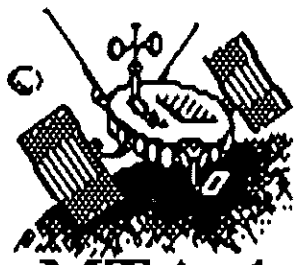
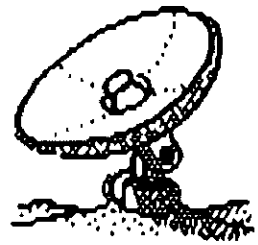
NUMBER 28

"AD ASTRA"

March/April 1990



Terra Traveller TIMES



MTA 1, VILANI AND VARGR, DUE SOON!

⊕FORWARD OBSERVER⊕

AN EDITORIAL BY MARK GELINAS

AND THE LABEL SAID: BEWARE OF THE GEnie

With the spread of computers and that wonderful interface device known as the modem, the spread of information has blossomed. Indeed, the modem is a major player in the founding of the Information Age. With the spread of modems came a variety of bulletin boards and computer information services. One of these services has found favor with HIWG: GEnie or General Electric Network for Information Exchange. The popularity of this system with HIWG has become both a blessing and a burden.

A CHAMPION OF COMMUNICATION

On the plus side of the ledger, GEnie has greatly increased the ability of some of the HIWGers to communicate with each other and with both GDW and DGP. The ability to communicate rapidly, and in some cases on a real time basis, has helped MEGATRAVELLER to grow. However, not all of HIWG members have access to this wonder, and that may cause problems.

A CAUSE FOR CONCERN

Perhaps I am being an alarmist, but once the major parties of HIWG, the so called inner circle, all got on GEnie, the flow of regular mail, the type those who do not have GEnie still depend on for information, has slowed. I am not an outside observer looking in. I am a member of HIWG, and was considered part of the inner circle. However, I did not, and still do not have GEnie. When I speak of a drop in mail, I speak from personal experience. If I am an isolated case, please, non-GEnie HIWGers, let me know, and I will feel more comfortable with this technological marvel.

A CRY FOR CAUTION

Just because a person does not have access to the technology, i.e. a modem, or the funds to finance the service does not make that person any less creative. Indeed, such conditions often breed creativity. No person or group, whether it is HIWG or any other activity can afford to ignore another person or group on the basis of accessability. To do so would rob them of much potential good.

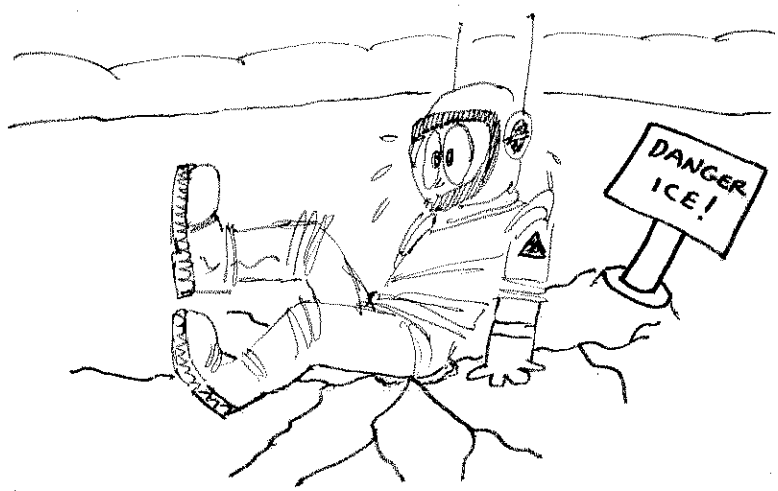
I don't believe that this schism was intentionaly created by the GEnie uers. It IS easier to punch a few buttons than prepare and mail a letter, and humans, like water, tend to follow the path of least resistence. It is very probably just an oversight, but nevertheless the schism seems to exist, and can cause problems.

I sound this warning because I am still a member of HIWG and many of my readers belong to that organization. HIWG is a worthy organization, and I don't want to see it pulled apart by a conflict between the Have's and the Have Not's. However, a warning often offers a suggestion of an alternate course.

A COURSE OF CORRECTION

The responsibility for corrective action is NOT the sole responsibility of HIWG GEnie users. All HIWGers are responsible to make HIWG work. GEnie using HIWGers should examing their communication practices, and see if they might be overlooking those not on GEnie. Those without GEnie, don't give up! Keep in communication with your compatriots. Use the TIFFANY STAR as a source of information. The leadership of HIWG is moving to help, TIFFANY STAR #16 has some excellent suggestions for keeping in touch with one another. I recommend it to all HIWGers. Lets work together to make HIWG and MEGATRAVELLER strong!

Those who expect to reap the blessings of freedom must, like men, undergo the fatigue of supporting it. *Thomas Paine*



SPACER SAM SEZ: FRICTION IS OUR FRIEND!

GNS

AGENTS ACCEPTED

Aquaria/Aquaria: 075-1112: Emperor Gengar, after several days of meetings with the Ambasador of Kasaku, announced today that they have come to terms. The Emperor has agreed to allow Kasakan agents to assist the Ministry of Justice in the search for and prosecution of the renegade robots which are believed responsible for a series of murders.

STARSHIP STOLEN!

Kozeo/Treaty: 310-1113: At the Starship Show on Kozeo, the Brotherhood starship, BLUE NOVA, was stolen by parties unkown. Transmissions received from the BLUE NOVA as it left the system stated that the Empire of Tonasea was responsible. The Empire has denied any responsibility in this event. It is believed, however, that a group of researchers from the University of Raya were on the BLUE NOVA when it suddenly powered up and departed the system. The BLUE NOVA is a STEFENKA class close escort, but it had a prototype TL 16 neutrino sensor. Some observers believe that the new sensor would give Brotherhood vessels an edge over Tonasean vessels.

