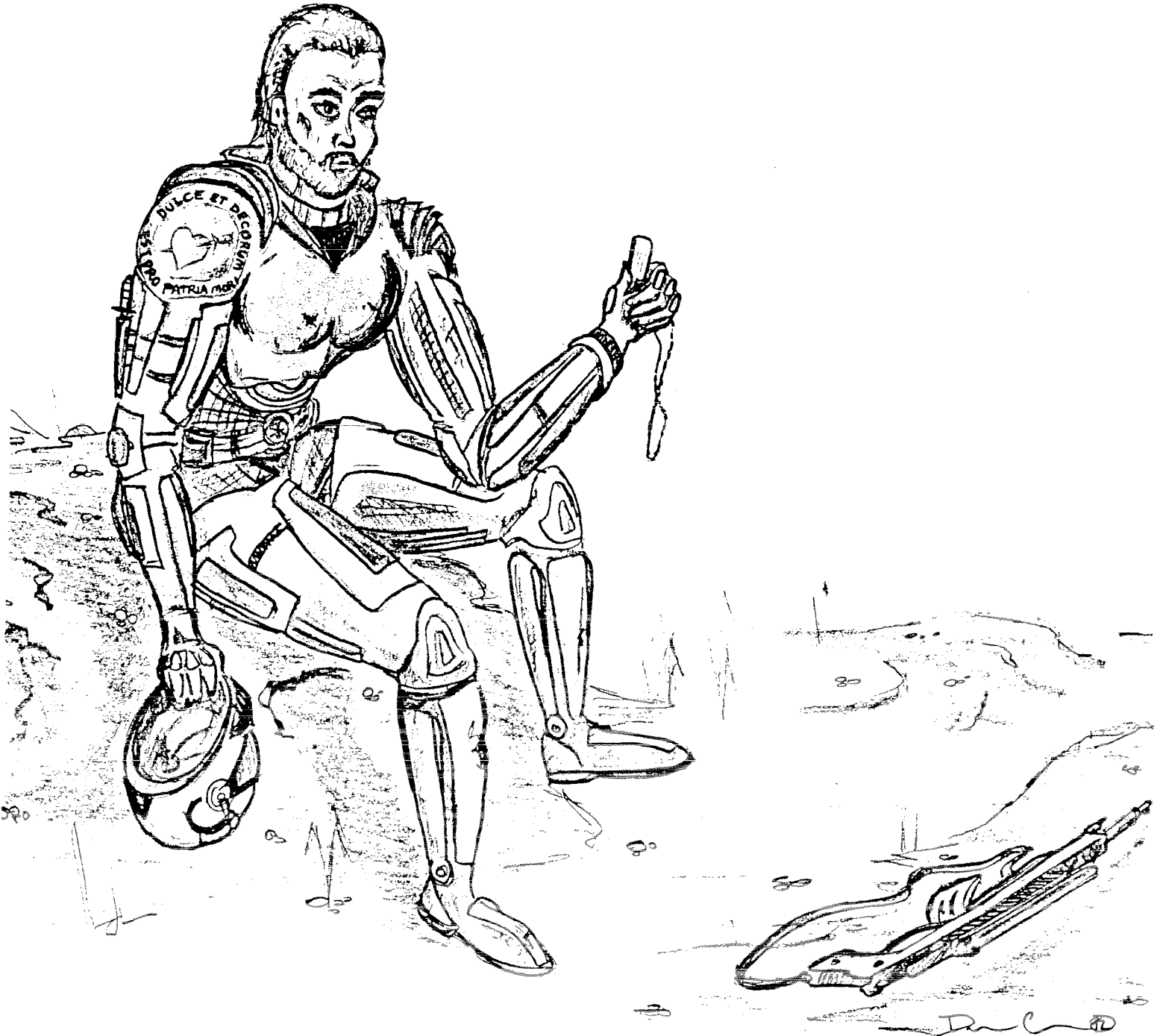


# Terra Traveller TIMES



# ⊕ FORWARD OBSERVER ⊕

AN EDITORIAL BY MARK "GEO" GELINAS

## HOW ROLE PLAYING IS BETTER THAN TELEVISION

In this article I am probably going to commit one of the great heresies of all time. That is to suggest - no - insist that playing role playing games is better for people than watching television.

This goes against the grain of those who would have people passively sit by and accept whatever is fed them through the visual plate. Even the extremist who don't like either television or role playing games would probably disagree feeling that television is the lesser of two evils.

Now I am not going to say that television is totally worthless, it does serve as a good monitor for one's UCR. Seriously, though, there are a number of informative and interesting programs on television. Record them on your VCR and watch them when there is not a game going on.

There are three primary reasons for my assertion that role playing is better than television. They are listed below:

### INTERACTION

Role playing provides greater opportunity for social interaction than television does. While it is true that you can get a group of friends together to watch a sporting event or special program, there is usually very little interaction with one another as attention is generally focussed on the television. Television is driving, constantly moving forward, and demands almost constant attention. With television, you can either watch the program or socialize. You can't do both without losing some from one or the other. Role playing is far more flexible in this aspect.

With role playing, social interaction is happening all the time on two separate levels. The first level is interpersonal as players talk amongst themselves. As referee I realize that games are social occasions, that players are going to talk about things other than the game itself, and allow extra time for that.

The second level is a bit more subtle, happening between the characters themselves. While it ideal that the character's personality be entirely separate from that of the player, we know that this seldom occurs. The players' personalities bleed over to a greater or lesser extent into that of the characters they are playing. Therefore even if a game is all "business" and no cross talking, social interaction happens.

### INVOLVEMENT

Role playing provides opportunity for personal involvement in activities rather than the passive viewing of them. While watching a program, you can empathize with what is happening to the character, and even remotely experience those events. In role playing, you are directly involved with the character as much as you want to be. Indeed, the more you become involved with your character, even to acting out speeches and mannerisms, the better the game becomes.

YOU see what the character sees! YOU know (for the most part) only what the character knows! YOU make the decisions for the character rather than watch a character on the screen make one bone headed move after another. YOU live the adventure rather than watch it as it moves past you.

### IMAGINATION

Role playing exercises the imagination more than watching television does. Television puts it all before you, you don't have to imagine much. The referee, however, is limited in the amount of "special effects" that are available, therefore the players have to exercise their imaginations.

The exercise in imagination goes beyond picturing in your mind what the referee is describing. You have to imagine what your characters looks like, what habits they have, how they talk, and so forth. Even the character creation process invokes more imagination than the average television show, because as your characters are created, you start to picture them in your mind whether you realize it or not.

The more imagination you put into the game, the better it becomes, the more enjoyable it is. Therefore, role playing encourages the use of imagination.

Thus we can see that in at least three important areas, role playing is better than television.

## SPACER SAM SEZ:

Sign only when sober!



