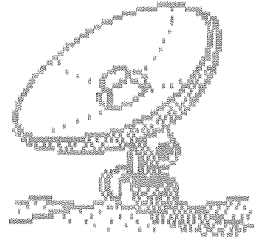


Terra Traveller TIMES



⊕ FORWARD OBSERVER ⊕

AN EDITORIAL BY MARK "GEO" GELINAS

LIFE

I guess it has really been about a year since I last did an issue of the TIMES. Another newsletter publisher might be inclined to simply quit publishing if he could not get issues out more often than that. I simply cannot let the TIMES fade away.

Really, it has become a labor of love for me. The TIMES never was a money making proposition, and have long since stopped paying for itself. However, I am compelled to continue my TRAVELLER coverage with this newsletter. It is always my earnest hope that you can find something in these pages that you can use in your TRAVELLER games, or at least find some entertainment value.

Life has a way of substituting its own agenda for life into the lives of others. I am no exception to this trend. My move out to the left coast has been beneficial in many ways, but the changes it brought and new demands on my time have made me cut back on other things. Regretably the TIMES is one of those things I have had to cut back on.

This will not be the last issue of the TIMES, but I can not make any promises as to when the next issue will arrive in your mailbox. Please do keep me informed of any changes of your address, so this newsletter can reach you without mailing delays.

THE UNIVERSE

TRAVELLER is back, as strong as ever. It recently won the ORIGINS award for best Roleplaying game against some pretty stiff competition. The Workshop has put some careful detail into the Coalition background.

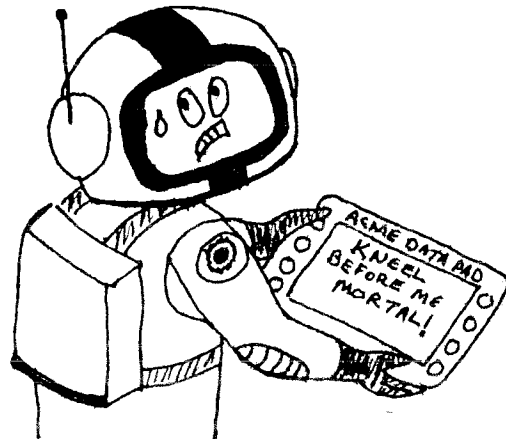
Now that particular aspect of the "Imperial" campaign is established. So, while support for the RC campaign will continue, the Workshop can turn its attention to another area, the Regency. Those who are familiar with the "Classic" TRAVELLER background, will find familiar adventure opportunities in the Regency. There will also be some twists due to the changes that have happened over the past 70 years.

AND ALL THAT STUFF

I had looked at including some information about an alternate campaign background in this issue, but the stuff I had worked together well. Unfortunately, the stuff I had filled the pages quite well. Therefore, my alternate campaign setting will have to wait for a future issue.

In the meantime, you have enough in this issue to begin a Regency campaign in a different area than found in the book. If you have a Regency campaign already, you now have information on the Quarantine Cutters, a common vessel these days, and the Aslan.

SPACER SAM SEZ: Don't Panic!



TASK CONVERSIONS MEGATRAVELLER to TNE

A number of Referees have switched to using the TRAVELLER: NEW ERA (TNE) rule system. Some of those referees, however, are continuing their rebellion era campaigns. Whether that is the case, or whether you simply wish to use the abundance of MT skill descriptions, below is a simple system for converting MT tasks to TNE tasks.

When creating this table, I assumed an average MT skill of 3, plus an attribute bonus of +1 for a total of +4. For TNE, I assumed an attribute of 6, a skill level of 6 for an asset of 12.

MT SKILL	%	TNE SKILL	%
Simple	97	Easy	96
Routine	97	Average	96
Difficult	58	Difficult	60
--		Formidable	30
Formidable	8	Impossible	15
Impossible	0	--	

Notes:

1. The percentage chance for MT tasks accounts for the change due to DM's.

2. The percentage chances for MT Simple and TNE Easy tasks take into account automatic failure (2 for MT, 20 for TNE). Without the automatic failure, the task would automatically succeed.

3. The percentage for MT Routine is as shown; the percentage for TNE Average takes into account automatic failure.

4. The percentage for TNE Formidable does not have a comparable MT level. The MT level of impossible cannot be reached with the given DM's.



GEO'S VARIANTS

Aslan as a Player Character

Aslan player characters are generated using the regular character generation procedure, exceptions are noted below:

Background: Most PC Aslan come from the Regency. It is possible for characters to come from a world outside of the Empire, but that would be an unusual circumstance which should be worked out with the referee.

Attributes: Increase Strength and Constitution by 2. Decrease Agility by 1.

These alterations do not take into consideration any attribute adjustments for the character's homeworld.

When calculating mass, use 100 kgs for males, 90 kgs for females.

Gender: Male or female gender must be selected prior to character generation.

