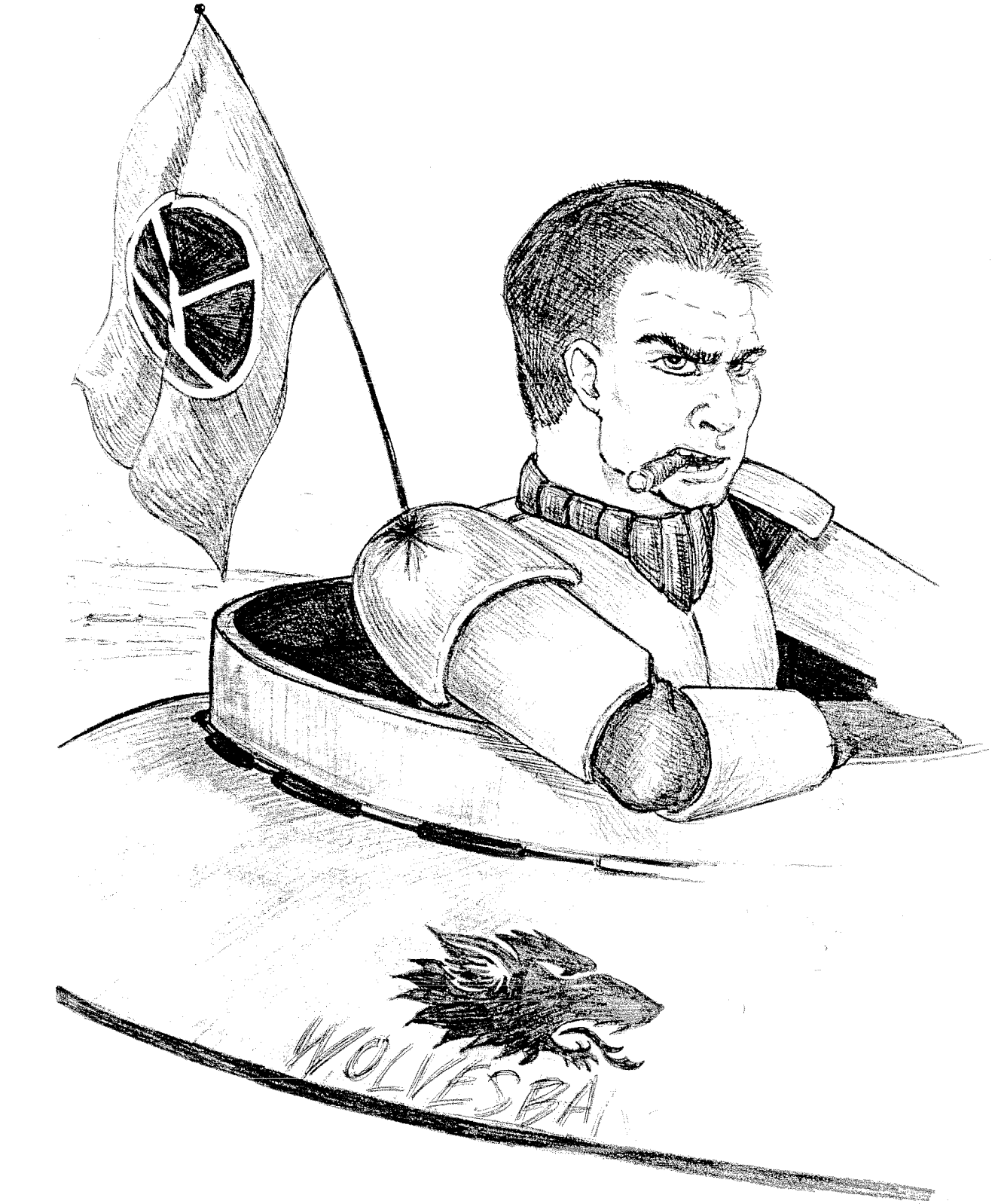
NUMBER 41

"AD ASTRA"

JANUARY 1994

Terra Traveller TIMES



⊕FORWARD OBSERVER⊕

AN EDITORIAL BY MARK "GEO" GELINAS

WHAT'S NEW

As you can tell, this issue of the TIMES is late, very, very late. I offer no excuses. Much has transpired since the last issue. I am now in Washington State. The needs of the Navy have mandated another change of location. Consequently, the TIMES new address is:

Terra Traveller TIMES
Box 6088
Silverdale, WA 98315-6088
(206) 698-4979
GEnie: M.Gelinas

One of the good things about the area is there are a number of gamers out here. I have gotten a Traveller campaign started that has been running weekly since June. I haven't been able to do this since I was back in Virginia Beach. There are also a number of Traveller shakers and movers in Washington and Western Canada whom I hope to meet in person once I get settled in.

Kate has joined me here in Washington, now. Our daughter Sarah turned one in July. We believe she will be quite the gamer when she gets older. She enjoys throwing Kate's two inch dice.

Of course the big event of the summer is the release of TRAVELLER: THE NEW ERA. Reports are that it is selling well. Most of my players like it a lot and have purchased their own copy. We are eagerly waiting FIRE, FUSION, AND STEEL. Good sales means great support. GDW has a number of TNE products planned for the next year. BRILLIANT LANCES is already out, and RAFM is making starship miniatures for it. But this is only the beginning of new products.

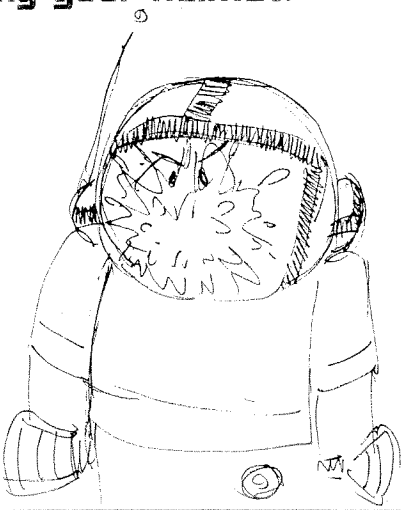
As promised, with this issue, the TIMES will be covering TRAVELLER exclusively. We hope you like what you see.

