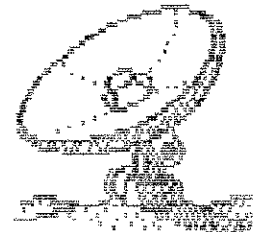


Terra Traveller TIMES



NEW COLUMN STARTS THIS MONTH!



GNS



PSI'S PURSUED

KASAKU/KASAKU: 091-1111: Citing a conspiracy by the Psionic Institute of that world, the Kasakan government has declared that practicing psionic arts is illegal in their Empire. The government spokesman further stated that the government of Kasaku would actively pursue all participants in the conspiracy. It was implied that this pursuit would continue regardless of interstellar boundaries. When questioned about this aspect, the spokesman refused comment.

MILITARY MOBILIZED

ANDOPEO/KEFLIN: 362-1112: A spokesman for Fleet Admiral Xandor stated today that a state of increased military readiness has been ordered. The spokesman stated that this move is being made in light of recent incidents involving Thexin Heirate warships. When questioned about a declaration of war, the spokesman refused comment.

SELECTIVE SERVICE STARTS

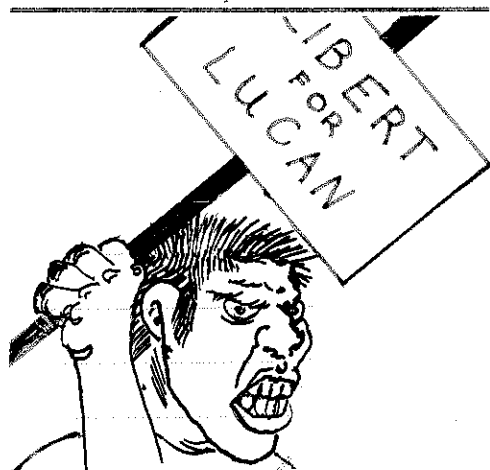
SAISON/KEFLIN: 001-1113: The military governor of Saison stated today that all Saison natives between the ages of 18 and 40 are now required to sign up for the selective service. He further stated that this registration was only a measure to increase the Coalition's overall military readiness, and that a draft would not be held. It is expected that there will be widespread resistance to this new law. Shortly after the Governor was finished with his speech, 23 protesters were arrested outside the postal building which they had blocked.

RIOTS RAMPANT

LIBERT/DIASPORA: 330-1116: Uncertainty about the sector's future has led to several violent confrontations in the sector's capital this week. Sources indicate that the longer Sector Duke Eneri waits to take a position, the worse the rioting will become. Some speculate that Duke Eneri may be waiting to hear from the Archduke of the Sol Domain.

SECTOR SECEDES

HINDAHL/OLD EXPANSES: 350-1117: The Dukes of Old Expanses declared that lack of Imperial support has left them with no choice. Accordingly, they stated that Old Expanses was withdrawing from the Imperium and voluntarily incorporating itself into the Solomani Confederation. This puts the Solomani on the borders of Diaspora, and poised for a death thrust to the heart of the Shattered Imperium.



EVENT HORIZON CURRENT AND FUTURE RELEASES

FROM THE WORKSHOP: March releases: For **SPACE 1889: CLOUDSHIPS AND GUNBOATS** boxed set. For **MEGATRAVELLER: CLOSE ORBIT AND AIRSPACE CONTROL COMMAND** (COACC) expands flyers. **CHALLENGE 37** will also be released.

FROM DIGEST GROUP: **REFEREE'S KIT** for **MEGATRAVELLER** should be arriving in stores soon. **GRAND EXPLORATIONS** is in its early stages. The **WORLD BUILDERS HANDBOOK** nears completion.

SEEKER: For catalog send SASE to Box 337, Finley, ND 58230.

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

OTHER NEWS: **THIRD IMPERIUM** ends publication after its next issue.

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 TIMES

The **TIMES** is a newsletter dedicated to the playing and promotion of Game Designers' Workshop's roleplaying games. Submissions of artwork or articles are accepted subject to Editorial approval, and cannot be returned without a SASE. Subscriptions are \$3.50 for six issues.

Editor.....Mark "Geo" Gelinias
 Assistant Editor.....Kate Leberhz Gelinias
 Submissions.....Edwards, Hayes, Kostoff, Thomas
 Artwork.....Kate Leberhz Gelinias, Mark Gelinias, Mike Griffith
 Offices.....102 Akron Ct., Ladson, SC 29456
 Phone.....(803)553-2425

TABLE OF CONTENTS

Coming Events.....	8
Dark River Data.....	5
Diaspora: Starlane to the Core.....	7
Forward Observer.....	2
GEO'S VARIANTS.....	3
Gunny Gruntworth.....	6
HASSAN'S HINTS.....	4
HIWG to Happiness.....	2
Newsline-2300.....	6
Parting Shots.....	8
Quick Reviews.....	5
TWILIGHT-2000 Articles.....	3
2300 AD Articles.....	6
Spacer Sam.....	2
SPACE 1889 Articles.....	7

BACK ISSUES

Back issues of the **TIMES** are no longer available. Reprints can be done by special request at \$.50 per issue. For postage, please include \$.25 for one issue and \$.20 for each additional issue ordered. Please allow 6 weeks for your order to be processed.

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.

⊕ FORWARD OBSERVER ⊕

AN EDITORIAL BY
MARK E. GELINAS

QUICKLY LEARNING TO REF A GAME

When most new games are released, players are faced with a distinct shortage of referees. This is largely because the game has not been around long enough for people to learn to referee that particular game. This problem is compounded by the fact that most players feel that they have to play a game before they can adequately referee a game. This is not necessarily true, especially if a person has had referee experience with other games. What I am offering this month is a method by which anyone can quickly learn how to referee a game. This holds true whether the game has just hit the market or has been out for awhile. This is the method that I usually use as more than one group has turned to me to referee a new game.

CHARACTERS

The first thing a prospective referee needs to look at is the character generation system. There are many reasons for this. First, the referee will probably be called upon to help new players create characters for their game. Also, a look at the character creation process gives the referee an idea of what type of occupations are available and what type of skills the characters could be expected to have. This will let the referee know what characters can be expected to do in a game.

