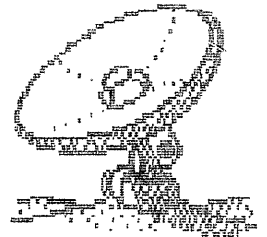
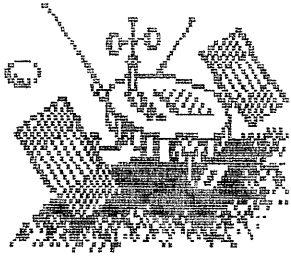


Tidewater Traveller TIMES

HAPPY ANNIVERSARY TIMES!



EVENT HORIZON CURRENT AND FUTURE RELEASES

FROM THE WORKSHOP: FOR MEGATRAVELLER: REBELLION SOURCEBOOK is in the stores now. The next item will be REFEREE'S COMPANION, late in August, possibly for ORIGINS. FOR 2300 A.D.: June- KAIFER SOURCEBOOK and 2300 A.D. SECOND EDITION; July- INVASION and BAYERN; August- 2300 VEHICLE GUIDE, a previously unannounced item possibly containing (we hope) vehicle design rules. FOR TWILIGHT-2000: June- KIDNAPPED; August- THE LAST SUB; September- HOWLING WILDERNESS. GENERAL: July- CHALLENGE 33; September- CHALLENGE 34. Also July will see the publication of the first of a series of boxed science fiction games. From what I can gather the series is titled SPACE-1889, and the first game is titled SKY GALLEONS OF MARS. The Eighteen-Eighty-Nine aspect has me curious, and the possibility exists that this could be pulp science fiction for pure fun, we will have to wait and see.

FROM DIGEST GROUP: The TRAVELLERS' DIGEST 12 will probably be in the stores by mid-June, and TRAVELLER'S DIGEST 13 will be back on schedule with a July 1 release date. 101 VEHICLES has been delayed slightly but should appear by mid to late-July. The STARSHIP OPERATOR'S MANUAL, is scheduled for release August 15, just before ORIGINS. The supplement tentatively titled GRAND EXPLORATION will still be released, but with a different content than previously announced. The Digest Group decided that the title would be more appropriate for the exploration of unknown, uncharted space such as the Zhodani Core Expedition or the Solomani Rim Expedition. Because the new contents need to be created, this project has been pushed back six months. The supplement describing minor races has also been pushed back, and until it is given a working title I will refer to it as GRAND CONTACT (maybe the title will stick).

So now instead of one new supplement in the GRAND series, we will be getting two! It promises to be a fruitful summer.

FROM SEEKER: For order forms, see the Editor, or send a SASE to SEEKER, P.O. Box 337, Finley, ND 58230.

HIWG: (History of the Imperium Working Group): If you are at all interested in what is happening in the Shattered Imperium, and would like to have a say in its future, I highly recommend joining this group. HIWG has significant design credit in REBELLION SOURCEBOOK. Annual membership in HIWG runs \$12.00, but this fee includes a subscription to TIFFANY STAR, the official newsletter of HIWG. Send for your membership to Ed Edwards, 1410 E. Boyd, Norman, OK 73071. If you would just like to render your opinion about key characters in the unfolding history, contact the TIMES' Editor for a survey sheet.

OTHER NEWS: No new word on the projects of Wrekt Enterprises. There are a number of TRAVELLER related fanzines available for subscription, for more information see the Editor.

ANNIVERSARY ISSUE

Welcome to the first issue of the completely new TIMES. A lot of our old features are still with us, some have been changed to meet your needs, and some have been dropped. First, the calendar is gone, and the space used for material that was on the front page. The Table of Contents includes only those items in the standard TIMES. Coming Events has trimmed a lot of the hype. We are now offering ad space at the following rates Business Card Size (about 1/12 page)- \$.75; 1/8 page- \$1.00; 1/4 page- \$2.00; 1/2 page- \$4.00; and a full page- \$8.00 (all are for one month's publication). GEO'S VARIANTS and other inserts will go to subscribers instead of the Chapter information which is of little use to non-members (members will get the VARIANTS and their Chapter's section). Most of you got both last month. A subscription pays for 6 pages a month, which now includes the VARIANTS, plus postage. Because of postal increases we are actually losing some money with each subscription, which is why we increased the subscription price. Never fear! Current subscribers will continue to get their TIMES at the price agreed. If we could find a less expensive means of producing the TIMES we may expand to eight pages for subscribers, but that will have to worked out. Honorary Members will receive X-LINK, the insert of the Charter Chapter. If you desire the insert from another Chapter you should contact them and make arrangements. This issue also brings a new numbering system. Although it is officially Volume II, Issue 1, it will simply be known as Number 13. One last change, Roll Call will be on a quarterly basis. With the changes made to the TIMES, it is much more useful to all those receiving it, not just to Club Members.



GNS



SOLOMANI AT TERRA'S DOOR

TERRA/SOL: 165-1117: In a suprise move, Solomani forces bypassed the world of Prometheus to enter the Sol system. A brief battle with the Imperial forces ensued, but the Imperials were forced to leave system. With Solomani laying siege to Terra, it won't be long before they reclaim their ancestral capital and homeworld.

EMORY CAPTURED BY INSURGENTS

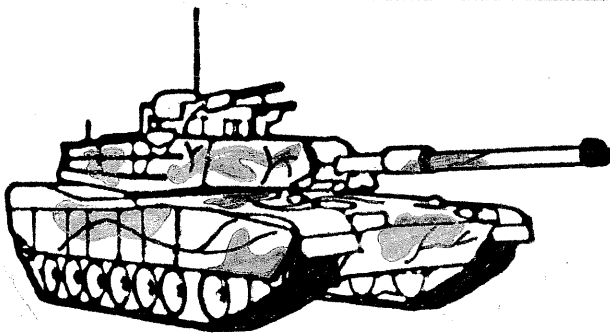
EBAV/TRAILBREAK: 176-1112: The insurgent group, RED WIND, has occupied the city of EMORY some 50 km northwest of the Capital city and starport. As yet, government forces have made no move to dislodge the insurgents from the city, but have set up roadblocks to stop the flow of arms and ammunition into Emory. It is rumored that RED WIND may be preparing an assault on the starport. If captured by the insurgents, the starport would be a major bargaining chip for them. If the insurgents use a captured starport to interdict the Capital, the government may collapse. This world is on the verge of becoming an amber zone.

FAST FACTORY FRIED!

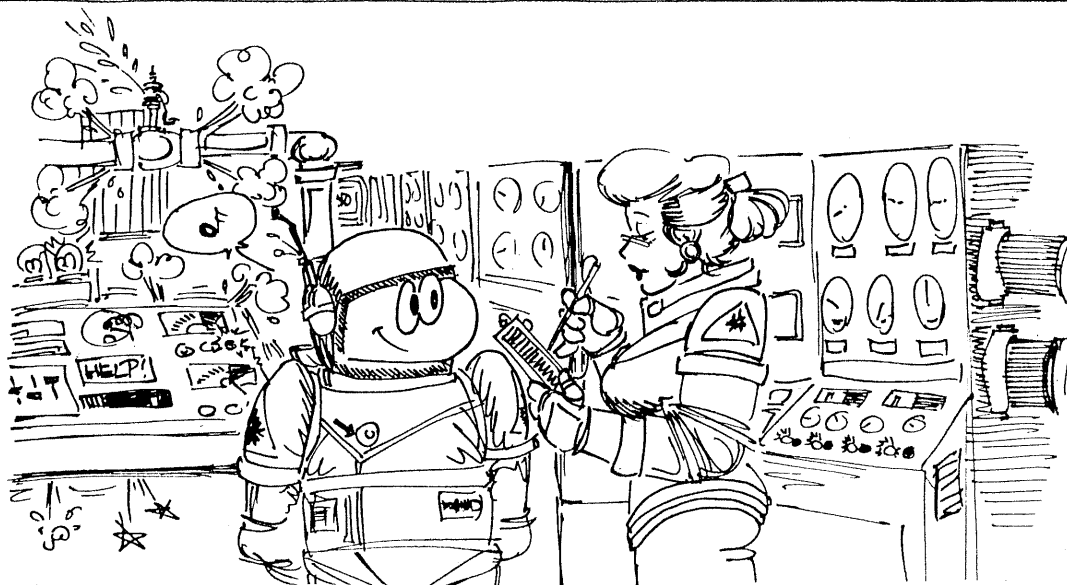
JEROY/CORMORANT'S RIFT: 273-1110: Explosions rocked the west end of the city this morning as fire ripped through a factory near the starport. Investigators discovered remains of a secret factory concealed beneath the destroyed tool factory. The secret factory was evidently used to produce arms for FAST which were then smuggled out to the starport. The site was apparently destroyed during any raid by an unknown mercenary force.

MORHDON CORPORATION INDICTED!

AQUARIA/AQUARIA: 309-1110: The Morhdon Corporation was indicted today by the Aquarian Supreme Tribune for alleged crimes against the Empire. The charges stem from an alleged introduction into Aquarian space of a nuclear (Cont. on Page 3).



**SPACER SAM SEZ:
WATCH YOUR
GAUGES
NOT HER DIALS!**



◊ FORWARD OBSERVER ◊

AN EDITORIAL BY
MARK E. GELINAS

THE BOTTOM LINE IS FUN!

People play RPG's for a variety of reasons. Some play for the combat simulations that they offer, some for the opportunity to play a role that they could not (or would not) in reality, and some for the chance to do things (such as pilot a starship) that we could never do in reality. Regardless of what underlying motive players may have most play because it is fun.

FUN?

But what is fun? The AMERICAN HERITAGE DICTIONARY (SECOND COLLEGE EDITION) defines fun as: a source of enjoyment, amusement or pleasure; or playful and often noisy activity. One thing that should be noted here is that fun does not have to be funny! Certainly amusing things can be fun, but many quite serious situations can be a source of enjoyment for the player, which also fall into the definition of fun. Gaming can be fun for both the players and the referee in a variety of ways. By looking closer at the definition of fun, and defining some of its parameters, we can get a better idea of what fun really is.

