

Terra Traveller TIMES





FORWARD
OBSERVER
An Editorial by
Mark "Geo" Gelinus



Welcome to Issue 40 of the TIMES. First, let me apologize for the severe lateness of this issue. I had hoped to keep it quarterly, but extenuating circumstances seem to have prevailed. Besides being a decade issue, this issue marks over 5 and a half years of publication for the TIMES. Our first issue was dated June, 1987, and we have been going - at times sporadically - ever since.

The TIMES began about the time that MegaTraveller was announced. We endeavored to help players and referees make the conversion from Classic Traveller to the new system. Parts of what appeared in the pages of the TIMES have appeared in other publications. The TIMES demonstrated that Traveller could be played using the Twilight:2000 system. We have seen Traveller weather the MegaTraveller storm. Now we are ready to go with Traveller into the New Era.

While doing all this, the TIMES has been evolving. We will continue to evolve. For now, the TIMES will continue a quarterly coverage, hopefully even as our offices move once again (needs of the Navy). Although it may seem like we are already doing it, the TIMES will go to exclusive Traveller coverage. However, we will primarily offer variant backgrounds for use with Traveller. The new rules will support this type of coverage. However, most of the designs and information presented will be of standard technology, so they will be usable in most games.

Some of the backgrounds we intend to offer include a virus free background, perhaps extrapolating the rebellion without the collapse. The Aquarian background that we have used in the past will be separated out of the standard Traveller background. We may also offer some backgrounds based on science fiction literature. I am already preparing to contact one author to see if he will allow me to present his particular universe in the pages of the TIMES.

So, the TIMES has reached an ending, and is facing a new beginning. We hope you have enjoyed TIMES past, and will enjoy future TIMES.

SPACER SAM SEZ!
DISCRETION IS THE BETTER PART
OF DIGESTION!



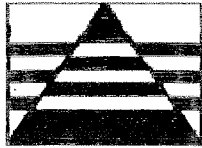
GDS

DANGER DISMISSED

JIOGI/AQUARIA: 111-1113: The Emperor and his entourage will spend their second day on Jiogit today. They arrived late yesterday, and after a brief visit with the Supervisor of the Way Station, returned to the MOTHER OF AQUARIA. Today, they are scheduled for a tour of the Morhdon Corporation plant and holdings. The Imperial Couple are travelling with only a minimum guard force in spite of the fact that Jiogi was the site of several attacks of the Frontier Army for Separate Territories (FAST). The Emperor dismissed any concerns stating that FAST has not been active for a long time.

TRADER TRAGEDY

LIT/TREATY: 131-1115: Sources at the Brotherhood Naval Base at Lit remain silent today following an incident in which a Litian merchant ship was destroyed with all hands. At 0135 this morning, the Brotherhood Escort Dlaskin, which was in the high guard post over the Naval Base, launched a missile attack against the Kronak, which had just entered normal space. Ground telemetry shows that the Kronak's transponder was operational, and that no radio communication was transmitted by the Dlaskin. The Kronak was destroyed before transmitting a distress signal, which leads authorities to believe that the Dlaskin used nuclear weapons. An investigation team has been sent to the wreckage.



GEO'S VARIANTS

PANT SEAT REFEREEING

Being a referee is a fun and rewarding experience. However, most referees like to prepare the adventure, covering all aspects. While this does make for a good game it has the disadvantage of taking time.

In this article, I will present some tips and techniques for refereeing with little or no preparation - refereeing by the seat of one's pants. Most of these suggestions will apply to any game, but others are for more specific types of games. I will be making references to Traveller but the principles apply to any game.

ANY GAME

IMAGINATION - The greatest aid to refereeing is an active imagination. Everyone has imagination, and as a referee, you probably have more than most. Exercise the imagination you have. Imagine what your NPCs' motives are and make them act accordingly. Look at the statistics for the world and imagine what it is like, and imagine what life on that world is like. This let you describe it better to your players and will suggest things that the raw statistics would not.

AIDS TO IMAGINATION - Most games include tables and charts. Used right out of the book, they can become familiar, routine, or monotonous. However, you can use them to stimulate your imagination.

Say, for example, the characters were in a startown bar and you decide to roll an encounter. You come up with 53 - Religious Group. You might be inclined to think "Oh, great, a religious group wouldn't be in a bar." But if you turned that around some and thought "What would a religious group be doing in a bar?" Perhaps they are out trying to convert wayward spacers. Perhaps they are Pilgrims looking for a way to the next world and know Free Traders frequent the bar. Maybe they have the funds to finance the trip - or maybe they have something more valuable to offer.