Naming: Use the Trokh word generation tables from SOLOMANI AND ASLAN.

Background Skills: No special skills.

Default Skills: No special default skills.

Careers: A number of careers are gender specific. If a character wishes to enter a career of the opposite gender, the character must make a Difficult Willpower roll to do so. If a character cannot enter the chosen field, that character must become an outcast. Use Professor for Aslan Teacher, and Entertainer for Aslan Artist. Aslan specific careers include Wanderer, Outcast and Assassin.

Career Term Skills: A number of skills are gender specific. If a character wishes to take a skill of the opposite gender, the character must make a Difficult Willpower roll to do so.

Skill Changes: Unarmed Martial Arts becomes Dewclaw. Blade skills are uncommon, but polearms are acceptable. History becomes Tradition. Gambling and Pickpocket skills are rare. New skills:

Independence - A male skill. This allows a male Aslan to operate independent of females. This skill gives a male knowledge of money and money matters.

Meditation - Allows the Aslan to simulate all Self skills except Regeneration. The controlling attribute is Intelligence.

Tolerance - Allows the Aslan to tolerate the impertinence and unwitting insults of the "barbarians".

Psionics: Aslan have the same psionic potential as humans.

ASLAN CAREERS

MALE ONLY CAREERS

- Flight Academy
- Assassin
- Bounty Hunter
- Civil Pilot
- Diplomat
- Hunter/Guide
- Merchant Marine
- Professor (Teacher)
- Undercover Agent
- Wanderer
- Aviation
- Wet Navy

FEMALE ONLY CAREERS

- Law School
- Medical School
- Technical School
- Attorney
- Belter
- Bureaucrat
- Civil Engineer
- Computer Operator
- Farmer
- Journalist
- Manager
- Mechanic
- Medicine
- Psionic Researcher
- Scientist

NEUTRAL CAREERS

- Undergraduate University
- Graduate University
- Athlete
- Barbarian
- Construction Worker
- Corsair (Rare)
- Criminal (Rare)
- Entertainer (Artist)
- Law Enforcement
- Martial Artist
- Mercenary
- Outcast
- Prisoner
- Rebel
- Scout
- Trader
- Wealthy Traveller
- Army
- Marines
- Navy
- Special Operations

Note: Unless the referee has chosen to introduce the Aslan race in the Reformation Coalition, or has some other justification, the Hiver Technical Academy is not available.

ASLAN GENDER SPECIFIC SKILLS

Bold script denotes male skills.

Standard script denotes female skills.

All skills not listed here are gender neutral.

* Denotes new skills in that skill cluster. Includes controlling attribute.

<u>ACROBAT</u> Stealth	<u>FINE ARTS</u> Dance Music Painting Song	<u>PHYSICAL SCIENCE</u> Biology Chemistry Farming Geology Physics Robotics
<u>AIRCRAFT</u> Pilot RCV Operations	<u>GUN COMBAT</u> Energy Weapon Slug Weapon Early Firearms	<u>SOCIAL SCIENCE</u> Instruction Interview Psychology Research
<u>ANIMAL HANDLING</u> Guard/Hunt Beast Farming	<u>HEAVY WEAPONS</u> Autogun Heavy Guns Energy Artillery Grenade Launcher Tac Missile	<u>SPACEHAND</u> Environment Suit
<u>ARTILLERY</u> Forward Observer Heavy Artillery Energy Artillery Archaic Artillery RCV Operations	<u>INTERACTION</u> Bargain * Independence (INT) Instruction Liaison Recruiting * Tolerance (CHA)	<u>SPACE TECH</u> Communications Gravitics Gunnery RCV Operations Screens Ship's Engineering
<u>ARTISAN</u> Jeweler	<u>MEDICAL</u> Medical	<u>SPACE VESSEL</u> Astrogation Pilot(Inter/Grav) Sensors
<u>CHARM</u> Recruiting Service	<u>PERCEPTION</u> Investigation Psychology Research Tracking	<u>TACTICS</u> Ground Tactics Fleet Tactics Ship Tactics
<u>CRIME</u> Forgery	<u>PERSONAL TRANSPORT</u> Grav Belt	<u>VICE</u> Bribery
<u>DETERMINATION</u> Leadership * Meditation¹ (INT)		<u>VEHICLE</u> Tracked Vehicle Hovercraft Pilot
<u>ECONOMICS</u> Admin/Legal * Independence (INT) Marketing		<u>VESSEL</u> Hovercraft Large Watercraft Small Watercraft
<u>ENGINEER</u> Combat Engineer Starship Arch		
<u>EXPLORE</u> Liaison Map Navigation		

¹May also be chosen by Female Aslan.

ASLAN ASSASSIN

This is a highly honorable career choice for the Aslan. In righting major wrongs, the Aslan assassin bring honor to himself. The career of assassin is a lifetime career.

