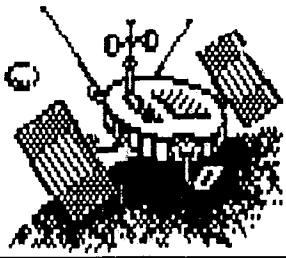


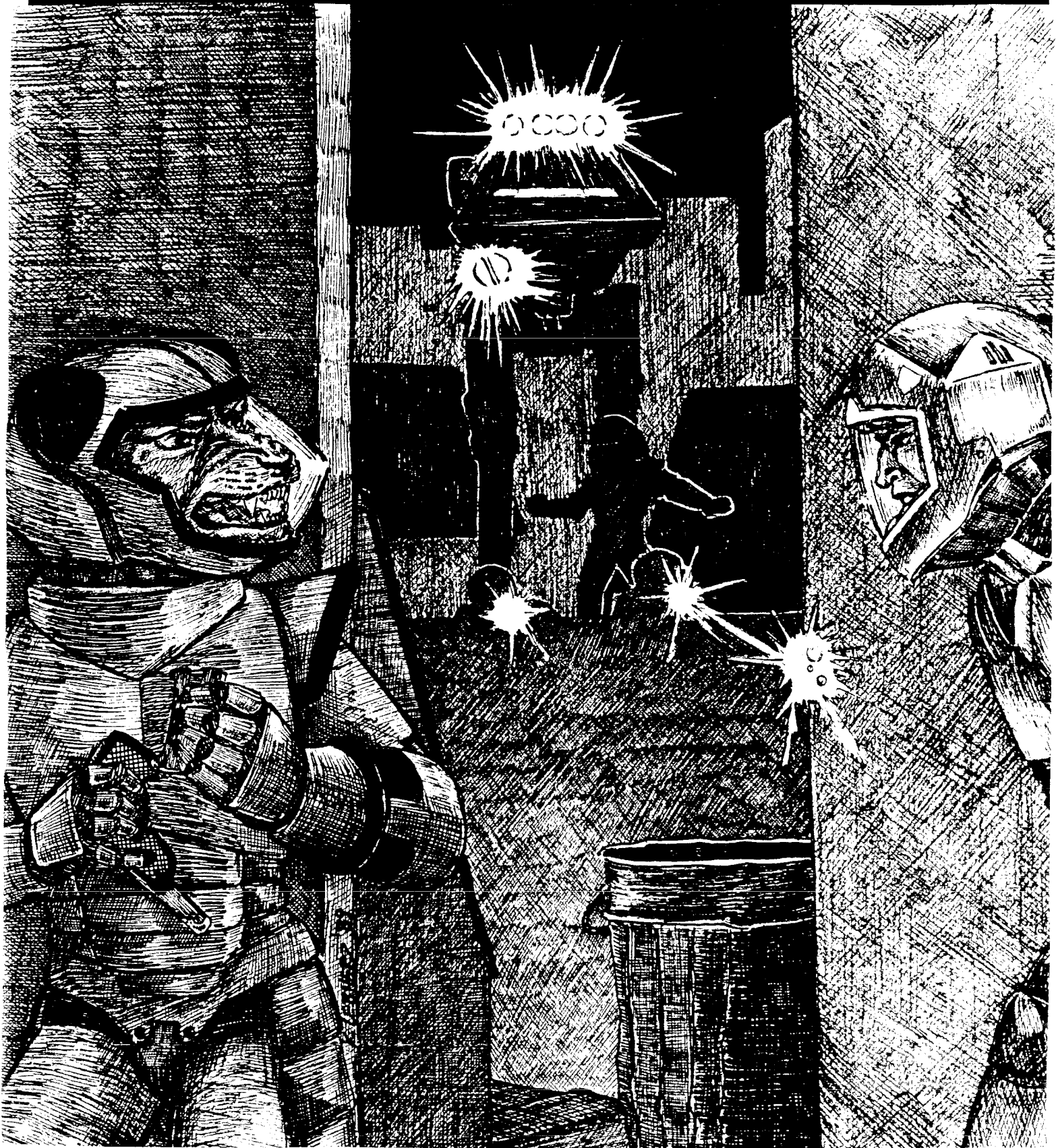
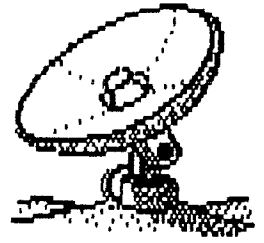
NUMBER 36

"AD ASTRA"

SEPT/OCT/NOV/DEC 1991



Terra Traveller TIMES



⊕ FORWARD OBSERVER ⊕

AN EDITORIAL BY MARK "GEO" GELINAS

BUT, STAR VIKING?

Game Designers' Workshop is currently developing a new product for MEGATRAVELLER tentatively titled "STAR VIKING". At the heart of STAR VIKING will be an updated set of miniature rules for use with MEGATRAVELLER. Also to be included in the set is an somewhat revised set of vehicle design rules and a background against which to set the various battles.

While most MEGATRAVELLER players and referees will agree that a set of miniature rules will help the game, and almost all agree that the vehicle design need some smoothing, there is a bit of controversy about the proposed name, STAR VIKING. Of course we all may be getting a bit carried away in our concern, after all this is just a working title, and working titles don't always end up as the real title. But some do. That is why, if you don't like the working title, you should read this article.

The basis for GDW's proposal of STAR VIKING comes from the background of the game, which will be the same background for MEGATRAVELLER. GDW is advancing its time line and winding down the rebellion. What will be left will be several relatively stable regions of space with unstable regions in between. It is assumed that there will be a lot of fighting in those in between spaces as petty empires, individual worlds, and wandering bands, vie for control of the remaining resources.

These fights will be the focus of STAR VIKING. To play devil's advocate, these raiders of the fragments of civilization are similar to the Vikings raiding the civilized lands around them. However, I won't push the comparison too far.

