

# Tidewater Traveller TIMES



## SPECIAL SCI-CON ISSUE

### SCI-CON 9 EVENTS

#### FRIDAY

8:00-10:00 PM- TWILIGHT:2000

#### BLACKBIRD FALLING

Iran- a country torn by strife; strife born of oil and politics. In the year 2000, the United States has a strong multi-service military presence there. An Air Force security team on routine escort duty are diverted on a high priority mission. Can the team achieve their objective while avoiding hostile forces? Join in and help.

REFEREE: Scott Maddow. PLAYERS: 8. PREGENERATED CHARACTERS.

#### SATURDAY

2:00-6:30 PM- TRAVELLER

#### THRILLSEEKERS

The Empire is crumbling. Conflict and chaos follow in its wake! Is this the second civil war? No, the Empire was the Second Imperium, also known as the rule of man, and the ensuing period of chaos is known as the Long Night. During this time of confusion, a group of troubleshooters known as the Thrillseekers attempt to hold back some of the tide of destruction. Will they succeed, or be swept away by the wave of darkness? You can make a difference.

REFEREE: Mark Gelinias. PLAYERS: 8. PREGENERATED CHARACTERS.

#### SUNDAY

10:00 AM-2:30 PM- TRAVELLER:2300

#### MURPHY'S COMPLAINT

Aurore, a frontier world, is not without dangers. Until recently, Murphy, a colonist from the Nation of Texas, had no complaints about the world. Now Kafers have invaded and survival is difficult against this ruthless alien enemy. Can Murphy save his homestead or will he be forced to flee?

REFEREE: Mark Gelinias. PLAYERS: 8. PREGENERATED CHARACTERS.



#### TIDEWATER TRAVELLER CLUB CLUB OFFICERS

SPOKESMAN: Mark Gelinias  
SECOND: Joe Umphress  
TREASURER: John Martin

#### CHARTER CHAPTER OFFICERS

REPRESENTATIVE: Kate Leberz Gelinias

#### MEETINGS

The Charter Chapter of the Tidewater Traveller Club meets the third Monday of every month in the back room of Campaign Headquarters in Norfolk at 7:00 PM.

#### SCHEDULED GAMES

Contact the following people to find out when games are scheduled:

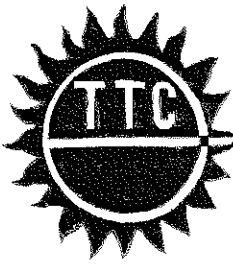
Southside: Mark Gelinias  
Peninsula: John Martin

#### TIDEWATER TRAVELLER TIMES

The Tidewater Traveller TIMES is published monthly and is the official newsletter of the Tidewater Traveller Club.

Editor.....Mark E. Gelinias  
Artists.....Kate Leberz Gelinias  
Mike Griffith, et. al.  
Contributors.....Scott Maddow  
Joe Umphress

Offices.....1302 Riverfront Ct, Suite 302  
Virginia Beach, VA 23451



## GAMING IN THE FUTURE

### THE GAMES

#### TRAVELLER

Traveller is the role-playing game of science fiction adventure in the far future. Travellers can roam through space to distant worlds, creating fantastic adventures as they explore unknown planets, meet alien races, and search out the secrets of the universe. Coming soon is a new edition called MegaTraveller which will compile the best of Traveller material of the last ten years into one set of books. Included will be an improved ground combat system based on concepts from Striker and Azhanti High Lightning, and incorporating new material. Also included will be the highly successful task system first developed by Digest Group Publications, a licensed producer of Traveller supplements.

#### TWILIGHT:2000

For five years the armies of the world have fought back and forth across Europe. Three years ago, the missiles started flying. Most countries were hit hard in the nuclear exchange, but no one had a decisive advantage, and the war went on. Tanks began breaking down and the supply of spare parts gradually dwindled to zero. The sophisticated artillery weapons have shot off all their ammo, and no one is capable of producing any more. Divisions which started with 20,000 men are lucky to put 2,000 in the field. But the war goes on. TWILIGHT:2000 is a complete role-playing system for survival in a devastated post-holocaust world.