So you see with a few minutes of thought, a random encounter could become a potential patron. Even if the characters don't take

the mission, you have a potential future encounter - the characters may see this group again a few planets down the line.

NOTES - During any game you run, you should make notes of significant people, places, and things. The notes don't have to be long, just a few words to spark your memory. For example, you might make this note of the above encounter: Pilgrims traveling to Capital have info on lost Imperial Payroll. Notes will give your game continuity, and can serve as a source of imagination.

RULE FAMILIARIZATION - The more you are familiar with the rule set you are using, the easier your games will go. If you know, for example, that a hit from a fusion gun will usually kill a person wearing only cloth armor, don't roll damage against NPC's - just have the NPC die. The results will probably be the same as if you had rolled damage, but you have kept play going, and the players are satisfied with the results. Always roll damage for PC's.

LISTEN TO PLAYERS - As you are running the game and during breaks, listen to what the players are saying between themselves. They will very likely be discussing the clues and events that you have provided so far in the game and making some conclusions. If the conclusions they make are wrong, but seem more interesting than the one you had originally planned, or have more potential for variation, don't be afraid to use them. In doing so, you have tapped the players imagination, and at the end of the adventure, they will feel a sense of accomplishment.

THE REGULAR GAME

This is the regular campaign that you run in your hometown with your regular players. While it would seem that you should have plenty of time to make preparations for each game, this is not always the case.

CHARACTER PREPARATIONS - The more detailed the characters in your campaign are, the easier it is for you to find things for the characters to do. The details I refer to

are those of relationships and motivations.

The character should start with a definite home world. Randomly generated worlds give some idea of the character's background, but a world with a name and history offers so much more, particularly if it is a central world in the campaign.

Another important factor is the character's social class. It gives an idea of what type of childhood the character has had, and provides a motivation for adventuring. If the character is of a high social class, what motivated him to adventure rather than enjoy the benefits of class?

If possible, work with the player during the character generation process. As referee, ask the player why the character makes each choice during the character generation process. Expand on special circumstances that occur; such as wounds received or special assignments. Through this process the character becomes a complex individual with history and motivation rather than just a bunch of numbers.

What about character relationships? We tend to think of characters as unattached. Is this necessarily so, or have they always been this way? One technique I have used is to have each player name one friend of the character, one enemy of the character (and describe why they are enemies), and briefly tell about any romantic relationships their character may have had. These relationships can be related to the character generation process. Remember, the past has a way of resurfacing in the present.

Speaking of relationships, when starting a campaign, establish the relationship between characters, especially if the group has worked together in the "past" - a crew of a free trader for example. As the game progresses, the characters can build on these relationships, and create new ones. Even if the group is forming for the first time, it helps to get things started if each character knows one or two of the other characters. Common home worlds or common service during character generation are two possible connections between characters.

All this information should give you plenty of room to be spontaneous and creative.

THE CONVENTION GAME

This refers to the type of game that you

know you will be running this game - usually having arranged with the convention committee to run this game.

PREGAME PREPARATION - Since you know you are going to run a game, you should make preparations for the game, perhaps more than you would for a game in your own gaming group. I strongly recommend that you create pre-generated characters. This has two primary advantages: you save time at the convention which would be lost creating characters, and you can work out some of the details as described in the above section. Because a convention game is generally an isolated scenario, you don't have the mass of background information built up like you would with a your own campaign.

One technique to keep a convention scenario on track is starting in the middle of some action. This makes the characters instantly involved, and once clear of immediate danger, they will likely want to fix whatever got them in that situation.

THE PICK-UP GAME

This is the type of game which can occur spontaneously, but you don't have the players or preparation to run a game in your regular campaign.

CHARACTER GENERATION - Since this will probably be a one scenario affair, you can fudge some on character generation. Say that Fred wanted to create a scout character. Instead of having Fred roll you could tell him "Okay, Fred, your character was a scout for 4 terms making him 32 years old. Divide 40 points between characteristics and take 12 skills and 4 mustering out benefits." Some players may object to this quick and dirty method of character generation, but gently remind them that the object is to play the game - not spend all the time creating characters. Also, consider assigning equipment rather than let players leisurely browse through the equipment book. Encourage the players to create a group that would logically work together - such as a band of mercenaries, or a crew of a naval vessel. This will keep you from having to determine how to get such an odd lot together - and get you into the main action of the game.

