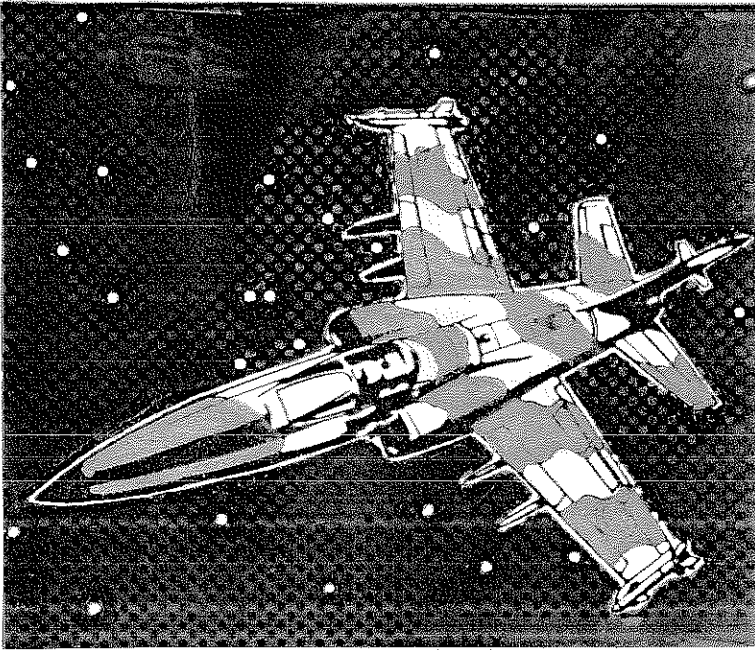


Tidewater Traveller TIMES



DULINOR RETURNS TO DLAN



OPEN GAME REPORT

This is a report on the events of the open game. The beginning of the scenario found the crew of the "Wandering Foot" sitting in a bar on Darrian. The crew consisted of Corwin Halliday, a Darrian merchant, Danny Weathers, a former Imperial Army person, and Mike Smythe, a former Imperial Marine. Also on the crew, but not in the bar was their robot, a JK-3 model, called "Jake". As they were watching the holovid, a live interview with a Hiver came on the air. A diligent bartender turned the channel, and when curious characters tried to turn it back they were met with some opposition, which they quickly quelled. A barmaid, noting their interest in the Hiver, mentioned that the Hiver was looking to charter a ship for a special trip. Upon arriving at the appointment that they set up, they were greeted by Dr. Marsha Fredrick, a Darrian associate of the Hiver, "Dr. Isaac". It seems that the Hiver had travelled across the Imperium to use Darrian Technology, and now was desiring to send his creation by private courier to the University of Rhulonor. Dr. Isaac could not accompany the shipment. (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" Gelinis
 Offices.....1302 Riverfront Ct, Suite 302
 Virginia Beach, VA 23451
 Phone.....(804) 428-4636

DULINOR ANNOUNCES HIS ASCENDENCY

DLAN (GNS) 245-1116- Having returned from his trip to Capital yesterday, Archduke Dulinor announced today that he has claimed the Iridium Throne by right of assassination. He went on to say that "there are persons and forces which oppose my claim to the Throne, but we must stand united against them for the unity of the Imperium". In spite of his statement, there seemed to be little opposition to "Emperor" Dulinor on Dlan this day.

PRINCE URI BLASPHEMES!

Aquaris/Aquaria (GNS)- This agency has received reports from a reliable source stating that the disfavored Prince Uri has been committing serious blasphemy, almost to the point of treason. Our source states that the Prince, speaking from an undisclosed location, ran broadband announcements denouncing the Mother of Us all as an old, senile, sea-cow, and that any followers of Her and Her Ways are doddering old fools. He further stated that such beliefs weaken the fabric of a modern interstellar society and should be disregarded if not abolished. The Office of the Emperor declined to comment.

