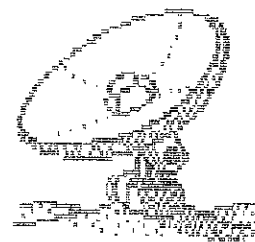


# Tidewater Traveller TIMES



## GEOCON REPORT



WHAT OUR TROOPS  
ARE SEEING ...  
THUNDER VALLEY Friday Oct. 16, 2300  
1706 HRS

### GEOCON REPORT

**FRIDAY**-Because of work commitments on the part of most players, GEOCON got off to a slow start. Fortunately, though, the GEOCON schedule is never hard and fast. So, after spending the early evening getting characters ready, Friday evening's game began.

**TRAVELLER**- As promised, the game was **THRILLSEEKERS III**, with its background set against the Long Night. The characters work for a troubleshootng organization known as Thrillseekers. Their assignment this session was to obtain a copy of a "fraudulent" contract, the holders of which were making problems for Five Star Metals and Mining. During the course of their investigations, and after the mud-dragon wrestling contest, the characters learned that it was Five Star that was at fault. It seems that the Vice President for Off-Planet Operations had the local leader's daughter kidnapped and then coerced the leader into signing a new contract giving Five Star the rights to lands with rather large and valuable crystal deposits. With the plot uncovered, (Continued on Page 3)

### ACKNOWLEDGMENTS

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### TIDEWATER TRAVELLER TIMES

The Tidewater Traveller TIMES is the official newsletter of the Tidewater Traveller Club. The editor of the times welcomes your questions, comments, or opinions, as well as submissions of articles or artwork. While no guarantee is made as to the inclusion of submitted items, the editor does guarantee that he will consider them. Items cannot be returned without an included SASE.

Editor.....Mark "Mad Geo" Gelnas  
 Offices.....1302 Riverfront Ct. Suite 302  
 Virginia Beach, VA 23451  
 Phone.....(804) 428-4636

### VLAND MOURNS THE PASSING OF STREPHON

**Vland (GNS)- 202-1116**- News of the assassination of Strophon reached the capital of the former First Imperium today. The Central Authority has called for calm among the citizens, and except for a few scattered outbreaks of violence, it seems to have generally been regarded. While Vland mourns the passing of an Emperor, a high official of the megacorporation Naasirka, who declined to be identified, was quoted as saying "This sort of violence against an Emperor would never have happened during the Vilani Empire".

### EMPEROR GENGAR CH'HARR TO BE MARRIED

**Aquaria/Aquaria (GNS)- 107-1110**- Although it is evident that he still grieves the passing of his beloved Tasaria, the Emperor announced today his forthcoming marriage to Duchess Cyranda Iraskii of Bogit. The wedding is set for day 200. It is speculated by some that this is a move to unite the interests of both core and frontier in order to still the rising tide of protest on the frontier. Others see it as a move by the Emperor to raise another offspring to take the Throne in the stead of the now disfavored Prince Uri. Whatever his motive, love or political maneuvering, the staff of GNS wishes the Emperor all the best.

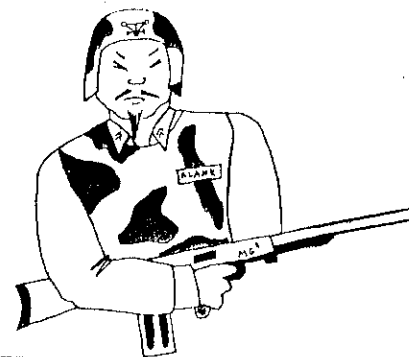
### WORKSHOP NEWS

**DARRIANS** was not GDW's only release at GENCON. They also released the long awaited **STAR CRUISER** for 2300 and **SOVIET VEHICLE GUIDE** for Twilight-2000. There are reviews of these new products in this issue of the TIMES. Upcoming releases include **SHIPS OF THE FRENCH ARM** for 2300, and **KING'S RANSOM**, a RDF module for Twilight-2000. Both of these are scheduled for release on September 2nd and should be in the stores as you read this. The middle of September should see **Challenge Number 30**, **THE AURORA SOURCEBOOK**, for 2300, and probably **Travellers' Digest Number 10** from the Digest Group Publications. I have no confirmation on the possibilities of the latter. The big event we have all been waiting for, the release of the **Players' Handbook** for MegaTraveller is tentatively scheduled for October 1. I realize that this is a later date than expected, but it is the first time we have been given a date, so it looks hopeful. It is still possible that we will see all three books and the boxed set released before Christmas. Coming about mid October should be **AIR STRIKE**, the first module for **AIR SUPERIORITY**. That about wraps up this month's edition of Workshop News. Hopefully, next month we can announce the release of the first book of MegaTraveller.

