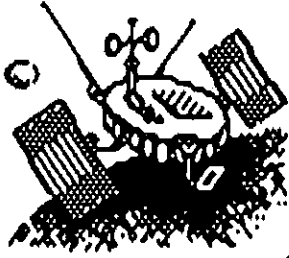


NUMBER 27

"AD ASTRA"

January/February 1990



Terra Traveller TIMES



SPECIAL DIASPORA ISSUE



⊕ FORWARD OBSERVER ⊕

AN EDITORIAL BY MARK GELINAS

THE POWER OF POSTAGE

Even in this day and age of telephones and modems, the lowly 25 cent postage stamp can still hold a lot of power. Let us examine some uses of the stamp, or more precisely, that which it delivers.

PROMOTES CAUSES

There are many causes in the world, and all of them are looking for support. A letter written to a concerned person is one way that you can promote a cause that you may have. Causes do not always have to be of such a world moving nature as pollution. The future of your favorite game is a cause that could warrant a letter.

PROSPECT FOR CRITICISM

Have you ever had a problem, but didn't let anyone know about it? Did you find out later that something might have been done about it if others concerned had only known? For example, I send out a lot of issues of the TIMES. If your address has changed, or your copy got lost in the mail, I have no way of knowing that unless you tell me. Then, too, in the true meaning of criticism, it can be positive as well as negative. Do you like something you see, then let people know! It lets them know that what they are doing is worthwhile. A letter communicates.

PROVIDES COPY

A letter provides a hard copy of what you wish to communicate. Often many words spoken over a phone get lost between the hearing and the using. A person can refer to a letter again and again.

PROPORTION OF CONSUMERS

I have heard it said of various media, that one letter represents a large number of consumers. Remember that game companies, and even the TIMES to an extent, serve you the consumer. If you want your voice to be heard, write a letter.

PRONOUNCEMENT OF CARE

Although a letter does not take that much time to write, it does represent a greater investment of time than a phone call would. If a person gets a letter, they know that you care enough about them and the subject of your letter to write that letter.

Communications are vital to understanding. A letter is a very efficient way of expressing yourself, and it doesn't cost that much in time or money. So, write today!

WHY I CHOSE DIASPORA

BY MARK GELINAS
DIASPORA SECTOR ANALYST FOR HWG

Looking at a map of the Shattered Imperium, Diaspora would seem like a very unlikely sector to choose to analyze. When I looked at that same map, I saw many reasons why Diaspora was one of the best choices. These are some of the reasons I found.

PREVIOUS WORK

One of the earliest TIFFANY STAR's, I think it was actually the first issue, had an article on the Second Solomani Rim War. This well written article described a lot of the action that takes place, and a lot of it happens in Diaspora. That article inspired me to take a closer look at that sector.

POSITION

Positionally, Diaspora has a very strategic location, and it is surprising that it is populated a sparsely as it is. Diaspora lies immediately coreward of one of the hotspots of the Shattered Imperium, that is the Solomani Rim. Diaspora is also directly in line with Massila and Core. Because of this, systems in Diaspora form a major part of the Imperial Starlane.

POLITICS

Diaspora is a hotbed of political intrigue. Where many sectors as a whole went to one side or the other, Diaspora fragmented into a plethora of small interstellar states and independent worlds. Diaspora is also surrounded by factions. Third Imperium loyalist and Solomani lie toward the rim. Daibei sits on the spinward side, and defecting Old Expanses to the trailing. Margaret's influence is felt here, and Dullnor is not far off.

POSSIBILITIES

Diaspora has many possibilities for development and adventure. One reason is that it has been largely ignored by the major companies. Then too, with its small populations and fragmented condition, it is a place where a small group of people, such as player characters, can make a difference.

Diaspora excited me, and still does. Perhaps you will look at it in a different light now.



SPACER SAM SEZ: RUSHING RAISES RISKS!



GNS



ANDROID AMBASSADOR ARRIVES!

AQUARIA/AQUARIA: 069-1112: An ambassador from the world of Kasaku arrived at Aquaria today. He has traveled to the capital of the Aquarian Empire to speak with Emperor Gengarr. It is believed that the ambassador has come to negotiate with the emperor for the removal of the embargo placed on the import of robots of Kasakan design. Emperor Gengarr emplaced the embargo after several murders were committed by robots of Kasakan design.

LAB SHIP LOST

SHAWA/BLUE STAR: 201-1113: A lab ship rented under contract from Blue Star Resersearch, Inc. is overdue for a return to the central port. It is feared that the ship may have wandered too close to the star and was seriously damaged during the recent ion storm. A search effort is being organized. A team of 6 scientists and 4 crew from the Arkaw Colonial Domain were aboard. Dr. Randall Cobb, noted astrophysicist, led the expedition which was studying flare activity of this unique star.

DUCHESS for DAIBEI

IJSEA/DIASPORA: 077-1117: Duchess Jennifer Aamgakhi made a public statement today declaring that she would support a move by the sector as a whole to join with Daibei. "Alone we as a subsector or a sector are defenseless," she stated, "Daibei has demonstrated untold bravery in refusing the tyrant Lucan. Let us unite with their courage." The statement was met with mixed emotions, but no violence was reported by civil authorities. Nevertheless, police forces worked double shifts through the night as a safety precaution.

LUCAN LIFTED!

TARSALE/DIASPORA: 079-1117: "The Emperor is dead! Long live the Emperor!" So ended Duke Gukir Martinique III in a priority sector communcation. He stated that it was imperative for the survival of the Imperium that all worlds quickly recognize the rightful successor to the Iridium Throne, Emperor Lucan. Many youth gangs appeared in the streets shouting pro-Lucan slogans, and a small clash broke out between them and a group of pro-Solomani youth. Police quickly broke up the skirmish.

