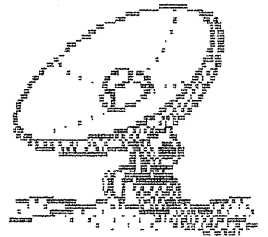


Tidewater Traveller TIMES



THE TIMES THEY ARE A CHANGIN'

WITH APOLOGIES TO BOB DYLAN FOR SUCH A BAD PUN!



CHANGING TIMES SURVEY

The Tidewater Traveller TIMES is and will be the official newsletter of the Tidewater Traveller Club, but, as the editor, I feel it needs some changes to make it more useful to all its readers. Included in this issue is a TIMES survey form. The intent of this survey is to get an idea of what you, the readers of the TIMES, would like to see in this publication. Financial constraints will not allow expansion of the TIMES, but there are some new ideas and features that we want to try. Because of this conflict of interests, some items may be trimmed or eliminated. It is your input that should determine what changes will be made. If the staff of the TIMES does not receive sufficient input, then we will have to make the determinations. To have an input, fill out the form and return it to the TIMES for review. Any changes will appear in our June ANNIVERSARY ISSUE. We are looking forward to hearing from YOU!!

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: A revision of TRAVELLER-2300 now called 2300 A.D., is scheduled for release in May. Future 2300 A.D. releases include the KAFER SOURCEBOOK, scheduled for release in June, INVASION, in July, and BAYERN, sometime later this year. For TWILIGHT-2000, the SMALL ARMS GUIDE is in the stores and reviewed in this issue. Titles scheduled for later this year are KIDNAPPED, HOWLING WILDERNESS, and a series titled THE LAST SUB. MEGATRAVELLER releases will include the REBELLION SOURCEBOOK in May, and the REFEREE'S COMPANION, possibly in September. Many of these titles are working titles and release dates are tentative.

FROM DIGEST GROUP: TRAVELLERS' DIGEST NUMBER 11 is now in the stores. This issue is a little late due to the many projects, especially MEGATRAVELLER, that the Digest Group has been doing. The next issue will be a little late also, but number 12 should be right on schedule. Nevertheless, this issue is worth the wait, and will be reviewed in the next TIMES. EARLY ADVENTURES has been out, but sales in this area have been brisk, so you may have a difficult time finding a copy. GRAND SURVEY, currently out of print is being upgraded to MEGATRAVELLER standards incorporating about 40% new material. GRAND SURVEY should be out by mid June. Other Digest Group MEGATRAVELLER projects include: 101 VEHICLES, due July 1st; STARSHIP OPERATOR'S MANUAL, due in August, possibly BEFORE ORIGINS; and a revised 101 ROBOTS, due sometime later. We have received word that the Digest Group is working on a third book in the GRAND SURVEY/GRAND CENSUS series tentatively titled GRAND EXPLORATION. This third book will provide information on creating and describing new minor races, describing animals, and possible plants as well. This is a much needed area for MEGATRAVELLER referees and players and will help us break free from our Terracentricity (i.e. describing animals by relating them to Terran animals). I have no definite date as yet, but will keep you informed. The "GRAND" series is a boon to TRAVELLER/MEGATRAVELLER players and referees, and this new book should be no exception!

FROM SEEKER: Seeker is preparing to release some new deck plans soon. All deck plans will be in both 15 and 25 mm scales. For order forms, see the editor, or send a SASE to SEEKER, P.O. Box 337, Finley, ND 58230. I have purchased the ESCAPE adventure booklet and the GAZELLE CLASS CLOSE ESCORT 25 MM DECK PLANS and will be reviewing them in a future issue of the TIMES.

OTHER NEWS: The word is out that there is a new "APPROVE! FOR USE WITH TRAVELLER" group. I have only seen titles and brief descriptions, but they sound interesting. I will pass on more information as I receive it.

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CAMPAIGN REPORT



DARK RIVER I- No gaming this month.

STAR OF EPSILON INDI- No gaming this month.

FAST TIMES- The crew of the Rusty Bucket spent several weeks moving from planet to planet, occasionally stopping for supplies, making contacts, and picking up rumors. Then they followed a hot lead that took them to Cloiefel. At the off world enclave in the city of Clover, they met a news crew from GNS who were on the planet investigating rumors about a potential revolution. When it appeared that both leads would not prove fruitful, an explosion next to the Aquarian Marine Barracks changed their minds. After several minutes of chaos which found the groups fighting rebels, including some in combat walkers, both groups managed to escape. While the crew of the Rusty Bucket may find some link to FAST in the aftermath, the GNS news crew will be leaving Cloiefel with some excellent holo footage.

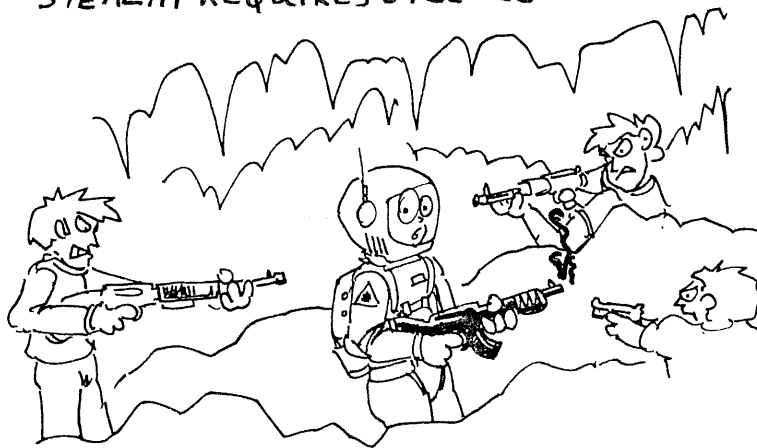
PERILS IN POLAND- Referee- Bruce Gelinaz: When we last saw our brave band, they were lobbing shells into a Russian occupied village. As the search and destroy teams started coming forth, the group thought better of their situation and moved from the hilltop. They moved into a gorge that was used to feed the dam. They are now about 5 kilometers behind Russian "lines" and probably getting deeper into trouble. Will Bart ever get the humvee back in working order? Will the group be able to slip past the pursuing Red Horde? Watch and see!

