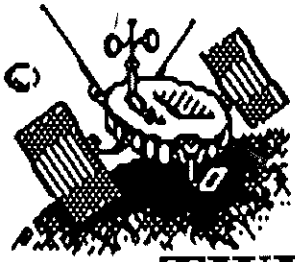


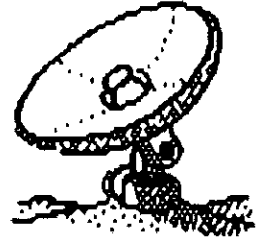
NUMBER 29

"AD ASTRA"

May/June 1990



Terra Traveller TIMES



TWILIGHT:2000 BEING REVISED!



⊕ FORWARD OBSERVER ⊕

AN EDITORIAL BY MARK GELINAS

This issue, I surrender my column to make a series of announcements which relate to this column and the TIMES in general.

REBUTTALS WELCOME

From time to time, I address issues in this column which are sometimes controversial. I do not pretend that my view is the only view on an issue. I welcome any rebuttals on any topic printed in this column. If it is well written and not abusive, I am willing to print your side of the issue as a guest editorial.

TIMES SURVEY

DIALOG: THE IDEA EXCHANGE will not appear in its regular format this month, in order that we may bring you a special survey. HiWGeers may recognize this as a survey originally distributed by J.D. Law-Green of England. He authorized its use in the TIMES. He received some interesting results, and we wanted to expand the sample size of the survey, hence it appears here. Please send this survey to Denis Myers, who is compiling the results. They will appear in a later edition of **DIALOG**. Those who have @Enie may respond electronically by addressing the E-mail to D.MYERS22.

BRITISH SUBSCRIBERS

David Lai is the distributor for the TIMES in the United Kingdom. There are still a few subscribers who receive their TIMES from the States, but that is because you sent your subscriptions here about the same time I was setting things up with David. Since the cost of buying an international money order is more than the extra postage involved, I will continue to distribute the TIMES to those individuals who are now receiving them. However, when your subscription expires, I recommend contacting David. I am sure that the price will be lower. His address is: 219 Sharron Vale Road, Sheffield, South Yorks., S11 8ZB. He currently charges 3.50 Pounds for a six issue subscription.

FULANI AND THE FACTS

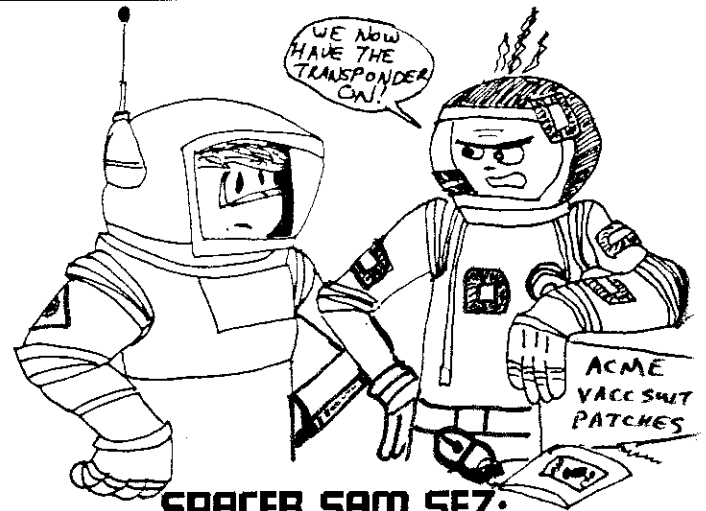
I have based the Aquarian Empire in the sector known as **FULANI**. I felt relatively safe basing it there because the **WORKSHOP** was concentrating more on the central portion of the **IMPERIUM**, and not so much on the reaches of explored space. It may be that sometime in the future an official publication, i.e. one that carries the **APPROVED FOR USE WITH MEGATRAVELLER**, will use this sector. If such occurs, then the reader and user of the sector published in the TIMES must treat the TIMES version as any other **VARIANT**. That is to say the user must decide which version to use in his universe, and then maintain consistency within his universe.

SUBSCRIPTION PRICES

The price of a six issue subscription to the TIMES is \$6.00. This price was established with issue #26 in October, 1989. The old price of \$3.50 was inadvertently printed in some ads after October. I have received a few checks for subscriptions at the old price. My deployment schedule makes it difficult to always respond in a timely manner. Therefore, rather than return these checks with a note explaining the problem, I have accepted these subscriptions, but for fewer issues. If you sent \$3.50 for six issues, you will receive four (4) issues. That is \$.50 less than what four issues now cost. If you are not satisfied with this arrangement, please send me a note to that effect, and I will be glad to refund your money. We hope, however, that you have come to enjoy the TIMES, and will resubscribe when your subscription expires. Thank you for your understanding.

Nothing ever becomes real till it is experienced -- Even a proverb is no proverb till your Life has illustrated it.

John Keats
Letter, 1819



**SPACER SAM SEZ:
Transponder Off?
Probably Pirate!**



GNS



ENLARGED EMPIRE?