TIME for TERRA

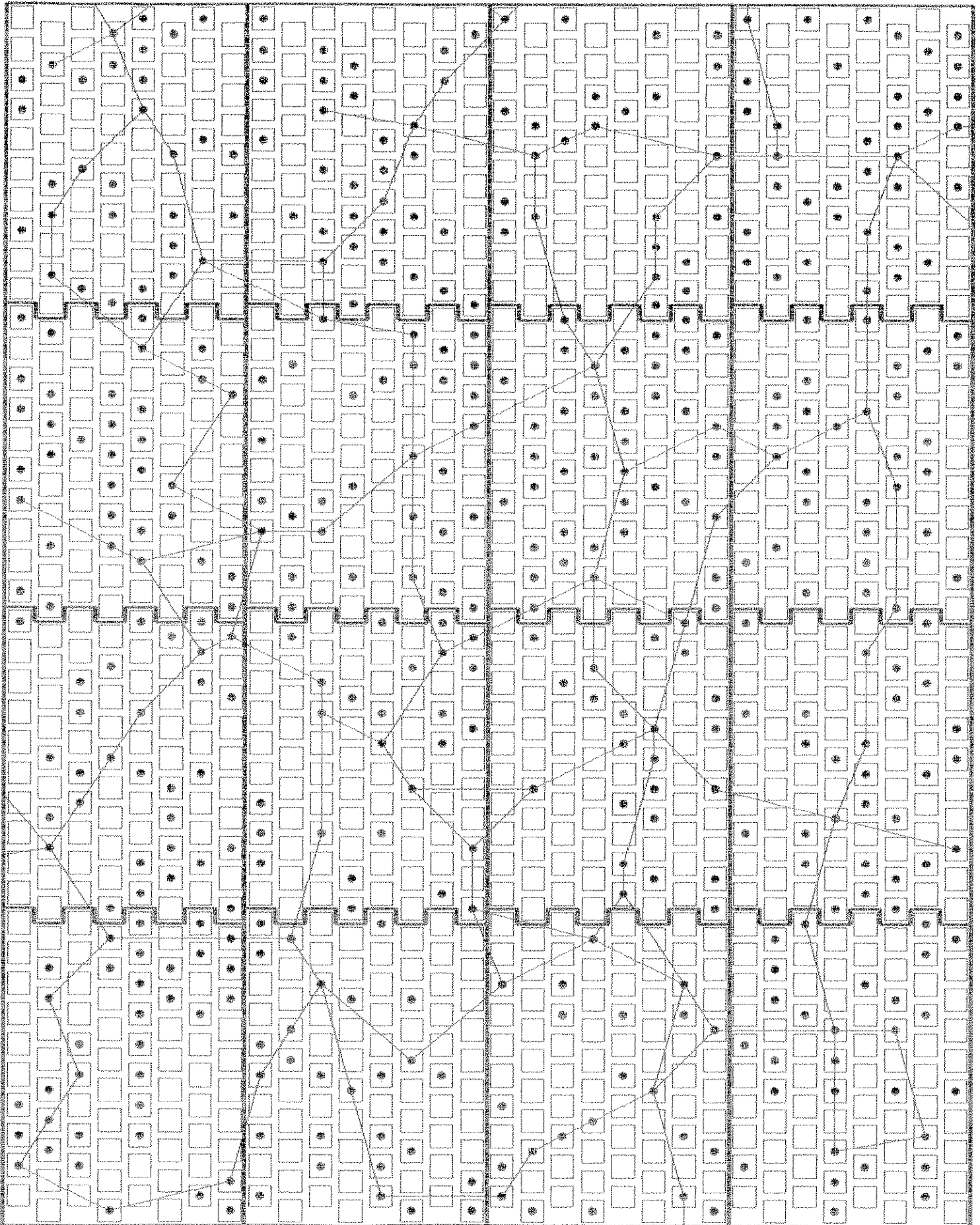
PROMISE/DIASPORA: 083-1117: Duke Ashlemuu Hess stated today that Diaspora has long been neglected by the power mongers at Core. "The Imperium wrongfully wrested our worlds from the Solomani Spere over a century ago. Since that time we have been regarded as a backwater of little value, or worse as a buffer between the rich worlds at the Core and the 'troublesome Solomani'. Let us rejoin our brothers and regain the glory we had as a full member of a powerful state!" In the hall where he delivered his address, the audience stood for 15 full minutes shouting "Solomani! Solomani!" before leaving.



GEO'S VARIANTS

This issue holds the third of a series of subsectors of Fulani Sector. As a bonus, it has X-Boat Routes of Diaspora.

Diaspora: X-Boat Routes



LYTHGOE

HEX NAME	UPP	B REMARKS	Z DATA	AL STAR1	STAR2
105 LYTHGOE	B-433796-C	Na, Po, Cs	311	AQ K5	I11
202 SOFIA	B-100A99-F	Na, In, Hi, Va	400	AQ M4	V M0 D
205 CEANIF	D-200J09-7	S N4, Lo, Va	704	AQ K3	V M1 D
303 PIFDAM	D-438741-5		113	AQ F1	V M1 D
402 GLEARO	B-100AA9-D	B Na, In, Hi, Va	811	AQ F7	V M3 V
508 SHEA	C-310567-7	NI, Ov:608	203	IN K6	I11 M3 V
608 PUN	B-310584-C	N M1	514	IN M2	V
707 NICAL	E-5507AE-4	Po, De	622	IN G4	I1
810 TOR	A-AC7747-8	B F1	920	IN K8	V

Lythgoe is subsector D of Fulani Sector. The highest Tech Level is F on Sofia, and the highest population is 80 billion on Glearo. Five worlds in the coreward/spinward end of this sector are the furthest trailing extension of the Aquarian Empire. All other worlds in this subsector are independent. The world of Pun is building a small coalition of worlds.

The world of Shea is a colony of Pun.