Continued on Page 9

THE IMPERIAL LAWS OF SALVAGE

The Imperial laws of Salvage only apply to the reaches between the planets of the Imperium. Salvage laws on the individual worlds are the domain of that world and vary accordingly, although most worlds pattern their laws on the Imperial model.

In general, salvage is the rescue of a ship, its cargo, or contents, from a peril that, except for the rescuer's assistance, would have led to their loss or destruction. Spacefaring law and custom require any vessel that is able to respond to a ship which is signaling distress with the universal "Signal GK" (similar to Mayday on ancient Terra).

However, this law extends only to the crew and passengers of a vessel in distress, and therefore not specifically covered under the salvage law which discusses material property. Any assistance a rescuing ship provides to a distressed ship must be voluntary. The exception to this is if the rescuing ship was contracted to provide assistance. In that case the rescuers, in order to fulfil their contract, generally must provide their best effort to save the distressed vessel without endangering their own vessel.

As long as the owner or his agent remain aboard the vessel, unwanted offers of salvage may be refused. The owner can be an individual, a corporation, or a government. Imperial law extends this to include the presence within 5000 kilometers of another vessel belonging to the owner of the distressed vessel. Since the year 900, Imperial law states that a beacon may be placed on the distressed vessel claiming the vessel in the name of the owner. The ship's transponder is not sufficient to satisfy this requirement.

A further requirement of the beacon law is that manned assistance must be initiated within 28 days of the placement of the beacon. Once assistance has begun, the owner or his agent must remain within 5000 kilometers of the distressed vessel until the work is complete. The beacon has a small, universal clock in a sealed compartment with which it will mark the time of activation. The beacon will provide this time when interrogated by a radio signal. Therefore any ship coming upon a derelict with a beacon can know if it is available

for salvage. Salvaging a derelict with a beacon before the waiting period is a felony.

A derelict - a ship found entirely deserted or abandoned without a beacon or hope or intention of recovery - is, however, fair game for anyone who comes across it. Typical acts of salvage would include restoring a breathable atmosphere to a breached ship, repairing the ship's drives, or removing equipment and/or cargo from a severely damaged hull.

The popular belief that the salvaging party becomes owner of the property is erroneous. The owner may reclaim his property from the salvaging party on paying salvage money. Salvage money includes expenses incurred in performing the salvage, fees for the salvaging party, and a reasonable sum above the basic expenses. This sum is typically 10% of the value of the saved cargo and/or 1% of the value of the saved vessel. A salvaging party working under contract is generally guaranteed this amount and is usually given a bit more.

A salvaging party which salvages a derelict must, under Imperial law, register the salvage at the system's starport. If the system in which the derelict is found does not have a starport, the registration of salvage must be made at the starport in the nearest system. The owner or his agent have one year from the time of the registration of salvage to claim their property or else it becomes the exclusive property of the salvaging party. The potential of such waits tends to discourage free lance salvage operations, therefore most salvage is performed under contract.

Salvage performed outside of Imperial jurisdiction is performed according to the laws of the individual system, if it is an independent world, or the laws of the governing state. However, most laws are similar to those of the Imperium.

During this time of crisis and conflict, navies are eager to recover war material, but operational constraints and limited assets often hamper recovery efforts. Therefore, battlefield salvage is often quite a profitable, but somewhat dangerous venture. It is also one in which a free lance salvage party can see quick returns for their investment.

For more on salvage in a extra-Imperial environment, see the next article.

The Surrounding Wilds

By Mike Mikesh

The Third Imperium has left behind an enormous amount of hardware. This includes orbital installations, starships, bases, and starports, all abandoned. An enterprising group of people could potentially set themselves up at a former class A starport on a doomed or dead world and begin refurbishing ships. One location might not have all they need. But, sifting through other ports and bases will eventually yield everything.

In theory, such an approach could possibly assemble a fleet more powerful than the navy of the neighboring polity or pocket empire. In practice, the enterprise would be lucky to put together a small squadron. The main reason is manpower. There aren't that many people around qualified as starship crewmen.

Worse, there are no technicians trained to install or maintain high tech level equipment. Computer aids could help lower tech level technicians to do the job. But after the destruction of the Virus, technical computer libraries will be scarce indeed. A lot will depend on trial and error. Technicians obsessed with tinkering and learning everything they can about the hardware will command a very large share of the take.