Yours for Traveller,

Geo

SPACER SAM SEZ:

Remove gum before closing your helmet!



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.

SURVIVAL MARGIN

Dave Nilsen $10.00
Players Use ✓✓✓ Referee Use ✓✓✓✓
Artwork ✓✓✓ Content ✓✓✓
Overall ✓✓✓1/2

A supplement for and introduction to TRAVELLER THE NEW ERA. This book compiles most TAS entries from the Rebellion and notes from Strephon, Norris, and Dulinor. The back has essays on Virus and includes a section for converting TRAVELLER and/or MEGA TRAVELLER characters to TNE. This is a good book for those who want to get a feel for the Rebellion, and learn the causes and effects of the Collapse.

TRAVELLER THE NEW ERA

Nilsen and Chadwick $25.00
Players Use ✓✓✓ Referee Use ✓✓✓✓
Artwork ✓✓✓ Content ✓✓✓✓
Overall ✓✓✓✓

The newest edition of the longest standing science fiction role playing games. This edition upgrades TRAVELLER's rules to the GDW "House" system. It also advances the timeline of Traveller to some 70 years into the future. There is a new era of adventure awaiting Traveller characters.

BRILLIANT LANCES

Nilsen and Chadwick $30.00
Players Use ✓✓✓ Referee Use ✓✓✓
Artwork ✓✓✓✓ Content ✓✓✓
Overall ✓✓✓1/2

This boxed set is the Traveller starship combat rules. The starship combat rules are contained in the basic game, and can be played as is. However, this set expands on those rules, and provides rules for use with starship miniatures. Furthermore, there is a set of staship design rules in this game. For those who want the design rules, but don't want to buy a boxed set, you

GEO'S VARIANTS

BEEFING UP CONVERTED CHARACTERS

I have noticed that some characters, when converted to TRAVELLER: THE NEW ERA (TNE) fall a little short when compared to characters created by that system. This is particularly true of characters which were created using the term system before MEGATRAVELLER. There are ways of bringing any converted character up to TNE standards.

Just a reminder, here, this is NOT an approved system, and should be used only by referee approval, and with his guidance.

By my reckoning, the average character in TNE gets 7 skills per term for the first 6 terms and 3 per term after that. That is not to say that TNE characters get 7 skills each term, some get more and some get less. This number is intended as a benchmark for comparing converted characters. I base this generalization on a single career and one secondary skill per term. The term skills here refers to the total of skills and skill levels.

TERMS	TERM SKLS	SCDY ACT SKL	PROM SKL	SPEC DUTY SKILLS	MIN ----SKILLS----	AVE	MAX
0	8(Background Only)				8	8	8
1	8	1	1/2	2	17	19	22
2	4	1	1/2	2	22	26	32
3	3	1	1/2	1	26	32	39
4	2	1	1/2	1/2	29	36	45
5	1	1	1/2	1/2	31	39	49
6	1	1	1/2	1/2	33	42	53

Minimum Skills are based on Term Skills and Secondary Activity Skill only.
Average Skills are based on Terms Skills, Secondary Activity Skills, and a 50% success rate on Promotion and Special Duty.
Maximum Skills are based on Term Skills, Secondary Activity Skills, and a 100% success rate on Promotion and Special Duty. This is included for reference only. Do not penalize converted characters if by some fluke they happen to end up with more skills than listed here.

If the character starts with a term of education, subtract 4 from his EDU and add that number of skills to the totals above.

If the character changes careers, then subtract that term's skill awards from 7 and add that to the totals above.

All this should give you an idea of what the average TNE character should have, and can serve as a basis for comparison of converted characters.

So, as a referee, you have decided that your player's converted character could use a little help. Where do you select skills from?

First off, you should not let the player add skill points to skills that he already has -except- in the case of a Classic skill which has been split up in TNE. For example, a character has a Classic skill of Pilot at a level 3. In TNE he could divide this between Astrogation and Pilot(Interface/Grav). So, here, you might be justified in allowing some levels to be added to Astrogation and Pilot(I/G) -but- not so many to increase either of them above a level of 6 (the original level of 3 x 2).

You should encourage the player to take advantage of the many skills that are now available that were not before, thus giving the character a bit of personality and depth.

When selecting new skills, you might consider starting with background skills. Since this area is a new concept to Traveller Characters, converted characters will probably not have them. So look at the list and select up to four skills at level 2 each. Again, this will help add personality to the character.

Next, compare the character's list of skills with those which TNE character receive in the first term of the same or comparable career. They represent the standard training for a new employee in that career. Very likely, you will find some skills in that list which the converted character does not have.

The next area to consider is that of secondary activities. Again, this is a new concept to Traveller characters, and gives the player some lattitude to select from that large variety of skills. Check the information for the associated careers and see if it awards none, one, or two secondary activites per term. Remember, unless otherwise specified, each term rewards one secondary activity skill. From this total, you can allow the player to select that many "free" skills.

If the character being converted was originally created under the MT system, then it is possible he had some "special assignments". If so, you might allow the player to select -some- skills from the ones listed under Special Duty.

If that is not enough to round the character out, then look at the skill lists under subsequent terms.

As always, you as referee should use your judgment and control. This article is intended to give some suggestions for filling out a converted character. It is not intended to allow a player to build a super character. Also, watch out for high attributes, the player may have used some of his skill awards to build them up. High attributes can often offset low skill levels.

