

Terra Traveller TIMES



SPACE 1889 HAS ARRIVED!

FEATURED REVIEWS

BY MARK GELBAK
SPACE 1889

Regardless of what else you might think about this game, you should be impressed with its production quality. It is a colorfully covered, hardbound book. The pages inside are of good quality, and color plates appear throughout the book.

My first impression upon seeing the character sheet was the marked similarity between this game and STAR WARS the RPG. This is not, however, a copy of the STAR WARS system. The similarities occur because both games use similar approaches to character generation and task resolution.

The character generation is one of the easiest to perform in roleplaying. Once the system is learned, a player can create a character in less than 5 minutes.

Tasks are accomplished by rolling a number of dice equal to the character's skill level and comparing it to the task's difficulty. The ubiquitous six sided die is the only type you will need for this game.

SPACE 1889 has potential. It also has significant backing by the Workshop. Give it a try.

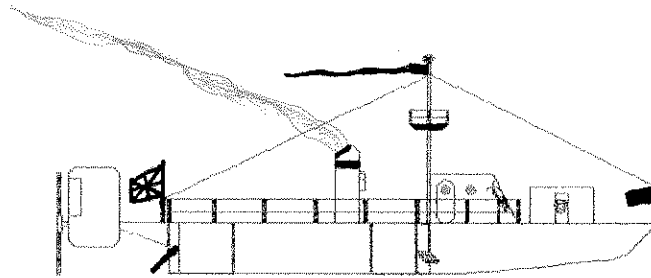
SKY GALLEONS OF MARS

This is a game that has been well put together. It is evident that a lot of thought, planning and playtesting went into this game before the final printing. The game establishes a very good balance of play between the technologically powerful British and their Martian opponents. The vessel design system is also a nice touch, and perhaps one of the best features of the game. The rich background, which also serves as a background for the associated roleplaying game, and the excellent graphics do much for the game as well.

There are a few minor things which detract from the game. First, the rules state there should be 5 sprues in the set. Mine only had 4. This may be due to the change in manufacturers of the ship models which could not be changed in the already printed rules. All scenarios can be played with the pieces provided. Another set also had 4 sprues. That is probably the way it is supposed to be.

The other point is the models are not as attractive as the ones displayed at ORIGINS. Again, the manufacturer of the pieces (not GDW) is to blame. Also, the kites may require a judicious application of super glue to hold the sails. The Workshop may release metal miniatures later.

Overall this is an excellent game, which even those who do not play SPACE 1889 can enjoy. Find an opponent who has a set and give it a try.



NORFOLK CLASS



PSI'S PURGED

KASAKU/KASAKU: 054-1111: Agents of Kasakan Intelligence raided the Psionics Institute on Kasaku today. Several students were killed in the fighting. The agents arrested 15 persons, and are searching for as many as 23 others. The Kasakan government remains silent.

STELLAR SKIRMISH

Gek/KEFLIN: 331-1112: Patrol vessels belonging to the Coalition of Andean Worlds clashed with several Thexn Harate vessels today in the system of Gek. Although all vessels have the right of passage through this independent system, tensions between these two states resulted in an exchange of fire between the respective vessels. Fighting continued until a system monitor belonging to Gek drove away all vessels.

DUCAL DEBATE

LIBERT/DIASPORA: 323-1116: Sector Duke Eneri could not be reached for comment after today's session of the Council of Dukes. These closed sessions have continued for several weeks now. The news of Emperor Lucan's ascension to the Indium Throne arrived at Libert a few days after the news of Sirephon's assassination. Since that time, the sector's dukes and duchesses have remained quiet about the sessions, but frequently appear agitated. The populace grows concerned about the sector's fate.

SOLOMANI STOOD STILL

AMDAN/DAIBEI: 341-1117: Retreating elements of the Imperial Fleet stopped and made a stand in the Amandi system. After several days of fierce fighting, the Solomani forces were brought to a standstill. Encouraged by this turn of events, Naval sources express hope that the Solomani forces will be driven from the sector by the end of the year.



EVENT HORIZON

CURRENT AND FUTURE RELEASES

FROM THE WORKSHOP: February releases: For SPACE 1889-REFEREE'S SCREEN and TALES FROM THE ETHER, a scenario book. For 2300 AD-EARTH CYBERTECH, an Earth sourcebook. For TWILIGHT-2000-BOOMER (LAST SUB 3).

FROM DIGEST GROUP: They will be releasing a REFEREE'S KIT for MEGATRAVELLER in February. GRAND EXPLORATIONS is in its early stages. GRAND BUILDERS HANDBOOK, (the compilation of GRAND CENSUS and GRAND SURVEY) nears completion.

SEEKER: For a catalog send SAGE to SEEKER, Box 337, Finley, MD 58230.

HWG: Annual membership is \$12.00, includes a subscription to TIFFANY STAR, HWG's newsletter. Send to Ed Edwards, 1410 E. Boyd, Norman, OK 73071.

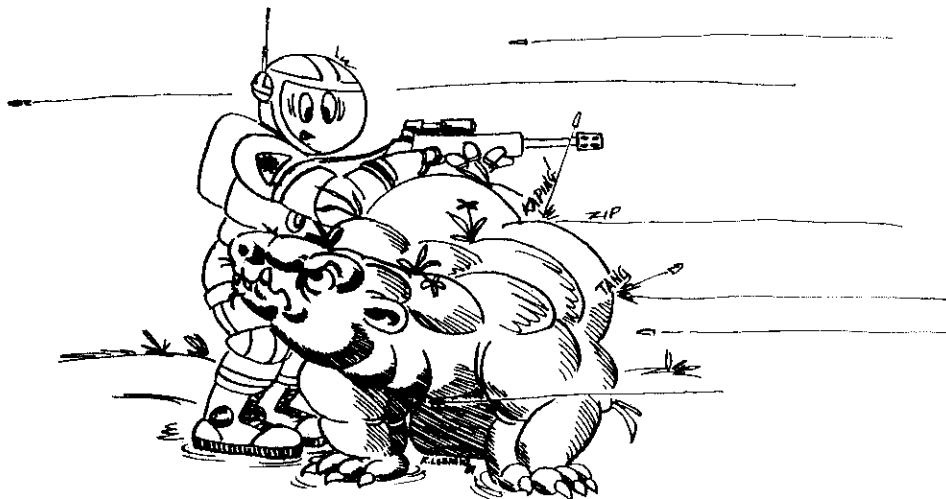
OTHER NEWS: WREKT ENTERPRISES is still threatening to release licensed products, but no further word yet. THIRD IMPERIUM ends its publication after its next issue.