First there is enjoyment which is the use or possession of something beneficial or pleasurable. As far as being beneficial is concerned, whole studies can (and probably have) be made on the benefits of role-playing. Rather than embark on a lengthy discussion in that direction let me simply state that one of the benefits of role-playing is that it provides an escape mechanism that does not introduce harmful chemicals into your body and is not very expensive. It is also a good reason for social interaction which is usually beneficial to humans (and moreso to you Vargr out there).

To amuse is to occupy in an agreeable, pleasing or entertaining fashion; or to cause to laugh or smile. Well, entertaining we have just discussed and pleasure comes next (watch your thoughts now), so that leaves the rest. The first part is to occupy: role-playing is one form of recreation that occupies our free time. As far as agreeable is concerned, if the people with whom you are gaming are disagreeable, perhaps you are gaming with the wrong group.

Finally, there is the laughing and smiling bit; yes we can and do have humor in games (Spacer Sam is stark evidence of this). Pleasure is a source of gratification or a diversion. Just as the body can be gratified by a cool drink of lemonade, the mind can be gratified by successfully tackling a puzzle (and there are many puzzles in role-playing) and solving it. Of course this is only one example of mental gratification. The diversion aspect can be related back to the recreation function of RPG's. There are very few who have witnessed a RPG session who will disagree that such is a "playful and often noisy activity".

THE REF'S PART

As a referee, you have an important part in keeping the fun in your games. While some hard core players will play for the sheer gratification of playing, others are less inclined to do so, and seek some reward for their character for good play. This is not to say that you should hand the characters everything they want or let them do anything they want. What you should do is maintain a balance of play, and let the characters have a (Cont. on Page 3)



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. This column is intended to provide a means of converting from one system to the other.

ERRATA

In our last edition of BACKFIT, I described TL II as being EARLY STELLAR, when in fact it should be described as AVE STELLAR.

CHARACTERS (PART II)

MEGATRAVELLER TO TRAVELLER

In the first installment, we examined part of the differences between TRAVELLER and MEGATRAVELLER characters. In this installment, we will look at MEGATRAVELLER skills. I have not included the skills that are found in and/or work the same way as they do in TRAVELLER. Listed here are new skills and/or skills that work differently in MEGATRAVELLER. The TRAVELLER referee may include them in his list of character skills, or relate them to skills currently available. As for the skills that work differently, they are presented here to offer referees options for doing things. Skill definitions are paraphrased from MEGATRAVELLER'S PLAYERS' MANUAL.

ARTISAN- Skill in creating objects or artifacts.

AXE- Skill in using an axe as a weapon.

BLOWGUN- Skill in using a blowgun.

BOLA- Skill in using a bola as a weapon.

BOOMERANG- Skill in using a boomerang as a weapon.

COMPUTER- As in TRAVELLER, but can be used as ROBOT OPS at one level lower.

EARLY FIREARMS- Skill in the use of firearms that use a separate powder and ball rather than a cartridge.

GUARD/HUNTING BEASTS- Skill in controlling, directing, and training beasts used for guard or hunting duties.

GUNNERY- Now broken down into only three groups: SCREENS, TURRET WEAPONS, and SPINAL WEAPONS (which includes bay weapons). The TRAVELLER referee may require further definition.

HANDGUN- Includes skill in BODY PISTOL, REVOLVER, PISTOL, and SNUB PISTOLS. TRAVELLER referees may require further definition.

HEAVY WEAPONS- Includes skill in AUTOCANNON, GRENADE LAUNCHERS, LIGHT ASSAULT GUNS, MACHINE GUNS, and VRF GAUSS GUNS. TRAVELLER referees may require further definition.

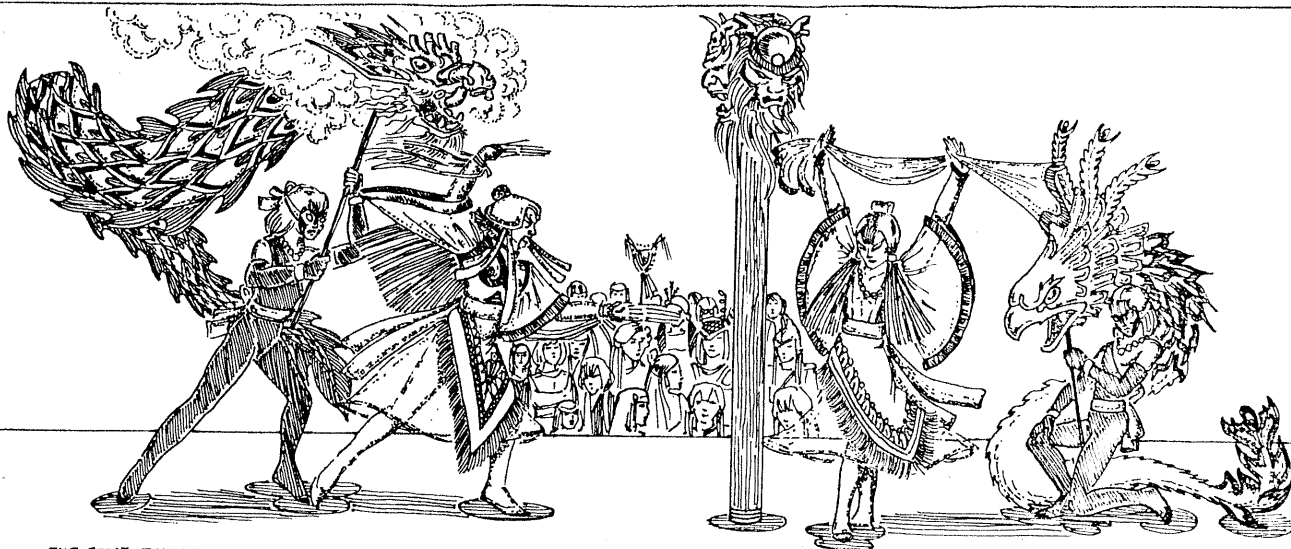
HERDING- Skill in controlling domestic food or draft animals.

HI-G ENVIRON- Skill in working in environments of 2Gs or higher. Includes LASER WEAPONS-O and ENERGY WEAPONS-O.

HISTORY- A broad range of knowledge of history.

INTERVIEW- The skill in conversing with someone on a personal level often allowing the interviewer to draw out information others might not. Preparation is usually required to gain maximum advantage from the interview.

(CONTINUED ON PAGE 3)



THE GREAT BAZAAR OPEN AIR DANCE PLAY OF "HAGAR AND LOBSETH" OTHELLO WITH A TWIST

GNS (CONT.)- weapon in the gigaton range, commonly known as a "planet cracker", and subsequent loss of the device. Sources close to the Tribune reveal that the indictments were brought about after the AIA investigated an anonymous lead into Morhdon activities. Morhdon has yet to reply to the charges and refuses to make comment.

GOVERNMENTS DESTROYED!

TAREHYOR/TONASEA: 192-1112: The cities of Ikas, Capital of Barkar, and Lexam, Capital of Rinkar, were destroyed today by a nuclear exchange. Alert gunners on the Tonasean Naval vessel on observation duty, prevented the disaster from becoming much more widespread by destroying most of the missiles involved in the subsequent exchange. It is not clear at this point which country initiated the exchange, and one or both of the explosions may have been caused by a device planted in the cities. The net effect is that both governments are in chaos, with many factions in each claiming to be the legitimate successor. Because imperial involvement is limited to the prevention of widespread destruction, the Empire cannot interfere with internal affairs of this world. The downturn has been secured by Imperial Marines in order to keep that avenue of commerce open. Because of the nuclear exchange, a temporary ban has been placed on the export of foodstuffs from Tarehyor.

FORWARD OBSERVER (CONT.)- reasonable chance of obtaining whatever goal they seek if it is obtainable. Characters will usually have fun trying to achieve the long-shot and gain great satisfaction from doing so. By their very nature of being PLAYER characters instead of NPC's, characters have an edge to begin with. Remember, characters usually represent the best and the brightest that a universe produces and quite often achieve that which the ordinary person could not otherwise the characters would stay on their homeworlds and flip burgers at McDarrian's.

THE PLAYERS' PART

As a player, you have a responsibility in the fun process as well, specifically in being a good sport. If the referee does not let your character have that megaweapon or invulnerable armor, don't pack up your marbles (or dice) and go home! He is attempting to preserve the balance of play in his game.

If characters become too powerful two things occur. First, the referee finds it difficult to challenge the players, and the game will either evolve into a high-powered game (and a very deadly one at that) or it will become too easy for the characters and their players will become bored. Also, too powerful characters tend to let their weapons do the thinking for them and "role-playing" breaks down into the short interval between fire fights. Either way the game suffers. That is not to say that you should not try for those type of things, a good referee will allow them as needed for a situation, what I am saying is let the referee be the judge of when to distribute such items to the characters. Another player responsibility is to let the referee be the final authority on a matter. I have seen far too much game time arguing with the referee and other players over some minor rule. If you think the referee is wrong, question it, and if he stays with his judgement, accept it for the sake of the game. The time for lengthy discussions is after the game!

THE BOTTOM LINE

As we have mentioned before, people play RPG's for a variety of reasons, but for referee or player usually the bottom line is FUN!

BACKFIT (Cont.)

INTRUSION- The ability to clandestinely obtaining that which belongs to someone else, includes lockpicking, safecracking, etc.

JACK-OF-TRADES- When used with the task system, this represents a resourcefulness allowing a failed task to be retried without making a determination roll (once per level).

LASER WEAPONS- Includes LASER PISTOL and LASER RIFLE.

LINGUISTICS- As in TRAVELLER; gives a language per level.

NAVIGATION- As in TRAVELLER; can be used as SENSOR OPS at one level lower.

NEURAL PISTOL- Skill in the use of this high tech pistol.

NEURAL RIFLE- Skill in the use of this high tech rifle.

PERSUASION- Skill in convincing groups to take a particular course of action.

