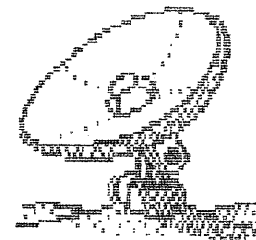
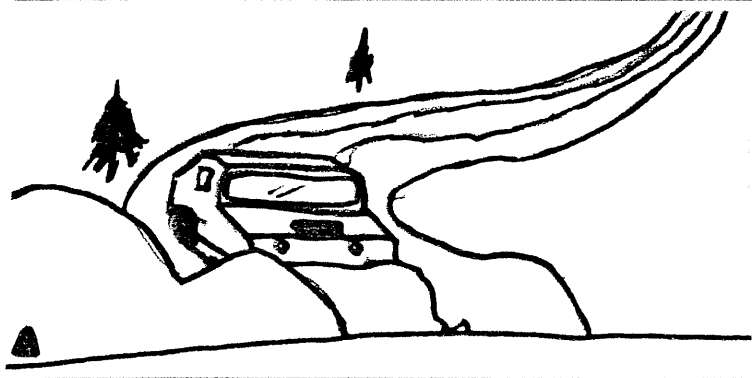


Tidewater Traveller TIMES



REFEREE SEMINARS BEGIN!



SEMINARS

The first of a series of referee seminars was held on Saturday, February 27 at the residence of the Spokesman. The series will run for a total of seven sessions. The projected plan is to have one seminar a month, but commitments may require the last several to be held a little bit more often. Presenting this series of seminars is Mark Gelinis, a referee with 9 years experience in science fiction role-playing games. Each seminar will cover several topics that are applicable to all referees regardless of the game he oversees. The session will also contain a topic specific to MEGATRAVELLER and 2300. The first session covered an introduction to roleplaying and refereeing, the tools of the referee, as well as character generation in MEGATRAVELLER and 2300. Future sessions will include discussions on balance of play, NPC's, designing a universe, how to conduct a gaming session, and the importance of a bar fight. MEGATRAVELLER and 2300 topics will include the task system, the combat systems, and detailing worlds. These lists are by no means exhaustive, and input from attendees may expand it. If there is enough interest, game specific information may be presented for other futuristic games as well. Come on out and attend as many as possible, the more referees and potential referees that attend, the better we will all benefit.

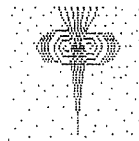
ACKNOWLEDGMENTS

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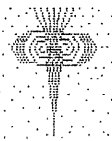
TIDEWATER TRAVELLER TIMES

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.

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EVENT HORIZON CURRENT AND FUTURE RELEASES



FROM THE WORKSHOP: Things are getting busy at the Workshop. Underway is a revision of TRAVELLER-2300. This is scheduled for release about the middle of May. The Workshop, in order to further clarify the difference between TRAVELLER and TRAVELLER-2300, is now referring to the latter as 2300AD more clearly linking 2300 with TWILIGHT-2000 which forms it's pre-history. Future 2300AD releases include the KAFEF SOURCEBOOK, scheduled for release in June, INVASION, scheduled for release in July, and BAYERN, scheduled for release sometime later this year.

For TWILIGHT-2000, the SMALL ARMS GUIDE is on its way to the stores, and may be there as you read this. Titles scheduled for release later this year are KIDNAPPED, HOWLING WILDERNESS, and a series of modules tentatively titled THE LAST SUB.

MEGATRAVELLER releases will include the REBELLION SOURCEBOOK, scheduled for release in May, and the REFEREE'S COMPANION scheduled for release possibly in September. I am lobbying to get this latter one released at ORIGINS.

The Workshop should be deciding shortly which titles to push for ORIGINS. I recommend that you send your request to them soon if you want any say in what we see. Remember that many of these titles are working titles and release dates are tentative.

FROM DIGEST GROUP: Digest Group Publications has increased their staff, and should be able to clear up some of their backlog. In the stores now is EARLY ADVENTURES. This is more than just a reprint of the adventures from the early TRAVELLERS DIGEST, these have been reworked to bring them up to MEGATRAVELLER standards, for which it is approved. I did not get it in time to review it this issue, but a complete review will appear in the next issue of the TIMES. The next issue of the TRAVELLERS DIGEST should be appearing in the stores later this month. Other DIGEST GROUP projects seem to be progressing well and should be out about the times reported earlier.

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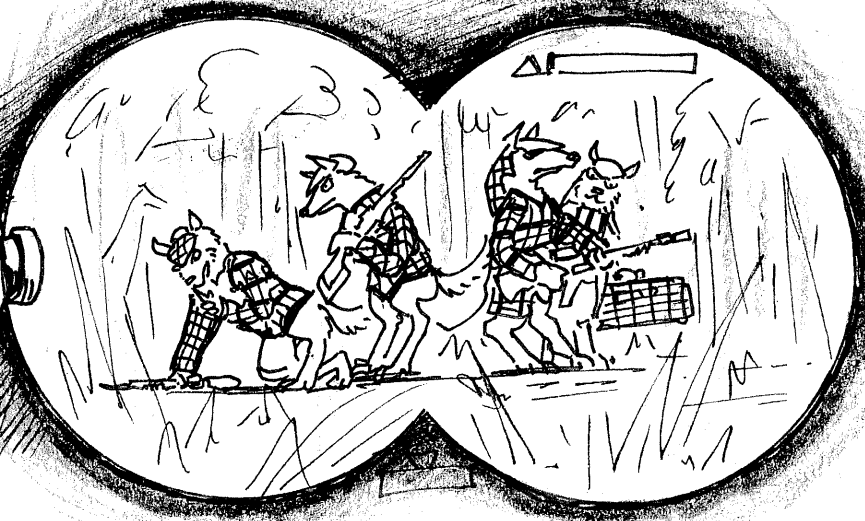
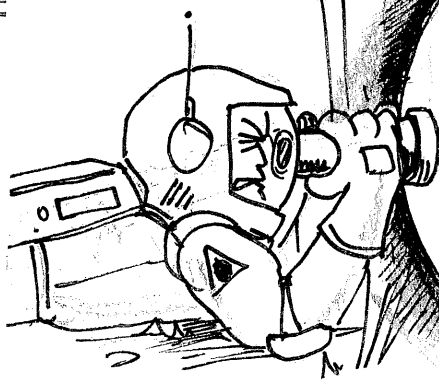
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The Future is something which everyone reaches at the rate of sixty minutes an hour, whatever he does, whoever he is.