MAGAZINES, ETC.:

SECURITY LEAK MAGAZINE: A TRAVELLER magazine. 4 issue subscription \$10.00 (\$12.00 Overseas). Send Check or M.O. payable to SECURITY LEAK MAGAZINE, 2273 Gray Highway N-10, Macon, GA 31211.

NORTHCOAST ROLEPLAYING: Includes material for TRAVELLER, MEGATRAVELLER, TWILIGHT-2000, AND 2300AD. 6 issue subscription \$8.00. Send to Barry Osher, 1018 F St. #1, Eureka, CA 95501.

Education is . . . hanging
around until you've caught
on.
ROBERT FROST



SPACER
SAM
SEZ:
CHOOSE YOUR
COVER
CAREFULLY!

FORWARD OBSERVER

AN EDITORIAL BY
MARK E. GELINAS

WHY SPACE 1889?

This issue of the TIMES is not a SPACE 1889 issue. Nevertheless, SPACE 1889 is an issue. During the month's prior to its release, I listened to a lot of speculation about the game. I also saw a lot of promotion for the game. I had my ideas about why GDW was producing this game. Seeing the game has reinforced my beliefs about this matter. There are four probable reasons why GDW has produced SPACE 1889. I will present them in no particular order.

NET GAIN

Several times in past issues, I have discussed the monetary aspects of gaming. One reason for SPACE 1889 is probably purely monetary. It is an established fact in the gaming industry that rules sell far better than supplements. The Workshop is in the gaming business to make money. By adding a new roleplaying game, they have given game buyers a choice of four different games. With the variety of themes, most gamers will find at least one they like. By increasing their variety, GDW will probably see an increase in numbers of people buying their games.

NEW GENRE

SPACE 1889 also represents the first roleplaying game in a whole new area of science fiction. Science fiction roleplaying games produced so far have concentrated on the future, either near or far, bright or bleak. In a sense, SPACE 1889 is a game of the future as well, the future viewed through the eyes of the early science fiction writers. This view combined with the game's historical period, can make for some exciting adventures.

NOVICE GAMERS

The systems of SPACE 1889 are easier to use than those of GDW's other games. This may be an attempt to attract the younger gamer. Most role players start their gaming by playing that BLANK & BLANK game. Why? Because it is an easy game to play and seems to be geared for the younger player. Other games, most notably STAR WARS RPG, are now falling into this category. Therefore, the Workshop produced a game to gain some of this market. That is not to say that older gamers cannot enjoy SPACE 1889. I own a copy and intend to play (more than likely though, I will end up as referee).

NEXT GENERATION

Attracting novice gamers has another benefit, it will create the next generation of role playing gamers. As the new gamer plays SPACE 1889, he will become exposed to GDW's line of games, including their other roleplaying games. Then, when he is ready to move up to a more detailed game, chances are good he will select one from a company that he knows. Then those of us who play those other games will have gained a new player. If some of us join or referee these younger gamers in SPACE 1889, then they will be that much more comfortable joining us for MEGATRAVELLER, TWILIGHT-ZOO, or ZOO NO. Face the facts, how many new or younger people are playing our games? Not many. Most of our players are those who have been playing these games for years. I for one welcome the new gamer and realize the potential of this new game. The Workshop knows exactly what they are doing.

HIWG TO HAPPINESS

BEING A REGULAR COLUMN BY
ED EDWARDS
HIWG CHAIRSOPHONT

EDITOR'S NOTE: TO APPRECIATE THE TITLE, THE READER MUST UNDERSTAND THAT HIWG IS FREQUENTLY PRONOUNCED "HI-LAG".

AN INTRODUCTION TO HIWG PART II

ESIG: ESPIONAGE SPECIAL INTEREST GROUP: This group is headed by Charles L. 450 memorial Drive, F-Entry, Cambridge, MA 02138 and co-founded by Gregg Giles. The emphasis of ESIG is the spying and espionage interests of the Rebellion. As factions emerge, existing and new spy organizations are to be delineated and explored.

HMD: HIWG Members' Directory Editor: Clayton R. Bush; 423 Nebraska, Sugar City, CO 81076. This directory will contain interesting information about you, if you belong to HIWG, and if you send the information to Clay.

Secretariat: W. Andrew York provides secretarial functions to the Chairsophont. Ed invents more lists than he has time to maintain, so he talked generous Andy into helping.

RSSG: Rebellion Symbols Sub-Group: John Meyers and Mike Mikesh maintain a high quality set of rebellion symbols.

UNSIG: Unknown Special Interest Group: Contact the HIWG Chairsophont if you wish to make your discussion group or activity group into a formal HIWG SIG.

ANALYST FUNCTION OF HIWG

The main work of HIWG is done by a triply redundant set of analysts: Domain Analysts, Sector Analysts, and Faction Analysts. Rather than mentioning titles and personnel involved in all the various analyst's jobs (Geo won't give me THAT much space), I will discuss the three C's of a good analyst.

