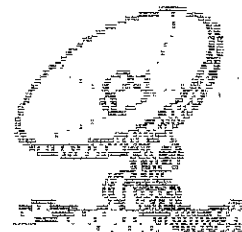


Terra Traveller TIMES



MAJOR CHANGES FOR CLUB AND TIMES

DETAILS IN THIS MONTH'S FORWARD OBSERVER! EVERYONE SHOULD READ TO BE INFORMED.





GNS



ACKNOWLEDGMENTS

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HUGO HITS!

LADSON/SOUTH CAROLINA: 265-1989 A.D.: Hurricane Hugo, which many say is one of the strongest of the century, struck the city of Charleston, South Carolina with winds of over 138 miles per hour. Charleston, however, was not the only city in the area that was effected by this storm. Living dangerously close to Charleston, the offices of the Terra Traveller Times were also struck by the Hurricane. This reporter is happy to announce that neither Geo nor Kate were injured during the storm, and suffered only minor damage to their dwelling. The back yard, however, looks like someone decided to create some abatis, yet no human enemy appeared. The major obstacle faced by the TIMES was the lack of power. For a short while the Editor thought he might either have to go out of state or use emergency generator power to get the TIMES out. Yet, by some minor miracle, power was restored to the TIMES offices within 4 days, far, far less than the four to six weeks predicted by some authorities. Our next hurdle will be to find a functional photocopier with a reasonable price. But if you are reading this, you can rest assured that we have succeeded in that task.

HEIR HONORED

AQUARIA/AQUARIA: 350-1111: The Mother of Us All has declared that the newborn prince, Prince Eric, shall be the Crown Prince of the Aquarian Empire. This move does not come unexpected as many palace observers have been predicting it for weeks. Many view the denouncement of Uri and subsequent birth and selection of Eric as further proof of the Mother's prophetic ability. Others simply feel that it was a logical progression of events.

RESTRICTIONS REDUCED

NUROM/SCORPION: 093-1113: In a press conference today, the High Priest of the Va'can States announced that effective this date, certain border restrictions were being lifted. Until today, only vessels of Va'can registry could enter any system belonging to the Va'can States. The High Priest lifted this restriction and is allowing merchant vessels not of Va'can registry to enter the States through one of five ports of entry. At the port of entry, their vessel will be inspected, and a special transponder attached which will allow the vessel to travel anywhere within the States. The ports of entry are: LA HEYO/TRAILBREAK, ADIHAR/TREFOIL, TAHOPA/BARRIER, MADANA/SCORPION, and WEOJAB/SCORPION. The office of the High Priest indicated that if this project went well, other ports of entry might be opened.

SUFREN SEPARATES

SUFREN/DIASPORA: 035-1117: Duke Brian broke with Sector Duke Ener's policy today when he declared support for Emperor Lucan. In an announcement from the ducal palace, he called for other nobility of the sector to join with him in his support for Lucan. "Emperor is clearly the rightful successor to the Iridium Throne." Duke Brian stated, "By supporting him, we support the future of the Imperium!"

SECESSIONISTS SUCCEED

INFRAPOLIS/ANTARES: 117-1118: In a pitched battle, the fleets of Archduke Brzk defeated forces of Emperor Lucan. During the battle 30 of Lucan's capital ships were destroyed. Lucan's fleets had been advancing toward Antares, but further progress in that direction is highly doubtful.

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 \$6.00 for six issues.

- Editor.....Mark "Geo" Gelinis
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BACK ISSUES

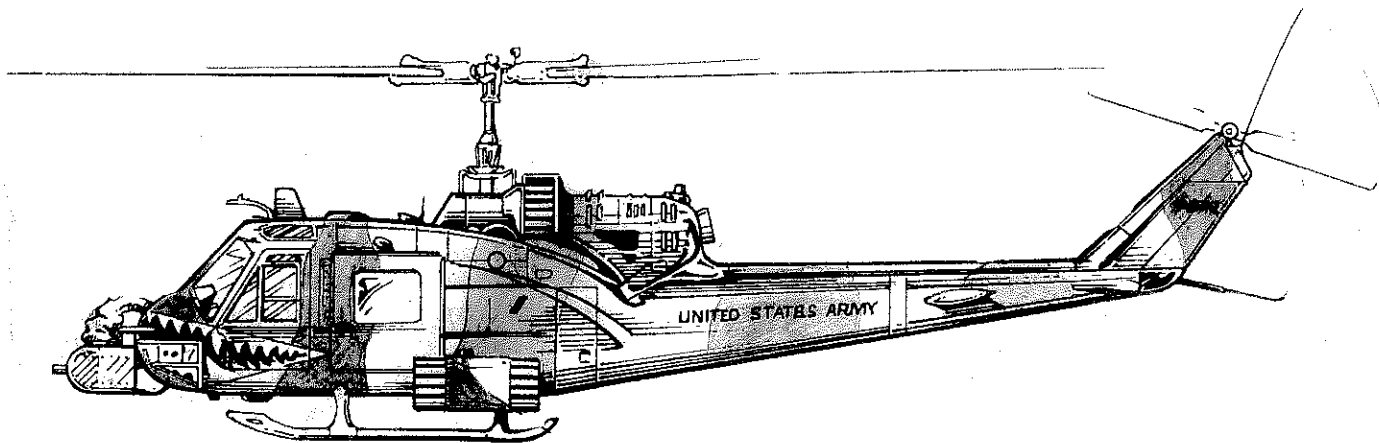
Back issues of the TIMES are no longer available. Reprints can be done by special request at \$.75 per issue. For postage, please include \$.25 for one issue and \$.20 for each additional issue ordered. Please allow at least 6 weeks for your order to be processed. An intervening sea four could make this longer. Back issue orders are usually processed just after a regular issue is printed. This will give you an idea of when you should expect your order.

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.

Assassination is the extreme form of censorship.