Now for the objections. In preparing for this article, I surveyed a number of MEGATRAVELLER players and referees, some of whom have been with the game since its early days. Some feel that the name STAR VIKINGS invokes an image of bearded men in furry cloaks sailing longboats through space to raid innocent worlds. Such imagery might be appropriate for SPELLJAMMERS, the space faring supplement for that fantasy game which is not to be named. Certainly MEGATRAVELLER does not need the type of damage association with that game could bring.

Most agree that the name doesn't feel right for MEGATRAVELLER. Some note that GDW has always been good in keeping with its own THIRD IMPERIUM mythos. True, since it is being written on Terra by Terrans, a certain amount of Terracentricity is bound to creep in, but why unnecessarily add some. The Vikings existed for a small period of time in a small region on Terra. If a Terran culture is needed would not STAR MONGOLS or STAR HORDE work as well?

Many also feel that the name STAR VIKING would turn people away from the product rather than attract people to the product. Some feel that the title is "cheesy" and would be more appropriate for a GAMES WORKSHOP or JUDGES GUILD product not something from GDW. There is also the point that the name STAR VIKING was used on a micro game a number of years ago. These are just some of the more commonly repeated remarks about the name STAR VIKING.

I would be somewhat remiss if I did not suggest some alternate titles for the product. Here are some of my suggestions and some from players and referees:

ADVANCED STRIKER

MEGASTRIKER

STRIKER 2nd EDITION

STRIKER II

(these first four acknowledge that there was a set of miniature rules for TRAVELLER called STRIKER)

TWILIGHT RAIDERS

(a really good suggestion given the twilight times in the Imperium, but this would cause some to think it was associated with TWILIGHT-2000)

MEGATRAVELLER MINIATURE RULES

(a simple title to be sure, but the STAR WARS ROLEPLAYING GAME used just such a title for their miniature rules)

MICROTRAVELLER

RAIDERS OF THE IMPERIAL FRINGE

STAR MERCS

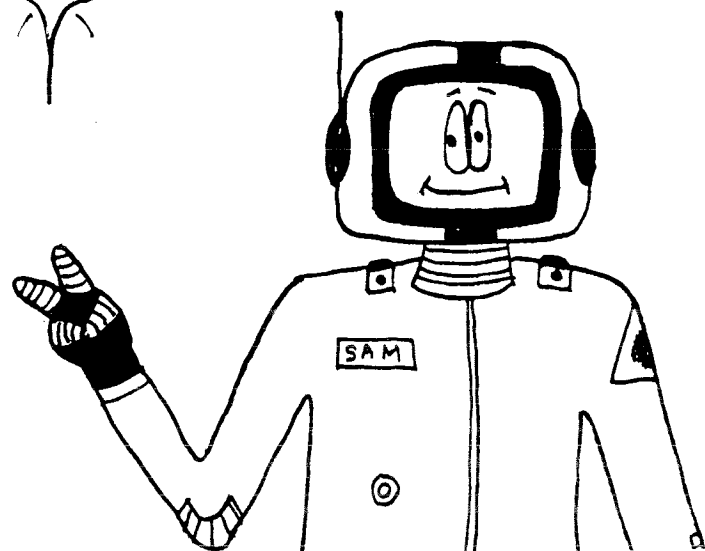
So those of you who really do not want this product to hit the game stores with the name STAR VIKING, express your opinion to GDW. Their address is:

GAME DESIGNERS' WORKSHOP
P.O. Box 1646

Bloomington, IL 61702-1646

It is important that YOU write to them. (Continued at right)

SPACER SAM SEZ: Seasons Greetings!



GNS



SELECTION SANGTION

Aquaria/Aquaria: 033-1113: In response to recent protests concerning her selection of Prince Eric as heir to the Aquarian Throne, the Mother-of-Us-All, head of the Aquarian Religion, has made a statement supporting her decision. She concluded by noting that whenever questions were raised about a Mother's authority, trouble would soon come to the Empire.

VA'CAN VANDALS

Klomonon/Armor: 357-1114: Soldiers from the Va'can States have destroyed a research station on Wyomevac and killed 24 of its 26 researchers. An unspecified number of Va'can soldiers are in Tonasean Custody. The Soldiers were captured by a team of troubleshooters working for the University of Raya, the sponsor of the research station. Many believe that serious repercussions will result when news reaches the capital.

NO NEWS

Marallthe/Massila: 256-1119: The Imperial Scout Communications Center at Marallthe reports that X-Boats have not arrived from Diapsora in several weeks, and it is assumed that communications have been out off.

STREPHON SLAMMED!

Amdani/Daibei: 332-1121: In an announcement made today, RIS has declared that the "Real" Strephon is NOT a viable candidate for the Iridium Throne.

FWD OBS (cont.) It is also important that you be positive when you write - don't just tell them that you don't like the name STAR VIKING, tell them what you would like to see the product named. Select one of the suggested titles above, or submit one of your own.

TIMES TO GO QUARTERLY

This is to announce that the TERRA TRAVELLER TIMES will begin a quarterly schedule in 1992. I realize that the schedule is regressing further from the old monthly schedule that I once had. However, I am still making patrols, and have other projects I must also work on. I was faced with the decision of making issue 36 the last issue of the TIMES, or cut back to a quarterly schedule. I still enjoy doing the TIMES (although I wish more of you would submit articles), so I chose the latter. This issue will finish up this year, and the quarterly schedule will begin in 1992. If I can put them out more often, I will.



GEO'S VARIANTS

AQUARIAN NOBILITY

EMPEROR GENGARR

Gengar Allah Ch'har

Emperor (R-7)

Imperial Association of Aquarian Free Worlds
F5898G Age 58(58) 10 Terms Noble

Noble Titles: Duke of Aquaria, Emperor

Skills: History-3, Liaison-3, Admin-2,
Tenkeeri-2, Carousing-1, Leader-1,
Computer-1, Large Blade-1, Brawling-1, Ship's
Boat-1, Small Watercraft-1, Handgun-0

Homeworld: Aquaria(410 Aquaria A-86A9C9F)
A, Large World, Standard Atmosphere, Water
World, High Population, High Law, High Stellar.

Background Description: Ch'har Allah Gengar was
born on 231-1056. His mother was Empress Karisa Gengar and
his father was her consort Prince Randor Kilbahn.