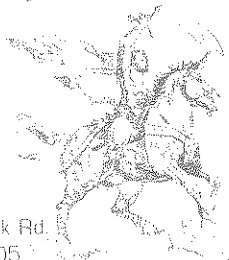
#### TRAVELLER:2300

Journey across the light years exploring the uncharted systems of the frontier; watch your two shadows under a double star; war against the unfathomable Kafers amid exotic environments of alien worlds; ride the beanstalk down to the towering cities of Earth, the economic center of an ever expanding human civilization. Be a part of the new age in TRAVELLER:2300. Set in a background of Earth 300 years after the Third World War, this role-playing game is where mankind discovers the stars.

#### ACKNOWLEDGEMENTS

Traveller is a registered trademark, and Twilight:2000 and TRAVELLER:2300 are trademarks of GAME DESIGNERS' WORKSHOP, P.O. BOX 1646, Bloomington, IL 61702-1646, and are used with permission. Some material in the game descriptions are either quotes from or statements based on the games themselves.

### Campaign Headquarters



MINIATURES  
145 E. Little Creek Rd.  
Norfolk, VA 23505

GAMES  
583-9451

### ⊕ FORWARD OBSERVER ⊕

Editorial by Mark Gelinas

#### WHERE WE ARE GOING

In this month's editorial we shall take a look at some of the goals that I, in my capacity as Spokesman, have in mind for the Club. These goals I have divided into three categories: Short Range Goals, those I would like to see happen before the New Year; Long Range Goals, those I would like to see happen before I leave office; and Constant Goals, those that we as a Club should be working on throughout the year.

#### SHORT RANGE GOALS

**START A PENINSULA CHAPTER-** A good number of our members live on the Peninsula, and there are others over there who are interested in the Club. I feel that it is time for these people to have a Chapter of their own to further promote gaming in that area.

**INCREASE THE NUMBER OF REFEREES RUNNING GAMES-** We all enjoy a good game of Traveller, Twilight:2000, or Traveller:2300. I have enjoyed these games since the late 70's, but mostly on the referee end of the table. Furthermore, I am getting spread thin. In order for our Club to grow, we need more referees. This does not mean that these people will have to referee all the time, but if even half of the members of this Club ran one game a week, the amount of available gaming would significantly increase.

**START A REGULAR CAMPAIGN AT CHO NORFOLK-** This sort of goes along with the previous goal, in that it will probably require a new referee to accomplish. In order to make the Club accessible to new players, we need to run games where we are visible. A game at this store would make us highly visible.

**START A REGULAR CAMPAIGN AT CHO NEWPORT NEWS-** This may not seem necessary because one of the Club's regular campaigns are conducted there. Nevertheless, I add this because the referee of that campaign will not be able to conduct it as often in the future. Furthermore, he has to travel from Virginia Beach to do so. Along with a Chapter, that area needs a person from there to run a campaign in that store on a regular basis.

#### LONG RANGE GOALS

**START CHAPTERS OUTSIDE THE TIDEWATER AREA-** We have members who have left the area and honorary members who are scattered across the world. I would like to see the Club grow by starting Chapters in many of these locations. This would help build a network of Chapters for those who would move from place to place in the future. Members in more locations would also give us a greater voice and influence with producers of games and supplements.

**TRAIN NEW REFEREES-** Refereeing is a skill. There may be many players out there who would like to referee, but are hesitant because they feel that they lack the basic skills. By training new referees, we also are helping to fulfill other goals.

**FIND A NEW EDITOR FOR THE TIMES-** I am not ready to resign as editor. However, my job will probably require me to move away from the Tidewater Area in about a year. As the TIMES should be published in this area, it will need a new editor when I leave. Finding a new editor will entail finding a person with writing skills and getting access to a computer and a desktop publishing program.