There are other problems as well:

Logistics: The richest surviving sources of hardware will probably be at the most inhospitable places. There will be no air, food, water, or recreation that is not brought in.

Inventories: A base might be well stocked with parts, but with no surviving record of what is there, let alone precisely where it is. People will need to inventory everything. Even then, they won't necessarily know what they are looking at.

Computers: The Virus will probably have gotten to everything important. Groups will have to adapt lower tech modern computers to their ships and installations.

Claim Jumping: If one group could reach an abandoned installation, others could as well. A group might plant your flag at an old scout base. However, by the time the group got back, they might find new tenants there taking inventory and unwilling to move without a fight.

The Government: Empire governments will themselves probably form reclamation agencies to recover high tech parts from nearby worlds (diplomatically if the world is still occupied). After all, they will want to maintain control of such scarce resources for state needs.

Governments probably will not welcome the activities of independent salvage companies for several reasons:

1) Salvage companies are out of reach of regulation. They could damage sites unnecessarily or present false reports. They might steal from surviving worlds which the government might want as partners later.

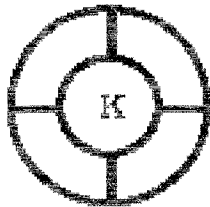
2) The government would probably not pay the salvaging companies what commercial or private buyers might pay. Salvagers would likely sell much to the black market.

3) Salvage companies could potentially come across some frightful firepower, including nuclear weapons.

From this perspective, salvagers would probably have to operate outside of the law. If they are already outlaws, there's not much keeping them from looting without restraint or raiding defenseless communities. They could also take hostages to support their bases or to do those exhaustive inventories of Imperial supplies and spare parts.

The salvagers might also shanghai ship crewmen and technical personnel. (They could even break into the Timers Club and kidnap from cold berths pre-Rebellion members with the skills they need.)

As result, an outlaw civilization could come into existence beyond the borders of the polity or pocket empire. These would take over old Imperium bases and starports outside the reach of the navies and reclamation agencies. Salvagers and looters would collect parts and equipment. Technicians would maintain the ships with what is found. Smugglers would carry the booty to the black markets for profit and goods unavailable from looting. Raiders and pirates would kidnap laborers and hostage technicians to serve at the bases. Of course such an organization would be intrinsically weak and depend on the charisma of its leaders. Shifting purposes and alliances would tend to make it a very dangerous place to do business.



HINTS AND HARDWARE

SPACE MINES

Given the vast volume of space, it would not seem at first that the use of mines there would be practical. Indeed, it would be rather impractical to scatter mines across a volume of space and hope that an enemy ship would pass that way. However, when a fleet can readily predict the path of its enemy, then mines become a practical weapon of warfare. Such known instances of a known flight path include, but are not limited to, approaches to a world or a gas giant. Planting mines about a world is a less expensive alternate to the interdiction satellite. Mines around a gas giant make wilderness refueling a dangerous task.

When most people think of mines, they get an image of a metal ball filled with explosives with spike-like detonators extending from it. Such mines were used at lower tech levels and depended on contact with an enemy vessel to detonate it. At higher tech levels, the mine became a more versatile weapon of war.

One improvement made to the mine, and one which would certainly carry over to the space mine, is the variety of methods of detecting the target and detonating the explosive. Space mines use 5 basic detectors.

The detectors used for mines are the magnetic sensor, the radiation sensor, the infrared sensor, the densitometer, and the neutrino sensor. Each has its advantages and disadvantages. The magnetic sensor detects the target vessel's metallic hull. While it is difficult to counter, it has a limited range and is therefore usually employed around orbital facilities where there is a much more limited flight path.

The radiation sensor detects homes in on electromagnetic emissions (usually radio or active EMS) of a target vessel. However, if a vessel shuts down all of its radios (including its transponder) and its active sensors, it can safely pass by mines with radiation sensors.

The infrared sensor detects the target's heat. This sensor is moderately effective against vessels of its own tech level. IR masking technology at higher tech levels decrease the IR sensor's effectiveness.

The densitometer detects targets using the targets inherent gravity. The lower tech level densitometers can be fooled by other nearby masses (although orbiting densitometers are calibrated to ignore the planet they are orbiting). While higher tech level densitometers are harder to fool, the price is higher than other detectors at the same tech level.

