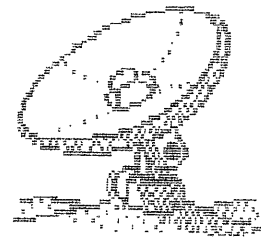


Tidewater Traveller TIMES



READERS RESPOND! SURVEY RESULTS LISTED!

SURVEY

The following are the averages from all survey forms received to date the final results will be printed in the Anniversary Issue.

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ACKNOWLEDGMENTS

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TIDEWATER TRAVELLER TIMES

The Tidewater Traveller TIMES is the official newsletter of the Tidewater Traveller Club. The Club is dedicated to the playing and promotion of TRAVELLER, MEGATRAVELLER, 2300 A.D., and TWILIGHT-2000. 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" Gelinus
 Proofreader.....Kate Leberz Gelinus
 Submissions.....Mark Hayes, John Martin, Mike Mikesh
 Artwork.....Kate Leberz Gelinus, Mark Gelinus, Mike Griffith
 Offices.....1302 Riverfront Ct. Suite 302, Virginia Beach, VA 23451
 Phone.....(804)428-4636

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EVENT HORIZON CURRENT AND FUTURE RELEASES

FROM THE WORKSHOP: CHALLENGE 32 should be in the stores by time you read this. Right after that, the fourth book in the MEGATRAVELLER series will be released: THE REBELLION SOURCEBOOK. This book will contain a wealth of information to help referees run adventures in the SHATTERED IMPERIUM, and help players understand what is happening around their characters. The fifth book in the series: REFEREE'S COMPANION, is still scheduled for sometime in fall.

The first week in June should see the release of KAIFER SOURCEBOOK. This 2300 A.D. module will give vast amounts of data on the Kaifers, their equipment, and the area which they influence.

It should allow referees a chance to get away from the "thud gun/horse pistol" routine. Of course this may upset some players who like predictability in their games. The second edition of TRAVELLER-2300, now being called 2300 A.D., is scheduled for release about mid June. There is no indication yet as to what the Workshop is preparing for ORIGINS, but CHALLENGE 33 may well be ready by that time. There may be some MEGATRAVELLER or 2300 A.D. modules in the works, but I think that we will mostly see new modules for TWILIGHT-2000.

FROM DIGEST GROUP: The next issue of the TRAVELLER'S DIGEST will be a little late also, but number 13 should be right on schedule. Nevertheless, each issue is worth the wait, and will be reviewed in the 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, and describing animals. Although we have not heard, it will possibly include plants as well. This is a much needed area for TRAVELLER referees and players as it will help us break free from Terracentricity (i.e. describing animals by relating them to Terran animals). No date for release has been given yet, but we will keep you informed as we learn of such. 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 this issue of the TIMES.

OTHER NEWS: The word is out that there is a new "APPROVED FOR USE WITH TRAVELLER" group. They are called WREKT Enterprises, and will start their line with three products. The first is an adventure called BLACK FRIDAY, then there is a rules extension called THE PSIONIC HANDBOOK, and finally maps of SPICA SECTOR. I have seen a lot of variants for psionics, but very little that left the game balance intact and/or was approved for TRAVELLER. This supplement could be a useful addition. This report is based on information received from Ed Edwards, and will be updated as we receive additional information.

FORWARD OBSERVER

AN EDITORIAL BY
MARK E. GELINAS

TRAVELLING WITHOUT A PATRON

In this month's column, I will examine some different ways to approach a TRAVELLER campaign.

THE OLD ROUTINE

For many, TRAVELLER campaigns fall into a routine. The characters go to a bar. There they encounter a patron usually with a bar fight in the process. After hearing the patron's offer and accepting it, they go forth and perform the task required usually at great risk to themselves and sometimes breaking a number of laws of the city/world/empire. Having achieved the goal, the survivors return to the patron and receive their reward. Then they go to a bar seeking another patron.

Of course there are some variations on this theme. One variation is the way that they encounter the patron, for example, they may stumble across him in an alley on the way to the bar. There is also the possibility that they will reject the offer of one or more patrons, but eventually there will come the offer they cannot refuse (possibly at gunpoint or in front of a tribunal). The greatest variation comes in the task to be performed, but unless the referee is careful even that can fall into the rescue/recover routine. There are, however, many different ways a referee can break this cycle. We will discuss a few in this article; they should give a referee a start on developing his own methods.

THE OPTIONS

Perhaps the best way to break the "patron as a source of adventure" routine is to have the characters become the source of their own adventures. Using this method, the characters become their own patrons, creating their own tasks, and providing their own rewards. In this case, the reward will usually be something other than monetary; the monetary aspect would have to be covered by the task or by some other arrangement.

Another method that works quite well is having a government or agency be the source of adventure, usually by having the characters in their employ. The employer provides the task to be performed and any rewards upon completion of the task. In many ways, this is like a patron, but the characters do not have to seek the patron. With this method, the referee should give overall direction but leave interpretation and resolution of the task to the characters.

A third method is the pursuit of a goal. While similar in many aspects of the first method, the goal method tends to be long term while the first method is more episodic in nature. The goal can be chosen by the characters or referee, and in some cases may not even be known by the characters at the beginning of the campaign. This is similar in many aspects to both the pull and enigma of the basics of TRAVELLER. With this method, patrons could be used as a means of moving toward the goal.