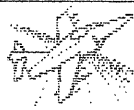
C. S. Lewis

The Screwtape Letters

**SPACER SAM
SEZ:
EFFECTIVE
CAMOUFLAGE
DOES NOT
CLASH!**



CAMPAIGN REPORT



PERILS IN POLAND—Referee: Bruce Gelinus. Their recent successes spurred the group further on and further away from their winter encampment. They follow a cleared, recently used road and take out a road block. Proceeding against all good judgment, some of the group with Captain Jack continue following the road while Bart and several of the other return to the Humvee in hopes of recovering it. The first group approached the city of Wroclaw, reported site of a hydro-electric dam that the Russians were restoring. It is believed that the Russians, which had come from Kalitz were using the dam as a center for consolidating Soviet control over Central Poland. A quick recon of the city confirmed suspicions as there were operational Soviet tanks and APC's in town. The group then set up a mortar on a hill overlooking the city and started shelling it. The team started to realize the severity of their position as the Soviets started sending out search and destroy teams. Can they survive this new threat to their existence? Only if they are lucky!

GHOST FIGHTERS— Referee: Kate Leberherz Gelinus— This campaign opened on the world of Jjogi in the Aquaria subsector. This subsector is located just spinward of the Vanguard Reaches and is concurrent with the events taking place in the Fast Times campaign. As the characters entered an evening entertainment establishment (bar) they were getting acquainted with each other, a retired Aquarian Marine Colonel hired Jack, a down-on-his-luck rogue to act as his bodyguard in this rather small and seedy locale. While the Colonel, a member of the Aquarian race, was getting to know a young woman of the same race, a group of agents from the Mordohn Corporation entered the bar seeking the characters. The Colonel, displeased with the manner in which they were requesting the character's presence, attacked one of the agents. Jack, in his capacity of bodyguard followed suit. A brief scuffle ensued, and when Mordohn reinforcements arrived, the characters were persuaded to accept Mordohn's "invitation". At the Mordohn Corporation office, the characters were offered a handsome reward for a little search and recover mission. It seems that the Corporation had lost communications with one of their clandestine research stations. Placed aboard a super sophisticated shuttle and loaded aboard a Praterian vessel, they are whisked several parsecs away to a remote world beyond the border of the Aquarian Empire and near the border of a Zhodani Client state. While things on the trip may have seemed unusual, some really strange events started happening when the ship approached the station. Objects began to phase in and out of the space-time continuum. When the characters arrived at the station with the shuttle, the ship left the system. On the station, several of the characters phased out and went to great lengths to communicate with the other characters. Finally, the power plant which had gone awry was disconnected, and both the characters and the staff of the station were returned to normal. Upon returning to Jjogi, the characters were well rewarded, but that was only the beginning of their problems. Stay tuned next month for more action packed adventures!

FAST TIMES—No gaming this month.

(Continued on Page 5)

FORWARD OBSERVER

AN EDITORIAL BY
MARK E. GELINUS

THE ROLE OF REFEREE

When people think of role-playing, they usually think of the part of the player who assumes the role of some persona that he has created. Very few people associate role-playing with the referee who, they assume, does very little of the playing and even less of the role taking. This article will demonstrate that the referee of role-playing game does indeed assume a role, several of them in fact, and in some of these roles, he gets to do some playing as well.

ARTIST

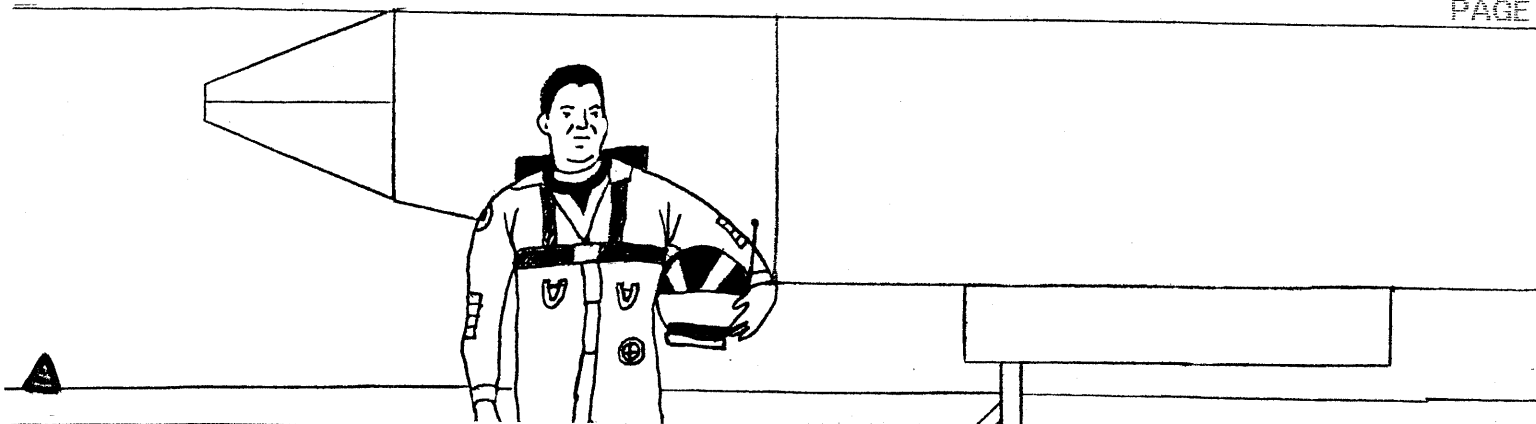
The first role that a referee may assume is that of an artist. Usually the word "artist" invokes images of a painter at his canvas. According to Mr. Webster, an artist is "one who professes and practices an imaginative art". Here then lies the heart of being a referee: imagination and creativity. A referee must create the background and situations with which the characters interact. Even the referee who uses a ready made background or scenario must have some imagination because characters are being played by thinking individuals who may not respond in a predictable manner requiring some impromptu work. The greater the imagination of the referee, and the greater skill with which he "practices" the imagination, the more real the situations will become to the player: controlling the characters.

ADMINISTRATOR

The role of administrator goes beyond the "paperwork" involved in running a game. The referee must administer, that is supervise, the conduct of the play session. It is the referee who controls the events and actions over which the players have no direct control. It is the referee who controls the NPC's, a means by which the creative referee can get in a little role-playing on his own, and play a variety of roles at that! It is true that a good referee will have some paperwork to do. Such work includes planning the scenario creating the NPC's, and keeping track of what villain is where and which Megacorporation is after the characters this week. Organization and consistency makes for more enjoyable play.

ARBITRATOR

The referee also has the role of arbitrator, one who settles differences between two parties in a controversy. In most cases the controversy is between the players and the rules. In such situations the referee's word must be final. This does not give you referees a license to be heavy handed. Your judgments must be fair and impartial or else you may find that you have a lack of players. The referee must also make judgements on situations that do not appear in the rules. The rule sets of role-playing games try to cover the most common situations, but even weighty rules like those from Fantasy Games Unlimited do not cover all situations that may occur. For any game even to attempt such would create an unwieldy mass of rules. Therefore, it falls upon the referee (Cont. on Page 5)



GNS

NEWSLINE:
2300**REGINA MOURNS EMPEROR'S DEATH!**

REGINA/REGINA: 067-1117: News of Strepthon's assassination reached Regina today and was made public. Although the Emperor was killed months ago, the lag created by interstellar communication brought the news here only today. It is fortunate that the Imperium has an X-Boat system or the news could have been months longer in arriving. While Regina grieves, Archduke Norris prepares to travel to the Capital to pay his respects to Strepthon and swear loyalty to the new Emperor.

