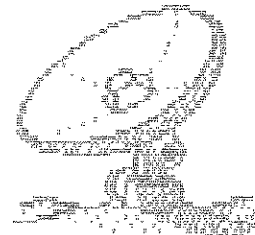


Terra Traveller TIMES



SCHEDULE CHANGE FOR TIMES

TIMES NOW BI-MONTHLY; NEXT ISSUE WILL BE SENT IN MID-SUMMER



GNS



ROBOTS RUINED

HAR/AOLARIA: 256-1111: Several robots of Kasakan design were found destroyed outside the downport of Har this morning. Although there was no evidence of physical damage to the robots' casings, all of their positronic brains were totally destroyed. Some sources believe that the robots may have been trying to assassinate Fleet Admiral Elderac who was onworld visiting the Scout facility here. The cause of the robots' destruction remains a mystery.

ARRIVAL ANNOUNCED

AQUINA/AQUARIA: 319-1111: The office of the Emperor announced the birth of a son to His and Her Majesty. The son, who was delivered in the palace birthing chamber arrived at 0647 local time this morning. The child has been named Eric by his parents. It is reported that the Mother-of-Us-All was pleased with the news. It is possible that She will name this child heir to the Emperor's throne. The Emperor has not had a direct heir since Prince Uri was denounced by the Mother and subsequently killed after conspiring to overthrow his father.

TECHRUNNERS TAKEN

O'OKA/SHILLELEAGH: 047-1113: An O'Okan Scout spokesman announced today that a 200 ton vessel had been captured by those standing interdiction patrol at Belons. The spokesman further announced that a cargo of 100 shotguns had been intercepted in the action. Upon its arrival in the O'Oka system, the captured ship was placed inside an orbital dock. No further details about the ship were released. Informed sources indicate that the ship is of Asian design. If so, it probably hails from the Thexin Heirate. Because of their recent history of aggression, such a move would mean trouble for the Kingdom if the intruders were from the Heirate.

DUCHIES DIVIDED

LIBERT/DIASPORA: 340-1116: In a joint statement, the ranking nobility of the sector announced today they their meeting has reached an end. This follows only days after one of their number left. Duchess McDouglass, speaking for the group, stated that they group could not reach a decision on which faction to support. She further stated that the nobility was returning to their subsector capitals. There they would attempt to maintain a status quo until this conflict has ended. Sector Duke Eneri was not among the group.

DUCAL DECLARATION

LIBERT/DIASPORA: 340-1116: In a separate statement, Duke Eneri Aakiragemar urged the peoples of Diaspora to remain calm. Duke Eneri further stated that a decision was not necessary because Diaspora is a part of the Imperium. He assured the sector that the succession crisis would soon end and the Imperium would once again be united. "By remaining strong," he stated, "we will be in position to help our fellow sectors recover."

NEWS NULLIFIED

LIBERT/DIASPORA: 341-1116: The office of the Sector Duke today ordered a ban on all news regarding Naval movement. This occurred only hours after a squadron of jump ships arrived in system. The office of the Sector Duke declined comment on the reason for the news blackout.

DISMISSAL BY DULINOR

DLAN/LELISH: 022-1118: Emperor Dulinor has dismissed the reappearance of Strephon as an impostor's work, and that such a thought is an insult to the memory of the former emperor.

EVENT HORIZON CURRENT AND FUTURE RELEASES

FROM THE WORKSHOP: MAY: SPACE 1889- CARAVANS OF WAR, CONKLIN'S ATLAS OF WORLDS, CHALLENGE 38. JUNE: SPACE 1889- IRONCLADS AND ETHER FLYERS, and miniatures. TWILIGHT-2000- BEAR'S DEN. JULY: SPACE 1889- MORE TALES FROM THE ETHER, SOLDIER'S COMPANION, and miniatures. TWILIGHT-2000- HEAVY WEAPONS GUIDE, CHALLENGE 39.
FROM DIGEST GROUP: WORLD BUILDER'S HANDBOOK and THE BLACK DUKE will be out by ORIGINS. Look for TRAVELLERS' DIGEST #16 and #17 by summer's end.
SEEKER: For catalog send SASE to Box 337, Finsley, ND 58230.
HWG: Annual membership is \$12.00, includes subscriptions to TIFFANY STAR, HWG's newsletter and the TERRA TRAVELLER TIMES. Send to Ed Edwards, 1410 E. Boyd, Norman, OK 73071.

ACKNOWLEDGMENTS

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

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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. GELINAS HIWG TO HAPPINESS

BEING A REGULAR COLUMN BY
ED EDWARDS
HIWG CHAIRSPHONT

AN INTERVIEW WITH JEFF SWYCAFFER

This month I have combined both of the regular columns which appear on this page in order to bring you an interview with Jefferson Swycaffer. Jeff is a HIWG member and has written seven novels using TRAVELLER as part of their background.

TTT: Please tell us a little about yourself.

JEFF: I'm a fifth generation California native, a math student at San Diego State University, and a recluse. I let my letters travel for me, while I stay pent up in an apartment, which, having bookshelves where all the windows and all the doors save one once were, I call "The Library of Amontillado." I've never flown, never gone anywhere or done much of anything, and if they offered me a free ride into space tomorrow, I'd turn it down flat. (I'm not going up into space until they have pine forests and dairies there.)

TTT: When did you first get involved with TRAVELLER?

JEFF: I bought the first TRAVELLER set back in '77, and, since then, have bought every GDM TRAVELLER product. Every one. Like many fans and roleplaying gamers, I was a high school "nerd," a social outcast, and gaming was a good way of practicing the "acting" skills that all people need. (As Shakespeare noted, we all play roles in this life. An awareness of that can make life a bit more tolerable at the grimmer times.)

