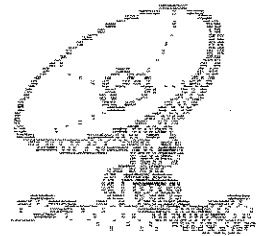




Terra Traveller TIMES



COACC SHOULD REACH STORES SOON!



GNS



MURDER ON MATA

MATA/AQUARIA: 157-1111: A young woman was found dead today behind the old warehouse row at the starport. The cause of death is reported to have been a single gauss round to the head. There is some speculation that this was an execution style killing. There are also those who would link this murder to the arrival onworld of several Kasakan robots. Although the robots have moved on to another world, might they have left a calling card?

ROBOT RENEGADE?

JOGI/AQUARIA: 172-1111: Shortly after the recently arrived Kasakan robots left the world, authorities discovered several bodies at the Mordohn Corporation compound. Authorities would not reveal the cause of death, but the person who discovered the dead employees stated that their heads looked like they had been crushed like eggs. Authorities would not speculate as to whether they believed that this series of murders are related to the recent murder on Mata.

DRAFT DECLARED

ANDOPEAO/KEFLIN: 001-1113: In a rare public appearance today, Fleet Admiral Xandor announced that he was instituting a draft. He further stated that the first planet from which draftees would be taken is Saison. Rumor mills are generating increased speculation that the Coalition is preparing for war.

OBJECTORS OVERTAKEN

GK/KEFLIN: 023-1113: A vessel allegedly carrying evaders of the recently instituted draft was apprehended today in the system of Gek. The vessel, Salibar's Song then had its jump drives disabled by the Andoan vessel "for complacency in the matter." The Andoan vessel was subsequently warned by the Gek monitor that they had violated Gek's neutrality and to leave the system. Some shots were exchanged and the Andoan vessel was destroyed. There were no survivors. The crew of Salibar's Song has filed for immunity at Gek.

DUKE DEPARTS

LIBERT/DIASPORA: 337-1116: Duke Brian Birikgaadi of Sufren Subsector departed the sector capital today. In a brief statement, Duke Brian said that it was pointless to remain at the sessions any longer, and that he had to return to his home to prepare for the inevitable. He would make no further comment. The rest of the ranking nobility on Libert refused to comment on the duke's departure. Observers speculate that this could be the beginning of hard times for Diaspora.

STREPHON SURVIVED?

USDKI/GUSHEMEGE: 204-1117: At his summer palace, Emperor Strophon announced that he was still alive and that the Ursurper, Dulinor had actually killed a double. His announcement was well greeted on this world. The Emperor called for the loyal citizens of the Imperium to rally in support of him in order to end this destructive rebellion.

VARGR VEXED

VLAND/VLAND: 074-1118: A package containing the latest of a series of Vargr tirades arrived at Vland today. In it Oekhsos, the extremely violent and charismatic Vargr leader conducted his usual anti-human propaganda. The message also included a sequence showing an alleged attempt by humans on Oeshsae' etc. The sequence showed a team making their way through his headquarters on Lahr. The sequence concludes with an attack on the leader himself, from which he emerges victorious. Local authorities are not claiming credit for the attempt.

EVENT HORIZON CURRENT AND FUTURE RELEASES

FROM THE WORKSHOP: APRIL releases: For SPACE 1889 - BEASTMEN OF MARS; For 2300 AD - RANGER; For TWILIGHT: 2000 - RETURN TO WARSAW (Return to Europe Series) and THE LAST BATTLE (large scale combat boxed set).

FROM DIGEST GROUP: REFEREE'S KIT for MEGATRAVELLER is in stores. GRAND EXPLORATIONS is in its early stages. The WORLD BUILDERS HANDBOOK nears completion. THE BLACK DUKE will be out by ORIGINS. Look for TRAVELLERS' DIGEST #15 soon.

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 next issue.

ACKNOWLEDGMENTS

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TERRA TRAVELLER TIMES

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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. SELMAS

THE GREAT CYBERPUNK CONTROVERSY

Some might believe that my use of the word CYBERPUNK in the title violates a copyright. The fact of the matter is that it does not. Cyberpunk is a sub-genre of science fiction that has recently come to popularity in gaming circles. Recently, GDW has capitalized on this popularity by the publication of EARTH/CYBERTECH for their Z300 AD roleplaying game. There are those who feel that GDW has blatantly ripped off R. Talsorian Games, who produced the game CYBERPUNK or should I call it by its FULL name: CYBERPUNK- THE ROLEPLAYING GAME OF THE DARK FUTURE. I, for one, do not believe that, in producing EARTH/CYBERTECH, GDW has done any wrong.

THE GENRE

The sub-genre of science fiction that is known as cyberpunk or mirrorshades is not a large genre. Although I have not done extensive research, there are probably less than one dozen books, including short story anthologies, that use the genre. Unlike main stream science fiction which has thousands of books, and even series with dozens of books, creators of cyberpunk games do not have a lot of material from which to draw. Indeed most of the games that have a cyberpunk theme, and there are more than the two mentioned here, cite NEURONMANCER and HARDWIRED as reference sources. With such a limited range of reference material it is only natural that some duplication occur. The concept of cyberspace is in these books and is not unique to Talsorian's game.