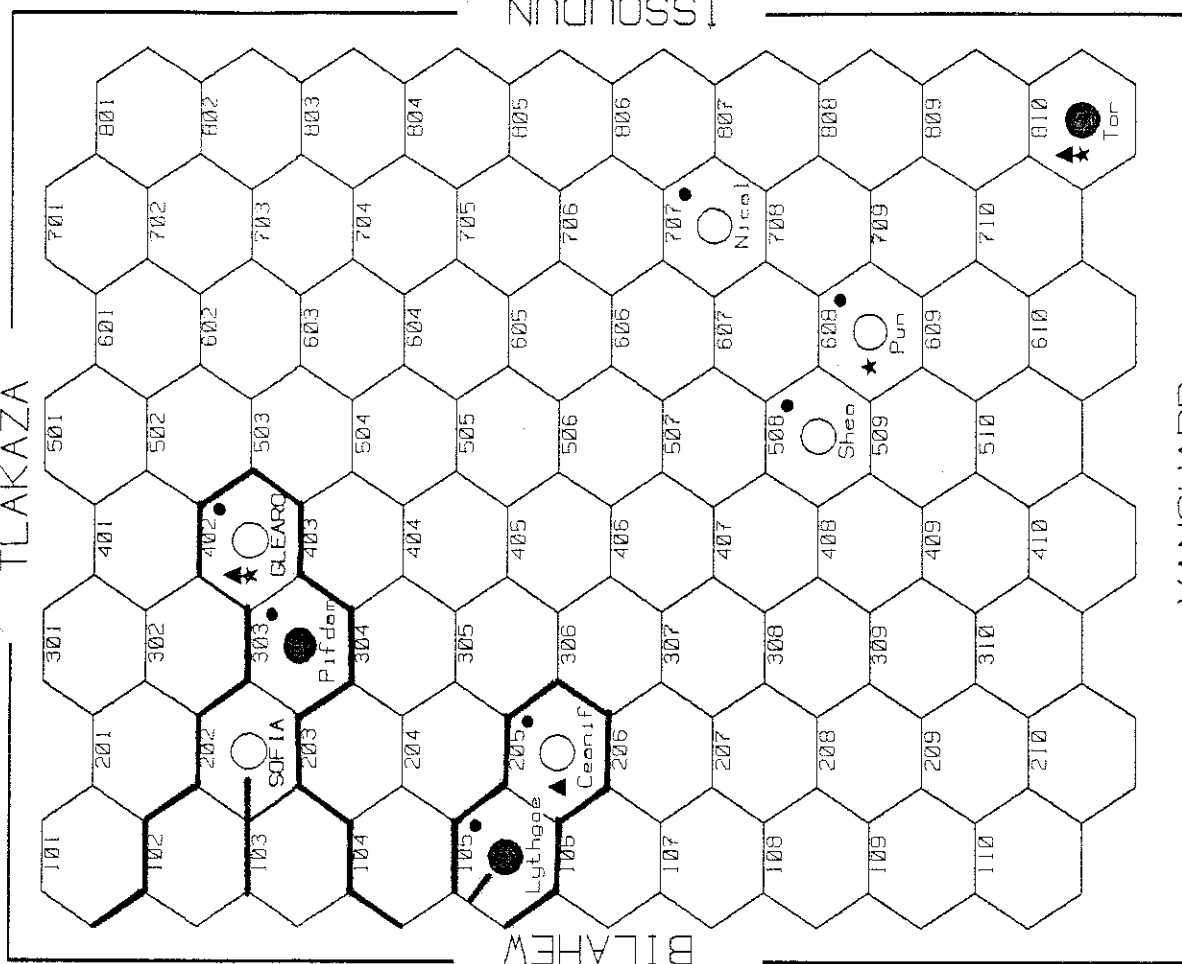
The world of Nical has formed a loose alliance with Pun.

Ceanif has several two-man mining facilities, but most of the residents are the permanent starport staff who fall under the cognizance of Aquarian Ministry of Transport.

The Naval and Scout bases at Tor belong to the Praterian Empire who are leasing the facilities from the Torans who are receiving technology in exchange.

The Aquarian worlds in this subsector are among the newer or "Frontier" worlds of the Empire. Accordingly there is some resentment among these worlds toward the older or "Core" worlds.

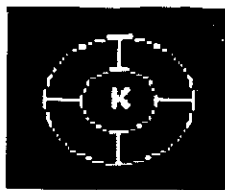
TLAKAZA



DILAHFW

NNOOSSI

VANGUARD



HASSAN'S HINTS

A SERVICE TO
MEGATRAVELLER
PLAYERS AND REFS
A WORD FROM HASSAN

This month Hassan brings you a Solomani long range scout ship frequently used for deep strikes. The Military Scout Sled mentioned in the text will appear in this space next issue.
HASSAN

SOLOMAN SLD 300 SCOUT

CRAFT ID: LONG RANGE SCOUT, TYPE S, TL 14, MCr 280.89

HULL: 270/675, Disp=300, Config=1SL, Armor=40G, Unloaded=2800 Tons, Loaded=3167 Tons

POWER: 30/40, Fusion=2700Mw, Dur=30/90

LOC: 20/27, Man=2, 24/32, Jump=5
NOE=180 kph, Cruise=750kph, Top=1000kph, MaxAccel=2 G's, Agility=2

COMMO: Radio=Sys x 2, Laser=Sys x 2, Maser=Sys x 2

SENSORS: EMMask, Dens=250m x 2, Neutrino=10kw x 2
ActEMS=FO x 2, PasEMS=IS x 2
ActObjScan=Rout, ActObjPin=Rout,
PasObjScan=Rout, PasObjPin=Rout,
PasEngScan=Simp, PasEngPin=Rout

OFF: Msl = x04, Pulse Laser = xx2
Batt = 1 Batt = 1
Bear = 1 Bear = 1

DEF: DefDm = +10

CONTROL: Comp=7Fibx3, Panel=HoloLinkx10, Special=Lg Holo, HeadsUpDisp x2,

ACCOM: Crew=5(Bridge = 2, Eng=1, Gny=1 Command =1), Staterooms=5, Em Low=2, Subcraft=Military Scout Sled
Env = Basic Env, Basic LS, Ext LS, Grav Plates, Inert Comp

OTHER: Fuel=2295kl, Cargo=206kl, Scoops ECP, Fuel Purification=24 Hours, Missile Magazine=120 Missiles, ObjSize=Ave, EMLevel=Faint

This is a very useful vessel for the Solomani Military forces, especially when the mission calls for a small team to be inserted deep behind enemy lines. During the Second Solomani Rim War, this vessel was used for several successful attacks on the Starlane.

TASK LIBRARY

Sensor Tasks (Difficulty based on range).