TTT: What got you involved in the field of writing?

JEFF: Writing is something I just fell into. I set pen to paper, and didn't stop until a story had appeared. My first professional sale was to an anthology, SWORDS AGAINST DARKNESS IV, edited by Andrew Offutt, and published by Zebra Books in 1979. I also sold a non-fiction gaming essay to DRAGON MAGAZINE, which started a long and mutually satisfying round of articles and essays for them. The high-point of that was in DRAGON #59, the March 1982 issue: a 16 page feature, a background for TRAVELLER adventuring, "Exonidas Spaceport." (It behooves me to admit, alas, that my spaceship designs were seriously flawed; I hadn't mastered the TRAVELLER ship-building routines...)

TTT: What aspects of the game IMPERIUM have you incorporated into your CONCORDAT series?

JEFF: Fans of IMPERIUM will probably recognize the "Shock Cruisers," the "Suicide Attacks," and the missile and laser attack mechanics that I described in my novel NOT IN OUR STARS. The general tactical feel for the game and my space battles are similar: two fleets stand toe-to-toe and slaughter one another until one can no longer continue.

TTT: Who would you say is the major protagonist in your books?

JEFF: I'd like to think that my major protagonist is Athalos Steidan, who is, let's face it, a wish-fulfillment self image for me. But Admiral de la Noue is probably more recognizably the hero of the series. One thing I learned from Poul Anderson, and which I've worked hard to emulate is that my series hasn't had any real "villain." There are unsympathetic antagonists, but no sneering "Ming of Mongo" cardboard caricatures.

TTT: Why did you choose Margaret as a Faction? Do you think that she will have a chance to win at all, or will she act as an influential force?

JEFF: My first instinct with Margaret was to choose a faction that wouldn't have to participate in a lot of combat. I'm only an indifferent play-by-mail gamer, and I thought that HIWG would turn into a clash of space fleets. Also, underdogs and kingmakers are more interesting, dramatically, than conquerors and tyrants.

TTT: What is your favorite TRAVELLER variant?

JEFF: "Super Refined Fuel." Fuel that costs fifteen or twenty times as much as normal, but which lasts ten times as long. I've always felt constrained by the short cruising range on starships.

TTT: What are your plans for future books? Will they include more in the Concordat series? Will we see the crew of the CONROADER again?

JEFF: I've got one novel completed and ready for publication in the CONCORDAT series; THE CAPTIVE'S RANK. It would fit neatly between NOT IN OUR STARS and THE UNIVERSAL PREY in internal chronology. I've also got an idea for a future novel, but I have to admit that REVOLT & REBIRTH really ought to stand as the "final word" on that troubled universe. I regret to say that the Captain

and crew of the CONROADER have settled down to quiet freight runs, and will all retire incredibly wealthy, but with no more adventures.

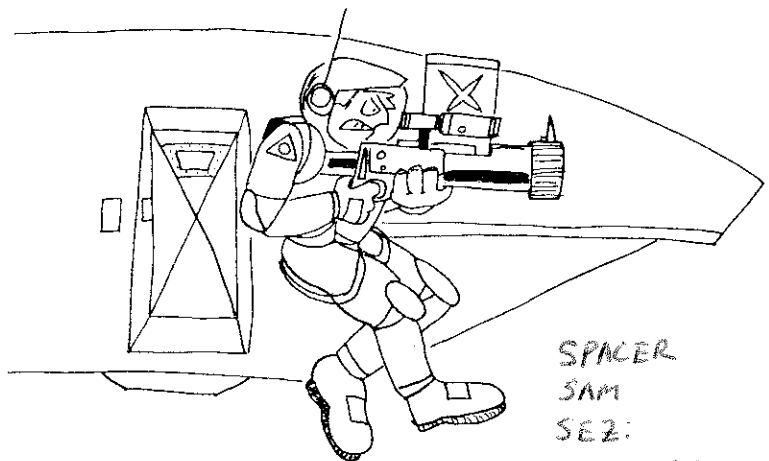
TTT: Do you have any advice for aspiring writers?

JEFF: Have I got advice for aspiring writers? Yes! Do it! If I can get published, ANYONE can. No way am I "special" or "talented" or "gifted." All those people who revere writers as "gifted" individuals make me ill; it's as if they're envisioning writing as some obscure psychic talent that is inborn in people. ANYONE can write... and most can write better than I can. Just slap the words on paper. Don't send off for special correspondence courses, and don't pay too much attention to writing teachers in schools or colleges. Write for yourself; write what you'd like to read. Write in your own universe; don't write STAR TREK or STAR WARS or even TRAVELLER stories. Make the place your own. I could have written a series of "Third Imperium" novels, and I suppose I could have gotten Maro Miller's blessing for the project, but I'm so much happier that I invented the places, the people, and the history. The TRAVELLER spaceship and jumpspace mechanics were very helpful, so perhaps I'm being hypocritical, but at least I never wrote a "Captain Kirk" story. The best advice for beginning writers -- and I'm very serious in my desire to urge anyone who wants to write to give it their all -- is just to keep at it. It hurts like hell sometimes. Ray Bradbury notes that your first million words are garbage. I'm about to turn over 800,000 words, and I think he's right about that. Don't let it stop you.

