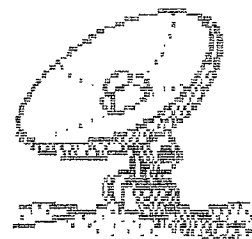


# Tidewater Traveller TIMES



## WHY JOIN A CLUB? EDITORIAL INSIDE!

### GEOCON VI REPORT

GEOCON VI was held the weekend of the 8th of January, 1988. Because of mitigating factors, this GEOCON was the smallest held to date. On Saturday afternoon, several of the gamers got involved in an impromptu game of FASA's BATTLETECH. When the smoke had cleared, and it was time to begin the MEGATRAVELLER game, there were only two 'mechs left standing, one belonging to Leo, and one belonging to Tim. (Continued on Page 5)

### IN MEMORY OF ED CAMPBELL

YOU WILL BE MISSED

### EVENT HORIZON CURRENT AND FUTURE RELEASES

September 21, 1987

10:50 AM

#### Letter of Permission

Tidewater Traveller Club  
Attn: Mark E. Gellinas  
1302 Riverfront Ct, Suite 302  
Virginia Beach, VA 23451

This letter is permission, subject to certain conditions, for your organization to:

1. Produce materials for use with, or associated with, the Traveller, Traveller: 2300, and Twilight: 2000 game systems. Such materials include adventures, background, and equipment descriptions.
2. Refer to the Traveller, Traveller: 2300, and Twilight: 2000 trademarks in the course of producing the materials in paragraph 1.

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Marc W. Miller  
Vice-President  
Game Designers' Workshop

### ACKNOWLEDGMENTS

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### TIDEWATER TRAVELLER TIMES

The Tidewater Traveller TIMES is the official newsletter of the Tidewater Traveller Club. Submissions of artwork or articles are accepted subject to Editorial approval. Submitted items cannot be returned unless a SASE is included with the items. Subscriptions may be obtained by non-members for \$3.00 for a six month subscription.

Editor.....Mark "Mad Geo" Gellinas  
Proofreader.....Kate Leberherz Gellinas  
Submissions.....Scott Maddow  
John Martin

Artwork.....Kate Leberherz Gellinas  
Mark Gellinas  
Mike Griffith

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

Phone.....(804)428-4636

**FROM THE WORKSHOP: URBAN GUERRILLA**, a module for TWILIGHT:2000 is now available in the stores, as is CHALLENGE ISSUE 31. The SMALL ARMS GUIDE for TWILIGHT:2000 is scheduled for release about the middle of February. For 2300, the COLONIAL ATLAS, which describes all of Earth's colonies, is scheduled for release the first week in February. Coming soon for 2300 will be the KAIFER SOURCEBOOK, loaded with equipment, weapons, ships, and an extension of the 2300 map toward Kaifer territory. No release date has yet been established for this module. There does not seem to be anything projected for MEGATRAVELLER, although we should see some new products by ORIGINS. For all the Workshop's role-playing games, CHALLENGE ISSUE 32 is scheduled to be shipped late in March. Also scheduled for release at the end of March is CHEFTAH and the new boxed edition of JOHNNY REB. Scheduled for an APRIL release are SHIP FORMS for HARPOON, and a SCENARIO BOOK for JOHNNY REB. Both are to be in the 48 page booklet format.

**FROM DIGEST GROUP:** Things seem to be slowing down at DIGEST GROUP PUBLICATIONS, probably because the extensive work that Gary Thomas and Joe Fugate, Jr. did for GDW on their MEGATRAVELLER project. Thus, TRAVELLERS' DIGEST 11 will probably not be released until the end of February with EARLY ADVENTURES being released about the same time. 101 VEHICLES, a compilation of vehicles for MEGATRAVELLER, has been pushed back to the second quarter of 1988. We can probably look for the STARSHIP OPERATORS' MANUAL to be released at ORIGINS. DIGEST GROUP PUBLICATIONS continues to be an excellent producer of products for MEGATRAVELLER and 2300. The TRAVELLERS' DIGEST is the longest running, non-Workshop magazine devoted to TRAVELLER, now MEGATRAVELLER, and 2300. We at the TIMES hope that they will continue to produce such excellent products far into the future.

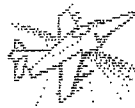
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A great memory does not make a philosopher any more than a dictionary can be called a grammarian.  
Cardinal Newman  
KNOWLEDGE IN RELATION TO LEARNING



## CAMPAIGN REPORT



**DARK RIVER I**-The Crew of the Pail, their curiosities burning over the mystery of the HASTOR HOTEL, go to that place to investigate. While Kora distracted the lecherous desk clerk, several of the others, at least the ones who were not drugged by the coffee, stalked around the hotel in investigation. Upon hearing some screams, they located a hidden stairwell leading to an underground chamber. There they located and freed some prisoners and interrupted a cult ceremony taking place. Back upstairs, Morgan was engaged in a hot melee with the cook, and was trying to maintain his balance on a floor covered with some form of slippery dish that had been spilled. During that battle, a pan of grease caught fire and very quickly spread to the old wooden structure of the hotel. After a brief firefight with the cultists downstairs, the rest of the group escaped, but had to carry out a wounded Renj and Doc. They succeeded in rescuing the intended victim of the cult ceremony, but the "priest" whom the group suspects to be a RED agent, and the "priestess", the women who led Doc astray, both escaped. Back on the Pail, the crew has decided to continue their journey to the Marches, but certain members feel they still have business on the world. Will common sense prevail, or will our hapless crew find themselves in another running gun battle? Stay tuned next month.

**BALCONY BOYS**-The group on Aurora were considering leaving for a different world when contacted by a representative of Novoa Kiyev. Most decided to hire on, but Rodger Tormax decided that he was not cut out for the mercenary life, and headed back for the American Arm. The group obtains a slightly used APC of the type that served them so well at Mt. Phaeton, and managed to get some ammunition for it along with a few Blindicide missiles. After a long and treacherous journey around the world on a fishing hovercraft, the group arrives at Odessa Port, and are taken to a bolthole about 100km from that place. Their first mission is to capture some Kafer microwave communication equipment, which they do, destroying some Kafer vehicles on the side. Later they escorted a convoy of medical supplies around to the other side of the Kafer occupied City of Novoa Kiyev. They accomplish this with little difficulty, destroying all Kafer opposition that they meet, and assisting a different group of freedom fighters along the way. From that job, they decide to return to their bolthole by going around the long way, but Flank and the Kiegmobile remained to escort the convoy back. Once again, they meet with little Kafer opposition, but have a few tense moments with a lone Kafer who was trailing a band of Ukrainian refugees. Later that day, they investigate the remains of a microwave relay station. On the hilltop, they spot a large party of unknown beings about 5 kilometers from the sight, and an isolated settlement nestled in a valley behind the sight. They arrive at the settlement to discover it is occupied by a human family. Is the mysterious group a Kafer war band? Can the group protect this small enclave of safety in a nation under siege? Watch for details.