BLAST FROM THE PAST- Referee: Kelly Goldsberry. Characters: John Martin playing Fritz Finister; "Geo" Gelinaz playing Tyrell Nile; Kate Gelinaz playing Lt. Elliot J. Whittey; and "Doc" Leo playing Thorbar, the Barbarian.

This particular TRAVELLER campaign started at a local bar on Colony Five, in the Reft sector. After the characters sat down and ordered a round, a lady dressed in what appeared to be hospital gown entered the bar and headed toward the closest occupied table: the one that the characters were at. She said that she was being chased and needed to get off the world. At this time two individuals, dressed as hospital orderlies, entered the bar and tried to retrieve the girl. Tyrell stepped forward and told the orderlies that she was safe here. Because of this, one of the orderlies went to make a phone call for help while the other waited at the table for an answer. Then, the orderly at the table pulled out an anagun and tried to incapacitate Tyrell, but missed. Tyrell's counter attack knocked one out. To complicate things, two men, wearing combat armor and carrying blaster rifles entered the bar and tried to complete the task the orderlies failed. This resulted in a gunfight. Thorbar attempted to take on one of the two men, and was hit with a blast rifle, destroying his right hand and showering him with radiation. Fritz shot one with a laser pistol, but the other shot at him. The shot was a near miss, but Fritz took some radiation exposure from the round. A fifth character known as "The Kid", was hit with radiation also, while Tyrell was protecting the lady and himself using a nearby table and the fallen person in combat armor as a shield. At the end of the battle, the two armored men were down. The characters took this time to leave for Fritz' ship. While going through customs, the Kid tried to sneak a blaster rifle that he claimed during the fight. He encountered some problems, but Whittey bribed the agent to allow the Kid and the lady without papers to go through. On the ship strange things were happening. Fritz, Thorbar, and the Kid were not feeling too well. After consulting a med scanner, it was determined that the characters were experiencing radiation sickness. Attempting to get the three treated, the group notified the starport authorities, reporting that while they were repairing the power plant, three individuals were "slightly" contaminated. Will these intrepid adventurers ever get off the planet? Check back next month.

GHOST FIGHTERS- Referee: Kate Leberz Gelinaz. After returning to Jlogi, these courageous combatants of chronological convolutions felt that they deserved a timely vacation. Their break was cut short by another invitation from the Mordohn Corporation. This time Mordohn tried the honey approach, except these "honeys" were hunters. The males of the group decided that abstinence make the life last longer, but "graciously" accepted the ride to the Mordohn offices. It seems that Mordohn had a small matter of missing material that must be delivered to Alea. Setting out on the job, they discovered, at the wrong end of an ACP, that certain members of the Corporation were working for FAST, and they felt that the characters knew too much. A freak power plant failure allowed the characters to escape before (Continued on Page 5)

SPACER SAM SEZ: STEALTH REQUIRES SILENCE



◊ FORWARD OBSERVER ◊

AN EDITORIAL BY
MARK E. GELINAZ

CAN MEGATRAVELLER BE PLAYED WITHOUT THE SHATTERED IMPERIUM?

In the "From the Management" section of CHALLENGE 31, the associate editor, Tim Brown, indicated that MEGATRAVELLER was "universe specific". While MEGATRAVELLER does have a background the Shattered Imperium, it is my contention that the game is far less "universe specific" than a large variety of other games. Role-playing games such as FASA's STAR TREK, or even GDW's 2300 A.D. would be very difficult to play without using the universe set up for them, but MEGATRAVELLER is flexible enough that it can be played without the Shattered Imperium.

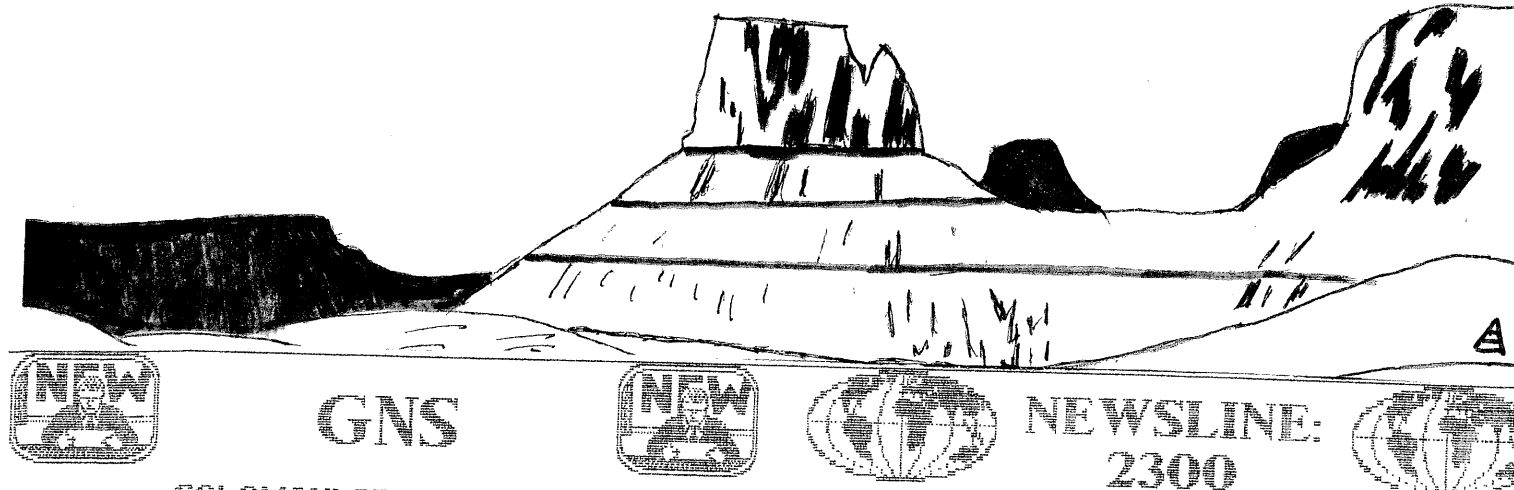
When TRAVELLER was first released, it was in the form of a boxed set of three books. These books did not contain any background for the game. It did contain systems for combat, creating starships, and creating planets, among other things. In short, it contained everything the referee needed to set up and run a universe. The first games I ran were based in the Terran Free Worlds, in a subsector that I created and ran before GDW ever release ADVENTURE 1: KINUNIR. In that first module, we got our first glimpse of what would grow to become the Imperium and eventually the Shattered Imperium. As modules were released, we came to see more of this end of the galaxy, the interstellar states that ruled its stars, and the sentient races that occupied its worlds. A number of the later modules, such as those covering the alien races, and the majority of the library data are very deeply tied into the background that GDW created for their premiere roleplaying game.