CONDUCT

Next to characters, the performance of tasks is the next item that the referee should review. Since roleplaying attempts to deal with imaginary situations abstractly, it is vital that the referee learn how to control the simulation. The more familiar the referee is with the task system, the smoother play will go. When play keeps flowing, it is easier for players to get caught up into the situation rather than the mechanics of roleplaying. This is the situation we strive for as a referee. We want them to remember the situation not the number of times they rolled the dice. As the referee becomes increasingly familiar with the conduct of tasks, he will realize that there are certain tasks that the characters should be able to perform without any difficulty. He then can avoid those rolls except in situations where a failure could be catastrophic to the mission.

COMBAT

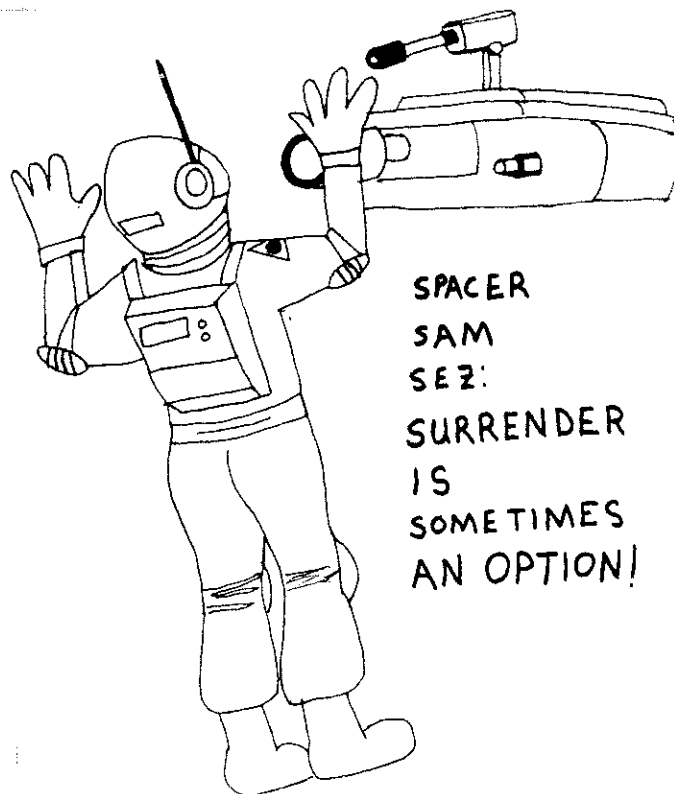
The vast majority of roleplaying situations involve some form of combat. Many if not most roleplayers enjoy this vicarious experience. Therefore the referee must learn how to operate the combat system of the game. That is not to say that he must learn the entire spectrum of combat before he can begin to run a game. Some roleplaying games have a large variety of combat available to them. The best place to start is with those systems which you expect your players to need at first. With most games this will mean small arm combat and melee combat. If you don't expect your characters to run afoul of a grav tank, save vehicle combat for later. If they are not in control of a starship, save starship combat for when they are. If they get into a situation where such is needed, roll a few dice and then give the results that you need for the furtherance of the scenario. Then go on. You can go back to the books later and learn more. The players would probably rather continue play than have an extended break while you look up rules. As long as you are reasonable they should be as well.

CONDITIONS

If you are intending to run a game which has a background provided with it, such as MEGATRAVELLER, you should study some on that background. That way, as your game develops into a campaign, you will not have conflicted with what is already present. Now, there may be cases in which you want to deviate from that background. That is fine, as long as you remain consistent. Consistency is more important to a game than compliance with a background. Of course, there are consequences of deviating from established background, but that is another topic.

CONCLUSION

The steps presented here will get you started running that new game. If it is a new game, you can learn more as you need it. If the game has been around, do not be intimidated by those who have played the game before. If they want a new referee, they will be supportive of you while you are learning the rules. I am usually the most experienced TRAVELLER referee in groups with which I game. I always encourage new people to start refereeing the game. It gives me a chance to play once in awhile.



HIWG TO HAPPINESS

BEING A REGULAR COLUMN BY
ED EDWARDS
HMG CHAIRSPORT

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

A FEW NOTES DRAWN FROM ED'S LETTERS AN APA FOR HIWG?

One of the schemes considered to deal with a rapidly growing pile of HIWG material was to form an APA, or Amateur Publication Association. In an APA, contributors photocopy, at their own expense, enough copies of their section for all members of the APA. These are then sent to a collator who assembles the APA and distributes it to the members. Japanimation fandom has several APAs with varying degrees of success. They usually work best when members live near each other, allowing distribution without using the postal service. The general consensus among HIWG leadership is that an APA would not be a good idea for HIWG, mostly because of the expense involved. If you have any opinions in this matter, send your suggestions to Ed.

HIWG CONTINUES TO GROW

The growth of HIWG continues at a rapid rate. This is probably due in part to the ad in TRAVELLER'S DIGEST. A good sign is the fact that most of these people are people who have not worked with Ed on any Traveller projects before. HIWG is growing so fast some that information published last issue is already out of date. We will try to keep you up to date as much as possible.

S&L PROBLEMS STRIKE HIWG

Ed's Savings and Loan organization has decided to charge HIWG \$5.00 for a check written on a bank whose address is not in the U.S. HIWG will probably be establishing distribution sites in Canada and the U.K. to avoid major price increases. They will serve as distribution points for HIWG material, including TIFFANY STAR and the TIMES to HIWG members in those countries. To date, Geo's bank has done no such nonsense, therefore TIMES subscribers in those countries will continue to receive the TIMES direct from sunny South Carolina.

HMD NEEDS YOUR INFORMATION

If you have not sent Clay Bush, the key person in the HIWG Member's Directory (HMD), any extra information that you would like published in the directory, you need to do so. He already has your name, address, and HIWG activities, but would appreciate any other personal or TRAVELLER related information about you that you may wish to divulge. Such information could include how you got into gaming, how you got into TRAVELLER, etc. Send your information to Clay Bush, 423 Nebraska, Sugar City, CO 81076.



GEO'S VARIANTS

ISSUE 21: MARCH '89

Some Notes on Capitalization

By Gary Thomas

As a general rule, I undercapitalize a lot more than I capitalize. The obvious exceptions are the words "Navy" and "Nava" when specifically referring to the Imperial Navy, and the word "Scout" when used as a noun or adjective referring to the ISS.