THE GAME

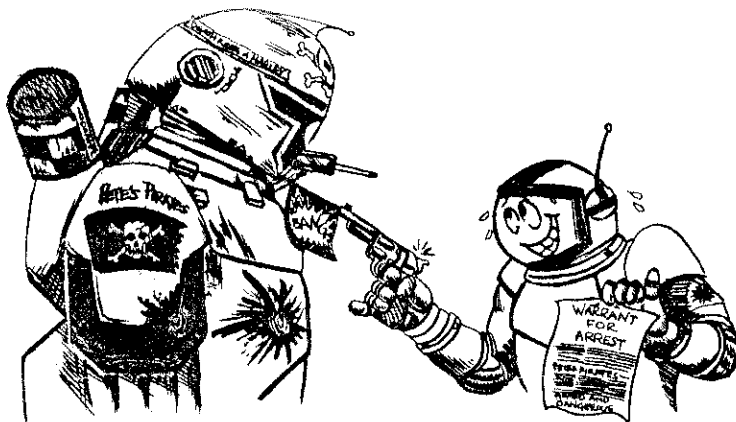
Contrary to popular belief the Talsorian CYBERPUNK game is NOT the first game to use the genre. To my knowledge GURPS is. Now, you're thinking, get out of here, there isn't any GURPS MIRRORSHADES supplement. That's true there isn't one, yet, and may never be one. However, if you will examine the WEST COAST ATLAS for CAR WARS/GURPS AUTODUEL, you will find directions for running a CYBERPUNK style campaign. It is copyright 1987, a year before Talsorian's copyright of 1988. You will also find that the MICROS (page 17) of GURPS AUTODUEL (copyright 1986) are remarkably similar to cyberspace. Then early in 1988, before the release of Talsorian's CYBERPUNK, the Blacksburg Tactical Research Center, a Virginia based game company, released SPACETIME. SPACETIME, written by Greg Porter, provides a very good cyberpunk background. This game of "science fiction roleplaying in a future thats too close for comfort" uses the genre extensively. Why is this not as popular as Talsorian's game? Probably because of the very complicated combat system and the fact that it does not go into cybernetics very thoroughly. Talsorian's game has a far easier combat system and does go quite deeply into cybernetics. Now Z300 AD has entered the fray. For those familiar with that game system, but who want to do some cyberpunk style gaming, this is a good way to go.

THE GOAL

Why then did the Workshop include a cyberpunk section in their EARTH SOURCEBOOK? I can only speculate on this, not having consulted the Workshop on the topic. However, I believe that they did so because it is currently a popular genre. Why for Z300 AD? The background of that game is very close to the general cyberpunk background and therefore needs little modification. Also, by making a supplement, the Workshop has accomplished several goals. One, they have gotten a product on the market with a cyberpunk setting. Two, by using Z300 AD as a baseline, they do not have to develop an entire roleplaying game for the genre. This is helpful to Workshop cashflow because the gaming public might lose interest in the genre within a year. Also, they have made it entirely optional. The Z300 AD referee who does not want to use the genre can do so without upsetting his universe. The Z300 AD referee who wants to use setting has an excellent background already in place. If he wishes to use the setting exclusively, he might not ever need anything beyond the basic set and EARTH/CYBERTECH SOURCEBOOK.

CONCLUSION

Cyberpunk is a genre. No game can copyright that term any more than they could copyright the term science fiction. Recently, the genre has gained popularity in the gaming community. Why it is popular, I am not sure. Send me your thoughts and we might examine that question in a future FORWARD OBSERVER.



SPACER SAM SEZ:
DON'T TRY APPREHENDING
HI-TECH CRIMINALS
WITH
LOW-TECH WEAPONS!

HIWG TO HAPPINESS

BEING A REGULAR COLUMN BY
ED EDWARDS
HIWG CHAIRSPHONT
IS GAMING DEAD?

Periodically, the cry goes out that gaming is dead or at least dying. While no study of the periodicity of this cry has been done, the cycle is nevertheless there. Perhaps it could be tied to the presidential election cycle or sunspot activity. We may never know, but then there are things that man was not meant to know.

The cry going out generally consists of two parts: that game sales are down and that nobody is playing the games that are sold.

Let me tackle the second part first. On the surface it is true, nobody is playing the games that are sold. I know that those reading this column will think that they play the games they buy. Well, some of them do get played, however the majority do not get played. I surmise that at least half of all games sold never get played. Probably another quarter of the games sold are never used to any significant extent by the buyer.

The fact that "nobody is playing the games" has no bearing on the veracity of the cry that gaming is dying. The fact that sales far exceeds the real need for the games helps keep gaming going. It gives added potential to make a profit selling games, and keeps the game companies in business longer.

As for the contention that game sales are down, I cannot comment. I am not privy to game sales statistics. I do note, however, that the same vendors show up again and again at the cons I attend. If gaming is dying why don't they get into another business? They could sell raisins; they are "in" this year.

Anyway, even if game sales were stopped cold, it would be generations before the existing games were worn out through playing. Gaming itself is not dependent on new games being created and sold, only the sale of games is so dependent.