SECTOR SHATTERS!

Libert/Diaspora: 250-1117: In a statement from his office today, Sector Duke Eneri urged the Nobles of the Sector to forget their differences and pull together. "If we continue to go our separate ways," he stated, "the Sector may never recover from the fragmentation." During the past several weeks, reports have arrived from all over the sector of Duchies, Counties, and even individual worlds asserting independence from the central rule. Several instances of fighting between factions have occured, but they have usually been broken up by Naval forces under the control of Admiral Nile. In the meantime, there is evidence that Duke Eneri has been unable to reach Admiral Nile, or she has chosen not to reply to his communictions.

STRIKE at STREPHON

Kaggushus/Massila: 162-1119: During a recent engagement in this system, two reserve fleets gained a significant victory over the forces of the "Real" Strephon. It is reported that a flagship was destroyed, with Strephon as a possible casualty. Confirmation has yet to be forthcoming. In the meantime, his followers have not shown any indication that they are ready to stop fighting, but it may be too early to tell if this indicates that Strephon was not killed. It will require a period of waiting and watching to tell for sure.

GEO'S VARIANTS

This issue brings a Vargr vessel. This version is slightly different than the one which will appear in MTA1.

VARGR TRADER

CRAFT ID: Vargr Trader, Type VA, TL 12, MCr 80.02
HULL: 180/450, Disp=200, Config=4SL,
Armor=40G, Unloaded=2015 Tons, Loaded=3132 Tons
POWER: 11/23, Fusion=1050Mw, Dur=30/90
LOCO: 9/18, Man=2, 5/10, Jump NOE=180 kph, Cruise=750kph,
Top=1000kph, MaxAccel=2 G's, Agility=0
COMMO: Radio=System
SENSORS: ActEMS=Planetary , PasEMS=Interstellar
ActObjScan=Diff, ActObjPin=Diff,
PasObjScan=Diff, PasObjPin=----,
PasEngScan=Rout, PasEngPin=———
OFF: Msl = x01, Beam Laser = xx1
Batt = 1 Batt = 1
Bear = 1 Bear = 1
DEF: DefDm = +3
CONTROL: Comp=2 x 3, Panel=DynLinkx426,
Special=HeadsUpHolox3, Env = Basic Env, Basic LS,
Ext LS, Grav Plates, Air Lock x 2
ACCOM: Crew=5(Bridge = 1, Eng=2, Gnny=1, Medic=1),
Staterooms=5
OTHER: Cargo=1061.1 kl, Fuel=783 kl, Scoops
Fuel Purification=24 Hours,
Missile Magazine=5 Btty Rnds Missiles,
ObjSize=Ave, EMLevel=Mod

TASK LIBRARY

Sensor Tasks (Difficulty based on range).

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

ActObjScan (Active sensor search for objects)
ActObjPin (Active sensor pinpoint of located objects)
PasObjScan (Passive sensor search for objects)

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

PasEngScan (Passive sensor search for sources)

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

The Vargr Trader is an interstellar trading vessel typically in use within the Vargr Extents. The ship does not normally carry passengers. This ship does not have inertial compensators.

Designer's Notes: This vessel is based on the Vargr Trader found in the original Vargr Alien Module. The original vessel had a Mod 1 Bis computer, but control points would not allow a computer that small, so I moved one model up. I also changed one turret's weapon to a more cost effective missile rack.

DECK PLAN KEY

UPPER DECK

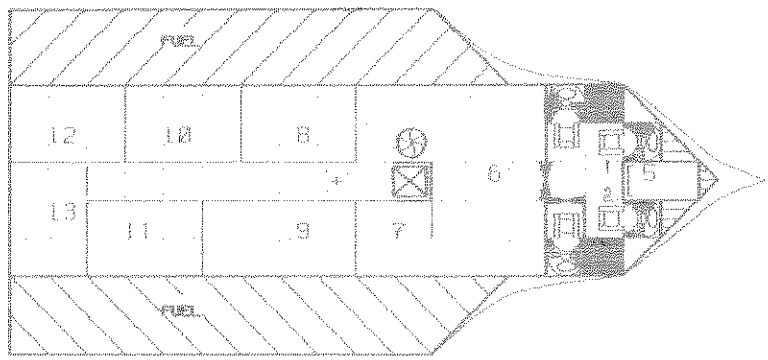
1-Pilot Station
2-Eng Station
3-Computer
4-Fire Control
5-Sensor Bay
6-Lounge
7-Galley
8-Stateroom
9-Stateroom
10-Stateroom
11-Stateroom
12-Stateroom
13-Sick Bay