CREDIT TO REMAIN STABLE

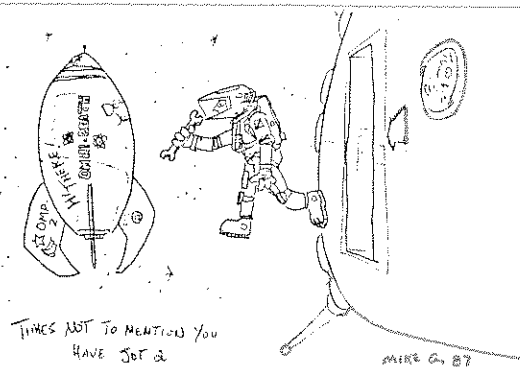
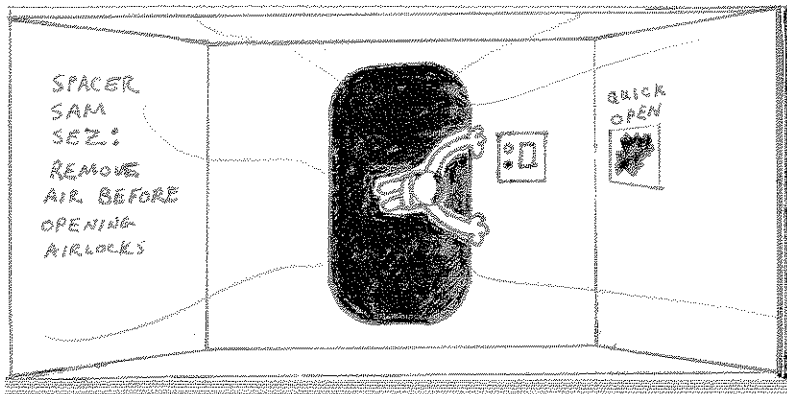
Tonasea (GNS)- The Office of the Treasury announced today that the Credit is much stronger than earlier thought, and that it will not be devalued. When asked about the earlier report about a 50% devaluation, the spokesman stated that it was a premature announcement and should not have been released. It was further stated that an investigation is underway to determine the source of the announcement.

WORKSHOP NEWS

Several new products have already reached the stores. For 2300 is Ships of the French Arm, and Aurora Sourcebook. For Twilight:2000 is King's Ransom. For a variety of GDW games is Travellers' Digest Issue 10 from Digest Group Publications. Challenge Issue 30 should be out soon. MegaTraveller Player's Handbook is scheduled for release October 28th. With a late October release date for the first MegaTraveller book, it may seem like it will be forever to get the rest. Not necessarily so, as both the Referee's Handbook and the Traveller Encyclopedia are tentatively to be released on December 1st, with the Dosed Set to follow at some future date. The first module for Air Superiority, Air Strike, is due to be released on November 12. These dates are the tentative release dates to the distributors, actual arrival date in the stores in this area is about one to two weeks later. Also in the works are two more modules for Traveller:2300. One is called Nyotakundu scheduled for a October 28th release date. And the other is called Mission Arcturus scheduled for a November 17 release date. No further details on either of these two.

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CAMPAIGN REPORT

STAR OF EPSILON INDI-After recovering the artifact, the crew of the Star return to Painu. Elmo got a lesson in Galanglic slang, learning the "head" can be spacer talk for fresher, but not before he started to wash the heads of crewmembers upon being directed by Cyril to "clean the heads". The "Chief", drying his hair, kept Elmo on board to help with maintenance while Cyril and Ed (the Niver) went in search of clues as to the origin of the relic. The Painu Museum of Starflight yielded no evidence of similar objects having been in use in the area. They then proceeded to U.P. (University of Painu), but were denied access to facilities not being Painu residents. The receptionist did give them a lead to a history professor. The professor turned out to be a very old (as that anagathics we smell) Admiral who had served in the Solmani Rim War. He was not able to help the crew, but referred them to a cybertech he claims to have known during the war. Thinking that the glyphs may be a cypher, Ed and Cyril go to the next place only to meet a young eccentric, who did not serve with the Admiral (it was his great-grandfather). He was indeed a cybertech and recognized the glyphs as an Ancient script. He recommended that the characters go to the subsector capital for further research, and offered them a healthy fee if they would capture a very rare butterfly for his rather extensive collection. Upon returning to the ship, Cyril and Ed discover that "Chief" has been unable to contact Hillary, and they are growing concerned.

BALCONY BOYS-After returning from Thunder Valley, several of the characters took advantage of the Tanstaafi Colony's offer to buy off their contracts and let them out of the IFL. While sitting around wondering what to do, they were approached by Dr. Russel, who had heard of their exploits at Mt. Phaeton, and wanted their expertise on her expedition to capture a live Kafer. They hired on, and departed with the expedition. The mission met with failure, for reasons that I cannot elaborate upon, and everyone but two returned to Tanstaafi City. The last two disappeared during a confrontation with a large Kafer group, apparently a group who had not made it to Thunder Valley. The two scientist are missing and presumed dead, although a search party may be organized to find them. Will our adventurers risk their lives once again to go looking for these two, or will they decide that they have had enough of Kafer hunting for a long time to come. Stay tuned to this column for further developments.

DARK RIVER I-Having reached Raya, the high tech world in the Tonasean Empire, the characters prepare to purchase their dream ship. They had to move quickly to beat the threatened devaluation of the Tonasean Credit. When the economy stabilized, they were well to the good, and formed a troubleshooting company. A few weeks after formation, they were invited to the Capital to compete for a special mission that the Emperor had planned for an independent group. A few jumps later, they arrived on Ite, the Capital, and met the Emperor with their qualifications. The next day they were informed that they had been accepted for the task of delivering a message from the Emperor to the Duke of Regina, a trip that would take them across three sectors of space. For their task, they have been given the use of a surplus Tonasean patrol craft whose jump-4 drives will allow them to span the 3 parsec rifts that occur in this sector (hence the name "Dark River"). After spending a few weeks outfitting the ship for the long haul, the set off on their journey. As they entered the Fibbi system, they were attacked by a mercenary cruiser with fighters deployed. What is the meaning of this unwarranted attack? Can they survive this encounter? Will they be forced to use the nuclear missiles that they have been equipped with for extra defense? Only time will tell.