These are just three options for adventuring. They may be used separately or combined in various ways. They could also be used as a source for new ideas to break the old routine. No matter how they are used, if used, they will present certain advantages and disadvantages.

AN OBJECTIVE LOOK

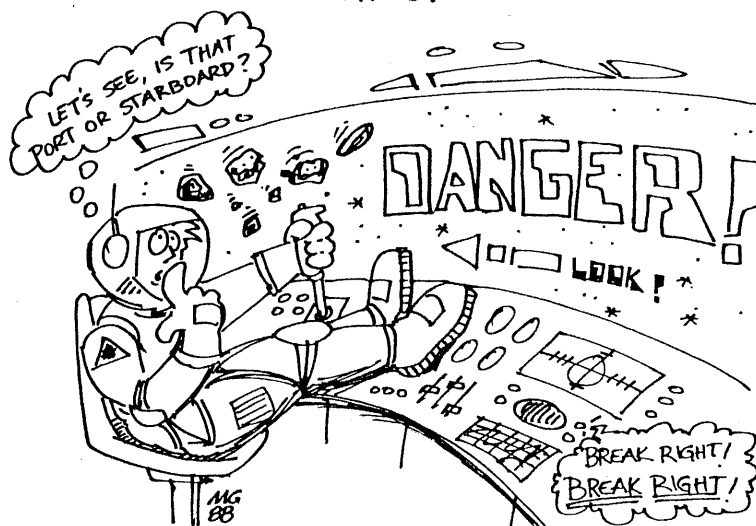
On the advantage side of the whole situation is the fact that varying your approach to the source of adventure can be more fun. It can also be less of a routine, drudgery, or rut which is all too easy for a referee to get into, especially if his players like a certain "formula" for their adventures. It can also provide the basis for a wide variety of adventuring.

On the opposite side, such an approach may require a referee to be more spontaneous than he was before as characters will have a larger variety of choices to select from, and may not select any that he offers. It also requires a larger base of background work so that a session does not have to end should spontaneity lead in "unexpected" directions.

CONCLUSION

In my experience as a referee, the patron has never been a major driving source for adventures. I will occasionally use a patron to offer diversion, distraction, or assistance to the characters, but the characters frequently decline the offers of the patrons. The method that I most frequently use, and have found to be very satisfactory, is the one in which the characters are their own source of adventure. In these monetary gain is not often a reward that they seek, so it becomes a secondary consideration. I have used each of the other methods described and have had successful campaigns. These methods will work and are recommended as a different approach to your TRAVELLER campaigns.

SPACER SAM SEZ: SPACERS SHOULD REMEMBER GROUNDEN TERMS!



BACKFIT GAME SYSTEM CONVERSIONS



While MEGATRAVELLER is the current set of rules for TRAVELLER, many referees and players are still operating with the previous TRAVELLER rules. The Workshop, however, when producing new material for TRAVELLER will be producing it according to MEGATRAVELLER standards. This will tend to produce an increasing gap of available material for those operating with previous sets. This column is intended to provide a means of converting from one system to the other.

CHARACTERS (PART I) MEGATRAVELLER TO TRAVELLER

Characters in MEGATRAVELLER are remarkably similar to TRAVELLER characters. The basic stats are the same as are the majority of skills. One difference is that a character from the basic MEGATRAVELLER generation system will look very much like a character from one of the advanced TRAVELLER systems, but this should pose no problem to the referee. There are some new and unique skills that we will address in future instalments, as well as some different treatment of skills. Perhaps the largest difference between MEGATRAVELLER characters and TRAVELLER characters is that MEGATRAVELLER characters are given statistics for a homeworld. Listed below are the general MEGATRAVELLER homeworld stats and how they translate into TRAVELLER.

STARPORT: Starport descriptions (A-X) are identical to those in TRAVELLER.

WORLD SIZE: Asteroid: UPP Code 0; Small: UPP Codes 1-4; Medium: UPP Codes 5-7; Large: UPP Codes 8-A.

ATMOSPHERE: Vacuum: UPP Codes 0-3; Thin: UPP Codes 4-5; Standard: UPP Codes 6-7; Dense: UPP Codes 8-9; Exotic: UPP Codes A-F.

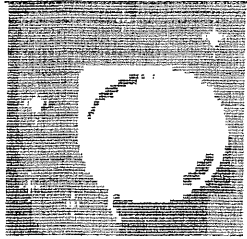
HYDROGRAPHICS: Desert: UPP Code 0; Dry World: UPP Codes 1-3; Wet World: UPP Codes 4-9; Water World: UPP Code A.

POPULATION: Low: UPP Codes 0-3; Mod: UPP Codes 4-8; High: UPP Codes 9-A.

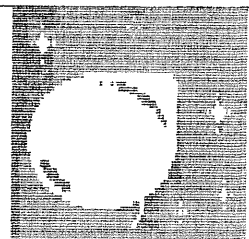
LAW LEVEL: No Law: UPP Code 0; Low Law: UPP Codes 1-3; Mod Law: UPP Codes 4-7; High Law: UPP Codes 8-9; Extreme Law: UPP Codes A-L.

TECH LEVEL: Pre-Industrial: UPP Codes 0-3; Industrial: UPP Codes 4-5; Pre-Stellar: UPP Codes 6-8; Early Stellar: UPP Codes 9-B; Average Stellar: UPP Codes C-D; High Stellar: UPP Codes E-G; Extreme Stellar: UPP Codes H-L.