RECON- As in TRAVELLER; can be used as SENSOR OPS, but at a skill level one only regardless of RECON skill level.

RIFLEMAN- Includes AUTORIFLE, CARBINE, RIFLE, and SHOTGUN.

ROBOT OPS- Skill in directing Robots.

ROBOTICS- Training in designing, building and repairing robots. Can serve as COMPUTER skill at one level lower. Will also serve as ROBOT OPS. Serves as ELECTRONICS, GRAMMATICS, and MECHANICS, all at one level lower when dealing with robots.

SCIENCES- MEGATRAVELLER sciences include BIOLOGY, CHEMISTRY, GENETICS, FORENSICS, MEDICAL, PHYSICS, and ROBOTICS. Others could be added at the referee's discretion. These skills are self-explanatory. The TRAVELLER referee who does not want to use these skills, should allow players to choose other skills.

SENSOR OPS- Skill in using detection and analysis devices.

STEALTH- Skill in covert movement.

TACTICS- In the MEGATRAVELLER combat system, TACTICS becomes a direct DM to any combat related roll. It can only be used once per combat round in this manner.

ZERO-G ENVIRON- Skill in working in zero gravity. This should be converted to ZERO-G COMBAT in TRAVELLER.

With these skill descriptions, the TRAVELLER referee can use MEGATRAVELLER characters with the skills they possess. It is very useful to have some of the weapons categories incorporate a variety of weapons rather than a single weapon. Referees who do not wish to use them in this manner can require the player to select a particular weapon (or weapons if he has a sufficient skill level) from the group of weapons contained in the MEGATRAVELLER skill. It is always the referee's discretion as to what he wants in his game. In the next part, we will examine the process of converting TRAVELLER characters to MEGATRAVELLER characters, which is an easier process, and allows older characters to play in your MEGATRAVELLER campaigns.

Adventure:

How much better life would be without adventure:

-How safe, how peaceful, how boring.

Sgt. Major (Ret.) Morris Gruntworth
OLD FRIENDS AND FAST FOES

SMALL UNIT TACTICS FOR TWILIGHT:2000 PART II BY MARK HAYES

Last month we laid the groundwork for understanding modern small unit tactics. This month we will look at how to incorporate these ideas into the wilderness environment.

At the start of any travel period a referee that is thinking ahead will ask the players, "what type of formation are you marching in?". The fire team, discussed in the last issue, is suited to organized movement as well as to fighting. The way it is used in modern combat is to have the team travel in a wedge formation with the leader at the tip and support weapons at the base points.

When no contact with the enemy is expected, the second team follows the first at about twenty meters. The squad leader travels between the two fire teams. When contact with the enemy is considered possible, "travelling overwatch" is used. Distance between the teams is increased to fifty meters. This allows the second team to deploy into a supporting position without initially being pinned down by fire.

The most important point while traveling (mounted or dismounted) is that contact with the enemy should be made with the smallest element possible so that the rest will be free to react. The referee should reinforce the advantages of this type of formation. If the characters insist on traveling in the ubiquitous single file column, and then run into an enemy using bounding overwatch, the referee can make a pointed demonstration of the inadequacies of their chosen formation. The leading enemy element can draw the characters' attention to their front while the second element envelops one or both the characters' flanks.

The column cannot deploy as quickly and thus should be susceptible to such action. In a recent game I ran, the characters were caught at just this type of disadvantage. Disaster was prevented by a ranger's sharp eye when he spotted the flanking troops just prior to their assault. Even so, the characters lost one killed and two wounded during this action.

Last month we touched on the importance of using covering terrain for movement. When taking up a defensive position, it is crucial that the unit limit the number of covered approaches to its position. Almost invariably dead zones or blind spots will exist in the unit's coverage. These are created by the myriads of folds that exist in almost any piece of terrain, as well as logs, stumps, and other natural features. Proper planning can minimize the detrimental effects of these dead zones. None of them should allow the enemy to infiltrate through the unit's lines. Indirect fire weapons, including mortars and grenade launchers can prove invaluable by sighting them in on such potential hiding places. If the unit intends to spend very much time at their camp, they can use mines and explosives to cover these areas. In general, mines are very useful in covering likely avenues of enemy advance. An abatis can also be made by felling trees across a road or path. Combat engineers can be most useful in this situation and need to be full of such ideas. Normally, machine guns should be positioned to fire across the front of the unit's main position. This is called "grazing fire" and makes use of the maximum firepower over the widest area. It is difficult to represent all these factors (and more) on a map or terrain table, even if you are using miniatures. One useful technique involves more deeply defining the CRM skill. By definition, it is the "the ability to USE small arms". This should be more than the character's ability to hit a target. Real life basic training teaches a recruit how to move with his rifle and how to best utilize it in the surrounding terrain. The quality of a prepared defensive position is determined by making an AVG:(INT+CRM)/2 roll. If the position is set up in a hurry or after the shooting starts, the task becomes DIF. CBE skill should be used, instead, if the position includes trenches, foxholes, bunkers, etc. If one person is directing the placement of the positions, then it is his skill and intelligence that are used. The results of the roll are as follows: Outstanding Success- position has practically no dead zones and excellent killing zones; Success- minimal number of blind spots and dead zones; Failure- multiple blind spots and dead zones; Catastrophic Failure- enemy with any intelligence will be able to approach or even pass through position under cover, own fire zone is extremely limited. Finding a covered approach to a defensive position is based on the success in preparing the position. If the defensive roll was a Catastrophic Failure, the task is ESY:RCN; if a Failure, AVG:RCN; Success, DIF:RCN; Outstanding Success, UDIF:RCN. In order to find how close the approach comes to a position roll on the spotting table one line down from the actual terrain. Moving successfully along a covered approach is AVG:CRM. The degree of success or failure will determine how difficult the moving character is to spot, and how much cover he receives. Next month we will look at urban fighting and include some general tips for referees.

SPACER SAM SEZ: BELWARE OF BARGAIN BASEMENT GRAV BELTS!



GEOCON VII JULY 15-17, 1988

The seventh edition of this semi-annual event will start about noon on Friday, July 15th and run until the evening of Sunday July 17th. We plan to have a lot of gaming and a lot of fun. Early indications are that this may turn out to be the biggest GEOCON yet. Because we are expecting such a large turnout, and we want to run two or more games per period, we will be holding this event at the house of the Club's Second, Joe Umphress. We will provide directions to this location in the next TIMES.

Now, because we are planning on having two gaming sessions per period, we will need more referees than our usual one or two. Also, we would like your inputs for the types of games to be run. If you desire to make an input, contact your Chapter Representative or the Editor ASAP, because the Council will be finalizing the schedule (if such could ever be said to be "final") sometime in mid-June.

There will be a charge for GEOCON. For the entire weekend, the charge will be \$5.00. If you can only make it one day, the one day fee is \$2.00.

Another event at GEOCON will be the sixth in our continuing series of Referee Seminars. Don't let the name "Referee Seminar" keep you from attending these lectures. Players can provide valuable input also, and we refs can learn a thing or two from players' comments. The topics for the sixth seminar will be: Designing a Scenario, The Importance of a Barfight, and Creating NPC's.

Of course, we will be having our usual Midnight Movies (even if they do start at 2:00 a.m. or later). This year we are looking at showing one of our perennial favorites "GALAXINA" and also "SPACEBALLS". Of course these are not hard and fast, and are subject to change if there is enough input from attendees.

There will be some space for those living far away and who wish to spend the nights at GEOCON, but space is somewhat limited, so make your reservation early. Naturally, all attendees will be required to abide by the house rules, for the safety of themselves and others. These will be published in the next TIMES as well.

In all, it looks like it will be a whole lot of fun. We hope that you can make it and join us in the fun.

**QUICK
REVIEWS**

CHALLENGE 32

REVIEW BY JOE UMPHRESS

Challenge #32 is now on the streets and providing more fun for GDW fans. As always, features on MEGATRAVELLER, 2300 A.D., and TWILIGHT-2000 are included. Added bonuses are a wrap up of the AIR SUPERIORITY tournament at the last ORIGINS, and articles on STAR WARS: The Role Playing Game.

The MEGATRAVELLER articles are a pair of adventure situations and a casual encounter along with the Traveller News Service. 2300 A.D. covers the paper work of interstellar travel, the Xiang race, plus a new starship. One bit of confusion, is the Cayuga-class a close escort or a destroyer escort? Or is there a difference? TWILIGHT-2000 broadens its options by outfitting both armor crews and small riverine craft, then reporting on a Canadian arctic unit.

The STAR WARS features appear to be another attempt by GDW to inform us about what else available. This is a practice I can truly support. I even enjoyed the solo adventure provided.

Challenge #32 is well done and worth its cover price. If you don't have it then you are missing out on something here.

REBELLION SOURCEBOOK

REVIEW BY JOE UMPHRESS

The REBELLION SOURCEBOOK is GDW's fourth offering in its MEGATRAVELLER line. The book is not a rules book so much as it is a source of information. Essays include the various factions of the "Rebellion", Imperial naval fleets and depots, army organizations, and even the intelligence agencies involved. Ever wonder where the 97th fleet was located? Check page 26. How about how Margaret gained acceptance in the Moot? That's on pages 48 and 49. There is also an offering of military hardware and an adventure that could be the basis for a campaign within the shattered Imperium.

The illustrations are superb and typos appear to have been held to a minimum. The only major problems I encountered are the missing "Friends and Enemies" table and duplications or omissions on the "Fleet Locations" map.

All in all, the REBELLION SOURCEBOOK is very well done and thought out. If I were to use only one word to describe this book it would be: *Marvelous*. I whole heartedly recommend The REBELLION SOURCEBOOK to all MEGATRAVELLER referees and players alike. Well done to GDW and friends, which include a very active support organization known as HSWG, the History of the Imperium Working Group. More can be read about this group in EVENT HORIZON.

A war, even the most victorious, is a national misfortune.