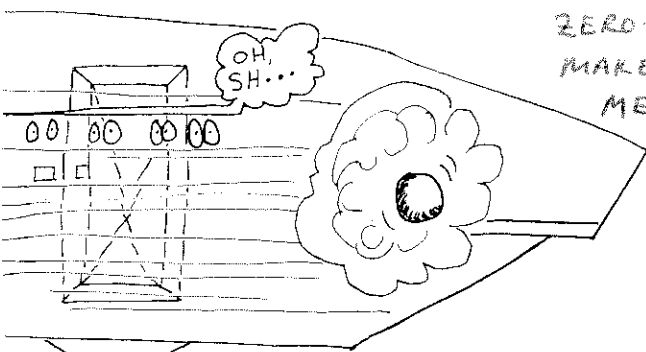
TTT: Would you consider writing for TRAVELLER related magazines or newsletters?

JEFF: I've done some writing for TRAVELLER prozines and fanzines. (I've got a nice stack of rejections from JOURNAL OF THE TRAVELLER'S AID SOCIETY/CHALLENGE.) I try to send at least a little something to every zine I learn of, but I'm not too good at consistent and steady submissions. I've also outlasted three professional gaming magazines -- GAMEPLAY, ADVENTURE GAMING, and STARDATE -- and one newspaper for which I was writing science-fact articles. Maybe I'm a pix....

TTT: Thank you, Jeff, for your time, and we're certainly looking forward to more books from you.



SPACER
SAM
SEZ:
A HIGH RECOIL
WEAPON IN
ZERO-G WILL
MAKE YOU A
METEOR!



OH,
SH...



GEO'S VARIANTS

ISSUE 22: APRIL '89

This month I bring the second installment of both of the new columns that I started last month. For DIALOG, I am pinch hitting for Dennis to allow him time to get Meaz Towing. The format I used to describe the corporation in CYBERTALK is largely based on the format used in R. Talsorian's CYBERPUNK. However, I left the information general so that the referee can use it for any roleplaying game in that genre.



Dialog

The Idea Exchange
ZUCHAI CRYSTALS

OFFERED BY MIKE MIKESH

Zuchai crystals were discussed in STARSHIP OPERATORS MANKAI VOL. I. This is the only place where their use is described. Although they're not talked of in much detail, what I present here is some speculation about their nature and possible applications.

From the descriptions, the zuchai crystal apparently doesn't store energy in the same way a chemical battery does. We're talking about something on the level of a nuclear warhead, so chemical storage isn't reasonable. Instead, the jump drive energies might be converted into photons and trapped in the crystal. Perhaps photons just reflect around inside, but I'm more inclined to think it's something else, as yet undiscovered, perhaps containing light waves as closed standing waves for a time.

In any case, an engineer has remarkable control over the crystal. Perhaps by using a surface charge, or light interference patterns, he can change the properties. In this way, the energies collected by the crystal can be released exactly when needed.

Other than jump drives, it is possible that zuchai crystals will have many applications. A very basic device could be a histoscope. It might look like a monocular. However, any image entering from the front is not visible in the eye piece for 24 hours. The resulting image is as sharp as if it were in real time. Naturally, something like this will replace the clunker bank cameras if the price was right.

While crystals will have a natural delay, this can be changed as needed. By applying a particular charge, for instance, a 24 hour crystal might be adjusted to show events 10 hours ago. (The viewer will be missing scenes from 24 hours ago, but they are merely displaced and will come out later.) Images can be sped up or slowed down. Crystals can be given a cycle longer or shorter than their natural one. They can even be made to store up images theoretically forever until replayed. Which brings us to the subject of their operational dangers.

As I mentioned, you can speed up a crystal to see history pass at a faster rate. However, the images will necessarily be proportionally intense. Playing up to 10 hours ago in but an instant would probably produce a beam as intense as a laser. This would have detrimental effects on the viewer and any flammable items in the room. Therefore scopes will seldom have this feature for safety reasons. Jump drives, however, need the rapid discharge feature to energize jump grids.

Zuchai crystals are probably also well encased to make sure that they are not accidentally fractured. If a crystal is fractured, the result could range from a flash to an explosion, depending on the amount of energy stored. If a starship had its jump crystals energized, and then they were damaged, the resultant explosion would probably destroy the ship and severely damage surrounding structures.

Theoretically, a warship could use a missile with a zuchai crystal warhead. There would, however, be some intrinsic dangers. First is the crystal's explosive nature. Then there is the problem of keeping a stored missile cool. These problems make the weapon prohibitive to the Imperium.

There are other possible uses for these crystals, but let's hear some of your ideas first. Send them to:

Dennis M. Myers

1161 Nansemond Pkwy Box 116
Suffolk, VA 23434



SAFEGUARD SECURITY

MAKING THE WORLD SAFER



SECURITY SYSTEMS AND SOFTWARE

MAIN OFFICE: Kansas City

REGIONAL OFFICES: Charleston, S.C., Philadelphia, Chicago, Eureka, and Houston.

STOCK: 81,230 shares

NAME AND LOCATION OF MAJOR SHAREHOLDERS: Jonathan Linbloom- 23% of total shares, Kansas City; Ashley Linbloom- 51.3% of total shares, Charleston.

STOCK AVAILABLE ON MARKET: 16,246 shares.

TROOPS: 48 troops organized into 12 four man teams.

COVERT OPERATIVES: 24 including 4 cyberninja's. One ninja stays with each of the Linblooms. The other two are used for special operations. Some covert operatives prey on companies without security protection to emphasize that companies need for security. The company does not officially sanction these actions.

EQUIPMENT AND RESOURCES: The company has 6 air cushion APC's, one for each of the offices. They also own two rototilt aircraft which are usually used to transport the Linblooms. Jonathan has many friends on the Kansas City Police Force and can usually count on them for favors. Ashley holds the contract for orbital interface. The troops are armed with assault weapons and wear medium armor with regular helmets. Each troop also carries two crowd dispersion grenades.

