

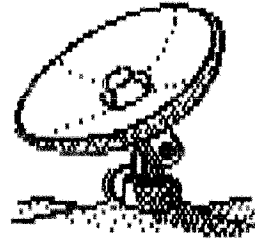
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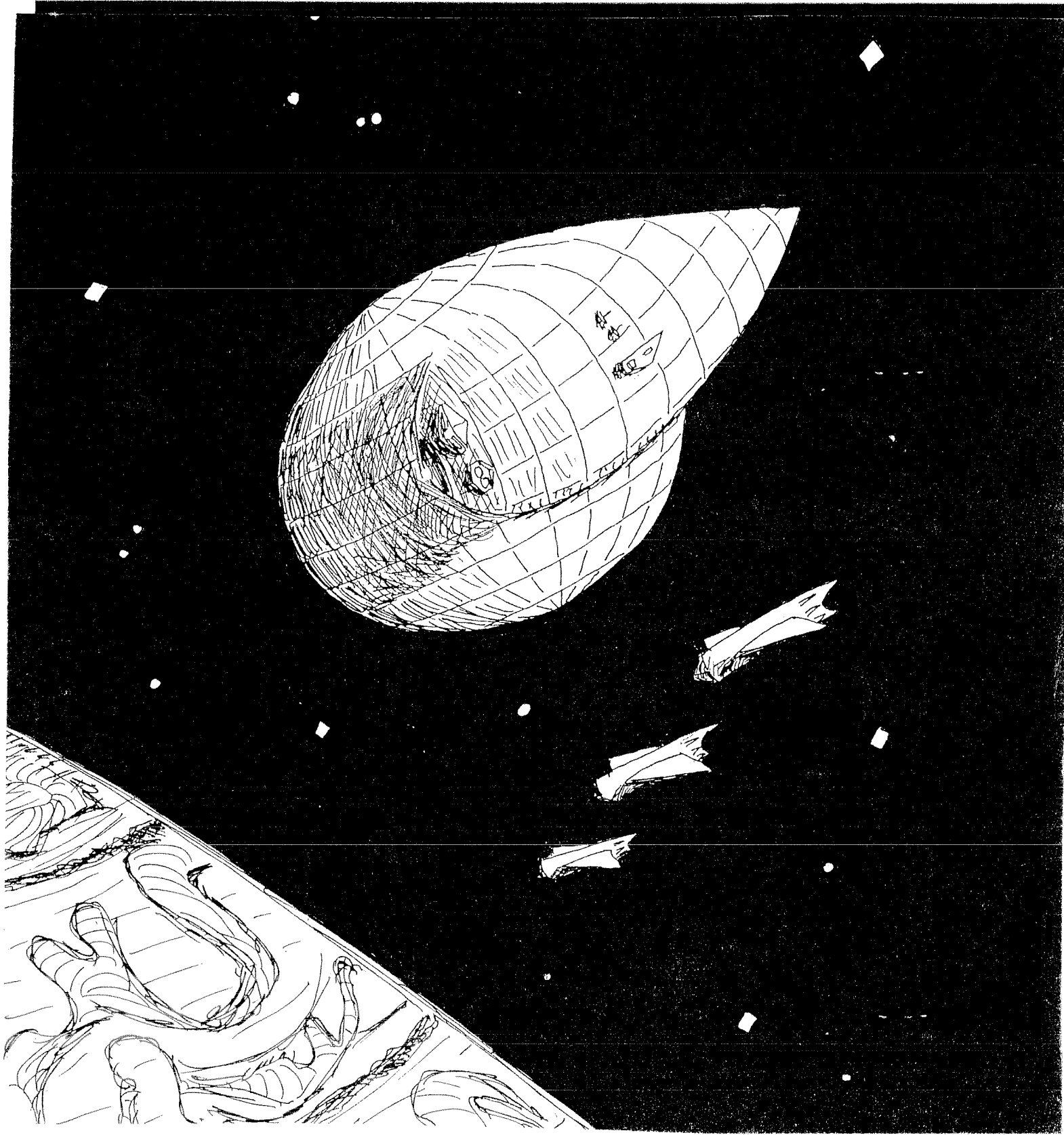
July/August 1991



Terra Traveller TIMES



ORIGINS '91 REPORT



FORWARD OBSERVER

AN EDITORIAL BY MARK "GEO" GELINAS

HOW MUCH CAN TRAVELLER CHANGE AND STILL BE TRAVELLER?