## GNS

### EMPEROR EMBARKS



**Aquaria/Aquaria: 089-1113:** Emperor Gengar departed Aquaria today on his trip around the Empire. The Emperor is escorted by the Empress and a large entourage. About 0800 Capital time, with much fanfare, the Royal Couple boarded a shuttle which took them to the Imperial Yacht in orbit.

The Imperial Yacht, the AQUARIAN MOTHER, is built to perform Jump-2 operations, because many areas of the Empire can only be reached by Jump-2. Some speculate that this yacht, which was only recently commissioned, was specifically built to demonstrate to the peoples of the frontier worlds that the Emperor cares for them as well. All of the older "core" worlds can be reached by a Jump-1 vessel.

The tour is expected to last the better part of a year. The first full stop will be the vital communications facilities at Jioji. The Emperor and his entourage are expected to arrive there in about 3 weeks.

### MEMBER MISSING

**Tonasea/Armor: 092-1115:** A spokesperson for the Imperial Navy announce today that one of the staff of the research station on the interdicted world of Tonasea has turned up missing. Captain Stirkle of the close escort TOLKA noted that no vessels were observed to have left the planet. Professor Browlard, the researcher in question had been working his regular shift in the research area. When his relief showed up, he was not there. A quick investigation revealed that he was not anywhere to be found in the research complex, and all the station's environment equipment was still in the lockers. While the research at this station is confidential, some speculators fear that Dr. Browlard somehow unleashed the same mechanism that caused the original colonists to disappear. Detractors of this theory speculate that the Doctor smuggled environment gear into the base and is now waiting for pick-up somewhere outside the complex. The Navy has stated that its patrol vessels have increased their sensor sweeps, and an intensive ground search is underway.

### TRADER TROUBLE

**Maralithe/Massila: 039-1120:** A free trader arrived at this world today overloaded with refugees. The MYSTIC RIVER refused to list its point of origin, but starport officials, who spoke with the occupants, declare they are from Diaspora. Because of the overload, there were multiple breakdowns of the life support systems resulting in several deaths. The MYSTIC RIVER has been grounded pending investigation.



# GEO'S VARIANTS

## LADY OF SHALLOTT CLASS 200 TON YACHT

**CRAFT ID:** Yacht, Type Y, TL 15, MCr 43.585  
**HULL:** 180/450, Disp=200, Config=1USL, Armor=40G  
Unloaded=1080tons, Loaded=1320tons  
**POWER:** 3/6, Fusion=738Mw, Duration=30/90  
**LOCO:** 4/8, Maneuver=1, 4/8, Jump=1, MaxAccel=1G  
Agility=1  
**COMMO:** Radio=System  
**SENSORS:** PassiveEMS=Intestellar, ActiveEMS=Far Orbit,  
ActObjScan=Rout, ActObjPin=Rout,  
PasEngScan=Rout  
**OFF/DEF:** Hardpoints=2, DefDM=+3  
**CONTROL:** Computer=1 x 3, Panel=holographic link x 307  
Special=HeadsUpHolo x 2, Environ=basic env, basic  
ls, extend ls, grav plates, inert comp  
**ACCOMM:** Crew=4(Bridge=1, Engineer=1, Steward=1,  
Medical=1), Stateroom=13(1 double stateroom  
suite), SubCraft = ship's boat, air/raft, ATU  
**OTHER:** Cargo=148.5kiliters, Fuel=536kiliters, Purification  
Plant, ExtraFuel=54kiliters, ObjSize=Average,  
EMLevel=Faint

A yacht is a noble's plaything, used to entertain friends and undertake political and commercial missions.

**MODIFICATIONS:** The above entry is for a standard yacht. The LADY OF SHALLOTT can easily be modified. If the owner gets rid of the ATU, he gains an additional 13 tons as cargo space. The owner can add two turrets, a twin beam laser and a triple missile turret. The power plant has sufficient energy to use these weapons, but it reduces the Agility to 0. This gives it a Laser factor of 3 and a Missile factor of 3. Each is a single battery and each can bear on any target.

## LADY OF SHALLOTT CLASS DECK DESCRIPTIONS

### UPPER DECK

1. **ACCESSWAY-** This space provides access from the bridge to sensor space which is in the forward end of the middle deck.
2. **BRIDGE-** The control center of the ship. Two acceleration couches occupy this space, one for the pilot and one for the navigator. The pilot's station has repeaters for engineering controls, and the navigation station has the ship's communications equipment and primary sensor readouts. The pilot can call up whatever sensor readings are needed, or computer images based on compiled sensor readings.
3. **DAY CABIN/FIRE CONTROL-** This particular class of yacht comes unarmed, but some owners like to arm them, and this is becoming more prevalent during the current crisis. On unarmed versions, this space is used for the captain's day cabin. On armed versions, the fresher is removed and fire control equipment is placed in this room.
4. **COMPUTER ROOM-** The central portion of the ship's computer is located here. There is also a console for routine maintenance operations on the computer.
5. **STATEROOM-** This is a crew cabin, and not as luxuriously appointed as the ones for the passengers. However, serving on a yacht does have its benefits, and these staterooms are decorated more like passenger staterooms on regular vessels.
6. **STATEROOM-** Same as 5 above.
7. **STATEROOM-** Same as 5 above.
8. **SHIP'S LOCKER-** The main secure storage area for ship's equipment and small arms.
9. **CREW'S LOUNGE-** A place where the crew can get together, relax, and eat. The ship's main lift shaft is located on the port side of the lounge. It connects all three decks of the yacht.

10. **STATEROOM-** Same as 5 above, but somewhat smaller. Usually the junior crew member is assigned this room.

11. **PASSAGEWAY-** Connects the forward end of the ship to the Air/Raft Bay. An iris valve on the deck leads to the aft end of the passenger section. A small lift shaft lets the crew travel to engineering without passing through the passenger section. The bulk of fuel storage is to the port and starboard of this passageway. The ship's fuel scoops are located at the forward end of these tanks, and are extended when refueling operations are in progress.

12. **AIR/RAFT BAY-** Garage space for the ship's air/raft. The LADY OF SHALLOTT class comes equipped with a SKY FLOATER open topped air/raft.

### MIDDLE DECK

13. **SENSOR BAY-** The ship's active and passive EMS arrays are in this area which can only be entered from the deck above. Normally, the only time this space is entered is for maintenance purposes.

14. **OWNER'S SUITE-** A luxurious double sized stateroom for the owner of the yacht. This space is frequently partitioned off to form a sitting area and one or more bedrooms areas. The owner has access to the office without going through the reception area.

15. **OFFICE-** An office area for use by the yacht's owner. A small communications console allows the owner to communicate without having to go to the bridge.