BACKGROUND: THE SAFEGUARD SECURITY CORPORATION began as a simple burglar alarm company in Charleston, South Carolina. The founder, Irwin Linbloom, was imaginative and soon saw his business grow to service the southeast. When public attention was drawn to cybernetic computer crime, he saw a new market. Hiring Dan Oxford to develop the programs, Irwin branched into the software security line. Some of SAFEGUARD's software runs the security systems while other programs offer computer protection. When Irwin died several years ago, he left each of his 5 children with about 15% of the shares each. Being the more aggressive of the children, Ashley and Jonathan managed to out the others out and grab a larger share for themselves. Ashley recently wrangled a deal which left Jonathan with a small percentage and Ashley in control of the company. Ashley prefers to stay in her native city of Charleston while Jonathan stays near the corporate headquarters hoping to topple Ashley's empire.

CHARACTER INVOLVEMENT: This company has a lot of opportunities for character involvement:

-There is the ongoing rivalry between Ashley and her brother. Ashley is the smarter of the pair so Jonathan must resort to cruder means to get his work done.

-The characters might break a SAFEGUARD program and the company wishes to suppress the knowledge.

-Characters might be hired to break into a SAFEGUARDED place.

-Characters might be hired as extra SAFEGUARD patrols.



HASSAN'S HINTS

A SERVICE TO MEGATRAVELLER
PLAYERS AND REFS WITH MILITARY NEEDS
ISSUE 11

A WORD FROM HASSAN

This month Hassan introduces a unique Solomani vehicle design and a small Solomani Unit which uses this vehicle. **HASSAN**

SOLOMANI FAST ATTACK VEHICLE

CRAFT ID: Fast Attack Vehicle, TL 14,
MCR 1.089

HULL: 9/22.5, Disp= 1, Config=0USL,
Armor=10G, Unloaded= 9.2 Tons,
Loaded= 10.6 Tons

POWER: 1/2, Fusion=3Mw, Dur=5/15

LOCO: 1/2, StdGravThrust=20 Tons,
NOE=75kph, Cruise=225kph,
Top=300kph, MaxAccel=1.8G's

COMMO: Radio=Continental

SENSORS: EMMask, Synthetic Vision,
All Weather Radar=V.Dist,
Ladar=V.Dist, Headlights X 4,
ActObjScan=Diff, ActObjPin=Diff

OFF: 1 Hardpoint, Weapons listed below

DEF: Smoke=4, Sand=2

CONTROL: Comp=0x2, Panel=HoloLinkx1Z,
Special=HeadsUpDispX2,

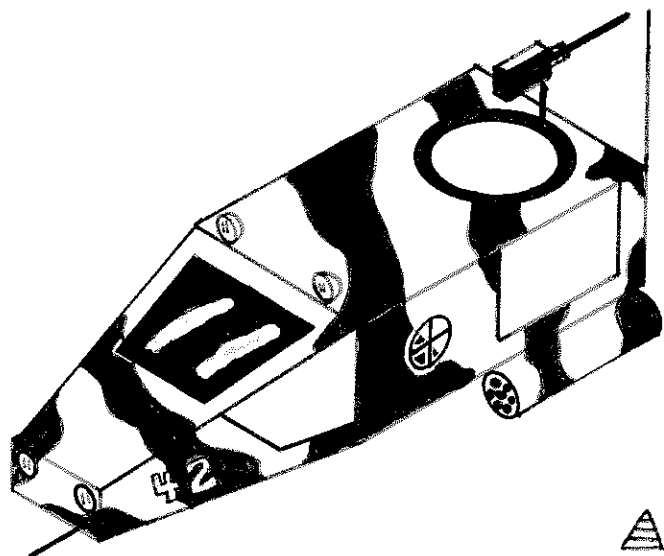
ACCOM: Crew=2(Commander, Driver/Gunner)
Seats=Adequate x 2

OTHER: Fuel=6kl, Cargo=1kl, ECP,
ObjSize=Small, EMLevel=Faint

WEAPON	AMMO	RDS	PEN/	DMG	MAX	AUTO D	SIG	ROF	DIFF
			ATTN		RNG	TGTS	S		
VRF GG	----	5K	21/4	10	VDIST	4	-L/R	160	Rifle
HMG	----	300	6/3	3	VLONG	2	-H	4	Rifle
MRL	HE	14	13	10	4/6/10Km	-30	H	14	Indr.
	HEAP	14	32	8	4/6/10Km	-1.5	H	14	Indr.
	KEAPER	14	19	9	4/6/10Km	-1.5	H	14	Indr.

- VRF GG is mounted in a remote turret, HMG is on a pintel mount.
- MRL tubes are divided into two remote groups of 7.

This unusual vehicle in the Solomani arsenal could not stand up in a regular grav vehicle battle. It is, however, ideal for strikes on lower TL worlds. It is designed to fight lower TL forces with a minimum of force. True, the task could be accomplished with one grav tank, but for the price of one grav tank, a commander could have 10-30 of these vehicles.



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

THE RAMBLIN' RATLINE

Alpha company of the Solomani 641st Lift Infantry Battalion has taken to calling themselves the RAMBLIN' RATLINE.

ORGANIZATION AND EQUIPMENT

This company is equipped with the Solomani Fast Attack Vehicles. The company is organized into five platoons, four regular platoons and one headquarters platoon. Each of the regular platoons have five vehicles. The headquarters platoon has three vehicles, one each for the company commander, the assistant commander, and the senior enlisted troop. The headquarters company also has a repair vehicle and casualty clearing station mounted on a vehicle.