The Workshop created the Imperium for many reasons. One of those reasons is that most referees do not have the great amounts of spare time needed to create and detail a universe. With the Imperium, the background is created, and the referee can concentrate on the details of the adventure at hand. Another reason for the Imperium is the provision of a common ground against which adventures and modules could be set. This allows these materials to be of more use once the main adventure is finished. Nevertheless, this background was somewhat static, and, for many, lacked opportunity for the high flying adventures that role-players seem to crave. Then MEGATRAVELLER came along.

MEGATRAVELLER represents a major overhaul of TRAVELLER rules, but there was also a change in background. It would have been a great waste to scrap ten years of work just for a rules revision, but it was possible to greatly increase adventure opportunities with a small change in background, i.e. the assassination of the Emperor, and the subsequent struggle for power.

MEGATRAVELLER is then strongly tied to its background, but it still contains the BASICS that were found in the original set, although in an expanded form. In MEGATRAVELLER can be found skills, system creation, and starship creation, but to this has been added vehicle creation, a far larger variety of weapons, and the TASK system. None of these systems are dependent on the background, therefore they can be used without it.

One key to the whole situation is the amount of work that the referee can or is willing to invest in his universe. (Cont. on PAGE 5)



SOLOMANI CROSS BORDER

TERRA/SOL: 150-1117: The Solomani have crossed the Imperial border with three separate fleets. These fleets are advancing toward Terra on three separate lines. Although no declaration of war was received from the Solomani, when news reaches the Core of their action, it is certain that war will be declared on them. The Imperial Solomani Rim Fleet is fighting the invaders in several systems, and the population is assured that the superior Imperial fleets will rout the invaders.

MYSTERY SHIP ENTERS SYSTEM

SURT/VEGA: 055-1113: The Surt Navy, Department of System Defense, reports that an unidentified ship entered the Surt system late yesterday. The ship, which was flying without an active transponder, was detected by the system monitoring station in orbit. A system defense boat was dispatched to intercept the vessel, but it entered the gas giant before that could happen. As the boat reacquired the vessel and gave pursuit, it jumped out of system. During its entire stay in system, no transmission of any type were made by the mystery vessel.

PLANET CRACKER MISSING!

JIOGI/AQUARIA: 290-1110: An anonymous source revealed today that a bomb in the gigaton range is missing. This weapon, which is capable of breaking through the crust of a molten core planet, was allegedly brought into Aquarian space by an unspecified corporation. One must wonder if this is a hoax or a foiled FAST plot.

PRINCE URI KILLED!

ARKE/AQUARIA: 265-1110: As the Prince's yacht prepared to leave the Arke system for an unspecified destination, an explosion destroyed the vessel. Rescue vessels arriving on the scene report no evidence of any survivors. Prince Uri, the disfavored Prince of Aquaria, was seen boarding the vessel late last night prior to the vessel's departure and was certainly killed in the explosion. The explosion seems to have originated in the jump drive. As vessels used by Nobility always have the best of maintenance, there is suspicion of foul play, especially as the Prince has remained in Aquarian space contrary to the Emperor's banishment order. The question now is, will the Prince's death increase or quell the controversy that he has been raising lately?

PLANET UNDER SIEGE

BAH/KEFLIN: 160-1112: An Asian fleet from the Thexin Heirate has invaded the system of Bah. The invasion fleet quickly overwhelmed the system's defense boats. This report was made by Jonathan Scope, Captain of the Far Trader FAIRHAVEN, which managed to escape the system. An appeal for military aid has been made to the Coalition of Andoan Worlds, but no reply has been made as yet. Travellers are advised to avoid the system.

TECHRUNNERS CAPTURED

DIPCHICHIRO/TRAILBREAK: 161-1112: Elements of the Lantic Domain Navy today captured a vessel which had made an illegal landing on Dipchichiro. This world, which was a former colony of the Domain, is recovering from the effects of a global nuclear war. The Domain has been assisting in the recovery by aiding the nation of Dipchi, which has been established around the starport and is expanding. To keep the situation stable on the world, and to prevent corporations from exploiting the descendants of the war's survivors, landings are only allowed at the starport.

MARTIAL LAW DECLARED

EARTH: FEBRUARY 1, 2301: The nation of Brazil declared martial law in several of its western provinces today. This action is evidently in response to increased tensions between Brazil and the Inca Republic. Two divisions of Brazilian troops have been mobilized and sent to the region in an effort to forestall any further hostilities. Argentina, an ally of the Inca Republic, has not made a statement concerning recent events.