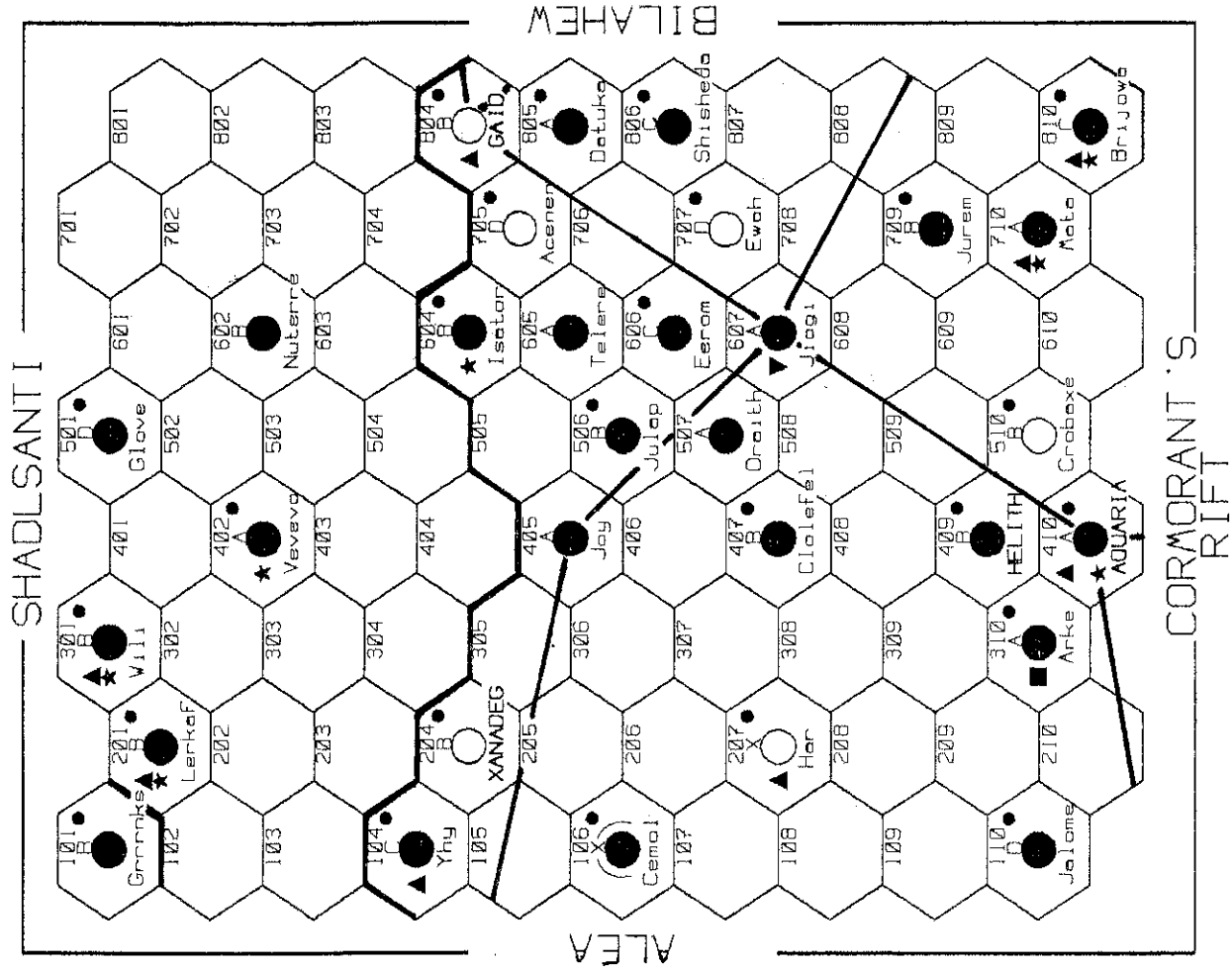
George Bernard Shaw
As Far as Thought Can Reach





GEO'S VARIANTS

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



AQUARIA

HEX NAME	UPP	B REMARKS	Z DATA	AL	STAR1	STAR2
101 Grnks	B-7 9 5 4 4 0-8	N1	523	ZC	F2 VI	
104 Yny	C-4 3 9 6 7 A-8	S N1	622	AQ	K4 VI	
106 Cemol	X-6 7 2 5 1 0-0	N1	A 104	AQ	K6 V	
110 Jalome	D-3 1 0 6 7 9-8	Na, N1	804	AQ	K3 V	
201 Lerkaf	B-4 3 9 6 7 9-B	B	302	IN	K5 IV	
204 Kanadeg	B-1 0 0 9 8 8-C	Na, In, H1, Va	603	AQ	G7 VI	M2 D
207 Har	X-1 0 0 4 4 4-4	S N1, Lo, Va	702	IN	K4 V	
301 Wali	B-4 3 4 1 4 7-9	B N1, Lo	424	IN	K4 V	
310 Arke	A-5 5 6 8 6 4-9	D C: 410	302	AQ	F4 V	
402 Vevevo	A-4 3 4 1 2 0-D	N1, Lo	502	IN	K4 V	
405 Joy	A-5 5 6 7 4 2-C	A8	520	AQ	K9 V	M3 D
407 Helith	B-6 7 8 6 5-A	O: 507	311	AQ	K5 V	M5 D
409 Helith	B-7 9 9 4 9 9-A	In, H1	224	AQ	G7 V	M5 D
410 Aquaria	A-8 6 4 9 C 9-F	B H1, Wa, Op	414	AQ	G7 V	
501 Glove	D-9 C 4 6 7 3-7	N1, F1	523	IN	M9 V	
506 Julap	B-6 6 7 8 C B-9		222	AQ	F6 V	M6 D
507 Oraith	A-5 6 2 5 9-A	N1, Lo	710	AQ	G5 V	
510 Crobaxe	B-3 1 0 6 8 A-9	Na, N1	703	AQ	K9 III	
602 Nuterre	B-6 7 9 3 2-2-A	N1	510	IN	K6 VI	M4 D
604 Isator	B-6 7 3 3 8 8-9	N1, Lo	402	AQ	F5 V	
605 Telere	A-5 5 7 6 4 A-B	N1	500	AQ	F7 V	
606 Eerom	C-7 9 4 4 3 3-7	N1, Lo, Va	503	AQ	S7 V	
705 Jirogi	A-5 5 7 2 1 0-A	W N1, Lo	300	AQ	F8 V	M3 D
707 Ewah	D-2 0 2 4 4 6-7	N1, Lo, Lc, Va	304	AQ	K3 V	
709 Jurem	D-1 0 0 3 2 2-9	N1, Lo, Va	202	AQ	M7 II	M4 V
710 Mata	B-7 9 4 4 4 0-9	N1, Lo	203	AQ	K7 VI	
804 Gaid	A-5 5 7 2 0 0-E	B N1, Lo	910	AQ	F5 V	
805 Datuka	B-1 0 0 9 8 7-P	S Na, In, H1, Va	712	AQ	G6 V	M4 D
806 Shisheda	A-5 5 6 7 4 2-A	A8	414	AQ	K5 VI	M4 D
810 Brijowa	C-7 9 4 4 4 4-9	N1, Lo, Va	801	AQ	M1 V	M6 D
	C-5 5 1 2 0 0-7	B N1, Po, Lo	203	AQ	A5 V	

Aquaria is subsector B of Fulani Sector. It is named for the world of Aquaria, the Capital of the Aquarian Empire which dominates this subsector.

Cemol is interdicted because it is recovering from a nuclear war. The system of Arke is a Naval Depot for the Aquarian Navy. The Aquarian Empire owns and operates the bases at Vevevo. The Myrden corporation owns the world of Jirogi except the starport and way station.