With this information in hand, a TRAVELLER referee can find a homeworld for any MEGATRAVELLER character who may enter his universe. Of course it is not always necessary to find a homeworld, because such a world may be beyond the borders of the area with which the referee is working. In MEGATRAVELLER, the characters homeworld may place certain restrictions on what type of service he may enter, and it can also confer certain zero level skills to the character. As the character would probably already be created before entering a TRAVELLER game, this would not be a matter of concern for the TRAVELLER referee.



X-LINK



NEWS AND INFORMATION FROM THE CHARTER CHAPTER



CAMPAIGN REPORT



NOTE: In order to prepare for the upcoming campaign, some campaigns I currently run will be placed in an inactive status and some will be brought to a conclusion. Campaigns marked with an asterisk (*) are those I would like to bring to a conclusion or a good stopping point.

TRAVELLER

BLAST FROM THE PAST- Referee: Kelly Goldsberry: After three crew members were treated for radiation exposure, they left the system. The characters then found out some information about the young lady. She said that her name is Mary Ann and that she had a wealthy brother on New Colchis. After some discussion, the crew decided that the ship, the Lost Cord, would return Mary to New Colchis. Their next destination was Gateway, where Thorbar was able to get an artificial hand. Just before the Cord left that starport, Arthur, the ship's computer, detected some strange activity around the ship. Some extensive checks revealed a number of miniature tracking beacons attached to the hull. The crew removed as many as they could find, then left for Jim's World, where they could find a long range transport. While they were heading to jump point, a missile attack destroyed turrets. En route to Jim's World the crew learns that Mary's full name is Princess Mary Ann Darkstar, whose brother is Lord Trin Darkstar of New Colchis. On Jim's World, they took a break from the tedium of starflight by making some purchases and enjoying a meal at a high class restaurant.

After leaving this system, the Cord was able to obtain passage on a very large cargo transport. These transports are able to transverse the large reef in the Reef Sector with refueling stations along the way. After three weeks, the transport released the Cord outside the New Colchis system.

GHOST FIGHTERS- Referee: Kate Lebherz Gelinaz: On the way to Jiggi, the Colonel got off at Aquaria, still in pursuit of his retirement goals which were evidently in contrast with the goals of the Ghost Fighters. Back at Jiggi, the characters are joined by the characters that were left behind, and by "Buzz" Nile, whose skills seem to fit the group's line of work. The Mordohn Corporation just did not understand the problems that the Fighters had with their former employees, but do want their shuttle back. The Fighters also learn that a device of enormous megatonnage is missing and was on that shuttle. Determined to clear their good name and recover the device, the Fighters embark on a desperate chase across the Empire. Their only lead is the starship FEISTY BITCH which was last known to have the shuttle.

MEGATRAVELLER

*DARK RIVER I- Referee: Mark Gelinaz: No gaming this month.

*STAR OF EPSILON INDI- Referee: Mark Gelinaz: No gaming this month.

*FAST TIMES- Referee: Mark Gelinaz: No gaming this month.

2300 A.D.

*BALCONY BOYS- Referee: Mark Gelinaz: No gaming this month. This campaign will probably be placed in an inactive status until one of the vital players returns to the area. This will allow me to concentrate on other 2300 A.D. ventures. However, if there is a sufficient amount of interest shown, I will continue this campaign without interruption.

(Continued on Page 5)



GNS



SOLOMANI TAKE EMBER

PROMETHEUS/SOL: 158-1117: Elements of the imperial Solomani Rim Fleet arrived in the Prometheus system today to defend against the Solomani advance on Terra. Unconfirmed reports indicate that the Rim Fleet was badly mauled by the Solomani fleet advancing through the Arcturus subsector. While severely damaged ships were placed into repair facilities, those that were less damaged positioned themselves to defend the system. The shattered remains of this fleet may be all that stand between the Solomani and their former capital of Terra. In a related event, many Solomani sympathizers have refused to report to work at shipyards repairing Imperial vessels.

PRINCE URI MOURNED AT THE CAPITAL

AQUARIA/AQUARIA: 280-1110: Although no body has been recovered after the starship accident which destroyed Prince Uri's yacht and apparently took his life, the Emperor has declared a state of mourning throughout the Empire. Some view this as an attempt by the Emperor to appease supporters of the disfavored Prince, whom the Emperor had banished from the realm. There are those that claim that the Prince is still alive, but opponents of that theory point out that if he were alive the Prince would make an appearance to that effect. A memorial ceremony for the Prince will be held after a one month period of mourning.

THE MOTHER RECOVERS

AQUARIA/AQUARIA: 285-1110: During this month of mourning, there is one bright note: the Mother-of-Us-All has recovered from Her recent bout with illness. After a period of convalescence, she will resume full duties as head of the religion.

FAST ACTIVITY DIMINISHES

AQUARIA/AQUARIA: 300-1110: The information branch of the Aquarian Ministry of Investigation reported today that there has been a significant drop in terrorist activity in the past 30 days. There is no apparent cause for this decrease although some attribute it to increased enforcement efforts. Others are concerned that it may be just the calm before the storm in that FAST (Frontier Army for Separate Territories) may be marshalling its forces for an all out assault. Citizens should not be concerned because any sizable activity would be detected by the AMI.

NO RELIEF FOR BAH IN SIGHT

ANDOPEO/KEFLIN: 169-1112: A liaison for the Coalition Navy stated today that the Coalition would not be sending any fleet elements to relieve the siege of Bah. Citing problems with Saison rebels, the liaison indicated that it would be foolish for the Coalition Navy to move against the Thexin fleet which has the advantage of prepared positions.