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Science is built up with facts, as a house is with stones. But a collection of facts is no more a science than a heap of stones is a house. POINCARÉ



## CAMPAIGN REPORT

**STAR OF EPSILON INDI**—Upon arriving at Painu, the Star is berthed in docking bay 15 of the Painu Center Starport, where they discharged their passengers and decided what they really needed was a good steward. From Painu Center, the characters looking for some recreation decide to take a monorail to Landunder, one of the larger cities in the northern hemisphere. Hillary stayed behind in Painu Center to do some shopping. On the monorail, the natives' aversion to Hivers nearly caused an outbreak of violence and aroused the curiosity of some school children who had never seen a real Hiver before. Ed, the character of that race, was mildly amused by the curiosity of all these "children". In Landunder, they visited Lenny's Bot Shop where they purchase an inexpensive robot to fill the steward's position. The robot is a model LM-0, and has been named "Elmo" by the crew. Ed and the "Chief" have a notion to buy a similar model and name it "Jake". A documentary on a space battle of the Solomani Rim War, that occured in the Painu outer system, inspired the old crew of the Star to go salvage hunting. Reluctantly, Cyril piloted the ship to the outer system. Hillary decided to stay on world with an old friend of hers that she met while shopping. Several fruitless days went by before the Star detected a sizable mass. Upon closer inspection, the mass became a small cylindrical object surrounded by a number of spherical objects. Seemingly inactive, one of the spheres attacked the ship when it approached within 1 kilometer. The crew managed to dislodge it from the cargo grapple and, after attaching a jetpack to it sent it away from the ship. After it reached a distance of several kilometers from the ship, it exploded with an unidentifiable energy. The crew then proceeded to the cylindrical object by maneuvering packs and recovered it without incident. Upon returning to the ship, the object turned out to be a form of casket with the occupant, visible through a window, bathed with a soft silver light. On the cover of the casket is etched a series of glyphs in a long unknown or forgotten language. All attempts to open the casket met with failure. Deciding that they had obtained enough, the crew flew the Star back to Painu.

**BALCONY BOYS**—While still working security on the slopes of Mt. Phaeton, the characters were called upon to defend the mine and camp on a foggy Auroran morning. The attack came in the form of a large Kafer horde with several vehicles, including one Deathsled. The timely intervention of Mac the mechanic with a Blindicide 3 missile prevented the Sled from doing any serious damage. Except for a couple of light wounds, the only casualty suffered was one of the mine workers who had gone out to start a vehicle when the Kafers first arrived. For further adventures of this group, check out the GEOCON article for action in Thunder Valley.

**JARK RIVER I**—The crew of the Visible Sign spend about 100 lays travelling in and out of the Tonasean Empire accumulating wealth all the while. Planets visited include Aciniage, Clomono, Ibofar, and Jive. Significant events include a too close encounter with a sarge pirate vessel, the potential discovery of a very powerful magathic, and the outbreak on board of Cazkittitus.

**FIFTIES END**—(This Traveller campaign being run by Chuck Urnitsa is set in the Spinward Marches, just after the first frontier War and during the Civil War.) The characters survive a mutiny on their ship and make a crash landing on Candory. There they find a civilization who two cultures have a greatly varying degree of technology. The characters, which include two Vargr, a arrian, and several humans who span the range of social standings, are eventually rescued by Trader Bob, the Captain/Owner of the pinning Wheel. He agrees to take them to Karin, but a stroke of bad luck finds the Spinning Wheel emerging in Zhodani Space from a very long misjump. When the situation looks desperate, characters and Trader Bob are picked up by the crew of Fifties End, only hours before the arrival of two Zhodani patrol vessels. (Cont. on Page 4)

## ◊ FORWARD OBSERVER ◊

Editorial by Mark Gelinas

### WHERE HAVE ALL THE GAMERS GONE? PART III WHAT CAN BE DONE ABOUT IT?

This is the last of a three part series of articles. In the first two articles, we examined the questions where have all the gamers gone, and why is role-playing in the condition that it is? In this month's article, we will attempt to answer the third question that was posed, "What can be done about it?". While this is by no means an exhaustive study, it does present some very valid points, and can help increase gaming in your area. Some of these ideas are the result of the forum that was held at GEOCON.

We realize that there are some gamers that have left gaming but are still in the area. What can be done to bring them back? Those who left through dissatisfaction may be brought back through an improved game. It is important to note, that as a referee, you can't please everyone, otherwise you will end up pleasing no one. We can only hope that those few that we can't please will find a game and/or referee that will please them.

Lack of time may be a problem for some. While there is little that we can do to actually gain them more time, we can possibly do things that will help with the time that they do have. The greatest of these is to be flexible, where possible, and try to schedule games at times to accommodate their schedules. The referee may also have to run smaller groups several times a week rather than run a large group once a week. This would allow for a variety of openings that people may be able to work into their schedule. It does not, however, necessarily mean more work for the referee as he could use the same material for each group, or have several different campaigns set against a common background.

Distance may still be a problem for some people. The primary solution in urban areas is to find groups of players across the region, and let others know. Gaming in locations other than the usual game store may facilitate this and possibly gain new players. Carpooling can sometimes help with the problem of distance, but that tends to have its own inherent problems. If they can be worked out, however, it can be a way to increase gaming.

Regardless of how often games are made available, or how convenient they are to get to, if no one knows, gaming will be limited. This is a matter of communication. The telephone is a great multiplier of information, but it is often amazing how that gamers who love to talk for hours when together, find it hard to take a few minutes to find out what is scheduled. Another effective means of communicating is a newsletter. Since the TIMES has first been published, gaming (and subsequently the TIMES) have been growing dramatically in this area. Another great means of communicating is the bulletin board at your local game store (if your local store does not have one, do yourself a favor and buy them one). Sales indicate that there are people out there who are buying the type of games that we play. They may not be aware of our existence, and the bulletin board is one way to let them know. One word of warning when doing a newsletter or an announcement on a bulletin board: be neat! Your product is a representation of you. An eye-catching, good looking product with proper grammar and spelling will go a lot further in promoting you than a scrawled product that looks like it has been written by an illiterate person. You know what I am talking about, you have seen dozens of them covering the boards at the stores. Put your sharp product up there and it will stand out! This also goes a long way to improving the image of role-playing.