RIOTS IN SHANTYTOWN

SURT/VEGA: 048-1113: A freak accident in the orbital complex containing High Port stopped the slidewalk running between the two ends. A portion of this walk runs through "shantytown", the central living quarters for the lower classes. When the walk stopped, thugs hanging out along the sides of the walk took advantage of the confusion and attacked many of the riders. A brief riot ensued before police could intervene. Just as the police arrived on the scene, the walk started again and swept many of the riders and rioters out of the region. Although the walk was stopped for only a few minutes, many people were killed and many more wounded during the interim. Authorities are investigating the cause of the stoppage.

ENVOYS ESCAPE DEATH

ALEA/ALEA: 267-1110: Merchant envoys from the Praterian and the local Zhodani Client State barely escaped death today as a cloud of noxious gas swept over the hotel in which they were meeting. It is suspected that the gas was released during the firefright which occurred on the waterfront during the early hours of the morning. Several FAST agents were found dead on the scene, but their opponent remains a mystery. While the gas swept over the hotel, there was an assault by other FAST agents on the hotel. The timely intervention of Aquarian Intelligence agents prevented the assault from reaching the envoys. The purpose of the gas is unknown, and may have only been a diversion. Several members of both delegations did become very ill from breathing the fumes. Authorities are seeking passengers and crew of the FEISTY BITCH for questioning in connection with the incident.

PRINCE PREPARES TO LEAVE!

AQUARIA/AQUARIA: 253-1110: Prince Uri, the disfavored Prince of Aquaria, is making preparations to leave Aquaria. There is speculation that the Prince is preparing to leave the Empire in compliance with his banishment. When asked, Uri responded saying that he was leaving to take care of some personal business and had no intention of leaving the Empire.

EMPEROR HIRES MERCENARIES!

AQUARIA/AQUARIA: 255-1110: With tensions mounting, the Emperor has hired Ts'Hatsi mercenaries to supplement the Imperial Guard. These natives of Seriff's World are renowned for their fierce loyalty to their employer. Colonel Jab Kah'Preshti, the Keeper of the Imperial Guard has requested to be transferred to the field in protest over the Emperor's action. (Cont. on Page 5)

Without a love for data, the richest man is illiterate.

Rarkir Barks

VARGR BOOK OF WISDOM (ANGLIC EDITION)

INGA REPUBLIC RETALIATES!

EARTH: JANUARY 25, 2301: The Inca Republic, in retaliation for attacks on guerilla bases within its border, conducted several air strikes against Brazil today. While claiming to have struck military targets, reports from Brazil claim that several civilians, including children, were killed. An unconfirmed Brazilia source claims that seven Incan aircraft were shot down. The Inca Republic claims that all aircraft returned safely.

CONTACT WITH NOVOA KIYEV!

AUORE: JANUARY 23, 2301: The merchant vessel Distant Star, claims that it received a microwave transmission from Novoa Kiyev today. The Distant Star was in orbit preparing to land at Tanstaaff when the message broke in over landing instructions. While no one on the crew spoke Russian, the repeated message was recorded and turned over to the military authorities. As contact with Novoa Kiyev has been lost for some time, it is believed this may be a Kafer plot. Others dismiss this stating that the Kafers do not know Russian, but supporters of the theory point out that they may have learned it from captive Ukrainians, just as they have learned French. If it is indeed a contact, there may be hope for the humans still fighting the Kafers there.

U.S.S. CHESAPEAKE ARRIVES!

ELLIS: JANUARY 14, 2301: The exploration vessel Chesapeake, sponsored by MARL, arrived at Ellis today for a brief stopover on its way beyond settled space. The Chesapeake will be accepting visitors for brief tours of this ultramodern vessel tomorrow from 0800 to 1600 Zulu time.

AQUARIANS:**A BRIEF INTRODUCTION**

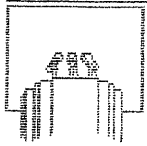
The Aquarians are a race of minor humans occupying the coreward end of the Fulani Sector. Because they figure significantly in both the FAST TIMES and GHOST FIGHTER campaigns, it was decided that an introduction should be presented in the TIMES to familiarize the players with this race. The race was originally created by Kate Lebherz Gellinas, and has been developed over several years.

HISTORY

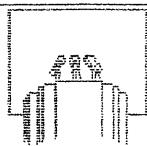
Humans were removed from Terra/Sol about 300,000 years ago by the Ancients. Some were deposited on the world of Aquaria, as it came to be known, they were abandoned during the war. The humans (Aquarians) left behind on the planet crawled back toward civilization, and had a TL of about 8 circa 10,000 years ago, but with a highly advanced genetic engineering science due to recovered artifacts. It was then that planetologist discovered that all of the land surface would slip below water in a matter of years. It was decided that the scientists would develop an aquatic race.

PHYSIOLOGY

From the cataclysm arose a new race, but not exactly as the scientists had planned. A sex-linked, radical factor was introduced creating three distinct types of females which are referred to as coteriesans (from coterie meaning small group), hunters, and breeders. The males turned out as planned. Coteriesans are similar to the male, both having gills and being fully amphibious, but their numbers are few. This type has been placed in the higher social niches. The new Empress and Shirath are coteriesans. The hunters are also fully aquatic, but are subject to a (Cont. on Page 4)



MEETING REPORT FEBRUARY 1988



The February meeting of the Tidewater Traveller Club Charter Chapter was held on Monday February 15, 1988. The meeting was opened and minutes read. Attending were the Chapter Representative, Mark Gelinis, Joe Umphress, Mel Haynes, and Josh Scialdone. One member is still temporarily inactive. Visiting from the Peninsula Chapter were John Martin and Lawrence Leo.

OLD BUSINESS

Reports were made on the status of dues, items on Seeker, and on the Peninsula Chapter.

NEW BUSINESS

There were discussions on Sci-Con 9, GEOCON VII, and means of raising funds for the Club.

It was decided to start a series of Referee Seminars.

It was decided to offer membership to Steve Crowe and Tim Cunningham.

It was decided to schedule the Murphy's Escape scenario for March.

COUNCIL MEETING

A meeting of the TTC Council was held on Monday, February 1, 1988. Present the Second, Treasurer, and Charter Chapter Representative. The meeting was opened and minutes were read.

OLD BUSINESS

Discussions were held on Dues, Peninsula Chapter, and the TIMES.

NEW BUSINESS

It was decided to donate to the Ed Campbell Memorial Fund.

It was decided that no new Honorary Members should be created.



ROLL CALL



This month's roll call has a new member of the Peninsula Chapter.

GOI DSRFRY. KELLY-

MEET THE CHARACTERS

Vashi Sagan

Equipment Qualified On: Siedearm, Vac Suit, Combat Rifle, Starship Weapons and Drives, Ground and Hover Vehicles.

Skills: Melee, Demo, Electronics, Tactics, Swimming, Survival, Mechanics, and First Aid.