COMMUNICATE

A good analyst communicates. HIWG is structured so that there is an overlap of responsibility. Each system in the Imperium, and some places beyond the Imperium, is ideally covered by at least three analysts (but not all jobs are filled, need an HIWG job-contact Ed). This overlapping requires communications between the various analysts. Communication is required to keep the HIWG chairsophont aware of events. Ed in turn will keep the membership informed of what is happening and where it is happening.

CONSOLIDATE

The good HIWG analyst consolidates. In most areas of known TRAVELLER space, there is some, even if sketchy, information which has been published about that area. The analysts will collect this known information.

CREATE

The good analyst creates. When consolidation is complete, the analyst will find holes in arguments, unanswered questions, and places which require additional work. He will then work to fill those holes, answer those questions, and do the additional work. Most HIWG analysts do this as a labor of love. They are creative and love filling in the missing details. Occasionally some of this material gets used by the Workshop. If you check the credits of REBELLION SOURCEBOOK, you will find HIWG listed. Some of the material of that book was first seen in the TIFFANY STAR. Until next month, happy HIWGing!



GEO'S VARIANTS

ISSUE 20: FEBRUARY '89

VARIANT STARSHIP COMBAT FOR MEGATRAVELLER

This variant is based directly on the vehicle combat system presented in the PLAYER'S MANUAL. It was developed during a referee seminar of the Tidewater Traveller Club. It is still being playtested, therefore any comments or suggestions are greatly appreciated. Send them to the Editor care of the TIMES.

PREPARATION

In order to prepare ships appearing in official publications for use with this system the following adjustments are necessary. Multiply all hit values (Hull, Power Plant, Maneuver, and Jump) by a value of 10. Ships presented in the TIMES already have this adjustment made.

SURPRISE

To surprise an opponent:

DIFFICULTY: Ship's Tactics, Sensor Ops, (Confrontation)

REFEREE: Both sides must roll. If both succeed, there is no surprise unless only one side has outstanding success.

RANGE DEFINITIONS

VISUAL- under 50 km; 1 hex.

NEAR- 50 km to 50,000 km; 2 hexes.

FAR- 50,001 km to 500,000 km; 3 to 20 hexes.

EXTREME- Beyond 500,000 km; 21+ hexes.

ENEMY LOCATION

To locate an enemy unit with sensors:

DIFFICULTY, Off-comp mod*, Def=range, (confrontation)

REFEREE: Range modifiers: Near=+1, Far=+2, Ext=+3.

DIFFICULTY is the best available from sensor profile. Sensor Ops may be substituted for computer model.

SENSOR LOCK-ON

A sensor lock is required before weapons fire can take place. A sensor lock requires the use of active sensors.

To lock on to an enemy unit with sensors:

DIFFICULTY, Off-comp mod*, Def=range, (confrontation)

REFEREE: Modifiers as per location roll.

The lock remains until target changes vector.

ATTACKING A TARGET

To hit with starship weapons:

DIFFICULTY, Off-comp mod #, battery DM, range DM, Def=target agility, target size DM, sand/screen DM (conf)

REFEREE: Fire is by battery for lasers, particle beams, mesons, and energy weapons. Missiles fire individually. A battery consist of all weapons of the same type in one turret or bay. 1 weapon=no DM, 2 weapons=DM+1,

3 weapons=DM+2, Bay=DM+4. Gunners skill may be substituted for computer model number.

ATTACK DIFFICULTY TABLE

Range	Difficulty
VISUAL	ROUTINE
NEAR	DIFFICULT
FAR	DIFFICULT
EXTREME	FORMIDABLE

ATTACK DM's RANGE

Laser Weapons: -1 if target is at Far or Extreme range

Missiles: +1 if target is at Far or Extreme range

Mesons: -1 if target is at Far or Extreme range

Energy Weapons: +2 but cannot fire beyond Near range

TARGET SIZE

DISPLACEMENT	DM
under 100	+2
under 1000	+1
under 10,000	+0
under 100,000	-1
100,000 or larger	-2

Target Size DM's are not cumulative.

SAND/SCREEN

One sandcaster will give a DM of +2 against ONE beam attack. Additional sandcasters have no effect if used against the same attack. Sand can be used against missiles as well.

Each laser, which has been reserved for anti-missile fire, gives a DM of +2 against ONE missile attack. Any number of lasers may be used against the same missile attack. BUT each additional laser only adds a DM of +1 up to a maximum DM of +4 for lasers.

DETERMINING DAMAGE

For penetration and damage use the vehicle combat rules with the following exceptions:

HIT LOCATION TABLE

DIE	HIT LOCATION	DIE	SUBTABLE #
1	Superstructure	1	Cargo/Subcraft
2	Fuel	2	Cargo/Subcraft
3	Subtable 1	3	Quarters
4	Subtable 2	4	Quarters
5	Subtable 3	5	Bridge
6	Subtable 4	6	Referee's Special

Fuel- Apply damage to superstructure. Also, 10% of fuel capacity is lost. When a total of 100% is lost, the power plant shuts down. A vessel which loses more than 20% probably cannot jump.

Bridge- Apply damage to superstructure. The vessel may not maneuver, jump, or fire weapons for 1 turn while control is transferred to individual systems. Agility drops to zero. Weapons must use the gunner's skill.

To jump with a damaged bridge:

Formidable, Engineering, Int, (Hazardous, Fateful)

Computer- As per PLAYER'S MANUAL, but only one computer is destroyed. When all computers are destroyed, the ship cannot do anything which requires a computer.

Cargo- Apply damage to superstructure. Also, the cargo suffers some damage. Damage may vary according to nature of cargo.

Subcraft- If the subcraft is stored within the vessel apply damage to superstructure. Reroll for hit location on subcraft and apply one-half damage to that location. If the subcraft is stored outside the vessel's hull, reroll hit location and treat as a hit to that location on the subcraft.