Aquaria/Aquaria: 083-1112: With the conference between the Emperor of the Aquarian Empire and the Ambassador of Kasaku at an end, new questions have arisen. There are some palace observers who are now speculating that the additional meetings between the two have laid the groundwork for incorporating the Kasakan realm into the Aquarian Empire. Although it holds claim to only one other star system, Kasaku does have a high tech level, which many feel would give the Aquarian Empire and the House of Gengar an edge over the Merchant Houses seeking to gain control of the Empire.

WHICH WAY?

Ite/Far Reach: 340-1113: The location of the **BLUE NOVA**, the missing Brotherhood vessel, remains a mystery. The Empress has placed Tonasean Naval and Marine forces on full alert. She stated that she does not expect trouble from the Brotherhood, but felt that the alert status was a necessary precautionary measure. While this vessel has not been seen entering Tonasean Space, the Brotherhood of Karl still maintains that the Tonasean Empire is responsible for its disappearance. It should be noted that a skillful navigator could bring a ship into the Empire by using gas giants not normally used for refueling. Such gas giants are usually the ones in the outer orbital positions, and therefore not as convenient for refueling as gas giants closer to the main world of a system.

ANNEX APPEAL

Khayle/Diaspora: 001-1118: Local news services have reported that a faction on Khayle has sent a plea to Duchess Margaret to annex this portion of Diaspora. Duchess Sharon McDouglass has ordered the arrest of the leaders of this faction and the detention of their families. She has stated that such an appeal was not authorized by her and would be detrimental to the well being of the region when Emperor Lucan won his punitive war against the villain Dulinor and restored peace to the Imperium. It is too early for a reply from Margaret yet.

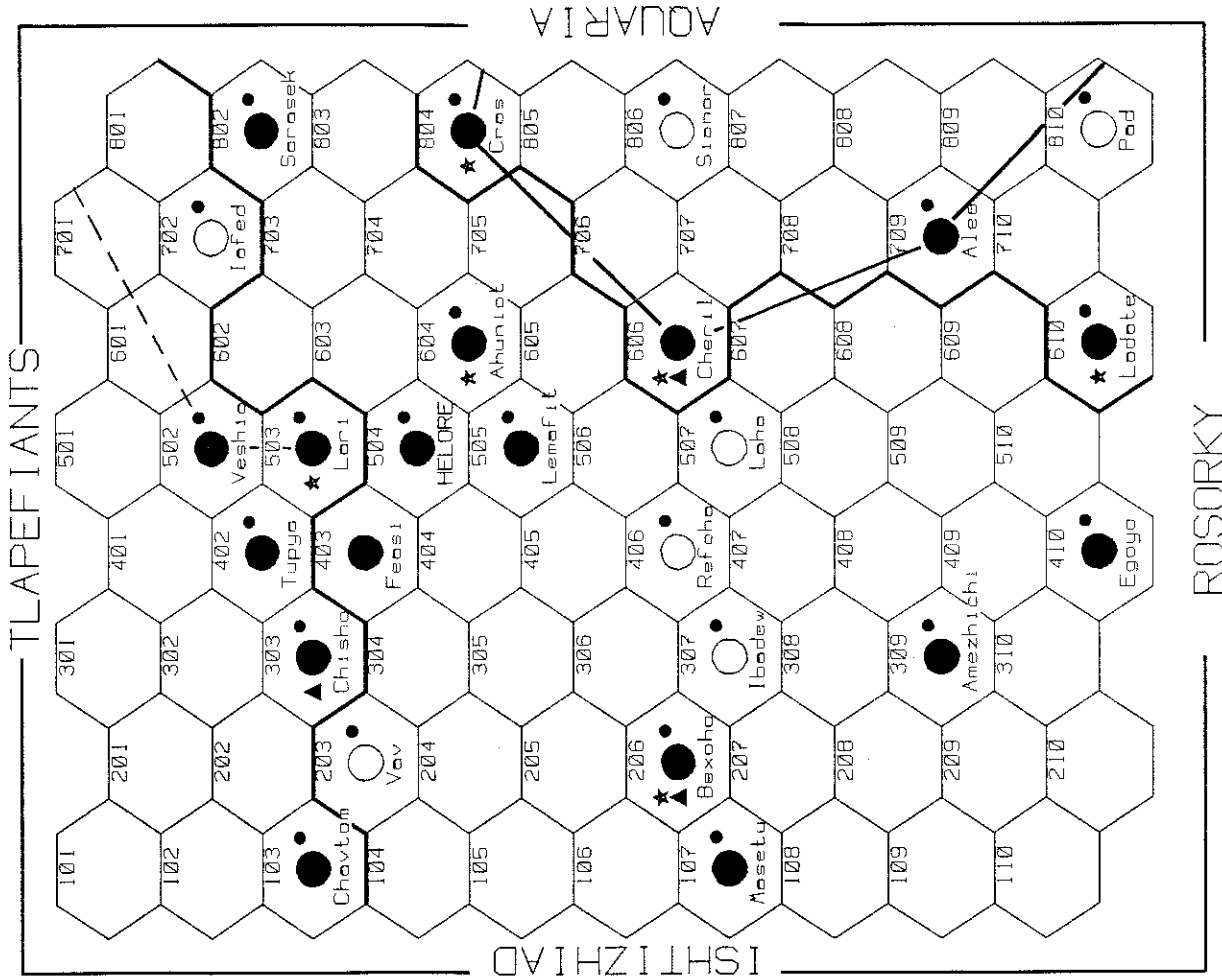
BORDERWORLDS BUILD-UP?