His mother was also known as the "Warrior Queen". She
was responsible for the conquest of the spinward worlds in the
Empire and suppressing piracy in the realm. Empress Karisa
married late in life and bore Ch'har when she was in her late 60's.

Ch'har was born in a symbiotic plant known as Mother's
hands in the valley of the Mother-of-Us-All, which is not the
traditional birthing place for heirs. Shortly after Ch'har was born,
his father was having a mid life crisis and challenged Jubilex.
Prince Randor was killed in the attempt, consequently, Empress
Karisa bore no more children.

Ch'har was raised by breeders, and taught by Anatah, the
court breeder responsible for teaching 4 generations of Gengars.

Empress Karisa died in her early 80's, and Ch'har
ascended to the throne in 1073 when he was 16. His first few
years of rule were relatively quiet. In 1082 Emperor Gengar took
the Duchess Tasaria to be his Empress. In 1084, an heir, Prince
Uri, was born to Gengar.

In 1086, a conflict started with the Merchant Princes,
whose sphere of influence lay just beyond the Aquarian border. A
number of major skirmishes took place, but the Aquarian Navy
eventually prevailed.

It was at this time that Ron Elderac was conscripted into
the Aquarian Navy because of his ability to achieve great success
against superior numbers. Elderac eventually became Grand
Admiral of the Aquarian Fleet, and a close personal friend of
Ch'har's.

In early 1110, Empress Tasaria died of a rare disease.
About the same time the Mother-of-Us-All declared that Prince
Uri would not ascend to the throne of Aquaria. Emperor Gengar
remarried later that year. Because of various violations against
the Empire, Prince Uri was banished. He was executed later after
attempting to take the throne by force.

In late 1111, Prince Eric was born, and was immediately
designated by the Mother to be the heir to the throne. However,
Emperor Gengar is of good stock, and will probably continue to rule
for many years to come.

EMPRESS CYRANDA

Cyranda Iraskii

Empress (R-7)

Imperial Association of Aquarian Free Worlds
48578G Age 30(30) 3 Terms Noble

Noble Titles: Marchioness of Bogit, Duchess
of Lythgoe, Empress

Skills: Artisan-3 (Paskar), Admin-2, Botany-2,
Foil-1, History-1, Computer-1, Air/Raft-1,
Liaison-1, Leader-1, Robot Ops-1, Handgun-0

Homeworld: Bogit(504 Bilahew A-554577-C)
A, Medium World, Thin Atmosphere, Wet World,
Moderate Population, Moderate Law, Average
Stellar

Background Description: Cyranda Iraskii was born on
036-1084 to the Duke and Duchess Iraskii of Lythgoe. Because of
the impending Merchant Prince Crisis at the time, her mother was
living on the Duke's estate on Bogit at the time. Cyranda's
brother Lastrom was born in 1086, the year the crisis escalated.
Her father was killed in the Crisis, and her mother remained on
Bogit filling the capacity of Duchess.

Her mother married a retired Aquarian Marine Colonel
about a year later. Cyranda's half brother, Halark, was born in
1087.

At age 7, Cyranda was given the title of Marchioness of
Bogit. When she reached age 18, her mother, a breeder form
female, abdicated the Duchy in favor of her daughter, a coterie
form female.

The new Duchess devoted the next several years to her
studies and performing her Noble functions. Although she had
many suitors, she elected to remain unmarried for awhile.

While at Aquaria for the funeral of Empress Tasaria,
Duchess Cyranda met the Emperor. Over the next several weeks
she had a chance to speak with the Emperor at numerous social
functions, and found that they had much in common. When the
Emperor's proposal arrived later that year by special courier, she
immediately accepted.

Several attempts were made on her life as she travelled
to Aquaria for the wedding. These were later discovered to have
been made by an organization controlled by the estranged Prince
Uri, who apparently did not want any chance of another heir being
born.

The Duchess became Empress on 200-1110, and
relinquished her duchy to her oldest brother. On 319-1111, she
gave birth to a son, Prince Eric, who has been designated as heir
to the throne. There is no indication at this time whether the
Royal Couple plan to have any more children.

FULANI FACTS

EDITORS NOTE: In the new Digest Group Publications
Product, SOLOMANI AND ASLAN, the systems in Fulani Sector have
been accurately positioned on the large map. What appears in the
TIMES does not coincide with those positions, and must be
considered a variant.

Aquarian Females- The genetic transformation which
produced the Aquarian race formed three distinct types of
females. The most numerous form is called the breeder because
they are the most prolific in bearing off-spring. The second type
is the hunter which has a severe hormonal reaction to
impregnation that makes them homicidal, particularly to their
mates. In civilized areas, this is correctable with medication, but
there are still hunters in the wilds of some worlds. The third type
is the coteriesans. Though fewer in number than the other types,
these are physically the most similar to the Aquarian males, and
are generally given higher social status than the other types of
females.