16. **RECEPTION AREA-** This area can serve a variety of functions. Usually, this is where the ship's steward will greet embarking passengers and direct them to their staterooms. Being near the main lounge, it can serve as a reception area for formal functions. A fold-away desk can be set up for use by a secretary/receptionist for the owner's business functions.

17. **MAIN AIR LOCK-** Most of the ship's access and egress is conducted through this air lock when the ship is docked at high port or with another vessel.

18. **MAIN LOUNGE-** A richly appointed multi-purpose room. A area of the deck is covered with natural wood making it suitable for dancing. Other functions include dining and entertainment.

19. **GALLEY-** The upper class nature of this vessel's normal passengers mandates a place where gourmet food can be prepared by a steward. This space has cooking facilities and equipment beyond those found on ordinary starships.

20. **STATEROOM-** A passenger's stateroom with a standard of luxury far above the ordinary starship's high passage staterooms.

21. **STATEROOM-** Same as 20 above. Outside this stateroom is the main liftshaft which leads up to the crew's area and down to the lower deck.

22. **STATEROOM-** Same as 20 above.

23. **STATEROOM-** Same as 20 above.

24. **STATEROOM-** Same as 20 above. Outside this stateroom is an iris valve on the deck which leads to the lower deck.

25. **STATEROOM-** Same as 20 above. The iris valve on the overhead aft of this stateroom leads to the passageway on the deck above.

26. **SICK BAY-** A small room for the treatment of passengers. In an emergency, an operating table can be set up in this room. When not occupied, the door is set on crew open, meaning that it is locked, but any crew member can open it.

27. **STATEROOM-** Same as 20 above.

28. **STATEROOM-** Same as 20 above.

29. **SECURE STORAGE-** An area with a heavy door in which sensitive items may be locked. The ship's steward controls access to this space.

30. **CARGO BAY-** The ship's 148.5 kiloliters of cargo space is located here. The cargo can be loaded from a bay door on the starboard side, or from a cargo lift on the port side. The iris valve to the passenger area is normally set on crew open.

31. **CARGO OFFICE-** Designed to serve as an admin office, this space frequently serves as storage for cargo handling tackle.

**32. PASSAGEWAY-** A connecting corridor from the cargo bay to engineering. The lift shaft off the forward end leads up to the passageway on the upper deck.

**33. ENGINEERING-** The ship's drives are located in this space. Port and starboard of the forward iris valve is the ship's life support equipment. In the starboard aft corner is the ship's fuel purification plant. Jump drive capacitors stand on the port and starboard sides of the aft air lock while the fusion power plant is in the aft port corner of the space. The maneuver drives are external to engineering on the port and starboard sides of the air lock's external iris valve.

**34. ENGINEERING CONTROL ROOM-** The ship's main engineering controls are located in this space. The engineer usually controls the ship from this area during maneuvering and jump space entry. During jump, the engineer will often make routine checks of engineering operations at the engineering control repeaters on the bridge.

**35. ENGINEERING AIR LOCK-** A small air lock designed to allow exit from the ship for engineering maintenance work.

## LOWER DECK

**NOTE:** This lowest deck is 4.5 meters in height in order to accommodate the ship's boat and the ATU.

**36. ATV RAMP-** Clamshell doors open at the forward end of this deck and this ramp allows the ATU to exit the ship. Since the standard ship's boat, such as the one this ship carries, cannot hold the ATU, the vehicle can only exit this way.

**37. ATV BAY-** This space is the garage and maintenance space for the ship's ATU. This vessel comes equipped with the PERMAX class tracked ATU. The ship's forward landing legs are on the port and starboard sides of this bay's exterior. Since the yacht can only land on airless worlds, the ATU does not get much use. It is not uncommon for the owner to sell the ATU and use this space for more cargo, which effectively doubles the vessel's cargo capacity.

**38. ASSEMBLY AREA-** The entry point into the ship from the ship's boat. A mating collar allows passengers to move from the ship's boat to this area without passing through vacuum. The ship's main lift shaft is in the forward port corner of this area, and the iris valve in the overhead leads to the passenger section.

**39. SHIP'S BOAT-** The yacht is equipped with a standard design 30 ton ship's boat.

**40. SHIP'S BOAT MAINTENANCE AREA-** A storage locker in the forward end of this area hold tools and spare parts for the ship's boat. There is a workbench and metal working tools in this area. Because of these items, the engineer frequently uses this area for repair of the ship's systems as well.

**41. CARGO TRANSFER AREA-** A sealed connection allows transfer of cargo to the ship without exposing it to vacuum. The cargo lift leads directly to the cargo bay. A sliding barrier must be in place on the forward end of the lift before it will operate. When folded away, the crew has ready access to the lift which is useful for moving cargo onto the lift. A landing leg is located aft of the cargo lift.

**42. EVA EQUIPMENT STORAGE-** Racks of vacc suits are stored here and other EVA equipment such as long range thruster packs and tools.

**43. LOWER AIR LOCK-** This air lock is used for access and egress if the ship is on the ground, or for maintenance work on the ship's boat's exterior. A landing leg is located aft of this air lock.

## ADDITIONAL NOTES:

The SKY FLOATER OPEN TOP AIR/RAFT and the PEMEX TRACKED ATV are taken from 101 VEHICLES by DIGEST GROUP PUBLICATIONS. For those who do not own this book, the air/raft and tracked ATV from the IMPERIAL ENCYCLOPEDIA may be substituted.

Notes on door operations are derived from STARSHIP OPERATOR'S MANUAL VOL I also from DIGEST GROUP PUBLICATIONS.