The neutrino sensor homes in on neutrino sources such as fusion power plants. Lower tech level neutrino sensors can get distracted by stronger neutrino emitters such as the system's star, but mines with neutrino sensors are programmed with the star's signature so that it can ignore that. Neutrino sensors can also be avoided by shutting down the power plant, however, vessels approaching a planet are not likely to shut down their power plant. Most pilots have only limited training on making a dead stick landing. Then too, they cannot leave the planet unless they use powered flight. Therefore, the neutrino sensor is the most effective sensor for the space mine.

Naturally, these detection methods are not discriminatory and will detect a vessel of the mining state. Therefore more sophisticated mines have a IFF (Identification Friend or Foe) system which allows it to discriminate between friendly and enemy vessels. Of course these can be fooled with captured codes or a good Electronics Counter Measures (ECM) but mines with IFF do allow the mining state ready access to the mined area.

Mines are no longer totally passive weapons. Once an enemy vessel has been detected, most mines have at least a limited capability of moving within effective range of the vessel. In effect then, the mine is like a smart missile which is launched and then waits for an enemy vessel to come in range before activating and attacking the vessel. Indeed, most mines are the same size and shape of the standard missile which can effectively make a minelayer out of any ship with a missile rack.

Once within range of the enemy vessel, the mine must explode its warhead in order to do damage to the target. Exploding the mine is the job of the detonator. All space

mines incorporate a contact detonator, and most mines employ one of the other types as well. The rationale is that the other detonator is the primary method of exploding the mine. However, if an enemy vessel happens to strike a mine which has not detected it, then the mine still will serve its purpose. A common detonator for space mines is the proximity detonator which will detonate when the mine is within a preset range of the target. The other type of detonator is the intelligent detonator, which will use IFF to identify a vessel and explode at the optimum range.

In order for a mine to continually operate its sensors searching for a target vessel to attack, it must have a power supply. Mines use solar power to provide the power needed for its sensors.

TASKS

To hit a target using Magnetic or Radiation Sensors:

Difficult, TL Modifier.

Referee: DM +1 for every 2 TL's above introductory TL for the sensor. For Standard Imperial Naval Mines these are Magnetic: +4, Radiation: +4.

To hit a target using IR sensor:

Routine, TL modifier.

Referee: DM + or - the difference between the mine's TL and the Target's TL. The DM is positive if the mine has a higher TL, negative if the mine has a lower TL.

To hit a target using Densitometer, or Neutrino Sensors:

Difficult, TL Modifier.

Referee: DM +1 for each TL above introductory TL for the sensor. For Standard Imperial Naval Mines these are Densitometer: +5, Neutrino: +4.

To confuse a mine using ECM:

Difficult, Sensor Ops, INT

Referee: DM +2 if using Basic ECM, difficulty is Routine if using Advanced ECM. Only military vessels routinely have ECM. Civilian vessels do not come equipped with ECM. Unless specified, assume line military vessels have advanced ECM, and military auxiliaries have basic ECM. If successful the ECM will misdirect mines with radiation sensors. It will cause mines with proximity detonators to explode at a safe range. It can also cause mines with

intelligent detonators to explode at a safe range, but the task requires outstanding success. This task only affects mines within continental range of the vessel.

COMBAT VALUES

MINE	PEN/ATTEN	DAMAGE
TL 8 Mine	40/-	200
TL 10 Mine	45/-	250
TL 13 Mine	50/-	300
TL 15 Mine	55/-	350
Nuclear Mine	60/-	2000 + Radiation

PRICES

STANDARD SPACE MINE: Volume - 100 liters; Weight - 50 kilograms

Prices listed below include the case, propellant, attitude controls, computer, the listed sensor, a 10 kg high explosive warhead, a contact detonator, and a proximity detonator.

The listed tech level refers to the introductory tech level of the sensor. The Imperial Navy uses TL 15 mines with sensors produced at that TL. The Solomani Navy uses TL 14 mines with sensors produced at that tech level.

To replace the proximity detonator with an intelligent detonator add CR 500. To replace the high explosive warhead with a .1 kiloton nuclear warhead add CR 500 (this is the price paid by an interstellar government, nuclear warheads are not sold to civilians).

TL	SENSOR	PRICE
6	Magnetic	CR 7,200
8	Radiation	CR 6,800
9	Infrared	CR 7,000
10	Densitometer	CR 16,200
11	Neutrino	CR 7,200

BASIC ECM: Volume - 20 liters; Weight - 10 kilograms; Price - CR 50,000





PARTING SHOTS

PLAYER COMMENTS BY
KATE LEBHERZ-GELINAS



COMMON GAMING AILMENTS

Have you ever wondered what causes some players to behave so erratically? What gets these folks into a game and then causes them to drift off? I'm not talking about a dull game - we know what causes players to drift there - sheer boredom. But what about the game where the referee has gotten his proverbial stuff together and things are zipping along? What causes players to drift then? It my firm belief that there are a bunch of common player maladies that afflict these gamers.