TRILON HIRING

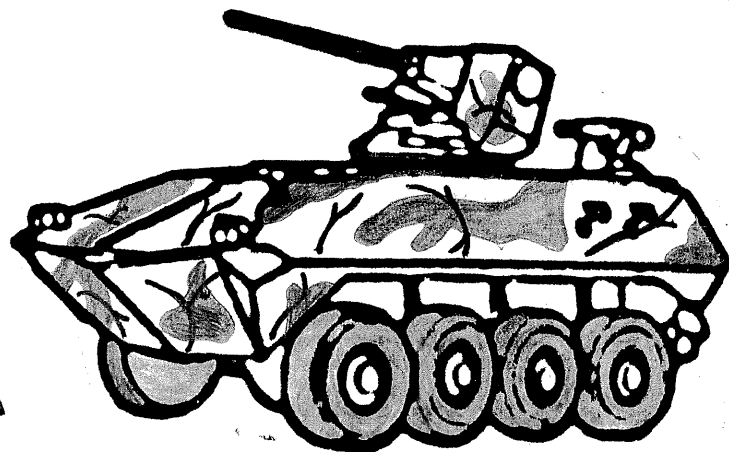
AURORE: FEBRUARY 14, 2301: The Trilon Corporation has been advertising in Port Blackjack recently looking for personnel. They seem to be primarily interested in people with combat skills or with interface piloting. The TRADEWIND, a Trilon Corporation vessel, has been in orbit about Aurore for about a week now and has not unloaded its cargo. Nothing is known about the contents of the cargo, or the reason Trilon is hiring. Trilon is offering very high pay for "a high risk job". Persons interested should contact the Trilon office in Port Blackjack.

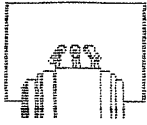
HOGAN 500 ANNOUNCED!

KINGSLAND: MARCH 15, 2301: The colonial government of Kingsland has announced that they are sponsoring the First Annual HOGAN 500. This event is to be a rock buggy race from the city of Hogan across treacherous terrain to the town of Quarry Corner and back, an approximate distance of 500 kilometers. Each entrant must have a team consisting of a driver and assistant. The rock buggy must carry sufficient fuel for the trip, provisions for the crew, and a load of "cargo" massing one metric ton. There is a \$10,000 entry fee with the winning team receiving a prize of \$100,000. There are smaller cash prizes for the next nine places. Interested parties should contact the Ministry of Transportation at Hogan for an application. Corporate sponsorship is welcome and encouraged, although anyone paying the entry fee may race.

RCMP SEEK SUSPECT

DORIS: APRIL 1, 2301: The Royal Canadian Mounted Police are seeking Rafael "Lucky" Du Lac. He is being sought for questioning in connection with a murder committed during the "magnesium flareup". Du Lac may be travelling under the alias of Rodger Lakeland. Anyone seeing Du Lac or knowing his whereabouts should contact the RCMP. Although no reward is currently being offered, if any charges are specified against Du Lac, a reward may be forthcoming.





MEETING REPORT



The March meeting of the Charter Chapter of the Tidewater Traveller Club was held on Monday, February 21. Attending the meeting were the Chapter Representative, Mark Gelinis, Joe Umphress, Josh Scialdone, Mike Griffith, and visiting from the Peninsula Chapter, John Martin. The meeting was opened and the minutes from the February meetings were read.

OLD BUSINESS

A report was made on a letter delivered, and the new address for Ralph Mirabella was obtained.

Events will cause Murphy's Escape to be rescheduled for April.

The next Referee Seminar will be held April 9.

NEW BUSINESS

A MEGATRAVELLER Vehicle Design Seminar has been scheduled for April 23. A 2300AD open game, Murphy's Escape has been scheduled for April 16 in Newport News.

Some potential members were discussed.

Some procedural questions were deferred to the Council Meeting.

COUNCIL MEETING

The March meeting of the Council of the Tidewater Traveller Club was held on March 7, 1988. Present were the Spokesman, the Second, the Treasurer, and the Representative from the Charter Chapter. The Treasurer acted as liaison for the Peninsula Chapter. The meeting was opened and the minutes from the February meeting were read.

OLD BUSINESS

A report was made on the Status of Chapters.

NEW BUSINESS

The TIMES was discussed at length. It was resolved to place a survey in the TIMES. It was resolved that those submitting inserts should cover the cost of reproduction of those inserts, this includes any pages of the VARIANTS beyond the prescribed two. It was resolved that the Club should check into means of getting the TIMES produced for less and offer space for ads.

Means for raising funds were discussed. It was resolved that there will be a charge for GEOCONS that will be used for the Treasury.

It was resolved that the Club would produce the DARK RIVER SECTOR in booklet form to raise funds.

GEOCON VII and SCI-CON 10 were discussed.

The prospects for a Norfolk Chapter was discussed.



ROLL CALL



In this month's roll call is a list of subscribers: those who are receiving the TIMES, but who are not members of the Tidewater Traveller Club. Several of these subscribed as a result of the ad that appeared in the TRAVELLERS' DIGEST. As the DIGEST arrived in the stores near the end of the month, this list may double by next month.

Affeldt, Gary- New London, WI
Atomic Comics- Hampton, VA
Campaign Headquarters- Newport News, VA
Campaign Headquarters- Norfolk, VA
Digest Group Publications- Boise, ID
Edwards, Ed- Norman, OK
Game Designers' Workshop- Bloomington, IL
Johnson, Shawn- Virginia Beach, VA
Marcell, Ron- Virginia Beach, VA
Mikesh, Mike- Landover, MD
Parks, Richard- Virginia Beach, VA
Seeker- Finley, ND

Space, space, the vacuum sea,
The dark, the bright, the ever free,
Without a mark, without a bound,
It runneth, the galaxy's regions round.