Mata has a tribal form of government. Each of its 23 major tribes are approximately the same size.

The Kowak ranches of Brijowa are widely separated from each other. Each ranch maintains law and order on its own.

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

Abbreviations: ZC- member of a Zhodani Client State, AQ- member of the Aquarian Empire. O:- shows which world own a world with a captive government.

◊ FORWARD OBSERVER ◊

AN EDITORIAL BY MARK E. GELINAS

This month I discuss changes for the Club and the TIMES.

CHANGES FOR THE CLUB

NAME CHANGE

To reflect our new larger nature, the Tidewater Traveller Club has become the Terra Traveller Club (we kept the initials).

OPEN MEMBERSHIP

Anyone can now join the Club regardless of where you live. After several years of operating, I realized that not everyone was in a position to gather a group in their location. Open membership means that everyone can be an active member of the club. There are no more honorary memberships nor any inactive memberships. To be a member, you must join.

TERRA TRAVELLER TIMES

The Terra Traveller TIMES is the official newsletter of the Terra Traveller Club. However, you get it only if you want it!

MEMBERSHIP REQUIREMENTS

There are no prerequisites for membership. Members should have some interest in MEGATRAVELLER or they may lose interest.

OUR PURPOSE

The purpose of the Terra Traveller Club remains the same: to play and promote the role playing games produced by GDW in general and MEGATRAVELLER in particular.

HOW TO JOIN!

Send a one time registration fee of \$1.00 to the Spokesman, Mark Gelinas, at 102 Akron Ct., Ladson, SC 29456. Once registered you will receive a membership card and a coupon for \$.50 off your next TIMES subscription.

TIDEWATER TRAVELLER CLUB MEMBERS

If you are a dues paying member of the Tidewater Traveller Club, you can register without a fee if you send a letter expressing your desire to be a member of the Terra Traveller Club BEFORE January 1, 1990. After that date, former members of the Tidewater Traveller Club will have to register like anyone else.

RENEWAL

Once registered, you will remain a member as long as you want to be one. The Club, however, asks that once a year you send us a letter letting us know that you wish to continue your membership. This allows us to keep a current count of the Club's membership.

CHANGES FOR THE TIMES

PROJECTED SCHEDULE

To compensate for the schedule disruption we have experienced, I am finishing 1989 with two quarterly issues. Issues 27 and 28 will be close together, but that is designed to allow me to get each bi-monthly issue to you about the first week of the pair of months. The PROPOSED schedule for our next 5 issues is below.

NUMBER	ISSUE	PROPOSED MAILING DATE
26	Oct/Nov/Dec	November 15, 1989
27	January/February	February 15, 1990
28	March/April	March 15, 1990
29	May/June	April 30, 1990
30	July/August	June 25, 1990

SUBSCRIPTION CHANGE

NEW PRICE

Effective Issue #26, the TIMES is \$6.00 for six issues. Canadian subscribers please add \$.30 for additional postage. We have tried to hold the previous price, but it nearly stopped the TIMES. The increase covers higher production costs, and allows us to expand.

HIWGS WHO TRIED TO SUBSCRIBE

A number of HIWG members tried to subscribe while HIWG was providing the TIMES to them. If you are a member of HIWG, you can subscribe for \$4.50 if your request is post marked on or before October 20. THIS IS A ONE TIME ONLY OFFER.

TTC MEMBERS WHO HAVE PAID DUES

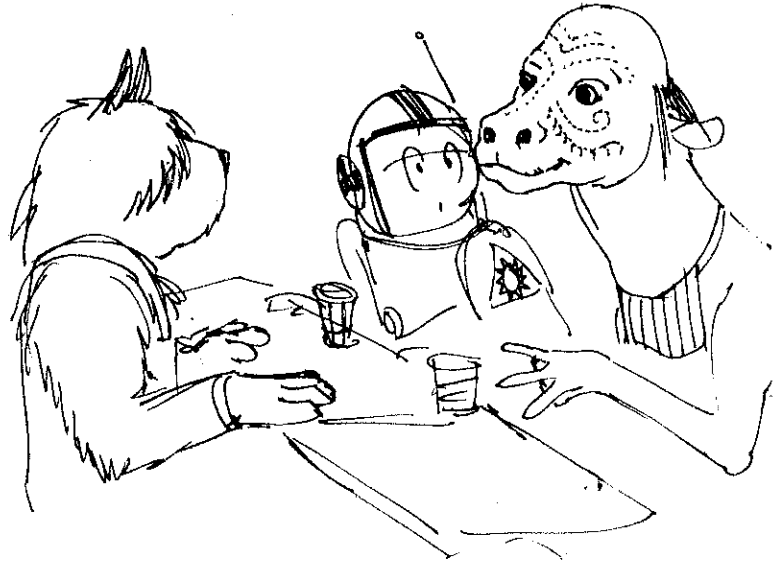
Issue 26 will be the last issue sent to you unless you subscribe.

MEMBERSHIP NOT REQUIRED

Membership in TTC has never been a requirement to subscribe to the TIMES, and we will keep that policy.

FORMAT CHANGE

The TIMES is a dynamic newsletter constantly changing as the need arises. This is the last issue for HIWG to Happiness. QUICK REVIEWS has gotten quicker, but may not be around much longer. Some columns are reduced in size. We are adding a cover and may change shape. Although this is our usual larger anniversary issue, the TIMES will remain this large. We will be adding a section of Club information, and increasing our MEGATRAVELLER coverage.



**SPACER SAM SEZ:
WHEN GOING TO A STARTOWN BAR
LEAVE YOUR XENOPHOBIA AT HOME!**

HIWG TO HAPPINESS

BEING A REGULAR COLUMN BY
ED EDWARDS
HIWG CHAIRSPERONT

SPECIAL ANNOUNCEMENT

Regrettably this will be the last issue of TTT sent to all HIWGs. HIWGs who want to continue to receive TTT should write for their own subscription. Information on subscribing to TTT is located elsewhere in this issue.

DISCLAIMER #1

This move by HIWG is NOT due to the quality of TTT. The format of TTT is excellent. The verbiage of the contents range from "good" to "fantastic". In fact it was the quality of TTT that caused HIWG to spend HIWG funds sending copies of TTT to HIWGs.

DISCLAIMER #2

This move by HIWG is NOT due to the schedule of TTT. TTT had some schedule problems while Geo adjusted to his new situation. It should settle out shortly. In any case, HIWG can live with TTT's schedule.

DISCLAIMER #3

This move by HIWG is NOT due to the scope of TTT. Sure TTT covers non-TRAVELLER subjects, but then they are subjects of interest to most HIWGs. If TWILIGHT-2000, SPACE 1885, or 2300 A.D. fans wish to start HIWG-like support groups, I'll be glad to advise them.