SCHIZOGAMIA

This is a condition in which the player continually confuses one game for another. Now, this is understandable if the referee is running more than one campaign using the same game system and/or background. But to confuse game systems for each other is not easily done, especially when the systems deal with such widely different genre's as science fiction and fantasy. The latter is evidence of schizogamia.

DISTRAXIA

A player who is easily distracted by anything and everything else in the gaming area exhibits symptoms of Distraxia. Now, a good referee knows not to have a television on. In our visually oriented culture, TV often proves too strong a distraction to many players. However, there are things that are less tempting to most, but the Distraxic person cannot resist. Unfortunately these things, such as comics, magazines, other games, etc., are more difficult to get out of sight, especially if the referee has a collection of them in the game room. Players with acute Distraxia can find distractions in a bare metal room.

NINTENDONITIS

Closely related to Distraxia is the ailment of Nintendonitis. However, a player with this condition finds moving tiny figures around a screen in pursuit of some abstract goal more entertaining than exercising his imagination. This condition was relatively easy to control, until the invention of the portable game device.

PANADOITIS

With this condition, the player wants to do everything. Period. No letting any of the other characters do anything in the game. If the referee in his infinite wisdom tries to let everyone do something, the player with Panadoitis will quickly lose interest in the game.

PANADIDITIS

Related to the above condition, the player with this ailment has had characters who have done everthing, and the player is most willing to let other players know that and ALL their many characters' many accomplishments. A player with this condition is very close to becoming a Where-Bore.

SPONTANEA

This ailment manifests itself by causing a player to quickly join a game. The player, after having had the referee painstakingly go through the character generation process with him, decides that there is really something else he needs to do. And leaves.

CONCLUSION

Unfortunately, there is not much available in the way of cures for the sufferers of these conditions. However, patience, understanding, and firmness can yield some results.

(Continued from Page 4)

SCENARIO GENERATION - Now that you have the players busy creating characters, you have a few minutes to devise a scenario. Use the aids to imagination that mentioned before. Unless you are very skilled at creating clues on short notice, stay with action scenarios. Mysteries work better with smaller groups, and with preparation.

FAMILIAR BACKGROUND - When running a pick-up game, you don't have the time to explain details of the background. I recommend using a background familiar to you. Most referees and players are familiar with the background provided with the game. Therefore, there will probably be at least one player familiar with the background you are using. For Traveller, use the Spinward Marches. Just about everyone who has ever played Traveller has been in the Spinward Marches at one time or another. It can even be used with Traveller: The New Era, as the Marches were spared from the collapse, and should not change much in 70 years.

COMING EVENTS

ORIGINS - July 1 - 4 - Held in Fort Worth, Texas. The major gaming event of the year. All major gaming companies will have representatives there.

EVENT HORIZON

FROM THE WORKSHOP

ARRIVAL VENGEANCE was the Workshop's last Mega-Traveller release. CHALLENGE has temporarily gone back to a bi-monthly schedule.

For TRAVELLER: The NEW ERA - March - SURVIVAL MARGIN, April - TRAVELLER: The NEW ERA, May - STARSHIPS.

For DARK CONSPIRACY - March - EMPATHIC SOURCEBOOK, April - PROTO-DIMENSION SOURCEBOOK.

FROM DIGEST GROUP PUBLICATIONS

MEGATRAVELLER JOURNAL 3 is in the stores now. MTJ 4 is due out in March. This product is an adventure set in Gateway Sector. This will be DGP's last MEGATRAVELLER product.

FROM SEEKER

SEEKER has a set of deck plans which includes three ships and several smaller vessels. SEEKER is at P.O.Box 1027, Spanaway, WA 98387.

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 the club write Clay Bush, P.O. Box 895, Limon, CO 80828.

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TERRA TRAVELLER TIMES

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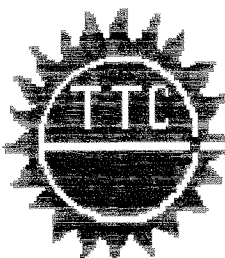
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"Ad Astra"

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GAMING IN THE FUTURE