**STAR OF EPSILON INDI**- No gaming this month.

**FAST TIMES**-No gaming this month.

**PERILS IN POLAND**-(A TWILIGHT-2000 game refereed by Bruce Gelinias in Georgia) The referee advanced time a little to try to get the group through winter. Captain Jack and company improved their quarters for the winter, but got bored and decided to go out adventuring. Leaving the Brits's vehicle behind, they take the LAV and the Humvee out to see what trouble they could create for the communists. Because of the heavy snowfall, with 3-4 foot drifts, the Humvee, leading the party, strays off the road, hits a log and breaks an axle. This makes Black Bart, who has nursed the Humvee along, very angry, but the group pushes on. They find a clear, used road and decide to set up an ambush for the vehicles they see approaching. Seeing only a UAZ, a truck, and two horses, they attack. The truck was loaded with fuel, and burnt very well. They looked down the hill and discovered several other trucks approaching their position, but these were fortunately overwhelmed by the burning fuel flowing down the road. Will these adventurers leave well enough alone and return to their winter quarters, or will they look for more trouble? If I were a betting man, I would put my money on looking for more trouble! Until next time: keep low!

**INFIDELS IN IRAN**-(a TWILIGHT-2000 game refereed by Bruce Gelinias in Georgia) The team in Iran is composed primarily of Rangers, with a South African medic thrown in for good measure. The team was sent out on a raid aimed at a Russian communication site, and were to be airdropped into the area. Things started to go wrong from the beginning with the aircraft dropping them (Cont. on Page 5)



SPACER  
SAM  
SEX:  
MIXED  
ATMOSPHERE  
ROMANCES  
RARELY  
WORK!

## ⊕ FORWARD OBSERVER ⊕

AN EDITORIAL BY MARK GELINAS

### WHY JOIN A CLUB?

One of our members was recently asked by a person whom he was approaching for membership, "Why should I join a club? You don't have to belong to a club to play Traveller!". What this person stated was very true! You do not have to join a Traveller club in order to play Traveller, and the Tidewater Traveller Club has never advocated any such nonsense. Furthermore, you do not have to play Traveller to belong to the Tidewater Traveller Club. We have several members whose main interest is Twilight:2000 or 2300. Nevertheless, the question asked still warrants an answer which will endeavor to provide in this column. I have assembled a number of reasons into five groups, which are presented in no particular order.

#### COMPANIONSHIP

Part of the companionship provided by a club is the pool of players that it represents. Usually a club contains a number of people with a large variety of interests even though they share the common interests of the club. From this pool, a player or referee can usually find others who share their particular interest in a game or style of play. Another aspect of the companionship in club membership is the esprit de corp felt between members and a sense of belonging. Companionship can be a very strong reason for joining a club.

#### COMMUNICATIONS

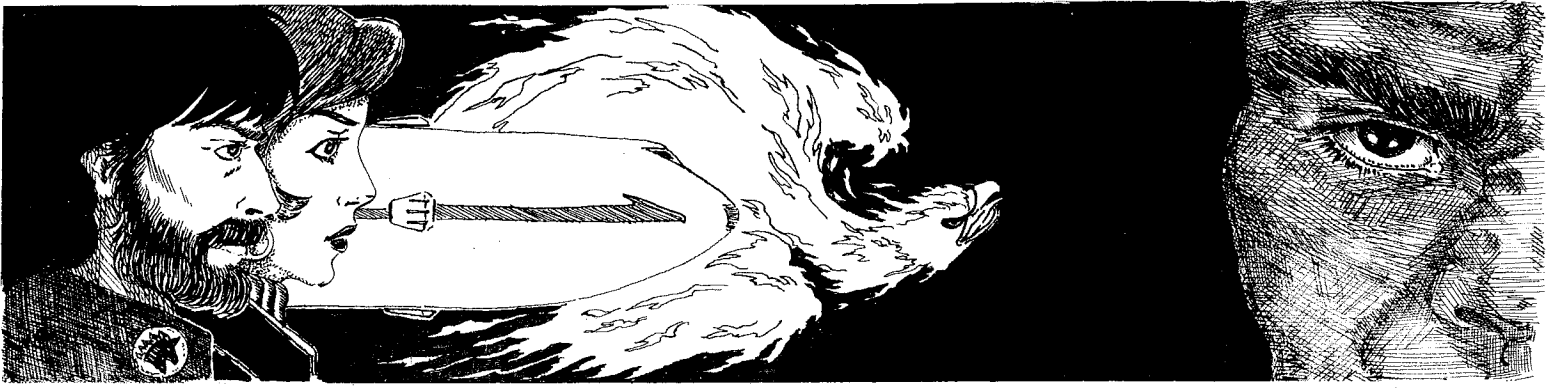
Communication is important, being one of the contributing factors to the advance of civilization. A club can be a means of communication. Information about games being played or the names of other players can be made available to members. A membership list ensures that all members get the information that they need and no one gets forgotten. A club can also be a forum for exchanging ideas, or distributing in an organized manner important information. With advertisements others can tap into the communications that the club has available. A club generally will have the resources to undertake such projects as a newsletter, such as the Tidewater Traveller Club has with the TIMES. Lack of communication often leads to lack of gaming. Since the founding of the Tidewater Traveller Club, I have seen an increase of gaming.

#### COLLECTIVITY

Collectivity is the quality of gathering into a single unit. The collectivity that a club can provide comes in two primary forms. The first is organization. A club organizes people, places, games, and events into a structured, ordered unit. With organization, things can usually get accomplished more quickly and efficiently than without one. The other form of collectivity is a data pool. Developing a universe can be quite a task for a referee. The task becomes simpler if shared with other referees. A club can decide to have a uniform universe for its various games with each referee, and even the members contributing to that universe. Other aspects of a data pool are materials that one member may have obtained or produced that would not normally be available to others. A club can provide a means of sharing.

#### CLOUT

A club can have clout. A individual player writing to a game company may not have significant influence, but a club (Cont. on Page 5)



GNS

NEWSLINE:  
2300

## NORRIS MADE ARCHDUKE

**REGINA/REGINA: 340-1116:** Norris, Duke of Regina, has been elevated to the rank of Archduke of the Deneb Domain. This was performed by Emperor Strehpon on 091-1116. A trip to the Core is planned that the Duke may personally accept the Emperor's blessing. No date for the trip has yet been announced.

## EXPLOSION DESTROYS LAB

**AKIIRKII/HARLEQUIN: 035-1113:** An explosion destroyed an archeology lab at the Imperial University at Akiirkii today. No organization has claimed responsibility for the blast, but some authorities believe it may be linked with the disappearance of Professor Feldstien a few days ago. Investigators are still on the scene looking for clues.

## EBAV FIGHTS INSURGENTS

**EBAV/TRAILBREAK: 154-1112:** The independent world of Ebav is encountering increasing difficulty combating an off-world insurgent force calling themselves the "Red Wind". Since Ebav occupies a critical position on trade routes to the coreward end of the subsector, it would be dangerous to have this world under the control of a hostile or extortive government. Ebav has turned to off-world mercenaries as a source of assistance in their continuing fight. Ebav is also paying premium prices for guns and ammunition.