FINAL ANALYSIS

After all these disclaimers, one may wonder why HIWG will not send any more TTT's to its members. The reason is simple: lack of HIWG funds. (Editor's note: Ed wrote this BEFORE he knew about the price increase of the TIMES. It looks like KINKO'S price increase has effected quite a number of folks.)

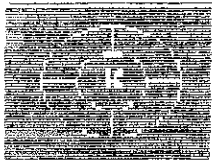
OTHER NEWS

TIFFANY STAR

There are changes in the works for TIFFANY STAR. I can't elaborate here, but they should appear in the next issue of TS.

HIWG AND THE TIMES

I encourage HIWGs to subscribe to the TIMES, if they can. Geo is a member of HIWG, and includes info on Diaspora in each issue. Also, you may wish to submit articles to the TIMES. Like TIFFANY STAR, the TIMES reaches the gaming companies.



HASSAN'S HINTS

A SERVICE TO
MEGATRAVELLER
PLAYERS AND REFS



Dialog

The Idea Exchange

A WORD FROM HASSAN

This month Hassan brings you a Solomani command, control, and communications vehicle. **HASSAN**

SOLOMANI 3C VEHICLE

CRAFT ID: Command Sled, TL 14,
MCR 12.93

HULL: 45/112, Disp= 5, Config=45L,
Armor=40G, Unloaded= 55.5 Tons,
Loaded= 61.16 Tons

POWER: 6/8, Fusion = 27 Mw, Dur = 14/42

LOCO: 3/4, StdGravThrust=150 Tons,
NOE = 180 kph, Cruise = 750kph,
Top=1000kph, MaxAccel = 1.45 G's

COMMO: Radio = System X 3,
Laser = Planetary X 3,
Maser = Planetary X 3

SENSORS: EMMask, Synthetic Vision, NAS,
ActEMS = Rg, PasEMS = Ct,
Neutrino = 10Kw, Densit = 100 M,
ActObjScan=Diff, ActObjPin=Diff,
PasObjScan=Rout, PasObjPin=Diff
PasEngScan=Rout, PasEngPin=Diff

OFF: 1 Hardpoint, Weapons listed below

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

CONTROL: Comp=2Fibx2, Panel=HoloLinkx12,
Special=HeadsUpDispX2,
Battle Comp = 3Fib

ACCOM: Crew=2(Commander, Driver/Gunner)
Seats=Adequate x 8,
Env = Basic Env, Basic LS, Ext LS

OTHER: Fuel=10kl, Cargo=5kl, ECP,
Ob/Size=Small, EMLLevel=Faint

WEAPON	AMMO	RDS	PEN/DMG	MAX	AUTO	D	SIG	ROF	DIFF
		ATTN		RMG	TGTS	S			
URF GG	----	4K	21/4 10	WDIST	4	-	L/R	160	Rifle

- URF GG is mounted in a remote turret.

This vehicle has a variety of communications equipment and an excellent sensor suite. The addition of a Mod 3 Fib computer makes this an outstanding command vehicle.

TASK LIBRARY

To drive a C3 Vehicle without incident:
Routine, Grav Vehicle, Dexterity, (Fateful)
Referee: Administer this task once for a short trip,
two or three times for a longer one.

Sensor Tasks (Difficulty based on range).

To perform a sensor operation:
(Varies), Sensor Ops, Edu, 6 seconds

PasObjScan (Passive sensor search for objects)
PasEngScan (Passive sensor search for sources)

M L VL D UD RG CN PL FO XO IP+
- - S S S R R D F I -

ActObjScan (Active sensor search for objects)
ActObjPin (Active sensor pinpoint of located objects)
PasObjPin (Passive sensor pinpoint of located objects)
PasEngPin (Passive sensor pinpoint of located sources)

M L VL D UD RG CN PL FO XO+
- S S S R R D F I -

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

Dolphin: The Next Generation

Since writing my first column, I have found and read Digest #13 in which the Solomani Dolphin was described. I carefully compared the classic Imperial Dolphin to this other breed and found enough differences between the two to support a theory of two separate breeds of dolphin. The first, a predecessor to the second, was spread to the coreward regions of the Second Imperium before an alternate, more intelligent stock was used in the Solomani dolphin colonies. Obviously the colonies have been under the influence of the Solomani long enough for their pro-Solomani propaganda to be accepted as natural.

So what happens when these two meet? Any comments? Suggestions? Do you know the original three types of dolphin?

Second Survey: Fact or Fantasy?

In 1984 GDW published the ATLAS OF THE IMPERIUM. In the introduction it stated that the Second Survey had been published in 1065. In 1985 a typeset page appeared in the SPINWARD MARCHES CAMPAIGN with data formats for world UPP's that was titled Second Survey Data Formats and Explanations (Draft). This raised many rumors of the impending publications of SECOND SURVEY as a TRAVELLER supplement. It would be the perfect companion to the ATLAS, as would an updated version of it complete with data and names for every world in the Imperium.

It is now 1989, soon to be 1990. Is it coming? Is it wanted? Will it be in hex or square format? (I vote for hex.) What would you like to see?

Campaign Idea: The Reft Bridge

The loss of Corridor as the only trade route connecting the Domain of Deneb to the rest of the Imperium has forced several trading firms to seek an alternate route. The Coalition of Imperial Traders (CIT) was formed to finance what may potentially be a profit making scheme of the century: a toll bridge across the Reft.

A small group is to be sent to the central region of the Reft to negotiate the treaties needed to supply proposed free floating refueling stations. Plans were put on hold by a lack of government support and a general fear of the rebellion. The recent appearance of Strophon at Gushemege and the strong desire of the CIT have promoted them to go ahead with their plans.

Rival traders and possible government interference coupled with the instability of factions in the central subsectors make this a great adventure opportunity.

Alien Module 9: Yes or No?

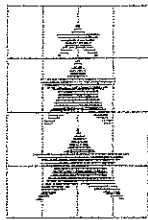
1984: Asian, K'Kree, Vargr. 1985: Zhodani, Droyne. 1986: Solomani, Hivers. 1987: Darrrians.

Will GDW ever make more? Will there be an Alien Module 9 or MegaTraveller Alien Module 1? Will they include expanded sector data (like Vargr) or enlarged reprints (like Darrrians)? What do you want to see? Which is your favorite module and why?

I would like to see the Vegans done, or the Zhodani, allies the Addaxur. The Hive Federation's (Hhklur and several human minor races would also be interesting to play. Send me your thoughts!