NEWSLINE:
2300



BEANSTALK OPERATIONS SUSPENDED!

BETA CANUM: APRIL 22, 2301: Operations of the beanstalk linking the surface of Beta Canum to its orbital facility was suspended today for an unspecified period of time. Capsules en route to or from orbit will be allowed to complete their trip. No reason has been provided by the French government for the suspension. The loss of this device will mean a loss of revenue.



MEETING REPORT



The monthly business meeting of the Charter Chapter of the Tidewater Traveller Club was held on Monday, April 18, 1988. Present at the meeting were the Chapter Representative, Mark Gelinus, and Josh Sciakdone. The meeting was opened and the Minutes of the March meeting were read.

OLD BUSINESS

A disciplinary matter was deferred until a quorum could be gathered. The date for GEOCON VII was announced and plans discussed.

NEW BUSINESS

It was resolved that beginning with the Anniversary Issue, GEO'S VARIANTS would be included in all copies of the TIMES, not just those of Club Members. It was further resolved that the inserted pages containing Chapter Information would be limited to Club distribution.

After this, the meeting was closed.

COUNCIL MEETING

A meeting of the Council of the Tidewater Traveller Club was held on Monday, April 4, 1988. Present at the meeting were the Spokesman, the Second, the Treasurer, and the Chapter Representative from the Charter Chapter. The Treasurer acted as liaison for the Chapter Representative of the Peninsula Chapter. The meeting was opened and minutes from the March meeting were read.

OLD BUSINESS

The changes to the TIMES were discussed at length. It was resolved that final decisions should wait until the Survey was complete.

The ad in the Travellers' Digest was mentioned as being responsible for a rapid growth in subscriptions.

There was further discussion of fund raisers for the Club. It was resolved that the Council must approve all such actions.

A date was set for GEOCON.

NEW BUSINESS

A question was brought up about placing the TIMES in the Newport News CHQ. It was resolved to wait another month or two to see if there was any response to its presence there.

A question was raised about the division of dues between Central Fund and the Chapters. It was proposed that for the time being an 80/20 split be made and then as new members join or old members renew a larger cut be given to the Chapters. The question was deferred until the Peninsula Liaison could discuss the matter with his Representative.

It was resolved that the Club should find out about the rights to some of the subsector names of the Dark River Sector before publishing that Sector.

It was resolved to place another ad in CHALLENGE magazine.

After this the meeting was closed.



ROLL CALL



This month's ROLL CALL contains the names of several new subscribers to the TIMES. If your name is not listed here, and this is your first issue of the TIMES, we probably received your subscription in time to send you a copy, but not soon enough to get you listed. The purpose of this listing is to let others know where in general other TRAVELLER fans are.

Brand, George R. III- St. Louis, Missouri

Fisher, Ron- Ann Arbor, Michigan

Harrison, Kerry- U.S.S. Yorktown

Lawton, J. Stephen- Cranston, Rhode Island

Plevritis, Peter- Whitestone, New York



MEET THE CHARACTERS



SPACER SAM- UPP: 789777

HOMEWORLD: GENERIC: Starport B, Med World, Standard Atm, Wet World, Med Population, Low Law, Average Stellar.

SKILLS: Computer-0, Handgun-0, Grav Veh-1, Pilot-1, Vaco Suit-1, Electronics-1, Mechanical-1, Carousing-1, Jack of Trades-2.

Possessions: TL 13 Vaco Suit, 7mm Autopistol, Scoutship.

PROTAGONIST OF SPACER SAM CARTOONS. CREATED BY MARK "GEO" GELINUS.



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

Game Designers' Workshop now has available an errata sheet for the game, just send a SASE to GDW and request the sheet.

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.

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.

2300 A.D.

If you use 2D6 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 1D10 which does not have as much a range as 2D6. 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 2D6 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 Gelinus. This modification was discussed with Joe Fugate, Sr. of Digest Group Publications.

NEW FEATURES

As part of our changes, the TIMES will be adding some new features starting with this issue. The first which will be called BACKFIT is intended to provide players and referees who have only TRAVELLER or MEGATRAVELLER to transfer information between the two versions. Other game system conversions may be included later. The other new feature will be called PARALLAX, and will be a semi-regular forum for variants which are interesting but are vastly different from established (i.e. Approved) backgrounds and rules. Readers are encouraged to make submissions, subject to editorial approval. Thirdly, a section containing the complete history of the Brooklyn and Los Angeles Dodger's will be included for use in special scenarios (just kidding).

An Asian would learn more from a Vargr than a Vargr would learn from an Asian.

Akiira Lagash
QUOTES AND PROVERBS

SMALL UNIT TACTICS FOR TWILIGHT:2000

BY MARK HAYES

The world of TWILIGHT:2000 is unique in many ways when compared to other post-apocalyptic role-playing games. Perhaps the most striking difference is that the characters are all well-trained combat veterans. It's therefore, not unusual to find armed combat taking on a far greater degree of importance than in most other RPG's. Very few players have been through Army or Marine basic training. Most have never received any kind of small arms instruction. It's not surprising, then that most players fight their characters as if they were merely civilians armed with military weapons.