HISTORY

After the first Solomani Rim War, Solomani generals felt a need for a type of unit which could wage warfare against low tech planets, yet retain the advantages of higher technology. In developing such a unit, they decided to develop a vehicle for it. After the vehicle had been developed and tested, the general staff formed a new battalion to employ them. This new battalion became the 641st Lift Infantry Battalion. Each of its companies, except headquarters, have had their chance to prove their effectiveness in actions on various troublesome worlds in and out of the Confederation.

CURRENT SITUATION

The current commander of the 641st is Col. Post, but his headquarters company tends to stay out of the fighting as the companies are dispersed. Alpha company's current commander is Major "Ginny" Lexington. This company is currently conducting hit and run raids on the world of Pagliacci/Solomani Rim. They get their supplies from raids and irregular Stealth Scout visits. Attrition has reduced the number of fighting vehicles to 17. Major Lexington has transferred 2 of the vehicles from the headquarters squadron to allow each squad to have a complement of 4 vehicles. Three of the damaged vehicles are used for repair parts.

REFEREE'S NOTE: the world of Pagliacci was featured in the DOUBLE ADVENTURE: MAROONED/MAROONED ALONE.

Virginia May Irene Lexington ("Ginny")
UPP 98985 Major, Confederation Army Age 28(28) 2 Terms
HOMEWORLD: B, Large World, Exotic Atm, Wet World, Mod Population, Mod Law, Early Stellar.
SKILLS: Heavy Wpn-2, Tactics-2, Grav Veh-1, Elec-1, Handgun-1, Combat Rifle-1, Small Blade-1, SMG-1, Comp-1, Wh Veh-0.
BACKGROUND: Born the last daughter and child of a large family. She does not like to be called by her full name. Her enlisted know her as Major Lexington, but she will tolerate being called Ginny by fellow officers in private. Her tactical abilities have kept the company out of serious trouble so far. This is her first command and she intends to do well by it. She will not have her people take undue risks. She has seen that cost too many people before.

QUICK REVIEWS

TIFFANY STAR #8

REVIEW BY MARK GELINAS

This latest issue of HING's newsletter gets it back on schedule. Perhaps most significant in the issue is a call from Joe Fugate, Sr. for assistance in writing rebellion related materials. The major pieces of this issue are a discussion on the Solomani Night Front by Steve Kostoff, and the Massilia Project, which is a dissertation by Mike Mikesh on how to bring the rebellion home to the characters and more importantly how to let them influence what is happening in the rebellion. TIFFANY STAR remains an important forum for discussing the Shattered Imperium, and comes with membership in HING.

REFEREE'S GAMING KIT

REVIEW BY MARK GELINAS

This product by Digest Group Publications is a total referee's kit for MEGATRAVELLER. To simply call it a screen would not do justice to the package. True, the screen is beautiful, colorful, and well laid out, but there's more! Included in the kit are several pieces of equipment, some new, some old, but all done on the new equipment sheets which will greatly assist play. There are also two genuine Shattered Imperium folio adventures in the package, and several pages of referee's hints. The folio adventures break new ground, not in their action, but in the way that they are laid out. The Digest Group is now using their "Usual Nugget" format which is an improvement in the way adventures are presented to the referee. Overall this is an excellent package, and highly recommended to all MEGATRAVELLER referees.

NORTHCOAST ROLE PLAYING #8

REVIEW BY MARK GELINAS

One could almost term this issue of NCRP as the CYBERPUNK issue. A significant number of the articles in this issue relate to that genre in general, and the R. Talsorian game in particular. The issue also has a new column for computer gaming. NCRP has retained some TRAVELLER material, and probably always will. This issue is no exception. There are also articles for STAR WARS RPG and some new mechs for BATTLETECH. Overall, this is a good issue and a variety of different gamers can find something interesting in it.

TALES FROM THE ETHER

REVIEW BY MARK GELINAS

This supplement for SPACE 1889 is a book full of adventures. There is one adventure for each of the inner planets and the moon. If you recall the SPACE 1889 insert in CHALLENGE 34, you might remember the list of possible adventures on the back cover of that insert. (The insert also appears in the game SKY GALLEONS OF MARS.) At any rate, the adventures that are suggested on that page are the ones which appear in this first collection of adventures for SPACE-1889. The referee will find much useful information in this supplement as well. Particularly interesting is the large vehicle designed to cross the molten surface of Mercury and Her Majesty's Orbital Hellograph Station about Earth. The enterprising SPACE 1889 referee can find ways to use these long after their associated adventures are finished. For referees who are having trouble thinking of adventures for their players characters, this is an excellent supplement, if not for the adventures, then for the example and ideas that they present on how to run SPACE 1889 adventures. GDW realizes that not all of us are experts on the Victorian Era, and consequently have presented their adventures in a manner that gives us the spirit of the age without necessarily giving us a history lesson. This supplement is recommended for SPACE 1889 referees.

DARK RIVER DATA

LIBRARY DATA UPDATE

Belona (601 Shilleleagh X-784211-2 Ni, Lo): An independent world in Shilleleagh Subsector which lies near the Kingdom of O'Okka. This planet has a native race of sentient beings known as Bikorans. This developing race had its tech level artificially raised to 3 by technurers. The technological shock touched off a global war which all but eliminated the population. Fortunately, the Kingdom of O'Okka stepped in and interdicted that world to protect the Bikorans. Because they had been exposed to a higher tech level, the Bikorans retain a tech level of 2 on their world even after the war's destruction.