Send all Dialog input to:

Dennis M. Myers
1161 Nanesmond Pkwy Box 116
Suffolk, VA 23434



DIASPORA: STARLANE TO THE CORE

NOBILITY PROFILES

By Mark "Geo" Gelinas HivG Diaspora Sector Analyst

DUKE SINSHI SUMMERS

Duke (R-5), Shadigbi Subsector (1116)
38466F Age 54(54) 9 Terms Imperial Nobility
Born 342-1062 Member TAS
Noble Titles: Knight (Order of the White Rose), Baron Von Askar (Ferry), Marquis de Askar, Count Ferry, Duke Shadigbi
Special Assignments: Naval Attache for Shadigbi Colonial Navy
Skills: Leader-3, Recon-2, Commo-2, Handgun-1, Grav Veh -1, Gambling-1, Ship's Boat-1, Blade-1, Comp-0.
Homeworld: Ferry (0512 Diaspora A-647955-F Hi, In) A, Med World, Thin Atm, Wet World, Hi Pop, Mod Law, Hi Stellar.
Faction Supported: Supports Daibei because of the nearby presence of a relatively stable government.
Background Description: Duke Sinshi was born into Knighthood. When he reached 18 he was quickly awarded the position of Baron. Duke Sinshi served quite often as an attache, but his record was somewhat tarnished by a slight gambling habit. Circumstantial evidence indicates that the duke lacks courage in a stressful situation. While in the meeting of the sector's nobility, he never advanced his support for Daibei. His leadership abilities are good, but his personal example will cost him many worlds in his subsector.

DUCHESS NASHU DURAARKA

Duke (R-5), Kushga Subsector (1116)
675ASF Age 58(58) 10 Terms Imperial Nobility
Born 015-1058 Member TAS
Noble Titles: Knightess of Order of Fleur-de-Lis (Messier), Baroness von Pushar (Messier), Marchioness de Messier, Countess Messier, Duchess Kushga
Special Assignments: CEO of the Duraarka Corporation
Skills: Pilot-2, Engineering-2, Grav Veh-2, Nav-2, Comp-1, Commo-1, Streetwise-1, Rifleman-1, Equestrian-1, Handgun-1, Leader-1
Homeworld: Messier (1111 Diaspora B-4639AB-E N HI) B, Med World, Stand Atm, Wet World, Hi Pop, Ext Law, Hi Stellar)
Faction Supported: Duchess Nashu claims full Vilani heritage and has sent several couriers to contact the Restored Vilani Empire. She speaks often of when Diaspora was part of the Vilani Imperium, before the Terran barbarians ruined that empire. Duchess Nashu is very strongly anti-Solomani.
Background Description: Nashu inherited her mother's company at the age of 20. Her early successes brought her quick recognition. She had been elevated to Baroness before she was 22. She remained in this position for many years. Nashu learned many spacefaring skills while she travelled on the company yacht between business appointments. When Sector Duke Eneri vacated the post of Marquis de Messier, Nashu assumed that post. She later went on to become the sector's duchess while Duke Eneri was becoming the sector duke.

FACTIONS THE NOBLES SUPPORT

NOBLE	FACTION	NOBLE	FACTION
Duke Michael	Margaret	Duke Mazun	Dulnor
S.Duke Eneri	Imperium	Duchess Jennifer	Daibei
Duke Brian	Lucan	Duke Gukir	Lucan
Duchess Sharon	(Lucan)	Duke Ashlemuu	Solomani
Duke Sinshi	Daibei	Duchess Sharik	Lucan
Duchess Nashu	Vilani	Duchess Alicia	Solomani
Duke John	Solomani	Duke Khugi	Dulnor
Duke Simon	Margaret	Duchess Mariko	Margaret

DARK RIVER DATA

LIBRARY DATA UPDATE

Paskar- This country on the balkanized world of Perope is a member state of the Union of Kiyos. Because of the better living conditions, most Kiyosians live here. Although it is the largest country on the world, it has not been able to convince other countries to reunite to form a world government. If they could do so, the Union of Kiyos would become a new interstellar state.

RimSDeT: The Rimward Scorpion Defense Treaty. A formal organization by a number of independent worlds in Scorpion Subsector. This group has a mutual defense treaty to prevent absorption by the Va'can States. The nation of Paskar is a signator, as are the worlds of Kiyos, Condiox, Heetau, and Las.

Tarkon: The intelligence gathering and counter espionage organization of the Va'can States. Performing both covert and overt missions, this organization works both within and beyond the border of the Va'can States. They have police powers internal to the state, and are often called "Secret Police" or "Church Police".

CAUGHT IN THE CURRENT

SCENARIOS IN DARK RIVER

STRANGE CUSTOMS

PLAYERS' INFORMATION

The characters are merchants operating in Scorpion Subsector. The Va'can States have just lifted border restrictions. Hoping to capitalize on this potential new market by taking a load of agroproducts to the world of Set. To reach there, they must go through the port of entry at Weowab.

REFEREE'S INFORMATION

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

This is not the average merchant run, and should not be treated as such. Upon arrival in Weowab, the characters' vessel will receive a thorough inspection. Weapons, medicines, alcohol, or printed material will not be allowed into the Va'can States. Passengers leaving the States must have the proper Travel Authorization.

The characters will also get interviewed, and have their passports examined. Finally, their ship, if cleared, will have a special transponder attached (see GMS).

If any of the characters has a military background, and the Customs agents learn of it, they will make a special mark on that character's pass port. Since Customs has Tarkon agents working for it, Tarkon will be alerted. Also, this gives the Customs agents an unusually high interview skill, which helps to learn those secrets the characters are holding. Beyond protecting their State from corruption from outworlders, Tarkon is interested in gathering intelligence on RimSDeT.

The referee should use this adventure to contrast the free wheeling interstellar culture that the characters are familiar with to the stiff, repressed culture of a religious dictatorship. Many people want to escape, which provides adventures.

If the characters leave without passing back through the port of entry, the next time they enter, they will immediately be arrested. By the way, is it possible that those agroproducts are fermenting in their cargo containers?

DARK RIVER: A SECTOR DIVIDED

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

LIBRARY DATA UPDATE, VOLUME 1

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



TWILIGHT:2000

REALISTIC COMBAT OPTIONS

BY MARK HAYES

One of the beauties of the combat system in TWILIGHT-2000 is its simplicity. However, there are occasions when I have a hard time seeing certain results of the rule mechanics as being realistic. Take, for example the case of our All American Hero, Corporal Johnny B. Quick.

Johnny is one of a group of player characters assaulting a Soviet position around a farm house. He and two other characters sprint across the open ground while the remaining good guy provides covering fire. The sneaky Soviets have a slit trench manned with a RPK team and two riflemen (AK-74's). The RPK gunner is a veteran and the riflemen are experienced.