FINITIES END-No action this month.

(Continued on Page 4)

⊕ FORWARD OBSERVER ⊕

Editorial by Mark Gelnas

SKILL LEVELS

When was the last time that you ever heard a mechanic say "fix your car, no problem, I have Mechanics six" or someone say "I can get the information you want, after all, I have Computer four"? In my experience, I have never heard anyone refer to their ability by a number. Yet, during role play, numeric skill levels are a frequent topic of discussion between players. This should not be so.

The question may be raised then, why do role playing games have skill levels? The answer is simply a matter of game mechanics. In the reality that we escape to when we are not gaming, there is no need to quantify a person's skill, and in many cases, there is no easy way of doing so. We can get a general indication of a person's ability by his achievements or qualifications, but even these may not be accurate. However, it is not necessary to quantify a person's ability in order for him to perform a task. Whether he successfully accomplishes the task is determined by the performing of it. In gaming, however, the determination of success or failure doesn't come in such a manner. In most instances, a character's ability will differ greatly from that of his player. Also, many tasks can not be performed or duplicated in reality. That is the underlying purpose of game mechanics. Game mechanics, simply stated, are those systems used by a game to simulate real or imaginary situations. To differentiate between characters of various ability, skill levels are used, often as modifiers to die rolls. Therefore, for smooth, efficient, and realistic play, skill levels are necessary.

How then should skill levels be handled? First of all, actual numbers should not be mentioned except in discussions with the referee who is responsible for handling game mechanics. How then should players discuss their various abilities with each other? They should use generalized adjectives and statements such as "familiar with", "have experience on", or "expert". Players should not work out a schedule of terms where "familiar" means a level of zero or "expert" means a level of five, or any other such system. To do so would be artificial and far too much like a certain super-hero role playing game where one's strength could be described as "marvelous" if it was a specific level. After all, in our society, a high school diploma does not always indicate the same level of education. (By the way, the numeric values of personal stats should not be discussed either.)

The resume' section of Book 4:Mercenary gave a good example of how skills should be handled. That section indicated that resume's should include mention of types of equipment qualified on without specifying levels. A certain amount of ambiguity lends an air of reality to the game.

In conclusion, it can be said that although skill levels are important to game mechanics, actual numeric values should be mentioned only for that capacity.

SCI-CON 9 PREVIEW

As announced, the Club will be sponsoring some games at Sci-Con 9. On Friday night, Scott Maddow will be conducting a session of Twilight:2000 from 8-10pm. Mark Gelnas will assist, and there is room for eight people. On Saturday, Mark Gelnas will be running Traveller, possibly using the MegaTraveller Player's Handbook with the revised combat rules. Scott Maddow will be assisting, and there is room for eight people. The session will be from 2pm until 6:30pm. On Sunday there will be a Traveller:2300 session for eight people conducted by Mark Gelnas and assisted by Scott Maddow. The time will be from 10am until 2:30pm. More details on these games can be found in next month's TIMES.



ROLL CALL



This month's Roll Call has a listing of all present members and their status as of October 1.

NAME	MEMBERSHIP STATUS
Cooper, Kevin	Honorary
Decker, Daniel	Inactive
Floyd, Ben	Honorary
Gelinas, Bruce	Honorary
Gelinas, Kate	Active
Gelinas, Mark	Active
Gentry, Mike	Honorary
Griffith, Mike	Active
Hartman, Gerry	Honorary
Hayes, Mark	Temporarily Inactive
Haguez, Conrad "Mel"	Active
Kostoff, Steve	Inactive
Maddow, Scott	Active
Martin, John	Active
McKifftrick, Ken	Active
Mirabella, Ralph	Active
Scialdone, Josh	Active
Smith, Carl	Honorary
Turnitsa, Chuck	Active
Umphress, Joe	Active
Woritsu, Troy	Honorary

OPEN REPORT (Cont.)- sending Dr. Fredrick instead. The next morning the shipment arrived, a 2 meter long, flattened, black cylinder, with a crate of accompanying documentation. Across the top of the container were the words "DO NOT OPEN" in several languages, including one unidentifiable language.

The first jump went without any problem, but upon entering normal space after the second jump, they were accosted by a ship without a transponder signal. The approaching ship hailed them in Zhodani, demanding that they turn over the cylinder to them. After being hit with a couple of warning shots, the Wandering Fool prepared to stop or jump, whichever seemed to be more survivable. About that time, a Vargr Corsair left the concealment of a nearby moon, and demanded that the Zhodani leave the Fool alone. A fierce skirmish then ensued between the Zhodani and the Corsair.