Another such capitalization and style guideline that I follow is to say, for example, "Deneb Sector" or "Suchando Subsector". Never use the word "the" with a sector or subsector name if you are also including the word "sector" or "subsector". So, one says "Spinward Marches Sector" (rarely, if ever), or "the Spinward Marches" (preferred), but one never says "the Spinward Marches Sector" or "the Spinward Marches sector". (Incidentally, some writers do not follow this style, but it is one that DGP always follows.)

As long as I'm on the subject of caps, don't capitalize noble titles unless they immediately precede the name. For example, write "Emperor Strephon" but "Strephon, emperor of the Third Imperium" and "Archduke Dullnor" but "Norris is the archduke of the Domain of Deneb".

Maybe I'll write a book, "Galanglic Style and Usage". . . .

BROWNIIE POINTS

In MEGATRAVELLER, the advanced character generation system has a system of DM's known as brownie points. Players can use these points during the generation of their character to effect the outcome of various die rolls. I have used them more than once to save a character's life, or get that special duty my character needed. The character gains these points for accomplishing various tasks during the generation process.

In my campaigns, I allow players to gain and use brownie points for their characters even when using the basic character generation method. One reason I allow this is that there are several good occupations which can only be generated using the basic system, such as law enforcers.

Like in the advanced method, a character gains a brownie point for completion of a four year term or for getting a special assignment. They may use these points for any die roll during the generation process, including the aging rolls. They may not use more than a DM of +1 during any particular mustering out roll. Once a brownie point has been used, it is gone.

While the increased number of special assignments gained in the basic system may seem to throw off the play balance, it must be remembered that the basic system does not allow for medals. In the advanced system gaining a medal will get the character up to three brownie points.

So, if you are a player in one of my campaigns, feel free to use brownie points to help make your character more like you want him to be. Other referees may consider this variant for use in their campaigns. Naturally, this variant can be abused by an unscrupulous player, but such a player would abuse any system whether it is in the book or not. Anyway that is a subject matter for a future Forward Observer.

CLOUDSHIP DECK PLANS FOR SPACE 1889

While SPACE 1889 gave us details on how to do deck plans for ether flyers, we were not given information on the deck plans of other flying vessels. While this will probably be included in a future product, I am offering here a simple method of drawing deck plans for your SKY GALLEONS ship designs for use until superceded by that future product. The method involves assigning a number of tactical squares (5 feet square) per design feature. Then the designer arranges the squares into a shiplike form and fills in details. The square assignments are as follow:

- 1/2 square per enlisted crew member for quarters.
- 1 square per officer or passenger for quarters.
- 1 square per 10 tons of coal bunker.
- 2 squares per 10 tons of engine for machinery.
- 2 squares per 10 tons of engine for access and stores
- 1/2 square per turncrank for seat and machinery.
- 1 square per 10 tons of weapons for ammo storage.
- 1/2 square per crew for provisions and mess.
- 1 square per bridge crew for the bridge.
- 1 square per hull size for misc. (chain locker, etc.).

VARIANT SPACE COMBAT NOTES

While damage levels may seem high, remember that if the penetration is not twice the armor value, the damage is halved. This is the case of most weapons on the table as the average armor value of starships is 40, which would require a penetration of at least 80 to do full damage. It is halved again if the shot had only marginal success. Of course exceptional success would double damage. Also remember that all hits will do some damage to the superstructure. Even the tenth value damage will start to accumulate before long.

This system works best with a few ships on either side. The ships should usually be less than 2000 tons for this to work well. Of course that is usually the size that player characters have under their control, so this works well for most combat that would involve them.

For non-player vessels which have received a crew hit by radiation damage, the referee may simply reduce the crew by one segment.

MORE OPTIONAL RULES

ECM

With their vast arrays of electronic equipment, ships may be assumed to have some electronic counter measures (ECM) capability. ECM capabilities are grouped according to TL's: TL 6-8, Pre-Stellar; TL 9-10, Early Stellar; TL 11-13, Average Stellar; TL 14-15, High Stellar; TL 16+, Extreme Stellar.

To break sensor lock with ECM:

Difficult, Sensor Ops, Int, (Confrontation)

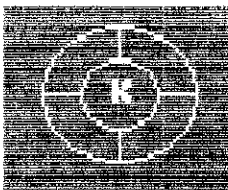
REFEREE: This task assumes that the ECM is in the same TL grouping as the sensor which has a lock. For each TL group higher that the sensor is, increase the difficulty by one level. For each TL group lower that the sensor is decrease the difficulty one level.

NOTE: This optional rule adds some realism to starship conflicts, but it adds complexity to play at the same time. You may find that a starship battle becomes a battle of sensors and ECM, with the winner getting to shoot at his opponent. It also makes life very difficult for lower TL cultures when fighting higher tech cultures. For example, it would be an IMPOSSIBLE task for a TL 7 fighter to break the sensor lock on it by a TL 15 close escort. On the other hand the same close escort would have an EASY task breaking the sensor lock of the fighter, assuming that the meager TL 7 sensors could get a lock in the first place.

TURN SEQUENCE

1. DETECTION PHASE- Vessels use sensors to detect other vessels. If detection is achieved, a sensor lock on task may be attempted.
2. ECM PHASE (OPTIONAL)- Vessels may attempt to break the sensor locks of other vessels.
3. MOVEMENT PHASE- Vessels may move at this time.
4. WEAPONS FIRE PHASE- Vessels which have a sensor lock may fire at those vessels or reserve weapons for anti-missile use. All attacks are assumed to be simultaneous. Note number and level of success of hits.
5. MISSILE ATTACK PHASE- Missiles which have reached their targets may attempt to hit them. Note number and level of success of hits.
6. DAMAGE PHASE- Determine and allocate all damage.
7. DAMAGE CONTROL PHASE- Using standard repair tasks, ships crews may attempt to repair one item of damage. Vessels which have had their crews reduced by damage may not attempt these tasks.
8. SUBCRAFT LAUNCH PHASE- Available subcraft may be launched during this phase according to launch rates in REFEREE'S MANUAL. Since a vessel could be hit and subcraft damaged during the previous phases, any ship expecting to enter combat should launch the subcraft it needs for combat before it enters combat.