As referees and players of TRAVELLER we have seen many changes to the system over the years. Sometimes we may wonder whether the designers have gone too far and transformed the game into something totally unlike the game we first discovered years ago. Yet, the game has survived changes, and many have been for the betterment of the game. Let us then ask what can and cannot be changed.

CHARACTER GENERATION?

Character generation is at the heart of role playing games, being the means by which we create our persona in the imaginary universe. While most games have a unique character generation system, it is not so much the system that distinguishes the game as the product of the system.

When GDW introduced the year by year character generation system in MERCENARY, it radically changed the character generation system. However, the basic attributes were still there, and the characters had similar skills, albeit MERCENARY generated characters had a few more, on the average, than characters generated by the original system.

When MEGATRAVELLER was released, the basic character generation system was improved and closed the gap between characters generated under the two different methods. Nevertheless, the end product was the same. Therefore we can conclude that the generation system can change provided it produces characters suited for the game system.

COMBAT?

It should not be necessary to ask if the combat system can change. Players who have never played any edition of TRAVELLER other than MEGATRAVELLER know that the combat system in that edition is a blending of the original combat system and the combat system released in STRIKER. This demonstrates that the combat system can change, provided it uses the attributes and skill levels of presently generated characters.

BACKGROUND?

Can we change the background of the game and still have the same game? Yes and no. If you as a referee desire to alter the published background then that is acceptable, provided you let your players know that it is an altered background and what the alterations are.

It would also be acceptable for the game company to not provide a background (although it is not a very wise move to make from a marketing standpoint). Indeed, the first set of TRAVELLER was presented without any background. Referees were given the rules to create sectors and left to their own devices. It was not until the release of KININUR that we had a published subsector.

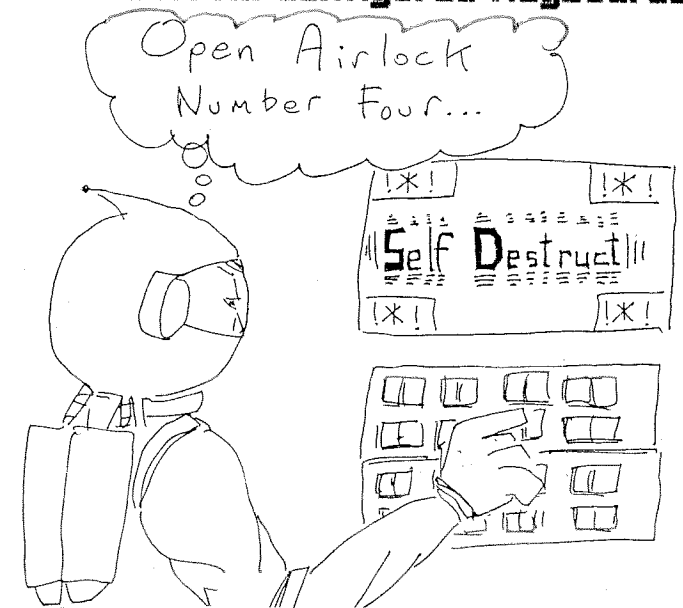
I am sure that many of you who have been playing the game for long still hold Regina Subsector as your favorite, because it was your first. But what if the company stripped away the background and gave us a entire new background? That would tend to make the game a different game in the mind of most players, and would meet much resistance.

The Shattered Imperium is not a new background for TRAVELLER, but an extension of the one that existed. On the other hand, the Asian Revelation angered a large number of people. True, the designers knew about it from the beginning, but the playing populace did not, and had come to accept things the way they were presented. Our conclusion then is that changes can be made to the background if care is taken in doing so.

WHAT CANNOT CHANGE THEN?

One thing that cannot change is one of the very basic premises of Traveller: the speed of communication is limited to the speed of travel. To alter this would be to alter the very fabric of society. Consider the news of the assassination of Emperor Strephon. How would the general public have reacted if the news reached them within minutes (Continued at right)

SPACER SAM SEZ: Document Re-Configured Keyboards!



GNS



PICK PROTESTED

Aquaria/Aquaria: 032-1113: The selection of Prince Eric to succeed the Aquarian Throne was the subject of several protests around the capital city today. A group identifying itself as Aquarians for Direct Democratic Rule, or ADDeR for short, claim responsibility for the protests, and are calling for an end of Imperial rule. The Office of the Emperor declined comment.