In most other RPG's, the combat system is just one of several rules elements that allows players to accomplish objectives. In these games combat, which consists of aiming a weapon at your opponent and rolling dice, is not only enjoyable, but is often a satisfactory means of dealing with opposition. In TWILIGHT:2000, however, this method of fighting can get expensive. Characters in my game who simply stand (or kneel or lie) in one place and fire their weapons round after round usually attract a lot of undesired attention; most of it in the form of 5.45mm automatic weapons fire. It has been suggested to me that games that place a lot of emphasis on combat become boring through a lack of intellectual challenge. Therefore, there is a need to acquaint players and referees with the basics of modern small unit tactics and to integrate this into the game.

Military groups in TWILIGHT:2000 should be more than a motley group of gun-toting GIs. They should be equipped and organized to form a balanced military formation. First, this means that a player may have to sacrifice his favorite weapon (read: the one that does the most damage) for one that improves the group's tactical flexibility. Most characters should not be weighed down by heavy weapons, dozens of grenades, or excessive amounts of ammunition. They must be able to move quickly and unencumbered when necessary. Referees need to enforce encumbrance rules to avoid abuses.

TWILIGHT:2000 players should also organize their characters into a realistic battle formation. Most modern armies break their squads (6-12 men) into two or more fire teams. The most common fire team consists of four men plus a team leader. The fire team concept is very useful for both fire and movement. There must always be two fire teams to a squad until its strength falls below five. Then one team is organized. Each fire team should be roughly balanced in terms of firepower and the types of targets that can be engaged.

One of the foundational concepts of modern tactics is that of the "overwatch". Simply put, this means that, when in contact with the enemy, no element of your unit should move without another element being in position to provide covering fire. The firing element can disrupt the enemy's fire on the maneuvering element, thus providing it with greater security. This is termed "Bounding Overwatch". Although the fire team is ideally suited to this concept, the elements involved can be small as individual soldiers. I suggest that all dismounted personnel work this technique at least in pairs.

Another key concept in tactics is that all movement close to an enemy must be made along the most covered route possible. Such cover includes obstacles such as logs, trees, bushes, ravines, buildings, prepared trenches, and so forth. Above all a character must not become an easy target. This involves having a fine eye for the terrain. It may frustrate some referees to be inundated with requests for detailed terrain descriptions, but such interplay helps develop the situation in everyone's mind and improves tactics.

Next month we will look at how small units can function in the wilderness and how a character's skills can assist him in combat.

CAMPAIGN REPORT (Cont.)

MURPHY'S ESCAPE- Referee: Mark Gelinax: Gathering the wits, women, and waifs, the plucky (or is that lucky) survivors of the initial Kafer onslaught leave Murphyville. Avoiding the radioactive ruins of Miller, they head toward Tanstaafi city, cutting south to escape the expected fallout. Rather than cut across the road system, they head across uncharted wilderness seeking to avoid further encounters with the invaders. On the way they encountered humans who had cast off their veneer of civilization in the face of disaster. On the top of a mountain with a microwave relay station, they learn that not all of the colony has been destroyed but fighting is continuing. Will this group reach the city safely? Will Mrs. T'Ping, who is pregnant, deliver in the wilderness? Can they avoid Kafers? Watch and see!

TWILIGHT:2000

PERILS IN POLAND- Referee: Bruce Gelinax: No gaming.

INFIDELS IN IRAN- Referee: Bruce Gelinax: No gaming.

ROAD TO KRAKOW- Referee: Mark Hayes: When we last saw our adventurers, they had just acquired a Soviet UAZ with a mysterious crate marked "JUNEBUG". Lt. Sagan, with her remaining

horse, "Zeke" Nile, Morris Gruntworth, "Tex", and the rest of the group continued for Krakow, arriving late in the day. After obtaining a "pass" into the city, the characters sought a bar. The bar, run by Americans, had as patrons a variety of suspicious characters. One in particular seemed especially interested in JUNEBUG, and arranged a meeting later that evening. The characters, full of suspicion arrived at the meeting location. A trap confirmed their suspicions. The characters emerged victorious, but a little battered, from the firefight and ensuing chase. Because they inadvertently helped the city militia clear out a nest of KGB, the characters were offered a difficult job, with a helicopter ride to Germany as a reward.

QUICK REVIEWS



ESCAPE

REVIEW BY MARK GELINAS

ESCAPE is an adventure for TRAVELLER. It was written by J. Andrew Keith, contains artwork by William H. Keith, Jr., and is slightly larger than their "Folio Adventures". The adventure is set in Ea subsector of Reaver's Deep sector. This sector lies between Imperial and Aslan space and interaction between humans and Aslan can lead to conflict. In ESCAPE, several humans are captured by an ambitious group of Aslan, and must do as the title indicates or face severe consequences. This adventure available from SEEKER is very well done; a good indication of what smaller companies are capable of doing. The information on Ea subsector helps fill gaps of the Reaver's Deep that was left by the ending of FASA's TRAVELLER coverage and the demise of Gamelords. This sector is a fascinating one, full of adventure possibilities for a variety of gaming styles. This adventure is recommended as an interesting scenario, but could be developed into a campaign with little work.

GAZELLE CLASS CLOSE ESCORT

REVIEW BY MARK GELINAS

Other than the Scout, the Gazelle is probably one of the most familiar ships to many TRAVELLER players. These of 25mm deck plans from SEEKER will allow this starship to be used with that scale miniatures with ease. Although the official TRAVELLER scale is 15mm, there are many referees who prefer to use 25mm figures. Stafford Greene did an excellent job enlarging the deck plans. Yet, he went beyond enlargement in that he richly detailed each deck and room to give a better visual representation of the interior of the ship. The set also contains a smaller version of the plans for the referee to use, and a cut-away side view that gives an idea of what a typical starship passageway might look like. These plans are highly recommended to those who regularly use miniatures or who would like to get a better feel for the inside of this class of warship.