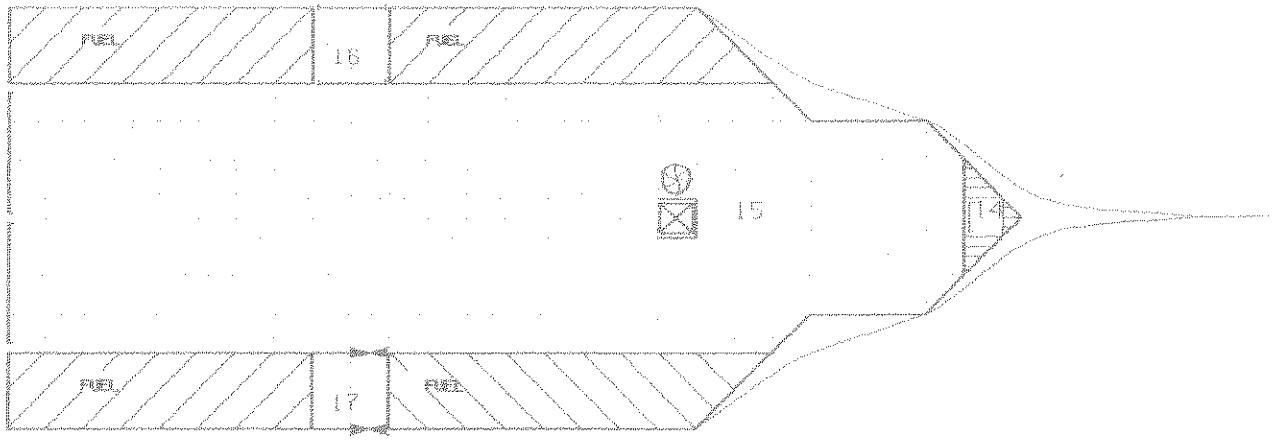
MIDDLE DECK

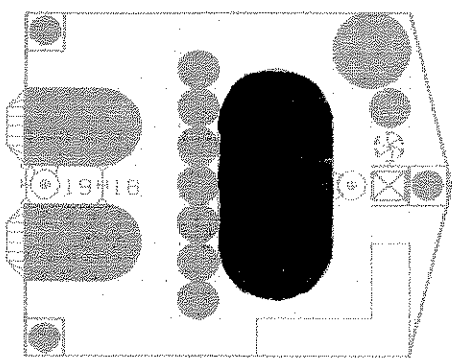
14-Sensor Bay
15-Cargo Bay
16-Cargo Lock
17-Air Lock

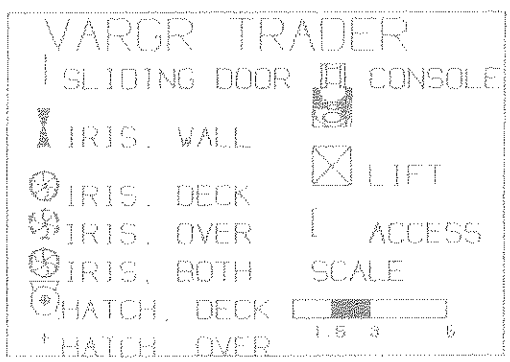
LOWER DECK

18-Engineering
19-Service Lock









DIASPORA: STARLANE TO THE CORE

NOBILITY PROFILES

By Mark "Geo" Gelinas HIWG Diaspora Sector Analyst

DUKE MAZUN JEROME II

Duke (R-5), Ebasha Subsector (1116)
AAC68F Age40(40) 5.5 Terms Imperial Nobility
Born 135-1076 Member TAS Yacht
Noble Titles: Baron von Lasdot(Ebasha), Marquis de Ebasha, Count Ebasha, Duke Ebasha
Special Assignments: 4
Skills: Robotics-2, Lg Blade-1, Equestrian-1, Pilot-1, Grav Veh-1, Ship's Boat-1, Nav-1, Liaison-1, Leader-1, Computer-0
Homeworld: Ebasha (0228 Diaspora A-579546-F Hi) A, Med, Standard Atm, Wet, Mod Pop, Mod Law, Hi Stellar
Faction Supported: Dulinor
Background Description: Duke Mazun was born into nobility and ascended to the Dukedom.

DUKE GUKIIR MARTINIQUE III

Duke (R-5), The Blight Subsector (1116)
5A77AF Age 40(40) 5.5Terms Imperial Nobility
Born 305-1076 Member TAS Yacht
Noble Titles: Baron von Springton(Tarsale), Marquis Tarsale, Count Tarsale, Duke of The Blight
Special Assignments: 4
Skills: Admin-2, Computer-2, Ship's Boat-2, Persuasion-1, Sm Blade-1, Rifleman-1, Grav Vehicle-1, Laser Weapons-0
Homeworld: Tarsale(2224 Diaspora B-200830-D Va, Na) B, Small, Vacc, Desert, Mod Pop, No Law, Hi Stellar
Faction Supported: Lucan
Background Description: Duke Gukiir was born into the nobility, and naturally ascended to the dukedom.

COUNTESS GAMII MESSIER

Countess (R-4), Gasudark County (1116)
6985BE Age 44(44) 6.5 Terms Imperial Nobility
Major Skills: Leader-2, Liaison-2, Admin-2, Commo-1, Comp-1, Handgun-1, Grav Vehicle-1
Homeworld: Gasudark Faction Supported: Favors a change of government to a Federation.

COUNT DARAL SIMPSON II

Count (R-4), Berlin County (1116)
93B68E Age 28(28) 2.5 Terms Imperial Nobility
Major Skills: History-3, Linguistics-2(Gvegh, Aslan), Leader-1, Handgun-1
Homeworld: Berlin Faction Supported: Bzrk

COUNTESS SHIELA AAMANII V

Countess (R-4), St. Denis County (1116)
57676E Age 30(30) 3 Terms Imperial Nobility
Major Skills: Admin-2, Linguistics-1(French), History-1, Leader-1, Liaison-1
Homeworld: St. Denis Faction Supported: Solomani

COUNTESS GRETA BECKER

Countess (R-4), Backman County (1116)
582ACE Age52(52) 8.5 Terms Imperial Nobility
Major Skills: Leader-3, Liaison-2, Artisan-1, JOT-1, Instruction-1 Homeworld: Backman
Faction Supported: Archduke Adair

COUNT GREGORI PUSHKIN II

Count (R-4), Aight County (1116)
46787E Age 30(30) 3 Terms Imperial Nobility
Major Skills: Leader-2, Admin-2, Streetwise-2, Biology-1, Laser Weapons-1, Computer-1
Homeworld: Aight Faction Supported: Margaret

DARK RIVER DATA

LIBRARY DATA UPDATE

Androvich, Viktor- (B. 1053) Fleet Admiral of the Brotherhood Navy during the War of '96.