SHIP SIEZED

Raydaw/Far Reach: 313-1114: Earlier today, the Tonasean Merchant Ta' Risa was siezed by the Va'can Destroyer Caleb while in the Raydaw system. Although Tonasean vessels have been the subject of verbal abuse by Va'can vessels in this neutral system, none have ever been attacked. Sources believe that a prize crew was placed aboard the Ta' Risa, and the vessel then taken to Va'can space.

COURIER FROM CORE

Libert/Diaspora: 039-1119: An Imperial Naval Courier arrived at the world of Libert early this morning. The vessel's captain personally carried a sealed diplomatic pouch to the Sector Duke. No information as to its contents or importance has been released.

LUCANTIC?

Dian/Dian: 210-1121: Dr. Friokhasser, a noted psychologist, has gone on record stating that, based on statements and observed actions of Lucan, the false emperor is totally mad. He further suggested that such madness should be sufficient cause for Lucan's removal from the Iridium Throne, and the elevation of Dulnor to his rightful place.

or hours of the event rather than months? The authorities would not have time to prepare for the general release of the information. Then, too, widespread communication would tend to decrease cultural differences between regions and make for a more even distribution of technology. Rapid communication would probably have prevented the Long Night.

CONCLUSION

TRAVELLER then is the sum of the way things work. Characters have six basic attributes, starships have jump drives, class A starports are good and class D's are not. Alterations can be made to the systems that create and use these processes, but to change the basic way things work would be to permanently change TRAVELLER to a different game.



GEO'S VARIANTS

This issue brings listings of MEGATRAVELLER weapons for use with the TWILIGHT:2000 2nd Ed combat system.

EDITOR'S NOTE: I derived the statistics for MEGATRAVELLER weapons which have contemporary analogs from TWILIGHT:2000 materials. Vehicles were derived from the DIGEST GROUP PUBLICATIONS product: 101 VEHICLES.

TL WEAPON	ROF	Dam	Pen	Blk	Mag	-Recoil-			Rng
						SS	Brst		
5 Revolver 5mm	DAR	-1	Nil	0	6R	3	-	10	
5 Revolver 7mm	DAR	1	Nil	1	6R	3	-	10	
4 Revolver 9mm	DAR	1	Nil	1	6R	4	-	12	
5 Revolver 9mm Mag	DAR	2	1-Nil	1	6R	4	-	12	
8 Snub Pistol									
HE	DAR	C:2 B:4	Nil	0	6R	2	-	6	
HEAP	DAR	C:2 B:4	3C	0	6R	2	-	6	
7 Auto Snub Pistol									
HE	SA	C:2 B:4	Nil	1	20	2	-	6	
HEAP	SA	C:2 B:4	3C	1	20	2	-	6	
8 Body Pistol	SA	-1	Nil	0	6	3	-	7	
6 Auto Pistol 7mm	SA	1	Nil	0	7	4	-	8	
5 Auto Pistol 9mm	SA	1	Nil	0	15	3	-	12	
13 Gauss Pistol 4mm	3	1	1-Nil	1	15	0	1	12	
5 Carbine 7mm	SA	2	1-Nil	4	15	4	-	45	
4 Bolt Action Rifle	BA	4	2-3-Nil	6	10	5	-	60	
5 Rifle 7mm	SA	4	2-3-Nil	5	20	6	-	60	
7 Rifle 9mm	SA	5	2-3-6	5	10	7	-	70	
5 Hunting Rifle 13mm	BA	7	2-3-5	6	5i	11	-	75	
6 Autorifle 7mm	5	4	2-3-Nil	6	20	3	7	75	
12 Gauss Rifle 4mm	10	4	1-2-Nil	4	40	2	4	150	
4 Shotgun	SA	4	3-4-Nil	5	10	6	-	40	
*Pellets Close	SA	9	Nil						
Medium	5 X 10	1	Nil						
7 Autoshotgun	5	4	3-4-Nil	6	20	4	11	40	
*Pellets Close	5	9	Nil						
Medium	5 X 10	1	Nil						
*See Page 200 of TWILIGHT:2000 for details.									
5 SMG 9MM	5	1	Nil	3	30	2	4	30	
7 Assault Rifle 5mm	5	3	1-Nil	4	30	4	11	50	
7 Assault Rifle 7mm	5	4	2-3-Nil	5	20	6	13	85	
9 Accel Rifle 6mm	3	3	2-Nil	4	15	2	4	20	
10 Adv Combat Rifle 7mm	5	5	2-3-Nil	4	20	2	5	90	
DS	5	6	1-2-Nil			2	5	100	
10 Adv Combat Rifle 9mm	5	6	3-4-Nil	5	20	3	6	95	
DS	5	8	2-3-Nil			3	6	110	
HE	5 C:2 B:4	Nil		4		3	6	95	
10 Asslt Rocket Launcher									
HE	SA C:3 B:12	Nil		6	20	6	-	110	
HEAP	SA C:3 B:12	4C							
8 Lt. Assault Gun									
HE	SA C:3 B:4	Nil		5	5	11	-	80	
KEAP	SA	16	1-2-3						
FLECH	SA D:1 B:*	1							
*Use directional mine burst pattern									
5 Medium Machinegun	5	4	2-Nil	6	100B	2	3	60/85	
6 Light Machinegun	5	4	2-3-Nil	6	100B	2	6	65/90	
6 Heavy Machinegun	5	8	2-3-3	8	100B	4	10	150	
AP	5	8	1-1-2						
7 Gatling Gun 5.5mm	5/50	3	1-Nil	4	2500	2	7	60/90	
7 Gatling Gun 7mm	100	4	2-3-Nil	4	2500	Vehicle		90	
8 Gatling Gun 5.5mm	50	3	1-Nil	3	5000	Vehicle		100	
8 Gatling Gun 7mm	100	4	2-3-Nil	3	5000	Vehicle		110	
10 VRF Gauss Gun	100	10	1-1-2	6	30000	Vehicle		250	