Bikorans: The low tech sentient race native to Belona. This race was almost eliminated by a war touched off by a rapid rise in tech level. The race is descended from herbivore grazer stock. Scientist studying the race believe they were originally very aquatic in orientation, but when their food sources got further from the shore, they were forced to develop sentience. These beings are 200 kilograms in mass, are quadrupedal with a bilateral symmetry. They retain a long flat tail, which may have served as a rudder to guide them through the water, but now serves to help them balance when they stand upright. When standing, the Bikorans average about two meters in height. Their forepaws have developed manipulative members and are only slightly less dextrous than humans. When moving, Bikorans will stand upright if they only have short distances to go, or they are not in any hurry. If they have to run, which they do not like to do, they will use the forepaws as legs. Finally, they have a set of horns set on top of their head. Their cities are largely agricultural in nature, with most manufacturing geared toward the production of farm implements. Bikoran culture is not uniform. The majority of the populace wants to remain like they are with slow progress to the next tech level. One group of Bikorans advocates a return to the simpler tech level that they enjoyed before the "Sky Strangers" came with their evil tools. In another group, a cult has developed worshipping the Sky Strangers. A few Bikorans who have dealt or had contact with the Sky Strangers, and subsequently survived the war, are regarded as priests. The priests, who want more power, advocate renewed contact with the Sky Strangers.

CAUGHT IN THE CURRENT

SCENARIOS IN DARK RIVER

TECHNICAL DIFFICULTIES

PLAYERS' INFORMATION

The characters are performing clandestine observation of the Bikorans. During their observations, they notice that one group has what appear to be objects of a higher tech level. Regardless of their original mission, this development warrants closer investigation yet one which does not expose the Bikorans to the characters as this would violate the terms under which they can study this race.

REFEREE'S INFORMATION

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

CHARACTER OCCUPATION: The characters can have any of a variety of occupations and still fulfill the basic requirement of the scenario. They could be scientist from O'Okka or from another planet's university. They might also be O'Okkan Scouts or an independent group which has gotten permission to land and study the Bikorans. In any case, there will be an O'Okkan official among the group, if only an NPC observer to ensure that no contact is made with the Bikorans.

THE ITEM: This can be any item of any tech level higher than 2, but should probably be a TL 3 item that is easily recognizable as such. To add a sense of urgency to the adventure, make the item a weapon and add the subtle hint of a renewed conflict.

THE SITUATION: Choose a situation from one listed below or roll 1D6 and use the numbered situation.

- 1-2 Item was developed naturally from existing technology.
- 3-4 Item is a remnant of the war not discovered and destroyed.
- 5-6 Item was brought to the world by technurers.





TWILIGHT:2000



2300 AD

MUSIC MEDIA IN 2300

Long before 2300, the entertainment industry will have recovered from the difficulties of the Twilight War and the subsequent period of rebuilding. Indeed, in 2300 entertainment is a very big industry, especially on Earth, where most people have a lot of free time to fill.

While the industry will have recovered, and still function much the same as it did before, its methods will have changed. With advances in digital storage technology, the old, analog magnetic tape will largely fade away. True, some computer systems may still use magnetic tape as off-line storage, or for a memory back-up. However, most digital storage will be in the form of non-volatile memory storage chips.

The EPROM's of today may be but a forerunning of a more powerful storage chip. The advent of a chip with a large storage capacity, into the megabytes, will change the entertainment industry. The imaging devices listed in the EQUIPMENT GUIDE, give us an idea of how these chips will change photography. They will also change the way music is played. More powerful chips will allow a music computer to use more memory to store a song, thus making it more intricate. The laser disks and digital audio tapes we have today use digital codes to produce music. With a faster computer and increased memory, a chip can replace the compact disk or other recording media. A chip player has the advantage that it has no moving parts to wear out. Thus, unless one destroys the chip, the music will always be perfect.

Since an album will rarely fill a chip, music companies may buy flawed chips which still have sufficient storage space for their music. Occasionally, a company will place a large collection of songs from one or more groups on a good chip. Naturally, these would be advertised on late night television with 800 numbers. Most chip players hold more than one chip, and prices vary according to options. One which played the music sequentially and held only one chip would be cheap. A fancy multi-chip model with a selection programming option would cost much more.

SUNNY CHIPMAN: This is a portable chip player. The unit holds a single chip which it plays sequentially. Batteries provide about eight hours of play time. The unit comes with lightweight earphones. *Weight: 25 Kg Price: Lv 20*

SUNNY CHIPMAN II: An advanced model of the SUNNY CHIPMAN, this unit can hold two chips and has controls to allow access to various segments of the chip. The player can be programmed to play songs in any sequence. Songs may even be skipped. *Weight: 5 Kg Price: Lv 50*

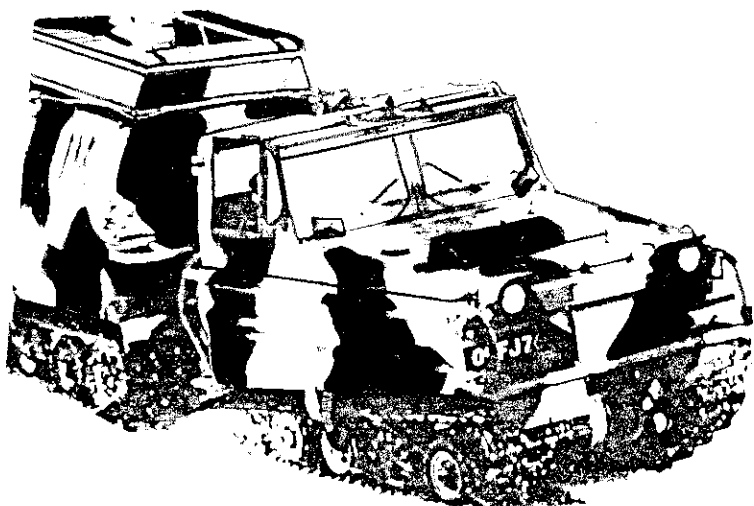
MAGNUMBOX CHIP PLAYER: This player is designed for home entertainment. It holds 10 chips and has a full range of programming functions. *Weight: 2 Kgs Price: Lv 100.*