PARALLAX

A DIVERGING POINT OF VIEW

STAR MAPPING MADE EASY

BY MICHAEL R. MIKESH

Got an idea. Ever noticed the similarity between contemporary star charts and TRAVELLER sector maps? How about this as a new TRAVELLER setting:

The universe is small (a few hundred parsecs in circumference) and closed, which means if you keep flying in one direction, you wind up where you started. In fact, a map of the universe is identical to the celestial sphere as viewed from Earth. You've seen star globes with the constellations mapped on them? The same. The star globe replaces your ATLAS OF THE IMPERIUM.

There are a number of conveniences that come from this. The stick figure lines defining each constellation are the x-boat routes for individual empires. And the stars have realistic names, not silly ones like Edwards or Mikesh you see in the ATLAS. If your charts don't have all the names, you can find the rest in STAR NAMES by Richard Hinckley Allen.

And who lives in the Empire of Scorpio? Well you'll have to make that up. But at least you can find their disposition in an astrology book.

Editor's Note: This was written as presented in order to preserve the conversational tone. I wrote to Mike asking about how to measure jump distances with this. I have not yet received a reply, so I will speculate. If his differs, it will appear in a later PARALLAX.

Here are two methods that you could use. One is just establish a linear distance as one parsec (jump) and measure directly on the map you are using remembering that "polar" routes may be shorter, and east meets west. The other is to let one degree as measured from Earth equal one parsec. And what about Earth? As our charts are mapped from Earth, you could make all stars equidistant with a standard distance, or establish distances to certain ones. In either case, the Sol system would be an important crossroad.

COMING EVENTS



MAY CLUB MEETING: MAY 16- The May meeting of the Charter Chapter of the Tidewater Traveller Club will be held on Monday, May 16, at 7:00 pm in the back room of CHQ Norfolk.

REFEREE SEMINAR: MAY 27- The fourth of this series of seminars will be held Friday, May 27th, 7:00 pm at the Spokesman's residence. This seminar will cover the topics: balance of play, the importance of conflict, and detailing a planet for TRAVELLER, MEGATRAVELLER and 2300AD. These seminars are designed for all to learn: experienced referees, new referees, and players.

JUNE COUNCIL MEETING: JUNE 6- The June meeting of the Council of the Tidewater Traveller Club will be held on Monday, June 6, at 7:00 pm at the residence of the Spokesman.

GEOCON VII: JULY 15-17- Summer is rapidly approaching, and with it comes GEOCON VII, the time to start planning is now. Let your Chapter Representative know what you would like to see done at GEOCON. There is talk that an exciting new TRAVELLER campaign will be started. Watch for details on GEOCON in the ANNIVERSARY ISSUE.

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.

ORIGINS '88: AUGUST- This annual gaming event is being combined with GENCON this year and will be held in Wisconsin. ORIGINS is always an exciting event with many new products being released. It is highly recommended for anyone who can attend.

SCI-CON 10: NOVEMBER 11-13- 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.



JUNE '88

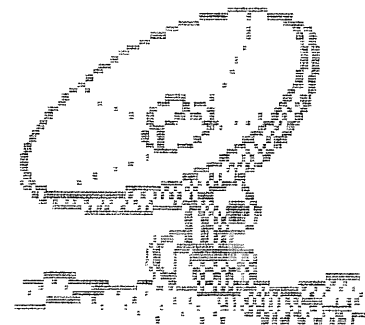


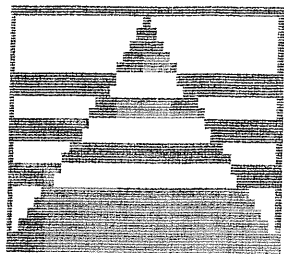
SUN	MON	TUE	WED	THU	FRI	SAT
			1	2	3	4
5	6 TTC CNCL MEET	7	8	9	10	11
12	13	14 FLAG DAY	15	16	17	18
19 DAD'S DAY	20 TTC CLUB MEET	21 FIRST DAY SUMMR	22	23	24	25
26	27	28	29	30		

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GAMING IN THE FUTURE





GEO'S VARIANTS

ISSUE 11

[This vessel was designed at the MEGATRAVELLER Vehicle Design Seminar on Saturday April 23, 1988. Designers were Mark Gelinis, Kate Gelinis, Mark Hayes, Joe Umphress, John Martin, Doug Townsend, Josh Scialdone, and Shawn Johnson. The original parameters were a TL 13, Jump 2, Maneuver 4, Agility 4, 300 Tons Displacement, 25 Tons Displacement Cargo, and 4 Passenger Staterooms. The final design ended up with all parameters except Agility which became 2, and Cargo, which only displaces 10 Tons. The duration of the vessel is for the power plant operating at full capacity, which is needed to provide the agility. The ship can operate on half capacity power but cannot fire lasers and is an Agility 0 (Defense DM=+5). Operating in this manner will extend the duration to 28 days. To bring the power plant up to full capacity, use the vehicle start-up task for a warm fusion power plant.]