# IMPERIAL LINES

## SUBSCRIPTION FORM

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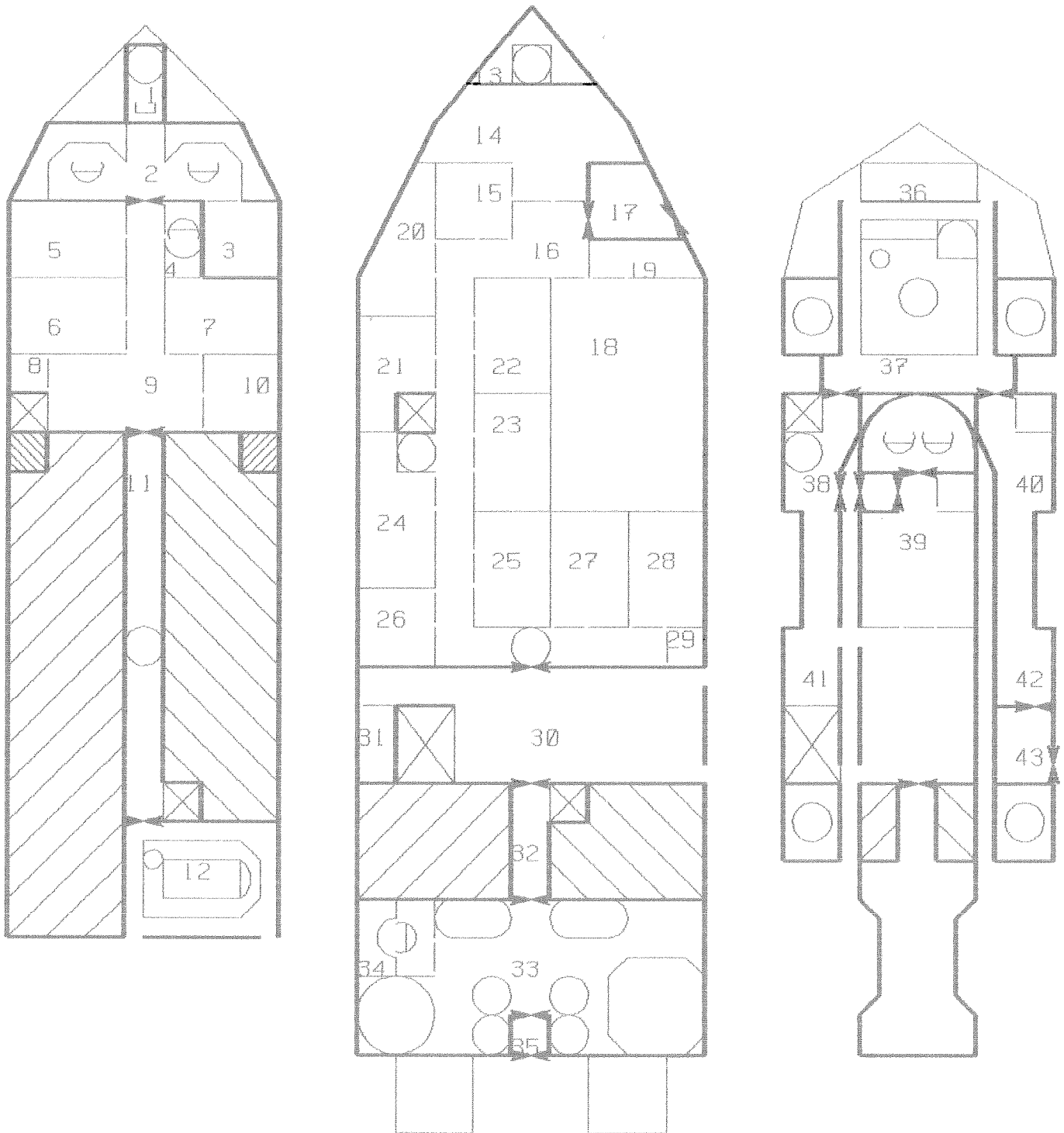
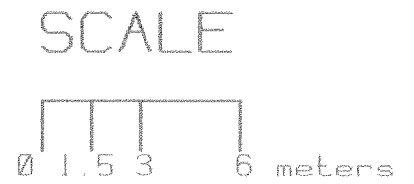
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# LADY OF SHALLOTT CLASS YACHT



## GUIDELINE FOR CREATING NEW CAREERS

This article is intended for the creation of new character careers for the TWILIGHT family of games including: TWILIGHT-2000, MERC-2000, DARK CONSPIRACY, and will probably apply to TRAVELLER: THE NEW ERA. These guidelines can be used to a lesser extent for CADILLACS AND DINOSAURS.

Since this article is intended for the TWILIGHT family of games, it will primarily give numbers for the 1D10 task system. Numbers for the 1D20 task system will appear in brackets. To illustrate the process, a new career for TRAVELLER: THE NEW ERA will be created.

When creating a new character career, you must first address several questions.

First, is a new career type even necessary. That is to ask can the career you are proposing be covered under some other currently available career. It may be that only a note or two, or the addition of a skill to a current career can make it useful for the career you propose without the trouble of creating a whole new career path.

Second, is the career one which players will select for their characters. While sanitation engineer might be a unique career, not many, if any, players would select it for their characters. You need not create a whole new career path just to create NPC's. Just write down what skills you think they should have and let it be.

Third, is the career interesting. The answer to this largely depend on the audience for which it is intended. If it is only intended for your local group, then the group's consensus is all you need. If it is intended for a larger audience, for example for publication, then it should be interesting enough to appeal to a wide variety of players. If the answer to all these questions is satisfactory, then you should proceed. For our example, we have decided that the people who maintain life support systems for cities would be in demand and offer some role playing possibilities.

### TITLE

The first thing to consider is what to call the career. The name should be general in nature to cover apply to a wide variety of situations. While IMPERIAL SCOUT would adequately describe a scout in service to the Imperium, other human interstellar governments probably have similar services, so SCOUT would be more general and appropriate. For our example, we have chosen the title, SYSTEMS ENGINEER.

### ENTRY

This section lists the prerequisites for the particular career. If it is a career anyone can enter then list "No prerequisites". Prerequisites are usually of four kinds.

The first is a requirement based on the character's attributes. While this is ordinarily a physical attribute (STRENGTH, CONSTITUTION, or AGILITY), there are instances when the other attributes (INTELLIGENCE, EDUCATION, or CHARISMA) may apply. Remember that the average character will have a value of 5 [10] in an attribute. Therefore, unless the career requires a minimum of 5 [10] then you should not list attribute requirements of 5 or below.

The second type of requirement is one of education. Determine if the career is one that would ordinarily require secondary education. If so, then list the type and level of education required.

The third type of requirement is one of skills. This requirement is usually for those careers which would ordinarily follow a different career. For example, a security guard would require small arms skill which would usually be obtained in a military career, but could be obtained through a secondary activity.

The final type of requirement is one of prior service in some type of career. For example the Mercenary career in DARK CONSPIRACY requires some prior military experience. Usually a prior career requirement is for that type of experience which could not be obtained otherwise. While small arms could be learned outside a military career, combat experience usually can not. For our example, we have determined that a SYSTEM ENGINEER requires an Undergraduate degree.

### SKILLS

At this point, I will digress momentarily and discuss number of skills. On the average, the TWILIGHT-2000 character will receive 5 [10] skills per term. DARK CONSPIRACY, with its more cinematic nature, award its characters with an average of 7 [14] skills per term.

Usually 1 [2] of these skills are from secondary activities, but careers which could allow more outside activities can provide 2 [4] skills in secondary activities. You might also consider the higher secondary activity award if the career only offers a limited number of skills. This tends to make the career a little more inviting.

One other note on skills, you should work with the skill list of the game for which you are writing the career. Be careful about adding or creating new skills.

### FIRST TERM SKILLS

This is where the career designer lists those skills which the character in the first term at this career should obtain. There is a lot of judgement call involved in this portion. First you must determine what are the minimum basic skills required to accomplish the job. Then you must determine which are the most important.