Adopted from "The Sea"
Barry Cornwall



BULLETINS AND ANNOUNCEMENTS MAILINGS



Keep letting GDW know what you want for MEGATRAVELLER, 2300 A.D., and TWILIGHT-2000. 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 83708.

MEGATRAVELLER ERRATA

There will be no MEGATRAVELLER errata in the VARIANTS this month for several reasons. First, we have not encountered any errors. Second, Game Designers' Workshop now has available an errata sheet for the game, just send a SASE to GDW and request the sheet. Finally, issue 11 of the TRAVELLERS' DIGEST has some corrections and some suggestions for different ways of doing certain tasks.

ANNIVERSARY ISSUE

The June issue of the TIMES will mark the beginning of Volume two and signify one year of publication. We have come a long way from our four page first issue, and we are still improving (don't forget to send in your survey). The TIMES staff would like to make our First Anniversary Issue special and we would like your help. We would like to see every member of the Tidewater Traveller Club contribute something, such as an article, a review, artwork, insert, or even a quote, for that issue. It may have to be an extra large issue to fit in everyone's contributions.

SEEKER

We have recently heard back from Seeker and now have contributor guidelines and new order forms available for the asking. If you would like a copy of either of these, contact your Chapter Representative who will either have one or get you one.

SERVICEMEMBERS

Ralph Mirabella has graduated from Boot Camp, and is now in "A" school, but he is still in Great Lakes, Illinois. His new address is HR Ralph J. Mirabella, U.S.N., 88110-B, Naval Hospital Corpman School, Great Lakes, IL 60088-5257. I am sure he would like to hear from some of the old group.

DARK RIVER SECTOR

Contrary to what was previously stated in the VARIANTS, this issue will be the last one to contain a subsector of the Dark River Sector. The Council of the Tidewater Traveller Club has decided that the entire sector should be published in a booklet form and sold for a nominal fee. This would serve several purposes. First, it will place in one location the entire sector and keep you from tearing through your back issues of the TIMES for the subsector you need. Second, it will give those who joined the Club after the subsectors began to be published a chance to obtain the whole sector. It will also serve to raise funds for the Club treasury. Finally, it will free some space in the VARIANTS. In order to remain within the bounds of the Letter of Permission received from the workshop, we will not offer this for mass distribution. We would like to have this ready for GEOCON, but that will depend on what other projects are pending. Our first estimate is that the booklet will run in the neighborhood of \$5.00, but this may vary depending on our production costs. To get an idea of how many we should produce, we would like you to let us know if you are interested. Drop us a line in care of the TIMES offices.



MEET THE CHARACTERS



Morgan Defore Paige

EQUIPMENT QUALIFIED ON: Vac Suit, Handgun, Scuba.

SKILLS: Streetwise, Planetology, Chemistry, Prospecting, Admin, Bribery, Demolitions, Trader, Linguistics, Asian, and Survival.

BACKGROUND AND DESCRIPTION: Morgan was born on Xylawar/Tonasea while his parents were in the Tonasean Navy. He attended the Tonasean Imperial University on Raya where he obtained a PhD in Planetology. After graduating, Dr. Paige worked for many years on Lohor/Armor, before joining with the crew of the MACH II BARNACLE. His possessions usually include a variety of planetology equipment and a laser pistol. Morgan is frequently seen wearing a lab coat and is now part of the crew of the PATCHWORK PAUL. Dr. Paige is a character run by Mike Griffith and can be found in the Dark River I campaign.

CAMPAIGN REPORT (Cont.)— the ship exploded. Then, back on the shuttle, they were scurrying through the system trying to avoid other ships that were interested in doing them harm. Finally, they managed to book passage, shuttle and all, on a large merchant vessel known as the FEISTY BITCH. At first appearances, this was a continuous spacegoing party, but upon investigation, it was learned that the party aspect was just a front. Determined to foil the FAST plot, they figured that Alea was the best place to go. They arrived at Alea just an important conference was beginning, and, passing themselves off as news people, they began looking for Mordohn's missing device. They found it at the docks, but the container was damaged and burnt in the ensuing gun battle with the terrorist. The noxious cloud released from the burning container swept over the city, but except for a few of the visiting emissaries, no one was harmed. The emissaries recovered after a short period of illness. The Ghost Fighters, decided that discretion was the better part of saving their hinder parts, rapidly left the system and returned to Jiogi to settle matters there. Will the Fighters get satisfaction from Mordohn's Complaint Department? Will they ever see Jennifer again? Will they ever settle on a name? Stay tuned...

BALCONY BOYS— The group successfully ran the Kafer gauntlet and returned to the Odessa bolthole safely. In the process, they encountered a previously unseen type of Kafer vehicle, which they nicknamed "Lobster Trap" because of its boxy appearance and the cargo netting on the side. They managed to capture one and then take it with them back to the bolthole. Will our mercenaries ever leave Kiyev alive? The Kafers would like to see them gone!

INFIDELS IN IRAN— Referee: Bruce Gelinias— While the group was discussing which direction to take, their conference was disrupted by 3 Hind helicopters. They took cover under a plateau, but one of the Hinds landed and looked for them. Not finding anything, it took off again. The group then continued on into the valley they had found. They encountered some smugglers and learned about a fabulous treasure before they found their way back to base. They were sent back out to disrupt some Soviet business in Esfehan and capture a Soviet General along the way. While accomplishing this, they took some time following the lead to the treasure, found it, but got some radiation sickness in the process. While escaping, they stumbled across the hanger with the Hinds, and commandeered one for their purposes. After a few scary times and some wild flying, they returned once again to their base.