There are two other techniques that can be used to increase the amount of gaming and the amount of gamers. (Continued on Page 4)

**GEOCON REPORT (CONT.)**- the troubleshooters moved to right things, and helped a guide through a thorny situation. Having rescued and returned the daughter, the team was rewarded.

**SATURDAY**- The seminar was postponed until Sunday morning.  
**STRIKER**- The Striker session was held during the afternoon. In order to save time, the two scenarios were combined into one. The large force was a TL 8 band of K'Kree determined to cleanse a border world of it carnivorous infestation. The TL 7 humans on the world had hired a TL 13 cadre. As they were sweeping a valley, the K'Kree got caught in an ambush and those who survived left with hooves flying. Although the gauss rifles of the higher TL troops were devastating, the LMG's of the human forces caused significant havoc among the K'Kree. Unable to bring their support weapons into play, the K'Kree only inflicted one casualty on the human side. Although the humans may have taken more casualties if the K'Kree had had more cover, it is very likely that the superior morale and firepower of the cadre would have still ruled the day.

**TRAVELLER-2300**- Saturday evenings game was the big game of GEOCON with the largest attendance. This was fortunate for the characters who had to face the Kafer horde at Thunder Valley. The recon prior to the final assault went without any serious difficulty. During the recon, the characters penetrated to Thunder Valley and got a glimpse of the masses of Kafers that the Tanstaaff Freedom League would be facing a few days hence. Having found a clear path into the valley, the characters were directed to lead an assault force to the battie. Breaking into the valley just as the Kafers were withdrawing from an attack on their southern flanks, the characters found themselves facing a considerable number of Kafers with at least four Deathsleds. The hovertanks accounted for three of the Deathsleds before they were destroyed and the characters' APC was disabled. Sacrificing their hoverjeep, Kemboli and Smythe were able to destroy the last Deathsled. The loss of both vehicles left the characters scrambling for cover with Kafers in hot pursuit. Sam, however, had remained near the stricken APC to fire a few extra rounds into the advancing horde, leaving only when they were close to apprehending him. After securing a position at the valley side, the characters helped turn the Kafers toward the tidal bore in which they were finally destroyed. Seriously wounded in the assault were Joseph Gensler, Mike White, and that epitome of Manchurian manhood, Crusher Flank P'Ting. Fortunately, the medical unit was able to stabilize their condition before long. With the last major Kafer concentration eliminated, the TFL will probably be able to reduce its numbers after they conduct mop-up operations. This will leave the characters the option of leaving Aurore within a few weeks, or remain to help rebuild the devastated colony.

**SUNDAY**  
**SEMINAR I**- This seminar was a discussion on the problems facing gamers of RPG's and what can be done about them. Some of the ideas presented can be found in this month's Forward Observer.

**SEMINAR II**- This seminar was originally scheduled for Saturday morning, but was rescheduled to allow for a larger attendance. The topic of discussion was the Task System as it is used for Traveller. The response to the system was very favorable, and attendees were quick to grasp the basic concepts used in the system. It is believed that several of those attending will begin to use the system for their games. Included in the discussion were notes on coming improvements to the system as related by Gary Thomas and Joe Fugate (see below for further information). Also discussed were the differences in the task system as used for Traveller and those of Traveller-2300 and Twilight:2000.

**TFOS**-Because of other commitments and the overrun of the seminars, the Teenagers From Outer Space game was not held.

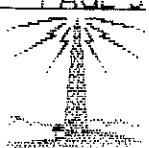
**SPECIAL EVENTS**

**PHONE CALLS**- Each day of the con, we received a long distance call. On Friday, Gary Thomas and Joe Fugate of Digest Group Publications called to see how the con was going and to provide some valuable information on the task system. They also generously offered some of their products as prizes to be given out at the con. On Saturday, we received a call from Bruce Gelnas, one of the Honorary Members living in Georgia. He too inquired about the con and related plans for further adventures of the characters involved in the Perils in Poland campaign. On Sunday Gerry Hartman, an Honorary Member attending school at Great Lakes Naval Training Center, called. He is helping out a game shop in his area and will be working at GENCON.

**AWARDS**- After the Saturday 2300 game, a vote was held by the players for the "First Semi-Annual Roleplayers Award". Each player was judged by the other players on his or her roleplaying ability. First place went to Kate Lebnerz Gelnas and Second place went to Mike Griffith. Honorable mention goes to Josh Scialdone whose Australian character with the psychotic burrowvarg kept us amused. Prizes were provided by Digest Group Publications.

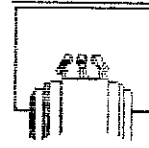


**ROLL CALL**

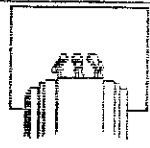


This month's list of new members comes from those who joined at GEOCON becoming among the lams of the Charter Members.

- Hayes, Mark L.-  
Beach, VA 23502
- Haynes, "Mel"-
- Mirabella, Ralph-



**MEETING REPORT  
AUGUST 1987**



The regular monthly business meeting was held on Wednesday, August 19th, and a Special meeting was called for Sunday, August 23rd. Attending the meetings were the Spokesman (Both), the Second (Both), Kate Gelnas (Both), Joe Umphress (Both), John Martin (Both), Dan Decker (Sunday), Mike Griffith (Wednesday), Ralph Mirabella (Sunday), and Josh Scialdone (Sunday). The following items of business were transacted.