When the Fool noticed that the Zhodani was the victor, they jumped, or at least misjumped, a total of 18 parsecs. Upon entering normal space again, they had good news and bad news. The good news was that they were near their destination, and the bad news was that their jump drive was melted all over the engineering decks. Since the maneuver drives still worked, they flew to the planet and started making arrangements to repair their ship. There they ran into an old Vargr friend of theirs, and arrangements were made to transfer their cargo to his Corsair and fill in needed crew position along with some shipless Vargr.

One of the cargo hands moving the cargo was an Imperial agent who noticed that the cylinder had Ancient writing on it, and believing it to be an artifact, reported it to the local Naval forces. Upon leaving the planet, the Corsair was waylaid by a Gazelle class Close Escort, and boarded. After much conversing, they were allowed to go on their way, but with the Gazelle in escort and a Marine observer on board to ensure that the navigation computer was not altered.

During the flight, Sgt. York checked the bridge every six hours. When he did not show up one time, the crew went in search of him, and discovered him with a large blade protruding from his chest and his armor missing. Calling a meeting, the Vargr Captain was forced to put down a mutiny on the part of the new Vargr crewmembers by force of arms.

With Sgt. York recovering, the ship finally arrived at Rhylanor, and the cargo with Dr. Fredrick were delivered safely.



MEETING REPORT
SEPTEMBER 1987



The monthly business meeting of the Charter Chapter of the Tidewater Traveller Club was held on Monday, September 14, 1987. Persons attending were the Spokesman, Kate Gelinas, John Martin, and Josh Scialdone. This is a rather poor showing for a club with almost twelve active members. The meeting is scheduled well in advance and is posted in the previous month's calendar of the TIMES. Therefore the excuses of "I forgot" or "I didn't know" are rather weak. I realize that several of you were working in various aspects, and there is little that can be done about that. Participation in meetings is important to effective club growth. Also, it is the responsibility of every Club Officer to make the meetings, if possible. For the Charter Chapter, meetings are scheduled for the third Monday of every month. Monday was selected over Wednesday as being more convenient for members to attend. Business this month included:

OLD BUSINESS

The Club will be holding an open on October 10, refereed by John Martin.

The Club decided against a brochure in favor of a Special Edition of the TIMES to distribute at SCI-CON.

A new Club Logo has been decided upon. It will appear on the new Membership Cards.

The Club decided to limit its magazine advertisement to Challenge Magazine for the time being.

ACTION ITEMS

Find out about non-profit status for the club. (This may require another Amendment to the Charter)

NEW BUSINESS

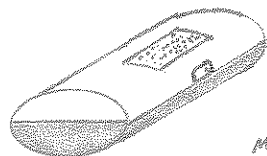
The Editor of the TIMES made a submission policy statement for variants and other submissions.

John Martin was elected as Club Treasurer. He will also serve as Chapter Treasurer until he joins a new Chapter.

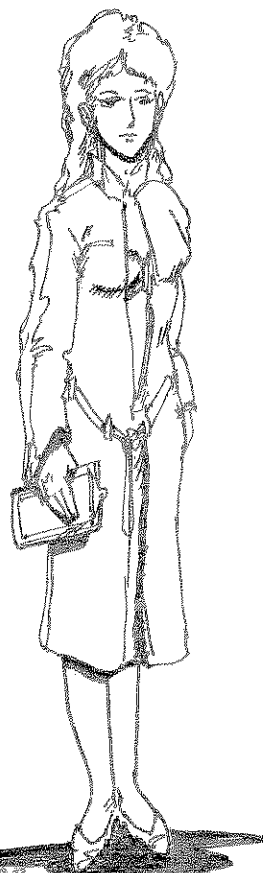
Kate Gelinas was elected as Chapter Representative for the Charter Chapter.

The Club voted to offer a Thrillseeker Campaigner, who was not in town during the Charter Period, a chance to become a Charter Member.

After this, the meeting was closed.



SPECIAL DELIVERY



CAMPAIGN REPORT (Cont.)-

FAST TIMES-Having completed her previous mission, Lt. Sagan was temporarily without an assignment. The Emperor realizing this, gave her the assignment to find and remove the Head of FAST. Sagan will be working with Lt. Karen Sears and will have Morris as back-up and general strongman. To infiltrate FAST, they are taking the guise as common merchants from outside the Empire. Using their considerable resources, they bought an old Seeker which they aptly named the "Rusty Bucket". Outfitted, they are now seeking to make contact with FAST, and are heading toward the frontier where FAST is more active. This campaign is a continuation of Aquarius Rex for certain characters.

PERILS IN POLAND- Due to circumstances beyond their control, the Georgia group was unable to continue their adventures in central Europe this past month. Watch for further action next month.