DIGITISOUND VEHICLE SYSTEM: This player is designed to be installed in a vehicle to provide it with a sound system. Otherwise, it is similar to the SUNNY CHIPMAN II. *Weight: 1 Kgs Price: Lv 60*

SUNNY CHIP RECORDER: An unit which allows sound recording on chips. Professional models cost and weigh much more. *Weight: 5 kgs Price: Lv 200*

SINGLE ALBUM CHIP: Holds 30 to 45 minutes of music or sound entertainment. *Weight: .05 Kg Price: Lv 1 (Blank), Pre-recorded ones varies with what is on it; usually Lv 5-15.*

LONG PLAYING CHIP: Holds 1 to 4 hours of music or sound entertainment. *Weight: .05 Kg Price: Lv 3 (Blank), Pre-recorded ones vary with what is on it; usually Lv 10 to 60.*



BV202: This vehicle, originally designed in Sweden, is designed for the transportation of men and equipment across snow and rough country. It is fully amphibious. It consists of two tracked units connected by a universal coupling. The front unit contains the engine, gear box and steering mechanism. It also houses the vehicle commander and driver. The rear unit carries the load and/or men. Deep snow or rough ground would reduce movement to 3/4 normal instead of 1/2. This vehicle is used by Norway, Sweden, Finland, and Great Britain (Royal Marines).

Price: \$25,000 (C/F). Armament: 1 x M63 MG (on roof of front unit). Ammo: 33 x 7.62M belted. Tr Move: 100/80. Com Move: 50/40. Fuel Cap: 160. Fuel Cons: 40. Fuel Type: G. Veh Weight: 4 tons. Crew: 2+8. Mnt: 4.

R: LH, G, HB
L: LH, G, HB
R: TF, TB
C&L: TS, TF, TB
F: HS
C & B: HS
FD
TD
BD

E, F, C, P, S
E, F, D, P, S
P, S
D, P, S
D, E, F
P, S, T
E, F, D, C
P, S, T
P, S, F



THERE ARE
3 TYPES OF
BAYONET FIGHTERS:
THE QUICK,
THE DEAD,
AND THE SMART ONES
WHO CARRY
SIDEARMS



DEFENDERS DIVIDED

KIMANJANO: DEC 12, 2301- A difference of opinion between German and Japanese squadron commanders has left the colony of Kimanjano virtually defenseless. When the Katers finally attacked, the Japanese squadron took the brunt of the fighting while the Germans waited in "reserve." When the Japanese commander reasoned that his squadron had taken "unacceptable damage," he withdrew. Kimanjano is in trouble.

SPACE 1889

This month I bring two of the most important personalities in the series of adventures that I have or will place in this section. The first is Carter Johnson, whom you met in the first installment of this column. Now I am presenting his statistics. The second is Maal, a Martian, and second in command of the FAIR DELLA, Carter Johnson's aerial gunboat.

PERSONALITIES

CARTER JOHNSON

Height	6 Foot	Weight	200 Lbs
Income	92 Pounds	Nationality	American
1st Career	Royal Navy	2nd Career	Same
Strength	5	Intellect	4
Fisticuffs	4	Observation	5
Throwing	2		
Close Cmbt	3		
(Edged Weapon)			
Agility	6	Charisma	4
Stealth	5	Eloquence	3
Marksman	3	Linguistics	1
(Pistol)			
Endurance	2	Social Lvl	5
Wild. Travel	1	Riding	4
(Mapping)		(Horse)	
		Piloting	4
		(Aerial Flyer)	
		Leadership	4

Languages

Native	English	Primary	Parhooni
Background:	See TTT 19.		

MAAL

Height	8 Feet	Weight	180 Lbs
Income	20 Pounds	Nationality	Martian
1st Career	Cloud Sailor	2nd Career	N/A
Strength	4	Intellect	5
Fisticuffs	3	Observation	4
Throwing	2		
Close Cmbt	3		
(Polearm)			
Trimsman	2	Gunnery	3
(Cloudship)		(Mzzleldr)	
Agility	6	Charisma	1
Stealth	5	Eloquence	0
Marksman	5	Linguistics	1
(Bow)			
Endurance	2	Social Lvl	3
Wild. Travel	1	Riding	2
(Mountnrrng)		(Ruumet)	

Languages

Native	Parhooni	Primary	Koline
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Motivation: Aggression, Ruthless

Background: Born in the city of Parhoon, Maal was raised much like any other Canal Martian. Yet he was not entirely like other young Martian males. Often he would lie atop of a building and watch the cloudships sail by. He was particularly fascinated by the flying metal machines. When he was older, he learned to be a cloud sailor, and when he could, he worked with the Royal Navy. Since he was a very likeable fellow, the British tolerated him. It was there he met Carter, and the two, both foreign to the British, became friends. Later Carter chose Maal to become part of the FAIR DELLA's crew.