A person completing their first term of a career should be reasonably competent at their jobs, which means they should have skill levels of 3 - 4 [6 - 8] in their skills. Of course if the career has a number of basic skills, you will probably have to reduce the level to 1 - 2 [2 - 4]. [With the higher number of levels available with a 1D20 system you have a little more flexibility.]

It may be that there is only one or two basic skills required. Then you may want to award moderate levels in those skills and offer a choice between a number of other skills, perhaps representing a specialty within the chosen career.

It is possible to violate the normal skill level awards for the first term in a career and award more skill levels. However, you should use this with caution as players may tend to have their characters jump from career to career to gain the maximum possible skills without regard to character concept.

Another option to consider is eliminating secondary activity awards for the first term and using those skill levels for the first term. You should, however, justify this by explaining what the character is doing that will prevent him from pursuing secondary activities. For example a first term Doctor receives no secondary activity award, but that is because of many hours spent in intern and residency.

For our example we determine that the SYSTEM ENGINEER should receive CHEMISTRY 1 [2], COMPUTER 2 [4], ELECTRONICS 2 [4], and MECHANICS 1 [2] in his first term. This is 6 [12] skill levels, which, with the secondary level[s] makes 7 [14] for the term. While some of these levels are rather low, I have taken into account two factors - the character probably received some COMPUTER skill as a background skill, and some of the other skills during his undergraduate education. Also, I reasoned that a first term SYSTEM ENGINEER would probably be working under supervision, and therefore not require as high a level as a person who would be working on his own.

### SUBSEQUENT TERM SKILLS

Here you will be tempted to list just about every skill that there is, rationalizing that the skill COULD be used in the career. A rule of thumb that I have used that 16 to 20 different skills is a reasonable number. Some careers may offer fewer, but if you list more than 20, take a hard look at what you have listed and see if all those skills really need to be there.

You can usually eliminate skills by asking two questions. Is this skill routinely used in this career? Is this skill ordinarily taught by this career? If the answer to both is yes, then consider keeping the skill. You will find that the first question is answered "yes" more often than the second.

If you have gone through your list and you still have too many, then take a second look. Which skills are used the most often? Which skills can be picked up through secondary activities? If they are infrequently used and are available through secondary activities, then you can safely eliminate them.

Sometimes you may find that you have just the opposite problem, too few skills. If you have less than 10 skill offerings, go back and add some skills which may be infrequently used or which relate to other skills that you have listed.

One other consideration, the skills listed for first term skills should normally be included in subsequent term skills unless the first term is the only time that training is offered.

For the SYSTEM ENGINEER'S Subsequent Term Skills we have: ADMIN, COMPUTER OPS, ELECTRONICS, JACK-OF-TRADES, MECHANICS, POWER PLANT OPS, SCIENCE, SENSOR OPS, VACC SUIT, and ZERO-G ENVIRON. Since this is only 10, and we reason that the SYSTEM ENGINEER would have adequate spare time, we will allow that career only 5 [10] subsequent term skills but 2 [4] secondary activities.

## CONTACTS

The career should always have a minimum of one contact per term. Careers which have more public exposure or more travelling may gain an additional contact. Adding a third contact is one way to spice up what could otherwise be a lackluster career. However, you should be able to justify how the character could meet that many contacts.

Another thing to consider is the "foreign" contact. This could mean a person from another "country" or one with an unusual background or skill. For TRAVELLER, it could also refer to an alien contact. If the character is unlikely to come in contact with a "foreigner" then set the level at 10+ [19+]. The more likely a character is to come in contact with a "foreigner", the lower the roll should be, but 7+ [13+] should be normally be the lowest.

To determine the type of contacts, refer to other careers of the particular game for which you are designing the career. That should give you a list of different types of contacts. Select the ones which you feel would be appropriate for the career. 2 - 3 contacts different types is a good number for a career. Careers more limited in scope might have as few as 1.

In our example, we determine that the SYSTEM ENGINEER can have one contact per term, Specialist (System Engineer) or Government. The contact is foreign on a 1D10 roll of 10+ [1D20 roll of 19+].

## SPECIAL

The special is a catch-all heading for any special circumstances involved with the career. Usually this category will list the number of secondary activities allowed, if different that 1 [2]; any variance on starting money, i.e. no money for the term, double money for term or basing money on a different attribute or skill.

Special can also include any mandatory follow on careers, benefits received upon the career's end, initiative bonuses, or even the possibility of being wounded or going to jail. The items here are not the limit of the special category, but rather a description of the more common ones.

For our example, the SYSTEM ENGINEER is allowed 2 [4] secondary activities per term. Since his job is important to the community, we will also double his starting money. This also makes the career a little more attractive.

Some game systems include a little story just after the title which summarizes the job and gets the player involved into the role. I have not used any for the careers I have created, but I get the impression that TRAVELLER: THE NEW ERA will include them.

That about completes the process, the final step is to put it into a readily usable form using standard phraseology. For that refer to the game system for which you are creating the career. Give it a try, and send me a copy of the careers you come up with. If I have room, I will print some of the best in the next issue of the TIMES.

## SYSTEM ENGINEER

**ENTRY:** Undergraduate Degree

**FIRST TERM SKILLS:** CHEMISTRY 1 [2], COMPUTER 2 [4], ELECTRONICS 2 [4], MECHANICS 1 [2]

**SUBSEQUENT TERM SKILLS:** A total of 5 [10] skill levels from one or more of the following:  
ADMIN, COMPUTER OPS, ELECTRONICS, JACK-OF-TRADES, MECHANICS, POWER PLANT OPS, SCIENCE, SENSOR OPS, VACC SUIT, ZERO-G ENVIRON

**CONTACTS:** One per term, Specialist (System Engineer) or Government. On a 1D10 roll of 10+ [1D20 roll of 19+] the contact is foreign.

**SPECIAL:** SYSTEM ENGINEERS may select two secondary activities/ characteristics per term. When calculating starting money, each term as a SYSTEM ENGINEER counts as double.

# DARK RIVER DATA

In this issue, I present the major corporations of the Tonaean Empire.