ON THE ROAD TO KRAKOW-(This is a Twilight-2000 game run by Mark Hayes) On their way to the Free City of Krakow, Ezekiel "Zeke" Nite and his companions came upon some burning vehicles in the road. As they closed to investigate, they were ambushed. Lt. Buchanan had her horse, Dirtbag, shot out from under her, while her backup was killed outright. "Tex", riding in one of the vehicles, suppressed the ambushers with his M-60 while the others cleared them out.

Searching for survivors of the wrecked vehicles, they found one dying soldier and learned about a special delivery named "June Bug".

Tracking one of the ambushers who escaped, they come upon a vehicle which had a crate being loaded on to it. About that time they were surprised by the lone escaping ambusher and a knock-down-drag-out fight is engaged in between him and Sgt. Gruntworth. In the meantime, Zeke, confident that his friend can take care of the situation, eliminated the vehicle crew and investigated the cargo. A few minutes later, he noted that the fight in the woods is taking longer than it ought, and went to investigate, just in time to prevent the Soviet Marauder from finishing the Sarge. Helping the beat up Gruntworth into the vehicle, they proceeded to meet with the rest of the group.

Since their vehicles were destroyed in the ambush, they take the captured vehicle and the one remaining horse and head to Krakow with the "June Bug" shipment that was discovered in that vehicle. Later that evening they entered the free city.



BULLETINS AND ANNOUNCEMENTS SERVICEMEN

Gerry Hartman will have moved to Groton, Ct. for submarine school by time you read this. I will attempt to get his address there for those of you who want it. When he goes on to his next school in a few weeks, I will publish his address there.

MAILINGS

Keep letting GDW know what you want for Traveller, Traveller-2000, 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.

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.

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 quorum 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 II 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 for October, but if I have not received a notice by post time for the November issue, it will not be sent to you.

REFEREES WANTED

All you people who enjoy a good Traveller, 2300, or Twilight game, how about taking a turn at refereeing sometime? Contact the Spokesman or your Chapter Representative if you are willing. If there is an interest, the Spokesman would be willing to run a series of seminars on basic refereeing, covering both general refereeing techniques and specific game systems as requested. Again, contact the Spokesman if interested.

SPECIAL VISITS

Our Honorary Member from Okinawa will be in the area for a brief stay during this month. Chances are good that Ben Floyd will be at our meeting on the 19th. In November, we will probably be visited by Honorary Member Carl Smith from Connecticut.

SUBSCRIPTION PRICES

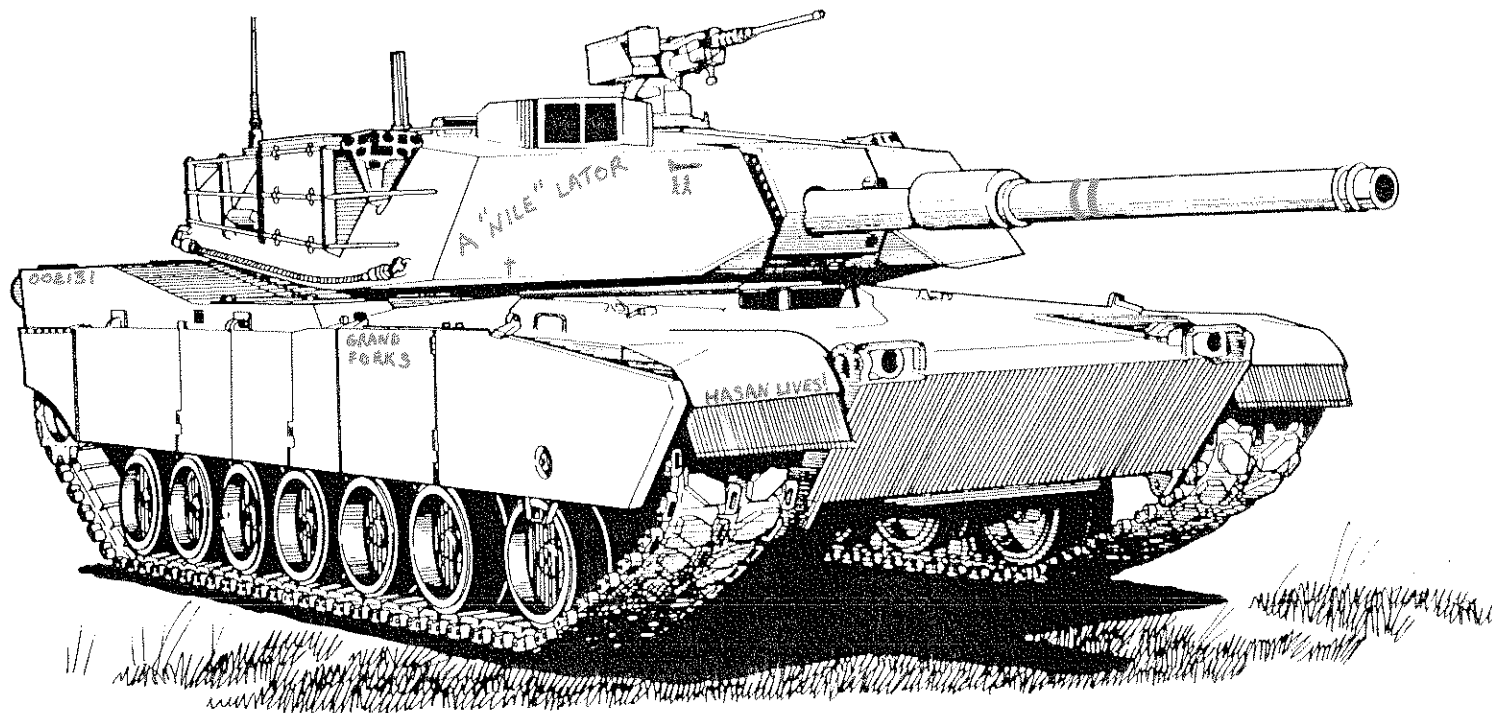
Starting with this issue of the TIMES, there will be a charge of \$3.00 for a six issue subscription. If you are an honorary member, your TIMES are free. If you are a member, your dues covers your subscription. The management reserves the right to distribute complimentary copies as necessary for promotional purposes.