Yours for Traveller,

Geo

HARLEQUIN SUBSECTOR
(Subsector D of Solomani Rim Sector)
(Pre-Collapse data circa 1117)

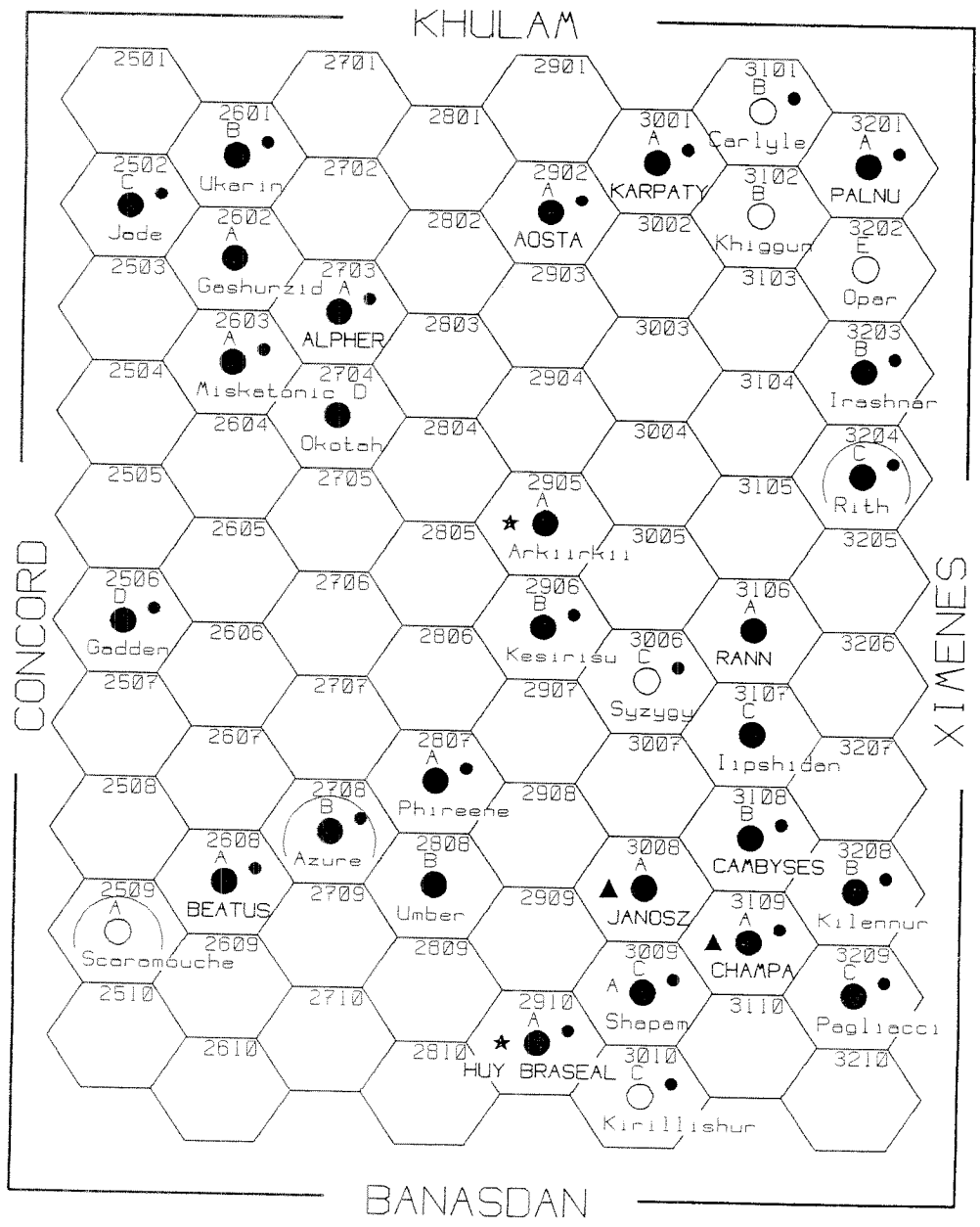
Name	Hex	UPP	BS	Trade	TPPG	Al	Stellar
Jade	2502	C47588F-D			715	Li	K6 V
Gadden	2506	D893200-8		Ni Lo	323	Li	M6 III
Scaramouche	2509	A7C6503-9		Ni Fl	A300	So	M4 V M1 D
Ukarin	2601	B433742-D		Na Po	502	Li	G6 V
Gashurzid	2602	A6568A8-F			210	Li	M2 V
Miskatonic	2603	A487863-9		Ri	215	Li	M2 V
Beatus	2608	A688989-E		Hi	804	So	A2 V M9 D
Alpher	2703	A866997-E		Hi	214	Li	G0 V M2 D
Okotah	2704	D325103-B		Ni Lo	400	Li	K9 V
Azure	2708	B3348CF-B			A221	So	G2 V M3 D
Phireene	2807	A469895-D		Ri	802	So	F7 V
Umber	2808	B777464-D		Ni	220	So	M3 V M6 D
Aosta	2902	A453A26-F		Hi Po	903	So	K4 V
Arkiirkii	2905	A66A8AD-F	B	Wa Cp	500	So	M0 V M3 D
Kesirisu	2906	A49A502-A		Ni Wa	123	So	M3 V M8 V
Huy Braseal	2910	A255989-F	N	Hi	420	So	F5 V
Karpaty	3001	A483954-F		Hi	813	So	M3 V M6 D
Syzygy	3006	C100721-8		Na Va	832	So	F0 V
Janosz	3008	A564978-B	S	Hi	821	So	G4 V M6 D
Shapam	3009	C232533-C		Ni Po RsA	701	So	F9 V
Kirillishur	3010	C7A4543-E		Ni Fl	113	So	F5 V M9 D
Carlyle	3101	B9B5865-C		Ni Fl	111	So	K8 V M5 D
Khiggun	3102	B8A3643-E		Ni Fl	735	So	M6 V M5 D
Rann	3106	A664988-F		Hi	400	So	K9 V M5 D
Iipshidan	3107	C544534-A		Ag Ni	334	So	M3 V
Cambyses	3108	B246988-A		Hi In	322	So	M1 V
Champa	3109	A6629B9-8	S	Hi	824	So	G8 V M7 D
Palnu	3201	B484999-E		Hi	923	So	G3 V
Opar	3202	E5AA267-E		Ni Lo Fl Wa	210	So	G7 V M6 D
Irashnar	3203	B131438-F		Ni Po	802	So	G8 V
Rith	3204	C536875-C			A823	So	M4 V
Kilennur	3208	B5958BE-B			522	So	K8 V M2 D
Pagliacci	3209	C754733-6		Ag	913	So	K5 V M4 D

Harlequin Subsector: In 1117, Harlequin had a population of over 148 billion. Its highest population was 90 billion, on Aosta. Its highest tech level was 15(F), at Gashurzid, Aosta, Arkiirkii, Huy Braseal, Karpaty, Rann, and Irashnar. About this time, most of the subsector is in the possession of the Solomani.