9	Laser Pistol	EW	8	3	1	50	-	-	80
8	Laser Carbine	EW	12	2	4	50	-	-	150
9	Laser Rifle	EW	14	2	5	100	-	-	180
13	Laser Pistol	EW	10	2	2	200	-	-	100
13	Laser Carbine	EW	15	1	4	200	-	-	170
13	Laser Rifle	EW	17	1	5	200	-	-	200
12	PGMP**	EW 17 C:2	3	4	40	14	-	-	75
13	PGMP**	EW 20 C:2	2	4	Inf	14	-	-	150
14	PGMP	EW 20 C:2	2	4	Inf	3	-	-	150
14	FGMP**	EW 25 C:3	1	4	Inf	14	-	-	150
15	FGMP	EW 25 C:3	1	3	Inf	3	-	-	150
16	FGMP	EW 25 C:4	1	3	Inf	2	-	-	150
16	Plasma Rifle	EW 20 C:4	2	3	Inf	2	-	-	150

*High Energy weapons attack as a small arm and a high explosion.

All have a burst radius of B:4.

**Requires use of Battle Dress

TL	ARMOR DESCRIPTION	AV	AREAS COVERED
7	Flack Jacket	1	Torso
5	Helmet, Steel	1	Head (1-3)
6	Helmet, Kevlar	1	Head (1-4)
6	Cloth	2	Torso, Limbs
6	Helmet	2	Head (1-4)
10	Reflec	5	Torso, Limbs (vs. Laser Wpns Only)
8	Vacc Suit	2	Head, Torso, Limbs
12	Vacc Suit	3	Head, Torso, Limbs
14	Vacc Suit	3	Head, Torso, Limbs
10	Body Pressure Suit	0	Torso, Limbs
8	Hostile Env Vacc Suit	3	Head, Torso, Limbs
9	Hostile Env Vacc Suit	3	Head, Torso, Limbs
12	Hostile Env Vacc Suit	4	Head, Torso, Limbs
13	Hostile Env Vacc Suit	4	Head, Torso, Limbs
14	Hostile Env Vacc Suit	5	Head, Torso, Limbs
8	Combat Env Suit	3	Torso, Limbs
11	Combat Armor	4	Head, Torso, Limbs
12	Combat Armor	5	Head, Torso, Limbs
14	Combat Armor	10	Head, Torso, Limbs
13	Battle Dress	5	Head, Torso, Limbs
14	Battle Dress	10	Head, Torso, Limbs

NOTES:

EW = Energy Weapons: can shoot one shot per combat round.

To calculate TWILIGHT:2000 (T:2000) values from MEGATRAVELLER (MT):

Head Hit Capacity = END x 1.5 (Drop Fractions)

Chest Hit Capacity = (STR + END) x 2.2 (Drop Fractions)

Others Hit Capacity = (STR + END) x 1.5 (Drop Fractions)

T:2000 Weapons Skill = (MT Skill + DEX Mod)* x 1.25

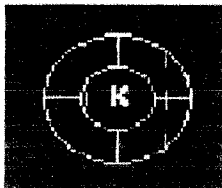
*Note - Max total of MT Skill level added to DEX Modifier is 8.