GEO'S VARIANTS AND LOGO ARE COPYRIGHT 1989 BY MARK E. GELINAS, 102 ARRON CT. LADDON, SC 29426. PARTIES INTERESTED IN USING ANY MATERIAL SHOULD CONTACT HIM AT THAT ADDRESS.



HASSAN'S HINTS

A SERVICE TO MEGATRAVELLER PLAYERS AND REFS WITH MILITARY NEEDS ISSUE 9

A WORD FROM HASSAN

As a departure from our regular column, Hassan brings you a (gasp) Imperial vehicle. What does this have to do with the Solomani Cause, you ask? A lot if the Solomani can obtain this high tech vehicle for the Confederation Scientists to study. That is the goal of the adventure in this month's HINTS. **HASSAN**

ERRATA

The sensor profile for last month's Stealth Scout was partially incorrect. The correct values are ActObjPin=Rout, PasObjPin=Diff. If you missed any targets because of this error, cheer up, it just gives you a chance to try again, only this time you will have a little surprise for that infidel Imperial vessel.

IMPERIAL DETHENES CLASS GRAV TANK

CRAFT ID: Grav Tank, TL 16, MCr 7.58
HULL: 40/99, Disp= 4.41, Config=4SL,
Armor=40H, Unloaded= 35.4 Tons,
Loaded= 41.3 Tons
POWER: 6/8, Fusion=63 Mw, Dur=7/21,
LOCO: 1/2, Stand Grav Thrust=60 Tons,
NOE=135kph, Cruise=405kph,
Top=540kph, MaxAccel=45G's
COMMO: Radio=Cont, Meson=Region
SENSORS: EMMask, Env Sensor, Holo Rec,
Neut=1Kw, Densitometer=1km,
ActEMS=Cont, PassEMS=Cont
ActObjScan=Diff, ActObjPin=Diff
PasObjScan=Rout, PasObjPin=Rout,
PasEngScan=Rout, PasEngPin=Rout
OFF: 1 Hardpoint, RPX-16, VRF GG,
Point Defense Targeting Module
DEF: +3DefDM, Smoke=10, Sndcster=10
CONTROL: Comp=1fibx2, Panel=HoloLinkx3,
Special=HeadsUpHolox2,
Env=BasEnv, BasLS, ExtLS,
Grav Plates, Inert Comp, A/Lx1
ACCOM: Crew=3(Comander, Driver, Gunner)
Seats=Roomy x 3
OTHER: Cargo=4kl, Fuel=10.08kl,
Fuel Purification=3hrs, Scoops,
ObjSize=Small, EMLevel=Faint

WEAPON	RNDS	PEN/	DMG	MAX	AUTO D	SIG	REC
		ATTN		RNG	TGTS	S	
VRF GAUSS GUN	4000	21/4	10	VDIST	4	-LOW/R	MED
RDX-16	---	67/5	30	VDIST	5	45 HIGH	HIGH

This vehicle is Imperial only by virtue of the fact that it is a prototype on Dethenes, which is a member of the Imperium. Several of its systems including armor, communications, main weapon, and power plant are produced at TL's-16/17 which offer significant improvements over the TL-15 equivalents. It is doubtful that the corporation that made the prototypes will be allowed to manufacture and export these to the Imperium, especially when the major shareholder in the Imperium, Lucan, is the very person who stripped Old Expanses of its Imperial Navy. Being largely benevolent in nature, Margaret has not expressed an interest in them. The other factions in the fighting are too far away to contract and successfully import these vehicles.

This vehicle is quite a marvel. Its sensors and computer control allow one person operate/fight the vehicle if necessary. The vehicle is unusual in that it has fuel scoops and a purification plant which allows it to refuel itself. The lower minimum volume of TL-16 fuel purification plants makes this profitable. Even using the weapon the vehicle has 10 extra Megawatts available.

OPERATION MONKEYWRENCH

MISSION BRIEFING

Objective- Capture or destroy the prototype of the Dethenes Grav Tank before full scale production can begin.
Location- Sirt Island, Dethenes/Old Expanses. 50 km west of the Danalles Arcoology.
Insertion- Accomplished by a Madi Hari class stealth scout.
Mission Time- After drop-off, the team will have 21 days. The scout will return the 21st day and will leave at 2200 with or without the team. The vehicle will fit into the scout's cargo hold.
Equipment- Standard Solomani Marine field issue. Extra rations are available. Only gauss rifles will be allowed. Satchel charges and breaching charges are available on request.
WARNING- INFORMATION BELOW IS FOR SCENARIO REFEREE ONLY.

REFEREE'S NOTES

Watch the loads on the characters. They will not have a vehicle at first. The scenario can be as complicated as you desire. The characters need to get to the island, recon for a couple of weeks, penetrate the base, and steal or destroy the prototype. It should not necessarily be easy for them, but if they mess up too badly, don't kill them outright (its O.K. to kill any NPC's that might be along). It will make life more interesting if you capture them and let them figure out how to accomplish the mission and get home. Actually, being captured might be one way to get inside the base. One character should be a clandestine SolSec monitor.

THE MERSONE

The Mersone ISH-0131 is a standard Madi Hari class stealth scout. It can carry a team of 10 at most. It will jump to Dethenes from Eupry, drop off the team, leave system, and return for pick-up 21 days later. You can complicate things by delaying the scout, or with encounters during drop-off, pick-up, or both.

DETHENES

Dethenes (0403 Dethenes A-AS9A44-G HJ 900). This world has a population of 93.5 BILLION. The population lives in arcoologies, orbital cities, and grav cities. The land masses are relatively free of population. Dethenes/Old Expanses can be found in Traveller's Digest #12. Dethenes and fellow worlds remain somewhat independent of the rest of the Imperium.

DANALLES ARCOLOGY

A small arcoology with a population of only 30 million. With the low law level there is great personal freedom, but law breakers will spend years in jail. If the team can get to this arcoology, they may be able to get extra equipment, documents, or medical attention. Danalles has a spaceport providing shuttle service to the orbital starport.

SIRT ISLAND

A fairly large island 100 km long (N-S) and 50 miles wide. The test grounds are on the northern end. The mid-eastern shore has a village for scientists and security personnel working at the site, and service personnel attending their needs. There are daily flights between the island and Danalles Arcoology. The island's temperature is 0 at night and 5 at day. Th island is heavily forested and its animals may cause characters problems. The drop-off/pick-up site is on the southern end. Mercenary security troops (Brian's Bombers) patrol the island to keep off unwanted guests. They have G-Carriers with weapons.