## BORDER CLOSED

**SEPAFEN/SHILLELEAGH: 130-1112:** The clan leader of the Thexin Heirate announced today that he was closing the borders of the Heirate to human vessels. Citing frequent misdeeds on the part of human crews, the clan leader declared that it was time that the Heirate took control of its own destiny without interference from the human element of space. In a move to enforce his decree, the fleet admirals were ordered to disperse their fleets throughout the Heirate with orders to destroy or capture any human vessel entering Heirate space.

## SCIENTISTS RESCUED

**JIOGI/AQUARIA: 250-1110:** A group of Aquarian scientists were rescued recently from an orbital research station. The station, which was at an undisclosed location, suffered a malfunction of its power supply jeopardizing the staff. A newly formed troubleshooting organization was hired to rescue the staff of the station, which they did without any loss of life, although the station suffered significant damage. For security reasons the nature of the research being conducted was not disclosed.

## THE MOTHER TAKES ILL

**AQUARIA/AQUARIA: 253-1110:** The Mother-Of-Us-All, head of the major Aquarian religion, has contracted a rare form of pneumonia and is in the intensive care unit at the Paraka, the spiritual headquarters of Aquaria. Doctors have assured the royal family that she is in serious, but stable condition, and that she should recover shortly. Prince Uri, disfavored Prince of Aquaria, made a statement to the effect that it would be better that, if she died, the archaic religion die with her. He stated that an Aquarian Empire free of the burdens of religious tradition would enter a new era of enlightenment with him as Uri the First. Millions of Aquarian citizens do not share his views and are standing vigil around the planet waiting for news of the Mother's recovery.

## BRAZIL CONDUCTS AIR STRIKES

**EARTH: JANUARY 23, 2301:** The Inca Republic protested today about air strikes conducted by Brazil into their territory in the western Amazon basin. Brazil acknowledges the strikes, which used German built fighters, but went on to state that the attacks were aimed at guerillas that were operating in the area. It is claimed by Brazil that these bands have been conducting raids against towns along the border. In many cases such towns are isolated by jungle, and rapid response by Brazilian ground forces is not possible. The Incan Republic warned Brazil on the serious nature of these raids, and stated that continued raids could result in renewed conflict between the two nations.

## KAFERS IN THE SKIES?

**BETA CANUM: NOVEMBER 25, 2300:** Fear of an impending Kafer invasion is sweeping through many rural residents of the French Continent of Beta Canum. A number of residents have seen mysterious lights in the sky and declare that they are Kafer scout vessels monitoring Beta Canum defenses. Several residents are preparing to flee their homes before the Kafers arrive, having heard horror stories of the Kafer invasion of Aureore. Many other residents are preparing to defend the homes that they have worked hard to build on this garden planet. When questioned, the French Naval Authorities could not give an explanation for the lights, but stated that no alien ships have entered the Beta Canum system. Nevertheless, the sales of weapons and ammunition on Beta Canum are at an all time high.

## KHAROV RETURNS TO KIYEV

**AURORE: DECEMBER 6, 2300:** Mr. Kharov, Ukrainian Patriot, departed from Port Blackjack today on the first leg of his journey back to his homeland. Travelling with him will be a number of mercenaries recently released from the Tanstaafi Free Legion. As the French and Tanstaafi colonies are still engaged in their own struggle with the Kafers, they were able to offer little assistance to Mr. Kharov in his cause. In order to reach Novoa Kiyev, Kharov and company will have to circle the globe on the central sea, battling the ever unpredictable Auroran weather. It is hoped by all that there will be something left to fight for when they return to the isolated colony.

## SHIP OVERDUE

**RED SPECK: JANUARY 4, 2301:** The Starship Merriam, a merchant of the Button Class, failed to arrive in the Red Speck system today. The vessel which is reported to have departed from Vega 8 days ago, was scheduled to arrive at Red Speck yesterday. Now that the ship is seriously overdue, it is feared that she may have suffered some type of malfunction with her drive during the flight. Since a search party is impractical, all that can be done is wait to see if she does show up at Red Speck, or some other star along the American Arm.

## CHESAPEAKE BEGINS HER VOYAGE

**RED SPECK: JANUARY 5, 2301:** The U.S.S. Chesapeake, a research vessel operated by the North American Research League, departed on its exploratory voyage beyond the extents of the American Arm. Its first stop will be at the colony of Ellis where it will take on some final provisions before leaving explored space.



## MEETING REPORT JANUARY 1988



A meeting of the Charter Chapter of the Tidewater Traveller Club was held at Campaign Headquarters on Monday, January 18, 1988. Present at the meeting were the Chapter Representative, Mark Gelinias, Joe Umphress, and Chuck Turnitsa. Three of the Chapter's members were away at work. The minutes from the last meeting were read, as were Bulletins and Announcements.

### OLD BUSINESS

A report was made on the status of dues. The new Club Membership Cards have not been completed yet. An announcement was made that Seeker was sent back issues of the TIMES. It was also announced that Seeker is looking for writers and artists. A letter has been sent to them requesting a style and want sheet. This will be made available to interested members when it arrives.

### NEW BUSINESS

The TIMES back issues are available at cost. Potential new club members were discussed. The Chapter voted to hold an open game at CHQ Norfolk on the Saturday, 27th of February, starting at 1:00 pm. Chuck Turnitsa transferred his membership to the Peninsula Chapter. After this the meeting was closed.

### COUNCIL MEETING

A meeting of the Council of the Tidewater Traveller Club was held on Monday, January 4, 1988 at the residence of the Spokesman. Present at the meeting were the Second, the Treasurer, and the Representative of the Charter Chapter. The minutes of the last Council Meeting were read, and all applicable announcements were made.

### OLD BUSINESS

A lengthy discussion was held concerning the plight of the Peninsula Chapter, and it was resolved that the Charter Chapter would assist the Peninsula Chapter where it could. Some receipts for Club Membership Dues were distributed.

### NEW BUSINESS

A letter from Jan Warner of CHQ Norfolk to the Club was read. The letter expressed thanks for the Club's participation in Sci-Con 9 gaming, of which Jan was in charge. It was resolved that a copy of the TIMES should be sent to Seeker. It was resolved that up to a total of 20 complimentary copies of the TIMES may be distributed each month. This includes copies to Honorary Members, stores, companies, as well as some promotional copies. This does not include special promotional issues such as the one printed for Sci-Con 9. It was resolved that a copy of the TIMES should be placed in ATOMIC COMICS, a store which heavily promotes gaming. It was resolved to investigate ads in local military newspapers in order to attract military members to the Club and its activities. It was resolved that members delinquent in dues would forfeit issues of the TIMES until paid. Forfeited TIMES would be available at cost.



### ROLL CALL



This month's ROLL CALL lists the members of the Peninsula Chapter of the Tidewater Traveller Club. John Martin, who is Club Treasurer, is Acting Representative until the Chapter can support a separate Representative.

#### PENINSULA CHAPTER

GOLDSBERRY, KELLY  
LEO, LAWRENCE  
MARTIN, JOHN: REPRESENTATIVE  
MIRABELLA, RALPH \*  
TAWES, LORI  
TURNITSA, CHUCK

\*Member Temporarily inactive while away for job reasons.