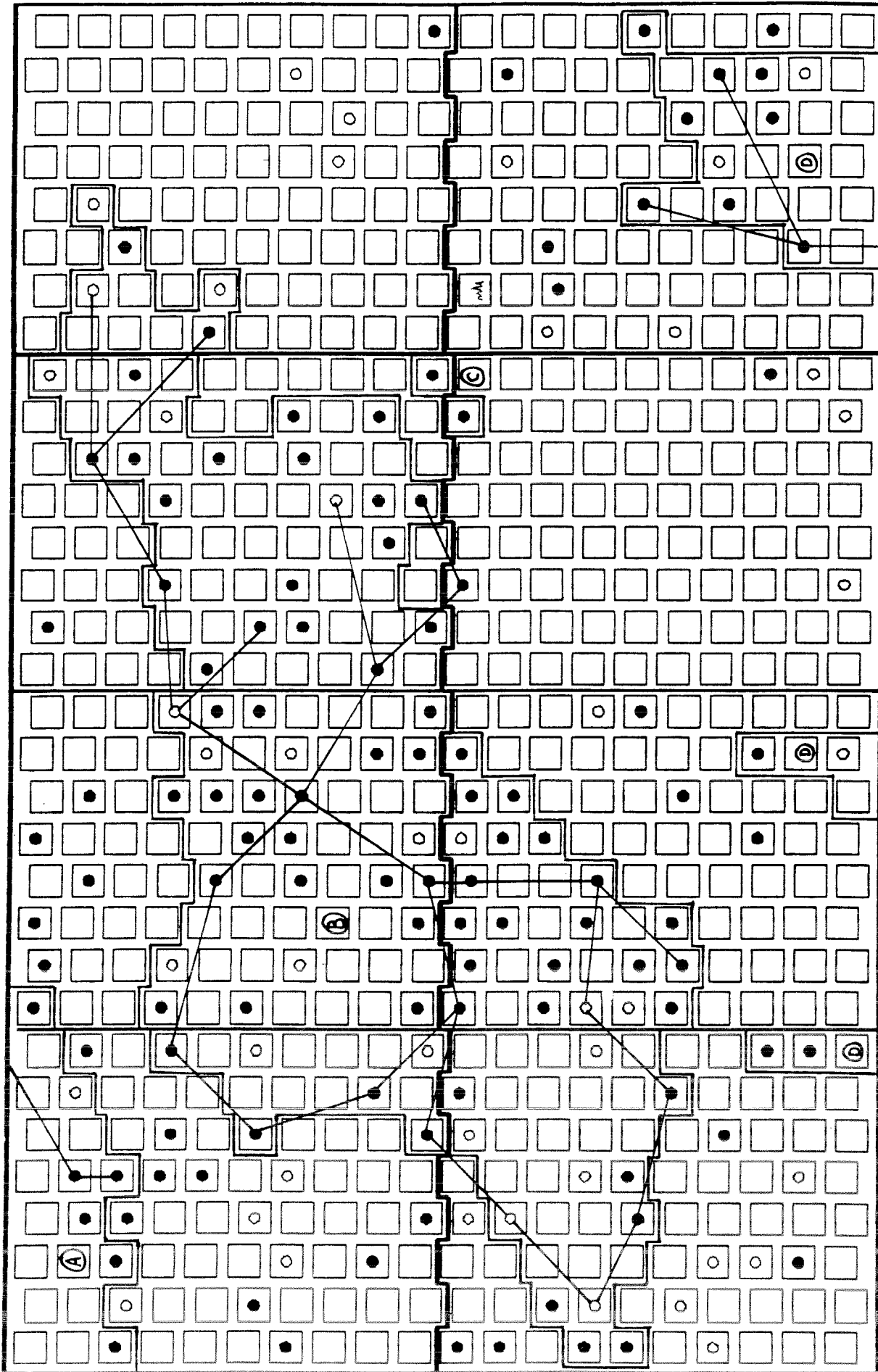
Jubilex- A large carnivorous sea creature. Many Aquarian
males attempt to prove their manhood in a ritual whose origins are
lost in history. The ritual involves placing a tag on one of Jubilex's
dorsal fins. There are probably as many skulls on Jubilex's horny
head as there are tags on its fins.

Tenkeeri- A traditional Aquarian pole arm resembling a cross
between a glaive and a bill-hook.
POLEARM PEN BLOCK DAMAGE
Tenkeeri 6 2 3

UPPER FULANI SUBSECTORS

A-Alea B-Aquaria C-Bilahew D-Lythgoe
E-Rosorky F-Cormorant's Rift G-Kasaku
H-Vanguard

VEHICLE SHEET NOTES: These vehicles are derived
from vehicles found in 101 VEHICLES by DGP. They are intended for
use with the GEO'S VARIANT published last issue.



POLITICAL REGIONS

- (A) SHADLSANTI CONSULATE
- (B) IMPERIAL ASSC. OF AQUARIAN FREE WORLDS
- (C) KASAIKAN STATE
- (D) PRATEREAX EMPIRE

UPPER FULANI

DARK RIVER DATA

EDITORS NOTE: In the recent DGP product, SOLOMANI AND ASLAN, the stars of IPHEGENIA Sector have been accurately mapped. This is the sector which I have called DARK RIVER - the local name for the sector. However, the positions DARK RIVER: A SECTOR DIVIDED, the MGE publication, do not correspond with those found in SOLOMANI AND ASLAN. Therefore, since the latter is a licensed product, the information in DARK RIVER and the TIMES must be considered to be a variant.

OFFICIALS OF THE NUROM REDEFINED UNIVERSAL CHURCH

SUPREME PROPHET- The highest official of the church, and consequently the ruler of the Va'can States. The Supreme Prophet is selected from the membership of the college of prophets by the council of four. The selection must be unanimous. The current Supreme Prophet is Anthony XXIII.

TARKON- The intelligence and counter espionage organization of the Va'can states which performs both overt and covert missions. The head of the Tarkon reports directly to the Supreme Prophet.

COLLEGE OF PROPHETS- A body of varying size that serves as advisors to and emissaries for the Supreme Prophet. The senior member of the college must remain on Nurom and will assume the duties of the Supreme Prophet in case of his death until a new Supreme Prophet is chosen. While this body does not have any official power, their recommendations have a strong influence on the lower echelons in the power structure.

COUNCIL OF FOUR- A body of four senior church leaders. Each is responsible for one quarter of the systems in the Va'can States. Council members are selected from the Keepers of the Holy Word. The council is also known as the Quad, and its members are known as Quaternians.

KEEPERS OF THE HOLY WORD- These church leaders are the senior church members on their particular world. The Va'can States allows member worlds to have their own form of government, but each government must have the office of Keeper included in it. While the Keepers are not rulers of the worlds, they do monitor the worlds' governments to ensure compliance with Va'can policies and laws. If a government violates a law and does not respond to a Keeper's request for correction, the Keeper can disband the government and replace it as the world's leader. Since the Keepers have the backing of the Va'can military, this measure is not often needed.

SAVERS OF THE HOLY WORD- These are the church leaders who have the most direct contact with the people. The Sayers perform the services of the church. If a city is particularly large, a Senior Sayer will supervise all the Sayers in a particular city. Because of their leadership and administrative abilities, Senior Sayers are often the leaders chosen to become Keepers.