Throw Range = STR x 5 // Thrown Wpns Skill = (STR + DEX)/3 rnd up.

Unarmed Cmbt Dmg = (Brawling x STR x 1.3)/10 round down (minimum 1).

Initiative - Military 1D6 // Civilian 1D6/2 if both chose one.

Initiative modifier = +1 if more than 1 term as a Marine, Law Enforcer, Pirate, or Rogue. Modifier is not cumulative.



HINTS AND HARDWARE

A SERVICE TO
MEGATRAVELLER
PLAYERS AND REFS

A WORD FROM COLONEL K.

This issue the Colonel brings you another Solomani fighter. This vessel is frequently carried by front line ships.

SOLOMANI FIGHTER SABRE II CLASS

CRAFT ID: Fighter, Type FG, TL 14,
Mcr 104.515

HULL: 36/90, Disp=40, Config=1AF,
Armor=50G, Unloaded= 986 Tons,
Loaded=996 Tons

POWER: 15/20, Fusion=1350 Mw, Dur=8/24

LOCO: 9/12, Man=6, NOE= 180 kph,
Cruise=2835kph, Top=3780kph,
MaxAccel=6 G's, Aglilty=3

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

SENSORS: EMMask, Neutrino=10kw
ActEMS=Planetary,
PasEMS=Substellar,
ActObjScan=Diff, ActObjPin=Diff,
PasEngScan=Rout, PasEngPin=Rout

OFF: Plasma Gun=x03
Batt = 1
Bear = 1

DEF: DefDm = +12

CONTROL: Comp=7x3, Panel=HoloLinkx2,
Special=HeadsUpHoloX2,
Env = Basic Env, Basic LS, Ext LS,
Grav Plates, Inert Comp

ACCOM: Crew=2(Pilot, Commander/Gunner)
Seats: Roomy x 2, Stateroom=1

OTHER: Fuel=140 kl, Scoops,
Fuel Purification= 12 Hours, ECP,
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)
M L VL D VD RG CN PL FO X0+
- S S S R R D F I -

PasEngScan (Passive sensor search for sources)
PasEngPin (Passive sensor pinpoint of located sources)
M L VL D VD RG CN PL FO X0 IP+
- - S S S R R D F I -

The Sabre II Class fighter is a very versatile craft. Its quickness, armor, and potent weaponry make this a formidable foe. Its endurance and the presence of a stateroom make it useful for system defense or interdiction. In the Solomani Navy, there is no shortage of volunteers for duty in squadrons equipped with this craft. A variant replaces the fusion guns with lasers.

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 or 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 COMBAT VEHICLE GUIDE

Loren Wiseman \$12.00
Players Use ✓✓✓ Referee Use ✓✓✓✓
Artwork ✓✓✓ Content ✓✓✓✓
Overall ✓✓✓1/2

A supplement to the TWILIGHT-2000 2nd Edition rules. This book presents a series of vehicles used by NATO forces.

DARK CONSPIRACY

Lester Smith \$22.00
Players Use ✓✓✓ Referee Use ✓✓✓
Artwork ✓✓✓✓ Content ✓✓✓✓
Overall ✓✓✓1/2

A complete game based in the near future, but one threatened by evil forces. This is a horror game, don't look for cute elves, ugly orcs, or evil mages here. Although based on the TWILIGHT-2000 2nd Edition system, this game is complete without those rules.

MEGATRAVELLER

MEGATRAVELLER JOURNAL #2

DIGEST GROUP PUBLICATIONS \$4.95
Players Use ✓✓✓ Referee Use ✓✓✓✓
Artwork ✓✓✓1/2 Content ✓✓✓✓1/2
Overall ✓✓✓✓

The second issue of DGP's new magazine is very useful. The editors seem to have established a sense of direction and are moving strongly that way. This magazine is exclusively for MEGATRAVELLER and concentrates on the Domain of Duneb, but most articles are useable or can be adapted for use elsewhere.

GENERAL

CHALLENGE #50

GAME DESIGNERS' WORKSHOP \$3.50
Players Use ✓✓✓ Referee Use ✓✓✓✓
Artwork ✓✓✓✓ Content ✓✓✓✓
Overall ✓✓✓✓

Includes a index to all 50 issues as well as the usual assortment of articles.