Notes

TPPG indicates Travel Zone, Population Multiplier, Planetoid Belts, and Gas Giants. If the Travel Zone digit is empty, it is a green zone, "A" and "R" indicate Amber and Red zones respectively.

Al is the Allegiance column: Li = Lucan's Imperium; So = Solomani Confederation.



HARLEQUIN SUBSECTOR
(Subsector D of Solomani Rim Sector)
(New Era data, as of 001-1201)

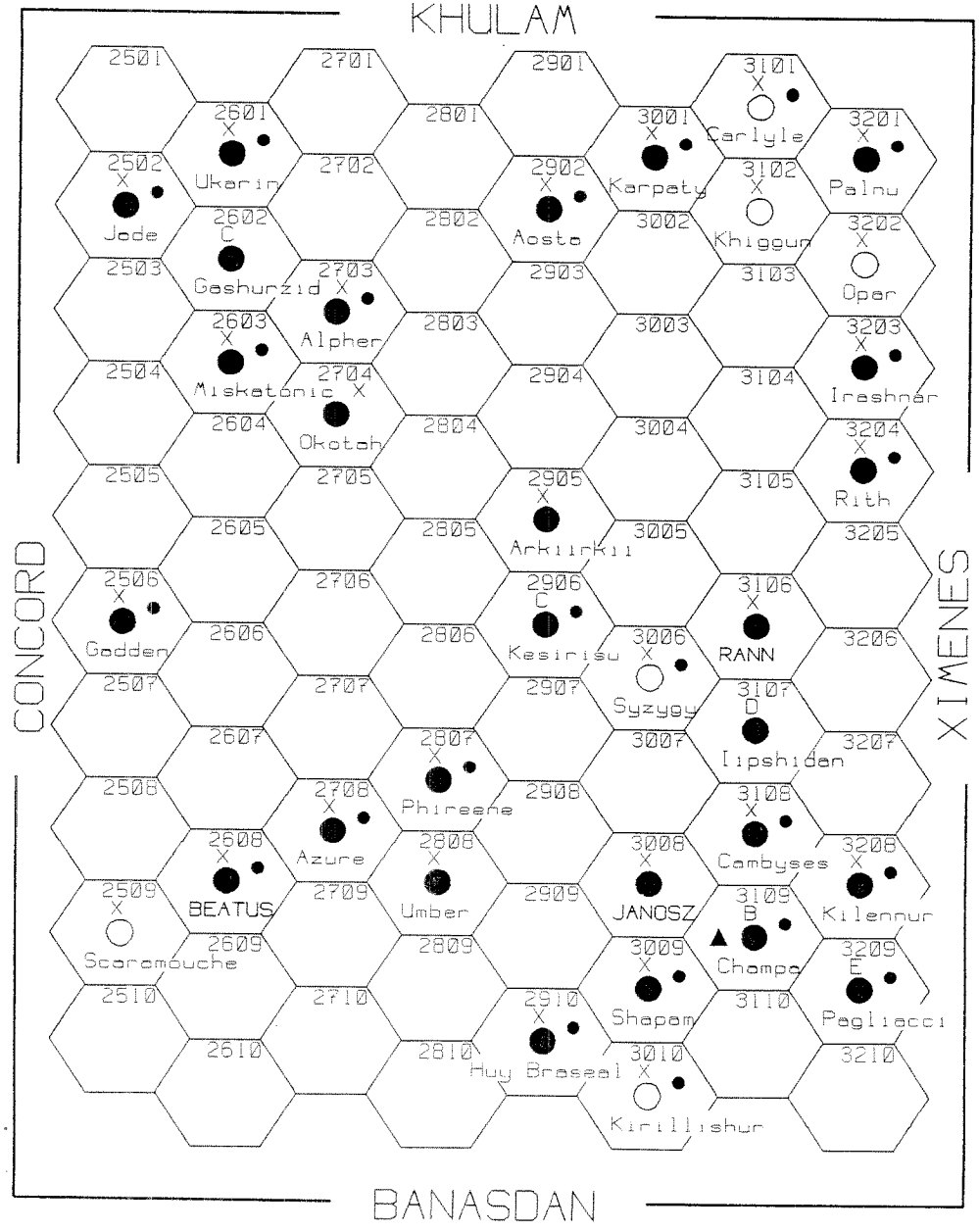
Name	Hex	UPP	BS	Trade	TPPG	Al	Stellar
Jade	2502	X475654-7		Ag Ni	915	Na	K6 V
Gadden	2506	X893203-6		Ni Lo	123	Na	M6 III
Scaramouche	2509	X7C6000-0		Ba Fl	000	--	M4 V M1 D
Ukarin	2601	X433000-0		Ba	002	--	G6 V
Gashurzid	2602	C6568AB-B			110	Na	M2 V
Miskatonic	2603	X4878A5-7		Ri	115	Na	M2 V
Beatus	2608	X688968-0		Hi	B404	Na	A2 V M9 D
Alpher	2703	X866968-5		Hi	B114	Na	G0 V M2 D
Okotah	2704	X325000-0		Ba	000	--	K9 V
Azure	2708	X334000-0		Ba	021	--	G2 V M3 D
Phireene	2807	X46986C-5		Ri	B602	Na	F7 V
Umber	2808	X777337-7		Ni Lo	B420	Na	M3 V M6 D
Aosta	2902	X45376B-3		Po	503	Na	K4 V
Arkiirkii	2905	X66A866-2		Wa	B200	Na	M0 V M3 D
Kesirisu	2906	C49A45A-5		Ni Wa	423	Na	M3 V M8 V
Huy Braseal	2910	X25576B-5		Ag	B520	Na	F5 V
Karpaty	3001	X48386C-4			B113	Na	M3 V M6 D
Syzygy	3006	X100000-0		Ba Va	032	--	F0 V
Janosz	3008	X56496C-5		Hi	B621	Na	G4 V M6 D
Shapam	3009	X232000-0		Ba	001	--	F9 V
Kirillishur	3010	X7A4000-0		Ba Fl	013	--	F5 V M9 D
Carlyle	3101	X9B5000-0		Ba Fl	011	--	K8 V M5 D
Khiggun	3102	X8A3000-0		Ba Fl	035	--	M6 V M5 D
Rann	3106	X66496A-6		Hi	B200	Na	K9 V M5 D
Iipshidan	3107	D5445A9-6		Ag Ni	134	Na	M3 V
Cambyses	3108	X2465A9-3		Ag Ni Lo	422	Na	M1 V
Champa	3109	B6628B8-8	S		B624	Na	G8 V M7 D
Palnu	3201	X484869-2			B323	Na	G3 V
Opar	3202	X5AA000-0		Ba Fl Wa	010	--	G7 V M6 D
Irashnar	3203	X131000-0		Ba	002	--	G8 V
Rith	3204	X536000-0		Ba	023	--	M4 V
Kilennur	3208	X59586A-4			B322	Na	K8 V M2 D
Pagliacci	3209	E754777-3		Ag	B813	Na	K5 V M4 D