Background and Description: Vashi was born on Barnard's Star in the year 2261. She served 15 years in the U.S. Army before transferring to the U.S. Marines for 5 years. She is versed in both English and French and is very cool in the face of combat. Her favorite weapon is the Fusile-19. She wears a rigid breastplate over full body inertial armor. She is currently working with the freedom fighters of Novoa Kiyev on Aurore. Vashi Sagan is run by Kate Gelinis, and is in the BALCONY BOYS campaign.

GNS (CONT.) DISASTER STRIKES IRELAND!

TERRA/SOL: 221-117: A natural disaster of unprecedented proportions struck the western coast of Ireland today. A mammoth tidal wave destroyed the city of Kilkee, killing at least 6,000 people and critically damaging Ireland's largest fusion power plant. The wave was apparently caused by an enormous seaquake centered 150 km west of the Emerald Isle. The rumor that the quake was caused by a tactical nuke appears unfounded.



BULLETINS AND ANNOUNCEMENTS 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. Digest Group Publications is also interested in hearing from players and referees. Their address is 8979 Mandan Ct., Boise, ID 83709.

AQUARIANS (Cont.) hormonal reaction upon conception that causes them to attack their mates, usually killing them. A medical treatment has been found for this condition, but mating with a hunter is still risky because the treatment is not always available, and sometimes does not work.

The third type of female is the breeder. Although this type suffered the most in the genetic change, they have the advantage of having a long lifespan, being the most prolific type and having the strongest maternal instinct. These traits made them invaluable during the early days of recovery, and because of this, the breeders are deeply integrated into Aquarian society. A normal human looking at a breeder may wonder why this version was not bred out, but the sentency and necessity of the breeders would not allow it, and now Aquarian psychology and tradition prevent it. The leader of Aquarian religion, the Mother-of-Us-All is a breeder.

Physically, with the exception of the breeders, Aquarians look similar to normal humans. The main differences between Aquarians (males and coteriesans) and humans is the gill slits on the back and sides, and some webbing between fingers and toes. Hunters are similar but have more angular facial features, talons, and more pronounced webbing. Breeders are significantly different from humans, making them better suited for swimming than the other types, but making a description of them difficult. Aquarians are cross fertile with normal humans, but the offspring will not be an amphibian and will be sterile. Because of their aquatic nature, Aquarians must spend a period of time each day in the water, and find travel in a desert impossible without elaborate survival suits.

SOCIETY

The Aquarian Empire contains both normal humans and Aquarians along with a spattering of other races such as Vargr, Asian, and Ts'Hatsi. As the Empire lies between the psionic Pyrate and a alien state of the Zhodani Consulate, they have learned tolerance toward psionics. The Empire has two major groups of worlds, the Core worlds which were developed shortly after Aquaria obtained Jump- and the Frontier Worlds, which were reached at a later time. Because of differences in capital and culture, there is animosity on the part of some Frontier Worlds. A terrorist organization called FAST (Frontier Army for Separate Territories) is seeking to capitalize on this rift in order to set up a separate empire consisting of the Frontier Worlds. At the center of Aquarian culture are the groups of people. The first is the House of Ch'har, which forms the Imperial line. The current Emperor is Gengar. His only issue to date is Uri, who has gained much disfavor with the Emperor, and has been banished. The other group is the Aquarian religious order. At the head of this religion is the Mother-of-Us-All, who is the physical embodiment of the faith. The faith is widespread in the Empire, and is gaining adherents among the non-Aquarians. Although not involved in the daily routine of running an Empire, the Mother does select her heir to the Throne. The problems with Prince Uri began when Mother decreed that another issue of Gengar and not Uri would ascend to the Throne.

This then is a brief description of the Aquarian race. It is hoped that this information will assist players with characters who are Aquarian, or who are in the Aquarian Empire. We hope to expand the information presented here in future issues of the VARIANTS





QUICK REVIEWS



COLONIAL ATLAS

REVIEW BY MARK GELINAS

This supplement is for use with 2300. My first impression of this book was one of slight disappointment, because, as I first thumbed through the book, I found NO planetary maps. I expected the planetary descriptions that were present, but with the word "ATLAS", in the name, one would expect to see some planetary maps. As I delved into the descriptions, which were written by a variety of authors, my disappointment diminished. All of the descriptions provide a wealth of background information for the reader, including a system description, planetography, and a history of the colony. There are some real interesting worlds described in the COLONIAL ATLAS, as well as some interesting life forms and dangers. There are over thirty colonies described in this book, and they are divided into four sections: Core, French Arm, American Arm, and Manchurian Arm. The stellar maps presented are very useful, and are more complete and readable than the Arm Maps on the Map included in the TRAVELLER:2300 BOXED SET. The 2300 referee should not expect to find scenarios in this book, but he can find some adventure suggestions. Furthermore, with a little imaginative work, he can create a large variety of situations based on the descriptions in the book. Overall, the book is very useful to the 2300 referee, especially one who has little free time. The book is of less use to the player, unless he wishes to know more about the universe in which his character is adventuring. This volume is well worth the \$10.00 cover price, and will probably become one of the more used books in a referee's library. I would have been willing to spend an extra \$5.00 to \$10.00 for this book had it been increased from its present 98 pages to 130 or more pages to include planetary maps.

FORWARD OBSERVER (Cont.)- to cover those situations not covered by the rules. He can do this based on other rules. The Task System of MEGATRAVELLER or 2300 makes this a much easier operation than before.

ADVISOR

The referee must also fill the role of advisor. As the creator and administrator of his universe, the referee knows more about the background than the players. Nevertheless, much of this information is required by the players in order for them to properly function in the "society" created by the referee. Therefore, the referee must pass this information on to the characters. If the information consists of facts that the characters should know, this may be accomplished by a simple handout or statement by the referee. Information more difficult to obtain is best passed to the players in the role-playing process. For example, rather than tell them that an remote event has occurred, have them overhear a holovid broadcast while they are sitting in a bar. Leave it to their judgements as to whether the information is important to them or not. Regardless, of what they do with the information immediately, they will usually remember the "broadcast" if the material becomes prevalent later. Data can be passed to the characters by other plot devices such as rumors, messages, library terminals, informants (or other NPC's), etc. Another aspect of being an advisor to the characters is the NPC expert or patron who recommends a course of action for the characters. This method of guiding the characters is more enjoyable and in the spirit of role-playing than simply telling the players what to do.

ADVESARY

A final role that the referee must assume is that of an advesary or opponent to the characters. You will note that I specified characters. It is always important for a good referee to distinguish between the character and the player who is controlling him. An advesarial relationship between referee and players is not conducive to enjoyable recreation. In administering an adventure, the referee assumes the role of those NPC's who are working against the characters' purposes. This is often the most difficult role for the referee to play, because where the referee knows the big picture, the NPC's do NOT have the same "omniscience". To give the NPC's such is absolutely not fair to the characters. As a referee you must play the NPC's with only the knowledge that they possess or can obtain. It is also important to remember that while in many cases the referee plays the advesary, he is not an overall

enemy of the characters. Unless the scenario calls for such a situation, the whole universe is NOT against the characters. As societies through the ages, most people are indifferent to others and with the increased population and mobility of interstella empires, this would continue to be true. Now characters will certainly have a few enemies, and will probably make a few, but by the same token, they should also have and make a few good friends.