WEB OF FUTURES

Jefferson P. Swycaffer \$3.95
Overall ✓✓✓✓

The latest of Jeff Swycaffer's works. This book has an interesting theme. While the book does have a number of fantasy elements in it, and does start in the past, a good bit of the book takes place in a future setting. Referees can glean ideas from Web's future for practically any game. Although the book's future society is not as dark as the typical cyberpunk game, even a referee interested in that genre can gain some useful ideas. The cover art for WEB OF FUTURES is good, but his previous work received a better cover. Above all, though, is the fact that the book is enjoyable to read, and has interesting, well developed characters. We look forward to more of Jeff's work.

ORIGINS REPORT

Stupendous! Outstanding! Far Out! Such superlatives as these cannot adequately describe the ORIGINS experience. Attending ORIGINS is truly an experience that every true gamer should have at least once. Then there are those of us who attend more than that. This year was my second trip.

Those of you who have been TIMES readers from the early days will remember that I made a "speed run" to ORIGINS back in '87. It was the year of TRAVELLER's 10th birthday, and the announcement of the release of MEGATRAVELLER. That year I only got a whirlwind view of the convention. This year I stayed for the works.

There is no lack of things to do at this convention. There is something for just about any type of gamer - from the board gamer, to the miniature gamer, to the role player. For some, there is just too much to do, and they don't catch much of anything. I didn't get to accomplish everything that I wanted to do, but then, even I have my limits.

The board games occupied several large rooms on the second and third floors of the convention center. The games ranged in complexity from Milton Bradley brands to Advanced Squad Leader. The Air Strike and Air Superiority games were very popular, with each game running much longer than scheduled.

The miniature games were mostly held in the second floor ballrooms of the Hyatt Regency, and spilled over into the concourse on that level. A good quarter of the tables were being used for the Battletech tournaments. The rest of the tables held a large variety of games. Periods represented ranged from the distant past to the far future.

Role playing occupied spaces in the convention center not used by the board gamers and spilled over into the Hyatt Regency and Sheraton hotels. There were a good number of RPGA events. Judging from the events run, MEGATRAVELLER and TWILIGHT-2000 are still very popular. I was somewhat disappointed that no 2300 AD was run. There were a good number of pick-up games being conducted at all hours of the day and night.

Another important part of the convention was the presence of the gaming industry's leaders. They were available for many seminars on a variety of gaming related topics. When not in the seminar rooms, these same leaders were usually present at their company's display tables, and were willing to answer questions on their products.

During the GDW seminars, we got a glimpse of the future of MEGATRAVELLER and other Workshop RPG's. The Workshop is planning to increase support for MEGATRAVELLER. It will also continue support for its TWILIGHT series of games, starting with the release of DARK CONSPIRACY. Marc Miller, the designer of TRAVELLER, stated that TRAVELLER, and its current edition MEGATRAVELLER, would remain a unique game system and would not be converted to the TWILIGHT-2000 game system. 2300 AD and SPACE 1889 will not be receiving direct support from GDW, but the newsletter support will continue. There was some discussion about starting a GDW sponsored newsletter for MEGATRAVELLER, and this may become a reality in the near future.

An important project for MEGATRAVELLER will be the miniature rules due for release next summer. If there is something specific you would like to see in or relating to this product, tentatively titled STAR VIKING, the time to write to GDW is now.

Other seminars included talks from military experts. A dominant theme this year was discussion of the Gulf War. Operation Desert Storm was analyzed from a variety of viewpoints.

One can't talk about ORIGINS without talking about the exhibit area. I often refer to this area as the world's largest gamestore. In a very large room were displays from all the major game companies and many of the minor ones as well. There were also some distributors and other gaming related exhibitors there. In this area you could see the latest games, talk with the game's designers, and see some of the more obscure items which are not

often found in a game store. Just to shop in this area alone is almost worth the trip to ORIGINS. Of course the convention has so much more to offer.

Speaking of talking to the designers, a good number of the freelance writers for MEGATRAVELLER were able to meet and discuss the game's future with Marc Miller and Chuck Gannon. Writers included Mike Mikes, Dennis Muers, Greg Videll, James Malisweski, Steve Kostoff, Kate Leberz, and me. We learned that a lot of the products will be done in house, but there will be plenty of room for articles in CHALLENGE, which has finally become a monthly magazine. In order to get an issue out, editors will often have to select from what is available, rather than contract a specific article. So, as I have often exhorted, write and submit MEGATRAVELLER articles. CHALLENGE will never again be exclusively MEGATRAVELLER, but we can influence how large a share it does have.