## BIOSYNTHETICS AND GENETICS

### INTERSTELLAR BIOSYNTHETICS (IBIS), LIC

CEO: Denise Rhowe; Primary Products: Geneering; Home Office: Lam; Production Centers: Lam, Gotahol, Kopel

### MORHDON CORPORATION, INC

CEO: Lawrence Liirs; Primary Products: Pharmaceuticals, Geneering; Home Office: Lociad; Production Centers: Lociad, Pabuse, Raya, Sayofak

## COMPUTERS

### COMPUDYNE, INC

CEO: Sharon Ghia; Primary Products: Vehicle Computers; Home Office: Raya; Production Centers: Ite, Raya

### TONESEAN BUSINESS MACHINES (TBM), LIC

CEO: Tyrone Brakal; Primary Products: Business and Home Computers; Home Office: Ite; Production Centers: Ite, Raya

## DRIVES

### ASHTON GRAVITICS AND DRIVES, INC

CEO: Frank Ashton; Primary Products: Maneuver Drives, Anti-Grav's; Home Office: Jiwe; Production Centers: Gotahol, Jiwe, Nisami

### PHAHEM DRIVE CORPORATION, LIC

CEO: Jonathan Goodwin; Primary Products: Maneuver Drives, Jump Drives; Home Office: Phahem; Production Centers: Phahem, Raya

## FOODSTUFFS

### EMPIRE PROVISION CORPORATION (EMPROCO), LIC

CEO: Francis Keyes; Primary Products: General Foodstuffs; Home Office: Xylawar; Production Centers: Esotess, Ite, Lam, Lohor, Odi, Sit, Sodak, Xylawar

### IMPERIAL FOODS, LIC

CEO: Mordecai Jones; Primary Products: General Foodstuffs; Home Office: Banateth; Production Centers: Banateth, Beso, Ethydia, Jamayopass, Klonono, Lociad

### SEALAN FOODS, ICC

CEO: Germaine Sealan; Primary Products: Seafood and Ocean Produce; Home Office: Seatatot; Production Centers: Seatatot

## MANUFACTURING

### DYNASTAR EQUIPMENT, LIC

CEO: Naomi Dash; Primary Products: Appliances, Machinery, and Tools; Home Office: Hize; Production Centers: Hize, Pabuse

### LORING PRODUCTS, INC

CEO: Theresa Loring; Primary Products: Appliances, Electronics, and Machinery; Home Office: Raya; Production Centers: Jiwe, Raya

### SAYOFK MANUFACTURING, LIC

CEO: Herman Wilt; Primary Products: Electronics, Machinery, and Tools; Home Office: Sayofak; Production Centers: Jiwe, Sayofak

## MINING

### IMPERIAL MINING & METALS, ICC

CEO: Armstrong Shoen; Primary Products: Metals and Alloys; Home Office: Izuro; Production Centers: Ispan, Izuro, Jif, Pabuse, Sodak

### INGALL MINES, INC

CEO: Kurt Ingall; Primary Products: Metals and Alloys; Home Office: Kopel; Production Centers: Kendarhe, Kopel, Sat, Sayofak

(CONTINUED ON NEXT PAGE)

**TONASEAN STEEL, LIC**

CEO: Alyss Bendar; Primary Products: Steel and Structural Metals; Home Office: Heywow; Production Centers: Heywow, Raya

**PHARMECEUTICALS****ORSKIN, INC**

CEO: Robert Orskin; Primary Products: Pharmeceuticals; Home Office: Esotess; Production Centers: Esotess, Seatatot

**PHARMCO, LIC**

CEO: Karen Russel; Primary Products: Pharmeceuticals and Cosmetics; Home Office: Teana; Production Centers: Isolen, Teana

**ROBOTICS****RAYA ROBOTICS, LIC**

CEO: Nathaniel Thyson; Primary Products: Robots, Cybernetics; Home Office: Raya; Production Centers: Lohor, Raya

**TECHNODYNE, INC**

CEO: Yvonne Erler; Primary Products: Robots, Robotic Software, Servomechanisms; Home Office: Ite; Production Centers: Atasaya, Ite, Jiwe, Raya

**SOFTWARE****INTERSTELLAR SOFTWARE, LIC**

CEO: Tamara Ammea; Primary Products: Software; Home Office: Odi; Production Centers: Odi

**TECHNOSOFT, INC**

CEO: Horace Tealap III; Primary Products: Software; Home Office: Phahem; Production Centers: Phahem

**SHIPBUILDING****NOVA SHIPBUILDING, INC**

CEO: Andre' Assyia; Primary Products: Commercial Starships, Some Military Starships; Home Office: Ite; Production Centers: Ite, Teana

**RAYA SHIPBUILDING, LIC**

CEO: Redford Wine; Primary Products: Military Starships, Bulk Transport Starships; Home Office: Raya; Production Centers: Raya

**TRI-STAR SHIPBUILDING, INC**

CEO: Roger Powers; Primary Products: Non-Starships, System Defense Boats; Home Office: Lam; Production Centers: Esotess, Lam, Raya

**TRANSPORT****ARMOR EXPRESS, ICC**

CEO: Ataru Ming; Primary Services: J-2 Service to major Tonesean Worlds in Armor Sector; Home Office: Odi; Worlds Served: Esotess, Isolen, Izuro, Jamayopass, Jiwe, Klomono, Kopel, Lohor, Odi, Pabuse, Rodal, and Sayofak

**FAR REACH CARRIER, ICC**

CEO: Rosalita Tranz; Primary Services: Service to Major Tonasea Worlds in Far Reach Sector; Home Office: Ite; Worlds Served: Atasaya, Heedihoss, Ite, and Lociad

**FARSTAR LINES, INC**

CEO: Donna Mize; Primary Services: J-4 Service to Class A and B Starports in the Empire; Home Office: Lam; Major Hub Worlds: Lam, Phahem; Other Worlds Served: Atasaya, Banateth, Heywow, Ite, Jamayopass, Jif, Klomono, Lociad, Lohor, Odi, Raya, Rodal, Seatatot, Sit, Teana, and Xylawar

**GALAXY EXPRESS LINES, INC**

CEO: Olivia Ghent; Primary Services: J-6 service between the Tonasean Empire and the Brotherhood of Kar; Home Office: Lociad; Worlds Served: Lociad, \*Jamayopass, \*Lekor, \*Wasabi, \*Kozeo, \*Bowahi, \*Boris

**IMPERIAL TRANSPORT CORPORATION, ICC**

CEO: Quenton Hern; Primary Services: J-2 service primarily to Class C Starports in the Empire; Home Office: Lociad; Hub Worlds: Hize, Ispan, Jiwe, Lam, Phahem;

Other Worlds Served: Atasaya, Beso, Cluve, Ethydia, Ezoota, Gorah, Gotahol, Heedihoss, Isolen, Izuro, Jamayopass, Kendarhe, Lasa, Lociad, Lohor, Nisami, Pabuse, Poyo, Sat, Sayofak, Seatatot, Sodak, and Synt

**NORLAN LINES, LIC**

CEO: Daniel Parsons; Primary Services: J-2 and J-3 service to Class A and B Starports within the Empire and significant worlds close to the Empire; Home Office: Xylawar; Major Hub Worlds: Banateth, Xylawar; Other Worlds Served: Atasaya, Esotess, Heywow, Ite, Jamayopass, Jif, Klomono, Lam, Lociad, Lohor, Odi, Phahem, Poyo, Raya, Rodal, Seatatot, Sit, Sodak, Tarehyor, Teana, \*Casioxes, \*Fit, \*Heetau, \*Ibafabi, \*Lekor, \*Ratato, \*Waynen, \*Wjwi, \*Zytillo