CONCLUSION

We can see in this article that a referee then does have several roles to play. A skilled referee learns to move from role to role with great ease, but such skill does take practice. Such practice best comes by performing the function of referee, and should be continued even by experienced referees. So, get out there, referee some games and grow in your role as a referee.

CAMPAIGN REPORT (Cont.)

DARK RIVER I- No gaming this month.

BALCONY BOYS- The group discovers that the unknown beings was a group of Kafers who looked to be setting up a long term camp. After eliminating the Kaffer threat, they discover a buried Kaffer officer and an abandoned "Bug Bus". With a little research, they find what they believe to be the reason for the abandonment of the vehicle: engine failure. With some great feat of mechanical repair, they manage to get the vehicle moving again while Mac "the Mechanic" rigs a Kaffer machinegun to the top of the APC turret "to handle the light work". As both vehicles head west in the general direction of the bolt hole they left better than a week ago, they were approached by several figures moving at a run. One proved to be a human, the sole survivor of a raiding party, the rest were Kafers, one of whom managed to damage the APC and the fuel cracking plant. When the Kafers were dispatched, the group took the survivor, a Russian mercenary by the name of Ivan Pavel Jones to his "village", a system of tunnels beneath the bleak surface of Novoa Kiyev. With most of the men killed, it was decided to move the women and children to another location. The group took them to another "village" that the survivor knew. At that location, they were invited to attend a celebration intended to let the occupants momentarily forget the war raging around them. During the party "Ping Tech" managed to endear himself to one of the Ukrainian women, a rather chunky young girl named Hilda. The next morning Hilda tried to convince "Ping Tech" to stay with her while the group prepared to leave in the rain. While a mud wrestling match ensued, a Kaffer recon group started firing on the vehicles. What followed was a harrowing firefight that saw a million to one chance destruction of a Kaffer missile in flight and the destruction of the "Bug Bus". After a few touchy moments, the group added another "Death Sled" to their total. Returning to the vehicle, which had been abandoned upon the approach of the "Sled", the group continued west until they reached a coastal city. There they were welcomed by the Ukrainians who lived there and made some more permanent repairs to their vehicle. With the APC at the moment are Vashi, "Ping Tech" Mac "the Mechanic", Ivan, Darvis, Travis, Smythe the Aussie, and his burrowvarg Psycho. Will they be able to successfully run the Kaffer gauntlet to reach the Odessa bolt hole? Stay tuned!

STAR OF EPSILON INDI- Proceeding on into the void, the Star develops a drive problem while in the dust between stars. When "Chief" gets exasperated with the problem, Elmo is given an engineering program and set to work. Within a few hours they were on their way to Surt. With the approach of a Denver class destroyer escort, which had the doors of its meson gun bay open the crew of the Star decide to move on toward the high port located in an L-5 colony named Wysteria. While heading for the other end of the colony, they decide to take the scenic route through the inside of the station by slide-walk rather than the quiet way outside by the monorail. While in the less desirable region of the station, the slide-walk stops, and the group was attacked by several groups of unsavory characters. Brave actions on the part of Janine, Cyril, "Chief", and Hillary kept the group alive. Ed the Hiver was brave also, but his wild shots with a captured shotgun nearly hit several members of the party (never trust a Hiver with anything smaller than a meson gun). The professor's actions, while certainly heroic, served to get him a nasty knife wound. Upon arriving down port, the group checked into the TAS Hotel. While Cyril rested and Professor recovered, the rest of the group went shopping. Hillary bought expensive clothes, while Ed bought another robot. Will he ever get it to work again? Check back!

FAST TIMES- No gaming this month.

Several campaigns were not played due to problems with schedules.

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!

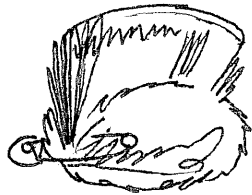
GEOCON SOUTH: MARCH '88(?)- Bruce Gelinis, who reportedly is getting quite a group going in Georgia, may run a version of GEOCON at that location sometime in March.

REFEREE SEMINAR: MARCH 12- The second in what should become a continuing series of seminars will be held on Saturday, March 12, at 8:00 pm. The first was held on Saturday, February 27 at the Spokesman's residence. The seminars are being conducted by Mark Gelinis who has had over 9 years experience refereeing role-playing games. Contact him at 428-4636 for details on subject and location.

MARCH CLUB MEETING: MARCH 21- The March meeting of the Charter Chapter of the Tidewater Traveller Club will be at 7:00 pm at CHQ in Norfolk.

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.



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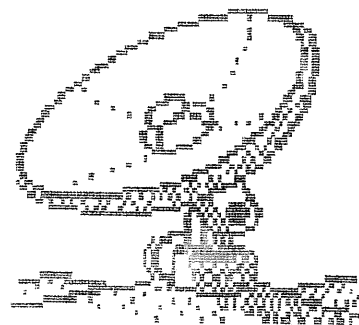
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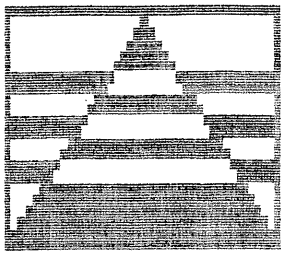


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GEO'S VARIANTS

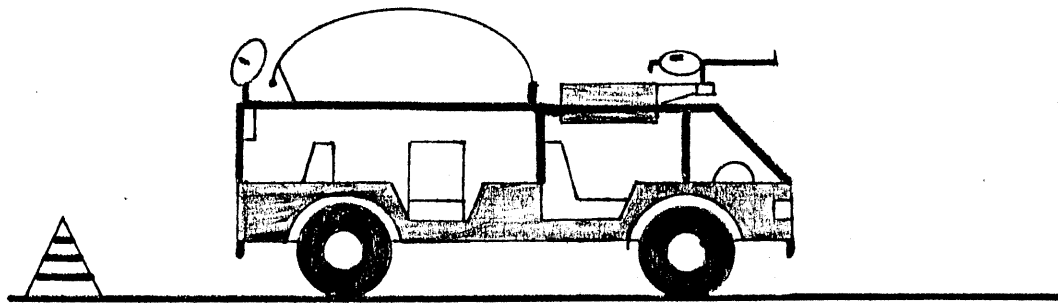
ISSUE 9

This issue of the VARIANTS contains a couple more items of MEGATRAVELLER ERRATA, and, in an effort to finish publishing the Dark Five Sector, three more subsectors from that sector. It is our intention to continue to do so until issue 11 of the VARIANTS, when we should have published all 16 subsectors. For 2300AD there are two new vehicle designs. Not the type of vehicles characters could routinely buy, these are Kafer vehicles. KAFER DAWN and AURORE SOURCEBOOK list three Kafer vehicles and state that they are the most common. The vehicles presented here give the referee some options, as well as a Kafer vehicle that does not have a signature of 8 (which all previously published Kafer vehicles have).