Borovich, Alexander- (B. 1070, D. 1102) Former Executive Officer of Natachev Radioactives. Leader of the Natechev Rebellion. Executed for Treason and Murder.

Brotherhood/Tonasean War- 1096-1103 Also called the War of '96. Started on 033-1096 with the Forted Incident. Escalated when rescue vessels fired upon each other. Tonasean Emperor Alluran declared war on 093-1096. Brotherhood President Katrina Vashkal responded on 156-1096. During the war Tonasean Force pushed as far as Fawella, while the Brotherhood held a line at Wasabi/Eso/Gadifes. The war was breaking down to an expensive war of attrition. The war ended with the Treaty of Kozeo in 1103. The leader of the Brotherhood Navy was Fleet Admiral Viktor Androvich; the leader of the Tonasean Navy was Fleet Admiral Joseph Nirhyde.

Forted Incident- A confrontation between the Brotherhood cruiser YURI GAGARIN and the Tonasean scout survey vessel MORNING STAR on 033-1096. These vessels were engaged in a survey of the Forted system. Survivors are not sure which vessel fired first. Both vessels were destroyed during the battle. This incident touched off the Brotherhood/Tonasean War.

KKGB- The Committee for Stellar State Security. The intelligence/counter intelligence agency of the Brotherhood.

Natachev Rebellion- In 1102, Alexander Borovich, Executive Officer of Natachev Radioactives started making demands for greater safety in the mines. When he felt that he was being ignored by the state, he led an army of workers in an attack onthe Natachev Scout Base to make his point. After the base was occupied for six weeks, Brotherhood Marines intevended and ended the rebellion. Borovich and 7 others were arrested, while all served prison sentences, only Borovich was executed.

Stefanka, Igor- (B. 126-1054, D. 033-1096) Brotherhood Naval Officer and Captain of the cruiser YURI GAGARIN. He was killed when that vessel was destroyed during the Forted Incident.

War of '96- A name for the Brotherhood/ Tonasean War.

YURI GAGARIN (CL 21)- Lead cruiser of this 30K ton line of Brotherhood cruisers. Destroyed in the Forted Incident.

CAUGHT IN THE CURRENT

SCENARIOS IN DARK RIVER

IN THE WRONG PLACE AT THE RIGHT TIME

PLAYERS' INFORMATION

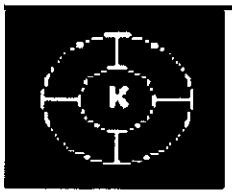
The characters are operating a ship which has just entered the Forted system. Because this is in the Treaty Zone, it must be a civilian vessel. Shortly after entering, communications picks up a weak message: "Help us, we are being held prisoner on the BLUE NOVA." The message runs twice more and is cut off during the third playing.

To get a fix on the message's location using RDF:
Difficult, Sensor Ops, Int, (uncertain)

REFEREE'S INFORMATION

The characters are in a lot of trouble if they investigate this signal. If they have been following the news, they will know that the BLUE NOVA has been stolen. Actually, its Captain Yuri Stefanka faked its theft to incite another war with the Tonasean Empire, one he feels the Brotherhood will win. He captured a group of Tonasean Scientists who were studying it. They sent the message the characters intercepted with a makeshift transmitter. They are still alive, but wounded. Yuri wishes to do this to avenge the death of his father, Igor Stefanka, who was killed during the Forted Incident.

The BLUE NOVA travelled from Kozeo to Gadifes to Sateda to Forted. It is now hiding in the inner planetoid belt. It is operating on minimum power to avoid detection, but if the charcter's ship gets too close, it will first fire a missile then power up. If the characters flee, Captain Stefanka will order pursuit. He will try to capture the characters to find out how much they know. If the characters can get word back to Tonasea, they could prevent a war. Details on the BLUE NOVA are on page 9.



HASSAN'S HINTS

A SERVICE TO MEGATRAVELLER PLAYERS AND REFS

A WORD FROM HASSAN

This month Hassan brings you the Solomani Military Scout Sled mentioned in the text last issue. To supplement the upcoming FIGHTING SHIPS OF THE SHATTERED IMPERIUM, Hassan will continue to bring you Solomani starships and subcraft next issue.

HASSAN

SOLOMANI C6 MILITARY SCOUT SLED

CRAFT ID: C6 SLED, TL 14, MCr 1.255
HULL: 4/9, Disp=4, Config=4SL, Armor=20G, Unloaded=6.57 Tons, Loaded=19.74 Tons
POWER: 1/2, Fuel Cell=.9Mw, Dur=27/81
LOCO: 1/2, LP H-Grav=22 Tons Thrust NOE=120 kph, Cruise=90kph, Top=120kph, MaxAccel=.1 G,
COMMO: Radio=Continental, Laser=Regional, Maser=Regional
SENSORS: Dens=100m, Synthetic Vision, ActEMS=VDist, PasEMS=VDist, NAS Sensor=Long, Rad Sensor=VDist Env Sensor, Mag Sensor=VDist, Holorecorder
ActObjScan=Diff, ActObjPin=Diff, PasObjScan=Rout, PasObjPin=Diff, PasEngScan=Form
OFF: 1 Hardpoint
DEF: DefDm = +2
CONTROL: Comp=0Fibx2, Panel=HoloLinkx1, Special= HeadsUpDispx1, Environ=Bas Env, Bas Ls, Ext Ls
ACCOM: Crew=1(Operator), Seats=Roomyx8
OTHER: Fuel=2.43 kl, Cargo=13 kl, ObjSize=Small, EMLevel=Moderate

The C6 is an enclosed military scout sled. It is standard equipment on the SLD300 Long Range Military Scout. Some of the sensors are back-up systems.