So, from whence cometh these cries of gaming's death? The first time I heard the cry was in 1977. Those of you who are TRAVELLER fans will note that this year of '77 is the year that TRAVELLER first came on the market. HMMMMM- 12 years down the road and hundreds of supplements later (not to mention 5 new sets of TRAVELLER rules), it looks like TRAVELLER might cling on for a year or two.

Gaming dead? I really don't have time to worry about it, I've got too many games to play.



This month I bring the pilot section for two potential columns. The first has been submitted by Dennis Myers. Although the subject material has been answered in part by recent issues of the TRAVELLERS' DIGEST, it is presented as written. It shows that Dennis has approached an aspect of TRAVELLER with some creative thought. (Have you ever considered joining HWG, Dennis? They can always use more creative minds.) Since the TIMES is devoted to Workshop RPG's, I will start my articles toward use with EARTH/CYBERTECH. However, I will try to keep them as general as possible to allow those who use other games systems with a cyberpunk theme to use these articles in their games.

CYBERTALK

My first piece for this column is sort of a mood piece. It is largely a collection of thoughts about the dichotomy between groups. The thoughts here may one day find fruition in a short story or maybe even a cyberpunk novel penned by me. I got inspiration for this article from the city of Charleston, South Carolina. Here Interstate 26 is called the "I." One day as I was driving through a rundown part of the city, I was impressed with the thought that things looked so much different when a person is off the interstate than they did when he was driving on it. Those who never have cause to drive in the rundown areas of the city may not even be aware of its existence, yet there is life down there. There is...

LIFE BELOW THE I

The I, the interstate, those narrow bands of concrete and steel that run from corporate compounds to palisaded parks to restricted residences. They are clean, patrolled, and in good repair. Their builders have raised them, almost like they wanted to put them out of the reach of the less fortunate. I am one of those; I have a life below the I.

Down here, below the I, is where the mass of humanity lives. Those who are not fortunate to have a company job. Those whose only education is what the street has taught them. Those who scratch a meager existence out, below the I.

We are a restless body, a throng of people constantly moving, always striving for more. Life is harsh, yet we cling to it with an almost legendary tenacity. When we can afford it, we live in small cubicles, stacked like coffins in a crypt. Perhaps it is symbolic of the death of humanity, not the race, but the quality of being human. Yes, those that live on the I, to them we are less than human. Denizens of a lower plane, we are below them, below the I. The noise of their vehicles dopplers down to us, sounding like the anguished cries of lost souls in some unnamed hell. Perhaps it is a fitting image. One wonders to what corporate demon they have sold themselves, sacrificing their humanity for the privilege of living on the I.

When we can't afford a cube, we sleep where we can. Yet it is a fitful half sleep. The sleep of an animal in the jungle. The sleep of a predator who knows that he may, in an unguarded moment, become the prey. All that we possess we carry with us, ready to move to the next spot below the I.

The police do not come down here, except the corrupt ones who want to score. They come, but they do not stay. They have done nothing to make this rather region any better. In many ways they contribute to the way things are down here. Others come down as well: stiff suited junior executives looking for a cowboy or musclegirl to do his dirty work or some official on a "fact finding mission to help the underprivileged." They help themselves more than they help us. But still we get by, down here below the I.

There are roadways here, too. More like streets well past their lifespan. Cracked with age and stained with the oil of a thousands of vehicles they serve their purpose. Often, they divide this combat zone into a maze of smaller zones, each ruled by a particular group. They are gamefields, marketplaces, and gathering grounds. Oh, and we occasionally drive on them.

We have levels down here as well, the street and the underground. The underground often provides shelter for those who need it. We don't use these levels to segregate the have's and the have not's. We are all the same below the I.

Perhaps they think that they are beyond our reach up there on the I. Most do not know that we can touch them all with electronic fingers, if we choose. Of course, there are those who do know and try to burn those fingers as often as possible. Perhaps that is why we feel more alive than they seem to, for we must live on the edge. If you get too close to the edge on the I, you might just fall. We can pick up and go on. We have had to do so before, but what of them? Could they live life below the I?



Dialog

The Idea Exchange

This is a new feature in the TIMES dedicated to the Creators of worlds and the people who explore them. Referees and players alike are invited to participate. Simply send your input to the address given below. Comments on current topics, new topics and one line thoughts will all be considered for print.

Since this is the first edition of DIALOG the first topic will be one of my choosing. Feel free to add to the discussion at hand or to begin a new one.

One line thoughts may pertain to anything suitable.

I think I am,
therefore I am,
I think.

Dolphin: Beast or Being?

In Issue No. 7 of the old JOURNAL OF THE TRAVELLERS' AID SOCIETY, sporting the Imperial date of 273-1106, Roger Moore introduced the Dolphin (Tursiops galactis) in THE BEASTIARY. In the article the Dolphin is portrayed as a semi-intelligent animal, no more. Yet the author goes on to describe it as a partner to human settlers. We are told of the Dolphin's exceptional intelligence, allowing it to be trained for work undersea and, in some cases, drafted into local wet navies! Furthermore Dolphins are given a language (Delphinese), tools (waldoes and grav belts), and an intelligence level maximum only two points below human maximum. This latter feature would make many Dolphins more intelligent than the average sophant on the street!