Quarters- Apply damage to superstructure. Also, one of the vessels quarters is made uninhabitable. Quarters include bunks, staterooms, and low passage berths. Anyone in a bunk or low passage berth when it is hit is killed.

CREW DAMAGE

Any crew located in an area which takes damage must roll 3D6 on the Mishap Table. Superficial or Minor damage does not breach a vacc suit if worn. Since the area is also in vacuum, any personnel not wearing an intact vacc suit will suffer the effects of exposure to vacuum (the loss of 1 Hit per combat round).

STARSHIP WEAPONS

WEAPON	PEN/ATTEN	DAMAGE
Beam Laser TL-8	70/5	50
Beam Laser TL-13	73/3	50
Pulse Laser TL-8	75/5	75
Pulse Laser TL-13	80/5	80
Plasma Gun TL-10	83/5	80
Plasma Gun TL-11	85/5	80
Plasma Gun TL-12	88/5	80
Fusion Gun TL-12	89/5	90
Fusion Gun TL-15	103/5	90
Fusion Gun TL-16	106/5	90
Particle Accelerator	UCPxZ5/5	200R
Meson Gun	—*	200R
Missile TL-8	40/-	20
Missile TL-10	45/-	25
Missile TL-13	50/-	30
Missile TL-15	55/-	35
Nuclear Missiles	60/-	200R

*Mesons penetrate all substances. Roll for hit location as above, but apply only 1/2 damage to superstructure.(CONTINUED PAGE 5)



HASSAN'S HINTS

A SERVICE TO MEGATRAVELLER PLAYERS AND REFS WITH MILITARY NEEDS

ISSUE 8

A WORD FROM HASSAN

This month Hassan concentrates on the Solomani Forces. For them, I have two offerings. One is a description of some of the Solomani Marines standard issue equipment. The other is a highly specialized scout vessel. *HASSAN*

SOLOMANI MARINE EQUIPMENT

COMBAT ARMOR

TL ITEM	VOL	WEIGHT	PRICE	NOTES
14 Combat Armor	700 Hrs	6.0 kg	50,000	AV 18
14 Self-Seal Option	---	0.5 kg	6,000	
12 Chameleon Option	---	---	1,000	
13 Communicator	---	0.1 kg	250	V. Dist (SD)
10 IR/LI Faceplate	---	0.2 kg	1,250	
14 Heads Up Display	10 Hrs	1.0 kg	1,200	
11 Shock Abs Joints	2 Hrs	2.0 kg	5,000	
14 UHF Oxy Tank	1 Hr	.5 kg	200	12 hours
10 Radiation Counter	---	---	100	
TOTALS	707	10.3 kg	75,000	

WEAPONS

WEAPON	WEIGHT	PRICE
Gauss Rifle 4mm	3.5 kg	1,500
4mm Magazines x 5	2.0 kg	200
Snub Pistol 10mm Auto	0.4 kg	600
10mm Magazines x 3	0.13 kg	60
TOTALS	6.05 kg	2,360

OR

PGMF-14	2.6 kg	350,000
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FIELD KIT

TL ITEM	VOLUME	WEIGHT	PRICE	NOTES
7 Assault Pack	40 Hrs	1.0 kg	40	40 Ltr cap.
7 Canteen	2 Hrs*	2.5 kg	25	2 Ltr cap.
4 Combat Webbing	2 Hrs	2.0 kg	3	With pouches
5 Electric Torch	1 Htr *	0.5 kg	10	6 hours
5 Entrenching Tool	3 Htr *	2.5 kg	10	Folding
3 Fighting Knife	---	0.3 kg	50	As Blade
7 First Aid Kit	---	0.2 kg	33	
13 Grenades, HE x 4	4 Htr	4.0 kg	40	
8 Mess Kit	1 Htr *	1.0 kg	10	W/Utensils
- Personal Items	1 Htr *	1.0 kg	---	
7 Rations, Compact	2 Hrs*	1.5 kg	60	3 Days
7 Shelter Half	2 Hrs*	1.0 kg	400	With Cord
10 Sleeping Bag	1 Htr *	1.0 kg	30	0 Deg Cent.
10 Tool Kit	2 Htr *	2.5 kg	100	For Specialty
TOTALS	61 Hrs	21.0 kg	811	

* Item stored in pack until needed.

Notes:

1. The combat armor has an internal 1 liter water supply.
2. Field Kit volume is reduced when items are placed into the field pack. The marine can quickly drop the pack in combat to reduce his encumbrance.
3. The individual marine may carry some of the squads equipment, such as ammo for a missile launcher.
4. HEAP or Smoke grenades can be substituted for HE grenades.



MADI HARI CLASS SCOUT

CRAFT ID: Stealth Scout, Type SM, TL 14, MCr 378.317

HULL: 900/2250, Disp=100, Config=1AF, Armor=40G, Unloaded= 972 Tons, Loaded= 1067 Tons

POWER: 51/68, Fusion=459 Mw, Dur=30/90, 2/3, Solar=10.692 Mw, 38/50, Battery=152Mw Hours

LOGO: 68/90, Maneuver=2G, 54/72, Jump=3, NOE=180kph, Cruise=1590kph, Top=2120kph, MaxAccel=2G's

COMMO: Radio-System, Maser-System

SENSORS: EMMask, Env Sensor,Holo Rec, Neut=10Kw, Densitometer=100m, ActEMS-Far Orbit, PassEMS-Intrastlr, PasObjScan-Rout, PasObjPin-Rout, ActObjScan-Rout, ActObjPin-Diff, PasEngScan-Simp, PasEngPin-Rout

OFF: 1 Hardpoint, Msl-x02, Batt=2,Bear=2

DEF: +9 DefDM, Sand-xx2, Batt=1,Bear=1

CONTROL: Comp-Sfibx3, Panel-HoloLinkx102, MUH, Env-BasEnv, BasLS, ExtLS, Grav Plates, Inert Comp, A/Lx2

ACCOM: Crew=2(Bridge=1, Eng=1) Accom=Stateroom x 6

OTHER: Cargo=61kl, Fuel=454kl, Locker=2kl, Fuel Purif=6hrs, Msls=22, Sand=11 ObjSize=AVE, EMLevel=None

This is a very specialized and expensive vessel. Therefore it is not very common. This vessel is built for stealth.