PREREQUISITES: INT 8+

FIRST TERM

SKILLS: Independence 1, Melee 2, Gun Combat 1, Interaction 1, Perception 2, Explore 1.

SUBSEQUENT TERMS:

SKILLS: Melee, Gun Combat, Vehicle, Fine Arts, Charm, Tactics, Perception, Acrobat.

ALL TERMS:

SPECIAL ADVENTURE: 7+ for Interaction, Determination, Animal Handling, Spacehand.

PROMOTION: 6+, DM+1 for CHR 9+. If on Low Gov world, DM+1 for SOC 8+. If on High Gov world, SOC 8+ receives automatic promotion.

CONTACTS: One per term, Government, Law Enforcement, or another Assassin.

OTHER EFFECTS: Roll 1D10 once per term. A roll of 10 means that the character was seriously wounded in an Honor Duel and must spend the next term in a different career. +1 Initiative if more than 1 term served. 1 Ship DM per term, and 1 per special duty for a scout ship.

ASLAN WANDERER

The Aslan Wanderer is a male who journeys to find new landholds. The wanderer often travels alone.

PREREQUISITES: Male Aslan with INT 7+, Homeworld Tech = Early Stellar+.

FIRST TERM

SKILLS: Astrogation 1, Melee 1, Gun Combat 1, Spacehand 1, Independence 2, Space Tech 2.

SUBSEQUENT TERMS:

SKILLS: Melee, Gun Combat, Vehicle, Space Tech, Spacehand, Perception, Physical Science.

ALL TERMS:

SPECIAL ADVENTURE: 8+ for Tactics, Space Vessel, Economics, Explore, Interaction, Acrobat.

PROMOTION: 6+, DM+1 for INT 9+.

CONTACTS: One per term, Government, Trader, or Military.

OTHER EFFECTS: 1 Ship DM per term, plus 2 per Special Adventure, for a scout ship.

ASLAN OUTCAST

The Aslan outcast is one who cannot follow the strict Aslan way.

PREREQUISITES: None.

FIRST TERM

SKILLS: Melee 2, Gun Combat 1, Interaction 2, Charm 1, Tolerance 1, Independence 1.

SUBSEQUENT TERMS:

SKILLS: Melee, Gun Combat, Fine Arts, Artisan, Charm, Interaction, Vehicle, Economics, Social Science.

ALL TERMS:

SPECIAL ADVENTURE: 8+ for Vice, Crime, Space Vessel, Spacehand.

PROMOTION: 6+, DM+1 for STR 8+.

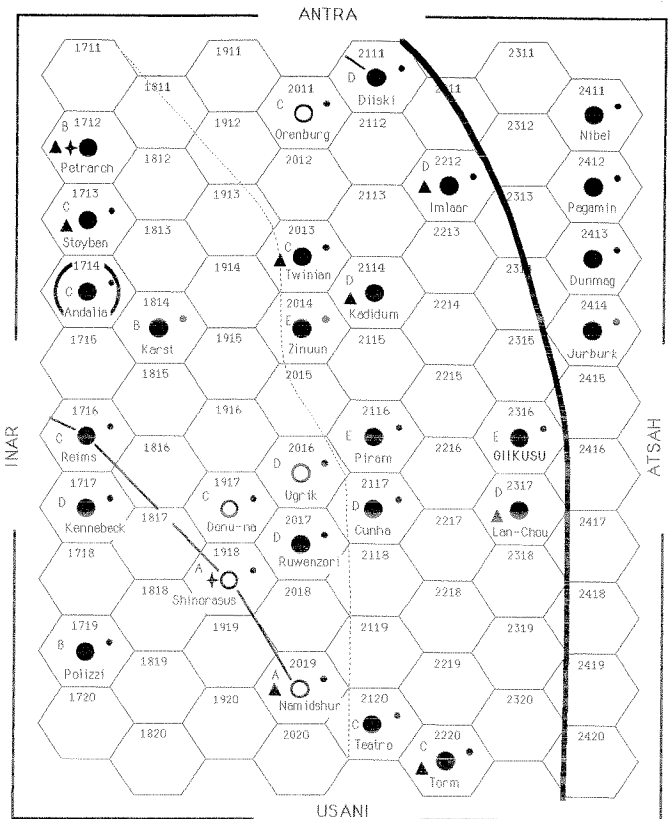
CONTACTS: One per term, Trader, Criminal, or Outcast.

OTHER EFFECTS: -1 SOC per term served. If more than 1 term served, +1 to initiative. At the end of each term, roll 1D10. If the roll is less than or equal to the character's Tolerance asset, the character has grievously violated the honor code, and must spend the next term in prison. When determining starting money, use INT instead of SOC for each term served as an Outcast.