Helmut Von Moltke
Letter (1880)

PARALLAX
A DIVERGING POINT OF VIEW

A reply from Mike Mikesh: To answer your questions about "STAR MAPPING": 1) I didn't mean for there to be an Earth in this setting; 2) The jump distance between the stars is up to the referee. He can pick the scale, and if need be plot the stars on a dodecahedron projection. To get the constellation patterns to fit best, he'll probably have to use 2 hexes per parsec as was used on the IMPERIUM and DARK NEBULA game boards.

This month: a brief history which forms the distant past and lays the groundwork for the new campaign which will be starting soon.

**History of The
Empire of Sol**

- 0000- Earth invents jump drive (J-1). Year redesignated as Year Zero. Earth begins colonization of nearby stars by doing 2 jump 1's as necessary.
- 0095- Colonial Wars begin: Earth vs Colonies.
- 0099- Colonial Wars end. Empire of Sol established as a result of Colonial Wars. Ruiz the First crowned Emperor.
- 0273- Jump 2 invented and is reserved for military use.
- 0299- Jump 2 passed on to merchant concerns.
- 0455- Vegans first encountered.
- 0497- Jump 3 invented and is reserved for military use.
- 0801- Aslans first encountered.
- 0825- Border Wars begin with the Aslan.
- 0849- Vargr recognized as full citizens of the Empire.
- 0852- End of the Border Wars.
- 0877- Merchant strike results in jump 3 being passed to them.
- 0923- Expansion slows. Beginning of First Trade Wars (1 year).
- 0973- Second Trade Wars begin.
- 0977- Second Trade Wars end.
- 0995- Hivers first encountered; friendly relations established.
- 1000- Empire divided into provinces to facilitate government.
- 1102- The first succession of provinces results in a long series of successions and civil wars.
- 1400- The Empire collapses. Provinces, petty kingdoms, and individual worlds fight for the pieces. Most starships and high technology is destroyed in the process. Ryoko II is the last recognized Empress by the Council of Nobles.

Note on the Vargr: Prior to the invention of the jump drive, Terran canines were genetically manipulated into intelligence. This created race, called Vargr, was used as a source of cheap labor. Since they were considered second class citizens they were employed where robots could not work and humans would not work.



THE CREATOR MIMED TIGER WOLF OF PRATE ON DISPLAY AT THE IMPERIAL NATURAL HISTORY MUSEUM. AT REGIS CENTRE, CAPITAL, PRATE.

COMING EVENTS



REFEREE SEMINAR: JUNE 20-The fifth seminar will be held 7:00 pm at the Spokesman's residence. This seminar will cover the topics: NPC's, Character Backgrounds, and Space Combat.

COUNCIL MEETING: JULY 5- 7:00 pm at the residence of the Spokesman. This is a TUESDAY because of the Holiday.

GEOCON VII: JULY 15-17- Some details this issue.

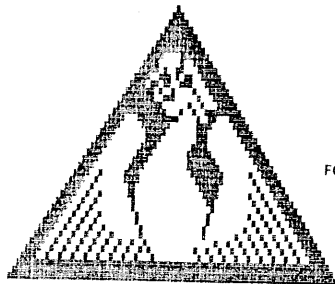
ALL CHAPTERS' MEETING: JULY 18- All Chapters are invited. The purpose is to elect Club Officials.

ORIGINS '88: AUGUST 18-21- Held in Wisconsin.

SCI-CON 10: NOVEMBER 11-13- SCI-CON 10 is an event for which the Club should be planning to run games.

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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 \$3.50 for a six month subscription. 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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CONTENTS

Backfit.....	2
Event Horizon.....	1
Forward Observer.....	2
GEOCON VII Information.....	4
Geo News Service.....	1
GEO'S VARIANTS.....	INSERT
HASSAN'S HINTS.....	INSERT
Parallax.....	5
Quick Reviews.....	4
Small Unit Tactics for TWILIGHT-2000.....	4
Spacer Sam.....	2,4

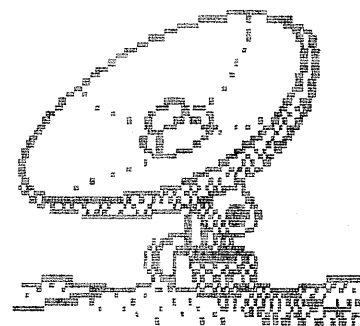
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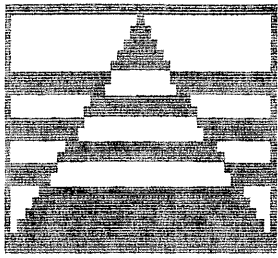
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"AD ASTRA"

Tidewater Traveller TIMES

1302 RIVERFRONT CT. SUITE 302 VIRGINIA BEACH, VA 23451





GEO'S VARIANTS

JUNE '88

This month's VARIANTS brings a variety of items. First, there are several vehicles, two with complete stats, and the third is only in deck plan form, the ship concerned (SFX) having been written up in Issue 8. (Those not having Issue 8 of the VARIANTS, can obtain a copy by sending a SASE in care of the TIMES.) The last page contains two different weapons, one for 2300 A.D., and a rather unusual weapon for MEGATRAVELLER or TRAVELLER. Finally, we have some additional Errata for MEGATRAVELLER, which has probably been covered by the Official Errata, my copy of which I am still awaiting. (If you have obtained a copy from the Workshop, let me know that I may look at yours.) The first vehicle is the result of the second Vehicle Design Seminar which was held Saturday, May 21. Designers are Mark Gelinas, Jo Umphress, Mike Jones, Doug Townsend, and Shawn Johnson. It is unusual for such a vehicle to appear at the given TL, but we did it as an experiment in vehicle design, and printed the results here. This is a special double-sized Issue for the TIMES Anniversary.

MEGATRAVELLER ERRATA

PLAYERS' MANUAL

PAGE 51: SERVICE SKILLS: NCO Skills: the DM for E9 should be +3.

PAGE 76: PERSONAL SLUG THROWERS: the Damage for a Gauss Rifle should be 4 which is what the Damage for a Gauss Pistol is.

REFEREE'S MANUAL

PAGE 70: SENSORS AND ELECTRONICS: EMS Active Arrays: Power usage should be weight in tons x 10.

PAGE 74: WEAPONS: Disintegrator Turrets: It seems that the values for these weapons should start with one weapon producing a factor of 5

Page 77: WEAPONS: High Velocity Autocannon: Suggested Addition:

TL	BORE (CM)	PWR	VOL	WEIGHT	PRICE	SETUP	IND	FIRE RANGE	SIG	ROF
5	2	-	.2	.2	6000	10		V. LONG (2)	H	1500

PAGE 82: ACCOMMODATIONS: Crew Segments: there should be one crew segment per 13500 kiloliters of vessel (not 1350 as printed). This agrees with the sample given.

HOVERTANK

CRAFT ID: Hovertank, TL10, MCr13.36992

HULL: 63/15k, Disp=7, Config=4USL, Armor=47E, Unloaded=245.728Tons, Loaded=246Tons

POWER: 9/18, Fusion=40Mw, Duration=1/3

LOGO: 57/114, AirCushion, NOE=140kph

COMMO: Radio=Far Orbit, Maser=Far Orbit

SENSORS: EM Mask, PassiveEMS= Interplanetary, ActiveEMS=Continental, Headlights x 8

Video Recorder, Passive Audio, Magnetic and Environ Sensors,

ActObjScan=Diff, ActObjPin=Diff, PasEngScan=Form,

OFF: 1 Hardpoint

CONTROL: Computer=1 x 2, Panel=Dynamic Link x 135, Special=HUD x 2

Environ=Basic Env, Basic LS

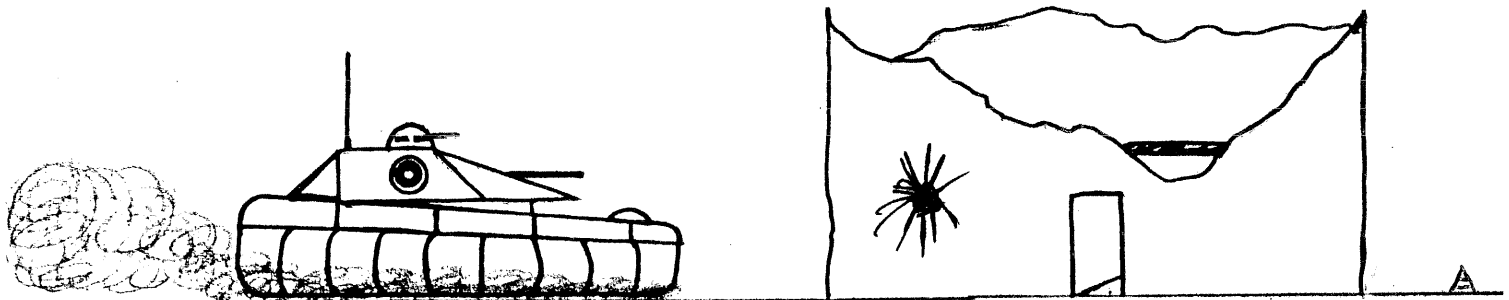
ACCOMM: Crew=3(Commander, Gunner, Driver) 3 x Adequate