To perform a sensor operation:
[Varies], Sensor Ops, Edu, 6 seconds

PasEngScan (Passive sensor search for sources)

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

ActObjScan (Active sensor search for objects)

ActObjPin (Active sensor pinpoint of located objects)

PasObjScan (Passive sensor search for objects)

PasObjPin (Passive sensor pinpoint of located objects)

PasEngPin (Passive sensor pinpoint of located sources)

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



Dialog

The Idea Exchange

NUMBER 5

Reft Bridge: Referee's Update

According to inside sources The Coalition of Imperial Traders will have much unexpected difficulty in the Reft Bridge Project. For some unexplained reason, governmental beauracracy seems to be geared up against the entire project. The massive amount of Red Tape and unexpected delays of material threaten to doom the project before it even gets off the ground. If the CIT gets into the project before Asian incursions cut them off, the leaders of the CIT will be indicted on charges of fraud. This will serve to delay the project while all assets are confiscated. This may include any ship in their employ. (Norris does NOT want the bridge built).

I Think I Am, Therefore I Am, I Think.

Campaign Idea: Gvurrdon

Dzen Aeng Kho (Society of Equals) is a large and powerful republic based in central Gvurrdon. The first anti-imperial tirades of the infamous Oekhsos reach here in mid 1116, long before news of Strepthon's death. The generally chaotic lifestyles of Imperial traders operating in this area suddenly become marked by seemingly random violence aimed at the symbols of the Third Imperium. "It was time to paint the ship anyway!" Finding the cause of the violence and even attempting to stem the flow into the little republic could be a difficult, even dangerous undertaking. Conversely, good profits can be made in recording their own programs on the utovogh (see REBELLION SOURCEBOOK) provided they don't get caught in unpleasant circumstances (such as programming popular anti-Imperial tirades and subsequently being exposed as Imperials themselves).

Two worlds of interest are the centrally located Ghugi (1716), known for it's prized spices, and Khaeknae, a rich world on the border with the Thirz Uerra (Thirz Empire) and very close to several corsair bases.

Hex	UWP	Rem	Data
1716 Ghugi	B686567-8	Ag	404
0815 Khaeknae	B465898-9	Ri	102

Duale Explosion

In 1102 an unexplained explosion caused massive damage to Research Station Alpha located on Duale (2728) in the Mora Subsector. A heavy military presence was maintained in the system until it was refurbished in 1108 to conduct secret research for the Navy.

What was it doing before the explosion? Why the military involvement? From 1102 until 1108 the station was in ruins, search teams would have been sent to investigate. Zhodani and Sword World agents would have attempted to find out what was going on. They could even have been responsible.

Duale has a thin, tainted atmosphere, and forty million inhabitants. Only 30% of it's surface is covered by water.

If you have an interesting idea, send it in. I will put the best entries in this column.

Cyberpunk does not necessarily have to be on Earth. With a little modification, several worlds are prime targets for the Cyberpunk genre. TRAVELLER can do it all.

Send all Dialog input to:
Dennis M. Myers
1161 Nansemond Pkwy Box 116
Suffolk, Virginia 23434



DIASPORA: STARLANE TO THE CORE

NOBILITY PROFILES

By Mark "Geo" Gelinus HMG Diaspora Sector Analyst

DUCHESS SHARIK NORLAND

Duchess (R-5), Hijiri Subsector (1116)
5977AF Age 38(38) 5 Terms Imperial Nobility
Born 104-1078 Member TAS Yacht
Noble Titles: Baroness von Carak(Cumber), Marquessa
Cumber, Countess Cumber, Duchess Hijiri
Special Assignments: 4

Skills: Leader-3, Engineering-2, Grav Vehicle-1, Bribery-1,
Physics-1, Ship's Boat-1, Elec-1, Rifleman-1, Comp-0, Handgun-0.
Homeworld: Cumber (0532 Diaspora B-1109CB-F HJn) B,
Small, Vacc, Desert, High Pop, Ext Law, High Stellar
Faction Supported: Lucan
Background Description: Born a noble, she gradually
ascended to an inherited position.

DUCHESS ALICIA KUKIPMEN

Duchess (R-5), Shumisdi Subsector (1116)
474A7F Age 38(38) 5 Terms Imperial Nobility
Born 063-1078 Member TAS Yacht
Noble Titles: Baroness Haut Tag(Frey), Marquessa Frey,
Countess Frey, Duchess Shumisdi
Special Assignments: 3

Skills: Grav Vehicle-2, Rifleman-2, Nav-2, Handgun-2, Commo-1,
Gambling-1, Stealth-1, Leader-1, Comp-0, Laser Weapons-0
Homeworld: Frey (1133 Diaspora B-5369B6-F HI) B, Med,
Vacc, Wet, High Pop, Mod Law, High Stellar
Faction Supported: Solomani
Background Description: Duchess Alicia has long been
fond of military matters. Before she inherited the Duchy from her
mother, she spent much time studying weapons.

DUKE KHUGI OSAMI VII

Duke (R-5), Madoc Subsector (1116)
7B756F Age 30(30) 3 Terms Imperial Nobility
Born 213-1086 Member TAS Yacht
Noble Titles: Knight in Order of Bushido, Baron Osaka(Kelvin),
Marquis Kelvin, Count Kelvin, Duke Madoc
Special Assignments: 1

Skills: Large Blade-1, Intrusion-1, Recon-1, Vacc Suit-1, Ship's
Boat-1, Comp-1, Laser Weapons-1, Wheeled Vehicle-0, Rifleman-1
Homeworld: Kelvin (2340 Diaspora B-6409BB-9 HD) B, Med,
Thin, Desert, High Pop, Ext Law, Early Stellar
Faction Supported: Dulinar
Background Description: Granted a Knighthood upon the
completion of a rite of passage, Duke Khugi has worked his way
up to the position of Duke in a few short years.