Its power plant is small enough that its EMMasking eliminates all emissions. It has redundant power supplies. Its surface mounted solar panels provide enough power for controls, communications, weapons, and sensors. It also has two deployable solar panels which provide enough power for life support, not including inertial compensators or grav plates.

This ship has a large battery which allows considerable operation without the power plant. They have enough power to operate everything the solar panels do, and operate the maneuver drive at 1G for one hour. That allows this ship to land on a planet using only battery power. Unlike fusion power plants, batteries or solar panels do not emit neutrinos, making detection harder.

The staterooms are arranged around a central cylindrical passageway. That way the ship can spin imparting some gravity for the crew when the power plant is off. All critical stations are equipped with acceleration couches allowing maneuver without inertial compensators. The large computer serves two functions. It reduces crew size and is useful for intelligence. A version of this vessel replaces 4 staterooms with 12 bunks for strike teams.

Since solar power does not require fuel in a system, the ship has an endurance limited only crew tolerance. Cargo space is frequently used to carry additional life support supplies, extending life support duration far beyond the normal 4 weeks.

This ship performs a variety of missions. Sol-Sec operates some of them to gather electronic intelligence. It shuts down power before breakout from jump space, and operates on battery. When in system, it will operate its maneuver drive briefly to establish a long slow orbit about the star. Then it opens its solar panels, waits, and listens. If detected, it is likely to be passed off as a derelict or stray asteroidal body because it would not be emitting any neutrinos.

Other missions include smuggling supplies to guerillas, courier missions deep into enemy territory, strike team insertion, or any situation which requires stealth. Several strike teams have been inserted into Diaspora using this class of ship.

QUICK REVIEWS

REVOLT AND REBIRTH

REVIEW BY ED EDWARDS

This full length novel by Jefferson Swycaffer is the third of a series: Tales of the Concordat. **REVOLT AND REBIRTH** tells one story of renewing society with two interwoven scenes. The first is at the end of the Empire of Archive with the Eternal Emperor. The second is in the stuffy Concordat of Archive some 700 years later (the recurrent background in many of Swycaffer's novels). Characters returning from previous novels include Athalos Staldan (naval intelligence and star of **BECOME THE HUNTED**). Also returning are the 3rd people who rule The Concordat (stars of **PRÆSIDIUM OF ARCHIVE**) and Sofia (the intelligent computer and star of **EMPIRE'S LEGACY**). Characters new to this book were all well developed by Jeff. **REVOLT AND REBIRTH** is a welcome addition to Jeff's series which uses a TRAVELLER view, but with a different background. The publication of this book marks the 7th book with this background to see print. For \$4.00 you can support Jeff Swycaffer, who also belongs to MWG; encourage him to write more; and read good science fiction in the bargain. If you do not see it in your bookstore, ask for it! Because of the way bookstores do business, you may have to order it, but it will be worth your time.

CHALLENGE 36

REVIEW BY MARK GELINAS

This is an exciting issue. It is full of scenarios to play. The **TWILIGHT 2000** scenario takes place on Vancouver Island. This is one area where the Russian advance was stopped, but there are still Russians around.

The **SPACE 1889** article brings some additions to the **SKY GALLEONS OF MARS** arsenal.

Including the TNS, **MEGATRAVELLER** has the most articles this issue. Besides the news, the errata and an article on starship design, there is an interesting scenario. Although designed to be used with IRIS, a clever referee could easily adopt it for his use.

Tired of using the same old missiles in **STAR CRUISER**? This issue has rules so that you can now design your own. There is also a **2300 AD** scenario which does not involve alien contact!

BATTLETECH is back again, but there is also a scenario for newcomer **WARHAMMER 40,000**. There is an interesting scenario for **STAR TREK RPG**, whose subtitles are reminiscent of a song spoofing that series. A humorous scenario for **PARANOID** rounds out the issue along with the standard features. A word of warnings. Do not believe the ad for the **TIDEWATER TRAVELLER CLUB**. If you try to contact me at that address, it will be forwarded to South Carolina. Instead, contact Joe Umphress, the current Spokesman at (804) 468-5815. The address is being corrected.

TRAVELLERS' DIGEST 14

REVIEW BY MARK GELINAS

Before you complain that this issue is late, take a look at **STARSHIP OPERATOR'S MANUAL**. The extra work DGP put in that supplement unavoidably delayed this.

After the editor's comments, which are always worth reading, this issue starts out with the continuing adventures of the famous foursome. Having visited Terra, they are now on the return leg of their journey. This issue they are stuck in Magyar, and it would seem that someone is out to kill Dr. Krenstein.

The issue continues with a **MEGATRAVELLER** scenario. This issue has the first part of a several issue scenario, which takes place in the Spinward Marches. This is followed by **STARWERC**, which is an interesting twist on the mercenary business. The next several pages cover the Ptolemy system in great detail, and includes a scenario for use in that system.

A variety of information of Magyar follows, including a map of a subsector, the X-boat routes, and some library data.

The Rebel Reporter brings a strong defense for Emperor Lucan. Written by MWG'er Ed Edwards, it is worthwhile reading for the alternate point of view, even if you support another faction.

The Medical Digest brings to a conclusion the series on replacement body parts. This issue they talk about regrowth and cloning. We have known that such technology has existed in the **TRAVELLER** universe, but now we have specific information on these processes. The Gaming Digest takes an interesting look at a situation which occurs all too often in games. The **MEGATRAVELLER** material concludes with @ & A and an article on uniforms of the Terran Occupation Force.

