBER: SPACE 1889- CLOUD CAPTAINS OF MARS. MEGATRAVELLER news: FLASHBACK has been cancelled. Next GDW project- FIGHTING SHIPS OF THE REBELLION during the first half of 1990. CHALLENGE is scheduled to go monthly starting in January. Congratulations to Michelle Sturgeon on her promotion to Managing Editor of CHALLENGE.

FROM DIGEST GROUP: Tentatively, the first of the MEGA TRAVELLER alien modules will be out by December. TRAVELLERS' DIGEST 18 may be out by late December but will probably be pushed back to January. Digest Group is growing, and has several projects planned and underway. THE BLACK DUKE was delayed and may be out in the first quarter of 1990. Digest Group has become the major producer of MEGATRAVELLER products.

SEEKER: Continuing to expand their line of deck plans. Seeker now produces deck plans for MEGATRAVELLER and deck plans for 2300 AD ships, the first company to do so. For catalog send SASE to Box 337, Fintez, ND 58230.

3W: New licensee for GDW RPG's (except MEGATRAVELLER). They have released OPERATION OVERLORD for 2300 AD, LIFTWOOD CONSPIRACY for SPACE 1889, and CITY OF ANGELS for TWILIGHT-2000. Judging from the quality of their first products, this is a company to watch. 3W is also reviving the ailing SPACE GAMER with Barry Osser at its helm. They have one issue out with more on the way.

HIWG: History of the Imperium Working Group. An association of referees and players discussing the future history of MEGATRAVELLER's Shattered Imperium. Several items produced by members have been used by Game Designers' Workshop or Digest Group Publications. Annual membership is \$12.00. Membership includes a subscription to TIFFANY STAR, HIWG's newsletter. TIFFANY STAR now has increased its rate to 12 issues a year. Send to Ed Edwards, 1410 E. Boyd, Norman, OK 73071. Join HIWG and lend your voice to those discussing the future of the Shattered Imperium.

ACKNOWLEDGMENTS
 TRAVELLER is a registered trademark and 2300 AD, TWILIGHT-2000, MEGATRAVELLER, and SPACE 1889 are trademarks of GDW and are used by permission. TRAVELLERS' DIGEST is a copyright of Digest Group Publications.

TERRA TRAVELLER CLUB

The Terra Traveller Club is an association of players and referees dedicated to the playing and promotion of GDW RPG's in general and MEGATRAVELLER in particular. Registration for the club is a one time fee of \$1.00 sent to the Spokesman, Mark Gelinus, at 102 Akron Ct., Ladson, SC 29456. You will be sent a membership card and a coupon for \$.50 off your next TIMES subscription. To minimize costs, membership does not include a TIMES subscription. Only those members who want the TIMES need to subscribe.

TERRA TRAVELLER TIMES

The TIMES is a newsletter of the Terra Traveller Club. Submissions of artwork or articles are accepted subject to Editorial approval, and cannot be returned without a SASE. Subscriptions are \$6.00 for six issues. Membership is NOT a requirement to subscribe.

Editor.....Mark "Geo" Gelinus
 Assistant Editor.....Kate Leberherz Gelinus
 Submissions.....Crider, Hayes, Kostoff, Myers
 Artwork.....Kate Leberherz Gelinus
 Computer Graphics and Additional Art.....Mark Gelinus
 Offices.....102 Akron Ct., Ladson, SC 29456
 Phone.....(803)553-2425
 PC Link Screen Names.....PhoenixMGE or TT TIMES

TABLE OF CONTENTS

ADS and Announcements.....	9
CYBERTALK.....	7
Dark River Data.....	6
Dialog: The Idea Exchange.....	5
Diaspora: Startans to the Core.....	6
Forward Observer.....	2
GEO'S VARIANTS.....	3
Gunny Gruntworth Grows.....	8
HASSAN'S HINTS.....	5
Parting Shots.....	9
Quick Reviews.....	7
TWILIGHT-2000 Articles.....	8
2300 AD Articles.....	8
Spacer Sam.....	2
SPACE 1889 Articles.....	9

BACK ISSUES

Back issues of the TIMES are no longer available. Reprints can be done by special request at \$.75 per issue. For postage, please include \$.25 for one issue and \$.20 for each additional issue ordered. Please allow at least 6 weeks for your order to be processed. An intervening sea four could make this longer.

AD RATES

Ad space per issue costs as follows: 1/8 page- \$1.00, 1/4 page- \$2.00; 1/2 page- \$4.00; and full page- \$8.00.



"AD ASTRA" Terra Traveller TIMES

102 AKRON CT.
 LADSON, SC 29456



GAMING IN THE FUTURE