FORWARD OBSERVER (CONT.)— Developing a single subsector to any amount of detail can take considerable time, and developing an entire universe even more so. Yet the referee who wishes to individualize can still take a part of the background without taking the whole. A scout ship will function in the Geonian Universe just as readily as it will in the Imperium. Even alien races can be used with a little work.

Another key is that, regardless of the background, some of the mechanics of the game should function the way that they are described in the game. The primary reason for this is that if you start changing the way systems work, you may end up changing a large body of the rules, and as Mr. Brown pointed out in his editorial, you may be better off finding a game whose systems function in a manner that you would like. If you are willing to work with these two keys, then you can use MEGATRAVELLER for whatever universe you can conceive.

We can conclude then that MEGATRAVELLER can be of value to those who do not wish to use the background of the Shattered Imperium. In several of my campaigns, I use the Dark River Sector, which is rather distant from the Imperium, but still in the same "universe". However, as soon as MEGATRAVELLER was released, I purchased it and started to use the systems from that game. It took very little work for me to switch, but for others it may take more.

BULLETINS AND ANNOUNCEMENTS (Cont): 2300 A.D.

If you use ZD6 to accomplish 2300 A.D. task rolls, the character's characteristic should be divided by 5 and rounded down as opposed to dividing by 4 and rounding up. The factor of 4 was intended for use with a roll of 1010 which does not have as much a range as ZD6. Nevertheless the average 2300 A.D. character will still have a +1DM advantage over an average MEGATRAVELLER character because the average 2300 A.D. characteristic is 10 which would give a DM of 2 while the average MEGATRAVELLER characteristic is 7 producing a DM of 1. Although ZD6 task rolls are not official for 2300 A.D., many referees use it because it works better and has about a 9% less chance of fumble. This modification will be in effect in any future 2300 A.D. game conducted by Mark Gelinias. This modification was discussed with Joe Fugate, Sr. of Digest Group Publications.



QUICK REVIEWS

SMALL ARMS GUIDE

REVIEW BY MARK L. HAYES

This is the third in a series of equipment supplements for TWILIGHT:2000. The SMALL ARMS GUIDE has individual drawings, game statistics, and descriptions for each of its 176 entries. The extensive selection of small arms should satisfy all but the most finicky of small arms enthusiasts. Included are 64 different pistols, 26 submachineguns, 19 assault rifles, 8 battle rifles, 10 sniper rifles, 14 sporting rifles, 14 shotguns, 4 automatic rifles, and 17 machine guns. I found the extensive selection of non-military weapons quite welcome. It allows me to give my civilian NPC's a more motley appearance.

Another addition that was greatly needed is a consolidated fire chart and ammunition listing. Also included is a description of the development of the M16 EZ kit; designed by Milgov and distributed to loyal civilian forces. The kit was developed on order to fill the gap between law enforcement demand for greater firepower and regular M16 production. Another terrific idea included in the supplement is the section on black powder firearms.

Don't look for each weapon to be unique. The game system simply doesn't allow for it. 11 of 19 assault rifles have identical combat statistics. However, the descriptions given for each weapon help to give them a individual flavor. The only thing I found disappointing was the internal artwork. The sketches of the weapons are rather plain and are not up to the same standards as those done by Steve Venters in the vehicles supplements. For an example of excellent sketches of small arms, see the game PHOENIX COMMAND by Leading Edge Games. Even so, the SMALL ARMS GUIDE is well worth the \$7.00 price tag; especially if you run your TWILIGHT:2000 game in the United States. The variety of weapons makes this supplement very useful.

EARLY ADVENTURES

REVIEW BY MARK GELINAS

EARLY ADVENTURES is a module for MEGATRAVELLER. This module contains the first four adventures of the famous foursome whose adventures the readers of THE TRAVELLERS' DIGEST have been able to follow since the first issue. However, the early issues of the DIGEST are out of print and very hard to obtain, so EARLY ADVENTURES presents the material from those early issues. It is, however, more than just a reprint of old material. All of the material has been brought up to MEGATRAVELLER standards.

Included in the module along with the adventures are subsector maps, library data, and two starships, including deck plans, for MEGATRAVELLER. One of the deck plans is for an X-Boat Tender, and the other of a 1,000 ton liner.

There are also character generation tables for characters desiring a career in journalism. One of the characters in EARLY ADVENTURERS is a journalist, and players in this area are learning journalism is more than stuffy reporters listening to Imperial news conferences. Another bonus in these pages is the listing of recording devices which, although mentioned, was excluded from THE IMPERIAL ENCYCLOPEDIA.

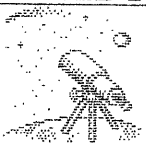
The adventures themselves provide some fascinating entertainment, there is even an encounter with some artifacts. Although the adventures were designed to be used with the four characters included, with a little work they could be used with most any adventuring group.

Overall, EARLY ADVENTURES is an excellent module that makes fascinating reading and can be a welcome addition to anyone's TRAVELLER or MEGATRAVELLER collection.

TRAVELLERS' DIGEST 11

REVIEW BY MARK GELINAS

TRAVELLERS' DIGEST 11 contains another wealth of information for MEGATRAVELLER and 2300 A.D. players and referees. Along with the usual adventure, there is a subsector map and information and library data on the Massila Sector. The second adventure is called Project Blackheart, and presents a novel approach to Naval Warfare. The Medical Digest, Tech Briefs, and Gaming Digest sections provide new insights and ideas for your MEGATRAVELLER game, although many ideas could be applied to 2300 A.D. A new section called the Traveller Arsenal beautifully illustrates TRAVELLER weapons. The two 2300 A.D. articles may not seem like a lot by page count, but the sheer depth and scope of information presented will prove to be a fertile seed bed for the imaginative referee. These writers display a love and zeal for these games that is not always displayed in other publications. There is more in the DIGEST than I have room to write about. I highly recommend it.