DUCHESS MARIKO ANGIIMU

Duchess (R-5), Khulam Subsector (1116)
78588F Age 42(42) 6 Terms Imperial Nobility
Born 230-1074 Member TAS Yacht
Noble Titles: Knightess Order of Lotus, Baroness von Kalama,
Marquessa Gresham, Countess Gresham, Duchess Khulam
Special Assignments: 5

Skills: History-2, Commo-2, Ship's Boat-2, Martial Arts-2,
Disguise-1, Nav-1, Leader-1, Comp-0, Grav Vehicle-0, Handgun-0
Homeworld: Gresham (3138 Diaspora A-1109AE-F HI) A, Small,
Vacc, Desert, High Pop, Ext Law, High Stellar
Faction Supported: Margaret
Background Description: Born a Knightess, she assumed
the Barony at majority age. She gradually ascended to the
position of duchess.

DARK RIVER DATA

LIBRARY DATA UPDATE

Alexander, Henry, Colonel (1012-1063)-
Mercenary leader and founder of Henal.

Arkaw Disaster- In the year -1447, a rogue planet passed
too close to the world of Arkaw, causing catastrophic tectonic
activity that ruined the ecology of the world.

Blue Star Research, Inc- Controls and operates the
orbital research facility at Shawa. This corporation rents probes,
equipment, vessels, lab space, and housing to agencies wishing to
study the Class B star in the Shawa system.

Edanatanis- A low tech sentient life form native to Edanato.
These beings have 6 limbs, two arms and four legs. A hard shell
protects them from the world's low pressure, and much of their
abdomen is devoted to breathing apparatus.

Edanato (202 Blue Star E-434730-3)- Home world
of the Edanatanis.

Henal (508 Blue Star B-434103-C N,S Ni,Lo)- This
world was settled by the mercenary group Henry's Heroes under
the leadership of Colonel Henry Alexander. The Heroes still
operate from here. The navy of Henal consists of one Patrol
Cruiser. Four Scouts are used for small team transport. Most of
the naval base at Henal is leased to other navies. The population
listing is low because only active members of the mercenary group
have franchise and are therefore counted.

Levamat (108 Blue Star E-43368A-4 Na,Ni,Po)-
This world was settled by refugees from the Arkaw Disaster who
felt let down by technology's failure to help. This world is now a
haven of technophobes. The citizens of this world only accept
what technology is necessary to survive world conditions. If this
world opened itself to interstellar traffic, it would become rich.

Sergaka- Name of the rogue planet which caused the Arkaw
Disaster. The world is named after a figure in Arkaw mythology
known as the "Evil Wanderer".

Shawa (310 Blue Star A-310014-A Ni,Lo)- This
world orbits one of the two blue stars in the sector. The staff of
Blue Star Research, Inc. forms the only permanent population in
this system. There are only a few long term staff members.

CAUGHT IN THE CURRENT

SCENARIOS IN DARK RIVER

THE GATES OF HELL PLAYERS' INFORMATION

The characters are operating a ship which has just
refueled at the gas giant in the Arkaw system. As they emerge
from the ion static, they receive a Mayday from somewhere in the
system. Interstellar law requires that they respond.

REFEREE'S INFORMATION

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

Upon investigation, the characters will discover that the
source of the signal is from the world of Arkaw itself. While
passage through the Arkaw system and fueling at its gas giant is
permitted, landing on the world itself is NOT. The interdiction is
enforced by 6 automatic satellites and one manned vessel.
However, the vessel had a malfunction and was forced to land on
the world. Subsequently, the crew was not able to effect repairs.
With life support running out, they have sent out a distress call.

If the characters respond, they will be given codes to
pass the automatic satellites, but that is the least of their
problems. Arkaw is a violent world with frequent earthquakes,
volcanoes, and high concentrations of sulphur in the atmosphere.
This has greatly increased the temperature and acidity of the
atmosphere. The nearest safe spot to land near the downed
vessel is 5 kilometers away, making for a dangerous trek across a
very hostile world.

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 Gelinus,
102 Akron Ct., Ladson, SC 29456. Orders from England should
include an extra \$1.50 if they want the supplement mailed Air Mail.



TWILIGHT:2000

SPECIAL SURGERY
A SCENARIO BY
BY MARK GELINAS

The following is a generic scenario for TWILIGHT:2000. It was designed to allow referees to use it in any area where they are running their campaigns. Referee's are encouraged to take the basic information here and alter or embellish it as necessary to fit in their campaign.

THE OPPORTUNITY

RUMOR

The following rumors are available to the characters:

1. There is a doctor working in a village not to far from where the characters are currently operating.
2. A large violent group of marauders is slowly moving south.

REALITY

1. A field grade medical officer, Dr. Antonio Jones, a qualified surgeon, was moved by the suffering he saw all around and has set up shop to help his adopted village.

2. The marauders are violent, but attrition has reduced their numbers.

REQUEST

Dr. Jones fears for his adopted village because it lies in the probable path of conquest of the marauders. They are now only 50 kilometers away from the village and probably will stay camped for several weeks. Although Dr. Jones is generally opposed to killing, he recognizes that marauders are a cancer on humanity that must be stopped before they cause more suffering. He will offer the characters medical services, a commodity always needed in the Twilight War, in return for a favor. He wants a small group to sabotage the marauders stils and vehicles. Dr. Jones feels that the marauders will move a lot slower or possibly break up without their transportation. Because of his concern for mankind, he will ultimately help the characters whether or not they accept the mission, but don't tell them that.

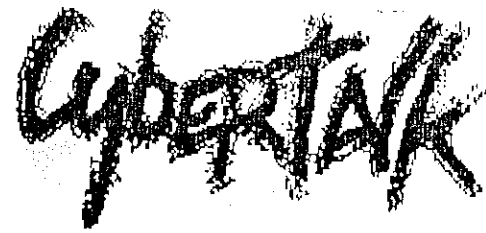
THE OPPOSITION

ENEMY COMPOSITION

The marauders are a band of 30 effectives with a number of followers. There are 2 elites, 4 veterans, 8 regulars, and 16 green quality troops. For weapons they have an RPK with 20 shots, 3 AK-74's, 5 M-16 (EZ's if in U.S.), and an assortment of handguns and hunting rifles. For vehicles they have 1 Hummer, 3 pick-ups, 2 heavy trucks with their stils, and one full size station wagon.