BELL MAGNUM CORPORATION

Developers of the grav tank. They have not one, but three of the prototypes, each kept in a seperate, hardened hanger. One sacrifices cargo space for a larger power plant to support a RPY-16 main weapon. These vehicles are a TL higher than H Stellar, increasing task difficulties. If they characters do not destroy the others, researchers may pursue the characters with those vehicles. Security at the site is medium.

WHAT IF THEY MISS THE BUS (SCOUT)

They probably cannot get the vehicle off world, but using a SolSec contact, they may be able to get off and head home.

SOLSEC CONTACT

A SolSec agent, Jeremiah Holmes, is at the Danalles Arcoology. He has been gathering information about the grav tank. Only the SolSec monitor on the team knows how to contact him. He will not fight, but can provide a variety of help.

QUICK REVIEWS

SATELLITE DOWN

REVIEW BY MARK GELINAS

This module for TWILIGHT-2000 takes place outside of the United States, but not by much. It seems that a Soviet weather satellite has come down near the coast of Mexico, and the characters' task is to recover it. Ostensibly, it has information which could help with the current drought in the States. Of course there are problems. Besides the hostile takeover of the southwestern section of the States by Mexico, that country is currently having a civil war. Then there is the matter of a tin pot dictator who has a very powerful weapon at his disposal.

The plot of this adventure seems fairly straightforward, and there is the promise of plenty of action. Characters should remember that they aren't in Kansas anymore (but would they really be better off there?), and could easily find themselves outnumbered. The section covering the Mexican Civil War has long been needed to fill in some pieces that have been missing since RED STAR, LONE STAR was published. Depending on how it was run, the adventure looks like it could be finished in one session. This module is recommended as an adventure and a limited source of information.

NORTHCOAST ROLEPLAYING #6

REVIEW BY MARK GELINAS

NCRP #6 continues the improvements started with NCRP #5. It offers articles for a variety of games. The first is a look at fast talk skill in GURPS. Then a section on vampire player characters for a fantasy game. The central piece of the issue is a rather interesting scenario for ROBOTECH RPG.

WARNING: DO NOT TRY PUBLISHING ROBOTECH SCENARIOS AT HOME! YOU MAY INCUR THE WRATH OF THE LEGAL DEPARTMENTS OF SEVERAL COMPANIES.

All that aside, the scenario is well written, but I recommend that the author refrain from references to MOSPEADA. Although Carl Macek used that worthy piece of Japanimation for his series, he had to bastardize a lot of things to make a part of ROBOTECH (i.e. the original NEVER mentions Hikaru Ichijo- Rick Hunter). The ROBOTECH RPG uses Macek's background rather than the original. Tacked at the end of the article is a variant experience system for the RPG.

The next article is a group of new gauss weapons, complete with MEGATRAVELLER stats for them. After that there is a "monster" with stats for several fantasy games. For Z300 AD there is a continuation of the explosives article from NCRP #5. Finally, there is some Solomani equipment for a variety of games in the TRAVELLER system. I would like to see the ships in MEGATRAVELLER stats. Perhaps in a future issue.

Overall, this issue of NCRP is well written and has good artwork. It provides something for a variety of games, most of which are played by the readers of the TIMES. Sample copies and back issues are available, and I recommend that you try one.

NORTHCOAST ROLEPLAYING #7

REVIEW BY MARK GELINAS

With #7 following close on the heels of #6, it seems that Barry Osner has picked up the pace a little bit. This issue offers a new alien race which can be used with a variety of RPG's. The referee would have to take the information provided and come up with his own stats, however. After that there is a piece for CAR WARS, which could work well for GURPS AUTODUEL quite well. The central piece is a CALL OF CTHULU scenario set in modern times. The piece is well written and has a considerable amount of humor to it. LOW PASSAGE, the regular TRAVELLER column has 2 grav vehicles to offer. The book closes with a fantasy piece and then an article offering some new powers for ENFORCERS, a new superhero roleplaying game by 21st Century Games.

Issue 7 is interesting, and highly recommended for CALL OF CTHULU referees.

THIRD IMPERIUM #11

REVIEW BY MARK GELINAS

This issue continues this magazine's standard of excellence. The lead article describes assassins and how to generate them. Then the Menorial Subsector is mapped and described. If you look at your Spinward Marches map, you will see the Menorial lies just rimward of Five Sisters. The feature adventure involves a close encounter with the Ancients, and was written by Mike Mikesh. Then, Mike Jackson has the third and final installment of his computer series. This is followed by the statistics for a 50,000 ton assault cruiser. Finally, Traveller Hardware expands our knowledge of poison. Overall this is an excellent issue and is highly recommended.

DARK RIVER DATA

LIBRARY DATA UPDATE

Carmel, Sir Edward: A scout and explorer from the Four Corners Sovereign Array in the Vanguard Reaches. Sir Edward was one of the first explorers to venture into Cheetham Sector from the Vanguard Reaches. He discovered a large quantity of radioactives on what is now Cheyod. He later returned to the sector as the head of the Cheetham Corporation.

Cheetham Corporation: A chartered corporation of the Four Corners Sovereign Array in the Vanguard Reaches. In 1015, a team from this corporation settled in what was then the Cheetham system. Led by Sir Edward Carmel, they established the city of Carmel as an orbital asteroid city. In 1043, the corporation dissolved and opened the system to other companies.

Monitor: A very large system defense boat, usually mounting a spinal weapon. Monitors frequently carry squadrons of fighters as well. Most monitors are positioned in orbit around the planet they protect, but are not limited to that orbit. The monitor then serves as a base for the close orbital and/or customs services of that planet. The most famous monitor in Dark River is the GS TOKAY of Gek/Keflin.

University of Raya: One of the few high tech institutions of learning in Dark River. Its headquarters and principle campus is at Raya in Tonasea Subsector, but smaller research sites and facilities are scattered throughout the rimward end of Dark River. The University of Raya receives most of its funding from the government of the Tonasean Empire, but it has many private and corporate sponsors as well. The University of Raya could be considered a major corporation in its own right with information and knowledge as its product.