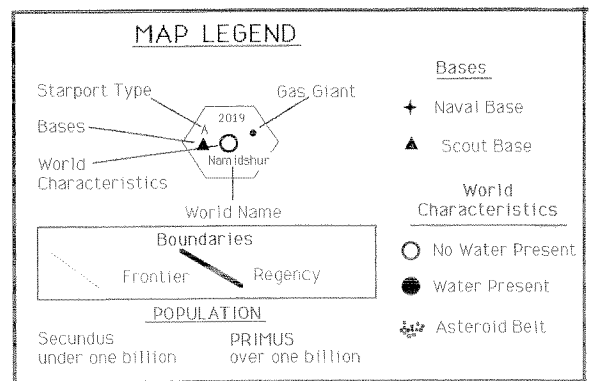
Dual Listing: Each world is listed twice. Upper Line is pre-Collapse data, lower line is New Era data. New Era information on any world in the Wilds is available only through someone who has visited that world.

NAMIDSHUR (Ex-Dunmag) Subsector in 1201
(Subsector G/Deneb Sector)

Name	Hex	UWP	Base	Trade	TPPG	Alg	Stellar
Petrarch	1712	B554853-8	A		210	DD	K6 V
		B554853-9	A		410	Re	K6 V
Stoyben	1713	D21356A-8	S	Ni Ic O:1712	211	DD	M3 V
		C21356A-A	S	Ni Ic O:1712	311	Re	M3 V
Andalia	1714	C87A447-6		Lo Ni Wa	A903	DD	G7 V M8 D
		C87A547-6		Ni Wa	A203	Re	G7 V AM D
Reims	1716	C624779-6			601	DD	M9 V MO V
		C624779-7			801	Re	M9 V MO V
Kennebec	1717	E978552-6		Ag Ni	523	DD	F7 V
		D978552-6		Ag Ni	623	Re	F7 V
Polizzi	1719	B402532-E		Ni Va Ic	823	DD	K9 V
		B402532-E		Ni Va Ic	923	Re	K9 V
Karst	1814	B87679B-6		Ag C:2	133	DD	F8 I11
		B87679B-7		Ag C:2	233	Re	F8 I11
Donu-na	1917	C460850-B		Ri De	525	DD	F2 V M8 D
		C460850-B		Ri De	525	Re	F2 V M8 D
Shinorasus	1918	A410200-E		Lo Ni	203	DD	F8 V M9 D
		A410314-F		Lo Ni	103	Re	F8 V M9 D
Orenburg	2011	B130678-E		Na Ni Po De	201	DD	M5 V G4 D
		C130678-C		Na Ni Po De	F201	Re	M5 V G4 D
Twinian	2013	C40447B-7	S	Lo Ni Va Ic	702	DD	M5 V
		C40447B-7	S	Lo Ni Va Ic	F402	Re	M5 V
Zinuun	2014	E2367BA-5			911	DD	M8 V
		E2367BA-5			F511	Re	M8 V
Ugrik	2016	E300000-7		Lo Ni Va	321	DD	F7 V
		B300345-7		Lo Ni Va	621	Re	F7 V
Ruwenzori	2017	E749024-7		Lo Ni	303	DD	M3 V
		D749357-7		Lo Ni	303	Re	M3 V
Namidshur	2019	B2106A9-D	S	Na Ni	215	DD	G9 V
		A2106A9-F	S	Na Ni Cp	415	Re	G9 V
Diiski	2111	C66A200-8		Lo Ni Wa	812	DD	K7 V
		D66A320-7		Lo Ni Wa	F212	Re	K7 V
Kadidum	2114	B5A2003-9	S	Lo Ni F1	220	DD	K1 IV K0 V
		B5A2214-9	S	Lo Ni F1	F320	Re	K1 IV K0 V
Piram	2116	E311777-4		Na Ic	611	DD	G2 V
		E311777-4		Na Ic	F311	Re	G2 V
Cunha	2117	C62677C-7			324	DD	M7 V
		D62677C-6			F124	Re	M7 V
Teatro	2120	C8A78CA-7		F1	903	DD	F8 V M7 V
		C8A78CA-8		F1	F903	Re	F8 V M7 V
Imlaar	2212	D677551-6	S	Ag Ni	423	DD	M5 I1 K5 V
		D677551-6	S	Ag Ni	F323	Re	M5 I1 K5 V
Torm	2220	C456445-9	S	Lo Ni	134	DD	K5 V
		C456445-9	S	Lo Ni	F134	Re	K5 V
Giikusu	2316	E647ABC-B		Hi In	105	DD	M2 V
		E6479AB-A		Hi In	F805	Re	M2 V
Lan-Chou	2317	D85578B-7	S	Ag	120	DD	K8 V M5 V
		D85568B-7	S	Ag	620	Re	K8 V M5 V
Nibel	2411	E688303-4		Lo Ni	701	DD	M1 V K5 D
		X688331-2		Lo Ni	B301	Wi	M1 V K5 D
Pagamin	2412	C371114-8		Lo Ni	502	DD	K7 V
		E371110-5		Lo Ni	202	Wi	K7 V
Dunmag	2413	A427138-C	N	Lo Ni Cp	201	DD	M3 V M1 D M1 D
		X427000-0		Ba	001	--	M3 V M1 D M1 D
Jurburk	2414	B454033-B	N	Lo Ni	802	DD	M6 V G9 V K9 V
		X454000-3		Lo Ni	302	Wi	M6 V G9 V K9 V