**OLD BUSINESS**

- Open game in October- wait until September meeting to decide.
- The third game at Sci-Con 9 will be Twilight:2000.
- The T-Shirt question is being held for a later time.

**ACTION ITEMS**

- Produce New Posters.
- Write material for a club brochure.
- There is a logo design contest to select a new logo for the Club. Entries are due at the September business meeting at which time a new logo will probably be selected. Any member may make as many entries as he desires. Each prospective logo should be of a design that can be readily reproduced and should be reasonably identifiable with Traveller.
- The Spokesman is going to investigate the possibility of publishing a sector in the TIMES.

Various members are to investigate savings accounts at various banks.

Members are to bring suggestions for a folio adventure. The Second is to investigate the possibilities of a Club ad in certain magazines.

**NEW BUSINESS**

Several Amendments to the Charter were proposed. Several matters involving the TIMES were resolved including: Subscriptions- non-members may buy a subscription for \$3.00 for 6 months.

Variants: only included in members' copies of the TIMES, members may submit variants, subject to TIMES approval, for inclusion. Classified Ads- A classified ad section will be added to the TIMES.

Closed Games: certain games run by Club referees may be designated as open to Club members only. This is to encourage membership.

**PROPOSED AMENDMENTS**

- AMENDMENT I- DUES
- AMENDMENT II- TREASURER
- AMENDMENT III- CHAPTERS
- AMENDMENT IV- MEMBERSHIP CATEGORIES

All amendments are available from the Spokesman for reading. (Note: at the time of the writing of this article, enough signatures have been gathered on all Amendments for approval.)

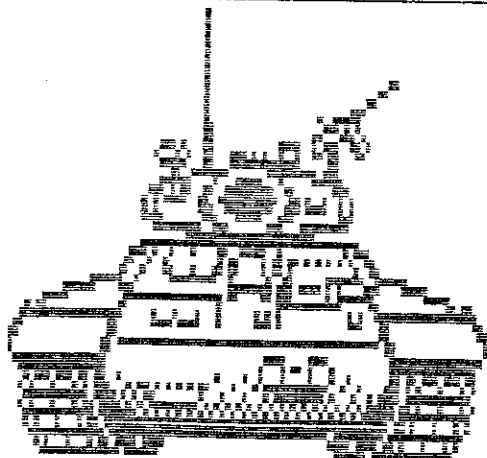


**CAMPAIGN REPORT (CONT.)-** The entire group is now travelling toward the Five Sisters Sub-Sector. Who knows what dangers await these adventurers on this long journey ahead?

**AQUARIUS REX-** When we last saw our daring "nobles" they were about to attend a poetry reading on Dafuka. The actual reading went without FAST trying to score. However, during the reception that followed, the Duchess and Baroness encounter disfavored Prince Uri. Although their yacht is smouldering in some farmer's field, they decline a ride to Aquaria aboard Uri's yacht, suspecting that he is somehow involved in the plot against them. After the events they transfer to the Cruiser Terminex from the Escort Ferris and journey to Telere. They get some free time there without any problems before the Telere Games. The Duchess opened the Games without incident, although a spurned Governor may think differently.

The next stop on their trip to Aquaria was Jiogi, the hub of the communication routes. The reception that was held in the Duchess' honor was attended by Princess Mercy D'Engar, Admiral Elderao, and the Scout Chief Administrator among other dignitaries. During the banquet that followed a full scale assault was made in attempt to kill the Duchess, but it was successfully repelled with the help of the Duchess' Bodyguard including the Asian, Kai, and Morris Gruntworth. Leaving the banquet by grav APC, they return to the Starport and spot Prince Uri's yacht while boarding the cruiser. Leaving system, they pass through the systems of Jureem and Crobaxe before arriving at Aquaria. There, they are given an audience before the Emperor and the future Empress, who is the real Duchess. The characters were rewarded for their efforts and sacrifices and allowed to resume a normal life. With the arrival of the character on Aquaria, the Aquaria Rex segment of this campaign is effectively over. Certain of the characters may continue in other adventures, perhaps even a mission for the Emperor. Only time will tell.

**PERILS IN POLAND-** Having encountered more than they could handle on a simple recon mission, the Rangers head back south in the disguise of peasants. After a short period, they are re-united with the main body of the group. Still trying to head west, but encountering many Soviet and Polish units, the group decide to head south again, but by a different route. Their goal is to reach a free city that they heard some rumors about during their travels. However, as luck would have it, they encountered more Soviets, this time in the form of the Headquarters of the Soviet 124th Motorized Rifle Division. Seeing an opportunity to cause havoc among the Soviets, and possibly help their cause, they decide to assault this encampment. The approach of the characters was going smooth and they had penetrated the defences quite far, when one of them fell from a tower he was attempting to climb and alerted the guard. In the ensuing firefight, Hans Gratul was killed. Rock tossed a W.P. grenade and misjudged the range of Bart's position from the center of the burst. When smoking phosphorous set his jacket and cover on fire, Bart's position was revealed, leaving him in deep trouble in the center of a mined field. As a result, both Bart and Rock were also wounded during the fight. Escaping from there with only the LAV and a Hummer left, the group changes direction for Syow. They have learned that this is also a free city, and that the Soviets are threatening this one, attempting to wipe it out before going on to larger free cities. Pierre, Captain Jack, Sly, Tony, and "Ski" all emerged from the firefight relatively unharmed. "Ski" is still proving to be very accurate with his acquired M-16A2, far better than he was doing with his native AK-47. Will the characters reach Syow ahead of the Soviets? Will their firepower make a difference? Stay tuned and find out. This campaign is being run in Georgia by Honorary Member Bruce Gelinias.