TASK LIBRARY

To fly the C6 scout sled:
Routine, Grav Vehicle, Dexterity
REFEREE: roll this task once for a short flight, several times for a longer journey. Rough weather can increase task difficulty and make this task Hazardous.

Sensor Tasks (Difficulty based on range).

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

PasObjScan (Passive sensor search for objects)

M	L	UL	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)

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

PasEngScan (Passive sensor search for sources)

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

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

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

WHITE EAGLE

GAME DESIGNERS' WORKSHOP $7.00
By Loren K. Wiseman
Players Use ✓✓✓ Referee Use ✓✓✓✓✓
Artwork ✓✓✓1/2 Content ✓✓✓✓
Overall ✓✓✓✓
This adventure is third and last of the RETURN TO EUROPE SERIES. Includes scenarios for the LAST BATTLE.

2300 AD

DEATHWATCH PROGRAM

Game Designers' Workshop $8.00
By Lester W. Smith
Players Use ✓✓✓ Referee Use ✓✓✓✓
Artwork ✓✓✓✓ Content ✓✓✓✓✓
Overall ✓✓✓✓
This is an excellent adventure for the Cyberpunk Genre. While primarily intended for 2300 AD's EARTH/CYBERTECH SOURCEBOOK, any roleplaying game in that genre can benefit from this book.

SPACE 1889

CANAL PRIESTS OF MARS

Game Designers' Workshop $8.00
By Marcus L. Rowland
Players Use ✓✓ Referee Use ✓✓✓✓
Artwork ✓✓✓1/2 Content ✓✓✓
Overall ✓✓✓1/2
An Ancient Martian Cult has reared its head to threaten the characters' party. Details on this cult and what it wants of the characters.

CLOUD CAPTAINS OF MARS

GAME DESIGNERS' WORKSHOP $8.00
Players Use ✓✓✓ Referee Use ✓✓✓✓
Artwork ✓✓✓✓ Content ✓✓✓✓
Overall ✓✓✓✓
The ultimate adventurers of the red planet described. Includes several new ships and scenarios for SKY GALLEONS OF MARS.

GENERAL

CHALLENGE 42

GAME DESIGNERS' WORKSHOP $3.25
Players Use ✓✓✓ Referee Use ✓✓✓
Artwork ✓✓✓✓ Content ✓✓✓
Overall ✓✓✓

CHALLENGE 43

GAME DESIGNERS' WORKSHOP $3.25
Players Use ✓✓✓✓ Referee Use ✓✓✓✓
Artwork ✓✓✓✓ Content ✓✓✓✓
Overall ✓✓✓✓

Dialog

The Idea Exchange

NUMBER 6

The Agbi Adventure

Agbi/Hinterworlds (1015 C231498-9). Rai Ranta is attempting to re-extend control over worlds lost during the last century. Agbi is one such world that was lost during the short Arkon War in 1052. Agbi still maintains a military bureaucracy that is a legacy of Rai Ranta's military rule. The entire native population still exists in the military structure, giving it an unusually high law level code. Local police tend to treat foriegners with the same firm superiority as they would the local population. Visitors are expected to comply with stringent curfews and recycling laws as well as respecting various restricted areas which are clearly marked. Recently Rai Ranta deported several hundred members of a Demilitarist Cult to this system. Local authorities were not aware of the nature of the expatriots before they accepted them into their system. The resulting barage of civil disobedience and public protests have begun an effort to gather the D. C. gangleaders and send them to another world. Unfortunately no other world is willing to take them. Meanwhile, the unrest is spreading to the local youth who chafe under Agbian Authority.

Another twist in this already steaming brew is the presence of Solomani agents attempting to spread pro-Solomani propoganda and several different Imperial agents spreading propoganda as confusing as the situation at home! Needless to say, Rai Rantan agents are on the run from an extremely upset military vigorously bent on revenge. Anyone with even a trace of a Rantan accent would be well advised to stay away.

Given: If you look at the path
you cannot see the sky
and if you look at the sky
you cannot see the path.
Question: When can you see both
the path and the sky?
Answer: When the sky is the path.

The Cytrialin

"I breathe in the body of my descendants while standing upon that of my ancestors". That is the only full quote from the books of the Cytrialin. This, along with the partial quote"...the common thread which has built the fabric of our societies" is all we know about the intriguing culture of the Lamura races of the Cytrialin Unity located in the Hinterworlds.

Send your Quotes to Dialog and I will collect them and Print them in an abriviated book of passages. The BEST entry will get a free copy of the book. Contest ends June 15th 1990.

Vilani Vocabulary Verbalization

BASED ON A QUESTION BY GEO GELINAS

Imagine being Vilani living over Vland, travelling to Vilini worlds such as Savuud, Voshkhod, Havland or Vakhoneri. Visit the Ancient site at Vallae or the subsector capitol of Vhodan. Vacation on Malvar or fight for your valor against the Vargr on Vutsarrgh.

Now try to say it in the Vilani verbage. Try to vocalize the words. What? No "V"? Vilani's of Vland have no "V"? Very interesting! Anybody have an explanation for this one? The best answer could become the OFFICIAL EXPLANATION. Send in your explanation and I will print it here.

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

Heroes of the Fifth Frontier War

Written by Dennis M. Myers

The following is based on an interview with Chastin Malone, a member of the Mongo Manglers Auxiliary Fire Team Two which spent the war as part of the resistance movement on Mongo during the Zhodani occupation:

"In 1107 the Zodani Consulate instigated the most recent of five wars between themselves and the Imperium. The effort was so flawed in so many of the assumptions made in the planning stage, one wonders if the Zho's have any real experiance making war at all. This is all hindsight of course, I spent the war on Mongo with a group of stranded meros holed up under ground.