Offerings for **2300** include rules and examples for Pentapod ship design and information and an scenario on Clarkesstar.

This issue is highly recommended.

DARK RIVER DATA

LIBRARY DATA UPDATE

Jixabig Scout Service: Originally founded as a patrol service to police the Jixabig belt, this service has grown in size and function. The JSS now also patrols Rup and Ayco to help travellers in those systems. This service has 7 vessels in its inventory the largest of which is 400 tons. Part of the funds and personnel for the JSS comes from the systems patrolled.

Perope/Scorpion (408 E-558578-6 Ag, Ni): The farmers on this world are fiercely independent. To avoid becoming part of an interstellar state, they only allow a class E starport on their world. The city at the starport is its largest city with a population of 10,000. Most of the other communities are in the 500 to 1,000 population range. Each community has its own grange, which operates independently of all other communities, thus giving the world its balkanized rating.

Thedar War: A brief interstellar war fought between the worlds of Adir and Tibak in 654. The cause of the war was a dispute over rights to the planet Thedar. At the Second Battle of Thedar, the Adir fleet destroyed the Tibakan flagship **REYNOLDS**, forcing Tibak to surrender. Thedar is now a colony of Adir.

DEEP SECRETS OF DARK RIVER

WARNING: THE FOLLOWING INFORMATION IS INTENDED FOR REFEREES WHO ARE RUNNING CAMPAIGNS IN DARK RIVER. PLAYERS IN CAMPAIGNS IN THAT SECTOR SHOULD NOT READ THIS SECTION.

The Dragon Queen- One of the most powerful of the Red Knights in Dark River. Her real name is Rachel Tons, and she is the Daughter of Tana, a major underworld figure in the Vanguard Reaches. As a Tona, she has some Zhodani blood, and is a trained psionic. I will not list specific skills here for two reasons. One, she will rarely encounter her adversaries directly. Also, I leave some leeway for referees to tailor her to their particular campaign. As a major and possibly recurring adversary, she should not be captured or killed. She occasionally moves from place to place in a 1,000 ton vessel called **THE DRAGON SCALE**. At least one group of characters believes she was killed and her vessel destroyed. What really happened was that just as the missiles reached her vessel, it jumped, and the missiles exploded.

VARIANT STARSHIP COMBAT (CONT.) RADIATION DAMAGE

Weapons whose damage rating is followed by an "R" does radiation damage as well. Roll 1D6: 1-2: Crew; 2-3: Weapon; 5-6: Computer. Crew- Roll 2D6 on the Mishap Table for any personnel in the area hit. This damage is in addition to the Crew Damage roll. This damage does not breach vaco suits. This damage is cumulative with other damage. (Nobody said nukes were nice.)

Weapon- Radiation has caused one turret or bay worth of weapons to malfunction.

Computer- Unless the computers are FIB, destroy one computer.

OPTIONAL RULES

MISSILE FLIGHT TIME

Because missiles are not travelling the speed of light, it may take one or more turns to reach their target. Lasers can only be used for anti-missile fire during the turn in which the missiles will hit.

RANGE	MISSILE FLIGHT TIME DELAY
Visual	None- missile can hit during the launch turn.
Near	1 Turn
Far	2 Turns
Extreme	3 Turns

CREW QUALITY

CREW QUALITY	DM
Green	+0
Experienced	+1
Veteran	+2
Elite	+3

When dealing with a NPC crew, individual skill levels may not be known. The referee can determine the crew quality and use the corresponding DM as the skill level for any task required.



TWILIGHT:2000

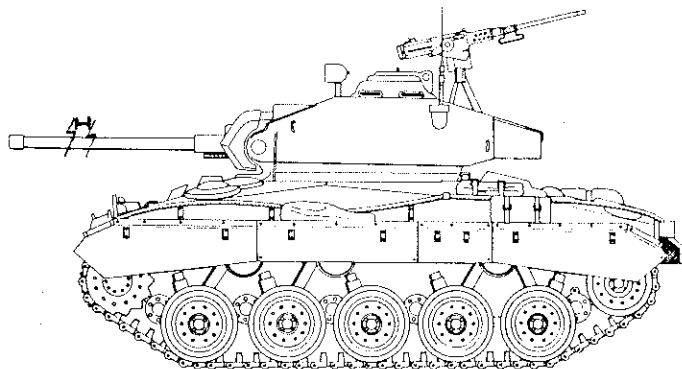


2300 AD

ALTERNATE SETTINGS: NORWAY 1996

BY MARK HAYES

NORWEGIAN VEHICLES IN TWILIGHT:2000 PART I



NM116: This is essentially an old American M24 Chaffe light tank with a 90mm gun. The Norwegians classify this AFV as a tank destroyer. Although it is unlikely to have much success against modern MBT's, the NM116 is still quite effective against the numerous light vehicles that populate the Norwegian battlefields. Price: \$100,000 (R/R) treat as "5" in Norway in 1996. RF: +30. Armament: 1 x 90 mm gun (U.S. ARMY VEHICLE GUIDE), MAG MG (hull mounted), MAG MG (co-ax), and M2HB MG (pintle). Ammo: 36 x 90mm, 120 x .50 belted, 1200 x 7.62 belted. Tr Move: 110/60. Com Move: 40/30. Fuel Cap: 420. Fuel Cons: 140. Fuel Type: D. Veh Weight: 20 tons. Crew: 4. Mnt: 12.