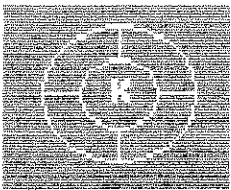
Part two of this wonderful description appeared in the next issue. Here is described how to handle our friend the Tursiops Galactus in accordance with ANIMAL ENCOUNTERS. The same paragraph discusses careers in the military and civilian fields. The skills list at the end of this section is limited, yet extensive enough that even the casual reader wonders if it is truly an animal that is being described.

Obviously, the IISS has never examined the Dolphin as it would a newly discovered species, with the thought of possible sentience in mind. A classic example of ignoring the back yard while exploring the stars.

I have introduced Dolphin rights activists into my universe. They are striving to force the Scouts to examine this species to see just whether or not they are sophant. There are those, of course, who object to this. Their precious beast of burden may suddenly be given rights.

Send all Dialog Input to:

Dennis M. Myers
1161 Nansemond Pkwy Box 116
Suffolk, Virginia 23434



HASSAN'S HINTS

A SERVICE TO MEGATRAVELLER PLAYERS AND REFS WITH MILITARY NEEDS ISSUE 10

A WORD FROM HASSAN

This month Hassan introduces several new Solomani vehicle designs: The T140 and T142 fighting vehicles. They are excellent for any Rebellion campaigns that involve the Solomani.
HASSAN

SOLOMANI T 140 FIGHTING VEHICLE

CRAFT ID: Solomani T140, TL 14, MCr 29.554

HULL: 98/242, Disp= 10.75, Config=4SL,
Armor=62G, Unloaded= 351 Tons,
Loaded= 356 Tons

POWER: 25/34, Fusion=153Mw, Dur=34/102

LOCO: 45/60, StdGravThrust=750 Tons,
NOE=180kph, Cruise=750kph,
Top=1000kph, MaxAccel=1.1G's

COMMO: Radio-System, Laser=Planetary,
Maser=Planetary

SENSORS: EMMask, Synthetic Vision,
Magnetic Sensor = Very Distant,
Radio Jam=Regional, EMS Jam=Cont,
Neut=10Kw, Densitometer=50m,
ActEMS=Cont, PassEMS=Intplt,
ActObjScan=Diff, ActObjPin=Diff
PasObjScan=Rout, PasObjPin=Diff,
PasEngScan=Rout, PasEngPin=Rout

OFF: 1 Hardpoint, Weapons listed below
Point Defense Targeting Module

DEF: Smoke=6, PrisAero=10, Sand=4

CONTROL: Comp=3fibx2, Panel-HoloLinkx3,
Special-HeadsUpDisp x2,
Env=BasEnv, BasLS, ExtLS,

ACCOM: Crew=3(Commander, Driver, Gunner)
Seats=Adequate x 3

OTHER: Fuel=70kl, ECP,
ObjSize=Ave, EMLevel=Faint

WEAPON	AMMO	RDS	PEN/	DMG	MAX	AUTO	D	SIG	ROF	DIFF
		ATTN		RNG		TGTS				
VRF GG	----	10K	21/4	10	VDIST	4	-L/R	160	Rifle	
FZ-14	----	67/5	30		VDIST(30)	4	45	H	40	FCTL
MRL	HE	6	29	24	9/18/32Km	-	6	H	6	Indr.
	HEAP	6	59	18	9/18/32Km	-	6	H	6	Indr.

-The VRF GG has TLS Point Defense Fire Control.

-MRL has an autoloader.

-All weapons are mounted in remote turrets.

The T140 is a standard grav gunship of the Solomani Confederation Navy and Marines. The first prototype appeared in July 5626 and went into full production the following year. It is fast and lethal and has the heaviest armor of any known gunship in the Rim area. The FA-14 gun is for destroying point targets and armored vehicles. The gauss gun serves for point defense and soft target work. The MRL is used in the indirect fire role for area suppression or it can launch autonomous tac missiles. The crew gets considerable support from the durable model 3 fib computer. The T140 has proven itself a powerful asset on the battlefields of the Second Rim War.

SOLOMANI T 142A HEAVY FIGHTING VEHICLE

CRAFT ID: Solomani T142A, TL 14, MCr35.404

HULL: 108/270, Disp= 12, Config=4SL,
Armor=62G, Unloaded= 458 Tons,
Loaded= 461.3 Tons

POWER: 57/76, Fusion=315Mw, Dur=13/39

LOCO: 49/72, StdGravThrust=900 Tons,
NOE=180kph, Cruise=750kph,
Top=1000kph, MaxAccel=0.95G

COMMO: Radio-System, Laser=Planetary,
Maser=Planetary

SENSORS: EMMask, Synthetic Vision,
Magnetic Sensor = Very Distant,
Radio Jam=Regional, EMS Jam=Cont,
Neut=10Kw, Densitometer=50m,
ActEMS=Cont, PassEMS=Intplt,
ActObjScan=Diff, ActObjPin=Diff
PasObjScan=Rout, PasObjPin=Diff,
PasEngScan=Rout, PasEngPin=Rout