MEGATRAVELLER ERRATA

PLAYERS' MANUAL: PAGE 62: DEPARTMENT ASSIGNMENT: No DM listed: DM+1 if college graduate.

REFEREE'S MANUAL: PAGE 99: ATTACKING BEAM FACTOR: TO HIT: The DM for factors A, B, and C should all be 1 not 11 as listed.



"GO CART"

This is a vehicle intended for light recon and transport duties. Typical of Kafer vehicles, it is of simple and rugged design. With a low ground pressure, it has a fair performance cross-country. Most of these vehicles mount a 12.1 mm machinegun, but in some cases, these have been removed for use on other vehicles. This vehicle is not quite as fast as other Kafer vehicles, and so is better suited for behind the lines operations. Because this is an open vehicle half of all hits are considered to hit an area with no armor.

Type: Kafer Light Vehicle, *Crew:* Driver, Gunner, *Weight:* 4,200 kg, *Armor:* *Suspension:* .3, *All Faces:* 1, *Armament:* 12.1 mm Machinegun mounted on ring, *Signature:* 3, *Evasion:* 2, *Sensor Range:* 5 Km, *Cargo:* 4 Passengers or 800 kg, *Max Speed:* 130 Kph, *Cruise Speed:* 100 Kph, *Combat Move:* 260 meters, *Off-Road Mobility:* Half, *Power Plant:* .1 MW Fuel Cell, *Fuel Capacity:* 168 kg, *Fuel Consumption:* 3 kg/hr, *Endurance:* 56 Hours, *Price:* Would you buy used vehicle from this being?

"LOBSTER TRAP"

Based on the Kafer Light Vehicle, this vehicle has no provision for passengers, but rather has cargo tie downs on the floor of vehicle bed. Intended for a support role only, these vehicles have no provision for weaponry, but several found on Aurore have been found to have been modified to carry a 12.1 mm machinegun salvaged from other vehicles. Cross country performance is less than that of the Kafer Light Vehicle due to the higher ground pressure. The name "Lobster Trap" has been given to this vehicle by the colonists of Aurore, probably due to the cargo net strung over the roll cage and the appearance of the Kafers themselves.

Type: Kafer Light Cargo Vehicle, *Crew:* Driver, *Weight:* 4,000 kg (Empty), *Armor:* *Suspension:* .: *All Faces:* 1, *Armament:* None, *Signature:* 3, *Evasion:* 1, *Sensor Range:* None, *Cargo:* 2,000 kg, *Max Speed:* 100 Kph, *Cruise Speed:* 75 Kph, *Combat Move:* 200 meters, *Off-Road Mobility:* Quarter, *Power Plant:* .1 MW Fuel Cell, *Fuel Capacity:* 168 kg, *Fuel Consumption:* 3 kg/hr, *Endurance:* 56 Hours, *Price:* Be serious.