EXPLORATORY SCOUT

CRAFT ID: Exploratory Scout, Type SX, TL 13, MCr 271.94815

HULL: 2.7k/6.75k, Disp=300, Config=2SL, Armor=45, Unloaded=5533Tons, Loaded=5810Tons

POWER: 650/1.3k, Fusion=5850Mw, Duration=14/42, Batteries=102MwHours (Emergency Power)

LOCO: 446/892k, Maneuver=4, 122/244, Jump=2, NOE=750kph, Cruise=750kph, Top=1000kph, Agility=2

COMMO: Radio=System, Maser=Far Orbit, Laser=Far Orbit

SENSORS: PassiveEMS=Interplanetary, ActiveEMS=Planetary, Densitometer=High Pen (100 Meter), Neutrino Sensor=100kw, NAS=Med Range, Passive Audio, Magnetic and Environ Sensors, ActObjScan=Rout, ActObjPin=Rout, PasObjScan=Diff, PasObjPin=Diff, PasEngScan=Rout, PasEngPin=Diff

OFF: Missiles=x03, Batt 1, Bear 1, BLaser=x04, Batt 1, Bear 1

DEF: Defensive DM=+7, Sandcaster=x03, Batt 1, Bear 1

CONTROL: Computer=4Fib x 3, Panel-Holodynamic Link x 520, Special=HeadsUpHolo x 5, Holodisplays x 3, Environ=Basic Envvn, Basic LS, Ext LS, Grav Plts, Inertial Comp, A/L x 3

ACCOMM: Crew=9 (Bridge=2, Engnr=2, Gnnry=3, Command=1, Steward=1) Staterooms=6, Bunks=6

OTHER: Cargo=136 kliters, Missile Storage=6 Salvo Shots (20 Missiles), Sand Storage=3 Salvo Shots (10 Canisters), Fuel=1699.5 kliters, Fuel Purification Plant (Processes 600 Kliters in 12 Hours), Fuel Scoops, Heavy Robotic Arm, Holo Recorder, ObjSize=Ave, EMLevel=Mod

WEAPON	PEN/ATTN	DMG	AUTO-TARGETS	DANGER-SPACE	SIGNATURE
10MW PULSE LASER	33/3	12	3	0	LOW

The Tide Class Exploratory Scout was developed under contract from the Mohrdon Corporation to use in searching out new markets beyond the boundaries of the Empire. Designed to be reasonably survivable under a variety of conditions, it contains a reasonable mix of weapons for operational flexibility, and a pulse laser for ground defense. It has a fully streamlined configuration which enables it to make planetfall and perform frontier refueling. This is facilitated with a fuel purification plant. Bunks are provided for the junior personnel, but if no passengers are carried, the passengers staterooms are used for crew instead.

HIGH GUARD STATISTICS

SX-32247D1-240000-40003-0 MCR264.45, 300TONS

BATTERIES 1 1 1 CREW=9, TL=13.

BEARING 1 1 1 PASSENGERS=4. LOW=0.

CARGO=10. FUEL=81. EP=21. AGILITY=5. MARINES=0.

DECK DETAILS

DECK A: Avionics and Sensors

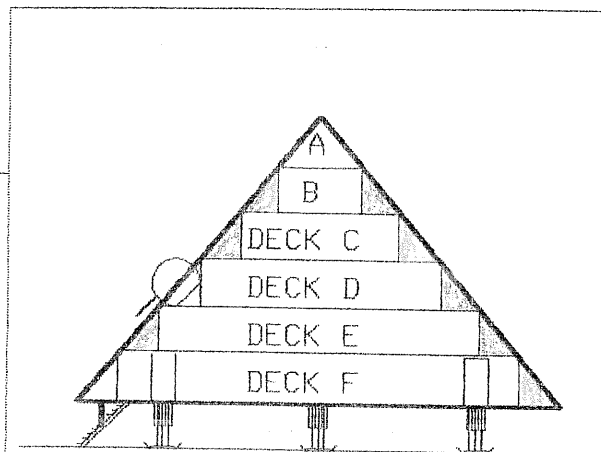
DECK B: Computer CPU

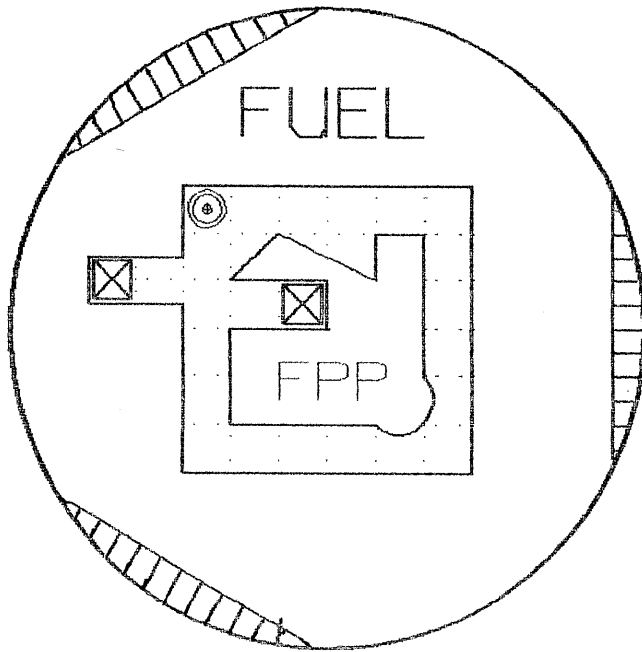
DECK C: 1. Airlock 2. Ships Locker 3. Bridge 4. Fresher
5. Captain's Day Cabin