CHAPLAINS- Chaplains serve a function similar to the Sayers, but serve on starships. Every Va'can Navy vessel is required to have a Chaplain as part of its wardroom. All chaplains learn piloting as part of their training, and can replace a vessel's captain if necessary. Merchant vessels are not required to have a chaplain on board, but the owners of larger liners will often hire a chaplain to minister to their passengers. Their salary is often a token amount as all church leaders work for and are paid by the church.

HOLY WORD- The collection of religious and philosophical writings that form the core of the beliefs of the Nurom Redefined Universal Church. Since the original membership of this order emigrated from Terra prior to the Long Night, many ancient Terran texts are included in these writings. The original manuscripts are located in a museum on Nurom. Archaeologist from distant worlds travel to the museum to study these texts.

VA'CAN PATROL FRIGATE MOSES CLASS

CRAFT ID: Patrol Frigate, Type FP, TL 14, MCr 353.829 (283.1 at 80%)

HULL: 540/1350, Disp=600, Config=4SL, Armor=40G, Unloaded=10,125 Tons, Loaded= 12,267 Tons

POWER: 67/89, Fusion= 6000 Mw, Dur=30/240 (60/480 at 1/2 pwr)

LOCO: 32/43, Jump=3
41/54, Man=2, NOE= 40 kph, Cruise= 750 kph, Top= 1000 kph, MaxAccel= 2 G's, Agility= 1

COMMO: Radio=System x 2, Maser=Far Orbit

SENSORS: Neutrino=10kw, Densitometer=100m ActEMS=Far Orbit, PasEMS=interstellar, ActObjScan=Rout, ActObjPin=Rout, PasObjScan=Rout, PasObjPin=Diff, PasEngScan=Simp, PasEngPin=Rout

OFF: BLaser=x05, Missile=x05
Batt = 1 Batt = 1
Bear = 1 Bear = 1

DEF: DefDm = +6

CONTROL: Comp=4 Fibx3, Panel=HoloLinkx454
Special=HeadsUpHoloX,4
Env = Basic Env, Basic LS, Ext LS, Grav Plates, Inert Comp, A/L x 3

ACCOM: Crew=19(Bridge-2, Engineer-3, Gunnery-7, Flight-2, Command-3 (Includes Chaplain), Steward-1, Medical-1) Small Stateroom =14, Bunks =15, Low Berths =4, Subcraft = Ship's Boat

OTHER: Fuel=4024.8 kl, Scoops, Cargo=352.5 kl, ECP
Fuel Purification=24 Hours, Mag=15 Battery Rounds (Nuclear), ObjSize = Large, EMLevel = Mod

The Moses Class Patrol Frigate is a general duty vessel which was designed to serve beyond the border of the Va'can States. It has 10 staterooms for additional crew or passengers. It also has a modest cargo capacity of 27 displacement tons. At half power, this vessel can still use its full maneuver and its missile battery. The extended time gained thus makes this vessel useful for blockade and interdiction duty.

TASK LIBRARY

Sensor Tasks (Difficulty based on range).

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

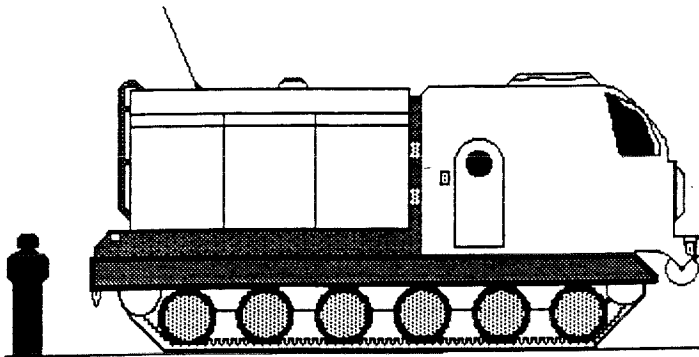
PasObjPin (Passive sensor pinpoint of located objects)
M L UL D VD RG CN PL FO XO+
- S S S R R D F I -

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

TRACKED ATV

The tracked ATV is a multi purpose vehicle often used for planetary exploration. It is equipped with long range accomodations for crew and passengers.



Cruise Speed: 120/70
 Com Move: 120/70
 Fuel Capacity: 20,000
 Fuel Cons: 12.5

Combat Statistics

Config: Std HF: 8
 Susp: T:4 HS: 8
 HR: 8

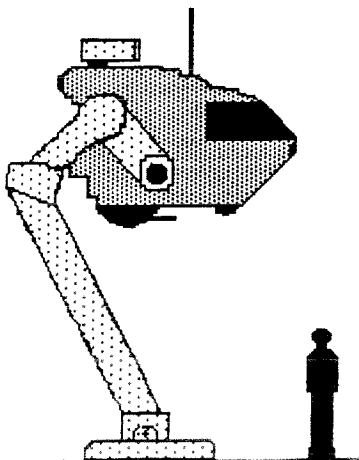
TL: 10
 Price: CR 1,146,700
 Fuel Type: Hydrogen
 Load: 57 Tons
 Veh Wt: 49 Tons
 Crew: 2 + 4 Mnt: 3
 Sensors: Passive EMS = V,Dist
 Active EMS = V,Dist
 Night Vision: Headlight, Act/Pass IR,
 Light Amplification
 Image Enhancement
 Radio: Continental

DAMAGE RECORD

Crew Members: Driver Commander
 Passengers: 1 2 3 4
 Sensors: ActEMS PassEMS Headlight
 Radio:
 Computer:
 Power Plant:
 Fuel (% consumed or destroyed)
 Suspension: Minor Damage Immobilized

COMBAT WALKER

The combat walker is a unique vehicle designed for infantry support. While it is reasonably useful in that capacity, its vulnerability to heavy weapons and its general expense make this a rare vehicle.