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 Tonasean Disappearance: The disappearance of all the colonists at Tonasea is not, as it is supposed, the result of an ancient weapon. A genetics lab had created a very powerful bacteriological agent, intending to market it as a bio-weapon. A struggle in the lab between two workers over some minor issue released the agent into the labs atmosphere. When nothing happened to the two workers after two weeks of quarantine, it was assumed the agent would not harm humans.

They were very wrong. After a 16 day incubating and mutating in a human host, the germ went rampant, sweeping through the colony and killing every man, woman, and child on the world. A side effect of the infection was the complete carbonation of all body tissues. The bacterium then mutated and killed all animal life. A final mutation caused it to die off entirely. Any ship crews exposed to the bacteria would have died before reaching the next system. This would account for reports of ghost ships entering systems with no crew onboard.

The first ship to arrive at the planet after the disaster was a Naval vessel. When the crew found no one alive at the world, the captain immediately interdicted the planet. A scientist who investigated the tragedy discovered the true cause, but destroyed all records to prevent the bacterium from being created again. He then fabricated the story about the ancient weapon to explain the disappearance and prevent further investigation.

The planet remains interdicted because, through a remarkable coincidence, researchers looking for an ancient base actually found one. The base, however, was not operational, and scientists are studying the one base, attempting to learn what killed the colonists, while searching for an operational base. The planet is only inhabited by the researchers and their families.

War is not merely a political act, but also a political instrument, a continuation of political relations, a carrying out of the same by other means.

KARL VON CLAUSEWITZ: VOM KRIEGE



TWILIGHT:2000



2300 AD

ALTERNATE SETTINGS: NORWAY 1996

BY MARK HAYES

NORWEGIAN VEHICLES IN TWILIGHT:2000 PART II

LEOPARD 1A5: German built medium tank that serves as the MBT of several countries including Norway. The Leopard I design has undergone several upgrades since it first entered service with the Bundeswehr in 1965. The 1A5 represents the practical limit to which the design could be taken. The sights provide thermal imaging and image intensification.

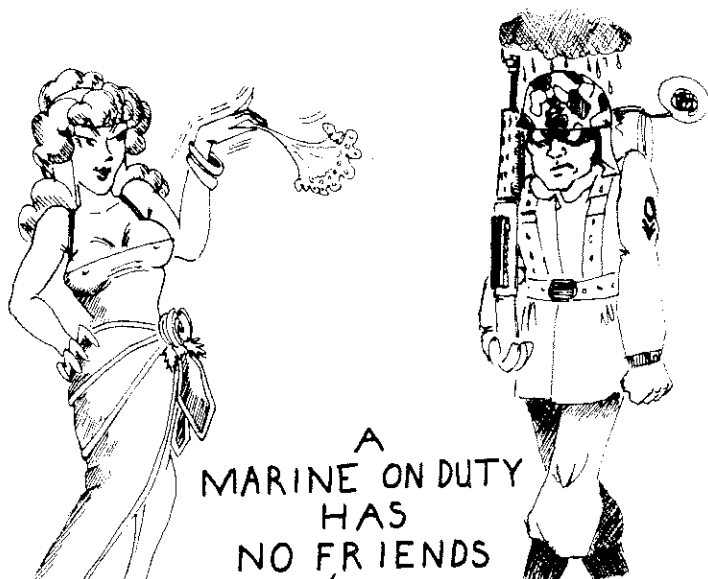
Price: \$500,000 (R/R) treat as "S" in Norway in 1996. RF: +40. Armament: 1 x 105 mm rifled gun L7A3, 1 x MG3 (coax), and 2 x MG3 (pintle). Ammo: 55 x 105mm and 1800 x 7.62N belted. Tr Move: 110/45. Com Move: 40/30. Fuel Cap: 600. Fuel Cons: 450. Fuel Type: D, Avg. Load: 300 Kg. Veh Weight: 43 tons. Crew: 4. Mnt: 18.

R: LH(200), G(220), HB(170)
L: LH(200), G(220), HB(170)
F: TF(220), TB(100)
C: TF(220), TB(100)
L: TF(110), TB(100)
TS(110)
F: HS(90)
C: HS(90)
R: HS(90)
FD (25)
TD (25)
BD (25)

D, R, G, E, F
D, L, S, E, F
G, C, A
X, W, N, A
L, A
L, C, G, W, A, X
D, R
L, G, S
E, F
D, R
X, W, C, G, L, N, S, A
F, E, A

LARGE CALIBER GUN

TYPE	RND	RNG	DAM	ARM	KOR	BLURST
105 MM RIFLED	HEAT	400	X25C	-	5	15
L7A3	APDSFS	500	X30	-	-	-
ROF: 1	APDS	600	X28	-	-	-
MAG: 1	MESH	400	X25C	X 2	10	20
	WP	400	X15C	X10	-	20



A
MARINE ON DUTY
HAS
NO FRIENDS



A SPACER'S BUNK IN 2300

BY MARK GELINAS

Of all the facilities onboard a starship, perhaps the most important to the spacer is his bunk or "rack". Onboard most vessels, space is at a premium, and the spacer's bunk is one of the few places he can call his own, it is his home away from home.

The spacer will spend most of his off watch time in his bunk. It is more than a place to sleep. The spacer can read, write, meditate, or be entertained in the confines of his bunk. It is also a place where the spacer can be alone.

The typical bunk is two meters long by one meter deep and one meter high. For reference, the parts of the bunk are as follows: the bed- the bottom part of the bunk; the head and foot- the walls at the head and foot of the bunk; the wall- the wall on the backside of the bunk; and the overhead- the roof of the bunk.

The bunk described here is, of course, the type used for military or starship crewmembers. Passenger accommodations are very different. These descriptions also assume a spin habitat.

COMFORT: The bunk has a 10 cm thick foam pad mattress. In the lower gravity of a spin habitat, this is quite comfortable. Also, the head is in the direction of the habitat's spin to prevent a falling sensation. A net covers the opening of zero-g bunks preventing the occupant from floating out.

COMMUNICATIONS: Each bunk has a small com panel with which the occupant may talk to or be called from the various spaces onboard the ship.

DECORATION: The spacer's bunk is his home. He is allowed to decorate the walls and overhead in any manner that he likes. This is sometimes restricted by the Captain's sense of "good taste". Decoration usually takes the form of pictures, posters, and pin-ups, but personnel on long term assignment have been known to paint their bunk's walls.