They open up on our hero at a range of 50 meters (medium range for both weapons). This gives them a 12% and 3% chance to hit, respectively, per shot. Chances are that the player characters will escape this deluge of automatic fire the first round. Let's say, for sake of argument, that Johnny is hit three times at close range on the following turn (twice in the chest and once in the arm). If the die rolls are average, each shot will do 22 points of damage. Mighty Johnny has a constitution of 14 (the one statistic nearly always favored), so even the arm hit is "merely a flesh wound." Naturally, Johnny is wearing a kevlar vest so the Soviet low-powered rounds amount to only 4 points of damage! He is knocked down, probably the worst effect of being hit by three 5.45 mm rounds.

While down, our hero becomes the target of a highly trained (elite) Soviet sniper taking careful aim with his SVK rifle at a range of 100 meters. From merely a football field's length away, this crack shot operating his country's most accurate rifle has less than one chance in three (33%) to hit a stationary target.

After several clouds of dirt are kicked up around him, Johnny glances at the scratch on his arm. Muttering something about not having time to bleed, he jumps up and trots toward the farm house spraying the slit trench with his M-16. With his "requisite" CPM skill of 50 he has a 48% chance with 4 shots to hit his assailants. Even though they are protected from the abdomen down, it is easy to see that the Soviets are likely to come out on the short end of this contest.

If this little scenario sounds perfectly all right to you, then you have been watching too many Arnold Schwarzenager movies. Is there a solution? Can a little more realism be incorporated in the game system without overburdening it and hurting the elegance of its simplicity? I don't think that a lot of new and complicated rules are the answer, but here are a few suggestions.

Each shot represents 3 rounds. I'm assuming that a "hit" is by only one round. If a character is hit in the chest or abdomen roll 1D6. If a 4 or 5 is rolled, then he is hit by an additional round of that burst. Roll for placement and damage. If a 6 is rolled, the unlucky recipient is hit by all three rounds of that burst.

When taking careful aim with a sniper rifle, there are two additional effects. Medium range extends out to four times as the base range, and long range is eight times. Also, when taking careful aim with a sniper rifle, double the base chance to hit again if the target is stationary. More suggestions next issue.



2300 AD

TAKING CONTROL OF 2300 AD

BY JOHN CRIDER

Are you afraid of trying to referee 2300 AD because of the historical complexity? Are you tired of having you players know as much (or more) about the universe your are running as you do? Have you had the nightmare of spending hours or generating information only to have it contradicted in a moment by a new release? Let's look at the 2300 AD universe and how you can gain more control over your adventures.

In 1985, Frank Chadwick and others at GDW developed a historical background for 2300 AD. This background gives that game a unique position among role playing games: the referee doesn't have to brief the players of major historical events or political alliances that should effect character actions in the 2300 AD universe. However, this also severely limits what the referee can comfortably do while staying in the 2300 AD universe. In effect, the referee is running someone else's game.

With other game systems, it is easy to keep control of the universe. Just create your own! Their rules allow the easy creation of worlds, trade routes, and ships. With 2300 AD, however, this is much harder, because the rules do not provide for such development. If the referee wishes to deviate very far from the published material, he can create his own background using information provided by the game. Here are some suggestions on how to create that background and use the game.

The star system generation rules are very well written. At the very least we can generate all of the systems of the nearest forty stars around earth. About the only thing you might want to add are a hydrographic percentage, natural resources worth trading, and any native sentient beings. Alternately, you may wish to try a universe without extra terrestrial life.

For colonial expansion, use the colony charts provided and use a little imagination. For ship generation, you can use either the STAR CRUISER rules, or use ships from another game that you like. If starships are only a means to get the characters from one world to the next, borrowing may be simpler than buying STAR CRUISER, an excellent set of starship generation and combat rules.

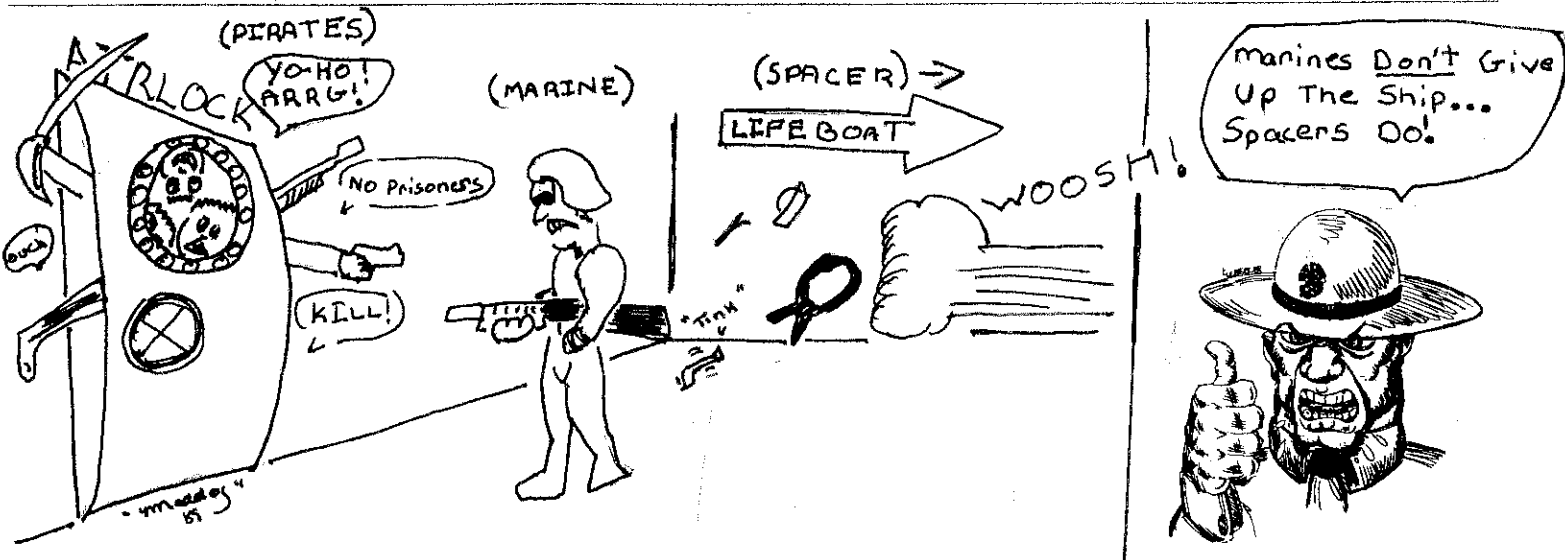
Colonization, trade, and military trends must be examined and implemented. If you want your universe to have a history, then a lot of record keeping will be necessary. Keep careful track of those records or you will have lost a lot of work and gained a lot of holes in your universe.

These are a few suggestions. Next issue, we will examine some ways of dealing with the volume of work involved. We will also discuss how to distribute this to players.

NEWSLINE: 2300

LEGIONS LAND!

KIMANJANO: JAN 02, 2302- After finally driving away all Terran space forces, the Kafers have begun landing operations on this vital world. Sources believe that fighting for Kimanjano will be long and bitter. It is unknown when space forces can return.