#### CONSTANT GOALS

**BUILD MEMBERSHIP-** By building membership, we help meet a large number of goals and have more players available to game.

**PROMOTE GAMES-** This is the express purpose of the Club, I feel that SO-CON activities are just one way of achieving this. We need to seek new ways of accomplishing this task.



GNS



**IRISH FLEET DECLARES FOR DULINOR**

**DLAN/IRISH:** 248-1116: Sector Admiral Hufara and his Fleet Officers announced today that the Irish Fleet would support Emperor Dulinor in his claim to the Iridium Throne. In a simple ceremony, Hufara presented his dagger to his brother Dulinor, who accepted it as a token of his support and dedication. Reports received by one GNS source indicates that the fleet will be leaving shortly for the Core. Fleet Spokesperson Dakara declined comment.

**WOULD-BE ASSASSIN FOILED**

**BINO/TRAILBREAK:** 155-1112: The Presidential office released a statement today to the effect that an attempt on the President's life was foiled by alert presidential security agents. A lone gunman, identified as Bill Firman, was shot and killed in a brief firefight outside a building in which President Birkholtz was scheduled to appear. One security agent was also killed in the skirmish. Bill Firman is not a native of Bino, and speculation is that he may be part of an off world conspiracy. Entry requirements at the starport have been tightened, and the law level has been temporarily raised to 7. Since firman died at the scene, he could not be questioned about his motive or connections, but starport records indicate that he and a fellow passenger arrived in system on the Golden Trader. The other passenger has not reported back through the starport and is being sought for questioning. Although any connection to the incident is denied, the President has temporarily cancelled all scheduled appearances.

**EMPEROR CH'HARR WEDS**

**AQUARIA/AQUARIA:** 200-1110: In a spectacular ceremony, Duchess Cyranra Iraskii became the new Empress of the Aquarian Empire. This union of core and frontier nobility comes at a time when rebellion is rearing its ugly head and several worlds are in open revolution. In a surprize move, disfavored Prince Uri made an appearance at the wedding. A liason of the Emperor stated that in spite of his recent blasphemous activity, no resistance was offered to Uri in order to preserve the atmosphere of joy and celebration. Some sources are speculating that Uri will usurp the throne before long. Bystanders at the reception state that they heard Prince Uri utter a very ancient and horrible curse to the Empress, but the Imperial liason has denied any such reports. Rumors around the palace are that the new Empress is already with child, but in typical Imperial fashion, the office of the Emperor refuses to comment on rumors.



SPACER SAM SEZ: REMEMBER MOTHERHOOD IS A WONDERFUL THING!

**MEETING REPORT  
OCTOBER 1987**

The October meeting of the Charter Chapter of the Tidewater Traveller Club was held on the 19th. Attending were the Chapter Representative, Treasurer, Joe Umphress, Ben Floyd, Josh Scialdone, Ralph Mirabella, and Mike Griffith. After the meeting was opened, the meeting report and bulletins were read.

**Old Business**

- A report was made on the open held in October.
- The next open will be held in December; Sci-Con will serve as an open in November.
- There will not be a meeting held at Sci-Con.
- A report was made on the progress of the New Logo (seen at the top of page two this issue).
- A report was made on the progress of certain action items.

**New Business**

- The resignation of Chuck Turnitsa as Second was announced. Joe Umphress was elected as the new Second.
- An announcement was made from the Editor of the TIMES that the next issue (November's) would not be distributed to those not having paid dues.
- A time limit of November 16 was made on offer to former Thrillseekers player.
- New members and a Peninsula Chapter were discussed.
- Approval was made for expenditure of funds for the new posters and membership cards.

**COUNCIL MEETING  
OCTOBER 1987**

A meeting of the Council of the Tidewater Traveller Club was held immediately after the Chapter Business Meeting. In attendance were the Second, Treasurer, and the Chapter Representative of the Charter Chapter.

**Old Business**

- Approval was made that until an account is established, whatever the Editor of the TIMES expends for production of the TIMES will be deducted from the dues of the Editor and his wife.
- An Amendment declaring the Club's non-profit status was drafted and proposed.