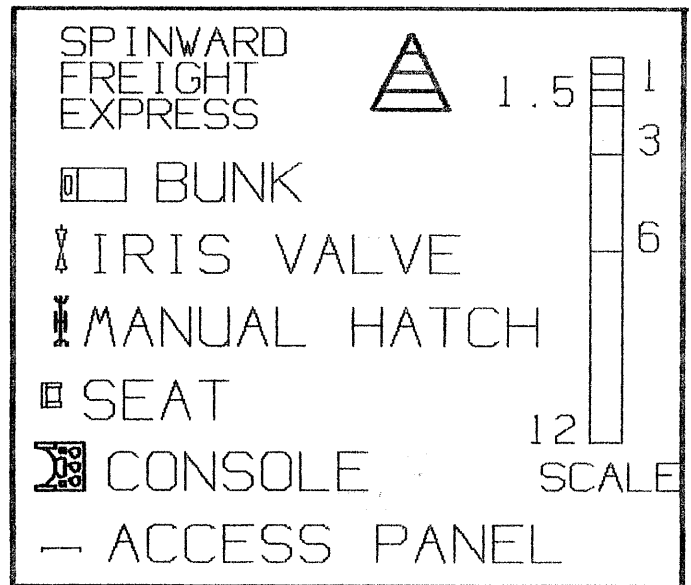
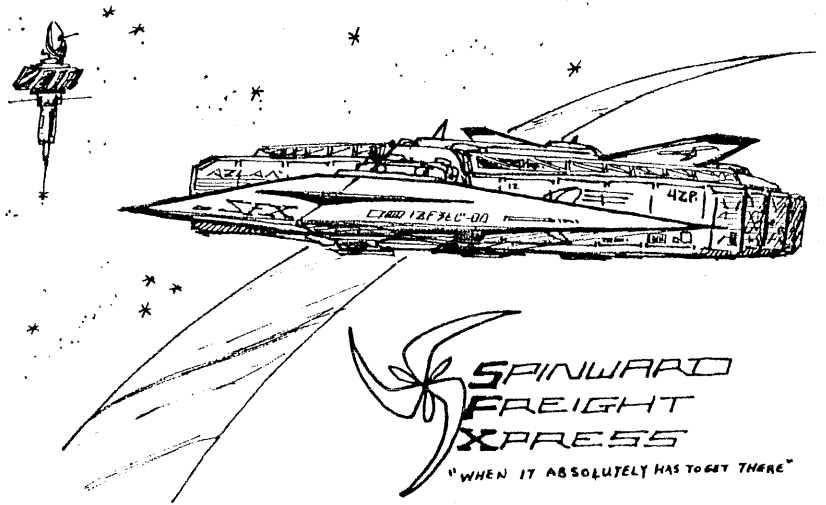
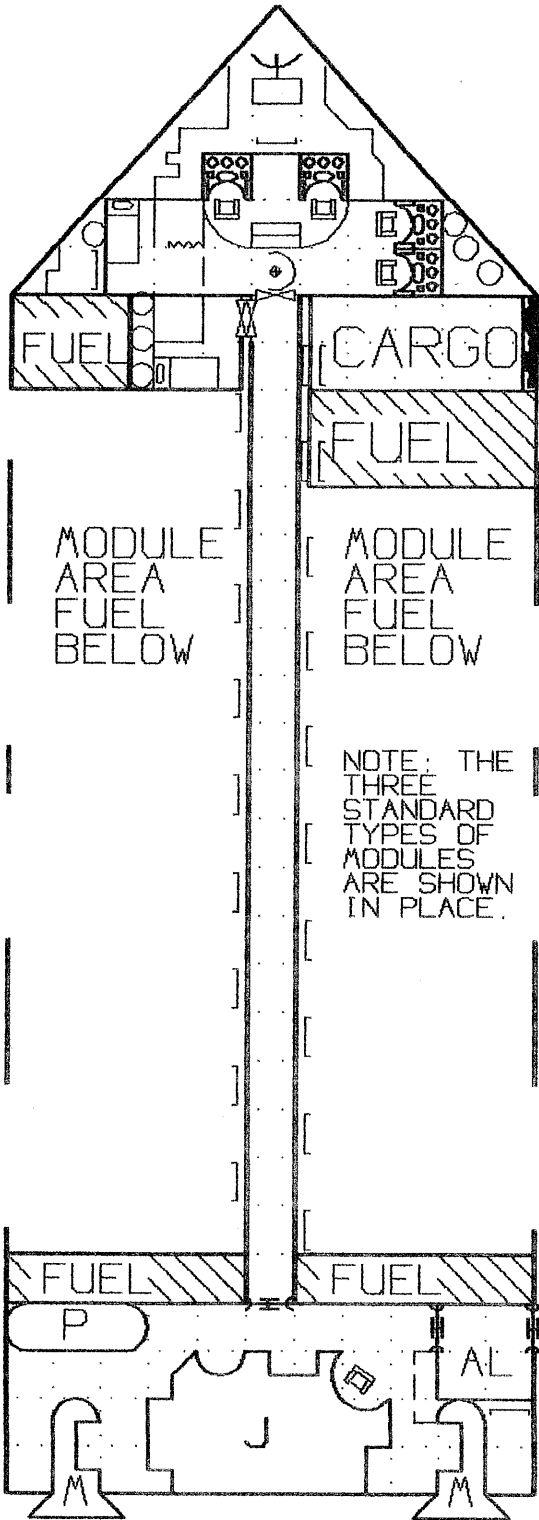
OTHER: Fuel=.728kliters, Point Defense FC for VRF Gauss Gun, ObjSize=Ave, EMLevel=Faint

WEAPON	LOCATION	PEN/ ATTN	DMG	AUTO	DANGER	RANGE	SIG	ROUNDS
--------	----------	-----------	-----	------	--------	-------	-----	--------

PA-10	CUPOLA	44/5	20	2	-	V.LONG	HI	
VRF GAUSS GUN	TURRET	21/4	10	4	-	V.DIST	LOW	30,000

This vehicle is the possible result of a TL 10 planet which either has not discovered or does not largely employ anti-grav vehicles. This vehicle has significant firepower, but due to the limited range of its main weapon, has very limited uses. It tends to be relegated to a point defense role, for which it is well equipped. The VRF Gauss Gun may be fired from the gunner's position or, if the gunner is using the cupola weapon from the commander's position.





EXPLORATORY SUBMARINE

CRAFT ID: Exploratory Submarine, TL 10, MCr15.408622

HULL: 180/450, Disp=20, Config=2SL, Armor=40E, Unloaded=245Tons, Loaded=262Tons

POWER: 7/14, Fusion=40Mw, Duration=30/90, Batteries=12MwHours (Emergency Power)

LOCO: 2/4, Amphibious Propulsion, Cruise=18.45kph, Top=24.6kph

COMMO: Radio=Planetary

SENSORS: EM Mask, PassiveEMS=V. Dist., ActiveEMS=V. Dist., Low Pen Densitometer=Surface Neutrino Sensor=*, Passive Audio, Active Audio, Magnetic and Environ Sensors, Compound Optical Scope, Video Recorder, Headlights x 2

ActObjScan=Diff, ActObjPin=Diff, PasObjScan=Form, PasObjPin=Imp, PasEngScan=Form

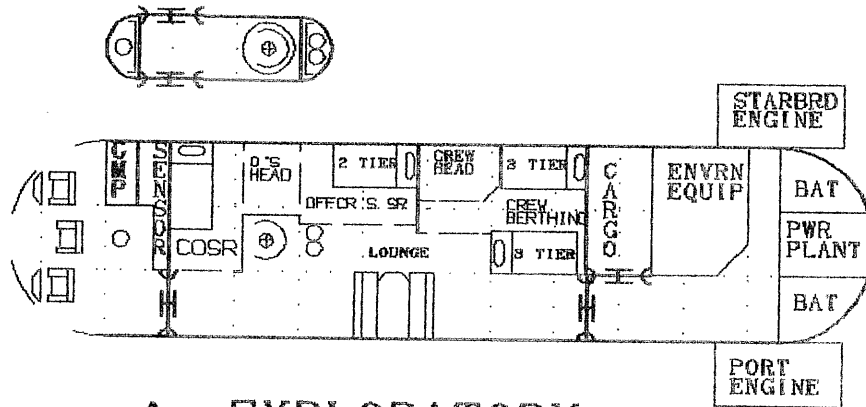
OFF/DEF: 1 Hardpoint

CONTROL: Computer=1 x 2, Panel=Dynamic Link x 86, Special=HeadsUpHolo x 2
Environ=Basic Envvn, Basic LS, Ext LS, A/L x 1

ACCOMM: Crew=3(Commander, Operator, Engineer), Seats=Adequate x 3, Small Staterooms=1, Bunks=8

OTHER: Cargo=15 kliters, Fuel=21.6 kliters, Heavy Robotic Arm, Radio Mast, EMS Mast, Compressed Air Tanks (for blowing ballast tanks), Lead Ballast=35Tons, Ballast Tank Volume=25kliters, ObjSize=Small, EMLevel=None

The TL 10 Exploratory Sub presented here is typical of such vessels, the main variations being size and power plant capacity. With empty ballast tanks, the sub has a volume of 270kliters, sufficient to support its weight. When water is admitted to the ballast tanks, the "volume" of the sub becomes less, and therefore the submarine slips below the surface. Although the crew requirement is only 3 persons, 9 are carried on board to allow a three section watch rotation. Normally the crew includes the Captain, two senior personnel who fill the role of commander, and six junior personnel who fill the positions of operator and engineer. Primary operational control is provided by a pair of pivoting bi-directional electric marine motors mounted on the port and starboard of the after hull. While it would have seemed rational for a vessel operating in an aquatic environment to have a fuel purification plant for effectively unlimited endurance, space and weight constraints on this vessel would not permit it. The EMS Arrays are mounted in the EMS mast, the periscope is available to the commander, and the other sensors are hull mounted. The vessel is divided into watertight compartments to facilitate casualty control in case of fire or flooding.



EXPLORATORY SUBMARINE TL 10

MEDALS, RIBBONS, AND DEVICES

Listed below are some optional medals and ribbons for MEGATRAVELLER military types. Military services use medals and ribbons for reward and recognition of its personnel. The medals and ribbons listed in the expanded generation system could be considered the basic types available. The ones listed here have their counterparts in current military service, and are offered for referees and players who like a little more definition in their characters. Besides, all those medals and ribbons look impressive on a serviceperson's chest.

MEDALS

MEDAL OF HONOR- Awarded for bravery above and beyond even that of SEH. Award the character a MEDAL OF HONOR anytime he exceeds the decoration roll by 8 or better. As it will usually require serious negative DM's on the survival roll to achieve this award, these are usually awarded posthumously.

GOOD CONDUCT MEDAL- Awarded for each four year term of service during which the character was not court-martialed.