Without knowing the force of words, it is impossible to know men.

*Confucius*



## BULLETINS AND ANNOUNCEMENTS

### OPEN GAME

The Charter Chapter of the Tidewater Traveller Club will be holding an open MEGATRAVELLER game on Saturday, February 27, in the back room of CHQ Norfolk. The game will start at 1:00 pm. The referee will be Mark "Mad Geo" Gelinias and there is room for eight players so sign up early. Look for the poster and sign up sheet in that store.

### 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.

### REFEREES WANTED

All you people who enjoy a good MEGATRAVELLER, 2300, or TWILIGHT game, how about taking a turn at refereeing one once in awhile? Contact the Spokesman or your Chapter Representative and let him know if you are willing. If there is enough 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.

### 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 duorum 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.

### SUBMISSIONS

In order to avoid delays in the future, any submission for the TIMES, including inserts, 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.

### SERVICEMEN

Ralph Mirabella is currently away at Navy Boot Camp in Great Lakes, Illinois. While it is too late to send him any mail there, his training being just about over, his next address will be made available to you as soon as he reaches his new command.





## QUICK REVIEWS



### URBAN GUERRILLA

REVIEW BY MARK GELINAS

This module for TWILIGHT-2000 was written by Thomas F. Mulkey whose previous TWILIGHT module is GATEWAY TO THE SPANISH MAIN. This particular module deals with conditions in Florida, primarily centering on an extremist group known as New America who have established a stronghold in the St. Petersburg area. Other than the typical marauders in the area, south and central Florida is currently having problems with the Seminole Indians who have seized the opportunity to reclaim much of their ancestral lands. This is a very open ended module, with the characters being able to come from a variety of backgrounds, work for any of a variety of groups, and perform any of a variety of tasks. The module contains the usual amount of maps, rumors, personality descriptions, area descriptions, etc. that a TWILIGHT module should have. It also contains more information on the workings and doings of New America, an organization that TWILIGHT groups will have to deal with if they are operating in the States, even more so if they are working in the southeastern section. I would like to have seen a map of the Florida area, but, unlike European maps, these maps are readily available and probably in better detail than could be included in this module. This module is best used for mature players, ones who can deal with shades of gray because, in many cases, there is no clear cut right or wrong. Furthermore, the characters may not make a significant contribution to the cause, and might even lose their lives in the bargain. This module has a gritty, somber feel about it, but it is one of the best TWILIGHT modules set in the States to date. If you are a referee who is running a group of characters in the States, this module rates a high recommendation.

### CHALLENGE 31

REVIEW BY MARK GELINAS

CHALLENGE 31 is one of the most useful CHALLENGES to date. This particular issue has a wealth of information usable for TWILIGHT-2000, 2300, and MEGATRAVELLER. For TWILIGHT-2000, there is an article on the USSR in the year 2000. There is also an article which give examples of combat for both TWILIGHT and 2300. Other 2300 articles include a description of the Sung, one of the alien races mentioned in the basic set, and Spacesuits. The Spacesuit article describes the 2300 spacesuit in detail, giving prices for the various components and options. The best 2300 article in CHALLENGE 31 is the description of Earth in the year 2300. Included in this article is a political map of Earth. This map alone is worth the price of the issue, especially to the 2300 referee. Considering that 2300 is the future history of Earth and is associated with TWILIGHT-2000, TWILIGHT articles often apply to 2300 in that they are the history of the "Twilight War" that shaped the future of 2300. For example in the Russia-2000 article, one can read about the beginning of the Ukrainian Nation, as well as other nations that result around the collapse of the Russian Empire. Also included for 2300 are the corrected armor values and rules which previously could only be found in the AUREOLE SOURCEBOOK or MISSION ARCTURUS modules. This makes these rules available to all players, not just those whose referee has those modules.

Traveller articles include the Traveller News Service, a Traveller Variant, an Amber Zone, a description of Hazardous Cargoes, and MEGATRAVELLER Designers' Notes. One can read about the deterioration of the Empire in TNS. The Variant provides some interesting viewpoints on problems with Tech Levels, but I recommend using GRAND CENSUS, by Digest Group Publications, along with it. The Amber Zone was written by Jeffrey Groteboer, a resident of the Tidewater Area, and shows a keen insight to some of the complexities of an engineering plant. Designers' Notes was written by the editors of MEGATRAVELLER, Gary Thomas and Joe Fugate Sr., and details some of the philosophies, decisions, and work that went into producing that project. Hazardous Cargoes is an interesting way of complicating life for the average merchant, and can mesh well with the cargo system in MEGATRAVELLER.

There was an article about Aircraft for COMMAND DECISION, which contained some interesting information for WW II aircraft, but should not have been included for that reason. It is not in keeping with the declared purpose of CHALLENGE: "CHALLENGE will remain a magazine devoted to futuristic games...." (CHALLENGE 30, "FROM THE MANAGEMENT"). An article for GDW's ASSAULT or THIRD WORLD WAR series would fall under that heading, but not an article about WW II. Overall, CHALLENGE 31 is an excellent issue, useful to all players and referees of GDW's RPG's, especially the 2300 player or referee.

FORWARD OBSERVER (Cont.) represents a large number of players, possibly from several parts of the country. This provides a more unified voice for the players. Another aspect of the clout in a club is the old adage about strength in numbers: the many may outweigh the one. A club will often have means and resources that an individual would not, and can call upon a greater range of talents than an individual could master. This enables clubs to undertake projects that one person could not. A club has the organization to accomplish in an ordered manner what a group of individuals could not. Consider also that a group of individuals with any degree of order or organization is just shy of being a club. It may only lack declaration as such. Finally, a club can assist an individual starting a project such as refereeing or the creation of a game universe. Such assistance may be difficult for an unassociated individual to locate.

### CONTINUITY

Continuity is the quality of continued existence. A club provides such in that it will remain when an individual moves. A club is also a place for new gamers in the area to start rather than having to scrounge for players. A club produces good conditions for campaign play, and campaigns are an excellent form of continuity.

### CONCLUSION

I have listed here five groups of reasons to join a club. Of course there are disadvantages to club membership. Some feel that dues are not necessary, others object to "politics" in a club. It is true that most clubs have some form of dues, but generally the members receive direct benefit from them. "Politics" may be found in clubs, but ANY gathering of people will have "politics" although it may be disguised in other interpersonal activities.

If an individual can not find here just and sufficient cause to join a club, then he should not join one. A club may not be for everybody. A person whose interests were only in fantasy RPG's would find little in common with the Tidewater Traveller Club.

If a group is interested in a club, but does not feel that they could be a part of the Tidewater Traveller Club, we would be glad to help them form their own club. We do not believe that we can be the only club in this area. Tidewater is a large area with over a million people. There is certainly room for more than one Traveller Club here.