DIASPORA: STARLANE TO THE CORE

NOBILITY PROFILES

By Mark "Geo" Gelnas HWG Diaspora Sector Analyst

DUKE MICHAEL ARGAAGELUKA

Duke (R-5), Narquel Subsector (1115)
67798F Age 58(58) 10 Terms Imperial Nobility
Born 007-1058 Member TAS
Noble TITLES: Knight (Order of Emperor's Guards), Baron Haut Maladon (Aladon), Marquis de Aladon, Count Aladon, Duke Narquel
Special Assignments: Special Intelligence for Emperor Strephon
Skills: Leader-5, Jack-of-Trades-3, Streetwise-2, Handgun-2, Forensics-2, Artisan-1, Disguise-1, Intrusion-1, Brawling-1, Comp-0, Grav Vehicle - 0, Rifleman-0.
Homeworld: Aladon (0103 Diaspora B-6579CB-F H) B, Med World, Thin Atm, Wet World, Hi Pop, Ext Law, Hi Stellar.
Faction Supported: Currently supports Margaret, but will switch to Strephon when news of his survival reaches Diaspora.
Background Description: The son of a wealthy businessman, Michael earned a Knighthood early in his career. When Michael travelled to Capital to receive his Knighthood, Strephon, still a young emperor, was impressed with the young man. Strephon would call on Michael several times during his career to perform intelligence missions in areas only a noble could enter. It helped Michael rise in rank, but he has paid a price for it. He has been wounded in service on four separate occasions, once very seriously. At that time, he had to have several of his internal organs replaced with pseudo-biological bionic organs. Michael believes that he should have been elevated to Sector Duke, but was not chosen because he had only reached the rank of Duke just prior to that time. Duke Michael is a very capable leader, and will probably hold one of the largest areas of a fragmented Diaspora.

DUKE BRIAN ILIRIKGAADLI

Duke (R-5), Sufren Subsector (1116)
66788F Age 28 (28) 3 Terms Imperial Nobility
Born 117-1088 Member TAS
Noble Titles: Marquis de Navar, Count Navar, Duke Sufren
Special Assignments: Served as a fighter pilot in the Sufren Colonial Fleet
Skills: Ship's Boat-3, Nav-2, Stealth-1, Vaco Suit-1, Comp-0, Handgun-0, Grav Veh-0.
Homeworld: Navar (1804 Diaspora C-5479DG-B Hi In) C, Med World, Thin Atm, Wet World, Hi Pop, Ext Law, Ave Stellar)
Faction Supported: Duke Brian fully supports Emperor Lucan and urges Sector Duke Eneri to commit the sector's forces against Dullner.
Background Description: Duke Brian was born a noble. Although he did not start out as a duke, he was given the title, Marquis de Navar upon his birth. He later succeeded his father and became Count Navar. During the interim, he was given a position as a fighter pilot in the Sufren Colonial Fleet. Although he never actually saw any action as a pilot, he seemed to fit the mold of a brash young fighter jock. On one occasion the flagship of the Sufren Colonial Fleet visited Capital because her captain was being honored by Emperor Strephon. Although Brian was a noble, he was still a junior officer, and therefore did not get an audience. He did, however, have some shore leave, and by a unusual set of circumstances found himself at one of Prince Lucan's many parties. Although the two did not get much of an opportunity to talk, the meeting left an impression on Brian. As an imperial citizen, Brian, of course, mourned the passing of Emperor Strephon. However, he applauds Lucan's ascension to the Iridium Throne, believing that "this stuffy old empire could use some youthful thinking." Brian believes that by supporting Lucan, he is supporting the winning side, and will be well rewarded when the conflict is resolved. Duke Brian is somewhat inexperienced.

COMING EVENTS

ATLANTA FANTASY FAIR: JUL 21

-23- For fans of science fiction also.

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

GECON IX: AUG - Can we make this happen?



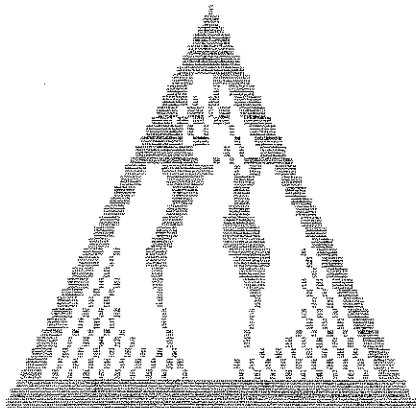
CLASSIFIED ADS

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

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

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 LEBHERZ GELINAS

DO PLAYERS REALLY WANT TO ROLEPLAY?

Have you ever wondered why, when you get into a serious campaign, what would prompt a bull session in the middle of the game? Or, a game is delayed for a couple of hours as everybody re-acquaints themselves with everyone else? The real question is do players really want to roleplay? One could approach this question from several aspects.

More often than not, a game is called when two or more people want to get together and share time in a common pursuit. Gaming is one form of pursuit, and since this is a gaming newsletter, one that we will pursue. Now whether the game is a roleplaying game, or a war simulation, or a boardgame make no difference. The real objective is to get together and enjoy a stimulating pastime. That and crunch numbers and drink gallons of soda. At any rate, gaming is a social event, and people are getting together and socializing. Generally these people are friends, which make socializing easier. Sometimes this socializing can interfere with the game. Perhaps when that happens, and it has happened with us in the Tidewater Traveller Club, the group should recognize that there are times when the group just wants to socialize. Then they can plan just such an event. The TTC has had several such events ranging from parties to mass movie migrations. Overall, we have found that people do enjoy gaming, but an occasional break from gaming often goes a long way to better gaming.

We have looked at whether people really want to play. Another approach to the question is do people want to play a role. I know you have seen them, players whose characters look, talk, and act the same regardless of which character it is and which game system is being played at the time. More often than not, that character is little more than an extension of the player's personality. This is not necessarily a problem as some people enjoy seeing how they would do in various situations. Then, of course, there is the unfortunate soul who lacks imagination. Unless this person is being obnoxious, let him be, after all, he is a player, and they are often hard to come by.

Then there are the types who do not play any role at all, but that's another story.



"AD ASTRA"

Terra Traveller TIMES

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GAMING IN THE FUTURE