Esalin/Spinward Marches: 163-1119: Are the Zhodani preparing to attack a weakened Imperium? That's what Naval Observers are wondering today with the recent fleet movements on the border. While older vessels are being moved in, the more modern vessels might be assembling somewhere unknown for a fast strike at Regina. One hopes that the Zhodani will remain peaceful.



GEO'S VARIANTS

This issue brings another subsector of FULANI Sector.



ALSEA

HEX	NAME	UPP	E REMARKS	Z DATA	AL STAB1	STAR2
103	Chavtom	C-435796-5		911	ZC G5 V	
107	Masetu	C-79A445-7	N1	414	IN A7 V	
203	Vav	E-310679-8	Na, Nj	603	IN K9 III	
206	Bexohq	A-555742-9	E Ag	712	IN K7 III	
303	Chishq	C-795556-A	S Ag, N1	905	ZC F0 V	M3 D
307	Ibadew	C-200551-7	N1, Va, O: 206	213	IN A8 V	
309	Amezhihi	C-434568-5	N1	422	IN F9 V	
402	Tupya	C-799433-8	N1	204	ZC M7 V	
403	Feasi	D-AC7742-3		110	IN F7 V	
406	Refcha	B-31079C-7	Ma	703	IN M9 V	
410	Egoyo	D-313568-7	N1, O: 507	411	IN K3 V	
502	Veshia	B-434000-8	N Ea	612	ZC O0 V	
503	Lari	A-795440-E	N M1	715	ZC F7 V	M1 D
504	Helore	C-79A988-7	Hi, In, Wa	924	IN F9 V	M0 D
505	Lemafit	C-9C5730-7	F1	201	IN M9 V	
507	Laha	D-200556-9	El, Va	411	IN K8 V	
604	Ahuniot	B-434630-7	N N1	102	IN F9 III	
606	Cherill	A-556764-9	E O: 709	110	AQ K0 II	
610	Ladate	B-43379C-7	Na, Po	713	AQ K4 III	
702	Iafed	D-4307AD-3	Dw, Pa, Po	405	ZC M4 V	
709	Alea	B-434746-C		613	AQ K4 III	
802	Sarasek	D-671316-6	Lc, M1	704	IN M6 V	
804	Gras	B-799433-A	N N1	922	AQ K2 V	M5 D
806	Sianor	E-310613-7	Na, N1	213	AQ F9 V	
810	Pad	D-310679-7	Na, N1	412	AQ K9 V	

Alsea is subsector A of Fulani Sector. The highest Tech level is C on Alea, and the highest population is 9 billion on Helore.

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. IN- independent world. O:- shows which world own a world with a captive government.

Feasi has a minor race which thrives on its unusual atmosphere. Aquarian sapientologists are studying this race.

The Sarasek Corporation left the Aquarian Empire in order that it could have absolute control over the resources of a world. It keeps the tech level of its world artificially low and does not encourage imports so that its workers will have to buy from them.

Amezhihi won its independence from the Zhodani Client State. Psionics have been outlawed on that world, and the penalty for practicing psionics on that world is usually severe.



DIASPORA: STARLANE TO THE CORE

By Mark "Geo" Gelinis H/WG Diaspora Sector Analyst
PERSONALITY

SECTOR ADMIRAL JESSICA NILE

Sector Admiral (O-9), Diaspora Sector (1116)
444AAC Age 58 (58)

10 Terms Imperial Navy Born 066-1058

Noble Titles

Knight in the Order of the Emperor's Guards
Baroness Von Umusir (St. Denis)

Special Assignments

Cross Training, OCS, Command College (x 3), Naval Attache, Naval Aide, Intelligence School

Awards and Decorations

SEH-2, MCG-1, MCUF-5, Purple Heart-3, Campaign Ribbons-10,
Command Clusters-15, Pilot's Wings, Space Service Ribbon,
Handgun Marksman Ribbon

Skills

Persuasion-1, Handgun-2, Leader-2, Admin-2, Liaison-3,
Interrogation-1, Navigation-1, Pilot-1, Uacc Suit-1, Ship's
Tactics-1, Commo-1, Computer-1, Zero-G Environ-1,
Electronic-1, Grau Vehicle-0

Homeworld

St. Denis (Diaspora 1630 C-1109CB-F H,I,N,VA) Starport C, Small
World, Vacuum World, Desert World, Hi Pop, Extreme Law, Hi Stellar

Career Highlights

- 1077- Enters Imperial Naval Academy, Depot, Diaspora. She drops out after one year's studies.
- 1078- Enters Imperial Navy as a Spacehand Recruit in the Technical Service Branch
- 1082- Receives Cross Training in the Line/Crew Branch.
- 1085- Transfers to Crew Branch
- 1087- Attends OCS. Commissioned as a Line Ensign.
- 1097- Serves as Naval Attache. Made a Knight in the Order of the Emperor's Guards.
- 1108- Serves as a Naval Aide to Sector Admiral Mazun Appurrū. Named Baroness of Umusir (on St. Denis).
- 1111- Commodore Nile promoted to Fleet Admiral.
- 1113- Admiral Appurrū retires, Fleet Admiral Nile elevated to Sector Admiral by (then) Sector Duke Simon Shanip.