**BULLETINS AND ANNOUNCEMENTS  
MEETING**

The November meeting of the Charter Chapter of the Tidewater Traveller Club will be held the 16th, at 7pm in the back room of CHQ. A short Council meeting will follow immediately afterwards.

**NEW ADDRESS**

Danny Decker's new address is 3113 East Baltimore St., Baltimore, MD 21224. We hope Danny finds many gamers in his new location.

**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 would be willing to run a series of seminars on the basics of refereeing. This would cover both general refereeing techniques as well as how to operate different game systems as requested. Again, contact the Spokesman with your interest.

**THE TIMES**

Due to preparations for Sci-Con, this month's Times will only have four pages. Features not seen this month will return next month.

**CONTENTS**

Bulletins and Announcements.....	3
Coming Events.....	4
Club Officers.....	1
Forward Observer.....	2
Game Descriptions.....	2
GEO'S VARIANTS.....	Insert
Geo News Service.....	3
Meeting Report.....	3
Roll Call.....	3
Sci-Con Information.....	1



**ROLL CALL**



**NEW MEMBERS**



# COMING EVENTS

**NOVEMBER CLUB MEETING- NOVEMBER 16-** 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 November meeting. If you are interested in what your club is doing, you should attend. Check out the Bulletin and Meeting Report sections for more information on pending business.

**COUNCIL MEETING- NOVEMBER 16-** There will be a short meeting of the Council of the Tidewater Traveller Club immediately after the Club meeting mentioned above.

**MEGATRAVELLER OPEN- DECEMBER 5-** With the arrival of Mega Traveller Player's Manual, we will be doing some opens to familiarize players with the new rules. 1 pm CHQ, Newport News.

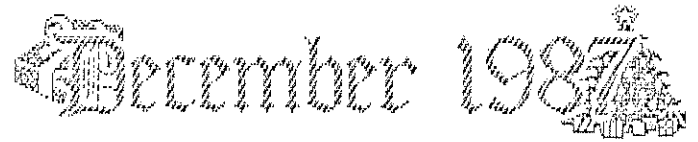
**GEOCON VI- JANUARY (?)**- I know that we have just finished having a GEOCON, but we need to start looking forward to the next one. More referees will be needed.

### 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

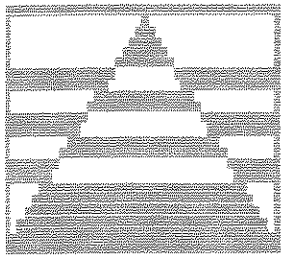


SUN	MON	TUE	WED	THU	FRI	SAT
		1	2	3	4	5 FULL MOON TODAY
6	7	8	9	10	11	12
13	14	15	16	17	18	19
20	21 CLUB MEET 7PM	22 FIRST DAY WINTER	23	24 CHRIST MAS EVE	25 CHRIST MAS DAY	26
27	28	29	30	31 NEW YEARS EVE		

**"AD ASTRA"**  

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





# GEO'S VARIANTS

## ISSUE 5

This month's edition of the Variants contains another subsector of the Dark River Sector. Refer to Issue 4 of the Variants for more background information on the sector. Also included this month are a number of entries from the Library Data for the Dark River Sector. Many of these entries may make little sense to those who do not have access to the whole sector map, but I chose to publish them in alphabetic order as I currently have them generated. They will become more clear as further subsectors and library data is published. This month's issue is a special double sized issue.

### LIBRARY DATA OF THE DARK RIVER SECTOR

**Adenos/Barrier:** Located at 603, this world is the location of the maximum security prison for the Va'can States. UPP: C-888\*\*\*-\*. Because of the prison, this is an interdicted world.

**Anaxata:** Capital of the United Council of Worlds. Located at 107 in the Trefoil subsector. UPP: B-55167B-A:NI/P.

**Andopeo:** Former capital of the coalition of the same name, the population and thus the government was destroyed by Saison rebels. Martial law was declared by Fleet Admiral Xandor and is still in effect. UPP: A-100010-F NB.