QUICK REVIEWS

Because the TIMES does not come out as often as it did, there are more products to review each issue. To partially compensate for this, I will use a rating system in this issue. Future issues of the TIMES may drop this column, only rate outstanding products, or continue this system. Let me know what you would like.

RATING SYSTEM CATEGORIES

Player Use- How useful is the product to the player. For magazines and newsletters which offer a variety of games, this category will consider only GDW RPG's.

Referee Use- How useful is the product to the referee. For magazines and newsletters which offer a variety of games, this category will consider only GDW RPG's.

Artwork- A general evaluation of artwork and graphics including cover art.

Content- A general evaluation of overall content which includes layout, ease of use, quality of work, and other factors.

Overall- A summary rating of the other categories, but not necessarily an average.

LEVELS

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

MEGATRAVELLER COACC

By Terry McInnes \$10.00
 Players Use ✓✓ Referee Use ✓✓✓✓
 Artwork ✓✓✓ Content ✓✓✓
 Overall ✓✓✓

WORLD BUILDER'S HANDBOOK

By Fugate, J.A. Kieth, and Thomas \$11.95
 Players Use ✓✓ Referee Use ✓✓✓✓
 Artwork ✓✓✓ Content ✓✓✓
 Overall ✓✓✓1/2

TRAVELLERS' DIGEST #15

By DGP \$3.95
 Players Use ✓✓ Referee Use ✓✓✓✓
 Artwork ✓✓✓ Content ✓✓✓
 Overall ✓✓✓1/2

TRAVELLERS' DIGEST #16

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

2300 AD RANGER

By GDW \$8.00
 Players Use ✓ Referee Use ✓✓✓✓
 Artwork ✓✓✓ Content ✓✓
 Overall ✓✓1/2

OPERATION OVERLORD

By C.W. Hess \$8.00
 Players Use ✓✓ Referee Use ✓✓✓✓
 Artwork ✓✓✓ Content ✓✓✓
 Overall ✓✓✓

TWILIGHT:2000 LAST BATTLE

By Tim Ryan \$24.00
 Players Use ✓✓ Referee Use ✓✓✓
 Artwork ✓✓✓ Content ✓✓✓
 Overall ✓✓✓

RETURN TO WARSAW

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

BEAR'S DEN

By Tim Ryan and Scott White \$7.00
 Players Use ✓ Referee Use ✓✓✓
 Artwork ✓✓ Content ✓✓✓
 Overall ✓✓1/2

GENERAL MAGAZINES

CHALLENGE #38

By GDW \$3.25
 Players Use ✓✓ Referee Use ✓✓✓
 Artwork ✓✓ Content ✓✓✓
 Overall ✓✓1/2

CHALLENGE #39

By GDW \$3.25
 Players Use ✓✓ Referee Use ✓✓✓
 Artwork ✓✓ Content ✓✓✓
 Overall ✓✓1/2

TIFFANY STAR #9

Editor: Mike Mikesh HIWG Membership
 Players Use ✓✓ Referee Use ✓✓✓
 Artwork ✓✓ Content ✓✓✓
 Overall ✓✓1/2

SPACE GAMER #1

Editor: Barry Osser \$3.50
 Players Use ✓✓ Referee Use ✓✓
 Artwork ✓✓✓ Content ✓✓✓
 Overall ✓✓1/2

NCRP #9

Editor: Barry Osser \$1.50
 Players Use ✓ Referee Use ✓✓
 Artwork ✓✓ Content ✓✓
 Overall ✓✓

SPACE 1889

CLOUDSHIPS & GUNBOATS

By Frank Chadwick \$15.00
 Players Use ✓ Referee Use ✓✓✓
 Artwork ✓✓ Content ✓✓
 Overall ✓✓1/2

CONKLIN'S ATLAS

By Frank Chadwick \$10.00
 Players Use ✓✓ Referee Use ✓✓✓
 Artwork ✓✓ Content ✓✓✓
 Overall ✓✓

SOLDIER'S COMPANION

By Frank Chadwick \$15.00
 Players Use ✓ Referee Use ✓✓✓
 Artwork ✓✓ Content ✓✓✓
 Overall ✓✓

MORE TALES FROM THE ETHER

By Loren K. Wiseman \$8.00
 Players Use ✓ Referee Use ✓✓✓
 Artwork ✓✓ Content ✓✓✓
 Overall ✓✓

BEASTMEN OF MARS

By Lester Smith \$8.00
 Players Use ✓ Referee Use ✓✓
 Artwork ✓✓ Content ✓✓
 Overall ✓✓

Well that's it for this issue. Let us know how you like the new format. It does allow us to do a lot more per issue.

SPACE 1889

BETRAYAL

THE SITUATION

The crew of the Fair Della has operated several months against the pirates of Mars. During this time the First Mate, Maal, has watched Captain Johnson closely. The Fair Della is returning to Thymiamata, where Carter Johnson is to wed his fiancée, Della. Maal doesn't want a woman on board, and wants a steam vessel for his own purposes. Therefore, he feels that the time to strike is now. Maal and the Martian crew of the Fair Della are going to attempt to wrest control of the vessel from Carter Johnson.

THE SIDES

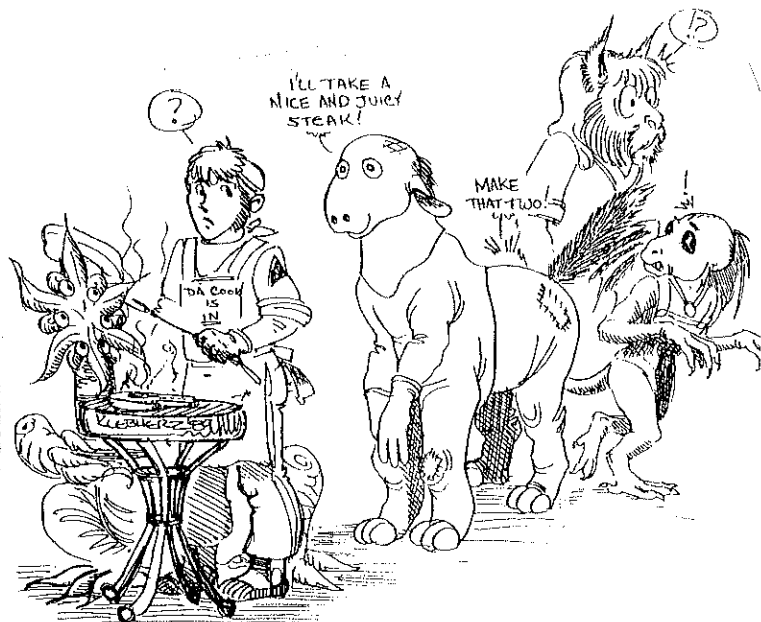
The human side has Carter, his engineer, the doctor, and 5 human hands. The Martian side has Maal, and 13 hands. The humans are veteran quality and are armed with 2-12 gauge double barrel shotguns, 2 heavy revolvers, and four light revolvers. All humans have sabers. The Martians are experienced and have sabers, 4 boarding pikes, and 2 smoothbore muskets that Maal smuggled on to the Fair Della.