Background Description

Jessica Nile was born on St. Denis. Her family has a good mixture of Solomani and Uiani stock, in spite of its strongly Solomani name. Because her father was frequently away on Imperial Army assignments, her great-grandfather Simeon had a strong influence on her life.

As a child, she listened for hours as he told tales of service with the Solomani Navy during the Solomani Rim War. As the Imperial Fleets drove through Diaspora, they captured many Solomani including Simeon. After the war, his job search and money both ended on St. Denis.

When Jessica was old enough to understand such concepts, Simeon taught her the differences between the Solomani system and the Imperial system. She came to appreciate the Imperial way under his tutelage. Jessica Nile felt very alone when Simeon died in 1072 at the age of 103.

Simeon Nile inspired Jessica, and she had a desire to become an officer in the Imperial Navy. Jessica worked hard and obtained an appointment in the Naval Academy. Her desire to serve overruled her desire to become an officer and she dropped out after only one year.

She did not regret her decision, but realized that now she would have to work harder to earn her bars. Eleven years later the Navy accepted Petty Officer Nile's application to Officer's Candidate School.

Jessica never married. She wished to continue her career and did not want to be away from spouse or children as her father had been. Her two brothers have provided heirs to carry on the Nile name. She is quite fond of her nieces and nephews. Her younger brother named his first daughter after Jessica. In

many ways, the navy is her family.

Admiral Nile has good leadership abilities. Her ability to deal with people complements her natural charisma. She will take charge when others would still be wondering what to do. Jessica has always enjoyed the position of command because it allows her to be in more direct control of her life. As she rose through the ranks, she frequently pulled strings to get a position of command.

Admiral Nile is courageous. Early in her career, she would often take risks to achieve her objective. Wounded three times in action, she has many awards for bravery. She takes fewer risks now, but her willingness to lead her ships into battle has bolstered her subordinates' confidence in her.

Admiral Nile knows the burden of command. More than once she has had to order ships to perform delaying actions, knowing that few onboard them would survive.

Admiral Nile is fortunate in that her fleets are primarily fighting the Solomani. These invaders are a clear cut enemy who were external to the Imperium (except those fleet elements drawn from the Old Expanses). Other Admirals in the rebellion are often fighting those with whom they may have served at one time.

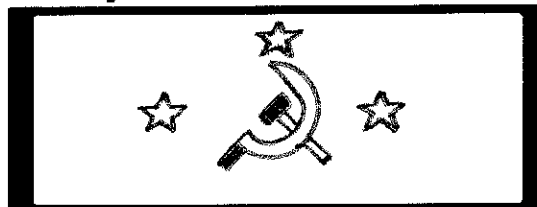
Admiral Nile has fought the Solomani before. As a Lieutenant, she commanded the Close Escort WHITETAIL based out of Terra/Sol. During a border patrol, the WHITETAIL engaged in a border skirmish with Solomani intruders. She drove the intruders away and received a MCFU for her actions. This incident also demonstrated Jessica's intuition because she was able with one ship to drive off several enemy vessels. Sector Admiral Jessica Nile has used her intuition to effectively counter the Solomani threat to the Starlane. What exactly she did is the topic for another article.

DARK RIVER DATA

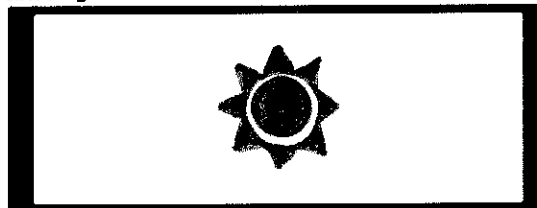
LIBRARY DATA UPDATE

FLAGS OF MAJOR DARK RIVER STATES

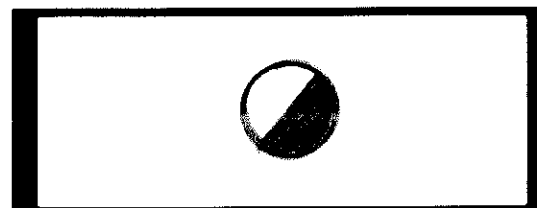
Brotherhood of Karl: A red field with a yellow crossed hammer and sickle. Above and on either side of the centerpiece is a yellow star (3 in all), representing the first three worlds settled by the Russian colonists.



Tonasean Empire: Blue field with a gold, stylized, eight pointed yellow star in the center.