"One of the unsung heroes of the war, in my opinion, was a man named Ansin Carrigan. Mr. Carrigan operated a mercenary company out of Mongo. What the general public didn't know was that for ten years prior to the war he was pumping all of his profits into the construction and stocking of several hidden retreats all across the planet. This meant that even though Mongo fell to the Zhodani in less than a day, several groups of mercenaries were able to hide out for some time, making life miserable for the garrison they left behind. I know because I was one of the poor guys that ended up in a hole Carrigan dug.

"We were the lucky ones, I suppose. I haven't heard of any others that made it to the withdrawl. Then again the withdrawl wasn't anything to be proud of either; the governmental purge that followed was the bloodiest in Mongo's history.

"It wasn't until after the war that I realized the full impact of what we had accomplished here. I'm sure by now you have heard the story of the Addaxur troops the Zho's left to garrison Mongo. No? Well it's mostly exagurated anyhow. Yes they are high gravity worlders and yes Mongo has a very low gravity, but that didn't make them ALL easy targets; just the jumpy ones. Many of the more senior 'Dax had plenty of experiance on low grav worlds. Good for us there were so many of what could only have been green recruits.

"I remember the first one I popped, big one about two meters when he used most of his legs. I was coming up behind him when I slipped and fell into a piece of tin hanging on the wall, loudest racket I ever made in one move. My heart stopped as I watched this mass of muscle leap up into the air and twist around. Now I suppose in heavier gravity this would have been a total loss for the good guys, but the actual result left the poor thing on his back, not quite sure of what happened. It all happened so fast I hadn't even reacted when he made his second mistake. He used three of his legs in an attempt to right himself to face me. To make a long story short he ended up on his back again and I put him out of his humiliation. I wasn't until much later when I looked back on it that I started laughing. Poor devil, I hate to laugh so much at another soldiers death no matter whose side he's on.

"If you want to see what it looked like the younger kids are doing something called the 'Dax Flip down at the dance halls that gives you the general idea.

"Well that's the true story of it. I guess it doesn't really matter now anyhow, within half a year the Zhodani pulled the Addaxur troops and replaced them with a bunch of hard liners of their own. That's when the going got tough.

"Mr. Carrigan's plan worked out fairly well. The main problem was that he kept their locations secret and gave only key words or phrases to each of the groups he had intended to use them. Why he didn't tell us more is hard to say, he died the very day the Zho's stomped on Braza. He probably never even knew the war had started."

Since this story was first published by the Mongo News Authority a statue has been erected in the Braza City Park honoring those who gave their lives on Mongo in her behalf. The statue depicts Mr Carrigan in the background with a set of plans and a shovel with several other figures in the foreground who are now part of the history of Mongo.

Chastin Malone is semi-retired and still living on Mongo in the city of Faulcon, just a few kilometers from the underground hideout he and his comrades used for the better part of the war.

DMM

TWILIGHT:2000

THE TEXAN TRAIL
PART I
REMEMBRANCE

The dream returned. Although the nightmare that was Europe was far across the Atlantic, the dream returned. He was in the woods again, those ancient woods north of Krakow.

He was approaching a position with his team mate "Tex", when several dark figures stepped out of concealment and started firing sporting arms. Tex took a shotgun hit to the head, there was nothing that he could have done for Tex. He barely remembers the blood frenzy that followed, barely remembers hefting Tex's M-60 and continuing the fight.

When the fight was over, and the frenzy had passed, he buried Tex, and against the protests of the rest of the team, the M-60 as well. But he took Tex's dogtags, and made a vow to return them to his parents back in Texas.

Then his group heard the call to return home. They struggled their way across the battered countryside to reach Bremerhaven just in time to depart. The long voyage home with its mixed emotions and days of rough seas did much to erase the memory of those terrible days in Europe.

Now the memories came back, at least in his dreams. Zeke sat up on his cot in the darkness of the barracks. Did these things really happen to him? He pulled his pack out of his locker. It had been stored there only partially unpacked since he returned.

Zeke unlaced the top and rumaged around inside. Something cool and metallic touched his skin. He fished around and extracted the slender beaded chain. A tug and a clank of metal on metal told him his catch was free. Cupping the prize in his hands he walked outside.

In the pale moonlight he read the depressions on the rounded metal rectangles. They were not his. The dreams must be real. He had a mission to accomplish, a vow to keep, one made over a mound of freshly turned Polish earth.

CYBER TALK

PATROL AEROGYRO

BY STEVE KOSTOFF

The Hughes AH-10 Patrol Aerogyro is available to police forces, governments, and corporations. It carries a crew of one, the pilot who also operates the vehicles weapons. The AH-10 is small, fast, and agile. It packs a whole lot of punch with its under mounted autocannon. The pilot has a considerable array of sensors at his disposal, including a VCR for image storage and real time image transmission (via radio). The AH-10 cam be modified to accept cybernetic control, giving new meaning to the phrase "fly by wire." The autocannons electronic gunsight can be made Smart, so that pilots can jack-in to the gun. The craft carries 32 minutes of fuel.