Cruise Speed: 200/60
 Com Move: 200/60
 Fuel Capacity: 10,000
 Fuel Cons: 20

Combat Statistics

Config: CIH TF: 20 HF: 20
 Susp: Legs TS: 16 HS: 16
 L:6 TR: 14 HR: 14

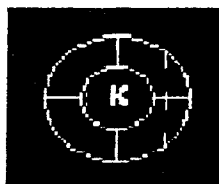
TL: 12 Price: MCr 13.98
 RF: +4 Stabilization: Good
 Armament: Beam Laser, MRL
 Fuel Type: Hydrogen
 Load: 3 Tons Veh Wt: 60 Tons
 Crew: 1 Mnt: 5
 Sensors: PassEMS=Cont ActEMS=Region
 Neut=1 Mw Dens=50 Meters
 Night Vision: Headlights, Act/Pass IR,
 Light Amp, Img Enhance
 Radio: Continental Maser: Continental

WEAPON DATA

Weapon	Rnd	ROF	Dam	Pen	Mag	Rng
P.Laser	-	3	20	24	-	1250
Rockets	HE	6	C:12 B:20	0C	12	425

DAMAGE RECORD

Crew Members: Driver/Gunner
 Sensors: ActEMS PassEMS
 Neut Dens Headlights
 Commo: Radio Maser
 Computers:
 Power Plant:
 Sand:
 Fuel (% consumed or destroyed)
 Suspension: Minor Damage Immobilized



HINTS AND HARDWARE

A SERVICE TO
MEGATRAVELLER
PLAYERS AND REFS

A WORD FROM COLONEL K.

This issue the Colonel brings you another Solomani Warship. With the attrition of the war, and the length of time it takes to build capital ships, ships of this size often form the bulk of later fleets.

SOLOMANI DESTROYER VALIANT CLASS

CRAFT ID: Destroyer, Type DD, TL 14,
MCR 3020.6

HULL: 4500/11250, Disp=5000,
Config= 3SL, Armor=43G,
Unloaded= 63005 Tons,
Loaded= 67828 Tons

POWER: 870/1160, Fusion= 78300 Mw,
Dur=20/60

LOCO: 338/450, Jump=4
540/720, Man=3, NOE= 40 kph,
Cruise= 750 kph, Top= 1000 kph,
MaxAccel= 3 G's, Agility= 2

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

SENSORS: EMMask, Neut=10kw x 2,
Dens=250m x 2, Radio Jam = Sys,
EMS Jammer = Far Orbit,
ActEMS=F.O. x 2, PassEMS=IS x 2,
ActObjScan=Rout, ActObjPin=Rout,
PasObjScan=Rout, PassObjPin=Rout
PasEngScan=Simp, PasEngPin=Rout

OFF: Msl=x90, PartAcc=050, BLaser=xx4
Batt = 1 Batt = 1 Batt = A
Bear = 1 Bear = 1 Bear = A

DEF: DefDm = +10, NucDamp=1,
Sand = xx7, Meson Scrn=2
Batt = 2
Bear = 2

CONTROL: Comp=8Fibx3, Panel=HoloLinkx150
Special=HeadsUpHoloX5, LgHoloX3,
Env = Basic Env, Basic LS, Ext LS,
Grav Plates, Inert Comp

ACCOM: Crew=18 x 5(Bridge=8, Eng=11,
Maint=2, Gny=27, Flt=6, Troops=20,
Cmd=12, Frzn=17, Med=3)
Bunks=72, Stateroom=20, Low=17,
EmLow=5, Subcraft=Armed Gig x 2

OTHER: Cargo= 2180kl, Fuel=37755 kl,
Mag=10 Btty Rounds(Nuke), Scoops,
Fuel Purification=24 Hours, ECP,
ObjSize=Large, EMLevel= Faint

The Vallant Class Destroyer is a top of the line warship. This vessel has a good mix of offenses and defenses allowing it to withstand significant damage. Its combat capabilities are increased through the use of redundant sensor systems, which allows rapid recovery in case of a sensor hit or casualty. The Valiants have served the Solomani Navy well, and will continue to do so as the war against the Imperial Fragments winds down.

QUICK REVIEWS

RATING SYSTEM

- ✓ - 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

NAUTICAL/AVIATION GUIDE

Loren Wiseman \$12.00
Players Use ✓✓✓ Referee Use ✓✓✓✓
Artwork ✓✓✓ Content ✓✓✓
Overall ✓✓✓
A supplement to the TWILIGHT:2000 2nd Edition rules.

TWILIGHT NIGHTMARES

Game Designers' Workshop \$12.00
Players Use ✓✓ Referee Use ✓✓✓
Artwork ✓✓✓ Content ✓✓✓
Overall ✓✓✓
A collection of scenarios for TWILIGHT:2000 2nd Edition rules.

DARK CONSPIRACY

A GATHERING EVIL

Michael Stackpole \$4.95
A novel based in the Dark Conspiracy universe. Well written, this is an enjoyable novel in its own right as well as serving as a means to get the feel for the Dark Conspiracy background.

HEART OF DARKNESS

Lambards \$10.00
Players Use ✓✓ Referee Use ✓✓✓
Artwork ✓✓✓ Content ✓✓✓
Overall ✓✓✓
An adventure for Dark Conspiracy.

DARK TEK

Chuck Gannon \$12.00
Players Use ✓✓✓✓ Referee Use ✓✓✓✓
Artwork ✓✓✓ Content ✓✓✓✓
Overall ✓✓✓✓
An equipment supplement for DARK CONSPIRACY. Highly recommended for referees of that game.

NEW ORLEANS

Haddock \$10.00
Players Use ✓✓ Referee Use ✓✓✓
Artwork ✓✓✓ Content ✓✓✓
Overall ✓✓✓
An adventure for DARK CONSPIRACY.

MEGATRAVELLER

CORPORATION BUILDING

SEEKER GAMING SYSTEMS \$12.95
Players Use ✓✓ Referee Use ✓✓✓✓
Artwork ✓✓✓1/2 Content ✓✓✓
Overall ✓✓✓1/2
Floor plans in 25mm scale of a corporate office building.

MEGATRAVELLER II: QUEST FOR THE ANCIENTS

Paragon Software \$44.00
Players Use ✓✓✓✓ Referee Use ✓✓
Artwork ✓✓✓1/2 Content ✓✓✓1/2
Overall ✓✓✓
The second MEGATRAVELLER computer adventure. An improved program with an excellent character generator which includes all 18 character types and allows creation of Vargr characters.