Let me advise those who have never been to ORIGINS, if you plan to go there, go with a purpose in mind. Otherwise the flurry of the convention will probably catch you up and you will accomplish little. Also, because most ORIGINS are in convention centers, food prices will run higher than you might usually expect. A cooler with sandwiches and sodas will help offset that expense. ORIGINS is an experience.

I have tentative plans to attend next year's convention in Milwaukee, Wisconsin. It may be one of the few conventions in which people from both coasts can attend. I hope to see you there.

THE UNITED STATES OF . . . VLAND?

As an exercise in imagination, I have taken the 50 states and tried to translate the sounds into Vilani using only Vilani letters. As you can see, some required no conversion, while some bear little resemblance to the original. Try to figure out which state is represented by which name. The correct answers will appear next issue.

Alabama	Alaska
Arkansas	Nu Amshaa
Nu Gersi	Naas Kharalinaa
Saas Kharalinaa	Naas Dakuura
Saas Dakuura	Nu Urak
Gaargaa	Shaarida
Aashingaan	Khalishuurnaa
Idahuu	Upaa
Neshaada	Ziiming
Khalaraduu	Nu Mekhsikhoo
Nebraska	Kansas
Uukhalama	Tekhsas
Minesashaa	Ishaa
Mishigan	Indaanaa
Iluuush	Luusiinaa
Misisipi	Ish Birginiaa
Birginiaa	Marylan
Birmaan	Man
Masashuuses	Khaaneshiku
Pensaazanaa	Khaashaa
Ashaashaa	Khenshukii
Sheneshii	Maankhanaa
Ishkhanan	Deiashar
Rad lilan	Aarizana
Misuurii	Uurigaan

⊕PARTING SHOTS⊕ THE PRODIGAL PARENT

BY KATE LEBHERZ GELINAS

Have you ever wondered what makes people stray sometimes, what makes them leave what's good for something not as good?

Most of you are familiar with the story of the prodigal son. The son of a wealthy man gets restless, asks for his inheritance, leave and proceeds to waste it all. Then, when he has hit bottom, he realizes that he was pretty well off to begin with, and returns to his forgiving father. Well, I am going to tell you the story of the prodigal parents.

It seems there was this family one time that had a beautiful child. The parents loved this child and nurtured it and the child grew well. The parents grew in wisdom as the child grew. Eventually, the parents had other children as well. Some seemed more beautiful and talented than the first child. The parents loved and nurtured these new children. Because the oldest seemed self sufficient, the other children got more attention than the first. As a result, the first child's growth all but stopped.

Eventually, some friends of the parents saw that the first child was sickly, and provided some nurturing. This was good for awhile but the friends wanted to have a child of their own, and started devoting their attention to that effort. Just when it seemed that the first child would be on its own again, the parents realized their error and started nurturing the child again.

Like many fables, this story has a happy ending. Can Traveller's future be as happy? Like the child of the story, Traveller was the first (role playing game) of GDW. I won't get into it's history, but those familiar with the game know that it has had its ups and downs. Digest Group, which has done much for Traveller, is starting to develop their own game. Will Traveller be left without support? GDW says that it will be getting more support. We can only hope that things will work out like the Workshop plans.

However, a game that has support from only its company will not last long. You who are fans of Traveller, you who have help make Traveller the best and most popular Science Fiction Role Playing Game ever, you who don't want to see a good game go down the gravity well, you must support the game as well.

Support for a game goes far beyond the purchase of the game. There are many things you can do. You can write to the company and tell them what you like or don't like about the game. You'd be suprized how much difference even a few letters can make. But don't cop out thinking that you will let someone else do the writing! If everyone thinks that, then no one will write, and things go on their merry way without any fan input. While we are talking about writing, there are

those of you with talent that can write articles, or produce artwork which can be sold to CHALLENGE. Of course a very big way to support the game is to play the game. This is something every Traveller fan can do, and it does not take that much more effort to referee a game. These activities produce two immediate effects. One, it spurs your interest in the game, and two, it possibly attracts others to the game. Another means of support is to get involved in fan activity. This could be as simple as subscribing to a newsletter. (Yes I know many of you subscribe to the TIMES, but how many of your friends subscribe to a newsletter? It doesn't have to be the TIMES, there are others.) Fan activity could also be starting a club or joining a fan organization. These are not the only types of activities, neither is this list of player support by any means exhaustive.

Yes, the Workshop has been like a prodigal parent to its first child Traveller. They are making an attempt to give that child more of the attention it deserves, but they can do a better job with your support. Do something today to help your favorite game prosper.