\*Denotes world outside Tonasean Empire

**EMPIRE WORLDS****NOT SERVED BY A MAJOR CARRIER**

Acidod, Alo, Fator, Sitahar, Wepi

**VEHICLES****CYRALL VEHICLES, INC**

CEO: Carl Cyrall; Primary Products: Wheeled and Tracked Vehicles, and Aircraft; Home Office: Hize; Production Centers: Hize (Ground Vehicles), Sit (Aircraft)

**MARTIN MOTORS, INC**

CEO: Jason Martin; Primary Products: Grav Vehicles; Home Office: Raya; Production Centers: Esotess, Heywow, Raya

**SECTOR MOTOR CORPORATION, LIC**

CEO: Jane Milton; Primary Products: ACU's, Aircraft, and Grav Vehicles; Home Office: Jiwe; Production Centers: Gotahol, Jiwe, Lam, Phahem

**WEAPONS****BLACKHAWK WEAPONS, LIC**

CEO: Susan Yax; Primary Products: Slug Throwers, CPR Guns; Home Office: Sit; Production Centers: Izuro, Sayofak, Sit

**GRANT & KRAL ARMS (G&K), INC**

CEO: Misha Stein; Primary Products: Slug Throwers, Mass Drivers, Missiles; Home Office: Gotahol; Production Centers: Gotahol, Jiwe, Teana

**METEOR ARMS, LIC**

CEO: Austin Aghine; Primary Products: Energy Weapons, Combat Armor, Battle Dress; Home Office: Ite; Production Centers: Ite, Raya

**CORPORATION TITLES**

**ICC** - Imperial Chartered Corporation - A corporation which is closely associated with the imperial Government. Receives major subsidies from the government, mostly in the form of tax breaks and payments, but are required by their charter to perform certain services for the government. This form of corporation has the most government regulations imposed upon it.

**INC** - Incorporated - A corporation with minimal government regulations, but which is taxed the most.

**LIC** - Licenced Interstellar Corporation - An officially recognized corporation which has a moderate amount of government regulations, but which enjoys significant tax breaks.





# LIBERT circa 1121 - 1124

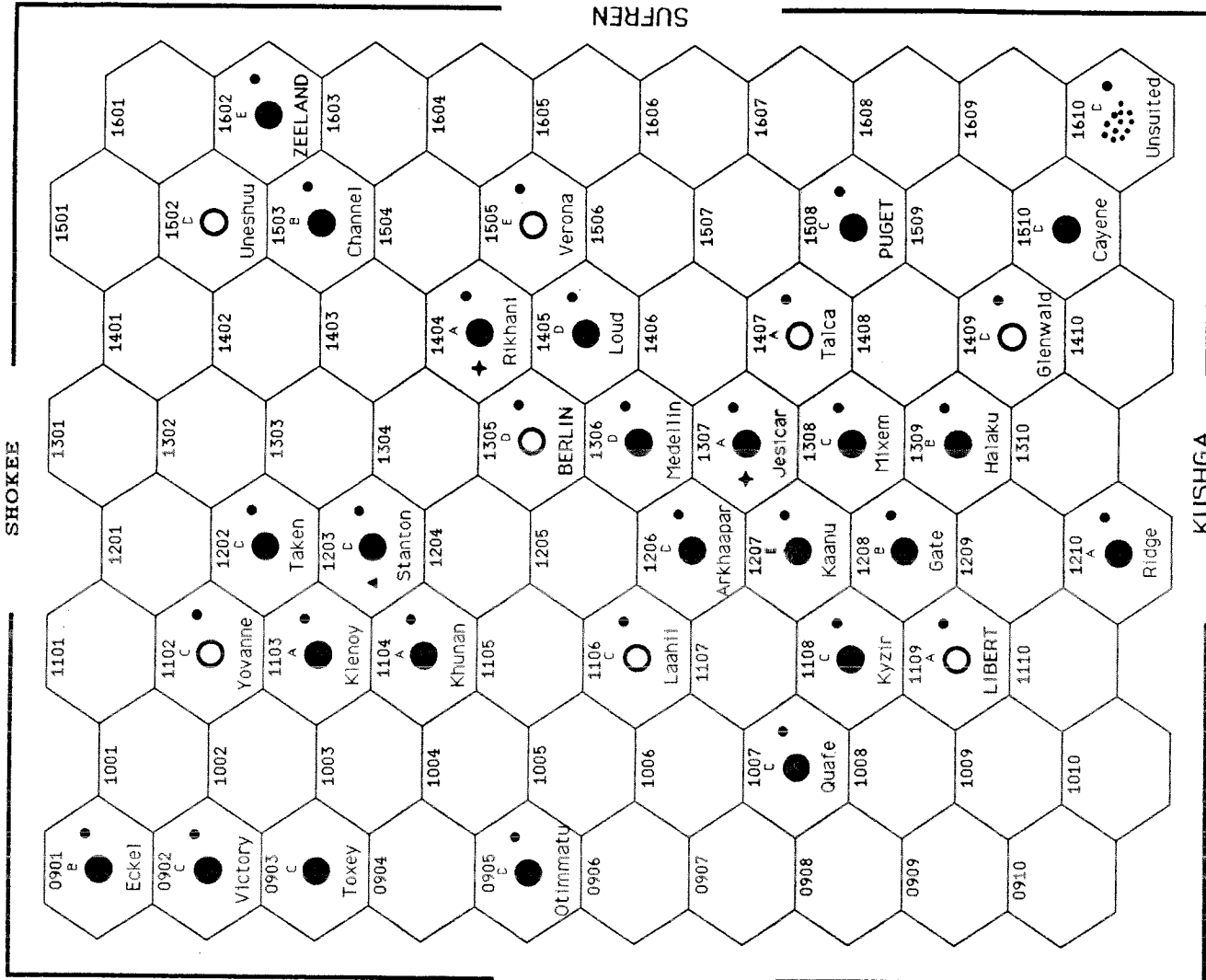
NAME	UPP	UMP	CLASS	EPG	ALG	STAR	ZN/SE
Eckel	0901	B837323-D	N1 Lo	111	L1	K9 V M9 D	
Victory	0902	C9A7428-C	N1 F1	215	L1	M0 V	
Toxey	0903	C78A145-E	N1 Wa Lo	310	L1	M4 V M4 D	
Otimmatu	0905	D553655-9	N1 Po	604	L1	M0 V	Libert
Quafe	1007	C433267-D	N1 Po Lo	323	L1	K1 V	
Yovanne	1102	C200998-B	Hi In Va Na	103	L1	K5 IV	
Klenoy	1103	A623332-F	N1 Po	712	L1	M4 V	
Khunan	1104	C332554-F	N1 Po	823	L1	M3 III	
Laahil	1105	C100644-E	N1 Va Na	A604	L1	M1 II M1 V	
Kyzir	1108	C571422-C	N1 Po	804	L1	M1 V M1 D	
Libert	1109	A21096C-F	Hi In Na Dx	102	L1	K8 III	
Taken	1202	D675300-A	N1 Lo	503	L1	M6 V	
Stanton	1203	D989889-B	S	611	L1	M0 VI M9 D	
Arkhaapar	1205	D355746-9	Ag	112	L1	M2 V	
Kaanu	1207	E321498-B	N1 Po	914	L1	A2 IV K4 D	
Gate	1208	B659374-F	N1 Lo	702	L1	M2 V	
Ridge	1210	A77A112-F	N1 Wa Lo	514	L1	M8 VI	
Berlin	1305	D20098E-B	Hi In Va Na	803	L1	M4 V	
Medellin	1306	D645221-B	N1 Lo	704	L1	M5 V	
Jesicar	1307	A364486-F	N1 N1	503	L1	M5 VI M9 D	
Mixem	1308	C468530-9	N1	804	L1	M4 V	
Hakalau	1309	B436400-E	N1 Ag	304	L1	M7 III	
Rikhani	1404	A688772-E	N1 Ag	114	L1	M3 V	
Loud	1405	D894101-A	N1 Lo	904	L1	K1 V	
Talca	1407	A100798-F	Va Na	813	L1	M4 V M5 D M4 D	
Glenwald	1409	D110340-B	N1 Lo	803	L1	K1 V	
Uneshuu	1502	D10088C-C	Va Na	A610	L1	M3 V	
Channel	1503	B694557-E	N1 Ag	912	L1	G0 V	
Verona	1505	E400112-B	Ni Va Lo	804	L1	M9 VI	
Puget	1508	C7C89C9-A	Hi F1	202	L1	M4 V	
Cayene	1510	D425338-A	Ni Lo	520	L1	K1 V	
Zeeland	1502	E989AA9-E	Hi	A504	L1	K2 V	
Unsuited	1610	D0008AE-A	As Na	204	L1	M3 V M1 D	