OFF: 1 Hardpoint, Weapons listed below
Point Defense Targeting Module

DEF: Smoke=6, PrisAero=10, Sand=4

CONTROL: Comp=3fibx2, Panel-HoloLinkx3,
Special-HeadsUpDisp x2,
Env=BasEnv, BasLS, ExtLS,
Inertial Compensators

ACCOM: Crew=3(Commander, Driver, Gunner)
Seats=Adequate x 3

OTHER: Fuel=46kl, ECP,
ObjSize=Ave, EMLevel=Faint

WEAPON	AMMO	RDS	PEN/	DMG	MAX	AUTO	D	SIG	ROF	DIFF
		ATTN		RNG		TGTS				
VRF GG	----	2K	21/4	10	VDIST	4	-L/R	160	Rifle	
PG-12	----	88/5	80		PLNTRY	-	45	H	30	FCTL

-The VRF GG has TLS Point Defense Fire Control.

-The pg-12 is a starship hardpoint weapon.

-All weapons are mounted in remote turrets.

Cousin to the T140 fighting vehicle is the huge T142. The T142 has been called a "mobile planetary defense," and indeed, T142's have been used on some Confederation worlds for this purpose. This comes from the vehicle's main armament: a starship sized plasma gun. The weapon has a very long range and is extremely lethal. It can destroy small craft and even small starships. The T142 is essentially a T140 with less fuel, more grav generators, a much larger power plant, and a brand new turret mounting the plasma gun. The ubiquitous VRF Gauss Gun remained. The T142A is a further upgrade, with more grav generators, a slightly larger power plant, and better sensors and communication gear. Inertial compensators were installed in both models, not for crew comfort, but to absorb the tremendous recoil of the plasma gun. Externally, there is very little visual difference between the two upgrades, and most Imperials seeing the outline of one of these craft usually wish they were anywhere but on that battlefield.

QUICK REVIEWS

SPACE 1889 REFEREE'S SCREEN

REVIEW BY MARK GELINAS

This product closely follows the game for which it was produced. The REFEREE'S SCREEN greatly simplifies the task of refereeing SPACE 1889, as it consolidates all necessary information in one place. While a lot of this information is readily available in the back of the book, the book does not make a good screen to shield the ref's notes from players. The package also contains a 16 page reference booklet for the referee's use. Included in the package are two clever devices for attaching sheets to the ref's side of the screen without damaging the screen itself. Overall, the REFEREE'S SCREEN is quite useful and highly recommended for SPACE 1889 referees.

CHALLENGE #37

REVIEW BY MARK GELINAS

This is a very excellent issue of CHALLENGE. It starts out with an exciting adventure for TWILIGHT-2000 set in Florida. Experienced TWILIGHT referees will recognize the author of the adventure as one who has produced several excellent book sized adventures in the past. Perhaps most significant in this issue is the boon of material for MEGATRAVELLER. This issue has and AMBER ZONE, a CASUAL ENCOUNTER, a BESTIARY, a SHIP'S LOCKER, and the TRAVELLER NEWS SERVICE. It is almost like the old days, but it is largely due to the contributors sending in material. With their higher production rate, GDW needs a lot of material. If they happen to get more MEGATRAVELLER material than for other games, well guess which game is likely to get the greater coverage (hint, hint). For 2300 AD there was another lengthy adventure similar to the Lone Wolf adventure a couple of issue back. Then there were some items for non-workshop games, including an interesting scenario for Star Wars. I question the wisdom of using a reference to undead in the WARHAMMER 40,000 scenario. It smacks too much of things that GDW has thus far avoided. In the reviews section, there is a review of CYBERPUNK: THE ROLEPLAYING GAME OF THE DARK FUTURE. Overall, this is an excellent issue, and is highly recommended.

BOOMER: THE LAST SUB PART III

REVIEW BY MARK GELINAS

This is the last installment of the LAST SUB series of adventures for TWILIGHT-2000. I found the adventure to be very upbeat, even though the characters have to go through a lot in it. For those of you who have been following the NORWAY-1996 series in the TIMES, there is the official Workshop history of that region in this adventure. I have not done a line by line comparison, but from what I looked at, Mark Hayes did an excellent job extracting the history from the various sources. Also included in this book are rules and equipment for Arctic situations. These will come in very handy for those doing NORWAY-1996. There are also a couple of scenarios for HARPOON. Overall, this is a very excellent adventure. You should have part II before you use this, but it can probably be conducted without it. This is highly recommended for all TWILIGHT-2000 referees for its information alone, and especially for those running the LAST SUB series.

EARTH/CYBERTECH SOURCEBOOK

REVIEW BY MARK GELINAS

This latest supplement for 2300 AD has two sections, the Earth sourcebook and the cybertech supplement. The largest part of the supplement is devoted to describing conditions on Earth at the beginning of the 24th century. We have had glimpses of this information in CHALLENGE and the basic set, but this supplement goes far beyond what was presented there. TWILIGHT-2000 referees will find this supplement useful because there is a lot of information on the TWILIGHT WAR, which just happens to be the war of TWILIGHT-2000. For the 2300 AD referee, this supplement is a must, because in that game, Earth is the center and most powerful world of humanity.