TERROR OF THE EARTH

A CADILLACS AND DINOSAURS SCENARIO

Players' Information: A small farming village near the city from which the characters operate reports that a number of recent hunting expeditions have not returned. Search parties have found no trace of them. The villagers fear that a previously unencountered creature has moved into the area and is overwhelming the parties. The city, which has good relations with the village, sends the characters, who are better trained and equipped than the village hunting parties, to investigate.

Referee's Information: The city and village have been left very general to fit into any campaign.

The threat is not a new creature, but one that has been killing men for ages - other men. A group of explorers has found a buried pre-cataclysm building, and greedily want any artifact that they might find. They have been killing hunting parties to scare the villagers away from their find. If the characters succeed, the city may let them keep an artifact that they find at the site.

ADS and ANNOUNCEMENTS

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

DARK RIVER: A SECTOR DIVIDED

An MGE production of a complete sector for MEGATRAVELLER. To get a copy, send \$5.00 to Mark Gelinas, Box 39163 Northbridge Station, Charleston, SC 29407-5035.

LIBRARY DATA UPDATE, VOLUME 11

Now available in one place, all the updates which have appeared in the TIMES from issue 26 through issue 31. Send a legal sized SASE for a copy to LIBRARY DATA UPDATE, c/o Mark Gelinas, Box 39163 Northbridge Station, Charleston, SC 29407-5035.

NOTICE

Coverage of TWILIGHT-2000, 2300 AD, and SPACE 1888 has been limited recently due to lack of articles. The Editor's main game is MEGATRAVELLER, so he writes mostly for that.

ARTWORK WANTED

The TIMES now offers payment for art. Each issue requires a piece of cover art and a Spacer Sam Sez. Additional pieces for fillers are welcome. For information on style, want, and price, send a SASE to the TIMES, c/o Mark Gelinas, Box 39163 Northbridge Station, Charleston, SC 29407-5035.



COMING EVENTS

Sci-Con- November- Held in Virginia Beach. This is an excellent Science Fiction convention which also includes gaming. The Editor of the TIMES will be at this convention.

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: DARK CONSPIRACY, a game of modern horror, is now available. This game is based on the successful TWILIGHT:2000 2nd Edition rules. Also to appear soon is a DARK CONSPIRACY novel, "A Gathering Evil", written by Mike Stackpole. For the TWILIGHT series of games, the NAUTICAL AND AVIATION GUIDE is scheduled for July release.

CHALLENGE 51 should be sent to subscribers soon, and CHALLENGE 50 is in stores now. It is on a monthly schedule as of July of '91. 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: Digest Group has been putting a lot of time into the production of their own role playing game, A.I. Look for a major promotion of this game at GENCON. In the meantime, MTJ #2 is in the stores with MTA 2: ASLAN AND SOLOMANI, and ONESKUM QUEST to follow later this year. DGP is now located at 515 Willow, Woodburn, Oregon 97071.

SEEKER: Producer of deck plans for MEGATRAVELLER. Seeker also produces deck plans 2300 AD ships, recently has released a warship. Also available is a consumer guide containing equipment. In the works are some adventures in GATEWAY Sector. For catalog send SASE to Box 519, Mountain Home, ID 83647.

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 discuss the future of the Shattered Imperium.

PARAGON SOFTWARE: This company now has four titles related to GDW games. The first is ZHODANI CONSPIRACY, based on the MEGATRAVELLER system. Another is based on the SPACE 1889 system. They have recently released SEARCH FOR THE ANCIENTS, again for MEGATRAVELLER, and a game based on TWILIGHT:2000. Look for them in your nearest software store.

ACKNOWLEDGMENTS

TRAVELLER is a registered trademark and 2300 AD, TWILIGHT:2000, MEGATRAVELLER, SPACE 1889, CADILLACS AND DINOSAURS, and DARK CONSPIRACY are trademarks of GDW and are used by permission. MEGATRAVELLER JOURNAL is a copyright of Digest Group Publications.

NEW ADDRESS FOR THE TIMES

TERRA TRAVELLER TIMES
C/O Mark Gelinias
Box 39163 Northbridge Station
Charleston, SC 29407-5035

TERRA TRAVELLER TIMES

The TIMES is a newsletter supporting GDW's role playing games with an emphasis on MEGATRAVELLER. 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.

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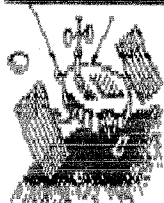
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BACK ISSUES

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