**ERRATA:** In previous issues we have incorrectly identified the publishers of The Travellers' Digest and related products as Digest Games Group. The correct company name is Digest Group Publications. We apologize for any inconvenience or misunderstanding this may have caused.



## BULLETINS & ANNOUNCEMENTS MEETINGS

The September meeting of the Tidewater Traveller Club Charter Chapter will be held 7:00pm, Monday, September 14. As usual it will be held in the back room of CHQ in Norfolk. In October, the Charter Chapter will start holding meetings the third Monday of every month, same time, same place. The October date will be the 19th.

### SERVICEMEN

Gerry Hartman will have moved to Groton, Ct. for submarine school by time you read this. I will get his address there for those of you who want it. When he goes on to his next school, I will publish that address. I have finally reached Scott Maddow, his address is listed below. Steve Kostoff is off to Virginia Military Institute. His address is: Cadet John S. Kostoff, VMI, Box 758, Lexington, VA 24450. We saw him briefly at GEOCON. Good luck at school, Steve.

### MAILINGS

Keep letting GDW know what you want for Traveller, Traveller-2300, Twilight-2000, and MegaTraveller. Their address is P.O. Box 1646, Bloomington, IL 61702-1646. Write them, they appreciate hearing from you the referees and players of their games.

### ADDRESS UPDATE

Scott Maddow now resides at 214 Wytke Creek Rd. Lot #62, Poquoson, VA 23662. His phone number is unlisted, see him for it.

### REFEREES WANTED

Players who enjoy a good Traveller, 2300, or Twilight game, how about refereeing sometime? Contact the Spokesman or your Chapter Representative if you are willing. If there is an interest, the Spokesman will run some seminars on basic refereeing, covering both general refereeing skills and specific game systems. Again, contact the Spokesman if interested. (Cont. on page 5)

**FORWARD OBSERVER (CONT.)-** The first is to use what I refer to as "game inertia". The property of inertia indicates that a mass will remain still or moving until influenced by an outside force. Game inertia is similar in that if a game is not being played, it takes the players and/or referee to get it going (the outside force). If a game is moving (being played on a regular basis), there are techniques that both player and referee can use to keep it going.

The other technique is the connection method. Simply stated, each person knows people that others in his gaming group do not know. If each person could get just one of those unknowns involved, then the group would double. Of course, each new person knows others who are not involved in the group. Thus, if the process was repeated, the number of gamers would increase geometrically. In reality, growth will not be that dramatic, but it can be significant. This brings us to the question about the state of roleplaying. There are certain things that we can't control within the hobby. First, we cannot directly affect the volume or variety of games published. We also have little control over the quality of said products.

We can, however, do a lot. We can encourage the companies to produce books designed for the player to use, and as gamers and referees encourage the players to buy such books. The law of supply and demand can be made to work to everyone's benefit.

If games are hard to obtain, mail order may be an answer. However, if a store carries games on the side, let them know what you would buy. This helps them make a selection, and gets you the games you want. It may also become a focal point to gain new gamers.

The image of roleplaying is a big problem. Here are some hints on what can be done to correct this. First, do not shock the normals; when they walk into your gaming area, don't try to impress them with how "weird" you are. View him as a potential gamer, and act accordingly. Let others know there is roleplaying after fantasy. When a person investigates roleplaying games be friendly, he may be a nice person, and a gamer at that. Also, when explaining systems to a novice gamer, start with the basics; save the intricacies for later. Don't bore him with endless tales of your psionic, sectoradmiral baron or dead-eye ruthless merc with an inexhaustible ammo supply. Also, referees, give a new player a chance to learn and try not to kill his character: this discourages repeat visits.

This concludes this series of articles. I hope that in them you will find a means of increasing gaming in your area.



## QUICK REVIEWS



**GRAND SURVEY/GRAND CENSUS-** I have chosen to review these two Digest Group Publication modules together for several reasons. First, Grand Survey was released over a year ago, before the TIMES went into publication, but warrants a review. Second, the two modules are companion modules and to speak of one necessitates referring to the other. The Universal Planetary Profile is what these books are all about. While **BOOK 6: SCOUTS** expanded the stellar system, it only gave a few clues as to what a planet was all about. These two books take each of the characters of the UPP and expands on them. Size, atmosphere, and hydrographics are covered in Grand Survey, as well as extensive sensor rules, information on mapping a planet, describing its environment and products, and deck plans for a survey ship. Grand Census covers the last characteristics: population, government, law level, and tech level. The latter is broken down into particular areas of technology, and allows a world to possess varying degrees of technological achievement. Also included are articles on contacting new races, new vehicles, new equipment, and generation systems for local customs and religions. Both of these books are excellent, the latter of the two being the better of two superlatives. No serious referee should be without these books. Players would also do well to purchase them. I am looking forward to future products from this licensed company.