Harlequin Subsector: Harlequin subsector has a New Era population of just over 15.49 billion, a decline of over 132.6 billion from its pre-Collapse population. Its highest population is 6 billion, at Janosz, and its highest tech level is 11(B), at Gashurzid. No worlds in Harlequin have experienced a population increase over their pre collapse levels. Gashurzid has a remarkably high tech level for a the wilds.

Notes

TPPG indicates Travel Zone, Population Multiplier, Planetoid Belts, and Gas Giants. Because there is no longer a Travellers' Aid Society or other such watchdog group, there are no travel zones in the Wilds. However, a "B" in the Travel Zone column indicates that the world is Balkanized and the government shown is the largest on the world.

Al is the Allegiance column: The "Na" code indicates a non-aligned world. Such a world may exist within an interstellar community, but have no ties to it, or may be non-aligned because it has virtually no off-world contact. The "--" indicator means that a world has no allegiance because it has no population.



TRAVELLER *THE NEW ERA*
CORRECTIONS and ADDITIONS
Provided by Game Designers' Workshop

Page 38 - Stellar Regions DMs Table - Under "Wilds," wear value reference should be 10, not 8.

Page 186 4 World Size - Should be 2D6-2 5 Atmosphere - Should be 2D6-7 + World Size 6 Hydrographics Should be 2D-7 + World Size 8 Government Should be 2D-7 + Population 9 Law Level Should be 2D-7 + Government

Page 187 - 12 Trade Classification - Atmosphere for Industrial class should be "2-, 4, 7, 9"

Page 196 - Travel Movement Table - Some of the Travel Moves are off. The correct values should be:

Heavy cargo truck	85/10	Ground car	260/50
Hovercraft	240/195	Tracked ATV	150/65
Range truck	240/85	Wheeled ATV	175/65
Air raft (open)	1440/260		
G-Carrier	2880/260		
Enclosed air raft	2880/260		
Grav tank	2400/345	Speeder	3360/390
Grav Bike	720/85		

Page 236 - 5 Sourceworld Trade Classifications - Atmosphere for Industrial class should be "2-, 4, 7, 9"

Page 288 - Upon further testing, we have decided that the following wound effects provide more entertaining and dynamic play, and suggest that all players use these instead.

Serious Wounds: the roll to avoid losing conciousness every turn in which the character attempts an activity becomes a Difficult roll against Constitution. Characters who have lost conciousness make a Formidable roll against their Constitution each turn to attempt to regain conciousness.

Critical Wounds: The roll to regain conciousness is made each combat turn, and is a D100 (percentile) roll against the Constitution attribute.

Page 289 - Add the following new rule for the use of the personal medical kit, immediately before the "Stabilizing Critical Wounds" section.

Use of a personal medical kit (page 334) allows a character with neither Medical skill nor a doctor's medical kit to avoid the unskilled penalty when attempting a first aid task (thus it is a Formidable task using the character's EDU attribute). One such use uses up the medical kit.

Page 292 - Under Powerboats, the reference to "size one" should read "Micro or SubMicro."

Page 301 - Fire: The task to extinguish a fire should be Difficult versus CON, not Formidable.

Page 302 - In the example of the collision between the car and truck, the following corrections should be made: "the car is hit with a value of (95x2) 10, or 19," "which means that (19-1=) 18 is referenced," and "As a result, (9-1=) 8 points are taken to the Vehicle Damage Results Table." In the tandem bicycle example, the check versus Agility should be Average, not Difficult.

Page 315 - In the second-to-last paragraph, delete the reference to the limit on maximum simultaneous sensor locks.

Page 325 - Delete Hit Location table in lower left-hand corner of page, as it is redundant. Use Ship Facing tables at upper right for hit location.

On Ship Facing/Beam Weapon Fire table, "Fore Quarter" line should read: "reroll results of 16 through 20."

Page 340 - Communication Equipment - The in-text range of 500 km for both the Communicator, Laser, and Communicator, Video, should be changed to 300 km, and all references to the term "regional range" should be deleted.

Page 348 - Laser Turret Table the TL 14 150 Mj laser turret should have an Extreme range listing of "16:1/10-30."

Page 351 - Slug Rifles and Carbines - The double-barrel rifle mentioned in the note is 12mm, not 13, and its magazine listing in the table should be 2i.

Page 355 - Lasers
The Laser Rifle-9 (8cm) should have a Pen of Nil/3-Nil.
The Laser Rifle-13 (4cm) should have a Pen of 3. This Penetration does not attenuate with distance.