RIBBONS

SPACE SERVICE RIBBON- Awarded for any Naval or Marine character with shipboard service.

MARKSMANSHIP RIBBON- Awarded for a skill level of 2 in any weapon; one for each weapon group for which skill level of 2 is held.

SHARPSHOOTER'S RIBBON- Awarded for a skill level of 3 or more for any weapon; one for each weapon group skill level 3+.

OTHER DEVICES

SERVICE STRIPES- One for each four year term completed regardless of court-martial.

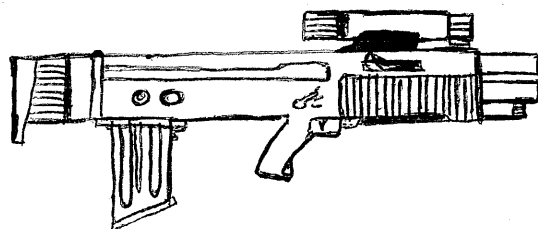
PILOT'S WINGS- Awarded for anyone with skill in AIRCRAFT, SHIP'S BOAT, or PILOT; the shape of the device signifying type of skill.

COMMANDO DEVICE- Awarded for service (not mere cross training) in any commando branch of any service.

BRANCH DEVICE- A device usually worn above or on the left breast pocket signifying the particular branch within the service (such as artillery, cavalry, medical, technical, etc.) in which a character serves. This is usually given to make those in less spectacular branches within a service feel more important (which of course they are).

MAD DOG'S MUNITIONS MAGAZINE

Scott Maddow, Weapons Designer

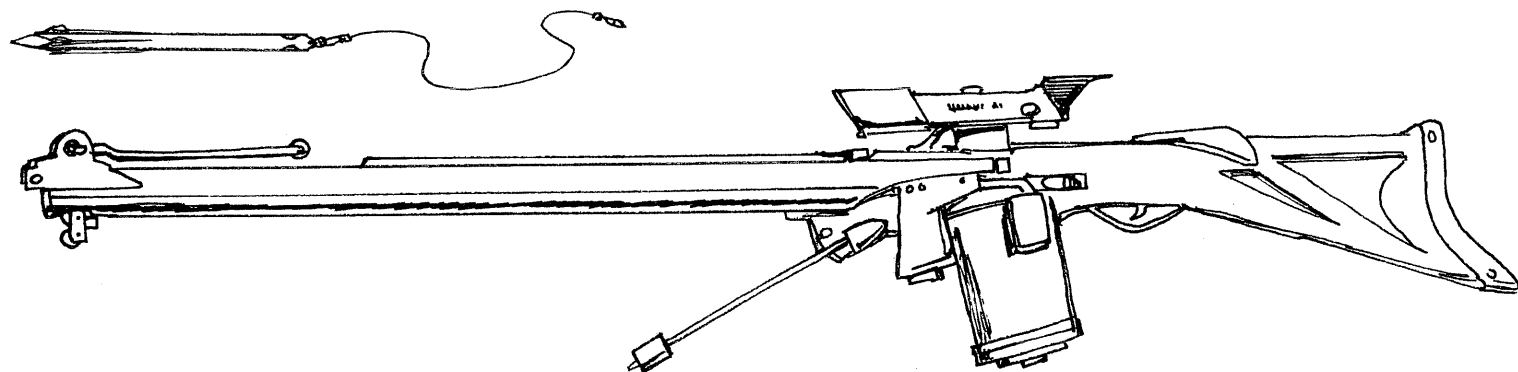


BF-11

TYPE: 7.5mm binary propellant assault rifle/18mm self load shotgun COUNTRY: Brazil
 WEIGHT(EMPTY): 4.5kg LENGTH: 87cm(BULK=3) ACTION: SS or Bursts AMMO: 7.5 X 11mm ball and 18 x 60mm fixed cartridge buckshot MUZZLE VELOCITY: 900/410 mps MAGAZINE: 40 round box/6 round tubular with seperately loaded internal gas bottles MAGAZINE WEIGHT: .3kg/.18kg (RECHARGE BOTTLE WEIGHT: .3kg) ROF: 2/2 AIMED FIRE RANGE: 800/100meters AREA FIRE BURST: 10/3 (AFV=1/.5) AREA FIRE RANGE: 560/80meters DPV: .7/3 (x 10) PRICE: 300Lv (Lv2 for a box of 100Rnds, Lv 1 for recharge bottle).

The BF-11 is a modified version of the BF-1 assault rifle designed to improve the sale of the BF line of weapons. Troops, however, found the weapon too cumbersome to be practical in the field. The over/under design grew popular with many para-military organizations as well as with colonists, therefore the weapon is still available in many locations. Since the beginning of the Kafer War, it has picked up the nickname "Colonial Special".

GEGKO'S EMPORIUM OF UNUSUAL ITEMS



EAKHYASEAR AUFTOKHAURL*

This Heckler and Koch 'RAR' hunting rifle was designed to bring back the "sport" in big game hunting. This Asian influenced hunting rifle is essentially a man-portable shoulder-fired harpoon rifle. It uses a 200 gram propellant rocket-assisted-round (RAR) with a standard 8mm, 18 pitch threaded shaft which accepts many different types of heads. The shaft is connected to the rifle by free spinning hi-tensile strength hardware and approximately 3 meters of braided bonded superdense leader connected to 100 meters of 3000 lb test polylinear monofilament line. This is connected to the rifle's powerful, built-in winch (600 kg pull) which has an adjustable drag setting. The weapon has a range of 50 to 75 meters and a 'muzzle' velocity of approximately 750 mps. Although the weapon has a laser sight, its high signature and low muzzle velocity render this device ineffective. The object is to harpoon the prey and then pull it (or it pulls you) to a close enough range that the individual can kill the creature by hand. This gun is often used as the result of local bar bets, and has been given the nickname "MACHO GUN" by the Solomani.

TL 14; Length 1.2; Volume 4.5; Weight (Unloaded) 6.0kg; Price CR 3000; Ammo Weight 1.5kg; Ammo Price CR 100.

AMMO	RNDS	PEN/ ATTN	DMG	MAX RNG	AUTO TGT	DNG SPC	SIG	RECOIL	DIFFICULTY
HARPOON	1	3/2	1	LNG	-	-	HI	LOW	RIFLE
RAZOR EDGE	1	3/2	2	LNG	-	-	HI	LOW	RIFLE
CO2 PENETRATOR	1	4/2	1	LNG	-	-	HI	LOW	RIFLE
SPRING LOADED GRAPPLE	1	-	-	LNG	-	-	HI	LOW	RIFLE
LINE THROWER	1	-	-	LNG	-	-	HI	LOW	RIFLE

*"Hunter Rifle which makes us like our ancestors". More sensible Aslan call it *KHEALIKE*, "Rifle for oversexed males".

Weapon concept, art, and description by Mike Griffith, game statistics by Mark Gelinas.

HASSAN'S HINTS

A SERVICE TO MEGATRAVELLER AND 2300 PLAYERS WITH MILITARY NEEDS ISSUE 2

A WORD FROM HASSAN

This issue Hassan (after a prolonged absence) brings you some high-tech artillery: a Tech Level 12 self-propelled MRL. Also, Hassan leaves some advice on high-tech mechanized combat for STRIKER. Next issue will feature the role of infantry in the future, and a reconnaissance robot. *HASSAN*

M371 MRL

CRAFT ID: Grav MRL, TL 12, MCr 5.72

HULL: 6.4K/16k, Disp=7.1, Config=4USL, Armor=18F
Unloaded=63.35Tons, Loaded=78.23Tons

POWER: .4k/.8k, Fusion=18Mw, Duration=1/3

LOCO: .14k/.28k, Grav, Top=360kph, Cruise=270kph, NOE=90kph

COMMO: Radio=Continental, Maser=Regional

SENSORS: EMMask, Environ Sensor, EMS Active=Regional, EMS Passive=Continental
ActObjScan=Diff, ActObjPin=Diff, PasObjScan=Form

OFF: 1 Hardpoint, 22cm 12-Tube MRL, Range: Short- 11.5km, Med- 22.5km, Long- 75km,
Rockets weigh 310kg.

DEF: Smoke Discharger=6, Prismatic Aerosols=10

CONTROL: Computer=1/BIS x 2, Panel=Dynamic Link x 24, Special=Heads Up Display x 2,
Environ=Basic Environ, Basic LS

ACCOM: Crew 2 (Operator, Gunner), Accom=Cramped x 2 (Auto-loading MRL)

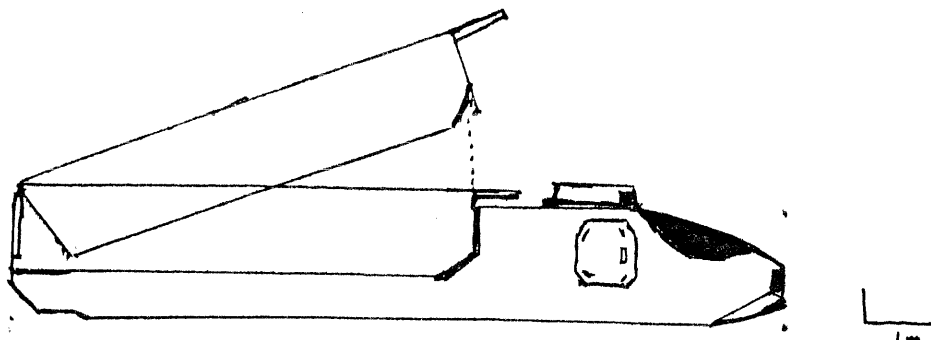
OTHER: Fuel=.72kliters, ObjSize=Small, EMLevel=None, Ammo=12 Extra Rockets