DECK D: 1. Sick Bay 2. Bunkroom 3. Officers Stateroom
4-7. Passenger Staterooms 8. Captains Stateroom
9. Passenger Lounge 10. Crew Lounge
T1. Beam Laser T2. Missile T3. Sandcaster

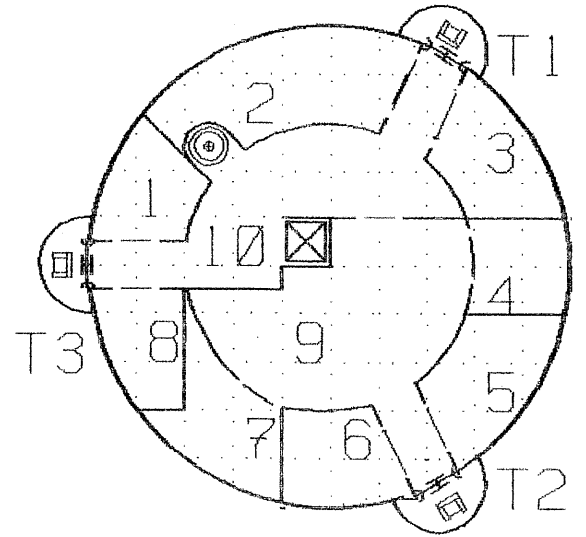
DECK E: Scoops, Fuel, and Purification Plant

DECK F: 1. Main Airlock 2. Eng Airlock 3. Battery Room

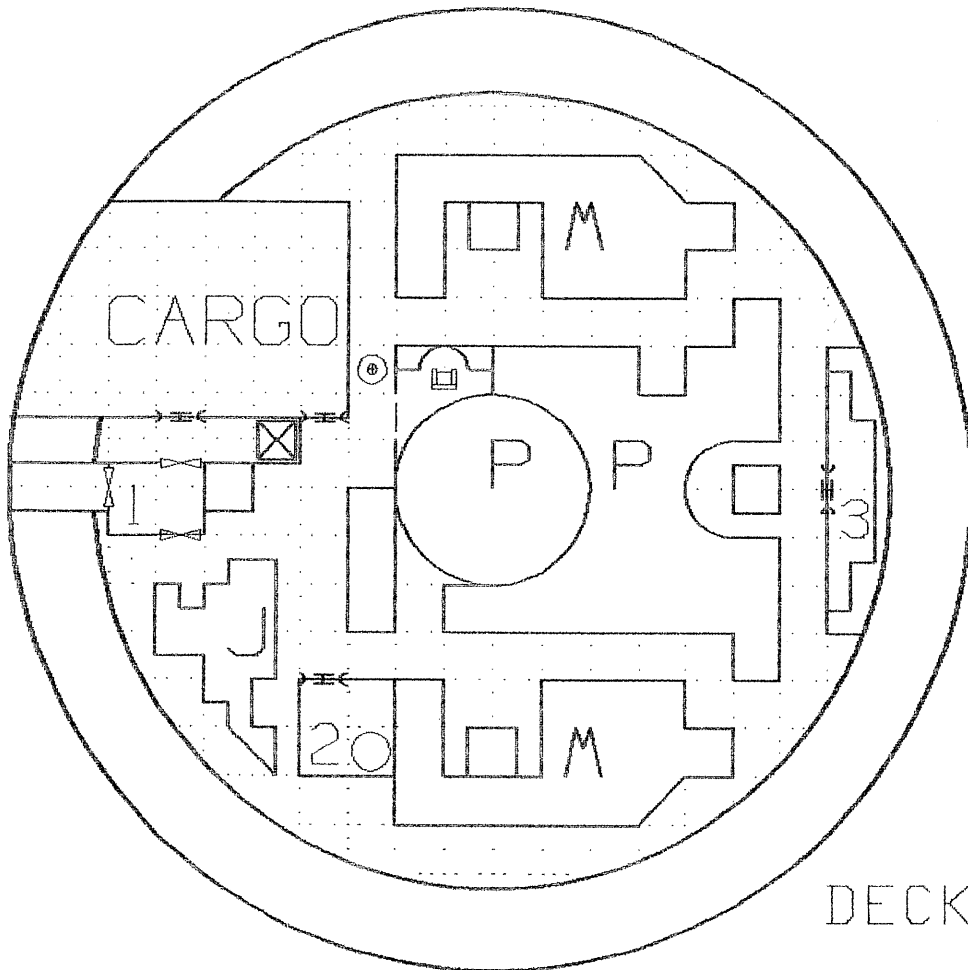




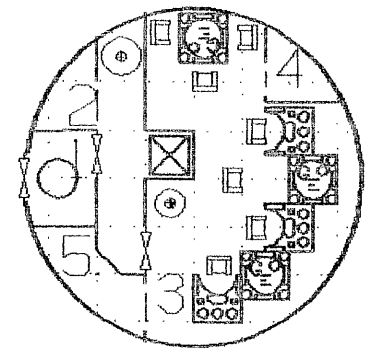
DECK E



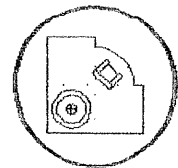
DECK D



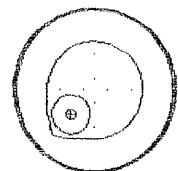
DECK F



DECK C



DECK B



DECK A