Vulcan States: A white field with a multicolored centerpiece. The centerpiece consists of a circle with a bar sinister. The circle and star are black lines. The left, upper half is colored red, symbolic of the force of good, the right lower half is blue, symbolic of the force of evil.



How often do you play TRAVELLER?

- More than once a week.
- Once a week or every other week.
- Once a month or every other month.
- Less than six times a year.

Do you usually play or referee?

How do you play?

- Classic TRAVELLER only.
- Classic rules in the rebellion.
- MEGA rules pre-rebellion.
- MEGATRAVELLER in the rebellion only.
- Other:

What is your current campaign's date?

- Before 1100
- 1100 to 1107
- 1107 to 1111
- 1111 to 1116
- 1116 to 1119
- After 1120

Which sector is your current campaign in?

- Spinward Marches
- Solomani Rim
- Gvurrdon
- Hinterworlds
- Other:

What is your favorite type of adventure?

- Mercenary or militaristic action.
- Trade and speculation.
- Exploration and discovery.
- Mystery and intrigue.
- Other:

What sector would you like to see published?

How do you feel the Rebellion has affected TRAVELLER?

- Helped the game greatly.
- Helped the game somewhat.
- Helped the new rules only.
- No real affect.
- Hurt the game.

How would you like to see the Rebellion ended?

- A second Long Night.
- Peace with the current factions becoming independant.
- Peace with fewer factions being independant.
- One or Two factions winning over the rest.

- Solomani Confederation wins substantial ground and declares Second Rule of Man.
- Solomani and Imperials form a new Federation or Union.
- Hivers manipulate the above with themselves as members.
- Why stop? Rebellion never ends.
- Other (on back of survey).

Do you think Dulinor was justified in his deed? Yes No

Did GDW do enough to keep your interest with the 5FW?

- Yes.
- No.
- I would like to see more.
- I've seen enough.

What is your favorite product for TRAVELLER and why?

Product name: _____
 Publisher: _____
 Reason liked: _____

Name and describe the item you would most like to see in print.

Name: _____
 Brief description: _____

What is your view of the TRAVELLER background?

- 'Hard', believable science fiction.
- Pure space opera.
- Somewhere in between.

Do you think that the following TRAVELLER innovations could be developed in real life?

	Yes	No	Maybe
Grav Vehicles:	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
Nuclear Dampers:	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
Meson Weapons:	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
Energy Weapons:	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>

How long do you think it will be before humanity develops the theoretical basis for Faster-Than-Light travel? Years

NASA's budget for manned space exploration should:

- Be increased.
- Be decreased.
- Remain the same.

Which of these do you think is the most plausible view of the far future?

- Interstellar exploration, under a single government.
- Interstellar exploration, rival nations of corporations competing for territory.
- Cultural/technical stagnation.
- Nuclear/ecological catastrophe.
- Other:

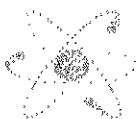
Which part of the TRAVELLER technological background would you most like to change, and why?

Comments or Continuation:

From:



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





TWILIGHT:2000

THE TEXAN TRAIL PART II

Muzzle flashes blossomed in the night. Most of the weapons firing at Zeke and his group were only semi-automatic, but a bullet can still kill regardless of how fast the weapon fired it. Zeke's party returned fire, except that most of their weapons fired the quick 3 round burst of the M-16.

When a few of their number lay dead or wounded, the attackers morale broke and they fled. Sgt. Ezekiel Nile then took account of the people who were travelling with him. All were accounted for, relatively unscathed, except Danny, who had been walking point.

"Amateurs," Zeke thought, "firing at the first person they see." He sent Janice out to take point, and shortly they came upon Danny's body. Zeke felt a pang of remorse for letting Danny take the point. The group had heard that this was a relatively safe region, and Danny had little experience, having never made it to Europe.

He was another casualty of a war that no longer had borders or battle lines. Danny had died not on some foreign soil defending democracy, but in America, the land of his birth, torn by the aftermath of a global war.

With guards posted, they buried Danny, saying a few words over the grave before moving on. Texas was still a long ways away.

The trail had been hard, but along it, Zeke had seen plenty of signs that the nation was recovering: communities pooling their resources and manpower to rebuild what the war had ruined. It would still be years before any semblance of normality would be seen.

Yet there were still forces who resisted any return to order. Despots and petty war lords did not want to relenquish the power they gained. Criminals became marauders as law and order collapsed. There were also those who felt violence was the only way to satisfy their needs.

Zeke gathered the group and started them moving again. Frosty took the point. She had survived Europe with Zeke. The marauders would have a hard time getting the drop on them again.

CyberTalk

REPLICANT/BLADERUNNER RULES

NOTE: This article was written primarily for the HARDWIRED supplement of R. Talsorian's CYBERPUNK. However, the information contained within is largely general and therefore useful to most RPG's in the cyberpunk genre.