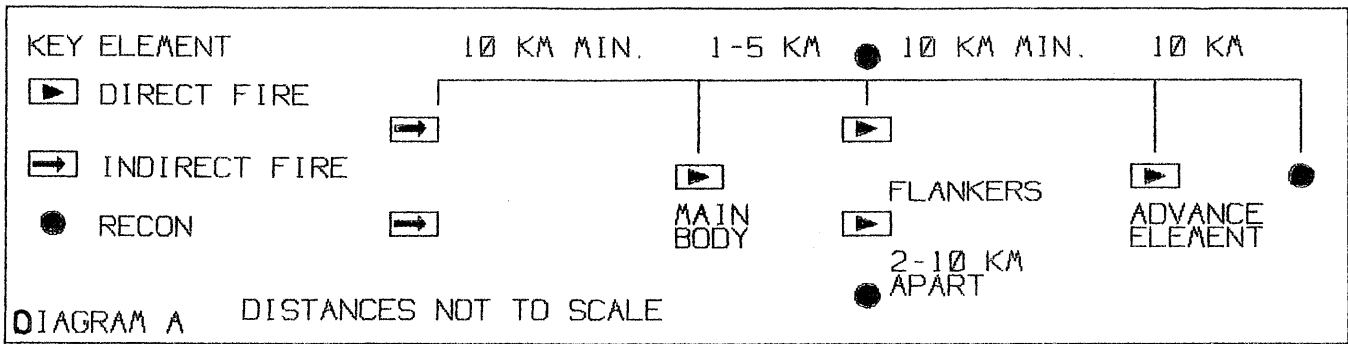
AMMO	RNDS	PEN/ ATTN	DMG	AUTO	DNG	SIG	NOTES	PRICE
				TGTS	SPC			SHORT/MEDIUM/LONG
HE	12	34	30	-	60	Hi	(Frag. Pen.=5)	1240/2480/3720Cr
HEAP	12	55	22	-	-	Hi		1860/3720/5580Cr
CBM	12	21	6	-	240	Hi	(Frag. Pen.=7, Hit Bonus=+8)	3720/7440/11,160Cr
CHEMICAL	12	-	-	-	60	Hi	(Variety of Agents)	2480/4960/7440Cr
MINES	12	*	*	-	-	Hi	(AV Mines=3, AP Mines=9)	4556/5167/5796Cr AV 12,140/12,760/15,380Cr AP

+20 Cr Variable Ballistics *AV Mine=Non-Metallic, Proximity Fuse, HEAP, Pen=47

+200 Cr Laser Guidance *AP Mine=Non-Metallic, Proximity Fuse, Flech, Pen=3, Dng Spc=50, DM=+5

MRL This grav-powered MRL produced at TL 12 features state-of-the-art automation. Requiring a crew of only 2, most of the tasks aboard the vehicle are handled by the Model 1/bis computer and its associated support systems. Of note is the fully automatic loading system which loads palletized rocket pods without any human assistance, thus eliminating the need for a large complement of human or robotic loaders. The extensive communications battery and the computer eliminates the need for an FDC (fire direction center), thus allowing the MRL to operate as a battery of one. A fully integrated EMS array allows the MRL to satisfy counter-battery detection needs on its own. Finally, the vehicle is fully sealed and is equipped with life support. The weapon itself consist of 12 22cm rocket launchers, each capable of firing a rocket to a maximum range of 75 km. It can fire a variety of munitions, including HE, HEAP (to defeat hard targets), CBM (to increase area target effectiveness) a chemical rocket capable of dispersing almost any known chemical agent, and a minefield rocket that carries either anti-vehicular or anti-personnel mines for the deployment of instant minefields. All rockets can be equipped with variable ballistics (to defeat point-defence weapons) and/or terminal laser homing guidance.





THE MEETING ENCOUNTER

This issue's advice covers the meeting encounter for tactical level (company size or smaller) combat for Tech Levels 9-12. This type of engagement is simply where two opposing forces come into contact while both are on the march. Given the high mobility of forces (i.e. grav locomotion) at TL's 9-12, this will probably be the predominant form of battle. To prepare a force to win such an engagement, it is first necessary to organize the force in an optimal way. A few essentials to bear in mind when doing this are: 1) Mobility, 2) Firepower, 3) Communications, and 4) Reconnaissance.

MOBILITY

Mobility is so vital to this type of battle that the force must be centered around this principle. At TL's 9-12 infantry (my opinion) becomes obsolete when matched against anything other than infantry. It has poor mobility (until grav belts), high vulnerability, and poor firepower (the primary weapon that put infantry on an equal footing with other arms at TL's 7-8, the ATGM, was made obsolete with the advent of point-defense weapons). Thus the force should be vehicle based in nature, as fusion power and grav locomotion make even the most heavily armored tanks very mobile. Mobility is essential for offensive purposes, like out maneuvering the enemy to gain a tactical advantage, as well as for defensive purposes. There is a tendency to over exploit the mobility of grav vehicles, but this will be discussed later.

FIREPOWER

Firepower is, of course, also very vital. A force must be equipped with direct fire weapons with enough punch to destroy heavy armor, and these can only be mounted on vehicles. Indirect fire is also a must. At TL's 9-12, artillery remains the "King of Battle" as much as ever. Though point defense weapons have rendered tube artillery largely obsolete, MRL's become the dominant form of battlefield artillery. Remember, an MRL with variable ballistic rockets will QUARTER the number of rounds a point defense weapon can shoot down. This, coupled with the high ROF of such weapons enables the MRL to lay down a devastating volume of fire in a very short time. Such fires at TL's 9-12 retain their ability to cause large materiel loss and strike telling blows on the morale of enemy troops. Another prime use of MRL's is their ability to lay instant mine fields to cover a retreat or to herd the enemy into killing zones. Therefore, the force must have powerful direct and indirect fire assets. At least one SP MRL should be in direct support of a force at all times (note that at higher TL's, increased communication and automation eliminate the need for an FDC, allow a launcher to operate as a battery of one).

COMMUNICATIONS

Communications must be timely and of high quality, as a meeting encounter allows little warning or preparation. The commander must be able to relay quick commands to his elements in order to react effectively to situations. Radios, although they do not require an LOS (line of sight) to operate, are increasingly susceptible to jamming and interception. Lasers and masers are better suited for this job, as their tight-beam nature provides secure, jam-proof communications. Their only drawback is the need for an LOS between sender and receiver, although this can be alleviated by repeater networks, usually in the form of satellites.

RECONNAISSANCE

The need for highly effective reconnaissance is the final point. Blindly stumbling into the enemy can be disastrous, so a force must have effective reconnaissance assets to give advanced warning of the approach of the enemy. Satellites are ideal for this, but control of orbit is not always given, so other types of recon elements are necessary. Such elements would be very small and very mobile and carry powerful sensors (a robot is usually used). It could range out many kilometers ahead of the force and provide a good advance

warning of enemy forces. This advance warning could allow the commander to gain an advantage by maneuvering his forces into better attack positions, and might give the element of surprise to his attack.

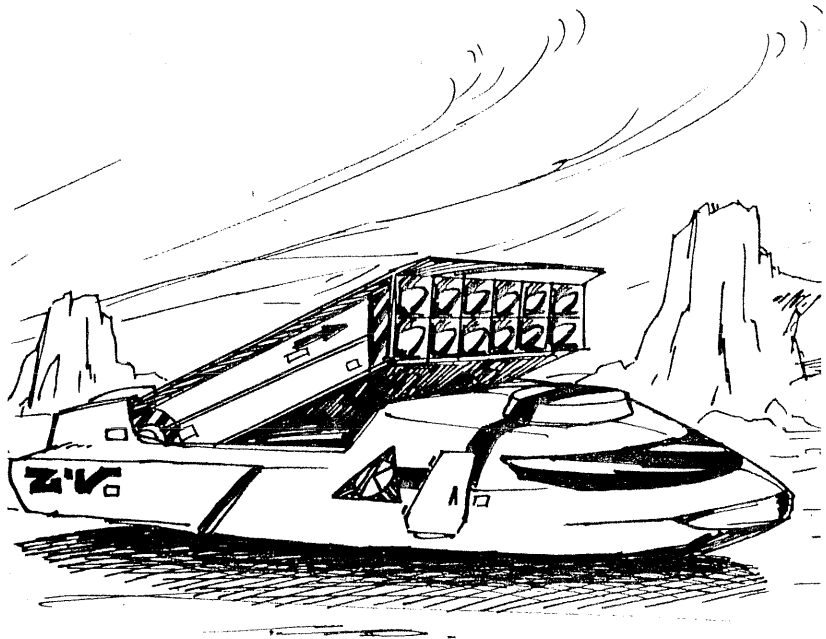
Gathering up these ideas, then, the ideal tactical level striking force would be a sort of combined arms maneuver group which I will call a "mobile task force" (MTF). This force would operate as a single, integrated unit though it is composed of armor, reconnaissance, and artillery elements. The MTF could range a very far distance in a short time, and would have a very large zone of control (ZOC) for a unit its size.

COMPOSITION OF A MTF

5-15 direct fire vehicles, 2-6 recon units, and 1-6 indirect fire vehicles.

MARCH FORMATION

(See Schematic) The formation flies at NOE level- ALWAYS! There is a tendency to fly grav vehicles like aircraft (which they can) but at TL's 9-12, with highly lethal long-range weapons and powerful sensors, a vehicle that pokes itself up over the tree line would be a multi-million credit junk in short order. The only exception to this is the recon unit, which could "pop up" for short periods in order to get a panoramic view. The IF vehicles are well behind the rest of the formation, mainly to keep them from any direct fighting (their tremendous range offsets this distance from the battle). Distances from 1 to 5 kilometers are maintained between the rest of the vehicles, in order to allow the formation to cover as much ground as possible, yet close enough to react to any enemy in an organized way. This also makes it hard for enemy reconnaissance to identify the entire formation. This formation is optimal for reacting to meeting encounters, but exactly how each element attacks after the battle is joined is entirely dependent on the situation and the flexibility of the commander (thus the need for good communications). -HASSAN



X-LINK

CHARTER CHAPTER NEWS & INFORMATION

REPRESENTATIVE: KATE LEBHERZ GELINAS

PHONE: 428-4636



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

GHOST FIGHTERS-Referee: Kate Leberz Gelinaz: No gaming this month.