Libert is subsector B of Diaspora Sector. The subsector's population stands at 63,624 million with the highest population being at Zeeland (50 billion). Several worlds share the high tech level of F, including Klenoy, Khunan, Libert, Gate, Jesicar, and Talca.

These UPP listings show the status of Libert Subsector between 1121 - 1124. At this point in the rebellion, the subsector has been outside of all major factions for several years. Although nominally belonging to Lucan's Imperium, it is far from the Lucan's stronghold. Toward the end of this period, IAS will determine that the entire subsector is Outland. Because of these various factors, many of these worlds are becoming more isolationist.

Because of the point in the course of the rebellion, the bases listed above still exist, but are a shadow of their pre-rebellion strength.

EDITOR'S NOTE: I had intended to include an 1128 version of this subsector as well. However, I learned that GDW intends to release AN ASTROGATOR'S GUIDE TO DIASPORA, which would have that information. Since I have worked on DIASPORA, and provided some information to GDW on the sector, through Chuck Gannon for HARD TIMES, the information presented here should not change since the whole sector was not presented there.



NARQUEL

SUFREN

SHOKEE

KUSHGA



# COMING EVENTS

**GENCON/ORIGINS- August 20- 23-**  
THE gaming convention of the summer. Once every few summers, ORIGINS combines with GENCON and is held at GENCON's site in Milwaukee, Wisconsin.

**CON-SPIRACY- August 28 - 30-** A science fiction and fantasy convention held in Durham, North Carolina, with a strong emphasis on gaming. The staff of the TIMES will be sponsoring events and sitting on panels. For more information write to: Con-Spiracy, c/o Kate Lebherz Gelinis, 1318 Pineview Dr., Raleigh, NC 27606.

## EVENT HORIZON CURRENT AND FUTURE RELEASES

Event horizon describes current and projected releases of products related to GDW's futuristic role playing games. Remember that all dates are projected release dates and are subject to change.

### FROM THE WORKSHOP

Currently available is the SPECIAL OPERATIONS MANUAL for MERC:2000. IMPERIAL LINES is now in circulation. See inside this issue for an order form. July: AMONG THE DEAD adventure for DARK CONSPIRACY. August: The start of a new GDW magazine - JOURNEYS. While JOURNEYS will support GDW's DANGEROUS JOURNEYS game line, it will also support other multi genre role playing games on the market today, such as GURPS and the HERO game line. September: For TWILIGHT:2000 will be a REFEREE'S SCREEN. For DARK CONSPIRACY is the EMPATHIC SOURCEBOOK and third in the Fiddleback Trilogy - EVIL TRIUMPHANT. Also this month will be the final GDW MEGATRAVELLER product - AN ASTROGATER'S GUIDE TO DIASPORA. However TRAVELLER fans should not worry, TRAVELLER: THE NEW ERA is still on track for a November release.

### FROM DIGEST GROUP PUBLICATIONS

MEGATRAVELLER JOURNAL 3 is in stores now. Also announced is MTJ 4 projected for Fall 1992. MTJ 4 is primarily an adventure by the Kieth brothers set in Gateway Sector. Titled "Lords of Thunder", the adventure takes place away from the rebellion, but is no less dangerous.

### FROM SEEKER

SEEKER now has a large set of deck plans which includes several ships and a good number of small vessels. It retails for \$19.95 which is less than trying to buy all these separately.

### FROM PARAGON SOFTWARE

PARAGON has announced the release of MEGATRAVELLER III this fall.

### HIWG

The History of the Imperium Working Group is still going strong. Yearly membership is \$12.00. Members receive the club publication AAB Proceedings. For more information or to join write Ed Edwards, 1410 E. Boyd, Norman, OK 73071-2650

## ACKNOWLEDGMENTS

TRAVELLER is a registered trademark and 2300 AD, TWILIGHT:2000, MEGATRAVELLER, SPACE 1889, MERC:2000, CADILLACS AND DINOSAURS, DARK CONSPIRACY, and TRAVELLER: THE NEW ERA are trademarks of GDW and are used by permission.

## ADDRESS FOR THE TIMES

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Charleston, SC 29407-5035

### TERRA TRAVELLER TIMES

The TIMES is a newsletter supporting GDW's role playing games with an emphasis on TRAVELLER. 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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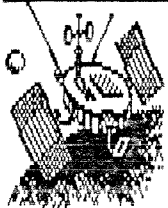
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## BACK ISSUES

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.



"AD ASTRA"

# Terra Traveller TIMES

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GAMING IN THE FUTURE