2300 AD/EARTH CYBERTECH STATS

TYPE: Patrol Aerogyro
CREW: Pilot
WEIGHT: 2,000 kilograms
ARMOR: 1
ARMAMENT: 25 mm autocannon in swivel nose mount.
SIGNATURE: 0
EVASION: 12
SENSOR RANGE: 5 kilometers
MAX SPEED: 300 kph
CRUISE SPEED: 225 kph
COMBAT MOVEMENT: 600 meters
FUEL CAPACITY: 433 liters
FUEL CONSUMPTION: 800 liters/hour
ENDURANCE: 30 minutes
EQUIPMENT: Searchlight, light amplification, thermograph, image enhancement, VCR, radio (50 kilometer range)
PRICE: LV 84,500

CYBERPUNK STATS

POWERPLANT: One Hughes 6400 gas turbine engine.
PERFORMANCE: Max airspeed 300kph
MAX OPERATING RADIUS: 80 kilometers
STRUCTURAL DAMAGE POINTS: 40
GEAR: Swivel mounted headlight, light amplification, thermograph, image enhancement, VCR, Radio (50 km range), 3-barrel autocannon.

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SO YOU WANT TO BE AN ALIEN?

BY JOHN CRIDER

PART I

INTRODUCTION

Let's admit it, the reason for gaming is fun. No matter what system or complexity level you choose to use, if you don't have fun, you're wasting time. In high technology futuristic adventure, one sure-fire way to add fun is to add Aliens.

Aliens are all around us. From the Tatooine cantina of STAR WARS to ALF on TV, Aliens are part of our everyday entertainment. Look at Saturday morning cartoons. Many have at least one silly fantasy sentient character (read "Alien") to add comic relief. Or on the flip side, what is more sinister than an Alien race out to conquer the universe. Aliens can add adventure to a campaign, but also many potential pitfalls for both player and referee.

Before we go further, let's define "Alien". For this article, and others to follow in this series, an Alien is a sentient non-human being. In other words, an insect from another world is not an Alien, but a talking horse is! Why the distinction? It is my belief that all non-sentient beings should be run by referees only. Most referees understand how to run non-sentient beings, so I won't discuss them in this series. The real hazards lie in running sentient beings.

This series is being written to help out the referee who insists on running alien characters in their campaigns and the players who will succeed (or fail) at bringing these characters to life. Topics discussed include:

1. An overview of the series.
2. A look a homeworld distribution, the so called Sentient Contact Window and how to work it into your universe.
3. Preparing players for their roles as Alien characters, including background.
4. A discussion of relationships between Alien races: political and casual.
5. Religions for Aliens, including ways it could affect the game, both in native religions and missionary efforts.
6. Notes for creating an Alien culture, including homeworld and pitfalls to avoid.
7. Ways for referees to keep Alien player characters in check.

This series will emphasize realism. What is realistic to some is fantasy for others, so I will bring out areas of potential conflicts and discuss various solutions. In gaming each referee must choose his own way to run campaigns, characters, and players. I will emphasize independent and creative thought in a referee, but that does not mean changing rules when it is convenient. The referee must be in control of the game.

For the players, these articles will bring out problem areas to watch, playing techniques, and playing aids, and will emphasize player-referee interaction both at the table and behind the scenes. Alien characters is a complex topic which needs to be addressed. These articles do not seek to provide absolute answers, but open us suggestions for thought and may provide a catalyst for discussions within your gaming groups to assist in finding a common understanding of Alien related issues.

BUT MY CAMPAIGN HAS ONLY ALIENS!

There are referees who think that for a futuristic adventures, there MUST be MANY Alien races. Then they let players run these Alien characters with little or no explanation about the race. In the gaming environment, the Alien character becomes a human with a different set of statistics.

But is this all an Alien can be? Let's try a test, MEGATRAVELLER Alien race experts. The Alien race is: Aslan.

1. Name the homeworld, its form of government, and its capital.
2. Name 1 major ocean or continent on the Aslan homeworld.
3. What is the principal export from the Aslan homeworld?
4. Name 3 Aslan contributions to science.
5. Name 3 races not trusted by the Aslan.
6. Name 3 famous Aslan historical figures.
7. Name the most common Aslan (native) religion or guiding philosophy.

Well, how did you do? Want the answers? Ask your nearest referee who runs a universe with Aslan in it. If the referee doesn't have the answer, then maybe his universe might use a bit of extra background information. Mainly Alien race cultures.

Let's talk about the concept of Alien characters, starting with a discusion human characters. A human character is one that has human characteristics, but also comes from a human culture with human history, a homeworld, human tastes in food, drink, music, and poetry. Everything that makes us human makes a character human. The cultural education is free for human characters since the player can automatically use his own experience and knowledge.

The Alien character on the other hand, coming from an Alien culture has a different motivation for EVERYTHING. It is surprising that some referees expect players to run Alien characters without much information on the Alien culture. One might ask: Why do people run Aliens that aren't meant to be "Alien"?

There could be several answers.

-It's good to have a mix of abilities, therefore Aliens are needed for their abilities.

-In the far future, there won't be a distinction between alien races, so there won't be a difference in how they act or think.

-Its just a game, so don't confuse the players with this Alien culture stuff.

You might have your own reasons. I think that Alien characters are one of the most fascinating aspect of future role playing, and one that is the most overlooked. Maybe it could become more exciting than it already is. Stay tuned, I might surprise you.