DISCUSSION: Genetically designed bioreplicants, commonly called replicants, are a use of cloning technology which is of very questionable legality and morality. It consists of the growth of a genetically designed clone body, and the subsequent programming of that body by means of liquid crystal implants. Replicants are not considered human in any current legal sense whatsoever, and are the property of whoever purchased them from the sole "manufacturer" MAAS BIOLABS, LG. (a particularly nasty corporation which appears in COUNT ZERO) (EDITOR'S NOTE: if you do not wish to use MAAS in your campaign, MORHDON CORPORATION, discussed in issue 27, would serve as a good substitute.) MAAS considers the actual replicant technology as its greatest asset, which it is, and is willing to do absolutely everything required to protect it. At first replicants were used extensively on earth and at the orbital stations of the major nations and corporations, but after a small group of replicants ran amok in a small town in Missouri, killing a large number of people, laws outlawing them started to be passed. Now, except in several corporate and military bases, they are illegal on Earth. The media panic and exaggeration following the Missouri incident created a great fear of replicants in most of the population. This paranoia of replicants was used in the international media as their event of the year and eventually most of the world's population was in favor of their total elimination. One side effect of the panic was the change in feelings in a lot of the public over cybernetics. In many rural or backward areas, lack of accurate information concerning replicants caused a confusion between replicants and cybers, which is the reason for the negative reaction cybers experience in many places. This replicantphobia has resulted in the laws which govern the use and employment of replicants on Earth. In order to use a replicant, an organization must be cleared and issued a permit by the Orbital Soviet. In addition, they can only be used in contained security areas, and can have no contact with the general public whatsoever. Their use in orbital facilities is not restricted. All replicants are to bear a large red "R" tattoo on their right hand. In addition, each has a serial number tattooed on the back of their neck, just under the hairline. Another result of the replicant laws was the creation of the Bladerunner organization. Any replicant found outside an authorized facility was subject to termination, called "retirement". Most police agencies gave this "duty" to the original cyberpsycho squads, now commonly called "Bladerunners". Any method which does not injure humans is allowed in retiring renegade replicants. There is a bounty on each replicant retired, based on the individual replicant or group.

PUBLIC KNOWLEDGE: The general public knows of three type of replicants; Workers, who are shown as very strong but stupid; Pleasure Models, who are beautiful, docile, and stupid; and Security Models, used for guard and security type duties, they are shown as quick, strong, of about average intelligence, and hard to stop. The Security, or Combat Models in the media, are the type that is responsible for the Missouri incident. A few rumors have surfaced in the media of an additional type of "superreplicant," but MAAS BIOLABS has dismissed these as yellow journalism, "poppycock", "laughable", and sheer nonsense. All replicants are believed to have emotional responses, but on a vastly reduced level. It is believed that they do not feel pain, and that they act as berserkers when not under control. The media reports that due to a flaw in the manufacturing process all replicants develop one or more mental problems. That, they say, is one of the reasons they are so unstable. While almost all of the population knows that cybers are not replicants, the negative press is hard to live down.

SO YOU WANT TO BE AN ALIEN?

BY JOHN CRIDER
PART II

HOW MANY ALIENS IS TOO MUCH?

I guess the thing that prompted me the most to write this series of articles is the prevailing attitude that a Galactic Empire would have a large number of types of animals and sentient races. This is shown to us by such movies as *STAR TREK*, *STAR WARS*, and a myriad of others. This is because every creative person loves the idea of creating their own life forms without any limitations. It's fun! I know it's an academic question, but what are the chances of contacting an Alien race to begin with? The answer depends on your view of the universe.

ANSWER 1: If you believe that a supreme being created everything in the universe, then the answer is easy. Just make every aspect of the game to your liking from Alien distribution to star distribution to types of planets and resources. Whatever you want exists because you said so.

ANSWER 2: If you believe in the random event/evolving universe, the answer is determined by the sentient contact window and sentient race distribution patterns. More about these later.

ANSWER 3: If you run other people's creations (pregenerated universes) then you don't have to make a choice. Along with the adventure, the Alien contact environment has been decided for you.

If you picked answer 1 or 3 then the rest of this article probably doesn't apply to you, but may be of some interest.

Now let's look at sentient contact windows. In order for any two sentient races to interact in any way, two conditions must exist. They must be close enough to each other to have contact and they must be at evolutionary stages compatible for contact. Then after contact is made, the two races must be physically, politically, or technically compatible for contact to be maintained. This sounds easy enough, but what kind of probability is there of contact? Let's build a probability model to demonstrate.

PROBLEM 1: What is the average distance between the Alien homeworlds?

ASSUMPTIONS: The galaxy is 100,000 light years (ly) in diameter, 200 ly thick and populated with stars an average of 5 ly distant. All stars have planetary systems. 40% of the stars have one planet with atmosphere and are compatible for carbon based life. 5% of these will create life above the algae and protozoan stage. 25% of these will produce sentient or semi-sentient life. 4% of these will produce space faring sentient life.

What do we get? Figure 1 gives us an universe of 1.57 trillion cubic ly containing 3.15 billion stars. A quick glance gives us hope; on the average, one star within 12 ly will have some life around it, and one star within 20 ly will have sentient life. In *MEGATRAVELLER*, this gives us one Alien homeworld in each subsector. The movie people are right!