**DARRIANS-** (Review by Joe Umphress) Eighth in GDW's line of Traveller Alien Modules, this deals with the minor human race of Darrrians. As with the other alien modules, this module provides insight to the philosophy, history, and culture of the race. Regular features include character generation, High Guard character generation, and a Darrrian language table. Missing from the module is a variation for Mercenary characters. New character types include the special arm of the Darrrian Navy, and the academic, which is more scholarly than a scientist, but concentrates on a broader range of subjects. Included in the module is a variety of maps, and an adventure surrounding the mysterious star trigger. It is this reviewer's opinion that the best part of the module is learning just how devastating the Trigger really is. The module is well written and this reviewer sends his compliments to Marc Miller, Robert and Nancy Parker, and Matt Renner for a job well done. **DARRIANS** is recommended to both Traveller player and referee alike.

**STAR CRUISER-** This is a space construction and combat module for Traveller-2300. Originally, this reviewer felt that a ship construction module should have been included in the basic 2300 set. Having reviewed the construction rules that have been presented to us in **STAR CRUISER**, I must admit that this amount of detail could not easily have been included in the basic game without unbalancing the even emphasis on all parts of the game.

The system presented and the ships constructed by it give a solid feeling of reality to the game as a whole. Where Traveller has a more abstract system of ship construction, which is very acceptable within the game system, this system is more concrete. When using the ship design system, the designer can almost visualize the miniature suns of a thousand welders constructing his vessel in orbit about some far-away world. With a little work, research, and imagination, the ships of many movies could readily be constructed, including a large number seen in Japanese Animation (sorry Yamato fans, no wave motion gun here). Included in the game are the Naval Architect's Manual (construction system), Rules Book (with Data Annex), Combat Charts, a thick book of Ship Status Sheets (including blank ones for photocopying purposes), two large playing maps, and a sheet of counters. The maps and counters allow immediate play, and eliminate the need for miniatures. The scenarios included give an idea of how wars on Earth were projected into space. They also give the first view of Kafer vessels and their capabilities (they are not easy opponents).

There are some items that I would like to have seen included and hopefully will be in either in **SHIPS OF THE FRENCH ARM** or in **CHALLENGE**. Owners of the set should note that the minimum blade diameter for MHD turbines mentioned in the manual is not applicable, which is why it is not seen on the table. It was edited out of the table, but not the manual. Items that should have been included are information on emergency power, and ship's range. It can be surmised from the basic set that most emergency power is provided by batteries, but we are not given any information about price, mass, volume, output, or duration in **STAR CRUISER**. Ship's range was not mentioned, but as most are in the 7.7 light year range, this

is not that significant. The largest omission, and greatest disappointment is the lack of information on making deck plans. Nevertheless, I feel that this information will be forthcoming. I could go on, but let me say that the module is the most realistic space construction and combat system that I have ever seen and strongly parallels modern naval combat. Overall, this boxed module is a very excellent addition to the 2300 line and is well worth the price of purchase. This module should be a part of the collection of any 2300 referee. Players might also find it useful as would anyone looking for a space combat game with playable realism.

**SOVIET VEHICLE GUIDE-** This Twilight-2000 module does for the Warsaw Pact what The U.S. ARMY VEHICLE GUIDE did for the U.S. and more. Included in the module are vehicle descriptions and drawings, including some very well done color plates at the center of the book. Also included are dispositions of the various Pact units, tables for Soviet weapons, and rules for the use of hovercraft, which are included in some Soviet units. If only for the visual representation alone, the module would be worth the cover price, but there is of course much more than that. This module is highly recommended to all Twilight-2000 players and referees.

## BULLETIN AND ANNOUNCEMENTS (CONT.)

### DUES

With the approval of Amendment I of the Charter, club dues have been approved. Part of the club dues goes to pay for the TIMES with variants for members. Active and Inactive Members are to pay the \$10.00 annual fee by October 15, 1987. This will cover the 1988 fiscal year.

### TREASURER

With the approval of Amendment II of the Charter, the office of Treasurer has been approved. This Club office will be filled at the September business meeting with the Treasurer taking office immediately.

### CHAPTER REPRESENTATIVE

With the approval of Amendment III of the Charter, the Charter Chapter was formed. It is now necessary to elect a Representative. This election will be held during the September business meeting.

### CHAPTERS

With the approval of Amendment III of the Charter, Chapters may now be formed. Contact the Spokesman for further information.

### MEMBERSHIPS

All Club members have been placed into one of three categories. Honorary members are those who have been designated as such in the first or second issue of the TIMES. They are entitled to a free copy of the TIMES, and may become Active members when they move into an area with a Chapter, or for the purpose of forming a Chapter. All other members of the Club are or were Active members. If you have moved out an area with a Chapter, you have become an Inactive member. Active Members whose job takes them out of the area for a period longer than a calendar month are considered Inactive for gourum purposes. Inactive members who are current with their dues are entitled to receive a copy of the TIMES and to become Active for the purpose of forming a Chapter. All Active members are entitled to a copy of the TIMES and may form a Chapter. All Chapter formation must be in accordance with Amendment III.

### HONORARY MEMBERS

In accordance with Amendment IV of the Charter, you are entitled to a free copy of the TIMES. However, the same Amendment states that in order to receive your copy, you must write to the TIMES once a year and state that you desire to continue to receive your copy of the TIMES. You will be sent this issue and October's issue, but if I have not received a notice by post time for the November issue, it will not be sent to you.

### SUBSCRIPTION PRICES

This is the last issue of the times that will be distributed for free. Starting with the October issue of the TIMES, there will be a charge of \$3.00 for a six issue subscription. If you are an honorary member, your TIMES are free. If you are a member, your dues covers your subscription. The management reserves the right to distribute complementary copies as deemed necessary for promotional purposes.