THE SETUP

If you use CLOUDSHIPS AND GUNBOATS to resolve this action, use the deckplans for the H.M.S. Meliant to represent the Fair Della. Use the naval officer to represent Carter and the Martian officer to represent Maal. The other sailors can serve for Carter's crew. Use both the Martian sailors and marines to represent Maal's group. At the beginning of the action, Carter is in the pilothouse with the engineer. The doctor is belowdecks. Two human crew are topside as lookouts. Two Martian crew serve as lookout aft. Maal has assembled 6 Martians at the rear hatch. The rest wait below for his signal. Carter is alerted by an anonymous note seconds before Maal strikes.

THE SOLUTION

Historically, Maal succeeded in gaining control of the Fair Della from Carter Johnson. He was not totally ruthless though, and set the survivors down on the surface rather than throw them overboard. Carter and the humans must now make a hazardous trip across the surface of this barren planet to reach Thymiamata. But that's another story.



⊕PARTING SHOTS⊕

A COMMENTARY BY
KATE LEGERER DELMAS

PASS ME MY RUBBER SUIT

OR

WHEN TO SUSPECT YOU HAVE A VARGR POSING AS A K'KREE

(Yes, I'm back again to dust off the old soapbox and rant on another small problem.)

Have you ever wondered, while engaging in science fiction role playing, about the guy or girl that appears alien (in the game, of course) yet acts and reacts like a human? Okay, Okay - I know this schtick: "But they are human!" And that's my point.

We engage in the RPG to expand our imagination. To broaden what would otherwise be a generally xenophobic existence. Let's face it. If you didn't play science fiction RPG's, you'd probably try to nuke the first Martian you'd run across (not to say that you wouldn't do this in a RPG). We are xeno tolerant as players, meeting and dealing with aliens, subspecies of humanity, and cultures different than our own.

Now everyone has run across at least one member of the major spacefaring race/species. Some of us may be as lucky as to have met at least one member of a minor race/species, and then of course there are those of us who have met aliens not even in the book.

Now, don't get me wrong. I like aliens. They add interest to the game. What I can't abide is a player who has a character that is an alien but doesn't act like an alien... the guy who gets a K'Kree that goes out alone (heaven forbid)... the girl who has the Virushi that uses its strength to dole out punishments (say what?)... the male Asian who knows about investing, taxes, and how to get around (no way?). All right. Can we say "These can't be real aliens?" Of course you can.

Now guidelines have been set up in previous JOURNALS, CHALLENGES, and ALIEN MODULES. Yet, I haven't seen too many people adhere to the original concepts. I, for one, like the weirdo Hiver that puts fuzzy dice up in the bridge of the ship and interferes with the relationships of crew and patrons just to see what happens.

There is no greater joy in life than to see Vargrs get together in a bar and bet on who will get the beer nuts (or some other object) into some poor simoe's drink using a spoon as the launching device. (Now remember, children, never try this at home. Leave this to trained professionals) Or when they spend time at Bryger King (where they char the meat) and tell K'Kree jokes (How many K'Kree does it take to change a light bulb?)(This activity is safe for anyone to do).

I'm sure you're starting to get the drift of this. All I really have to say is this: If you must play an alien, do a little research. Then get into the mindset. You'll be amazed at how much more enjoyable the game becomes when you don't think and react like a human. It will keep everyone on their toes and frosty. After all, who can predict what an alien will do the next time you see one?

TIMES SURVEY FORM

To complete this form, simply rate each item listed below using the following ratings:

- 5- the TIMES should absolutely keep this item
- 4- I like this item a lot
- 3- I am neutral about this item
- 2- I do not care for this item
- 1- the TIMES should replace this item

At the bottom of the page is a place for your comments and/or suggestions for the TIMES and/or VARIANTS.

ITEM

RATING

	HIGH	5	4	3	2	1	LOW
ARTWORK IN GENERAL.....							
COMING EVENTS.....							
CLASSIFIED ADS.....							
CYBERTALK.....							
DARK RIVER DATA.....							
DIALOG.....							
DIASPORA: STARLANE TO THE CORE.....							
EVENT HORIZON: RELEASES.....							
FORWARD OBSERVER.....							
GEO'S VARIANTS.....							
GEO NEWS SERVICE.....							
GUNNY GRUNTWORTH GROWLS.....							
HASSAN'S HINTS.....							
HIWG TO HAPPINESS.....							
PARTING SHOTS.....							
QUICK REVIEWS.....							
SPACER SAM.....							
SPACE 1889 ARTICLES.....							
TABLE OF CONTENTS.....							
TWILIGHT:2000 ARTICLES.....							
2300 AD ARTICLES.....							

COMMENTS:

COMING EVENTS

SCI-CON XI: Nov 10-12- For fans of science fiction in any form. Gaming events are planned.
 ORIGINS: SUMMER '90 - Held in Atlanta next year.
 GEOSOUTHCON I: Spring '90? - Quite possible!



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 AD. For 6 issues, send \$8.00 to Barry Osser, 1585 Highland Ave #F, Eureka, CA 95501.

NOTICE

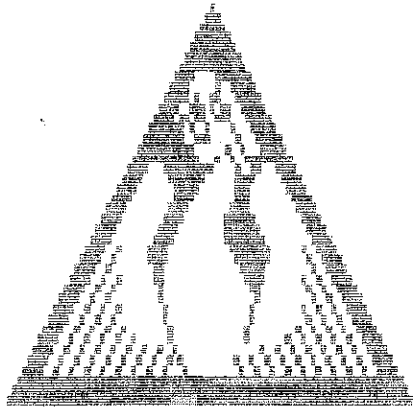
The first issue of CYBERTALK has been distributed. I have not received enough requests to warrant a continued publication of that newsletter. CYBERTALK, the column may appear at irregular intervals in the TIMES. The ALLIANCE ANNOUNCER has been sent to those who responded. The next issue depends on feedback.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

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EVENT HORIZON FUTURE RELEASES

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

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

FROM DIGEST GROUP: Tentatively, the first of the MEGA TRAVELLER alien modules will be out by December. TD 17 should be on the stands soon. TD 18 may be out by December. Digest Group is growing, and has several projects planned and underway. THE BLACK DUKE was delayed and may be out in the first quarter of 1990. Digest Group has become the major producer of MEGA TRAVELLER products.

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

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

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

"AD ASTRA"

Terra Traveller TIMES

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GAMING IN THE FUTURE