**Arkaw:** Located at 810 in the Blue Star subsector, Arkaw is the founding world of the Arkaw Colonial Domain. When it was discovered that a disaster would make Arkaw uninhabitable, nearby worlds were colonized. UPP: A-9C5002-D NB,NI.

**Arkaw Colonial Domain:** This interstellar state is composed of Arkaw and the 3 worlds that it colonized. After Arkaw suffered a natural disaster, the capital was moved to Ayi. Arkaw is interdicted to keep scavengers from collecting artifacts.

**Armor Subsector:** Subsector O of Dark River Sector. It contains 27 worlds and portions of the Tonasean Empire. The highest TL is E at Tonasea; the highest population is 70 billion at Sayofak. Tonasea is interdicted, having an Imperial research station.

**Ata/Scorpion:** Located at 601, this world serves as a penal colony for the Va'can States. UPP: B-557\*\*\*-\*. Because of the colony, this is an interdicted world.

**Barrier Subsector:** Subsector J of Dark River Sector. It contains 28 worlds and is dominated by the Va'can States. Its highest TL is E at Cal and highest population is 7 billion at Latuko. Named such because Va'can States often blocked trade.

**Blue Star Subsector:** Subsector E of Dark River Sector. It contains 26 worlds, the Celan Domain, and part of the Arkaw Colonial Domain. Its highest TL is F at Cos; highest population is 60 billion at Hobigua. Named for plethora of spectral class B stars.

**Boris:** Located at 802 of the Natasha subsector, this world is capital of the Brotherhood of Karl. UPP: A-8B3567-E NI.

**Brotherhood of Karl:** A communistic stellar state that dominates the Natasha subsector and has some worlds in the Treaty subsector as well. Its maximum TL is reported to be F, and its capital is Boris.

**Cel:** Located at 305 in the Blue Star subsector, this world is the capital of the domain bearing its name. Chosen for its location, Cel is highly automated and only houses the heads of the government. UPP: B-434100-B NI.

**Celan Domain:** A small domain of 8 worlds in the Blue Star subsector. It has a maximum TL of F with a capital at Cel. Its technical and trade center, however, is at Cos.

**Cheetham Subsector:** Subsector A of Dark River Sector. It contains 12 worlds and the Kingdom of RSVG. The highest TL is E at Cheyod. The highest population is 4 billion at Rote.

**Coalition of Andean Worlds:** A coalition of 5 worlds located in the Keflin subsector. Its maximum TL is F, and is currently under martial law with control held at the naval base at the former capital of Andopeo.

**Cos:** Located at 404 in the Blue Star subsector, Cos is the technological and trade center of the Celan Domain. The population figures indicate only the permanent residents, millions more stay for short periods. UPP: A-8B2557-F NI.

**Dark River:** The minor rift from which the sector derives its name. This rift narrows to 2 parsecs

**Dark River(Cont.):** only at a few critical points. The rift cuts through the Blue Star, Thedar Gap, Efusa Rift and Trailbreak subsectors with a "tributary" coreward.

**Efusa Rift Subsector:** Subsector G of Dark River Sector. It contains 25 worlds and Mudade Confederation, Weomaff League, and parts of the Va'can States and Lantic Domain. Its highest TL is E at Breyaire; highest population is 40 billion at Sahahi.

**Empire of O'Oka:** A 7 world empire located in the Shilleleagh subsector. Its maximum TL is 9 and its capital is on O'Oka.

**Eparoth/Trefoil:** UPP: A-8B3002-E NI. Located at 0505, this is a highly automated world. As a disease decimated the population, robots were developed to take over the jobs of those who died or left to avoid the disease. Few inhabitants remain.

**Far Reach Subsector:** Subsector L of Dark River Sector. It contains 25 worlds, the Somahome Domain, and parts of the Va'can States and the Tonasean Empire. Its highest TL is F at Ite; highest population is 80 billion at Ceopup.