The second, and somewhat controversial portion of this supplement gives the referee the OPTION of running 2300 AD with a cyberpunk slant. There is an essay on what the genre is all about, and various rules for including the genre in 2300 AD. Included are rules for running cyberspace encounters, one of the more interesting aspects of the genre.

The last section of this supplement is an adventure involving an encounter with the provolutionists. While it is primarily intended for use with the cybertech portion of the supplement, it can be used with either.

Overall, this is one of the most useful 2300 AD products produced to date. It is highly recommended to both player and referee because of the wealth of information it presents.

DARK RIVER DATA

LIBRARY DATA UPDATE

Stevenson, Captain Jeremiah: Founder of the first lasting colony on Warace. Prior to his colonization efforts, Stevenson served in the Adir Navy during the Thedar War. During that conflict, he distinguished himself as an accomplished fighter pilot and achieved the status of ace.

Warace (804 Thedar Gap A-537457-E 5 N): This world was settled by Captain Jeremiah Stevenson. The benevolent nature of the world, and clever marketing techniques by Stevenson has allowed this world to grow quickly in spite of its independent status. Warace also serves as a vital link in jump routes through the subsector. Interstellar commerce is one of the planets largest products.

CAUGHT IN THE CURRENT

SCENARIOS IN DARK RIVER

EDITOR'S NOTE: This is a new section of Dark River Data which will largely replace Deep Secrets of Dark River. I have revealed most if not all of those secrets, but as others come up, I will continue the column. In the meantime, I offer scenarios for use in that sector.

ACE CHASE

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.

PLAYERS INFORMATION: On Warace, the players are approached by Melissa Antarys. She claims to be on leave from the Ace Trade and Transport Corporation. She wishes to charter a ship to transport her to Thedar and assist her in a search.

REFEREE'S INFORMATION:

MELISSA ANTARYS- 586899; Merchant; AGE 30

Pilot-3, Nau-2, Handgun-1, Computer-1, Grav Vehicle-2.

Melissa is a direct descendant of Captain Stevenson, and has access to significant credits. She will use what is necessary to achieve her goal, but is intelligent and will not carelessly waste her money.

THE QUEST: Melissa is looking for the fighter flown by Roger "Rocky" Stoneworth. Rocky flew for the other side during the Thedar War, and was their most successful ace. His fighter is the one "kill" that was never credited to Capt. Stevenson, in spite of claims to the contrary. While this did not prevent Stevenson from becoming an ace, proving it would prove that he was the best pilot during the war.

THE ACTION: During a particularly violent skirmish in the Thedar war, Stevenson's squadron was ambushed by Stoneworth's. Each leader, seeing a chance at glory, broke off from their group and attacked their opposite. Their dogfight carried them far from the main battle and down over the jungles of Thedar's central continent. Stevenson finally got the advantage and severely disabled his opponent's fighter. As the other fighter went down, Stevenson did not have a chance to see whether the other pilot ejected or where the fighter crashed because enemy fighters fleeing the engagement saw him and thought they might make some good of the day. In the dogfight that followed, Stevenson's gun camera was destroyed just before his pursuing squadron arrived. Therefore the only evidence of the kill is onboard the downed fighter in that fighter's gun camera.

OPTIONAL COMPLICATIONS:

- Rocky's wingman destroyed the wreckage to prevent the credit from going to Stevenson. If this option is chosen, the search might have to move to Rolalla to search archives for evidence of this action such a letter, a diary, etc.

- Rocky survived the crash, and took the evidence with him. If this option is chosen, the characters might have to trace his movements and find the evidence among Rocky's memorabilia. Not an easy task considering the length of time which has passed.

- Melissa is a pacifist and wishes to use the record to deglamorize the legend which surrounds her ancestor.

POTENTIAL OPPONENTS: Other relatives of Stevenson to stop Melissa; agents of Rolalla to prevent discovery of the craft; relatives of Rocky who wish to preserve the myth. Of course the locals might have something to say; then there is the jungle.



TWILIGHT:2000



2300 AD

ALTERNATE SETTINGS: NORWAY 1996
 BY MARK HAYES
 NORWEGIAN VEHICLES IN TWILIGHT:2000
 PART III

MAD DOG MADDOW'S MUNITIONS MANUAL

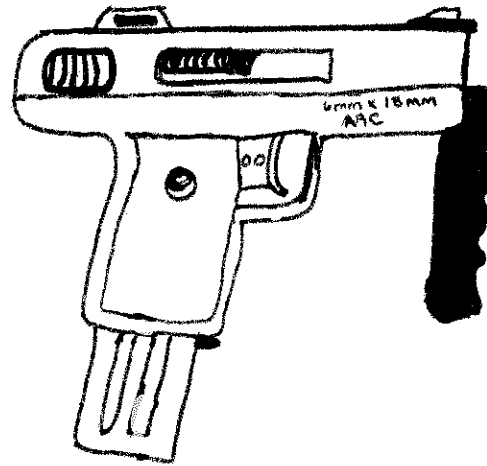
NM 135: This is the standard APC of the Norwegian Army. It is basically an M 113 with a 20mm autocannon in a powered turret. The turret also mounts a 7.62mm machinegun co-axially. Treat the machinegun as a MAG. Use the rest of the description as per the M 113 in the equipment list.
 Price: \$75,000 (S/R) treat as "C" in Norway in 1996. Armament: 1 x 20 mm autocannon, 1 x MAG (coax). Ammo: 300 x 20mm and 1100 x 7.62N belted. Tr Move: 120/70. Com Move: 40/30. Fuel Cap: 350. Fuel Cons: 120. Fuel Type: D. Veh Weight: 12 tons. Crew: 2+10. Mnt: G.