COUNCIL MEETING

The Council of the Tidewater Traveller Club will hold its first meeting immediately after the Business Meeting on the 19th of October.

SUBMISSIONS

In order to avoid delays, all submissions for the TIMES will be submitted by the 15th of the month before publication. It will be reviewed by the Editor and returned. The finished copies will then be due by the 1st of the month of publication. This will take effect beginning with the November issue. Thank you for your co-operation. The Editor.



QUICK REVIEWS

TRAVELLERS' DIGEST 10—With Issue 10, Travellers'

Digest has again grown in usefulness. There are two extra pages of material made possible by the removal of the Task System information that had been a regular feature. Not that they are abandoning this system. Quite the contrary, Issue 10 is full of Task Description, including a series usable for hunting. What is happening, however, is the imminent publication of MegaTraveller which will contain the system, and which had a significant amount of work done on it by the Digest Group Publications Staff. At any rate, they have put the extra pages to good use.

Included in this issue is an adventure for the group that the Digest has been following since Issue 1, and will continue to follow for quite some time to come. Also include is a very interesting MegaTraveller adventure set on Uakye/Regina/Spinward Marches, and has Marc Miller as one of its authors. Extensive detail is included about the planet.

The Medical Digest, a new section this issue, contains information about using anagathics and their possible side effects. For 2300, there are articles on new equipment, new vehicles, and some Pentaped bio-engineered "equipment". These and several other articles make Issue 10 well worth reading and owning.

SHIPS OF THE FRENCH ARM—This supplement for Traveller:2300 fills a variety of gaps in the types of ships presented by the basic set. Each ship design in the book includes an illustration, a description, and a ship's status sheet.

The artwork is overall excellent, and in many cases shows imagination and inspiration. The descriptions give a good feel for what the ships were designed for and who the primary users are.

The status sheets are useable with Star Cruiser, but make space combat easier for those who only have the basic game. Several of the more common or interesting vessels from Star Cruiser have been repeated in this volume, presumably for the benefit of those lacking that game. There are, however, enough ships unique to this publication to make it worthwhile to those who do own Star Cruiser. Interspersed with the ship descriptions, of which there are over forty, are several missiles, drones, and probes.

Although the supplement costs \$10.00, it is a hefty 96 pages packed with information. Ships of the French Arm is useful to both the referee and player of 2300.

AURORE SOURCEBOOK—The Aurore Sourcebook is a module for Traveller:2300. The module details the planet of Eta Bootes II, better known as Aurore.

This 96 page module written by William H. Keith, Jr., can serve as an extension of the background presented in Kaffer Dawn, and in fact repeats some of the material of that module. This book, however,

goes far beyond just the colony at Tanstaal by describing the whole planet.

The artwork, including the central color plates is excellent, even though we disagree with some aspects of Dietrich's concept of Kafers.

This book is packed with information, much of which is useful to referees working with groups on other worlds. Included are new occupations, new skills, new tasks, new equipment, new vehicles, new weapons, maps, terrain descriptions, encounters, personalities, animal descriptions, military and civilian organizations, and much more.

GDW has made the referee's job much easier with the publication of this module, and all I can say is "give us more". There is a very important section included in the last two pages of the book dealing with combat armor. Every referee should get access to this section even if you do not own the module. In this section armor rules are clarified, and the values for combat armor have been corrected. It is fortunate for my players that this module came out after Kaffer Dawn, otherwise there would probably have been more casualties in that segment of our campaign.

Overall, this is a worthwhile module for any referee, whether he is running adventures on Aurore or not. Players may also find many uses for the module, but should not read sections only intended for referees.

KING'S RANSOM—This module for Twilight:2000 is a bit different from other Twilight modules in that it takes place in Iran as opposed to Europe or the United States.