ARMOR

SUBSECTOR MAP GRID

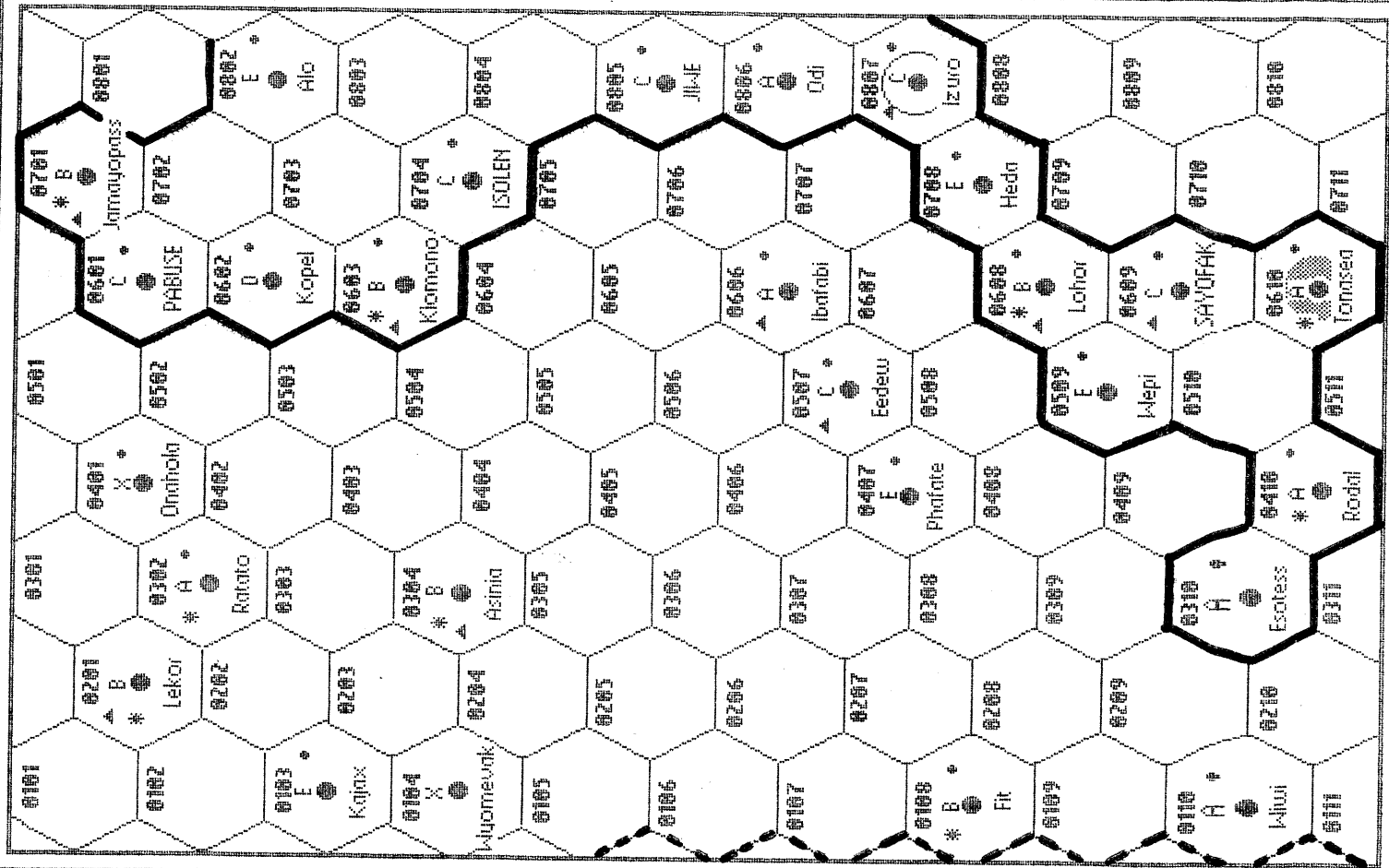
Subsector Name: Armor



HEX NAME	UPP	AC	B	S	TRADE	MODS	Y	T	G
103 KAJAX	E-3107AD-6	IN			NA				
104 WYOMEVAK	X-556854-1	IN			NA				
108 FIT	B-550246-A	IN	N		NI, P, DW, LO				
110 WIWI	A-9C4673-8	IN	N		NI, FL				
201 LEKOR	B-677742-8	IN	N, S		A				
302 RATATO	A-439025-A	IN	N, S		NI, LO				
304 ASINIA	B-557865-5	IN	N, S						
310 ESOTESS	A-795557-9	TE			A, NI				
401 ONAHOLA	X-677310-0	IN			NI, LO				
407 PHAFATE	E-310014-8	IN			NI, LO				
410 RODAL	A-9C5130-9	TE	N		NI, FL, LO				
507 EDEW	C-679321-6	IN	S		NI, LO				
509 WEPI	E-434620-6	TE			NI				
601 PABUSE	C-6739ED-7	TE			I, HI				
602 KOPEL	D-203567-9	TE			NI, IC, VA				
603 KLOMONO	B-6777BA-5	TE	N, S		A				
606 IBAFABI	A-8B8445-B	IN	S		NI, FL				
608 LOHOR	B-434141-C	TE	N, S		NI, LO				
609 SAYOFAK	C-799A99-8	TE	S		I, HI				
610 TONASEA	A-434100-E	TE	N		NI, LO				
701 JAMAYOPASS	B-678211-8	TE	N, S		NI, LO				
704 ISOLEN	C-6739EE-5	TE			I, HI				
708 HEDA	E-434741-3	TE							
802 ALO	E-434685-6	TE			NI				
805 JIWE	C-678987-A	TE			I, HI				
806 ODI	A-794445-9	TE			NI				
807 IZURO	C-000866-8	TE	S		NA, AS, VA				

Armor Subsector is 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 a research station of the Tonasean Empire. Allegiance Codes: TB- Tonasean Empire; In- Independent world.

Computer Graphics by John Martin.



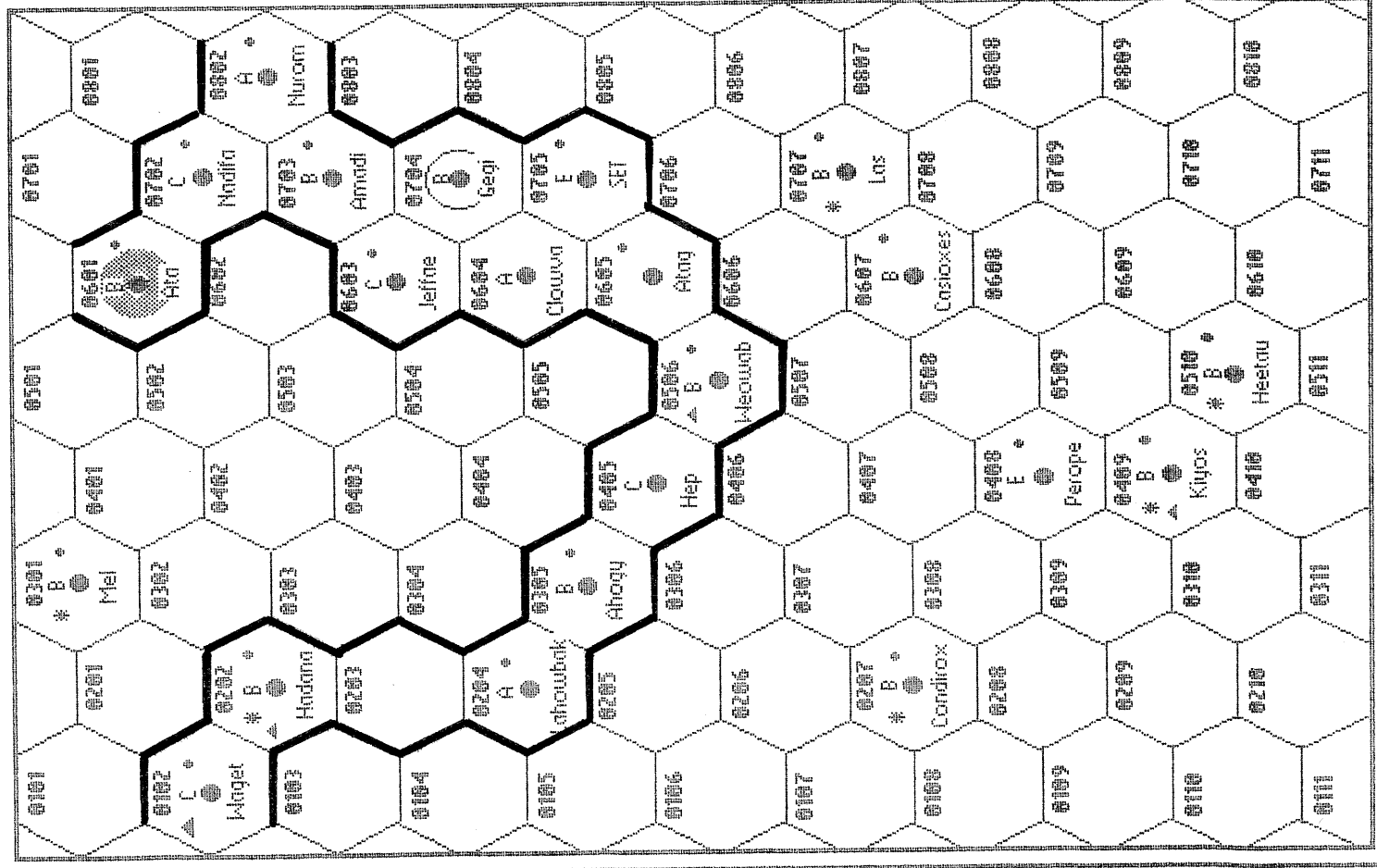
SUBSECTOR MAP GRID

SCORPION

HEX	NAME	UPP	AC	B	TRADE	MODS	T	G
102	WAGET	C-672387-8	VS	S	NI, LO		C	
202	HADANA	B-556253-B	VS	N, S	NI, LO			
204	LAHOWBAK	A-79A434-C	VS		NI, WW			
207	CONDIROX	B-4347AE-7	IN	N				
301	MEL	B-310576-D	IN	N				
305	AHOGY	B-794783-6	VS		NI, P, LO			
405	HEP	C-552134-7	VS		A, NI			
408	PEROPE	E-558578-6	IN	N, S	NI, FL, LO			
409	KIYOS	B-9C4354-9	VS	S	NI, P			
506	WEOWAB	B-551645-6	VS	S	A, NI			
510	HEETAU	B-556599-7	IN	N	NI, LO			
601	ATA	B-557001-9	VS		WW		R	
603	JEFFAE	C-67A883-A	VS		NI, P			
604	CLOWVA	A-55257A-A	VS		NI, FL			
605	ATAG	E-AC8430-5	VS		A, NI			
607	CASIOXES	B-67469D-9	IN		NA, IC			
702	NADIFA	C-555844-4	VS		NI, LO, VA			
703	AMADI	B-311773-B	VS		NA, I, HI, IC			
704	GEGI	B-100200-F	VS		A, NI			
705	SET	E-312988-9	VS		NI, P			
707	LAS	B-674556-7	IN	N				
802	NUROM	A-433445-F	VS					

The Scorpion Subsector is subsector K of the 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. The highest TL is F at Gegi, the highest population is 9 billion at Set. Allegiance Codes: IN- Independent World; VS- Va'can States.