COMING EVENTS



MAY '88



REFEREE SEMINAR: APRIL 9-The third of this series of seminars will be held Saturday, April 9th, 7:00 pm at the Spokesman's residence. This seminar will cover the topics: designing a universe and the ground combat systems for MEGATRAVELLER and 2300AD. These seminars are designed for all to learn: experienced referees, new referees, and players.

2300 A.D. OPEN GAME: APRIL 16- Starting at noon, at CHQ Newport News. Pregenerated characters. Scenario: Murphy's Escape. Referee: Mark Gelinis. Players: 8.

APRIL CLUB MEETING: APRIL 18- The April meeting of the Charter Chapter of the Tidewater Traveller Club will be held on Monday, April 18, at 7:00 pm in the back room of CHQ Norfolk.

VEHICLE DESIGN SEMINAR: APRIL 23- Call for starting time. We will design a MEGATRAVELLER vehicle explaining each step. Location Spokesman's residence.

MAY COUNCIL MEETING: MAY 2- The May meeting of the Council of the Tidewater Traveller Club will be held on Monday, May 2, at 7:00 pm at the residence of the Spokesman.

ALL CHAPTERS' MEETING: JULY 18- July is the month of the meeting during which all Chapters are invited. The main purpose of this meeting is to elect Club Officials for the next year. All Members should make an effort to attend.

GEOCON VII: SUMMER '88- Summer is rapidly approaching, and with it comes GEOCON VII, the time to start planning is now. We will be setting a date for this event soon, so let your Chapter Representative know when you would like this event and what you would like to see done at GEOCON.

SCI-CON 10: NOVEMBER '88- SCI-CON 10 is a distant event, but one the Club should be looking towards. We had the best organized and most consistent gaming events at SCI-CON 9, and I believe we can do it again.

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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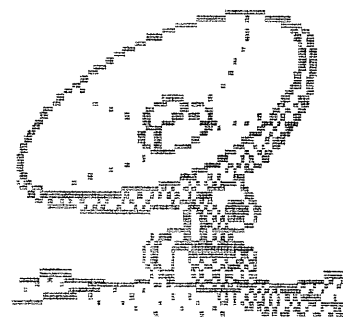
1	2 TTC CNCL MEET	3	4	5	6	7
8 MOM'S DAY	9	10	11	12	13	14
15	16 TTC CHPTR MEET	17	18	19	20	21
22	23	24	25	26	27	28
29	30 MEMRL DAY	31				

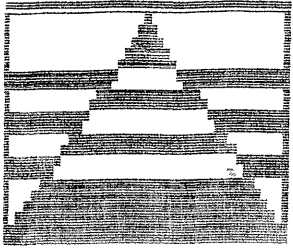
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Tidewater Traveller TIMES

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GEO'S VARIANTS

ISSUE 10

COMMON PETS OF THE DARK RIVER SECTOR THARAVSKA

This flying omnivore hunter originated in the rugged volcanic regions on Brejasu/Natasha. It is believed that at one time this creature had feathers, but years of adaptation have replaced those with the leathery, fleshy tendrils that stem from its wings and legs. Although light boned overall, the tharavska has a sharp chitinous thrasher and an exposed chitinous breastplate. The tharavska uses its talons to hold the kalaka, a mollusk like creature, to its chest and then strikes it with its thrasher. This cuts the shell allowing the tharavska to insert its long hollow tongue into the shell and feed on the creature. When the kalaka is not available, the tharavska feeds on a variety of plantlife or insects. The tharavska has adapted quite well to captivity, preferring to take its food in liquid form from a long necked metal flask.

GRIFFITH'S LIZARD

Griffith's lizard originates in the jungles of Lowara/Keflin. This omnivore/gatherer lives on the jungle floor usually eating the tough nutty fruit of the Pika plant but will eat other things. It is very territorial and quickly attacks any creature threatening its territory. The atmosphere of Lowara has high concentrations of carbon dioxide, but native life compensates for this with large lungs. Griffith's lizard has cartilaginous spines on its back to aid in heat regulation. When domesticated this animal makes a very good watch creature, hissing a warning at anyone who it is not familiar with.

SAND POSSUM

The sand possum is a chaser native to the deserts of Ribelli/Shilleleagh. Its leathery skin serves retains body moisture, while its claws are good for digging its prey out of the sand when they try to escape. Inside the mouth, the sand possum has two rows of inward curving teeth which, along with its flexible jaw, allow it to swallow its prey whole. As a domesticated animal, it displays intelligence and loyalty to its master, but its size its requirement for fresh meat twice a week makes it a difficult pet to own on a starship.