ENEMY CAMP

The marauder band is currently camped in the remains of their latest conquest. The vehicles are kept in a barn to the east, and the stils are in another outbuilding. They are using the corn from a silo for food and to make alcohol.



MORHDON CORPORATION

*WORKING WITH
THE BUILDING BLOCKS
OF LIFE*



PRODUCT: Bio-Engineering

MAIN OFFICE: Denver, Colorado

REGIONAL OFFICES: San Francisco, California; Houston, Texas; Boston, Massachusetts; Charleston, South Carolina.

STOCK: 123,000 Shares

NAME AND LOCATION OF PRINCIPLE

STOCKHOLDERS: David Menholm, 55%, Denver, Colorado; Oscar Wilson, 15%, San Francisco, California; Deborah Holmes, 10%, Boston, Massachusetts; Robin Withers, 10%, Charleston, S.C.

STOCK AVAILABLE ON MARKET: 12,300

TROOPS: 150 divided into 5 units of 30 each.

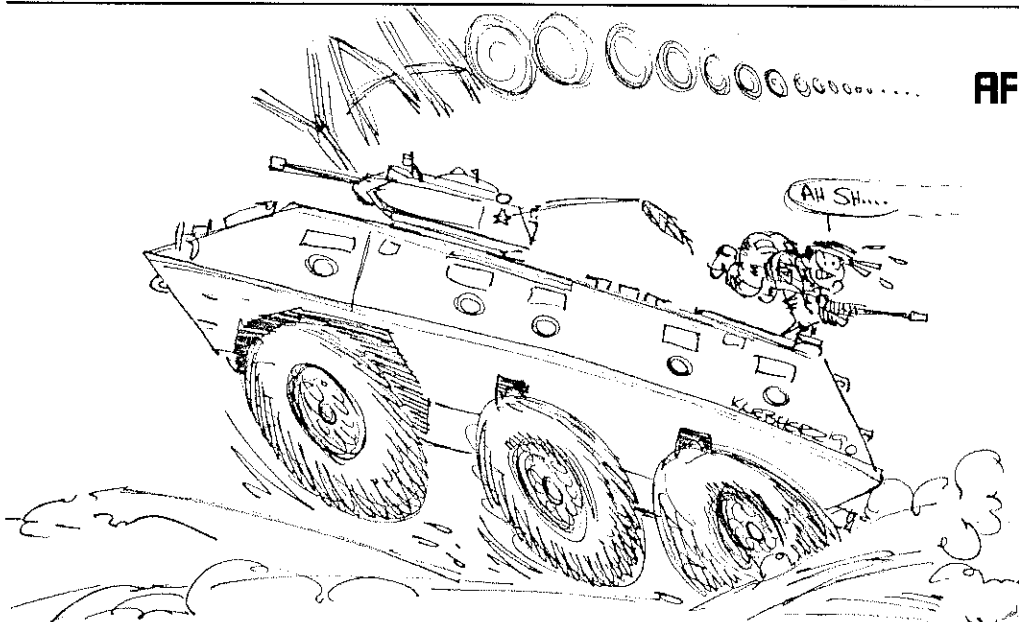
COVERT OPERATIVES: 10 Cybernijas, 20 Covert Operatives, and a Solo Pool of 15

EQUIPMENT AND RESOURCES: Each office has 2 ACU's available to them. Additional equipment includes: 4 roto-wing aircraft, 1 spaceplane, and one orbital workshack.

BACKGROUND: The Mordon Corporation started as an In Vitro fertilization clinic in Denver Colorado. To facilitate their work, they had an extensive genetics lab. As knowledge of genetics increased, practical uses for bio-engineered products increased. Eventually, the demand for bio-engineered products outweighed the fertilization business, so the company dropped that facet and expanded its laboratories and processing plants.

CHARACTER INVOLVEMENT: The characters could be targets of experiments by Morhdon. The characters could be a part of Morhdon's solo pool or covert operative branch. The characters could be working for an individual or group whose plans were contrary to those of Morhdon. The characters could be hired by Morhdon to perform a low profile acquisition. The characters could find themselves caught between Morhdon and a larger bio-engineering firm.

**AFV's aren't for
joy rides!**



QUICK REVIEWS

RATING SYSTEM CATEGORIES

- Player Use- How useful is the product to the player.
- Referee Use- How useful is the product to the referee.
- Artwork- A general evaluation of artwork and graphics.
- 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.

LEVELS

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

TWILIGHT:2000

NATO VEHICLE GUIDE

GAME DESIGNERS' WORKSHOP \$7.00

By Frank Frey

Players Use ✓✓✓✓ Referee Use ✓✓✓✓✓
 Artwork ✓✓✓✓ Content ✓✓✓✓
 Overall ✓✓✓✓1/2

This supplement describes many of the various vehicles used by the NATO countries and includes several color plates.

MEGATRAVELLER

TRAVELLERS' DIGEST 18

DIGEST GROUP PUBLICATIONS \$4.95

Players Use ✓✓✓ Referee Use ✓✓✓✓✓
 Artwork ✓✓✓✓ Content ✓✓✓✓
 Overall ✓✓✓✓1/2

This issue includes another adventure of the famous foursome as they continue their way back to the Spinward Marches. It also has some other material for TRAVELLER and 2300 AD.

SPACE 1889

CARAVANS OF MARS

GAME DESIGNERS'S WORKSHOP \$8.00

By Ed Andrews

Players Use ✓✓ Referee Use ✓✓✓✓
 Artwork ✓✓✓ Content ✓✓✓✓
 Overall ✓✓✓1/2

Not all transport across Mars is in the stately cloudships, much merchandising is done by way of caravan. This supplement describes one such caravan and adventures surrounding it.

TEMPLE OF THE BEASTMEN

GAME DESIGNERS' WORKSHOP \$28.00

Players Use ✓✓✓✓ Referee Use ✓✓✓
 Artwork ✓✓✓✓ Content ✓✓✓
 Overall ✓✓✓1/2

A board game dealing with a raid on a High Martian stronghold.