- | | |
|--------------------------|------------|
| R: LHC30), G(30), HB(10) | E, F, P |
| L: LHC30), G(30), HB(10) | D, R |
| R: TF(30), TB(30) | X, N, W |
| C: TF(30), TB(30) | X, W, N, G |
| L: TF(30), TB(30) | N, W, G |
| TS(30) | G, N, W, X |
| F: HS(10) | D, E, F |
| C: HS(10) | G, S, P |
| FE: HS(10) | S, F |
| FD (10) | D, E, F |
| TD (15) | X, W, N, G |
| BD (10) | P, S |

LARGE CALIBER GUN

TYPE	RND	RNG	DAM	ARM	KOR BURST
20 MM AUTO-	APF	250	X3	-	2.5
CANNON	HE	250	X3C	X10	2.5 5.0

ROF: 4
 MAG: 33



AAC Model 664

Due to the extremely tight security in many air and space ports, getting a weapon through customs is nearly impossible. Even super modern all polymer weapons are caught by high tech detection devices. The America Arms Corporation (AAC), however, promotes and supports the right to keep and bear arms. Accordingly they have developed a line of covert duty weapons. This weapon breaks into 3 easily concealable and innocent looking pieces. The possession of such a weapon is usually very illegal. Consequently, they are very hard to obtain, and usually at grossly inflated prices if they can be obtained at all.

Type: 6mm Micro Machine Pistol Country: America Weight (Empty): .5 Kgs Length: 37 cm (Bulk=0) Action: Single shot or bursts Ammunition: 6 x 15 mm fixed cartridge ball Muzzle Velocity: 530 mps Magazine: 20 round box magazine Magazine Weight: .1 Kg RoF: 5 Aimed Fire Range: 50 m Area Fire Burst: 10(AFV+1.5) Area Fire Range: 30 m DP Value: .2 Price: Lv 250 (Lv 1 for a box of 100 rounds)

YOOS IS
 BONED FO'
 A DIRTY RIFLE



SGT LANE
 SERVES AT YMI



YOU TELL
 HIM,
 SGT.
 LANE!



KAFERS AT KIMANJANO

KIMANJANO: DEC 5, 2301- A force of Kafer warships has entered the outer reaches of the Kimanjano system. Because of the multi-national task force in system, French authorities are confident that they can hold on to the system. Kimanjano is an important crossroads in the French Arm. The loss of that system would be serious.

SPACE 1889

The Tortoise and the Hares

A SKY GALLEONS OF MARS SCENARIO

SCENARIO: After purchasing the ruined hulk that was the Suffolk, Carter Johnson had to get it to the yards of Thyamiamata. As a condition of the sale, all weapons were removed from the Suffolk. Thus the trip would be many days through dangerous territory with a relatively defenseless ship. As fate would have it, the ex-Suffolk engaged in a running battle with a group of three pirates.

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

SHIPS: The American player has one ex-Norfolk class gunboat (TTT 21) which is damaged. The Martian player has 3 Sky Runner screw galleys.

SET-UP: The American player can set up anywhere on the board. The Martian player can then set up anywhere but must start at least 4 squares away from the American ship.

SPECIAL RULES: The ex-Suffolk is badly damaged. She has 5 hull hits which will barely allow her to fly at medium altitude. Carter managed to purchase two Nordenfeldts and two power grapnels to replace the ones the British removed. No other weaponry is present, but the turrets remain. Johnson is carrying a full crew which leaves those who would normally operate the guns for deck duties. His crew is trained, but the only humans besides himself are the two Nordenfeldt gunners, the helmsman, the trimsmen, the engineers, and one other petty officer. The rest of the crew including the signalman, and first officer are Martians. The vessel can only make a speed of 4. Johnson's crew is armed with modern rifles. The Martian vessels have green crews with muskets. If the American vessel leaves the board, and any Martian vessels can catch it, determine what the relative positions would be and set up again. Play continues until the American is captured or destroyed, or the Martians can no longer pursue.

VICTORY: If the American vessel survives, it is the winner. If the American vessel is captured or destroyed the Martian player wins. A draw is declared if the American escapes but its Captain is killed.

HISTORIC RESULT: When Johnson saw the three vessels to his stern, he knew there was going to be trouble. He drew one away from the others and moved out of sight. As the pursuer closed, Johnson feined that his vessel was disabled. The pursuer took the bait and closed for the capture. Meanwhile, a boarding party formed on Johnson's vessel. When the pursuer got within range, the Nordenfeldts fired and a power grapnel snared the enemy vessel. The first Sky Runner was captured with little difficulty. With another vessel, Johnson was able to defeat the pirates.