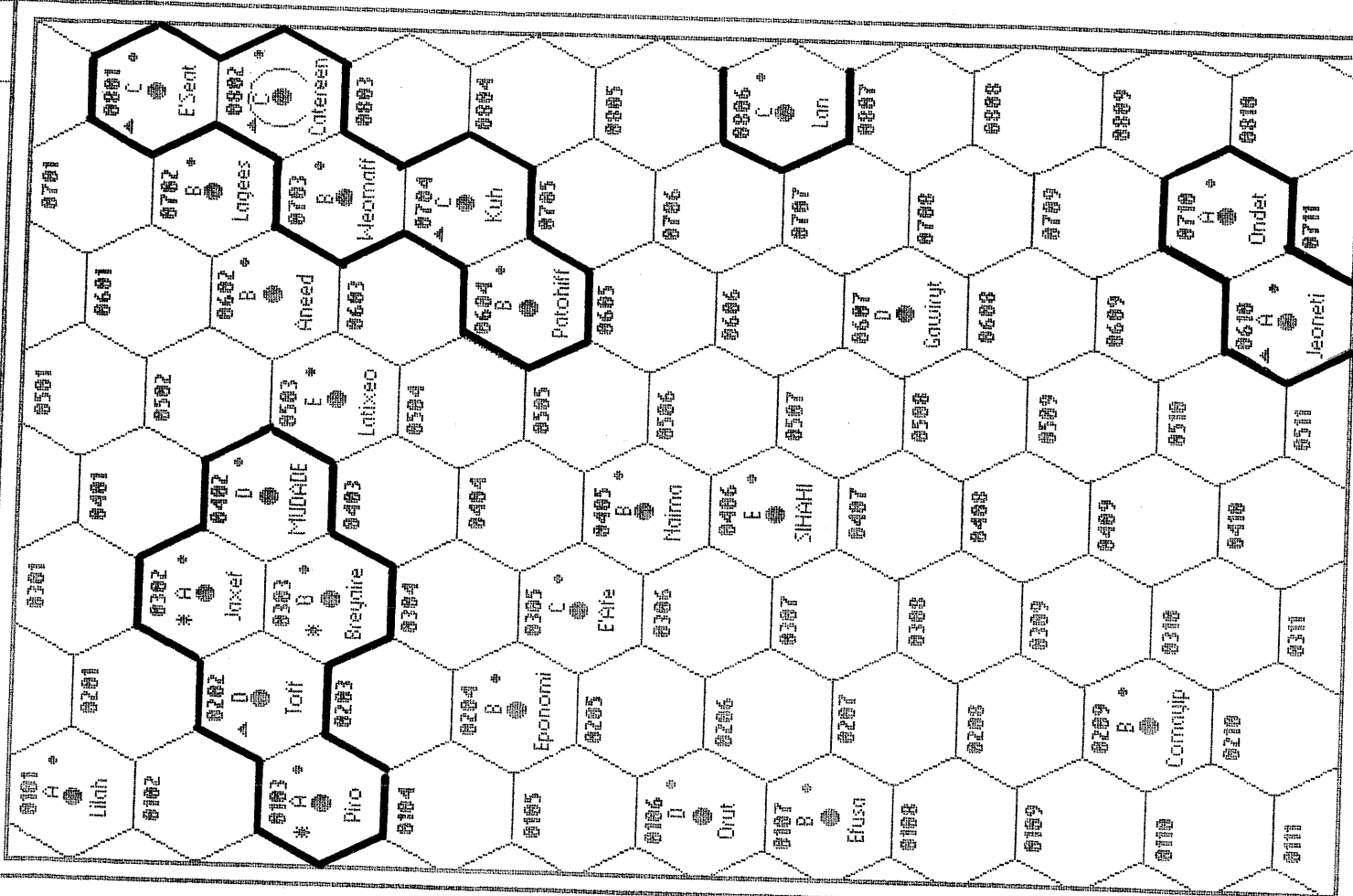
Computer Graphics by John Martin.



EFUSA RIFT

SUBSECTOR MAP GRID

Subsector Name: Efusa Rift



HEX NAME	UPP	AC	B	TRADE	T
101 LALAH	A-3108DD-7	IN	S	MODS	G
103 PIRO	A-558563-A	MC	N	A, NI	G
106 ORUT	D-435440-5	IN	N	NI	Y
107 EFUSA	B-679685-A	IN	N	NI	Y
202 TOFF	D-310212-5	MC	S	NI, LO	Y
204 EPONOH	B-679685-B	IN	N	NI	Y
209 COMAYIP	B-79A697-A	IN	N	NI, WW	Y
302 JAXEF	A-557452-D	MC	N	NI	Y
303 BREYAI	B-100503-E	MC	N	NI, VA	Y
305 E'AFE	C-200211-6	IN	N	NI, LO, VA	Y
402 MUDADE	D-430AAC-C	MC	N	NA, P, DW, HI	Y
405 NAIMA	B-67A686-B	IN	N	NI, WW	Y
406 SIHAHI	E-552ABE-5	IN	N	P, HI	Y
503 LATIXE	E-551457-5	IN	N	NI, P	Y
602 ANBED	B-674626-A	IN	A	NI	Y
604 PATOHI	B-558463-9	WL	N	NI	Y
607 GAWIRYT	D-AC2446-4	IN	N	NI, FL	Y
610 JEONETI	A-430445-D	VS	S	NI, P, DW	Y
702 LAGEES	B-8B369D-9	IN	N	NI, FL	Y
703 WEOMAFF	B-557452-C	WL	N	NI	Y
704 KUH	C-8B3743-4	WL	S	FL	Y
710 ONDET	A-557451-D	VS	S	NI	Y
801 E'SEAT	C-310878-6	WL	S	NA	Y
802 CATEREEN	C-200100-8	WL	S	NI, LO, VA	A
806 LAN	C-200311-A	LD	N	NI, L, VA	Y

The Efusa Rift Subsector is subsector G of the Dark River Sector. It contains 25 worlds, the Mudade Confederation, the Weomaff League, and parts of the Va'can States and Lantic Domain. Its highest TL is E at Breyaire, its highest population is 40 billion at Sahahi. Allegiance Codes: IN- Independent World; MC- Mudade Confederation; WL- Weomaff League; VS- Va'can States; LD- Lantic Domain. Computer Graphics by John Martin.