"Whose game was empires and whose stakes  
were thrones,  
Whose table earth---whose dice were human  
bones." Lord Byron speaking of  
Napoleon in "The Age of Bronze".



# COMING EVENTS

**GEO OPEN- SEPTEMBER 12-** Yes, once again Mad Geo will be running an open Traveller scenario at CHQ in Newport News. Watch for a poster in that shop for more information and a sign-up sheet. There will be spaces for eight players. If the response is good Mad Geo may be persuaded to do more.

**SEPTEMBER CLUB MEETING- SEPTEMBER 12-** Many important issues will be decided at the September Meeting. If you are interested in what your club is doing, you should attend. Check out the Bulletins and Meeting Report sections for more information on pending business.

**SCI-CON 9- NOVEMBER 6-8-** A local science fiction convention. The Club will be running some games there.

**GEOCON VI- JANUARY (?)**- I know that we have just finished having a GEOCON, but we need to start looking forward to the next one. More referees will be needed.

## CLASSIFIED ADS



## MGE PRESENTS: PLAY BY MAIL


Far away from other players or referees? Now you can play Traveller by mail through MGE. Individual players or small groups living outside the Tidewater Area of Virginia are invited to join the fun and adventure of science fiction role-playing. Turn around time will usually be less than a week, and you can submit "turns" as often as you like. During the "set-up" turn, such details as starting point and character background will be established. After that situations will be presented and play will proceed normally. For more information send a SASE to Play-By-Mail, MGE, 1302 Riverfront Ct., Suite 302, Virginia Beach, VA 23451

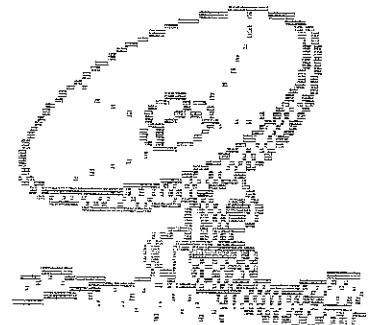


# October 1987



SUN	MON	TUE	WED	THU	FRI	SAT
				1	2	3 YOM KIP PUR
4	5	6	7 FULL MOON TODAY	8	9	10
11	12 COLUM BUS DAY	13	14	15	16	17
18	19 CLUB MEET 7PM	20	21	22	23	24
25	26	27	28	29	30	31 HALL OWEEN DAY

"AD ASTRA"  

**Tidewater  
Traveller TIMES**  
 1302 RIVERFRONT CT., SUITE 302  
 VIRGINIA BEACH, VA 23451





# GEO'S VARIANTS

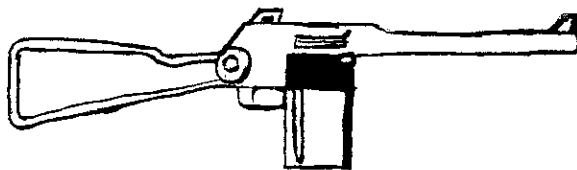
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## ISSUE 3

In this month's Variants, we will describe some "optional" rules for ground combat in and describe some new weapons for Traveller:2300. We will also take a look at one of the oldest organizations used in my Traveller Campaigns.

### NEW WEAPONS FOR 2300

These weapons were developed by Scott Maddow with editorial and minor game mechanics assistance by Mark Gelinis. The drawings are by Scott Maddow.



#### FORSBY FOLDING CARBINE

The Forsby Folding Carbine is a mass produced, multi-purpose weapon. Originally designed to be a compact defensive weapon for use in emergency survival packs. However, due to the great numbers produced, they have been increasingly used for clandestine operations or for situation requiring firepower greater than that of a pistol, but compact enough for convenient storage.

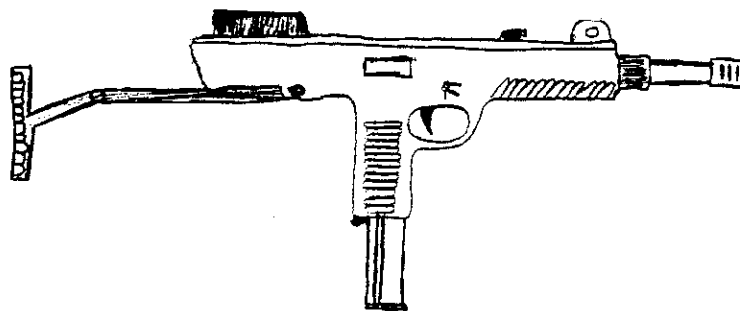
TYPE: 5.5mm conventional carbine COUNTRY: United Kingdom WEIGHT (EMPTY): 2 kg LENGTH: 64/35 cm (BULK= 1/0) ACTION: SS or Bursts AMMO: 5.5 X40 mm ball MUZZLE VELOCITY: 1100 mps MAGAZINE: 20 round box MAGAZINE WEIGHT: 2 kg ROF: 2 AIMED FIRE RANGE: 600 meters AREA FIRE BURST: 10 (AFV=1) AREA FIRE RANGE: 400 meters DPV: .6 PRICE: 600 Lv (Lv 2 for a box of 100 rounds) The weapon cannot be fired when folded.



#### TRAYLOR MK-3 PISTOL

The Traylor MK-3 is a limited production binary propellant pistol. It is popular among many police and reserve units, although some have found their way to front line troops. For its size and weight, it is a mediocre weapon, but its limited numbers and the fact that it is a binary propellant weapon make it a much sought after item.