CYBERTALK

CLASSIC BITS FOR YOUR CYBERPUNK CAMPAIGN

CYBERPUNK is still a young sub-genre in science fiction. Consequently, there is not a substantial opus of literature in that sub-genre. In fact, anyone who can read a book a week can probably read all the main line Cyberpunk books, as well as those books which could be classified as marginally Cyberpunk, within a year's time. Of course, most of us do not have the time to devote to a reading program of such intensity. Therefore, I have extracted some classic bits from the books that I have read in order to share them with you. Included with each is one or more suggestions on how to incorporate that particular bit into your Cyberpunk game. These will be general so that they may be used with any game system set in the Cyberpunk genre.

GLOBAL COMMUNITY

As world travel has become faster and more economical, national boundaries tend to have less of a significance than before. While still holding citizenship in a particular country the average cyberpunk character is well travelled. Furthermore, while English is becoming a universal language, the average cyberpunk character is generally fluent in another language, quite often Japanese, as well as having a good understanding of street slang.

Another factor making the world seem smaller is the advance in global communications. In a recent conflict, reporters were telecasting live reports during a bombing raid in a city half way across the world. The information age is clearly upon us, and logical extrapolations suggest that this trend will continue.

Multi-national corporations also give the effect of a global community, but we will discuss this more later.

GAMING SUGGESTION- Set your game in different places around the world. Have the characters going from place to place or making contacts in foreign lands. Include a foreign contact, but one who cannot speak English, forcing the characters to use their language skills, or hire an interpreter.

DISREGARD FOR LIFE

Cyberpunk writers see world crowding continuing to increase, and along with that an increase in urbanization. With life being so abundant, there will be many who consider life as disposable. This is often true of the less scrupulous Megacorps who will experiment with a product on the human masses with little regard for any damage or death that may be caused by their actions. These attitudes will also reach down to the common man as well, producing a rise in violent crimes.

GAMING SUGGESTIONS: Have a news item or scenario related to "marketing research" by a large corporation. During random interludes during the game, have a random act of violence happen in the vicinity of the characters, who may even be the target of the random violence. But then, can they ever be sure it was totally random?

MEGACORPORATIONS

Even today, we see the continued growth of large corporations. Corporations merge to form larger corporations, and as corporations gain foreign holdings. Cyberpunk writers extend this trend to the near future where corporations are multi-national entities. Some are large enough to be considered nations if all their holdings were consolidated into one place.

These same writers feel that these large corporations will come to consider themselves a law unto their own, and not have much regard for the laws of their host nations. Indeed, some may well finance a change in government in a host nation to form a new government with laws more beneficial or profitable to the sponsoring corporation. Also, with the cost of housing spiraling upward, and the incidence of crime increasing, part of a corporation's benefits will often be provided housing in a secured zone.

GAMING SUGGESTIONS- Corporations will often be the patron or enemy of the characters. A corporation's goals might be contrary to the characters' goals, but the could be totally insignificant to the corporation. The actions of a corporation could indirectly interfere with the characters' goal.

STRATIFICATION

Cyberpunk writers visualize the gap between the have's and the have not's as continually increasing. A significant segment of the population will be unemployed. Some will live on welfare, many will get what they can by whatever means they can. Their writing is filled with sharp contrasts between the clean, well-lit, corporate zones, and the filthy, darkened, urban sprawl.

GAMING SUGGESTIONS- To help set the mood of the game describe in vivid terms the degenerated urban sprawl and its citizens. Then, if they have an opportunity to enter a corporate zone, describe its cleanliness and security. The players cannot help but to notice the difference, even if you don't mention that there is a difference.

THE MEAN STREETS

The factors of disregard for human life and social stratification will make life extremely hazardous for those on the outside. Those making a living on the streets of the urban quagmire are tough, streetwise, and know how to fight, if only to defend themselves from the other denizens of this concrete jungle. The writers speak of large regions of the urban zone which are unpatrolled warrens of lawlessness. These are often called Combat Zones, and it is fitting since the sounds of fighting and small arms fire frequently fills the night.

GAMING SUGGESTIONS- Things should constantly be happening around the characters which has no bearing on what they are doing. As they travel by the combat zone, describe the sights and sounds. Occasionally make it necessary to travel into the combat zone.

ON THE EDGE

The nature of the business of the average Cyberpunk character usually makes enemies for him. Very often these are powerful enemies with far reaching resources. This presents a great danger to these characters. Then the areas in which they operate are usually outside the controlled zones of the city, which adds an element of danger not related to the task at hand. All these dangers mean the Cyberpunk character has to always be on the alert and never staying in one place too often. Having several identities also helps, but still, he must always be alert.

GAMING SUGGESTIONS- This suggestion has been mentioned in most Cyberpunk game systems that I have seen: keep the characters moving. Don't let them have time to rest. Have a number of random encounters prepared for slow times in the game, but do not reveal that it is just a random encounter. Also, not every encounter has to be hostile. The occasional friendly benefactor will keep your characters off balance, possibly even making them think before shooting.

ONE FOR ONE AND NONE FOR ALL

Alliances in Cyberpunk literature are usually short lived and usually between a small group of characters. Trust is not a common thing in the Cyberpunk future. Characters living on the edge will tend to look out for themselves first. While this is very true, a significant theme in much of Cyberpunk literature is the protagonist rising above society's attitudes and actually caring for other humans. Such caring will cause personality conflicts in the character, but this is the stuff good role playing is made of.

GAMING SUGGESTIONS- Have the occasional corporate employer betray the characters, or work toward some unrevealed goal which is not conducive to either the Corporation or characters.

CONCLUSION

These are some of the more common bits used to set the background in Cyberpunk stories. Any referee reviewing the list can think of many others to enrich games. All these can work together for games which will be remembered for a long time.

⊕PARTING SHOTS⊕ SUNDAY MORNING REFEREES

BY KATE LEBHERZ GELINAS

Have you ever wondered what makes some people think they know more about how to do something than those who are actually trying to do it? For example have you ever wondered what makes the average couch potato think he could throw a football better than Joe Montana?