STEPPE LORDS OF MARS

GAME DESIGNERS' WORKSHOP \$8.00

By John A Theisen

Players Use ✓✓✓ Referee Use ✓✓✓✓
 Artwork ✓✓✓✓ Content ✓✓✓✓
 Overall ✓✓✓✓

This supplement details the nomadic tribes of Martians.

GENERAL

CHALLENGE 41

GAME DESIGNERS' WORKSHOP \$3.25

Players Use ✓✓✓ Referee Use ✓✓✓✓
 Artwork ✓✓✓✓ Content ✓✓✓✓
 Overall ✓✓✓✓

(GNS continued)

LUCAN LAUDED

CUMBER/DIASPORA: 090-1117: Duchess Sharik Norland had only words of admiration for Emperor Lucan in a public statement today. "Although a youth, Lucan acted swiftly and in the interest of the Imperium to assume the reigns of power. In the confusion left in the wake of the villains shots, this one man stood forth to defy the defiler and tried to bring an orderly succession in the wake of Strepthon's death. Let us recognize his cause as one of good for the whole of the Imperium." Following her statement, Duchess Sharik attempted to assume control of the subsector's colonial fleets, but met with little success. Only the system's defense boats and a squadron of close escorts rallied to her side.

SOLOMANI SOUGHT

FREY/DIAPORA: 096-1117: Duchess Alicia Kukipmen declared today that Shumisdi Subsector fully supports a return to the Solomani Sphere of influence. "We are not ignorant of events taking place mere parsecs from our borders. Word has reached us that Terra, our ancestral home in once again in Solomani possession, but after a long and bitter fight. Why should we allow our worlds to be ravaged to support an empire which has ignored us for so long. Let us take up arms and side with the Solomani. This very day we have sent couriers rimward with messages of peace to our Solomani brothers and sisters." There were unconfirmed reports of rioting in several areas of the subsector capital after the duchess finished her message.

ASSASSIN ACCEPTED

KELVIN/DIAPSORA: 097-1117: Duke Khugi Osami publicly asked today why several hundred years should make a difference for an established precedent. "For a long time, succession by right of assassination was an integral part of procedures at the Imperial Court. Although circumstances reduced the need for this method of succession, they have not eliminated it entirely. One brave man of noble birth saw a need for its current use and acted upon that need. He is now regarded as an outlaw instead of sitting on the Iridium Throne as is his right. Let us work together to make the wrong right again." Reports that a Sol-Sec assassin was captured in the palace immediately after the speech remains unconfirmed. Meanwhile, the household guard repelled a defecting militia unit which seemed to be attempting to secure the palace grounds for the Solomani Cause. There were heavy casualties on both sides and vehicles burned in the street throughout the night. It is not known whether the two reported incidents are related.

MAKE MINE MARGARET

GRESHAM/DIASPORA: 100-1117: "Of noble characteristics, and descended from emperors, Margaret is the obvious choice to ascend to the vacant Iridium Thone," declared Duchess Mariko Angimu in a statement before the subsector council today. She further cited the impending threat of the Solomani to the subsector and the need for renewed imperial unity. At the end of her statement, the counts of the subsector gave her a standing ovation, an indication that, for the moment at least, they support Duchess Mariko. How their support will stand in the face of Solomani warships remains to be seen.

DESPERATE DAMAGE

PROMISE/DIASPORA: 130-1117: In a daring raid, a lone Solomani Scout inflicted severe damage on the X-Boat Tender in the Promise system today. System defense elements gave quick pursuit, and reportedly scored several hits on the intruder, but the scout managed to jump from the system, destination unknown. The commander of the Tender has requested that a system defense boat be stationed near the Tender at all times now. As yet, the Navy has not responded. It may be several weeks before this Tender is fully operational again. This will delay X-Boat messages travelling to and from the Core which would ordinarily pass through this end of the sector.

CANINE COUP

TEPHANY/LISHUN: 003-1119: Tephany has a new ruler today. A Vargr by the name of Gtweng declared himself to be the emperor of Tephany after a night of bloodshed. Gtweng's forces swept away the military government of the planet which had previously held control. Gtweng has ambitions beyond this world desiring to unite this and three other worlds into a self-sufficient enclave. There are no reports yet about the general reaction of the populace, but there have been no further reports of violence. However, the Vargr are keeping close control of news reports.

There was never a good war or a bad peace.
Benjamin Franklin

2300 AD

HOW TO REF 2300 AD WITHOUT ALIENATING YOUR CHARACTERS

BY MARK GELINAS

2300 AD is a game of the near future. Overall it has a fairly hard science fiction feel to it. However, there are some who object to the overabundance of alien races in that game's background, and/or the dominance that they have in published adventures.

This article will examine the alien situation and what can be done about it.

ABUNDANT ALIENS

Let's face it, aliens in 2300 AD are about as thick as fleas on a Bantha's back. One good thing about 2300 AD's aliens is that each race is unique, and as a whole they are some of the most truly alien races found in science fiction gaming. Aliens do provide alternate opponents, whose motivations are not always easy to understand. The Kafers, especially, make good enemies for the characters to fight.

While the universe of 2300 AD seemingly abounds with aliens, the vast majority of humanity will never see an alien in person. While characters in their unique occupations are more likely than the average person to see an alien, it is entirely possible that the characters will go through their adventuring careers without ever encountering one. In most cases, even in the universe of 2300 AD, man's worse enemy will still be his fellow man.

ALTERNATE ADVERSARIES

With that in mind, let's look at some of the different types of adversaries your characters might encounter. First of all there are the quarelling nations of earth. Even after the lessons of the Twilight and subsequent wars, nations of Earth still bear grudges with one another. The rivalries of the nations of Earth have spilled over into space.

Then there are the terrorist groups. The background mentions one in particular that is operating along the Manchuran arm, but surely many others exist.

Crime has not dissappeared in 2300, and a variety of criminal elements exist for characters to cross or combat. Corrupt corporations who willingly exploit people and resources for the bottom line are on the increase. Then, too, there are rival parties of characters whose interests conflict with those of the player characters. On Earth alone, there exist possibilities for a lifetime of adventures.

AVENUES OF ADVENTURE

Not all challenge or opposition needs be in a human form. Even though most worlds that stutterwarp ships can reach have some human inhabitants, there is still a lot of room for exploration. With new routes along the American Arm opening up, the possibility for exploring a previously unexplored world exists.