NAMIDSHUR SUBSECTOR
Subsector G/Deneb Sector



Base Codes: A: Naval Base and Scout Base; N: Naval Base; S: Scout Base
Trade Codes: Ag: Agricultural; As: Asteroid; Ba: Barren; C:N indicates that the world is populated in part by Chirpers, the number "N" following the colon indicates how many tenths of the world's population consists of this race; Cp: Subsector capital; De: Desert; F1: Fluid oceans; Hi: High population; In: Industrial; Lo: Low population; O:NNNN indicates that the world is owned by the world in the indicated (NNNN) hex; Po: Poor; Ri: Rich; Va: Vacuum; Wa: Water world.
TPPG indicate Travel Zone, Population Multiplier, Planetoid Belts, and Gas Giants. If Travel Zone digit is empty, it is listed as a Green Travel Zone (not applicable to Wilds worlds); A and R indicate Amber and Red zones, respectively. F indicates a Frontier world. For Wilds worlds, if this Travel Zone digit is empty, there is no particular meaning. A B indicates a Balkanized World, the government code in the UPP string describes the predominant government on the world.
Alliance Codes: DD: Domain of Deneb; Re: Regency. For Wilds worlds; Wi: Wilds (No off-world allegiance, and perhaps no off-world contact; use Wilds government type on TNE, page 191. In the case of government type 6: "Technologically Elevated Dictator," world's tech level is the world's sustainable tech level, tech level of the TED and his/her support structure is higher, up to world's original tech level.); "--" indicates no allegiance because there is no population.

Victoria Class Quarantine Cutter

General Data

Displacement: 150 Tons Hull Armor: 56
 Length: 46.5 meters Volume: 2100 m³
 Price: 79.53 MCr Target Size: S
 Configuration: Needle SL Tech Level: 15
 Mass (Loaded/Empty): 1375.3/961.7 tonnes

Engineering Data

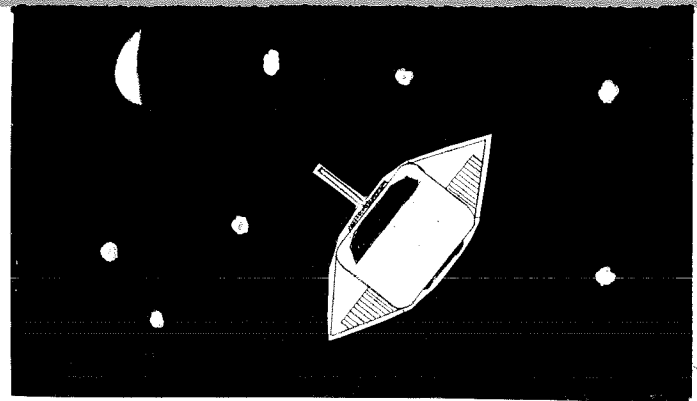
Power Plant: 318 MW fusion power plant (318 MW/hit), 1 year duration
 Jump Performance: 2 (157.5 m³ fuel)
 G-Rating: 3G (75 MW/G), Contra-Grav Lifters (15 MW)
 G-Turns: 60 (93.6 using jump fuel), 9.375 m³ fuel each.
 Fuel Tankage: 877.5 m³ (62.72 tons), plus 31.8 m³ (2.27 tons) reserved for power plant.
 Maintenance: 33

Electronics

Computer: 2xTL-15 Mod St Computers (.55 MW each), 1xTL-15 Mod Fib Computer (1.1 MW)
 Commo: 1000 AU radio (inf; 20 MW), 1000 AU Maser (inf; .6 MW), 30,000 km Meson (1 Hex; 1 MW)
 Avionics: TL-10+ Avionics, TL-5 Terrain Following Avionics
 Sensors: Active EMS 60,000 km (2 Hexes; 7 MW), Passive EMS fixed array 90,000 km (3 Hexes; .02 MW), Passive EMS folding array 180,000 km (6 Hexes; .2 MW), TL-15 NAS .05 km (.06 MW)
 ECM/ECCM: EM Making (2.1 MW)
 Controls: Bridge with 5xworkstations, plus 2 additional workstations.