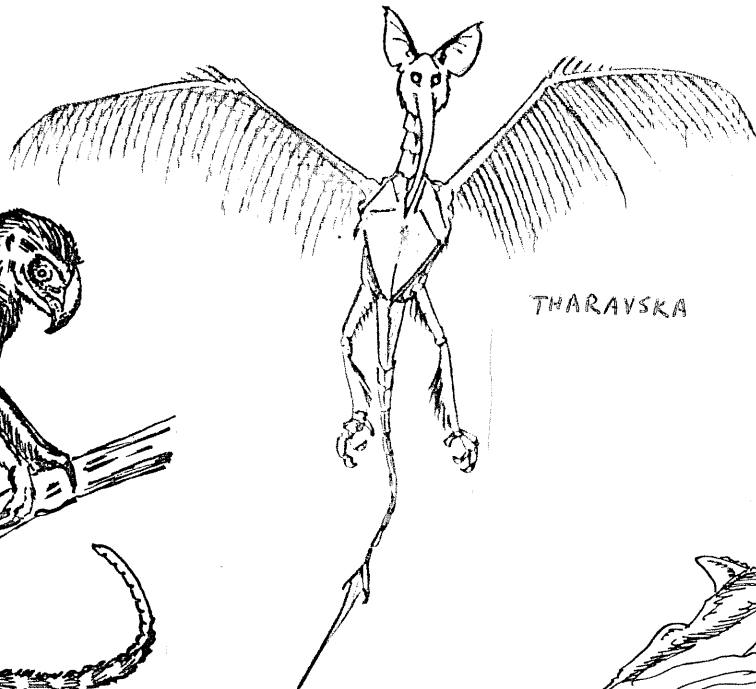
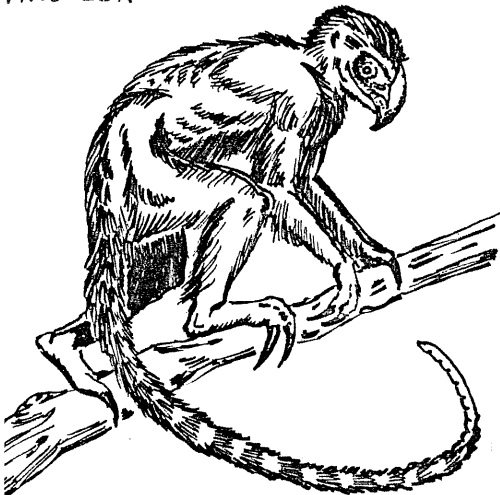
TREE WHISTLER

The tree whistler should not be confused with the beaker which it resembles. The tree whistler is not related and is not psionic (although many shady pet stores sell them as beakers). This hunter is native to the forests of Ogi/Trailbreak, but is an endangered species there because of pollutants from heavy industry. The tree whistler could be considered a siren because it whistles and imitates the calls of its prey. Humans have trained tree whistlers to whistle human tunes. Their small size and easy care makes them valued pets by spsoers.

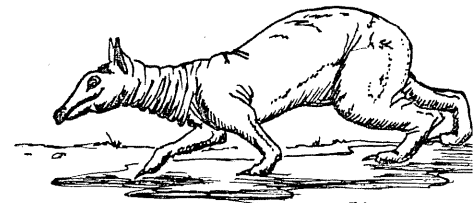
ANIMAL STATS

ANIMAL NAME & TYPE	WEIGHT	HITS	ARMOR	WOUNDS AND WEAPONS
THARAVSKA Hunter	6 Kgs	4/1	None	1 Thrasher A6 F5 S2
GRIFFITH'S LIZARD Gatherer	25 Kgs	5/3	Jack	2 Teeth A3 F9 S1
SAND POSSUM Chaser	50 Kgs	3/1	None	2 Claws A6 F7 S3
TREE WHISTLER Hunter	1Kg	1/0	None	1 Claws A5 F6 S2

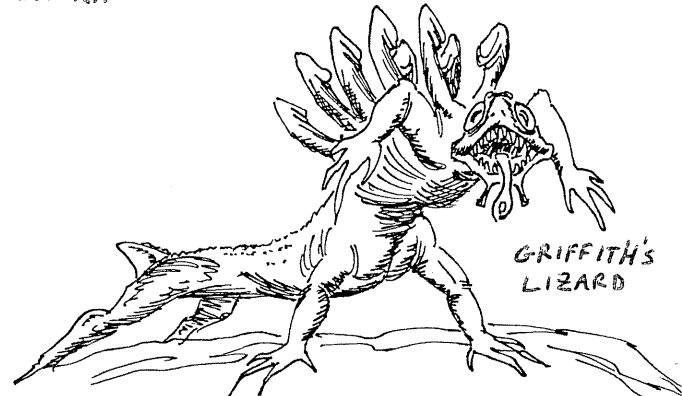
TREE
WHISTLER



THARAVSKA



SAND POSSUM



GRIFFITH'S
LIZARD

TREATY SUBSECTOR

SUBSECTOR MAP GRID

Subsector Name: Treaty



HEX NAME	UPP	AC	B	TRADE	T	G
109 NALKA	C-5568AB-5	BK		MODS	C	G
208 THERE	E-AC5100-5	BK		NI, FL, LO	A	G
303 SOYOZ	C-7998BA-7	IN				
306 PATIWA	E-555674-5	IN	N, S	A, NI		G
405 LIT	B-436221-C	IN		NI, LO		G
505 DAN	C-793100-9	IN		A, NI		G
506 SEAWOLF	X-797500-0	IN		NI, VA		G
510 FAWELLA	B-554451-9	IN		A, NI		G
603 WASABI	B-200468-C	IN		NI, VA		G
604 ESO	E-676510-4	IN		A, NI		G
609 ARKIZE	D-313889-8	IN		NA, IC		G
610 FORTED	E-556987-8	IN		HI		G
701 OWEPO	C-674444-5	IN		NI		G
702 KOZE0	A-553434-8	IN	N	NI, P		G
705 GADIFESS	E-55579C-1	IN		A		G
709 SATEDA	B-79658A-9	IN		A, NI		G
710 SONO	C-100567-A	IN	S	NI, VA		G
802 SAUSA	C-555130-4	IN		NI, LO		G
803 CABOMI	E-79868A-1	IN		A, NI		G
807 AHOTI	C-9C3321-7	IN	S	NI, FL, LO		G
810 BEMATIO	C-200735-8	IN	S	NA, VA		G

Treaty Subsector is subsector N of the 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; its highest population is 5 billion at Forted. Fawella has a race of low tech sentient beings known in their language as Ponasil. Allegiance Key: BK- Brotherhood of Karl; IN- Independent World.

Computer Graphics by John Martin.

- • • LIMIT OF BROTHERHOOD EXPANSION
- LIMIT OF TOWASEAN EXPANSION
- NEUTRAL ZONE IN BETWEEN