Designed primarily to be used with the RDF sourcebook, this module can be used alone with little difficulty if the characters are all in the Army. Groups with characters from a variety of services may have a bit more difficulty with this module only because it does not repeat the background information on these other services in this module.

Because of situations in Iran, there is a greater amount of military cohesion than that in Europe, so characters would usually be of the same service and unit, although some exceptions are possible. The central scenario concerns itself with the Crown Jewels of Iran which have disappeared. Whether the characters are actively seeking them or are seeking them on the side of whatever other thing they may be doing is up to the referee and characters.

This is a well written module, with lots of character descriptions, maps, and building plans for the referee to use. This module is recommended for any referee with a campaign in the RDF region, whether he uses the main plot or just uses the wealth of background information. Other referees might find this a refreshing change of pace from chasing characters all about Europe, and could even be used as a follow on adventure to Going Home or any of the U.S. Modules.

"The months and days are travelers of eternity." Matsuo Basho—The Narrow Road of Oku

COMING EVENTS



OCTOBER CLUB MEETING- OCTOBER 19- The meeting of the Charter Chapter of the Tidewater Traveller Club will be at 7:00 pm at CHQ in Norfolk. Many issues will be decided at the October 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.

COUNCIL MEETING- OCTOBER 19- There will be a short meeting of the Council of the Tidewater Traveller Club immediately after the Club meeting mentioned above.

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



NOVEMBER 1987



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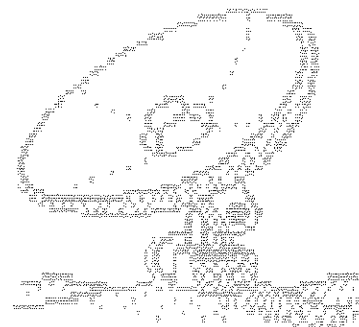
1	2	3	4	5 FULL MOON TODAY	6 SCI CON START	7 SCI CON 9
8 SCI CON ENDS	9	10	11 VET'S DAY	12	13	14
15	16 CLUB MEETS 7 PM	17	18	19	20	21
22	23	24	25	26 THNKS GVRG DAY	27	28
29	30					

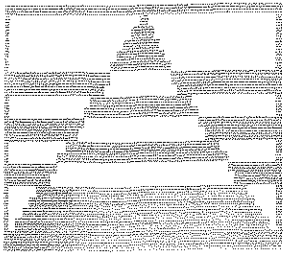


"AD ASTRA"

Tidewater Traveller TIMES

1302 RIVERFRONT CT., SUITE 302
VIRGINIA BEACH, VA 23451





GEO'S VARIANTS

ISSUE 4

This month's issue of the Variants contains a new ship for TRAVELLER:2300. The design is by Mark Gelinas and Scott Maddow using the ship construction rules from STAR CRUISER. The other entry for this month is a subsector of the DARK RIVER Sector. As many readers of the TIMES will recognize, many of my TRAVELLER adventures are run in that sector. If some of the names appear different in this printing, it is because that, in producing this, I have cleaned up some of the names that my computer generated by making them more pronounceable. In the grand scheme of things, I have placed the DARK RIVER Sector immediately rimward of the Vanguard Reaches. As this does not directly correspond to items published for the Official GDW Universe, this sector can be considered official for the Geonian Universe only, but since so much happens there, it is presented here for your information.

TRAVELLER:2300 STARSHIP

The "BUTTON" class merchant, so named for its distinctive shape, was a venture of DG Industries, a joint United States/Australian company. The vessel was designed in 2248. Production started in 2250 with the class first going into service in 2253. Only about 20 ships of this class were ever built because of the low profit potential of a low cargo capacity and limited passenger space. A few models remain in service with InterStar Lines who have turned the void space into crew quarters for ten crew freeing space for ten additional passengers. Most have been sold to independent merchants many of whom use the void space for additional cargo and thruster fuel at the expense of warp efficiency.

The BUTTON class was originally designed with space for 10 American SIM-14 missiles in two bays. However, the expense of the missiles often prohibits independent owners from buying them, and the bays are often used for additional cargo. Because no specific bracing is installed, the bays can only hold 140 tons of cargo, the same amount of mass as a full load of missiles. This usage will cause no loss of warp efficiency. Lack of missiles eliminates the need for remote operators as well, freeing up additional space for passengers.

The BUTTON class does have the advantages of being streamlined, therefore not dependent on interface vessels, and having a spin habitat, which increases comfort to a very high and desirable level. Because of their ownership by independent merchants, BUTTON class vessels may be encountered throughout human space.

STREAMLINING: As space plane.

SENSOR PACKAGE: Navigational Radar, Deep System Scanner, Passive Sensors.

WORK STATIONS:

OFF BRIDGE: Engineering 3, Remote 2, Steward 1, Medical 1.