ENTERTAINMENT: Each bunk has a variety of entertainment systems. There is a jack for a headset which connects to the ship's entertainment system. Most personnel prefer to bring their own music and play in the music player that each bunk has. The overhead has a fold down flat screen which can connect into the ship's entertainment system or show movies that the individual plays in the bunk's video player. When in a system, the communications officer often looks on to an entertainment channel of the planet and connects it to the ship's entertainment system. This allows individuals to listen to the "radio" while in their bunk. The ship often maintains a small library and individuals can check out book chips to read using their video player. Some spacers bring their own book chips or even printed books to read. The wall has a fold-down desk for writing or using a personal computer.

ETIQUETTE: One does not disturb an individual who is in his bunk with the curtains closed. Exceptions to this are to make a wake-up call or in the case of an emergency.

LIGHT: Each bunk has a light on the overhead near the head.

PRIVACY: The bunk has curtains across the opening providing occupant privacy and keeping the light from disturbing others.

STORAGE: Under the bed is a bedpan which provides storage for some clothing. At the head is a locker providing .5 cubic meters of storage. On the overhead is a small locker for shoes, but this usually is used to hold book or movie chips, or other items to which the spacer may want quick access. A bag which attaches to the foot is provided for dirty clothes storage.

VENTILATION: A ventilation duct at the head provides fresh air and heat to the bunk. A knob allows adjustment of airflow.



NEWSLINE:

2300



VICTORY VANISHES

BETA COMAE BERENICES: SEP 10, 2301- The Kafers returning to the Beta Comae Berenices system have driven the human defenders from the system. The French fleet had moved on leaving British and German squadrons to defend the system not expecting the Kaffer to return soon. During the battle, the defenders had early success damaging a Delta, but were soon overwhelmed and driven off.

SPACE 1889

The Battle of Tusar Peak

A SKY GALLEONS OF MARS SCENARIO

SCENARIO: During the Second War of Parhoon Succession, Colonel Banes decided that an attack on the city from a northwest direction would catch the city's defenders by surprise. He took a company of riflemen aboard a Warm Winds merchant kite with the Ladybug, an Aphid class gunboat as an escort. The Ladybug was under the command of Lt. Edmund Strong, who was not pleased to be working for a soldier.

Intelligence indicated that the Parhoon fleet was occupied in the south by the Syrtis Major fleet. Departing from Gorovaan, he cut northwest to give the city of Parhoon a wide berth before approaching from its northwest side. Banes' squadron encountered a Parhoon squadron in the Astusapes Highlands. The merchant suffered several hits and was in serious trouble when Banes ordered the Ladybug to go for help. As the Ladybug departed, the merchant made a crash landing. The riflemen immediately set up defensive positions while the Parhoon ships pressed their attack. The Ladybug soon encountered the Suffolk, a Norfolk class gunboat. The Suffolk under the command of LCDR Thaddeus Drake had been on a commerce raiding mission. Taking the Ladybug with her, the Suffolk set out immediately for the site of the downed merchant. The Parhoon squadron attacked them as they approached Tusar Peak in the Highlands.

MAP: Use the highland map. Each dark brown boundary equals an elevation. The highest elevation is 10gn. The fortress is ignored.

SHIPS: The British player has one Norfolk class gunboat (TTT 21) and one Aphid class gunboat. Both British crews are crack. The Martian player has one Endtime class screw galley, one Smallbird class screw galley, and one Skyrunner class screw galley. All Martian crews are trained, and Martian marines have muskets.

SET-UP: The British player starts at High altitude within 2 hexes of the fortress peak. The Martian player may set up at any height and altitude but no closer than 5 hexes from any British vessel.

SPECIAL RULES: The Martian crews have suffered casualties of half of their deck hands and marines during their fight with the riflemen (round fractions down). Also, the Endtime lost its commanding officer, who was also the commander of the squadron, to British rifle fire. The first officer who took over command decided that a British gunboat would be a better prize and broke off the attack to pursue the Ladybug. To escape, a vessel must be able to move faster than any vessel which could pursue it.

VICTORY: COMPLETE MARTIAN VICTORY- The destruction or capture of both British vessels without the loss of any Martian vessels.

PARTIAL MARTIAN VICTORY- The destruction or capture of both British vessels with the loss of one or two Martian vessels.

PYRRHIC MARTIAN VICTORY- The destruction or capture of both British vessels with the loss of all Martian vessels. This is possible if each side's final shots finishes off the other side.

DRAW- Only one British vessel escapes but no Martian vessels are destroyed or captured.

PYRRHIC BRITISH VICTORY- Only one British vessel escapes and some or all Martians are destroyed or captured.

PARTIAL BRITISH VICTORY- Both British vessels survive, but not all Martian vessels are destroyed or captured.

COMPLETE BRITISH VICTORY- Both British vessels survive and all Martian vessels are destroyed or captured.

HISTORIC RESULT: The British squadron opened fire as soon as the Martian vessels were in range. One shot from the Suffolk disabled the lob gun on the Endtime before it could be fired. In a rage, the Martian commander ordered all vessels to concentrate fire on the Suffolk. The Suffolk returned as well as it could but started to take heavy damage. The Ladybug in the meantime first eliminated the Skyrunner and then the Smallbird. When it turned its attention to the last Martian vessel, the commander finally took a look at his losses and decided to withdraw. The Ladybug started to pursue, but was ordered to return to aid the Suffolk. After effecting some repairs, the two went and recovered the survivors of the riflemen. Colonel Banes was not among them. The Ladybug then escorted the Suffolk as she limped back to Syrtis Major. LCDR Drake was seriously wounded in the battle and retired after the war.