High Energy Weapons - The numbers listed under "Pen" are the weapons' Penetration Values for use against vehicles, see page 297. The penetration ratings for use against personnel according to the rules on page 285 were inadvertently omitted. These ratings are 1-2-10 for all plasma guns and 1/2-1- 4 for all fusion guns.

Correct range for Fusion Rifle-14 is 50, and Fusion Rifle- 15 is 70.

Pages 360-365 - Vehicle Data - Many of the vehicles have no listed configuration or an incomplete configuration. In addition, Travel Moves and grav vehicle Combat Moves need to be corrected. Their correct configurations and Moves are as follows. The notation Unarmored refers to the Unarmored Vehicles rule on page 301, and the references to turrets refer to the Hit Location rule on page 297. Any Travel or Combat moves that are not listed do not need correction.

Note that travel moves for ground vehicles assume that the vehicle is moving at a rate of 1.5 times its safe speed for a period of four hours. This means that a ground vehicle could go farther than this during a four-hour period. The absolute upper limit is twice the listed travel move, which translates to the vehicle's driver making constant Formidable driving rolls for a period of four hours.

Travel moves for aircraft and grav vehicles are in the format high flight speed/NOE speed. For NOE speed, the Travel Move is 1.5 times the safe speed for four hours, just as for ground vehicles. Because high flight speed is an absolute speed at high altitude, the high flight Travel Move is four hours at this speed, with no need for driving/piloting checks (except in the case of bad weather, etc., at the referee's discretion).

Heavy Cargo Truck: Travel Move: 85/10; Configuration: Vehicle (Unarmored)

Ground Car: Travel Move: 260/50; Configuration: Vehicle (Unarmored)

Hovercraft: Travel Move: 240/195; Configuration: Vehicle (no turret)

Tracked ATV: Travel Move: 150/65; Configuration: Vehicle (no turret)

Range Truck: Travel Move: 240/85; Configuration: Vehicle (Unarmored)

Wheeled ATV: Travel Move: 175/65; Configuration: Vehicle (no turret)

Air Raft: Travel Move: 1440/260; Combat Move: 50/6; Configuration: Vehicle (Unarmored)

G-Carrier: Travel Move: 2880/260; Combat Move: 100/6; Configuration: Vehicle (Small Turret)

Enclosed Air Raft: Travel Move: 2880/260; Combat Move: 100/6; Configuration: Vehicle (no turret)

Grav Tank: Travel Move: 2400/345; Combat Move: 83/8; Configuration: Vehicle (Turret)

Speeder: Travel Move: 3360/390; Combat Move: 117/9; Configuration: Vehicle (no turret)

Grav Bike: Travel Move: 720/85; Combat Move: 25/2; Configuration: Use "Firing at Riders" (page 277) and "Motorcycles" (page 301)

Page 363 - G-Carrier - 20 Mj plasma crade gun Damage should be 16, and Penetration Values should be 16-8-1.

Page 364 - Grav Tank - 120 Mj fusion cradle gun Range should be 600*.

This information was provided by Loren K. Wiseman in the Scorpia Bulletin Board Library section of the General Electric Network for Infomation Exchange.

4mm Combat Gauss Pistol

The combat gauss pistol is a more robust, lower recoil version of the standard gauss pistol.

Ammo: 4mm Gs
Wt: 1.02 Kg
Mag: 15 Box
Price: 1,300 Cr
TL: 13

Weapon	ROF	Dam	Pen	Blk	Recoil SS	Recoil Brst	Recoil Rng
4mm Combat Gauss Pistol	3	1	1-Nil	1	3	5	30

12mm Auto Pistol

This auto pistol delivers a large round with little recoil. An optional flash suppressor costs Cr 14. The weapon cannot be holstered with it attached.

Ammo: 12 x 40mm CAP
Wt: 4.0 Kg
Mag: 10 Box
Price: 1070Cr (Includes Laser Sight)
TL: 10(A)

Weapon	ROF	Dam	Pen	Blk	Recoil SS	Recoil Brst	Recoil Rng
12mm Auto Pistol	SA	4	2-3-Nil	2(3)	2	-	18

ASSAULT SHOTGUN

The Aurora AS-1 is used by Terran Marines in boarding actions. Though heavy, it is extremely effective with a high powered round and low recoil. It is durable and easy to maintain.

Ammo: 18 x 100 mm Shotgun
Wt: 8.54 Kgs
Mag: 15 Box
Price: 1,731 Cr
TL: 12(C)

Weapon	ROF	Dam	Pen	Blk	Recoil SS	Recoil Brst	Recoil Rng
AS Slug	5	5	3-4-Nil	4(5)	1	3	40
Shot(Cl)	5	10	1-Nil				
(Med)	5x10	2	1-Nil				

Becomes Bulk 5 when folding stock is extended.
Has laser sight and pistol grip.

10mm Submachinegun

This SMG fires a large round with little recoil.

Ammo: 10 x 50 mm SMG
Wt: 4.1 Kgs
Mag: 30 Box
Price: 748 Cr
TL: 8

Weapon	ROF	Dam	Pen	Blk	Recoil SS	Recoil Brst	Recoil Rng
10mm SMG	5	3	2-Nil	3	1	2	25

LARGE SCALE PLANETARY ASSAULTS

By Richard T. Artis

Of all the planetary defense weapons available, the most formidable are the deep meson gun sites. After fighting through the mobile defense forces (ships, system defense boats, and fighters), and reaching the planet, the next obstacle is the ground based defenses.

At lower tech levels, 7 to 11, ground based laser, energy, and missile batteries pose a threat, but against higher tech level vessels, they are more a nuisance than a threat. Direct fire weapons, lasers and energy weapons, can only fire at targets which are visible. Targets over the horizon are safe. Missiles can reach out further and can fire on targets which direct fire weapons cannot reach. However, if the fleet is sufficiently equipped with nuclear dampers, the missile threat is nullified.