DAMAGE TABLES

Area	Surface	Hits	Internal	Explosion	Systems
1	Antenna		Electronics		JD - 2H
2-3	Antenna		1-5:Elec	6-20:Qtrs	PP - 1H
4-5	Antenna		1-4:Elec	5-20:Qtrs	MD - 1H
6-7	1-4:Ant	5:AL	1-8:Qtrs	9-20:Hold	CG - 1H
8-9	1-4:Ant		1-7:Qtrs	8-20:Hold	FPP- 1H
10	1:Ant		1-8:LT	9-12:RLS	AG - 1H
				13-20:Hold	LS - 2H
11	1-6:LP		1-8:MT	9-12:RLDR	ELS- 1H
				13-20:RLS	LSR- 1H
12			Hold		*PEMS(2h)
13	1-6:SCH		Hold		EMM- 1H
14-15			Hold		LT - 1H
16-17	1-3:EMR		1-6:Eng	7-20:Hold	MT - 1H
18-19	1-2:EMR		1-6:Eng	7-20:Hold	
20			Engineering		
RLS - Reloads				All Others-(1h)	
RLDR - Reloader				*PEMS 180,000 km	



Armament

Offensive: 1xTL-15 150-Mj Laser Turret (Loc: 10; Arcs: All; 4.2/21/42 MW; 1 Crew), 1xMissile Turret, (Loc: 11; 2 Ready MsIs, Reloader with 6 Ready MsIs; .15 MW; 1 Crew) (Total of 8 Ready MsIs)
 Master Fire Director: TL-15 Missile/Beam MFD (6 Diff Mods, Msl 10 Hexes Laser; 10 Hexes; .36 MW; 1 Crew)

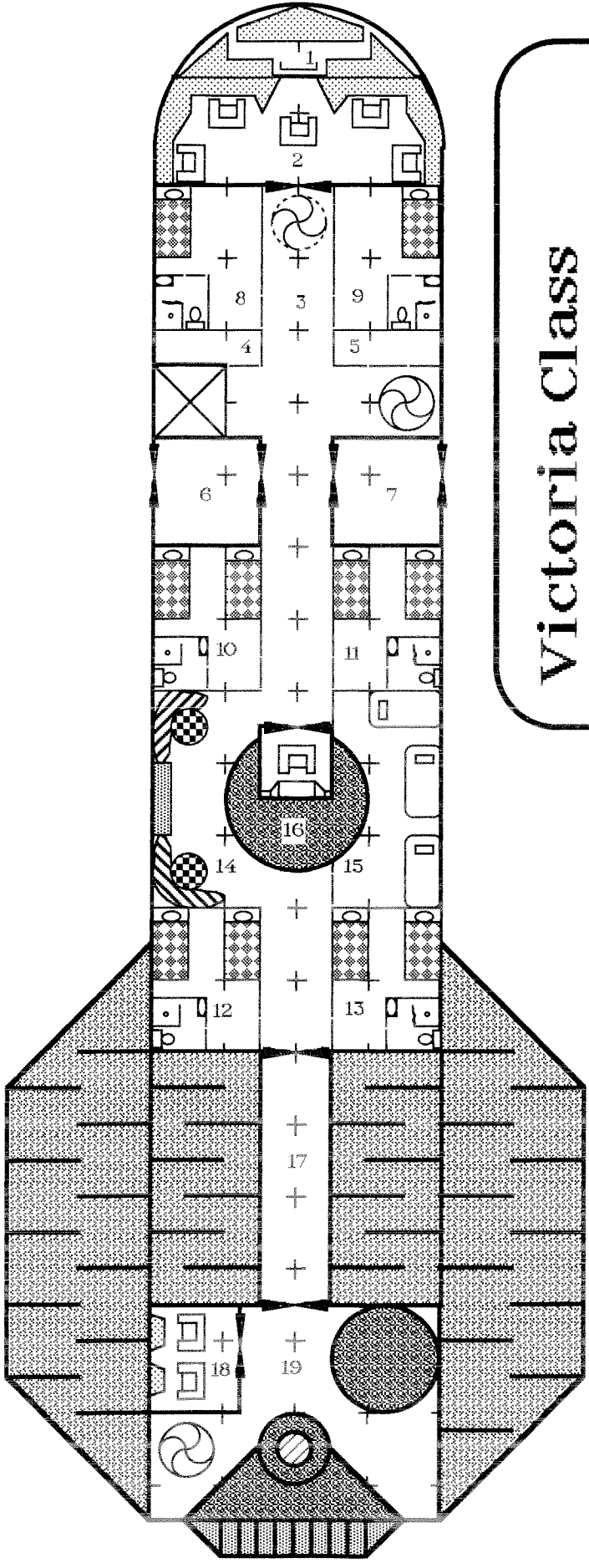
Accomodations


Life Support: Extended (.42 MW), Gravitic Compensators (6G; 10.5 MW)
 Crew: 10(2xEngineering, 1xElectronics, 2xManeuvering, 3xGunnery, 1xFlight, 1xCommand)
 Crew Accomodations: 6xLarge Staterooms(.0005 MW each), 2 Single Occupancy, 4 Double Occupancy
 Passenger Accomodations: None
 Cargo: 69.2 m³ (4.9 Tons) 1 small cargo hatch
 Small Craft and Launch Facilites: Minimal hanger for any 2 Ton Probe with launch port.
 Airlocks: 2