DIASPORA: STARLANE TO THE CORE

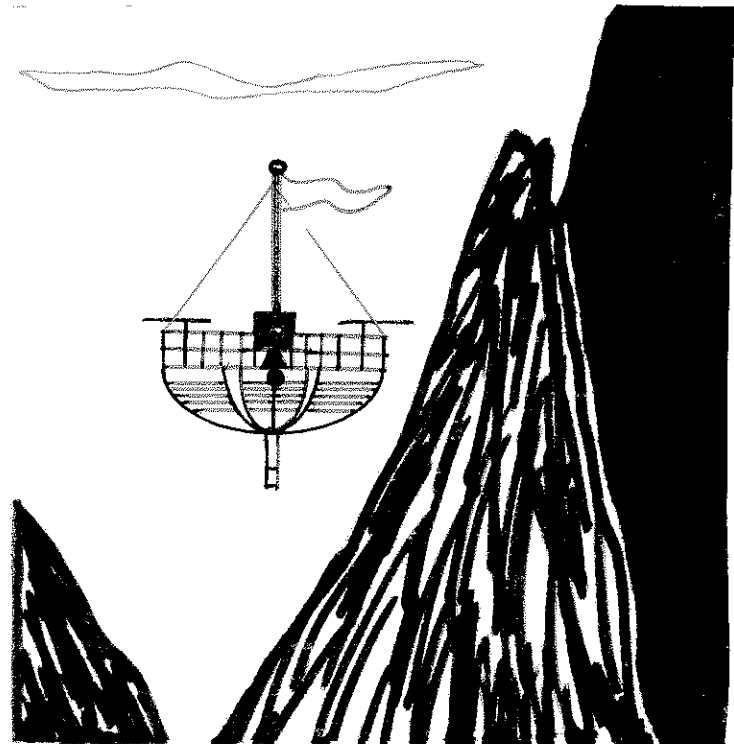
NOBILITY PROFILES

SECTOR DUKE ENERI AAKIRAGEMAR

By Mark "Geo" Gelinis HIWG Diaspora Sector Analyst

When Sector Duke Shanlip 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. He used his position, administrative skill, a number of favors, and a few well placed bribes to secure the Dukedom of Libert. This dukedom is the senior dukedom in Diaspora. Sector Duke Eneri then set about to strengthen his position. Unknown to him, a Dianic Cloud would darken his efforts.

Duke Eneri is a likeable man, performing as many favors as he receives. Had the imperium not shattered, he could have administered the sector very well. With the confusion in the line of succession at Capital, what the sector needed was a leader. Eneri fell short in that capacity. Immediately, many of the Nobles began to take sides against Duke Eneri. Some brought up his checkered past. Nobles with Solomani leanings were suspicious of his Vilani background. To some, he was a commoner who bullied his way up the ranks. Nobles who had been eligible for position he took saw a way to bring him down. Sol-Sec had many nobles believing that Duke Eneri would side with a faction that noble opposed. As a result, he had little support. When faced with a choice, Eneri faltered, and the sector fragmented.



A SKYRUNNER MANEUVERING TO ATTACK

COMING EVENTS



MAGNUM OPUS CON- MARCH 17-19-

Greenville, SC. There will be gaming held.

TECHNICON 6: MAR 31-APR 2- Va Tech, Blacksburg.

ORIGINS: SUMMER '89- Held in Los Angeles this year.

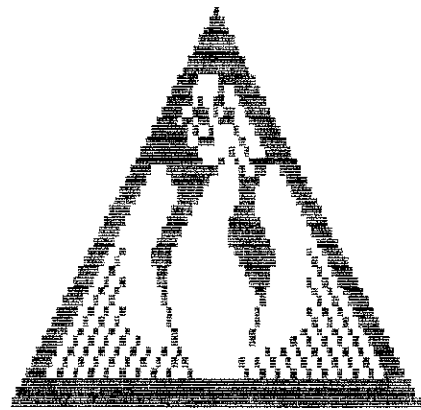
CLASSIFIED ADS

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

NORTHCOST ROLEPLAYING: A fanzine for RPG's including MEGATRAVELLER and 2300 A.D. For 6 issues, send \$8.00 to Barry Osser, 1018 F St. #1, Eureka, CA 95501.

FOR SALE: Over 100 TRAVELLER items as a set. For list send SASE to: Hamilton set; C/O Ed Edwards, 1410 E. Boyd, Norman OK 73071.

FIRST ISSUE FREE: NEWSLETTERS: CYBERTALK, for CYBERPUNK, or the ALLIANCE ANNOUNCER, for STAR WARS RPG. Send SASE for one or both to MGE, C/O Gelinaz, 102 Akron Ct. Ladson, SC 29456. Specify which you want. Submissions welcome. Limited time offer.



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 GELINAZ
102 AKRON CT.
LADSON, SC 29456

⊕PARTING SHOTS⊕

A COMMENTARY BY
KATE LEBHERZ GELINAZ

WHERE HAVE ALL THE FANZINES GONE?

Have you ever wondered what it takes to put together a newsletter, let alone a gamer's newsletter? And for that matter, have you ever thought about what makes some newsletters successful while others fall by the wayside? Well, recently I have considered such things, especially after receiving news that another TRAVELLER newsletter has folded. This leaves the newsletters, fanzines, and other such tabloids relating primarily to TRAVELLER amounting to just two: the TERRA TRAVELLER TIMES and TIFFANY STAR. As Ed Edwards put it, "Now you can count the TRAVELLER fanzines on the fingers of one hand of a Walt Disney character."

I have no desire to criticize those whose newsletters are now gone. Instead, I have the deepest sympathy for the passing of their newsletters and magazines. It is a rare thing when one can enjoy what one does. When time, the job, the family, etc. start taking up more of one's attention, it becomes difficult to even complete a postcard, let alone a newsletter. In the near future, the TIMES must endure a deployment as the Navy sends my husband to sea. This will make publishing the TIMES difficult, but I am sure we can adjust. It will probably mean that we will have to adjust our publication schedule though.

Having been recently elevated to the amenable position of Assistant Editor from lowly proofreader, artist, and cartoonist, I face a formidable challenge. Ahead of me is the future of the TIMES, and several months of answering my husband's correspondence. I will say I am worried. I am worried that I will botch this job so badly while he is gone that no one will read the TIMES and doom it to an early demise. Nevertheless, you don't grow without taking some risks. If you fall, you get back up and keep on going.

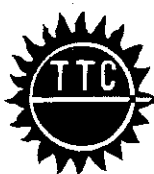
I guess what I am really trying to say is that we probably have not heard the last from the writers of these former newsletters. I am sure that we will hear from them in the future in a renewed newsletter or in other publications. We will enjoy hearing from them yet again.



"AD ASTRA"

Terra Traveller TIMES

102 AKRON CT.
LADSON, SC 29456



GAMING IN THE FUTURE