Our express interest is the promotion of TRAVELLER and other futuristic RPG's. We believe that the more people that are out there playing the game, the better it will become. We also believe that organization leads to better gaming. If you are interested in TRAVELLER, TWILIGHT-2000, or 2300, we would like you to join with us for the betterment of gaming for all.

GEOCON VI REPORT (Cont.)- That evening Kate Gelinan ran a rousing MEGATRAVELLER game, set in the Aquaria subsector, that ran into the wee hours of Sunday morning. On Sunday afternoon, after we managed to rouse all the sleepyheads, Mark Gelinan continued the Balcony Boys (2300) campaign. It seems as though the first Balcony Boys game may have started way back during GEOCON IV, shortly after 2300 arrived in this area. The second Semi-Annual Role-Player Award was handed a bit differently this con. Since the Saturday night players were rather sleepy or zoned out at the conclusion of the MEGATRAVELLER game, this con's Award was decided by a unanimous vote by the referees of con games. This con's SARP Award goes to Steve Crowe for his portrayal of Jack, a down on his luck rogue. The character as rolled only had one-half of a term, and, consequently, very few skills by most players' standards. Nevertheless, Steve took the character as rolled and made him seem real to the other players. GEOCON VI was short, but we enjoyed ourselves, and that is what counts the most.

CAMPAIGN REPORT (Cont.)- several kilometers away from the intended drop zone. During their hike to the facility, they got into a firefight with some dope dealers. They successfully made their way to their target and destroyed it, but got severely beat up in the process. Then they high-tailed it to the drop zone for an air-drop of supplies. Well, the plane with the supplies must have had the same pilot who dropped them, because the characters watched the plane fly right on by. The characters are now somewhere south of Esfahan low on supplies and with several wounded characters. Can these brave, but unfortunate, men cross hostile Iran to their base? Only time will tell, but he is not letting on right now.

GHOSTFIGHTERS-This is a new campaign conducted by Kate Gelinan. It started with the MEGATRAVELLER game at GEOCON VI and promises to be interesting, although there is some disagreement on the name of the group. The characters are a mixed lot of Aquarians, Humans, and Prate, all humanoid races occupying the Aquaria subsector. This is also the region in which the FAST TIMES campaign is occurring. More on the game itself next month.



# COMING EVENTS



**GEOCON VII: SUMMER '88-** GEOCON VI is now a fond memory, but the summer is coming and we need to start planning for GEOCON VII. The date will probably coincide with ORIGINS, as most of us will not be able to make it to that event. This may be the last GEOCON that I can run in this area for awhile, so lets make it great!

**GEOCON SOUTH: MARCH '88(?)**- Bruce Gelinis, who reportedly is getting quite a group going in Georgia, may run a version of GEOCON at that location sometime in March.

**FEBRUARY CLUB MEETING: FEBRUARY 15-** The February meeting of the Charter Chapter of the Tidewater Traveller Club will be at 7:00 pm at CHQ in Norfolk.

**OPEN GAME: FEBRUARY 27-** There will be a game of MEGATRAVELLER, open to anyone, held in the back room of CHQ Norfolk on Saturday, February 27, starting at 1 pm. Seating is limited to eight, so sign up at CHQ Norfolk early to ensure your seat. The referee for this event will be Mark "Mad Geo" Gelinis.

### CLASSIFIED ADS

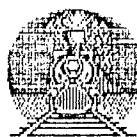
Classified ad space is available in the TIMES for the low rate of 50 cents for 25 words or less for one month's publication.

Each is given a bag of tools,  
A shapeless mass and book of rules;  
And each must make, ere life has flown,  
A stumblingblock or steppingstone.

R. L. Sharp  
1890

Correction brings wisdom; a yearling left to its own devices will bring shame upon the nest in due course.

Hiver Philosophy



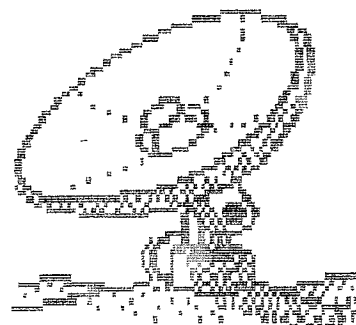
# March '88

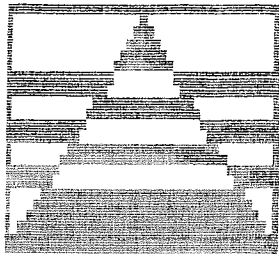


SUN	MON	TUE	WED	THU	FRI	SAT
		1	2	3	4	5
6	7 TTC CNCL MEET	8	9	10	11	12
13	14	15	16	17 ST. PAT'S DAY	18	19
20	21 CLUB MEET 7 PM	22	23	24	25	26
27 PALM SUN	28	29	30	31		

"AD ASTRA"  

**Tidewater Traveller TIMES**  
 1902 RIVERFRONT CT, SUITE 302  
 VIRGINIA BEACH, VA 23451





# GEO'S VARIANTS

## ISSUE 8

This month's edition of the Variants contains two more subsectors of the Dark River Sector. Refer to Issue 4 of the Variants for more background information on the sector. Also included is a starship developed using the MEGATRAVELLER vehicle design system. The concept, design assistance, and artwork for this starship were provided by Mike Griffith. There are also a couple of errata items for MEGATRAVELLER. The last page of this insert is not part of the Variants, but the first installment of what we hope to have become a regular feature: HASSAN'S HINTS. The column is written by Steve Kostoff, and is named after a prominent character of the THRILLSEEKER II campaign. This issue of the Variants is an extra large issue.

### MEGATRAVELLER ERRATA

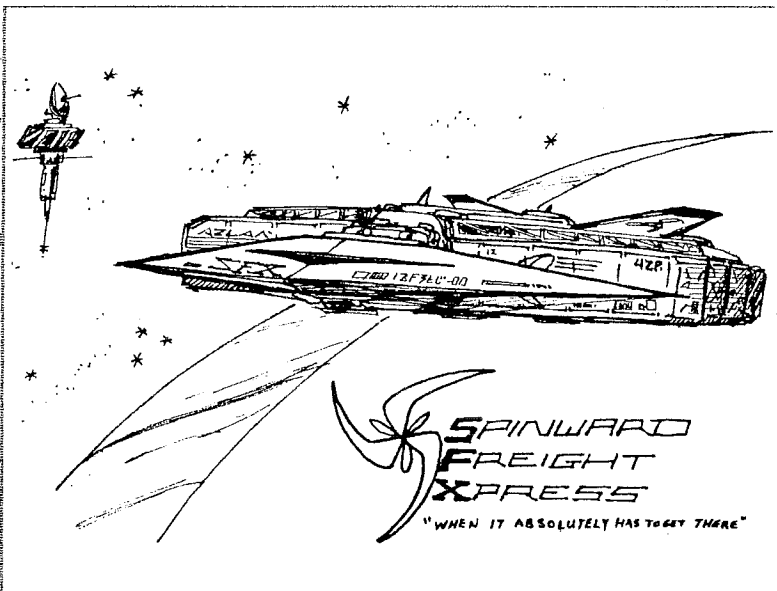
PLAYERS' MANUAL: Page 51: SPECIAL ASSIGNMENTS: It is not possible for an officer to roll a 7 (no DM's).  
 REFEREE'S MANUAL: Pages 76-77: AMMUNITION TABLES: Flechette: Column labeled "Pen" should be labeled "Danger Space" instead.  
 REFEREE'S MANUAL: Page 87: ACTIVE OBJECT PINPOINT: Context would seem to indicate that RADAR should read LADAR.