**Galaxy Lines:** An express passenger liner with a jump 6 operation between the Brotherhood of Karl and the Tonasean Empire. Termini are Boris/Natasha and Lociad/Far Reach. Vessels are named after famous express transportation systems.

**Golden Spire:** An Ancient artifact found on Hate/Far Reach. This object is a 2 meter conical solid gold rod with a .3 meter diameter sphere near the base. It is currently located in the Museum of the Ancients on Somasa/Far Reach.

**Ite:** Located at 709 in the Far Reach subsector, Ite is the capital of the Tonasean Empire. Some critics claim that it is too far from most worlds to be effective. No plans have been made to change it. UPP: A-310334-F SB,NI.

**Keflin Subsector:** Subsector C of Dark River Sector. It contains 14 worlds and the Coalition of Andoan Worlds. Its highest TL is F on Gek; the highest population is 6 billion on Bah. Andopeo was destroyed by Rebels but still contains TL F artifacts.

**Kingdom of RSVK:** A small kingdom in the Cheetham subsector containing only two worlds. Its maximum TL is B, and its capital is RSVC.

**La Grone Subsector:** Subsector B of Dark River Sector. It contains 14 worlds all of which are independent. Its highest TL is D at Brekotaur, and the highest populations are 4 billion on Pralor and 7 billion on Bon.

**Lan:** Located at 806 of the Efusa Rift subsector, this world is capital of the Lantic Domain, which lies mostly in the neighboring Trailbreak subsector. UPP: C-200311-A NI.

**Lantic Domain:** A group of 5 worlds located mostly in the Trailbreak subsector. The highest TL is A, and the capital is on Lan.

**Mudade:** Located at 402 of the Efusa Rift subsector, this world is the capital of the Mudade Confederation. Population has prevented the construction of a better starport. Member worlds want to move the capital. UPP: D-430AAC-C NA,P.

**Mudade Confederation:** A small confederation of 5 worlds in the Efusa Rift subsector. Its highest TL is E and its capital is at Mudade.

**Museum of the Ancients:** A museum on Somasa/Far Reach dedicated to Ancient technology. The building itself is a relic and believed to be of Ancient construction.

**Natasha Subsector:** Subsector M of Dark River Sector. It contains 32 worlds and is dominated by the Brotherhood of Karl. Its highest TL is F at Suane; highest population is 89 billion at Detorat.

**Neutral Zone:** An area of space located in the Treaty subsector. Created by the Treaty of Kozeo, this zone established the limits of expansion of the Tonasean Empire and the Brotherhood of Karl. Warships are not allowed to enter this area.

**Nurom:** Capital of the Va'can States. Located at 802 in the Scorpion subsector. UPP: A-453\*\*\*-\* (\* indicates data withheld from the general public). Nurom is the seat of the Church of Nurom, the Religious Dictators of the States.

**O'Oka:** Located at 303 in the Shilleleagh subsector, this world is capital of a small empire. UPP: C-400615-9 NB,NI.

**Orient Express:** The most famous of all of the Galaxy Lines ships. Named for a railroad line on ancient Terra/Sol, this ship was the meeting place for Brotherhood and Tonasean officials who were negotiating a peace treaty during their war.

**RSVC:** Located at 109 in the Cheetham subsector, RSVC is the capital of a kingdom of the same name. UPP: A-9C5741-B NB.

**Scorpion Subsector:** Subsector K of Dark River Sector. It has 22 worlds and is dominated by the Va'can States which twists through the subsector like a scorpion, hence the name. Highest TL is F at Gegi; highest population is 9 billion at Set.

**Sepafen:** Capital of the Thexin Heirate located at 508 in the Shilleleagh subsector. UPP: B-110200-D NI.

**Shilleleagh Subsector:** Subsector D of Dark River Sector. It contains 21 worlds and two minor empires. Its highest TL is D at Sepafen, and highest population is 9 billion at Jato.