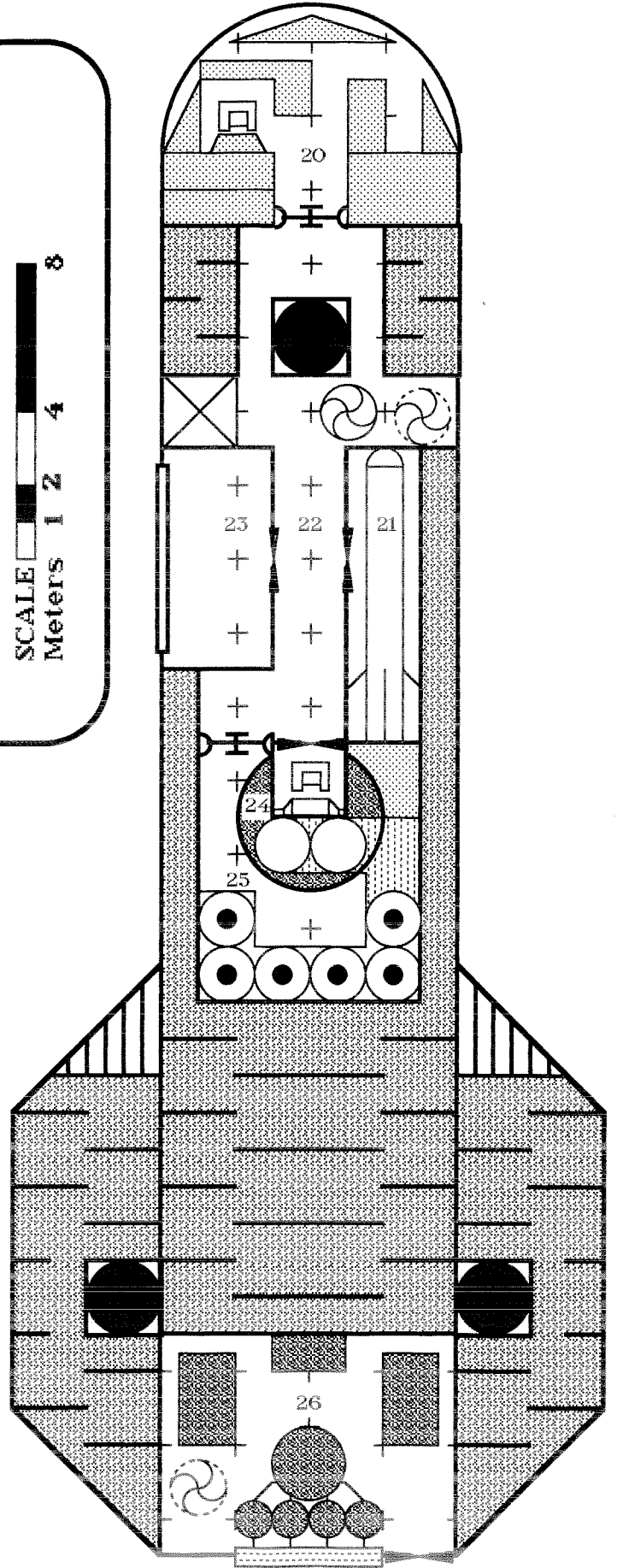
Notes

The Victoria design grew out of a need for a large number of ships to maintain the quarantine on the Regency's borders.

The designers made provisions to overpower the laser turret by a factor of 10. However, when the contra-grav drive is on, it can only be overpowered by a factor of 5. Fuel scoops (2 hours to scoop 877.5 m³) and purification plant (36 hours to refine 877.5 m³; .8 MW). The flight crew member operates the probe. The FDC operator is able to operate the probe if required.



**Victoria Class
Quarantine Cutter**
 SCALE 
 Meters 1 2 4 8



Victoria Class Quarantine Cutter Deck Descriptions

UPPER DECK

1. Upper Electronics Bay - This area contains the processors for the active EMS array and the fixed passive EMS array.

2. Bridge - The major control center for the ship. The following are the normal bridge stations: forward port, Astrogator; forward starboard, Pilot; aft port, Electronics Officer; aft starboard, FDC; and center, Captain. All stations can be configured as a different one.

3. Passageway - The central walkway through the ship. At its forward end, there is an crouch lock on the overhead which serves as a docking port to other ships, and as access to the ship's upper surface. Just forward of the airlocks are the primary accesses to the lower deck: a lift shaft and an iris valve (with manual override).