TYPE: 7.5mm binary propellant COUNTRY: USA WEIGHT (EMPTY): .75 kg LENGTH: 22 cm BULK=0) ACTION: SS or Bursts AMMO: 7.5X10 mm ball MUZZLE VELOCITY: 490 mps MAGAZINE: 20 round box, with an integral propellant gas bottle. Separately loaded catalyst gas bottle with charge for 100 shots or 25 bursts MAGAZINE WEIGHT: 1 kg (RECHARGE BOTTLE WEIGHT: .1 kg) ROF: 5 AIMED FIRE RANGE: 80 meters AREA FIRE BURST: 4 (AFV=4) AREA FIRE RANGE: 56 meters DPV: .4 PRICE: 350 Lv (Lv 1 for a disposable 20 round magazine. Lv 1 for a recharge bottle)



## DALETH-74

The Daleth-74 is a design of Israeli Arms of Palestine. The weapon was designed to meet the needs of close-in and assault combat, which is far too common in urban areas on Earth and the colonies. It is a durable weapon and dependable under the harshest of conditions. The low cost of ammunition makes the weapon very practical in spite of the low powered round that it delivers.

**TYPE:** 9 mm submachinegun **COUNTRY:** Palestine **WEIGHT (EMPTY):** 2.5 kg **LENGTH:** 62/37 cm (**BULK=1/0**) **ACTION:** SS or Bursts **AMMO:** 9X24 mm **MUZZLE VELOCITY:** 320 mps **MAGAZINE:** 40 round box **WEIGHT:** 4 kg **ROF:** 4 **AIMED FIRE RANGE:** 200 meters **AREA FIRE BURST:** 15 (**AFV=L5**) **AREA FIRE RANGE:** 160 meters **DPV:** 4 **PRICE:** 300 Lv (Lv 2 for a box of 100 rounds)

## COMBAT RULES FOR 2300

The following are some rules that I have incorporated into my 2300 games to cover some situations not covered in the basic book.

**SNAPSHOT-** A person may expose himself from cover in order to fire a quick shot. This is referred to as a snapshot. Because he had to move from concealment in order to fire, certain modifications are made to the task roll. First, ROF is cut in half (round up). Second, the task becomes one level more difficult because of the rapid motion and quick sighting. Also, the person remains exposed until he can duck back under cover. He can do this on the next phase, but he must wait until his bulk rating, and he loses his next action phase just as anyone tucking normally would.

**SPECIFIC AIM-** A person may take a specific aim at a particular object or part of the body but this increases the task one level of difficulty.

**MULTIPLE HITS BY AREA FIRE WEAPONS-** If directed at a single target, area fire may inflict multiple hits on that target. For each point that the hit roll is made by, inflict one additional hit on the target. For example, Bill, protecting his psychotic burrowwarg, fires a full clip from his DunArmCo Close Assault Gun at a snarling Kafer just 10 meters away. This makes the AFV=4 since it is well within close range. Bill's player rolls a 2 which is 2 less than the roll to hit, therefore the chitinous horror receives 3 hits (4,3,2). However, since it is a shotgun round, each hit can do 1-10 wounds (pass the salt please, I think this Kafer has already been peppered).

**POINT BLANK RANGE-** I am using point blank range as an extension of the ranges presented in the basic set. All of the task levels have a range associated with them with the exception of easy. Noting that it becomes easier to hit the target the closer it gets, I determined that at point blank range, as defined by this variant should require an easy task roll. Rather than define point blank range as a fraction of the weapons effective range, I have defined point blank range as having the target at a range of two meters or less. The referee must be careful when using this as there may be other circumstances, such as weapon length, weapon bulk, or the target grappling the firer, which may again increase the difficulty of the task, perhaps even to impossible. One other note about point blank, quadruple the AFV when determining the hit number.

## RED: A CAMPAIGN ORGANIZATION

RED stands for Regiment of Evil-Doers (Yes, I know its corny, but tell that to RED). As an organization, they have found their way into almost every campaign I have ever run, sometimes as a major threat, sometimes as a passing note. Their origin is shrouded in the unknown past, but they are believed to exist far back before humanity left their homeworlds. They may be a compilation of several different organizations with the same purpose: to spread corruption and disorder across the galaxy. Their ulterior motive in doing this is not known. Some believe that when empires are in ruin, a leader will emerge from RED to establish his own evil empire. Others believe that it is only for the personal gain of leaders within the organization. Finally, there are those who believe that RED does what it does for the sheer sake of evil. Regardless of their motive, the organization seems never to have any problems obtaining new recruits. However, the majority of these recruits are never seen in action or directly connectible to RED. The most active and skilled agents of RED are the RED KNIGHTS, who used to be frequently seen brandishing red combat armor, occasionally with a red or black cape. Although more covert than they used to be, the RED KNIGHTS may still occasionally be seen in armor, but it usually means trouble. Although RED uses a variety of techniques, one of their favorite tactics is to subjugate a low tech level world with high tech "magic". Overall, RED is an organization dedicated to evil, and one that often conflicts with the goals of characters.

## ADDENDUM

### 2300 EXPERIENCE, OPTION A

In order to gain the higher skill levels which require 3 or more skill points per level, characters may accumulate unused experience points over two or more years. Then when the character has accumulated enough, he may achieve the next level in the desired skill. This will accurately reflect the fact that higher levels of skill sometimes takes years, even a lifetime to master.

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