**Somahome:** Located at 801 of the Far Reach subsector, this world is the capital of the Domain of the same name. Although generally friendly, they monopolize certain routes in the subsector. UPP: C-200322-B NI,LO,VA.

**Somahome Domain:** A small affiliation of three worlds in the Far Reach subsector. Its highest TL

**Somahome Domain (Cont.):** B and its capital is at Somahome. The Domain straddles a main route to the coreward end of the subsector, and charges high prices for fuel.

**Theidar Gap Subsector:** Subsector F of Dark River Sector. It contains 20 worlds and parts of the Arkaw Colonial Domain and Va'can States. The highest TL is E at Warace; highest population is 60 billion at Akado. Oteemite has a developing race.

**Thexin Heirate:** A group of 8 Aslan dominated worlds in the Shilleleagh subsector. The maximum TL is D at the capital on Sepafen.

**Tonasea Subsector:** Subsector P of Dark River Sector. It contains 35 worlds and is dominated by the Tonasean Empire for which it is named. The highest TL is F at Raya and the highest population is 50 billion at Kruff.

**Tonasean Empire:** One of the three major empires located in the Dark River Sector, this 49 world empire dominates the subsectors in the rimward trailing corner of the sector. Its maximum TL is F and the capital is at Ite/Far Reach.

**Trailbreak Subsector:** Subsector H of Dark River Sector. It contains 23 worlds and has parts of the Lantic Domain and Va'can States in it. The highest population is 800 million at Tareesa. Dipchichiro was environmentally changed by a nuclear/biochemistry war.

**Treaty Subsector:** Subsector N of Dark River Sector. It contains 21 worlds, part of the Brotherhood of Karl, and the Neutral Zone set up by the Treaty of Kozeo. Its highest TL is C at Lit and Wasabi; highest population is 5 billion at Forted.

**Trefoil Subsector:** Subsector I of Dark River Sector. It contains 23 worlds, United Council of Worlds, and part of the Va'Can States. The highest TL is E at Kalu, Airlarath, and Eparoth; highest population is 90 million at Ron.

**United Council of Worlds:** Situated in the Trefoil subsector with its capital at Anaxata. Composed of 7 worlds with maximum TL of A.

**Va'can States:** A large body of worlds covering the central region of the Dark River Sector. It has 46 worlds, an estimated maximum TL of F, and Capital at Nurom/Scorpion. The States are ruled by the Church of Nurom, and are an Amber Travel Zone.

**Weomaff:** Located at 703 of the Efusa Rift subsector, this world is capital of a league of the same name. UPP: B-557452-C NB,NI.

**Weomaff League:** A small group of 5 worlds in Efusa Rift subsector, this League has a maximum TL of J2 at its capital on Weomaff.

**DARK RIVER SECTOR SUBSECTOR DIVISION**

**HISTORICAL OUTLINE**

A CHEETAM	B LA GRONE	C KEFLIN	D SHILLELEAGH
E BLUE STAR	F THEDAR GAP	G EFUSA RIFT	H TRAILBREAK
I TREFOIL	J BARRIER	K SCORPION	L FAR REACH
M NATASHA	N TREATY	O ARMOR	P TONASEA