### EXPRESS MODULAR CARGO SHIP

**CRAFT ID:** Express Modular Cargo Ship, Type XT, TL 15, MCr 90.0715  
**HULL:** Without Modules: 90k/225k, Disp=100, Config=4SL, Armor=40G  
 Unloaded=830Tons, Loaded=895Tons  
 With Modules: 180k/450k, Disp=200, Config=4SL, Armor=40G  
 Unloaded=1267Tons, Loaded=2431Tons (With Typical Load)  
**POWER:** 1k/2k, Fusion=306Mw, Duration=42/125  
**LOCO:** 3k/6k, Maneuver=1, 12k/24k, Jump=6, NOE=190kph, Cruise=750kph, Top=1000kph  
**COMMO:** Radio=System  
**SENSORS:** PassiveEMS=Interplanetary, ActiveEMS=Planetary  
 ActObjScan=Diff, ActObjPin=Diff, PasEngScan=Simp  
**OFF:** Missiles=x02, Batt 1, Bear 1  
**DEF:** Defensive DM=+7, Sandcaster=x03, Batt 1, Bear 1  
**CONTROL:** Computer=6 x 3, Panel=Holodynamic Link x 118, Special=HeadsUpHolo, Environ=Basic  
 Environ, Basic LS, Ext LS, Grav Plates, Inertial Comp, A/L  
**ACCOMM:** Crew=2 (Bridge=1, Engineer=1), Seats=Adequate x 2, Bunks=2  
**OTHER:** Cargo=(See Below), Fuel=931kliters (With no Fuel Modules), ObjSize=Ave, EMLevel=Faint

The Express Modular Cargo Ship was developed for the Spinward Freight Corporation which specializes in the rapid transport of cargo. This is a highly specialized service for cargoes which must be transported multiple parsecs in a short time, which the Jump 6 capability of this vessel allows. Of course the price per ton carried would be much higher. The ship can carry 20 modules of 5 ton displacement, and can travel 5 parsecs with onboard fuel. Standard configuration is a Fuel/Quarters module, 2 Fuel modules, and 17 Cargo modules, allowing 73.3 displacement tons of cargo to be carried 6 parsecs. Without the fuel modules, 89.3 displacement tons can be carried 5 parsecs. The Fuel/Quarters module may be exchanged for another Cargo module, gaining an additional 4.7 displacement tons, but at the cost of 1 parsec.

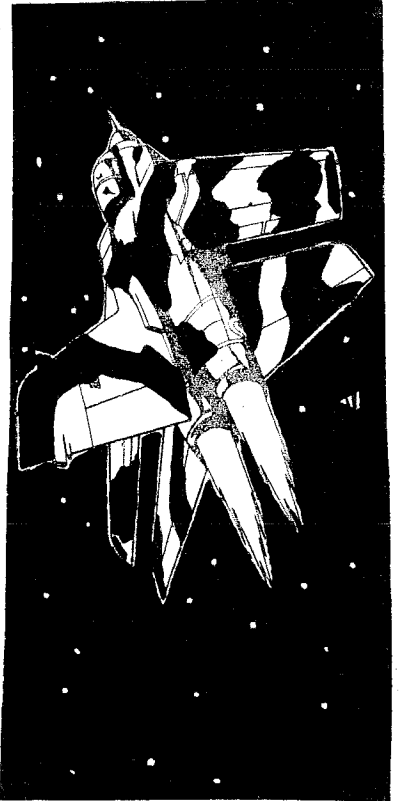
MODULE	WEIGHT	WEIGHT	NOTES
	EMPTY	FULL	
Fuel/Quarters	22.44 Tons	28.88 Tons	33.75 kliters fuel, small stateroom, 4kliters storage Cr 250,263 Fuel cost Cr 1,182 (refined)
Fuel	18.48 Tons	23.21 Tons	67.5 kliters fuel Cr 193,925 Fuel cost Cr 2,363 (refined)
Cargo	22.2 Tons	85.9 Tons	63.7 kliters cargo (4.7 displacement tons) Basic Env, Basic LS Cr 213,975
Passenger	26.4 Tons	35.9 Tons	Stateroom, Basic Env Basic LS, Ext LS 9.5 kliter storage Cr 628,450 Any passengers carried require that a Medic and Steward be added to the crew.