MEGATRAVELLER

BROTHERHOOD CLOSE ESCORT STEFANKA CLASS

CRAFT ID: Close Escort, Type CE, TL 15, MCr 312.34
HULL: 450/1125, Disp=500, Config=4SL, Armor=46G, Unloaded=4741 Tons, Loaded=5890 Tons
POWER: 26/34, Fusion=4572 Mw, Dur=28/84
LOCO: 54/72, Man=3, 35/46, Jump=4 NOE=180 kph, Cruise=750kph, Top=1000kph, MaxAccel=3 G's, Agility=0
COMMO: Radio=Sys, Maser=Sys
SENSORS: EMMask, Dens=250m, Neutrino=10kw ActEMS=FarOrbit, PasEMS=InterSt. ActObjScan=Rout, ActObjPin=Rout, PasObjScan=Rout, PasObjPin=Rout, PasEngScan=Simp, PasEngPin=Rout
OFF: Msl = x04, Beam Laser = xx4
Batt = 3 Batt = 1
Bear = 3 Bear = 1
Fusion=x05
Batt = 1
Bear = 1
DEF: DefDm = +5
CONTROL: Comp=4Fibx3, Panel=HoloLinkx152 Special=HeadsUpHolox5,
ACCOM: Crew=15(Bridge = 2, Eng=2, Gnny=5 Flight=3, Command =3), Lg Staterooms=3, Sm Staterooms=12 Low=2, Subcraft=Ship's Boat, Enclosed Air Raft, Env = Basic Env, Basic LS, Ext LS, Grav Plates, Inert Comp
OTHER: Fuel=3224 kl, Cargo=550kl, Scoops ECP, Fuel Purification=24 Hours, Missile Magazine= 200 Missiles ObjSize=Ave, EMLevel=Faint

The Brotherhood of Karl designed the STEFANKA class close escort to fill the small escort role. Its primary weapons is the missile, and it is capable of carrying nuclear weapons. The BLUE NOVA is a vessel of this class, but it carries a prototype TL 16 neutrino sensor capable of detecting sources of 1 Kw or greater.

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	VL	D	VD	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	VL	D	VD	RG	CN	PL	FO	XO	IP+
-	-	S	S	S	R	R	D	F	I	-

⊕PARTING SHOTS⊕

A COMMENTARY BY
KATE LEBHERZ GELINAS

THE PERFECT GAMING ENVIRONMENT

Have you ever wondered why some people will invite a dozen gamers over to game and then try to fit them all in a room the size of a Volkswagon's interior? And have those same people ever wondered why many of those gamers never came back?

Lets face it, gaming is for fun (just don't tell the miniature wargamers they really are enjoying themselves, they might get insulted). However, if the environment is wrong, then one has to work to have fun, and most of us have fun to get our minds off work! So, let's talk about the gaming environment.

One thing the environment needs, as shown by our example, is room. Either the host (and the referee does not have to be the host all the time) has to find a space to fit the group, or adjust the group to fit the space. Usually a compromise works best with the referee deciding what size group he works best with then finding a place to fit that group.

Another important factor is lighting. Except for the folks who like to play the Cyberpunk genre with dim blue lights in the room, a gaming place should be well lit. This keeps the referee from having to squint to see the fine print on the tables on his screen. After all, if he can't see the print, the referee might just make up his own rules, and you know how dangerous that can be.

One thing that makes for a pleasant gaming environment is plenty of munchies and sodas. It is disrupts the game when the group has to take a break so they can run to the nearby 7-11 store for a soda, especially if you are living in West Egypt, and the nearest 7-11 store is miles away.

Along with the munchie supply is adequate facilities. After the typical gamer gulps down the typical MEGA-DRINK, that gamer's bladder will start to protest before too long. A full bladder takes one's mind off the game.

Background music can add to gaming enjoyment. However, if the music is too loud, or inappropriate (Jimmy Buffet and CYBERPUNK doesn't mix) it can be a distracting. Soundtracks or lively classical music work well. Music with a lot of lyrics tends to be distractive, especially if the gamers start singing along with the music.

One major distraction in a gaming environment is TELEVISION. Gaming is a mental pursuit, and even the best of referees have difficulty competing with the special effects and images pouring from a television. Television programs are designed to catch and keep the viewers interest, so if the TV's on and the players even watch as little as a minute of the show, chances are they will be a loss to the game.

One aspect of the gaming environment that is often overlooked is the GAMER. A loud, obnoxious, or rude gamer is obviously bad for gaming, but what about the gamer who insists on monopolizing the ref's attention. Ref's are well advised to chose and handle players carefully.

Think about these things the next time you set up a game, and see if the game doesn't go better.

ADS and ANNOUNCEMENTS

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

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 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.

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COMING EVENTS

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: In the stores now is DEATHWATCH PROGRAM for 2300 AD and SURVIVORS' GUIDE TO THE UNITED KINGDOM for TWILIGHT:2000. CHALLENGE 43 should be on the stands as you read this. FIGHTING SHIPS OF THE REBELLION due for release shortly. Coming soon is a re-release of that classic GDW game IMPERIUM. Also shceduled to appear soon is the much delayed IRONCLADS AND ETHER FLYERS. Several new products are in the works for HARPOON as well. CHALLENGE is still on a bi-monthly schedule, but they have a growing need for articles. They especially need adventures. 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 contributer's guideline first.

FROM DIGEST GROUP: MTA 1: VILANI AND VARGR is in the shops now. TRAVELLERS' DIGEST 19 should be out in April. THE BLACK DUKE has been delayed. Digest Group has become the major producer of MEGATRAVELLER products and has many products in various stages of production, including a trilogy of adventures, and GRAND EXPLORATIONS.

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 519, Mountain Home, ID 83647.

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. There have been reports that 3W is getting out of roleplaying games, so these may be all we'll see from them.

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 Gelinas, 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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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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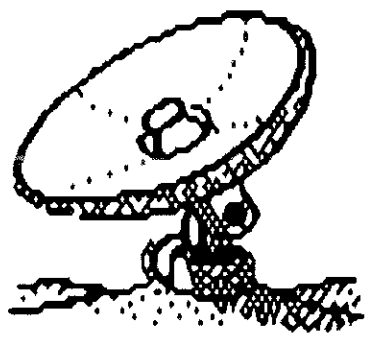
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