R: LH(40), G(40), HB(15)	D, R, G, E, F
L: LH(40), G(40), HB(15)	D, L, S, E, F
R: TF(60), TB(20)	G, C, R
C: TF(60), TB(20)	X, W, N, A
L: TF(60), TB(20)	L, A
TS(40)	L, C, G, W, A, X
F: HS(40)	D, R
C: HS(40)	L, G, S
R: HS(40)	E, F
FD (15)	D, R
TD (15)	X, W, C, G, L, N, S, A
BD (15)	F, E, A

SPACER TERMS IN 2300

BY GELINAS, MAGDOW AND UMPHRESS

ANTI-SPINWARD- Another directional term used with spin habitats. Abbreviated A-S, this refers to the direction away from the spin. Occasionally used in slang, i.e. some one doing something wrong is said to be going A-S backwards.

FIELD DAY- Cleanliness is important on a ship for both health and fire prevention purposes. A major ship's cleaning evolution is called a field day.

GS- Slang for geosynchronous orbit. Although this properly refers only to a stationary orbit about Earth, it is used for a stationary orbit about any planet.

IFF- Stands for Identification Friend or Foe. A signal used to identify a vessels nationality similar to transponders used by commercial vessels. Since this signal is easy to detect, it is often turned off, especially in engagements with Kafers, whose bulky vessels are easy to identify.

MAIL BOUY- This carry-over from nautical times refers to a communications satellite, especially one that beams news, etc. to ships in system. Often senior personnel will have novice spacers wait to "catch the mail bouy". This prank frequently involves having the victim get dressed in full EVA gear and then go throughout the ship getting various items that the "forgot" but will need to retrieve the bouy.

PORT AND STARBOARD (WATCHES)- Any watch situation which involves two people rotating on the same watch. Most vessels use this method with each watchstander standing a 12 hour watch.

PORT AND REPORT (WATCHES)- A watchstanding situation in which only one person onboard is qualified to stand the watch. This person stands the watch almost constantly with trainees or minimally qualified personnel standing in for brief periods of relief. The qualified watchstander will often have to sleep in the watch space while a trainee is on watch in order to be able to quickly respond to an emergency. An unqualified trainee who causes this condition is not a popular person.

RACK- Slang for a spacer's bunk.

RACK HOUND- Slang for one who spends the majority of his off watch time sleeping.

SHOOTING AN AIR SLUG- Some missile systems use high pressure air to eject the missile from the tube. To shoot an air slug is to test that system without actually ejecting a missile.

SPACE BAT- A mythical creature and evolutionary relative of the sea bat. This is a prank played on junior personnel, especially junior officers, involving a box with holes and a broom.

SPINWARD- In a spin habitat, the direction of the spin.



NEWSLINE: 2300

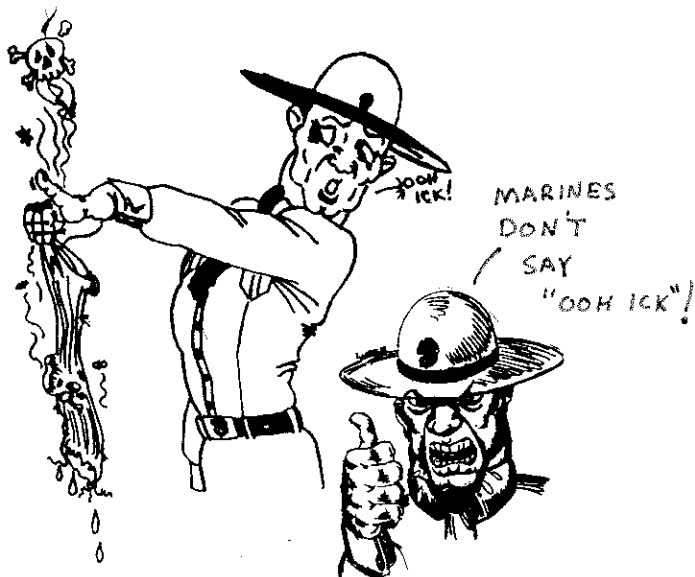


FRENCH FLEET FIGHTS

BETA COMAE BERENICES: AUG 27, 2301- There is new hope along the French Arm today. A multi-national fleet under command of Vice-Admiral Rochemont aboard the Imperial French Battleship Richelieu fought an extended engagement with Kafer forces. Reports received tell of numerous Kafer losses including at least four Kafer battleships. After several days of fighting, the Kafers withdrew. A naval spokesman expressed confidence in the fleet's ability to drive the Kafers back beyond Arcturus. There was no mention of human losses.

Journey all over the universe in a map, without the expense and fatigue of traveling, without suffering the inconveniences of heat, cold, hunger, and thirst.

Miguel De Cervantes
Don Quixote de la Mancha
1615



IN HONOR OF ED CAMPBELL FROM WHOM WE FIRST
HEARD THESE IMMORTAL WORDS.

SPACE 1889

BRITISH NORFOLK-CLASS AERIAL GUNBOAT

The Norfolk class is at the low end of the medium range of British gunboats. There were two of these vessels produced, the Norfolk and the Suffolk. A third, the Bedford is in production at the British yards in Syrtis Major. The Suffolk suffered severe damage during a battle in the Second War of the Parhoon Succession and was subsequently set aside for scrap. After removing her weapons, the British sold the Suffolk to Carter Johnson, an American. The Norfolk and her sister ships carry a crew of 22 and have an endurance of 20 days steaming. They are armed with a 4" Long cannon, two 6 lb. Hotchkiss Rotating cannons, and two 5 barrel Nordenfelts. There are two power grappnels on board, one on each beam. Because the Norfolk class an older design, they do not have a forced draught steam engine, and there are no plans to refit them. The Norfolk's engines can produce 375 horsepower and give her a top speed of 30 knots. Wt: 296 Tons. Price: Not for sale, but the originals cost the British 35,518 Pounds Sterling.