Meson guns are more versatile. It can fire at any target, in any direction, and only meson screens are a defense against it. Of course, planetary meson guns are sufficiently large so that most meson screens are not that effective. Furthermore, located deep within a planet's crust, they cannot be detected and are vulnerable only to other meson guns which would have trouble hitting them. The weakness of the meson gun is its dependence upon sensor data, and those sensors are more vulnerable than the weapon itself.

Most planets will have orbital sensors, surface sensors, and a communication network linking the two with the defensive weapons. Therefore, the first step in an assault would be to destroy the orbital sensors.

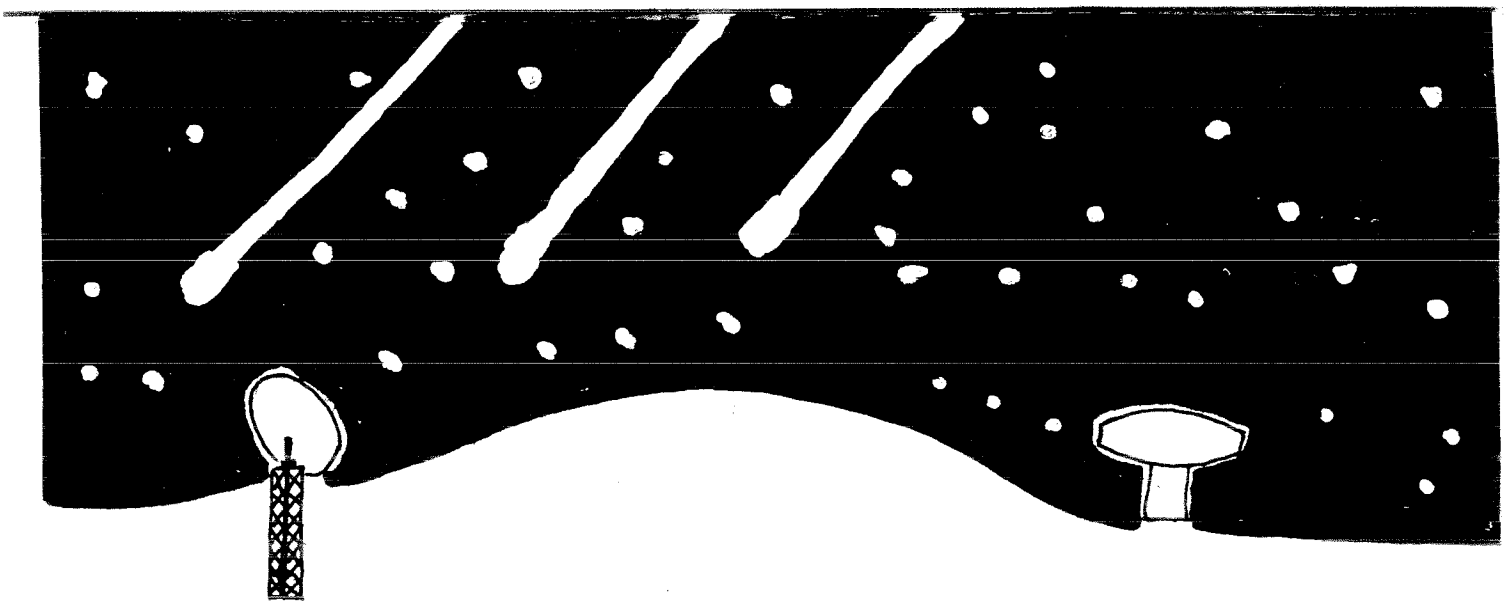
For this, fleets would tend to use a long range strike with missiles followed closely by a fighter assault. The EMP from the missiles should blind or confuse the sensors that were not immediately destroyed by the missile strike. As they recover from that strike, the fighters could move in and destroy any remaining orbital sensors, and strike at surface sensors in a specific target area. The object is to create a sensor blind spot around the small area at which the fleet intends to form its beachhead.

In the game, INVASION EARTH, and published material, GDW discussed the invasion of Terra by the Imperium at the conclusion of the First Solomani Rim War. In that invasion, the Imperium first invaded Australia. True, it is a small out of the way continent, but it was good enough to establish a foothold on the planet.

Preparatory to any assault, a fleet must recon the planet. Sensors in orbit are readily detectable, and sensor sites on the surface can be located through photo recon, electronic intelligence, or agents on the surface. This should locate most of the sites, but some secret sites may still exist.

However, striking a small area would increase the fleets chances of completely blinding the planetary defenses in that area. If the deep meson gunners cannot lock on the attacking fleet, it cannot fire upon the attacking fleet. Opening a corridor for attack is a tactic similar to the use of a Wild Weasel aircraft to open a corridor for an air strike.

Once a hole is established, the assault can begin. A fleet might initially employ jump troops to get to the surface quickly and set up a landing zone. Then the assault shuttles and other landers could descend with heavier equipment and troops. Jump troops might also be used for lightening quick commando raids against important targets.



HIWG

History of the Imperium Working Group

More than the name implies!

THE EVOLUTION OF HIWG

The History of the Imperium Working Group (HIWG) is an international organization of Traveller fans. Founded in 1987, it now has members from Finland to Japan and many points in between.

HIWG originally planned to expand on Imperal history starting with the assassination of Strephon then going through the rebellion and beyond. As HIWG set out toward that goal, it quickly expanded beyond that purpose. Many joining HIWG were interested in aspects of Traveller other than history. Thus were created a number of Special Interest Groups and HIWG became more than an organization creating history. It became an idea exchange.

Several members got started as Traveller writers by creating documents for HIWG. Both Digest Group and GDW, although under no obligation to do so, have used material developed by HIWG.

HIWG IN THE NEW ERA

But that was then, and this is now. The Imperial timeline has gone well past the rebellion. So what is HIWG's role now? HIWG remains what it has become, an organization of Traveller players and referees.

However, HIWG still does development. All the people credited for the creation of HubWorlds in Traveller: The New Era are HIWG members. HIWG will continue to develop the HubWorlds and expects material to appear in Imperial Lines and Challenge.