DIASPORA: STARLANE TO THE CORE

NOBILITY PROFILES

DUCHESS SHARON McDOUGLASS II

By Mark "Gen" Gelinus HMG Diaspora Sector Analyst

Duchess (R-5), Khayle Subsector (1116)
674A9F Age 29 (29) 3 Terms Imperial Nobility
Born 052-1087

Noble Titles: Countess Khayle, Duchess Khayle

Special Assignments: Squadron Leader 195th Interceptor Squadron, Khayle COACC.

Skills: Leader-2, Pilot - 2, Nav - 1, Comp - 1, Robotics - 1, Chess - 1, Handgun - 0, Grav Vehicle - 0.

Homeworld: Khayle (2605 Diaspora B-334965-F S HD) Small World, Vacc Atmosphere, Wet World, Hi Population, Mod Law, Hi Stellar.

Faction Supported: Nominally supports Lucan, but in reality, she supports herself. She intends to watch what happens offering minimal support to any faction. While she does not believe that she will become empress of the Imperium, she recognizes that there may be opportunities to increase her personal power. She will actively support Admiral Nie in order to keep the Solomani away from her domain.

Background Description: Duchess Sharon hails from a long line of McDouglass'. Her family claims to be of pure Solomani stock from the times when nobles of that stock had power at the Iridium Throne. Granted the title of Countess at age 16, Sharon was well on her way to higher titles. Named after her grandmother who served as the Duchess of Khayle years before, Sharon is proud of her heritage. Sharon is very free spirited, and almost set aside her noble rank to live a life of adventure. A family crisis caused her to take a larger share of responsibility. With the responsibility came power, and she found that wielding power is a form of adventure that she liked. After the crisis passed, she served a term with the planet's COACC, to gain more leadership skills. When Sharon reached age 28, her mother, Duchess Amelia II, abdicated in favor of her daughter, her oldest issue. Duchess Sharon enjoys the ancient Terran game of chess, and often views life as such.



COMING EVENTS

ATLANTA FANTASY FAIR: JUL 21
 -23- For fans of science fiction also.
ORIGINS: SUMMER '89 - Held in Los Angeles this year.
GEOCON IX: AUG - Can we make this happen?



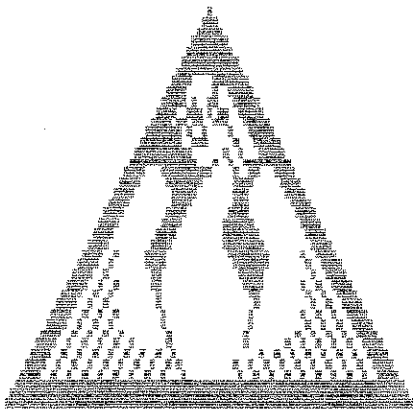
CLASSIFIED ADS

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

NORTHCOAST ROLEPLAYING: A fanzine for RPG's including MEGATRAVELLER and ZODD A.D. For 6 issues, send \$8.00 to Barry Osher, 1018 F St. #1, Eureka, CA 95601.

NOTICE

Due to circumstances beyond my control, CYBERTALK and ALLIANCE ANNOUNCER will be delayed. I expect to release the first issue of each in August. I will continue to honor requests for the first issue free until the first of August. For a sample of what CYBERTALK will be like see this issue's GEO'S VARIANTS. Thanks.



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PARTING SHOTS

A COMMENTARY BY
 KATE LEBNERZ GELINAS

WHO'S CHEATING WHOM?

Have you ever wondered about the sus or girl (other than the ref, of course) who conceals their dice rolls behind a book, paper, or screen? Then you discover that they exaggerated in order to sway events in their favor? How about the gamer that has to create a god-character with no stats below average? What about when they add to that character battledress, a Chameleon Class Corsair, completely paid off, and, not to mention, enough hard cold credits to take care of the Imperial debt? But that's not all . . . They often have enough firepower at their beck and call to impress a Tigress Class Battlecruiser. Well, you get my drift. The real question is who are they cheating?

I recall the days (yes, I AM that old) when it was as much fun to create a character as it was to roleplay that character. It was more fun to build them up through the experience they gained during the game. I'll also admit, as a ref, to giving the player a break when their dice could roll naught but snake-eyes. However, that should be a ref's option. So, who are these folks really fooling? Not me, that's for sure.

Refs are bound to take notice of a person whose rolls are consistently on the heavy side, although there is occasionally the set of dice that will legitimately roll like that. Just roll them in the open for all to see, though. Players will come to resent a god-character who takes control of the game to the exclusion of them. Hey, these folks want to play too, you know. In the long run these type of players only cheat themselves. They end up not included in games in which they otherwise could have participated. Refs become wary of them, shy away from them, or create excuses to exclude that player. Other gamers will leave the game and not return because the player with the god-character will be doing everything from handling the routine to providing the means to end any conflict single-handedly to the exclusion of all others.

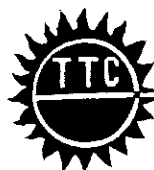
Remember, in a well balanced game, if you have it, so does the enemy. No one wants to walk into a bar only to look down the business end of a FGMP-13. This will eventually leave the ref and the minor deity in what we call a "letters from home" scenario. This results in a bored player and an irritated ref.



"AD ASTRA"

Terra Traveller TIMES

102 AKRON CT.
 LADSON, SC 29456



GAMING IN THE FUTURE