DIASPORA: STARLANE TO THE CORE

NOBILITY PROFILES

SECTOR DUKE ENERI AAKIRAGEMAR

BY MARK "GOD" SELINAS HING DIASPORA SECTOR ANALYST

Sector Duke (R-5), Diaspora Sector (1116)
475A8F Age 53 (53) 9 Terms Imperial Nobility
Born 202-1063

Noble Titles: Knight in the Order of de Fleur-de-Lis (Messier), Baron Von Burgundy (Messier), Marquis de Messier, Count Libert, Duke Libert

Special Assignments: Participant in Noble Games of Messier, Executive Vice President of Ragemar LIC, Noble Courier to Libert, President of Ragemar LIC, War Material Logistics Coordinator Diaspora, Interstellar Disputes Mediator, Advisory Council to Sector Duke

Skills: Environ (Early Firearms-1, Equestrian-1); Gun Combat (Rifleman-0); Inborn (Leader-1); Interpersonal (Admin-4); Science (Biobour-1); Technical (Computer-0); Vehicle (Grav Vehicle-0); Vice (Bribery-2)

Homeworld: Messier (Diaspora 1111 B-4538AB-E N HD Starport B, Small World, Standard Atmosphere, Wet World, HI Population, Extreme Law, HI Stellar)

Background Description: Sector Duke Eneri Aakiragemar is the second child of Gami Aakiragemar, who at Eneri's birth was president of Ragemar LIC. The Ragemars (as they frequently abbreviate their name) are a wealthy family of largely Mian stock. Although Ragemar LIC, is not a megacorporation, it is a very large corporation in the Diaspora Sector. As second child, Eneri never expected to take control of the corporation, so he enjoyed the benefits of the family's wealth. He was a very bright child but very lazy, giving little thought to his education. Therefore, he could not gain admission to the University of Messier.

Being very athletic, Eneri spent the next four years pursuing sports activities. In 1066, Eneri participated in the Noble Games on Messier, held in honor of the end of the Fourth Frontier War. He received a Knighthood in the order of de Fleur-de-Lis because of his success in those games. He used his newfound status for carousing. This misconduct nearly cost him his Knighthood, but he called in some favors to remain in the order.

This incident sobered up Eneri. He accepted the position of Executive Vice President in the corporation now run by his older brother. His poor management nearly caused the company to go bankrupt in 1093. After losing the job, he decided that he needed to improve his administrative abilities. He would later find that he has a talent for administration.

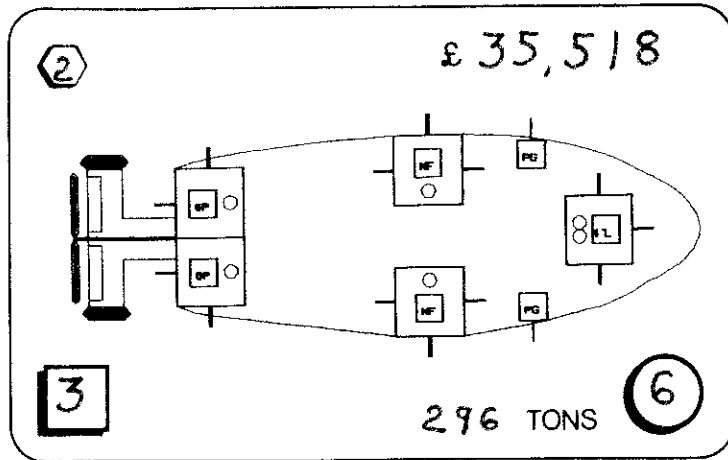
Out of a job, a more mature Eneri needed something to do, so he accepted the position of Noble Courier to Libert. This humble position allowed him to make connections with many of the sector nobles; connections he would use well in later life. While he served as courier, he married Sheila DuPont. For his efforts as courier and with a few favors, he gained a Barony on Messier.

The next several years passed relatively uneventful. 1101 saw the birth of a son, Matthew. Then in 1102, his brother died childless, and the company called on Eneri to assume control. With this position and a few favors, he advanced to the rank of Marquis. Here, Eneri really started displaying his talent for administration. He was a natural selection for the post of War Material Logistics Coordinator for the entire sector during the Fifth Frontier War. Although Diaspora is far from the Spierward Marches, Eneri's efforts to move material, destined for the front, coreward, aided the war effort.

During this time, Eneri had also been earning favors. When the Count of Libert died, Eneri saw an opportunity. He called in many favors and moved into the position of the Count of Libert. One of his first duties was to serve as a mediator between two Counties. His solution to the problem left both Counts satisfied and him with two supporters.

In 1114, Eneri served on the Advisory Council to Sector Duke Simon Shanip. When Sector Duke Shanip died on 037-1115, Count Eneri was in the right place at the right time. Eneri saw the opportunity of his life open before him.

TO BE CONTINUED NEXT ISSUE



Bridge **CHTSO**

Deck **P**

Maneuver

Hull Hits

H		
M		
L		
VL		

Marines

6
5
4
3
2
1

COMING EVENTS

TECHNICON 6: MARCH 31-APRIL 2
 Va Tech, Blacksburg. John M. Ford is Guest of Honor.
ORIGINS: SUMMER '89 - Held in Los Angeles this year.
GEOCON SOUTH I: AUG (7) - Location and date TBA.



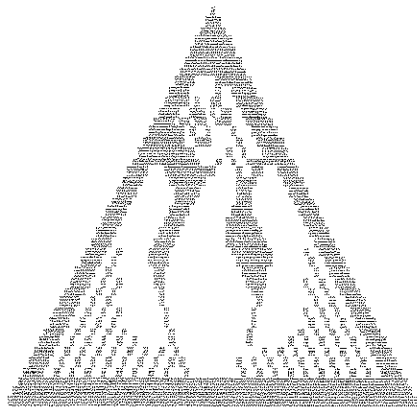
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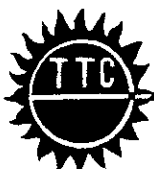
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