Or are they? Look again at the conditions for contact. We have only met one of the two conditions: distance. Let's look at time.

PROBLEM 2: What is the probability of contacting a sentient life form at compatible evolutionary stages?

ASSUMPTIONS: All sentient cultures will develop in a pattern within a 70 million year period. Evolution from Primitive to Cultural periods takes 50,000 years; from Cultural to Technological periods takes 20,000 years; from Technological to Burnout takes between 3,000 to 10,000 years. Once we reach our world where sentient life occurs, we must determine if the Aliens have evolved, produced technology, or already burned out.

First look at the assumptions. 70 million years was chosen because that ended the age of the dinosaurs, the Mesozoic

Era. Primitive culture began with the discovery of fire and the manufacture of tools. The Cultural period begins with the development of cities and large governments (Babylon and Egypt about 10,000 BC). The Technological period begins at the iron age.

From this point, the civilization takes one of three paths: remains planetbound (3,000 years until burnout), remains systembound (5,000 years until burnout), or pursues interstellar endeavors (10,000 years until burnout). I'll call these classes A, B, and C respectively. (Assumptions include 60% class A, 36% class B, and 4% class C for the average in Fig 2.)

Note that the reason for not leaving the planet or star system may vary. Factors such as lack of resources, knowledge, or drive by people or governments, war, or religious restrictions are but a few of these. Also, Burnout is that point where resources are expended (class A or B) or governments and cultural spirit break down.

So, if we look at Fig 2, we can see what the chances are of contacting each type of Alien culture within the evolutionary window. Transformed into English, the table shows that the average distance to an Alien culture somewhere between Primitive and Burnout is 61.4 parsecs, and for a culture to be somewhere between Technological and Burnout is 160 parsecs. (Even though 2,100 exist with the galaxy at one time.

Are these figures too harsh? That's up to you. I think that limiting the time window to within 70 million years was very generous for a universe with the age of stars given in billions of years. Is all hope lost if you still want to play lots of Alien races? There are a few things that we can do to bend the odds in our favor.

Some suggestions to explain numerous Alien races in your universe:

--The seeder theory says that long ago (a few million years) an Alien race modified lifeforms on many planets to create sentience where nature would have failed. Terraforming also seems to have taken place a lot in these areas.

--Base your civilizations on the remaining shoots of a Burnout class C civilization. This, however, causes two problems: all colonies will have similar lifeforms, hence not alien to one another, and resources will have been seriously reduced.

--Or just say that nature was very, very good to you, and have your way anyway. After all, it's just a game.

Personally, I prefer only a few Alien races, maybe two or three, because after all isn't man corrupt enough for just about any adventure? Also, most players run a better human than an Alien.

Next in the series: preparing your players to run Alien characters.

Figure 1.

	AVG DISTANCE		GALACTIC TOTAL POPULATION
	Ly	PARSECS	
ALL STARS	4.8	1.4	3,150,000,000
PLANETS WITH ATMOS.	6.5	2.0	1,260,000,000
PLANETS WITH LIFE	13.1	4.0	151,000,000
SENTIENT LIFE	20.8	6.4	37,800,000
SPACE FAIRING ALIENS	60.2	18.4	1,510,000

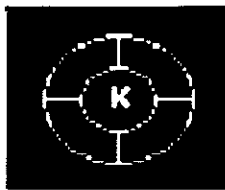
Figure 2.

CIVILIZATION	PERCENT CHANCE OF CONTACT DURING		
	PERIOD 1	PERIOD 2	PERIOD 3
CLASS A	0.104%	0.0326%	0.00429%
CLASS B	0.107%	0.0357%	0.00714%
CLASS C	0.114%	0.0429%	0.0143%
AVERAGE	0.105%	0.0341%	0.0057%

PERIOD 1: PRIMITIVE PERIOD TO BURNOUT

PERIOD 2: CULTURAL PERIOD TO BURNOUT

PERIOD 3: TECHNOLOGICAL PERIOD TO BURNOUT



HASSAN'S HINTS

A SERVICE TO
MEGATRAVELLER
PLAYERS AND REFS
A WORD FROM HASSAN

This month Hassan brings you a Solomani Monitor. Hassan will continue to bring you Solomani starships next issue. **HASSAN SOLOMANI SYSTEM DEFENSE MONITOR TYPE 141 CLASS**

CRAFT ID: Monitor, Type BP, TL 14,
MCR 18579.04

HULL: 18000/45000, Disp=20000,
Config=4SL, Armor=64G,
Unloaded=445,829 Tons,
Loaded=457,540 Tons

POWER: 4597/6129, Fusion=413,730 Mw,
Dur=27/81

LOCO: 2160/2880, Man=3,
NOE=40 kph, Cruise=750kph,
Top=1000kph, MaxAccel=3 G's,
Agility=0