4. Ship's Locker - Secure storage for sensitive ship's equipment such as weapons.

5. EVA Equipment Storage - Storage for the crew's environment suits and EVA tools.

6.&7. Air Locks - Roomy air locks which allows access to and egress from the ship without vacating the air from the normal living areas. These locks have full decontamination facilities. A folding ladder is built into the hull just below the outer door for situations in which a starport does not have full facilities. Common practice in such cases is to use the starboard air lock as the port ladder would partially block access to the cargo hold.

8.&9. Large Staterooms - The deck plans show only one bed set up. A second bed, built into each room, can be set up as needed.

10.-13. Large Staterooms - Two beds set up.

14. Lounge - An area in which the crew may relax and take their meals. This area includes two booths and food preparation equipment.

15. Low Passage Berths - This room contains three emergency low passage berths. Typical of all post-Collapse designs, the controls for these berths are not connected to the ship's computers. Primarily intended to provide passage for any beings freed from Virus domination, these can also provide long term life support for the cutter's crew should the cutter somehow become Virus infected.

16. Laser Turret - A TL-15, 150 Megajoule laser in a standard socket.

17. Passageway - Between the forward end of the ship and upper engineering.

18. Engineering Control Room - Contains the two engineering workstations.

19. Upper Engineering - This portion of the ship's engineering area contains the ship's power plant and the ignition chamber for the ship's maneuver drive. An iris valve leading to the lower deck is in the aft port corner.

LOWER DECK

20. Electronics Bay - This area contains the processor for the ship's flight controls, the folding passive EMS array, and the NAS. Also in this area are the ship's three computers. A small computer station is included in this area to facilitate computer diagnostics and repair.

21. Probe Hanger - Minimal hanger for a two ton probe with launch port on the underside.

22. Passageway - The central walkway of the ship's lower deck. Forward of the lift shaft is the ship's forward landing leg. An iris valve on the deck provides an alternate access when the ship has landed on a world.

23. Cargo Bay - The cutter only has a modest cargo storage area. Owners of surplus cutters often remove the probe bay, missile turret and socket, missile reloader, and missile storage in order to gain an additional 12 displacement tons of cargo space.

24. Missile Turret - A standard missile turret. Illustrated with its missile tubes empty.

25. Missile Storage - The forward starboard corner of this area contains an automatic missile reloader, which greatly decreases the time required to reload the missile turret. Situated around the aft end of this area are the missile reload cradles.

The missiles are stored with their nose down, so that they can be launched nose first. Maintenance can be performed on any missile in an outer cradle.

The missiles are loaded into the cradles from the underside of ship. Some crews will store up to 6 extra missiles in the cargo hold, but inserting them into the cradles requires an EVA in zero-G. Some crews sacrifice a G-turn of fuel to widen the passageway in order to allow missiles to be moved directly from the cargo bay into the missile storage area.

26. Lower Engineering - This section contains the jump drive and fuel purification plant. An iris valve on the aft bulkhead allows for ease of access for maintenance. This area can also serve as an air lock in an emergency.

(Continued on Page 10)

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

STRIKER II - (December '94) - This is a set of miniature rules for science fiction ground combat. Based on GDW's highly successful **COMMAND DECISION** line, this set of rules gives **TRAVELLER** players opportunity to run large scale combats in a reasonably short period of time. Included in the rules is a simple system for converting any **FF&S** designed vehicle or weapon to game statistics; and army lists for major **TRAVELLER** governments.

ALIENS OF THE RIM - (January '95) - This sourcebook will describe some of the more facinating alien races on the rimward edge of space. Includes at least the **Hivers** and the **Ithklur**. May include info on others.

REGENCY SOURCEBOOK - (1st Quarter '95) - GDW turns its attention to the **Regency** with this thorough sourcebook. While the exact contents have not yet been revealed, it will probably contain a sector listing for the **Spinward Marches**, some ships and equipment, and some adventures.

(Deck Plan Description Continued from Page 9)

OTHER FEATURES

A significant portion of the fuel is stored in the wing stubs. The lower portion of the wing stubs also contain the ship's fuel scoops and aft landing legs. The landing legs have hydraulic lifters which can give the ship enough clearance to load missiles in the turret and magazine.

ACKNOWLEDGMENTS

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TERRA TRAVELLER TIMES

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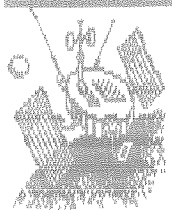
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TABLE OF CONTENTS

Asian in Traveller: The New Era	
Background information.....	3
Career List.....	3
Gender Specific Skills.....	4
Asian Specific Careers.....	5
Event Horizon.....	10
Forward Observer.....	2
Spacer Sam.....	2
Subsector Map (Subsector G of Deneb).....	6
Task Conversions.....	2
Victoria Class Quarantine Cutter	
Ship Status Sheet.....	7
Deck Plans.....	8
Deck Plan Descriptions.....	9

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