But our development is not limited to the HubWorlds. Some members are applying the effects of the Collapse to published sectors, others are concentrating on the Regency, and others are working with the Reformation Coalition.

There will be members creating equipment, vehicles, and starships. If there is a Traveller related activity you are interested in which is not mentioned here, it has a place in HIWG too.

HOW YOU CAN JOIN

Membership is available at $2.00 (U.S Funds) per issue of AAB Proceedings, which is usually purchased in 6 issue increments ($12.00). Persons living in the United States or Canada can send the fee to the Membership Secretary.

Persons living overseas should contact the HIWG Connection nearest them.

See the sidebar for names and addresses.

Prices for overseas memberships may vary slightly. Contact your HIWG Connection for details.

WHAT MEMBERSHIP GETS YOU

Membership gets you copies of AAB Proceedings (HIWG's Official Newsletter), a membership directory, and a list of HIWG documents. More importantly, your membership makes you a part of a world wide association of others who share your interest in Traveller.

ACKNOWLEDGMENTS

Traveller and Traveller: The New Era are trademarks owned by Game Designers' Workshop. Reference to products of GDW or its licensees are not intended to infringe on their rights.

HIWG CONNECTIONS

Chair

Mark "Geo" Gelinas
Box 6088
Silverdale, WA 98315-6088
GEnie: M.Gelinas

Vice Chair

Mike Mikesh
3124 75th Avenue #3
Landover, MD 20785
GEnie: M.Mikesh

Membership Secretary

Clay Bush
P.O. Box 895
Limon, CO 80828.
GEnie: C.Bush3

HIWG Australia

Dave Schneider
23 Barwell Avenue
Marleston, S. Australia 5033

He produces Starburst the HIWG-Australia newsletter.

HIWG-UK

C.N. Walker
Bankside, Reddisher Road
Marsden, Huddersfield HD7-6NF.

He produces White Noise, the HIWG-UK newsletter.

HIWG-Scandinavia

Roger Myhre
Ammerudgrenda 168
0960 Oslo, Norway.

He produces Kfan Uzangou, a newsletter focusing on the Vargr and Guurrdon sector.

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 are: SURVIVAL MARGIN: GATEWAY TO THE NEW ERA; TRAVELLER: THE NEW ERA; and BRILLIANT LANCES. For more information about these products, see QUICK REVIEWS on Page 2.

OCTOBER - TNE PLAYERS HANDBOOK - will contain more background information, ready to play player character templates, and other character related things.

NOVEMBER - FIRE, FUSION, AND STEEL - the technical design book for TNE. This book will have the starship design rules presented in BRILLIANT LANCES, rules for vehicle, weapon, and equipment design, and notes on desinging the technology base for your own universe. Also in November - DELUXE TNE. This will contain the basic rule book, FIRE, FUSION, AND STEEL, and some other goodies which will be available separately for those who have already purchased the basic book.

DECEMBER - SMASH 'N' GRAB - this will be the first TNE sourcebook detailing one type of Star Viking operation, and containing several independent scenarios of that type.

JANUARY - TNE REF's SCREEN

FEBRUARY AND BEYOND - MANY MORE TNE ITEMS.

FROM RAFM

- Traveller starship miniatures will be sent to distributers early in October. Some of you have seen samples at GENCON. Reports are they are very good looking. Watch for them in your favorite game store.

FROM DIGEST GROUP PUBLICATIONS

MEGATRAVELLER JOURNAL 4 may still be available in some stores or directly from DGP. 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. MTJ 4 is Digest Group's last Traveller product.

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. For a free catalog write to Seeker Gaming Systems, P.O. Box 1027, Spanaway, WA 98373.

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 See the flier on page 8.

ACKNOWLEDGMENTS

TRAVELLER is a registered trademark and TRAVELLER: THE NEW ERA (TNE) are trademarks of GDW and are used by permission.

ADDRESS FOR THE TIMES

TERRA TRAVELLER TIMES
C/O Mark Gelinas
Box 6088
Silverdale, WA 98315-6088

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.

Editor.....Mark "Geo" Gelinas
Associate Editor.....Kate Lebherz Gelinas
Submissions.....Richard Artis, Harold Hale, Loren Wiseman
Cover Art.....Kate Lebherz Gelinas
Computer Graphics/Additonal Art.....Mark Gelinas, Kate Gelinas
Offices.....Box 6088,
Silverdale, WA 98315-6088
Phone.....(206)698-4979
GEnie.....M.GELINAS

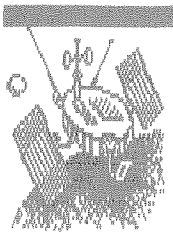
TABLE OF CONTENTS

Forward Observer.....2
GEO'S VARIANTS
Beefing Up Converted Characters.....3
Harlequin/Solomani Rim Circa 1117.....4
Harlequin/Solomani Rim 001-1201.....5
HIWG Flier.....9
Planetary Assaults.....8
QUICK REVIEWS.....2
Spacer Sam.....2
TNE Corrections and Additions.....6
Weapons for TNE.....7

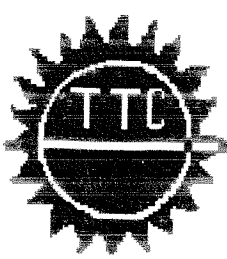
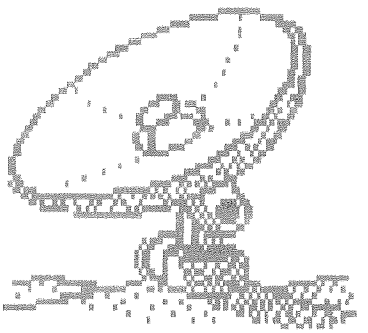
NOTE: The TNE weapons appearing in this issue were all designed using a draft of the system which will appear in FIRE, FUSION, AND STEEL. The Gauss Pistol was provided by Loren Wiseman. The Assault Shotgun was provided by Harold Hale.

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 ASTRA"
Terra Traveller TIMES
BOX 6088
SILVERDALE, WA 98315-6088



GAMING IN THE FUTURE