Once exploration has done its preliminary work, colonists will want to start moving in. While being a colonist may not seem all that glamorous, it often takes skilled and determined individuals to make a colony thrive.

Until a colony has built an industrial base, it will need to import most of its manufactured goods. Here are opportunities for the free lance merchant. Even when a colony has gained a modicum of self sufficiency, it is still a viable market, and an exporter as well.

CONCLUSION

2300 AD is a good game with a hard science fiction background. What has been offered in this article are some ways to referee 2300 AD without having your adventures look like the Cantina in STAR WARS. Even referees who use aliens may find them useful.

TIMES INDEX

The Offices of the Times has produced an index of all articles from Tidewater and Terra Traveller TIMES 1 through 24, including issues of X-LINK. Send \$1.00 for postage to TIMES INDEX, c/o Mark Gelinas, 102 Akron Ct., Ladson, SC 29456.

LIBRARY DATA UPDATE, VOLUME I

Now available in one place, all the updates which have appeared in the TIMES since the release of DARK RIVER until Issue 25. Send a legal sized SASE for a copy to LIBRARY DATA UPDATE, C/O Mark Gelinas, 102 Akron Ct., Ladson, SC 29456.



⊕ PARTING SHOTS ⊕

A COMMENTARY BY
KATE LEBHERZ GELINAS

GAMING CREATURES I HAVE SEEN

PART II

THE TRYANT-ASAURUS REF

Have you ever wondered what it is that possesses players to wander into the territory of one of the most fierce of all gaming creatures, the Tyrant-asaurus Ref? It certainly can't be because of the creature's charms. Perhaps they are just hungry for a game, and that's the territory of the T. Ref: a roleplaying game, usually one that has been so modified by the T. Ref that original is almost obscured.

The Tyrant-asaurus Ref has several distinguishing "physical" features. First, there is the large head, indicative of the T. Ref's overated opinion of itself and its ability to referee a game. The T. Ref is also very nearsighted, it can only see what it wants to see. To compensate for this sensory limitation, the T. Ref has a keen sense of scent. This sense lets the T. Ref smell out opportunities to turn things against the characters in his games. Another physical attribute is its loud roar, the T. Ref usually tries to drown out all other gaming creatures with its sound.

The T. Ref has a unique personality to go along with its unique physical characteristics. This creature has a distinct blood lust and delights in killing characters. This killing is frequently done on a whim, to satisfy the creatures desires. Even though the T. Ref is a powerful creature, a fact which is readily recognized by the other creatures of the gaming jungle, the T. Ref plays the part of a bully by intimidating players. To feed its voracious appetite, the T. Ref frequently attacks only the largest prey, those gamers who are making the most noise at its games. The territory of the Tyrant-asaurus Ref can quickly become a ruckus, noisy place that often frightens quieter gamers away.

One would think that this would be a dying breed as other gaming creatures flee. This is not the case as many creatures remain in its territory, because they love gaming and do not know that other gaming territories exist. Then, too, there are the new gamers, hungry for a game, who wander into the Tyrant-asaurus Ref's territory. It is sad to think that this creature will not soon pass from gamedom, if ever. The best we can do is to watch for them, and then warn others of its habits.

ADS AND ANNOUNCEMENTS

Classified Ads are \$5.00 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 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 will appear at regular intervals in the TIMES. The ALLIANCE ANNOUNCER has been sent to those who responded. The next issue depends on feedback. GEO

PHOENIX/MGE

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COMING EVENTS

GEOSOUTHCON I: March 15-18- To be held in the Charleston, SC area. Call or write TIMES offices for details.
ORIGINS: June 27-June 29- Held in Atlanta next year. This is one gaming event that all gamers should experience at least once. This is the Southeast's chance.

EVENT HORIZON CURRENT AND 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: Next GDW project- **FIGHTING SHIPS OF THE REBELLION** during the first half of 1990. **CHALLENGE** is scheduled to go monthly starting in January. Their increased schedule means that they have a growing need for articles. The more articles for a particular game they have, the better chance that game will have more coverage. I encourage you to write, but send to GDW for a contributor's guideline first.

FROM DIGEST GROUP: **TRAVELLERS' DIGEST 19** should be out during the first quarter of 1990. Digest Group is growing, and has several projects planned and underway. **THE BLACK DUKE** may be out in the first quarter of 1990. The software designed for use with, and based upon, the **WORLD BUILDER'S HANDBOOK** was originally advertised for a January release date. Digest Group has become the major producer of **MEGATRAVELLER** products and has many products in various stages of production.

SEEKER: Continuing to expand their line of deck plans. Seeker now produces deck plans for **MEGATRAVELLER** and deck plans for **2300 AD ships**, 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**, **LIFTWOOD CONSPIRACY** for **SPACE 1889**, and **CITY OF ANGELS** for **TWILIGHT-2000**. Judging from the quality of their first products, this is a company to watch. 3W is also reviving the ailing **SPACE GAMER** with Barry Osser at its helm. They have two 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 **MEGATRAVELLER's 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. **TIFFANY STAR** now has increased its rate to 12 issues a year. Send to Ed Edwards, 1410 E. Boyd, Norman, OK 73071. Join HIWG and lend your voice to those discussing the future of the Shattered Imperium.

ACKNOWLEDGMENTS

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TERRA TRAVELLER CLUB

The Terra Traveller Club is an association of players and referees dedicated to the playing and promotion of GDW RPG's in general and **MEGATRAVELLER** in particular. Registration for the club is a one time fee of \$1.00 sent to the Spokesman, Mark Gelinis, at 102 Akron Ct., Ladson, SC 29456. You will be sent a membership card and a coupon for \$.50 off your next **TIMES** subscription. To minimize costs, membership does not include a **TIMES** subscription. Only those members who want the **TIMES** need to subscribe.

TERRA TRAVELLER TIMES

The **TIMES** is a newsletter of the Terra Traveller Club. 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. Membership is NOT a requirement to subscribe.

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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 tour could make this longer.

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.



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GAMING IN THE FUTURE