You know the type, we tend to call them Monday Morning Quarterbacks - always hanging around the water fountains or coffee pots, often with a jelly doughnut in their hand, and telling anyone within earshot, which given the volume of some of these folks is usually anyone in their particular building, how THEY COULD HAVE DONE BETTER or how IT SHOULD HAVE BEEN DONE.

We see these types in the gaming community as well, but since Saturday is a popular day for gaming, we shall refer to them a SUNDAY MORNING REFEREES.

Now mind you, unlike some (okay a very few) Monday Morning Quarterbacks who may have had some experience throwing a football, most Sunday Morning Referees have NEVER run a game as a referee. At this statement I am sure that a good number will LOUDLY protest, as if they could protest any other way, that they ran a "dungeon" once. I don't really consider throwing a bunch of monsters in front of a hack and slash party as really refereeing.

Anyway, the Sunday Morning Referee is the player who will conduct a minute by minute analysis of last night's game, frequently interjecting how it could have been done differently, and usually pointing out how it could have been done better. Now I think that constructive criticism is healthy for a good campaign, however, the person who needs to hear this criticism most, even though it is not necessarily constructive, is the referee who conducted the session. But to no one's great surprize, the referee seldom if ever hears the comments of the Sunday Morning Referee.

Just as unfortunate is the fact that the Sunday Morning Referee is usually not careful where he makes his running criticism, and often turns potential players away from role playing.

It would be just and fitting punishment for the Sunday Morning Referee if he were made to sit down and actually run a game, preferably with the real referee as one of the players. Then the Sunday Morning Referee would know that it takes a bit more than rolling dice to conduct a good game.

Alas, though, I don't think we can get this entered into the penal code of any state, much less the nation at large. So what can be done about the Sunday Morning Referee?

First, and foremost important is not getting involved in his little complaint session.

Ignoring the Sunday Morning Referee is a good idea, but given their general volume it is often difficult. If you were also a player in the game in question, you can serve as a counterpoint to the complaints fielded, and if done in a rational, controlled manner, you will seem to exceed the Sunday Morning Referee in intelligence and couth.

The Sunday Morning Referee will usually find some excuse to counter any recommendation that he actually referee a game. If you listen careful to his excuse, you can usually find an argument to discount the Sunday Morning Referee's authority. For example if he says "I don't know the rules that well", then you can reply, "If you don't know the rules, then by what basis can you judge the referee who does know the rules?".

Given the typical ego of the Sunday Morning Referee, this may not work, but it is worth a try. A method which is a bit more extreme would be to simply exclude the Sunday Morning Referee from games. True, he will probably find something else to complain about, but it may not be doing any damage to the hobby.

GENERAL

CHALLENGE #51

GAME DESIGNERS' WORKSHOP	\$3.50
Players Use ✓✓✓	Referee Use ✓✓✓
Artwork ✓✓✓✓	Content ✓✓✓
Overall ✓✓✓1/2	

Includes the usual assortment of articles.

CHALLENGE #52

GAME DESIGNERS' WORKSHOP	\$3.50
Players Use ✓✓	Referee Use ✓✓✓
Artwork ✓✓	Content ✓✓✓
Overall ✓✓1/2	

An interesting CONTACT but otherwise not much useful.

CHALLENGE #53

GAME DESIGNERS' WORKSHOP	\$3.50
Players Use ✓✓✓	Referee Use ✓✓✓✓
Artwork ✓✓✓	Content ✓✓✓✓
Overall ✓✓✓1/2	

Includes first installment of WET NAVY for MEGATRAVELLER.

CHALLENGE #54

GAME DESIGNERS' WORKSHOP	\$3.50
Players Use ✓✓✓	Referee Use ✓✓✓✓
Artwork ✓✓✓	Content ✓✓✓✓
Overall ✓✓✓1/2	

Special HORROR issue. Second WET NAVY installment.

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 the TIMES.

UNITED STATES OF... VLAND?

The TIMES apologizes that the promised answers did not appear in this issue. We will try to include them in a future issue.

ERRATA

In last issues TIMES, it was stated that energy weapons fire every combat round. Correct that to read every phase.



COMING EVENTS

MarsCon- January 17-19- Held in Virginia Beach. This Science Fiction convention is largely a relaxation but also includes gaming. The Editor of the TIMES may 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: Coming in December will be **HARD TIMES** for MEGATRAVELLER, the **GAZETEER** for MERC-2000, and the second **DARK CONSPIRACY** novel, **EVIL ASCENDING**. The **DIASPORA SOURCEBOOK** is currently scheduled for a February release. "STAR VIKING" is still on track for next summer; see this issue's **FORWARD OBSERVER** for more details.

CHALLENGE 55 should be sent to subscribers soon, and **CHALLENGE 54** 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, **AL**. As of November they announced they will be discontinuing their MEGATRAVELLER line to concentrate on **AL**. Their last two MEGATRAVELLER products will be **MTA 2: ASLAN AND SOLOMANI**, and **MTJ-3**, scheduled to appear 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

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NEW ADDRESS FOR THE TIMES

TERRA TRAVELLER TIMES
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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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TABLE OF CONTENTS

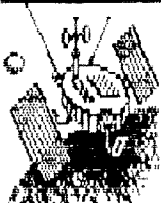
ADS and Announcements	9
Cybertalk	8
Dark River Data	5
Forward Observer	2
Fulani Facts	3
GNS	2
GEO'S VARIANTS	
Aquarian Nobility	3
Upper Fulani Sector Map	4
MEGATRAVELLER/TWILIGHT-2000 Vehicles	6
Hints and Hardware	7
Parting Shots	9
Quick Reviews	7
Spacer Sam	2

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

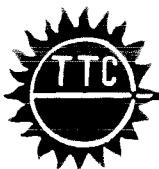
Ad space per issue costs as follows: 1/8 page- \$1.00, 1/4 page- \$2.00; 1/2 page- \$4.00; and full page- \$8.00.



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GAMING IN THE FUTURE