BRIDGE: Command 1, Navigational 1, Communications 1, Computer 1, Engineering 1, Sensors 1.

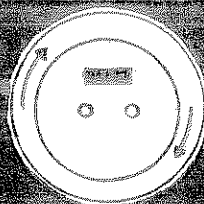
ADDITIONAL CREW RECOMMENDATIONS: None.

GENERAL INFORMATION: WARP EFFICIENCY: 1.64(unloaded) 1.32(with basic load)¹, PLANT: 1 MW MHD, FUEL: 400 TONS (4 weeks), THRUSTER FUEL: 256 tons, RANGE: 7.7, MASS: 1786 tons(unloaded), CARGO CAPACITY: 200 cubic meters, COMFORT: +2, EMERGENCY POWER Battery, 90 hours, TOTAL LIFE SUPPORT: 23, SOLAR ARRAY: 10,000 square meters, 4.2 days for 100 tons fuel.

SHIP STATUS SHEET INFORMATION: MOVEMENT: 3(loaded and unloaded), SCREENS: 0 RADIATED SIGNATURE: 1, RADIAL REFLECTED SIGNATURE: 2, LATERAL REFLECTED SIGNATURE: 3, TARGETTING COMPUTER: 0, RADIAL PROFILE: -2, LATERAL PROFILE: - ARMOR: 0, ACTIVE SENSORS: 0, PASSIVE SENSORS: 10, HULL HIT CAPACITY: 18/5/9 POWER PLANT HIT CAPACITY: 3/1, CREW COMPLEMENT: 18, WEAPONS: 10 American Sim-14 missiles in 2 bays, REMOTE STATIONS: 2, VOID SPACE: 848 cubic meters, PRICE: 31.6 MLv with basic load of missiles, 23.2 MLv without missiles.

¹PASSENGER VERSION: WARP EFFICIENCY: 1.6(unloaded) 1.3(loaded), CREW COMFORT: 0.

CARGO VERSION: WARP EFFICIENCY: 1.63(unloaded) 1.07(loaded with 450 cubic meters additional cargo: average mass 3 tons per cubic meter and 230 additional tons of thruster fuel).



FRONT
VIEW



SIDE
VIEW

HEX SUBSECTOR NAME TONASEAN

HEX	NAME	UPP	ALG	ES	TRADE	TC	GAS
				MODS		GWT	
102	ISPAN	C-8	B	3	7	A-4	Y
103	BESO	C-3	1	0	2	1	Y
107	GOTAHOL	C-2	0	0	3	1	Y
201	ETHYDIA	B-6	7	3	6	8	Y
202	EAWATHIH	A-5	5	7	5	6	Y
203	TAREHYOR	A-5	5	7	5	0	Y
205	FOYO	B-5	5	2	6	7	Y
301	LASA	C-2	0	0	2	6	Y
303	SEATATOT	C-7	9	A	7	A	Y
306	XYLAVAR	A-5	5	7	5	1	Y
310	RINALSAR	E-9	C	6	4	4	Y
401	JIF	A-5	5	7	4	0	Y
402	ACIDOD	E-A	C	7	4	6	Y
403	PHAHEM	A-4	3	5	4	4	Y
405	KENDARHE	C-3	C	5	8	7	Y
409	KRUFF	E-9	C	0	A	B	Y
503	FATOR	E-5	5	7	4	5	Y
507	RAYA	A-9	C	5	9	8	Y
509	PEBASET	D-4	3	5	4	4	Y
601	LAM	A-5	5	7	4	4	Y
602	HIZE	C-2	0	0	7	A	Y
603	SAT	C-8	B	4	7	6	Y
604	SITAHAR	D-3	1	0	4	4	Y
608	WAYNEN	B-7	9	5	6	9	Y
609	THYPAG	B-6	7	4	5	2	Y
701	GORAH	E-6	7	3	5	7	Y
704	SYNIT	C-8	B	3	7	B	Y
708	FADONIA	D-9	C	6	4	4	Y
709	KITOD	B-7	9	6	1	0	Y
803	SIT	A-5	5	2	6	7	Y
804	HEYWOW	B-1	0	0	5	7	Y
805	SODAK	A-5	5	8	5	6	Y
808	ZYTILLO	B-7	9	A	8	6	Y
809	PRAM	B-5	5	8	6	8	Y
810	NYBIA	B-1	0	0	5	0	Y

The Tonasean Subsector is subsector P of Dark River Sector, dominated by the Tonasean Empire for which it is named. The highest TL is F at Raya; the highest population is 50 billion at Kruff. Tarehyor is involved in a global war which has decimated the population and left no government. Although the starport is Empire controlled, conditions warrant posting travel code amber. Abbreviations- ALG: Allegiance, ES: Bases, TC: Travel Code/ Allegiances- T: Tonasean Empire, I: Independent/ Trade Mods- DW: Dessert World, V: Vacuum World, VW:

SUBSECTOR MAP GRID