- 2460 RUSSIAN GENERATION SHIPS LEAV TERRA.
- 2432 TERRA DEVELOPS JUMP DRIVE.
- 2357 RELIGIOUS GROUP CONTRACTS TH CONSTRUCTION OF A JUMP COLON SHIP.
- 2342 RELIGIOUS COLONISTS ARRIVE IN DAR RIVER SECTOR. JUMP DRIVE RUINEI COLONIST USE SUBLIGHT TO EXPAND
- 1723 VA'CAN STATES FORMED.
- 1500 REFUGEES FROM LONG NIGHT SETTLE TONASEA REGION.
- 1464 VA'CAN STATES OBTAIN JUMP DRIV FROM CAPTURED MERCHANT.
- 1350 TONASEAN EMPIRE FORMED TO DETE VA'CAN THREAT.
- 1200 SOMAHOME BECOME INDEPENDENT.
- 536 SETTLERS FORM VANGUARD REACH MOVE TO COREWARD END OF SECTOR
- 600 SETTLERS PUSH ACROSS RIFT TO R END OF SECTOR.
- 690 RUSSIANS ARRIVE IN NATASHA SS.
- 715 BORIS OBTAINS JUMP DRIVE
- 736 BORIS INCORPORATES OTHER RUSSM WORLDS INTO BROTHERHOOD OF KAR
- 1096 WAR BETWEEN BROTHERHOOD AND TI TONASEAN EMPIRE BEGINS.
- 1103 WAR ENDS. NEUTRAL ZONE FORMED.
- ALL DATES STANDARD (THIRD) INFENIUM.

**ERATTA:** Pebaset/Tonasea was incorrectly identified as belonging to the Tonasean Empire. It should be labeled as being independent instead.

HEX NAME	UPP	AL	BS	TRADE MODS	T G
104 DIPCHICHIRO	C-6 7 3 3 2 7-6	IN	S	NI, LO	C G
105 HAYFO	E-4 3 4 6 8 5-5	IN		NI	A Y
106 EHAITI	E-4 3 4 7 9 6-8	LA		NI, FL, L	Y Y
107 NELEM	E-4 3 5 7 4 1-4	LA		NA, AS	Y Y
202 SENA	C-7 9 9 3 2 2-A	IN		NI, LO	Y Y
204 KONEVO	A-A C 5 1 2 5-D	IN	S	NI, FL, L	Y Y
206 SEOTAE	C-0 0 0 8 6 A-6	LA	S	NA, AS	Y Y
207 OGI	B-6 7 8 8 6 5-A	LA	S	NI, LO	Y Y
210 EADIFF	C-6 7 8 3 2 2-9	VS	S	NI, FL, L	R Y
301 IPAFIT	B-9 C 5 0 0 3-C	IN	N	NI, LO	Y Y
303 JISIONASS	C-6 7 9 2 1 0-7	IN		NI, IC, V	Y Y
306 GANE	C-2 0 2 4 4 4-B	IN	S	A	Y Y
310 LA HEYO	B-5 5 6 7 B 9-5	VS	S	NI, LO	Y Y
503 LYPAFF	C-7 9 4 3 2 1-9	IN		NI, LO	Y Y
504 TAREESA	E-5 5 6 8 5 4-6	IN		NI, LO	Y Y
505 LOVE'M	C-5 5 7 2 0 0-6	IN		NI, IC, V	Y Y
506 BINO	C-2 0 1 4 4 5-9	IN	S	NI, LO	Y Y
605 STEECE	B-5 5 6 2 0 0-8	IN	S		Y Y
701 EBAV	B-4 3 5 7 4 2-A	IN	N, S	NA, NI	Y Y
708 BREVANI	B-3 1 0 6 8 B-5	IN		NI	Y Y
801 ATOWI	E-4 3 4 6 8 B-8	IN		NA, P, DW	Y Y
802 UTIL	E-4 3 0 7 9 C-8	IN	N	NI, FL, L	Y Y
808 ADE	A-A C 6 1 0 0-B	IN	N		Y Y

Trailbreak Subsector is Subsector H of Dark River Sector. It contains 23 worlds and has parts of the Lantic Domain and Va'can States in it. The highest population is 800 million at Tareesa. Dipchichiro was environmentally changed by a nuclear/bio war. Abbreviations-AL: Alegience, BS: Bases, IC: Travel Code, IM: Independent, VS: Va'can States, LA: Lantic Domain, DW: Dessert Worlds, IC: Ice Capped, VW: Water World. Computer graphics by John Martin.

SPACER SPAN SEZ: NOT ALL ALIEN LIFE FORMS ARE CUTE AND CUDOLY!



12 A-10-10

# SUBSECTOR MAP GRID

Subsector Name: Trailbreak