# KEFLIN

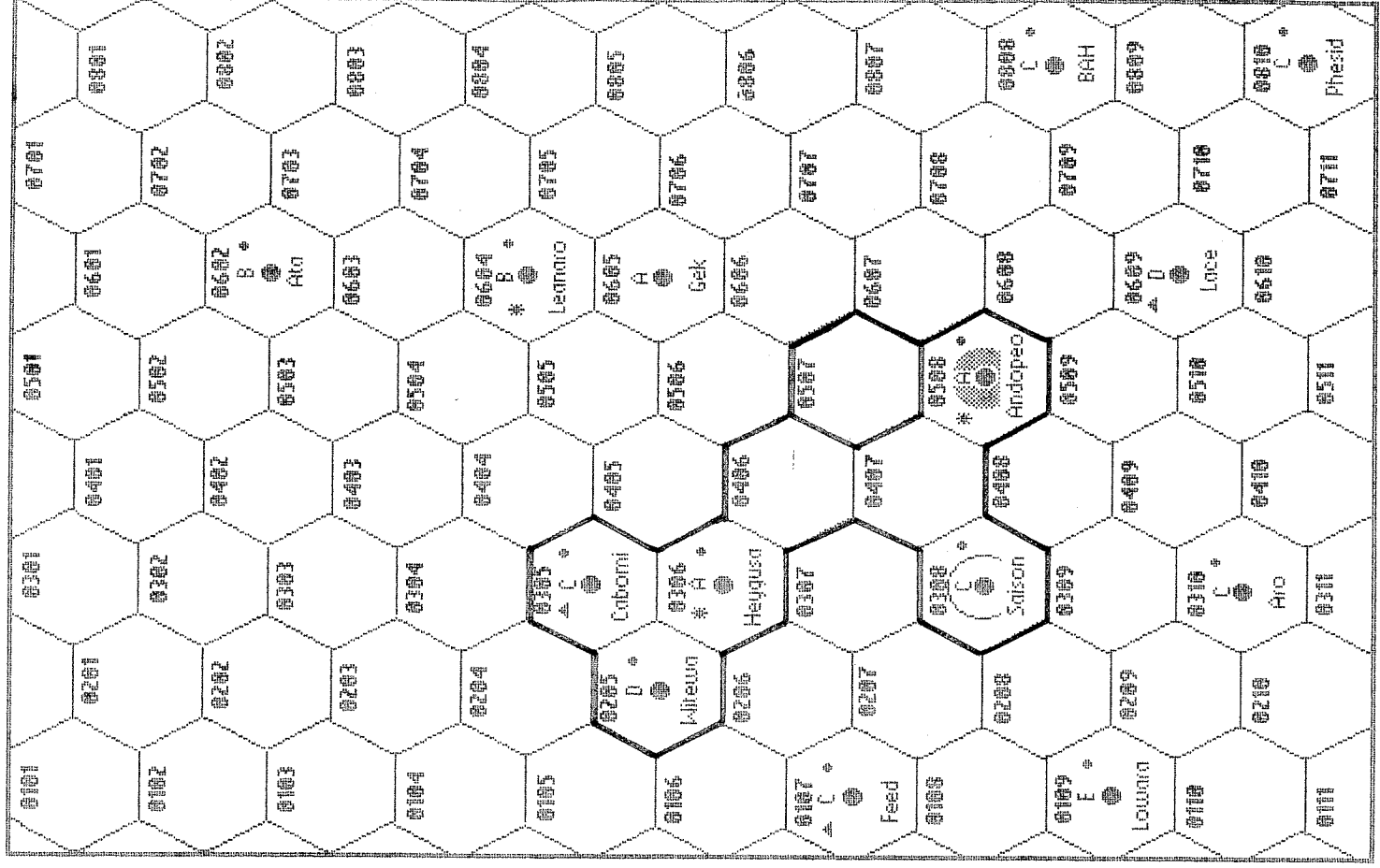
HEX NAME	UPP	AL	BS	TRADE	T	G
107 FEED	C-551252-5	IN	SB	NI, P, LO	C	G
109 LOWARA	E-798751-7	IN	SB	NI, P, LO	Y	Y
205 WITEWA	D-679426-4	CA	NI	A	Y	Y
305 CABOMI	C-AC3265-7	CA	SB	NI, FL, LO	Y	Y
306 HEYGUSA	A-557130-8	CA	NB	NI, LO	Y	Y
308 SAISON	C-31186A-A	CA	NA, IC	A	Y	Y
310 ARO	C-557853-6	IN	SB	NI, LO, VA	Y	Y
508 ANDOPEO	A-100010-F	CA	NB	NI, LO, VA	R	Y
602 ATA	B-8B0141-C	IN	NI, DW	LO	Y	Y
604 LEANARO	B-8B5110-8	IN	NB	NI, FL, LO	Y	Y
605 GEK	A-200200-F	IN	SB	NI, LO, VA	Y	Y
609 LACE	D-100343-8	IN	SB	NI, LO, VA	Y	Y
808 BAH	C-4369BE-7	IN	HI		Y	Y
810 PHESID	C-557426-4	IN	NI		Y	Y

Keflin Subsector is 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. Andopeco was destroyed by Rebels but still contains TL F artifacts. 0507 contains a deep space prison facility and is off limits to all traffic. Abbreviations- ALLEGIANCES: IN, Independent; CA, Coalition of Andoan Worlds. Subsector Graphics by John Martin.