COMMO: Radio=Sys x 3, Maser=Sys x 3,
Laser=Sys x 3

SENSORS: EMMask, Dens=250m x 3,
Neut=10kw x 3, ActEMS=FORb x 3,
PasEMS=IntStx3, EMSJam= FORbx2,
Radio Jammer= Sys x 2
ActObjScan=Rout, ActObjPin=Rout,
PasObjScan=Rout, PasObjPin=Rout,
PasEngScan=Simp, PasEngPin=Rout

OFF: Msl = x94, Beam Laser = xx5
Batt = 4 3 Batt = A
Bear= 4 3 Bear = A
PartAcc=050 Meson=E00
Batt = A Batt= 1
Bear = A Bear= 1

DEF: DefDm = +6, NucDamp=5 MesScr=4
Repulser=x3x Sand=xx5
Batt= 2 Batt= A
Bear= 2 Bear= A

CONTROL: Comp=8Fibx3, Panel=HoloLinkx1935
Special=LqHoloX13, HdsUpHoloX30,
Env = Basic Env, Basic LS, Ext LS,
Grav Plates, Inert Comp

ACCOM: Crew=20x27 (Bridge = 14, Eng=38,
Maint=18, Gny=176, Troops=100,
Flight=18, Command =60, Stwd=15
FznWatch=88(4), Med=8, (535Total)),
Bunks=379, Low=88, Strooms=43,
Subcraft=Armored Gig x 4,
Cargo Lander,

OTHER: ECP, Fuel=148943kl, Scoops,
Cargo=1285kl, Fuel Purif=36 Hours,
Missile Magazine= 20 Btty Rnds
ObjSize=Large, EMLevel=Mod

Although technically a system defense boat, such craft of this size are frequently called monitors. The Type 141 is often found orbiting worlds with Class B starports, but should not be considered to be a stationary target. Its 3 G's of maneuver allows it to keep up with most vessels. Its heavy armor and spinal mount make it as powerful as most cruisers.

HASSAN'S HINTS LOGO AND DESIGNS ARE COPYRIGHT 1990 BY JOHN S. KOSTOFF.

⊕PARTING SHOTS⊕

A COMMENTARY BY
KATE LEBHERZ GELINAS

SHOULD GAME STORES SUPPORT GAMING?

Have you ever wondered why a game store would sell gaming materials, but not support gaming. Or why such a store would eventually go out of business, or at least the business of selling games? Could such be related? Should a game store support gaming, or just stick to business?

Let me give some examples. One store I know started out in a storefront sized building. They devoted only about half of their display area to merchandise, and had gaming tables in the other half. They also had a gaming table in what could have been used for storage area. This store thrived, and went on to expand to include another store in the area. It even expanded into the shop next to them, giving them more display area.

Another store I know originally sold comics, but decided to get into gaming. They set up a display area in the back of their store for gaming materials. They even started a club which gave its members a discount on game purchases. Yet, they only made a half hearted effort to provide a playing place for their customers, didn't do anything with the club, and had a negative attitude toward gamers. This store got out of gaming at a loss.

A third store I know also started out as a comic book shop. It had some games, but no club and no gaming area. It eventually expanded its line of games and gaming accessories.

Why did the first one succeed and the second one fail? Why did the third succeed in spite of the lack of a gaming area?

The answer is gamer support. I'm not talking about stocking the latest gaming products, anyone who wants to succeed will do that. What I'm talking about is support for the gamer after the purchase. There are several ways to do this.

The first, but not necessarily the easiest is provide a place for the gamers to gather and play. If gamers have a central location to play, it is easier for them to gather together to play. If it is in the store other gamers may watch the game, get interested, and want to join. Gamers are often hesitant to buy a game they have not seen played, but don't know anyone who plays the game. A gaming table in a store often increases gaming sales.

A club is a good idea, if you do something with it. There were probably 50 or more people of the one club, but very few people knew who any of the other members were! No meetings were ever called! Information is vital to a thriving club.

Bulletin boards are a simple way of providing gamer support. Local groups can post announcements of games, and gamers can find those games they are interested in. This works almost as well as having a gaming table. Local gaming clubs could also post newsletters on the board, creating interest and subsequently new customers for the store's products.

Perhaps one of the most important type of support a gaming store can offer its customers is a good attitude. This and a fair knowledge of their product will help create repeat business.

These are just some ways a gaming store can support its gamers. If your local gaming shop lacks these, perhaps you can suggest them, and get a better store as a result.

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 28-July 1- Held in Atlanta this 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 CHALLENGE 43, TWILIGHT ENCOUNTERS, and FIGHTING SHIPS OF THE REBELLION. Coming soon is a re-release of that classic GDW game IMPERIUM. Also scheduled 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 contributor's guideline first.

FROM DIGEST GROUP: MTA 1: ULANI AND VARGR is in the shops now. TRAVELLERS' DIGEST 19 should be out in May. 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, with the SUBSIDIZED MERCHANT coming soon. Seeker now produces deck plans for MEGATRAVELLER and deck plans for 2300 AD ships, the first company to do so. SEEKER is looking for someone who can produce quality artwork, both technical and non-technical in nature, using a MACINTOSH computer. Interested parties should send a letter of query to the address below.

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 Gelnas, 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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