## SUBSECTOR MAP GRID

Subsector Name: Keflin





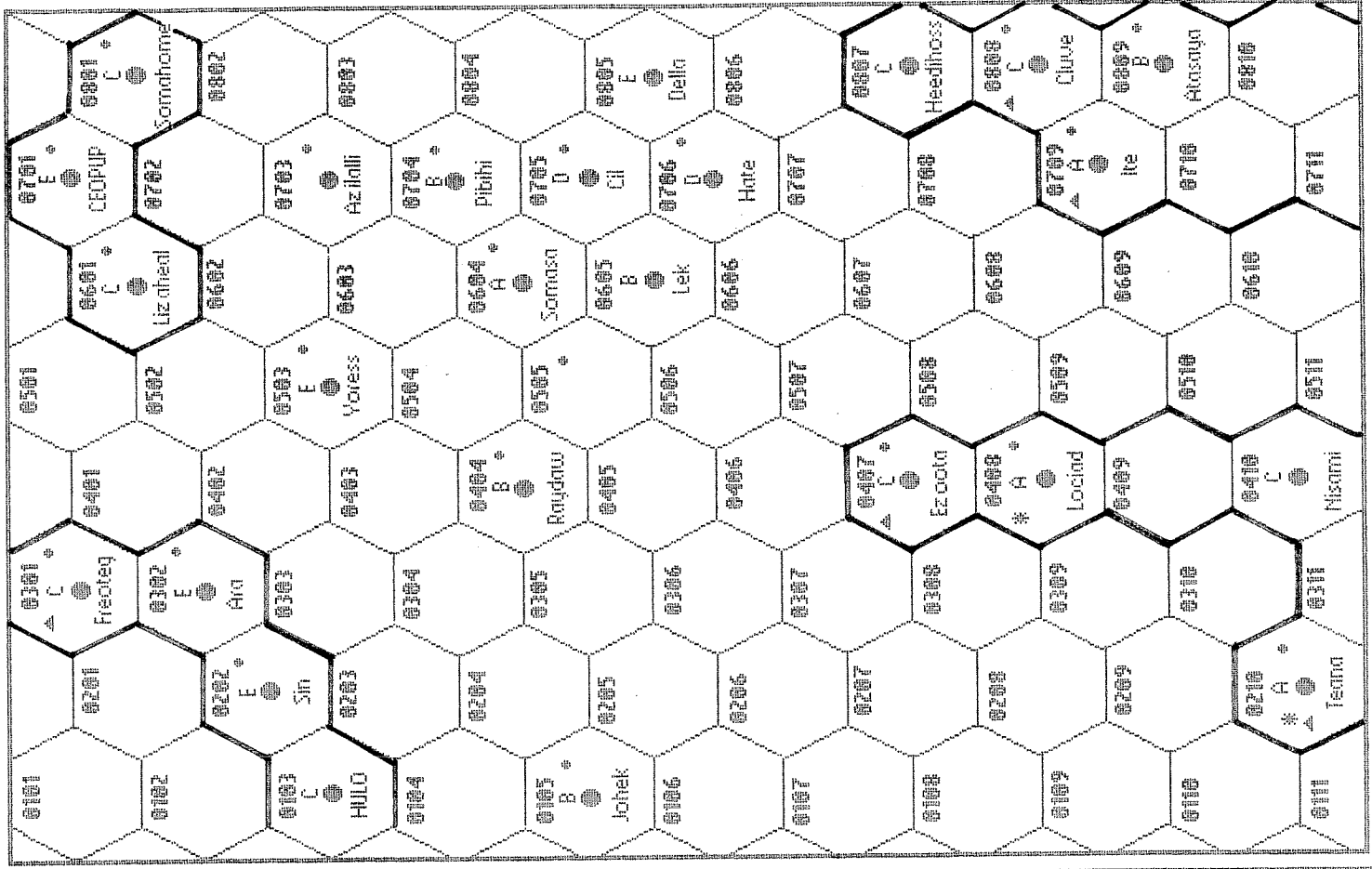
# FAR REACH

HEX NAME	UPP	AL	BS	TRADE	T	G
103 HULO	C-9C0989-B	VS		MODS	C	G
105 JOHEK	B-67457B-7	IN		DV, HI		
202 SIN	E-557441-6	VS		A, NI	Y	Y
210 TEANA	A-9C5389-B	TE	N, S	NI, FL, LO	Y	Y
301 FRETTEG	C-2008DD-5	VS	S	NA, VA	Y	Y
302 ARA	E-557451-4	VS		NI	Y	Y
404 RAYDAW	B-795148-6	IN		NI, LO	Y	Y
407 EZOOTA	C-8B37BB-5	TE	S	FL	Y	Y
408 LOCIAD	A-558452-D	TE	N	NI	Y	Y
410 NISAMI	C-9C5323-A	TE		NI, FL, L	Y	Y
503 YORESS	E-000457-8	IN		NI, AS, VA	Y	Y
601 LIZAHEAL	C-9C5866-6	SD		NI, FL	Y	Y
604 SOMASA	A-436440-A	IN		NI	Y	Y
605 LEK	B-67357B-9	IN		NI	Y	Y
701 CEOPUP	E-551ABE-6	SD		P, HI	Y	Y
703 AZILALLI	E-679452-8	IN		NI	Y	Y
704 PIBIHI	B-795686-5	IN		A, NI	Y	Y
705 CIL	D-310330-8	IN		NI, LO	Y	Y
706 HATE	D-435334-6	IN		NI, LO	Y	Y
709 ITE	A-310334-F	TE	S	NI, LO	Y	Y
801 SOMAHOME	C-200322-B	SD		NI, LO, VA	Y	Y
805 DELLA	E-679514-7	IN		NI	Y	Y
807 HEEDIHOSS	C-8B38CC-4	TE		FL	Y	Y
808 CLUVE	C-8B3755-7	TE	S	FL	Y	Y
809 ATASAYA	B-435441-B	TE		NI	Y	Y

Far Reach Subsector is 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 population is 80 billion at Ceopup. Abbreviations: ALLEGIANCES: IN, Independent; SD, Somahome Domain; TE, Tonasean Empire; VS, Va'can States. Subsector Graphics by John Martin.

Subsector Name: Far Reach

## SUBSECTOR MAP GRID



# HASSAN'S HINTS

## A SERVICE TO MEGATRAVELLER AND 2300 PLAYERS WITH MILITARY NEEDS

### ISSUE 1

#### A WORD FROM HASSAN

Fi Aman Allah! Welcome to the first installment of Hassan's Hints. This month Hassan brings plenty of useful goodies. Featured is the T-95, a TL 9 track laying tank. Also the TL 10 Smart Autonomous Missile. Future articles will have equipment for 2300 and MEGATRAVELLER. HASSAN

#### T-95

**CRAFT ID:** Tracked MBT, TL 9, MCr 4.947055

**HULL:** 2.6K/6.5k, Disp=2.89, Config=4USL/6USL

Armor=42D/45D, Unloaded=103.88, Loaded=106.43

**POWER:** 1k/2k, Fusion=40Mw, Duration=2/6

**LOCO:** .7k/1.4k, Tracked, P/W=28, Road=72kph, Off Road= 29kph

**COMMO:** Radio=Continental, Maser=V Distant

**SENSORS:** EMMask, All Weather Radar=v Distant, Laser Sensor=v Distant, Headlight, Active IR, Adv Image Enh, Environ Sensor, Radiation Sensor=v Distant  
ActObjScan=Diff, ActObjPin=Diff, PasObjScan=Form

**OFF:** 1 Hardpoint, Weapons listed below

**DEF:** Smoke Discharger=5, Anti Laser Aerosols=10

**CONTROL:** Computer=1/BIS, Panel=Computer Link x 23, Special=Heads Up Display, Environ=Basic Environ, Basic LS

**ACCOM:** Crew 2/3 (Operator, Gunner, [Commander]), Accom=Cramped x 3

**OTHER:** Fuel=1.44kliters, ObjSize=Small, EMLevel=Faint

WEAPON	LOC	AMMO	RNDS	PEN/ ATTN	DMG	MAX RNG	AUTO TGTS	DNG SPC	SIG	DIFF AS
33Mw PULSE LASER	TRT	PULSE	N/A	61/5	50	VDIST	0	0	HI	FCTL 9
7mm GATLING GUN	TRT	SLUG	5000	3/3	3	DIST	3	0	MED	FCTL 9
2 Mw PULSE LASER	RTRT	PULSE	N/A	12/2	5	DIST	0	0	HI	PDFCTL 9
TAC MISSILE	TRT	*	4	*	*	*	0	*	HI	*

\* See Tac Missile Below

The T-95 is a TL 9 tracked AFV, incorporating state-of-the-art features at that tech level. The prominent feature of the T-95 is its comprehensive sensor suite and its high degree of automation. Only two crew members are carried, as the on-board computer provides enough assistance to the gunner to allow him to fill the position of commander. However, allocation is made for a third crewmember for command tanks. The T-95 is equipped with a completely automated pulse laser fitted for a point-defense role. Tracking and engagement of targets is carried out by computer if necessary. The main armament consists of a 33Mw pulse laser, supplemented by a coaxial 7mm gatling gun and a 4 round tac missile magazine launcher, all mounted in a remote turret. The sensors are also quite sophisticated: a computer enhanced all weather search radar linked to target tracking radar and a complete visual enhancement array. The T-95 is heavily armored, but is quite fast due to the fusion power plant, which also serves to make the T-95 very quiet. The immense IR signature of the power plant is dampened to virtually nil by a comprehensive EM masking system. Finally, the T-95 is fully sealed and comes with a life support system to protect against an NBC environment.

### SMART AUTONOMOUS MISSILE

The smart autonomous missile is a TL 10 missile that features an advanced, robotic seeker head coupled to a special target memory guidance system. The missile can track in the infrared and visual spectra, and has the capability of tracking by means of magnetic, neutrino, or gravitational (mass) sensors. The payload can be an HE, CBM, Anti-Armor, or NBC warheads. A TL 9 version is available, but without the mass or neutrino sensors.

**GUIDANCE:** Target Memory Guidance with Passive IR, Visual Telescopic, Mass, Magnetic and Neutrino Sensors

**BRAIN:** CPU=23, Storage=3, Low Data, Limited Basic Command, Programs=Recon 3, Vehicle Recognition 1, Target Recognition 1

**WARHEAD:** 25cm, 12kg

**MASS:** 358.0kg

**RANGE:** 20km

**Anti-Armor:** HEAT Warhead, Pen=57, Damage=30, DM+3 to Hit, Cr 26,335

**Conventional:** HE Warhead, Pen=33, Damage=30, Danger Space=45meters, Cr 26,317

**CBM:** Pen=21, Danger Space=18meters, DM+11, Cr 26,389

**Chemical/Biological:** A variety of agents are available

**Nuclear:** 10kton yield

**Launch Rail:** 368.8kg, Cr 18,940

**Field Tube:** 1445.2kg, Cr 144,520

**Magazine Launcher (4 missiles):** 1445.2kg, Cr 216,280