MEGATRAVELLER

***DARK RIVER I**- Referee: Mark Gelinaz: After recovering from wounds received in the recent firefight, Doc and some of the others go back into startown to try and locate the "priest" and his "priestess". Learning that they escaped by scout ship to Ebav, Doc and Renj convince the Captain to follow, after all it was in the same general direction that they were headed. Due to excellent work by Cheng (Chief ENGINEER), the PAUL actually arrived at Ebav before the scout, but the characters did not realize this fact. Nevertheless, they had other problems, someone on the planet was firing missiles at the PAUL. When they contacted the starport authorities to learn why, they found that it was the insurgents launching from a captured planetary defense site. They managed to land safely and watched a scout land without knowing it held their quarry. As realization hit them, a grav vehicle from the scout dodged past starport defenses to fly toward the insurgent held city of Emory. The crew learned that there was some commerce between the Capital city and Emory, and set about to learn how to get past any checkpoints that may exist. Having done so, they purchased a heavy panel truck, did a "A-Team" armor job on it, and purchased some goods to sell in Emory. Using information that they learned, they managed to infiltrate Emory and are now looking for the stronghold of the agents that they seek.

***STAR OF EPSILON INDI**- Referee: Mark Gelinaz: From Surt, the crew of the STAR OF EPSILON INDI out across Vegan Space until they arrived at Bellerephon. There they obtain information that they need to continue their search. Determining that the "homeworld" of the message was indeed Terra, the only star of the specific spectral class was Meshan, or as it was known to the early Terrans, Epsilon Indi. As they entered the Meshan system, a panel on the artifact that they had recovered started to pulse with light. As they approached the planet, the pulse frequency decreased. Turning around, they flew toward the small gas giant, and the frequency increased. As they entered the atmosphere of the gas giant, the pulse turned into a directional marker. Following the indicator, they descended deeper into the atmosphere than ships normally fly, and came upon a spherical structure floating below the cloud layer. The structure opened a portal, and the STAR willingly flew into it. Within the station advanced pseudobiological robots were able to revive the captive of the cylinder who it seems is now the rightful ruler of the station. The characters have decided to stay for awhile and learn from this marvel of technology.

***FAST TIMES**- Referee: Mark Gelinaz: Vashi and Karen trailed the combat walkers that were used in the recent uprising to Jeroy in the Cormorant's Rift subsector. Their infiltration was rudely interrupted by a nosey bloodvark with his handler. After subduing the handler and keeping his "hoover" happy with Purina "VACC SNACKS", the investigators continued their work. They discovered a factory concealed beneath a mundane tools plant and proceeded

to disrupt the processes. They escaped from there and contacted the AIA (the Aquarian Intelligence Agency). One of the agents contacted Retired General Yvacent, whose daughter had been killed by FAST in retribution for his involvement in an incident on Dog/C's Rift several years earlier. The General swiftly assembled a strike team and with Karen and Vashi returned to the factory and saw to its complete destruction. After this the team was advised to leave Jeroy. As they prepared to leave, they discovered, in the captured material, a plot to assassinate the Emperor. The General sent a High Priority Top Secret Message to his old friend Admiral Elderac just as the RUSTY BUCKET prepared to jump. Just as they arrived at the jump point, however, they were trapped by a abandoned automated station. The station captured them to be company for another human it had captured. This led to much frustration among the characters, but one of the station's keepers had compassion on the original captive, and arranged for escape. As the RUSTY BUCKET left it hit a hyperspace anomaly, apparently created by the station. It dropped the BUCKET many parsecs further than the crew desired to be with the assassination date rapidly approaching.

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.

TWILIGHT:2000

ON THE ROAD TO KRAKOW- Referee: Mark Hayes: After a few days of rest and recruiting, the daring band was airlifted to a site north of the strike area. The plan was to move to the area and strike at night when most of the marauders were out marauding. Well, you know what they say about the best laid schemes.... When an element that was due to move to the south of the stronghold ran into the marauders, a brief firefight ensued. Then twelve more marauders left the stronghold in search of the attackers, and managed to kill Tex. Deciding that the element of surprize was lost, the party dispatched the new contingent, and raced for the stronghold. One group got caught in a minefield, but were able to destroy the heavy weapon that was being prepared to use against them. Access was eventually gained to the stronghold, and a desperate room to room battle ensued. The leader was eventually killed, but not before several others in the party were killed, including Mr. Intell and Jones the Indian. Most of the rest of the party were severely wounded, many from the big game rifle wielded by the mad leader of the marauders. They managed to make it to the pickup point, and back in Krakow, able medical help prevented any more deaths. The group is now looking forward to a quick helicopter ride back to Germany.

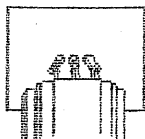
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MEETING REPORT



The monthly meeting of the Charter Chapter was held on Monday, May 16, 1988. Present were Kate Leberz Gelnas, Mark Gelnas, Joe Impress. Visiting from the Peninsula Chapter was John Martin. Also visiting were Shawn Johnson and Mike Jones, both of whom have expressed an interest in Club activities. The meeting was opened and the Minutes were read.

OLD BUSINESS

The one item of old business was deferred until a later date.

NEW BUSINESS

The Club's Memorial Day Picnic was announced.

The Chapter accepted the applications of two new members.

Inputs were made for games and movies at GEOCON VII.

Submission for the Anniversary Issue of the TIMES was discussed.

Discussion was held on the topics of the DARK RIVER SECTOR, HIWG, the possibilities of editorial succession for the TIMES, the new campaign, and upcoming elections. Then the meeting was closed.

COUNCIL MEETING

A meeting was held by the Council of the Club on Monday May 2, 1988. Present were the Spokesman, Second, Treasurer, and the Representative from the Charter Chapter. The Treasurer served as Liaison for the Representative of the Peninsula Chapter. The meeting was opened and the minutes were read.

OLD BUSINESS

A report was made on the status of the Club's bank account.

NEW BUSINESS

The TIMES was reviewed, including survey results and the changes in format.

It was resolved to place Issue 12 in the Newport News CHG.

The status of certain permissions needed to proceed with the DARK RIVER SECTOR was mentioned and being given. A report was made on the submission of an ad to the CHALLENGE.

Several topics were discussed including HIWG, DARK RIVER SECTOR, and a possible FOLIO ADVENTURE.

The date for the May referee seminar was set for May 27.

It was resolved to hold a pot-luck picnic on Monday, May 30th.

The annual Club meeting (All Chapters' Meeting) was discussed.

A second vehicle design seminar was set for May 21.

Admission for GEOCON was set at \$5.00 with a one day admission set at \$2.00. Colored badges will be used to distinguish length of attendance and will be required at events.

The TIMES subscription rate was increased to \$3.50 to compensate for increased Postal Rates.

Ad rates for the TIMES were set.

After this, the meeting was closed.

MEET THE CHARACTERS

KEVIN "DOC" KENDER

EQUIPMENT QUALIFIED ON: Starship Weapons, Gravitics, Hovercraft, Computers, Laser Wpns, Rifles, Blades, and Vacc Suits.

SKILLS: Pilot, Engineering, Medical, Biochemistry, Naval Architecture, and Electronics.

BACKGROUND DESCRIPTION: "Doc" was born on Lam/Tonasea. He joined the Tonasean Scout Service, and quickly became an expert computer programmer/operator. He later took up medicine and excelled in it. Seeing similarities between the human thought processes and computer information processing, he began research into program drugs for humans. He was responsible for the creation of many such drugs, all controlled by the Empire. One, rumored to be used by resort and pleasure facilities is an inhibition modifier. The second was a strong direct program drug used by Tonasean Intelligence and Assassination branches.

Doc was later disbarred from medical practice in the Empire for flagrant unethical behavior (including use of his inhibition modifier which led to the disqualification of seven "MISS DARK RIVER" pageant contestants). Presently onboard the PATCHWORK PAUL, Doc is in search of sufficient wealth to continue private research in both magathics and program drugs. Doc serves many versatile functions, and, due to his lecherous tendencies, never fails to provide the Captain and crew with plenty of excitement.

Kevin "Doc" Kender is a character run by Lawrence Leo, and is currently in the DARK RIVER I campaign, with hypodermic in hand.



NEWSLINE: 2300



U.S. SENDS PEACE ENVOY

EARTH: APRIL 2, 2301: Aaron Breslin, President of the United States, announced today that he would be sending Secretary of State, Robert Jacobson to both Brazil and the Inca Republic. The mission is a visible effort by a neutral nation to ease tensions between these two South American nations. A series of attacks and reprisals have brought these countries to the brink of war. It is hoped that negotiations by the Secretary can bring representatives of both countries to the peace table.

BEANSTALK OPERATIONS RESTORED

BETA CANUM: MAY 1, 2301: After several weeks of suspended operations, the beanstalk opened for business again today. No explanation was forthcoming for the shutdown which certainly has hurt French credibility. There have been numerous reports that during the night capsules were seen moving up and down the length of the beanstalk. Some speculate that it may be a secret movement of war material, but there has not been a significant increase in naval activity above Beta Canum. Several have speculated that the beanstalk was shut down for some non-routine maintenance.

SEARCH ABANDONED

HOCHBADEN, MAY 23, 2301: Military authorities have discontinued the search for a missing scientific expedition. The expedition, which was involved in mapping some of the uncharted regions of Hochbaden, has been missing for two weeks now. The military authorities report that no trace has been found of the expedition, and there is little hope that they will be found.

BULLETINS AND ANNOUNCEMENTS MAILINGS

Let GDW know what you want for MEGATRAVELLER, 2300 A.D., and TWILIGHT-2000. Their address is P.O. Box 1646, Bloomington, IL 61702-1646. Digest Group Publications is also interested in hearing from players and referees. Their address is 8979 Mandan Ct., Boise, ID 83709.

MEGATRAVELLER ERRATA

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

DARK RIVER SECTOR

The DARK RIVER SECTOR will be published in a booklet form and sold for a nominal fee. 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. The booklet will run in the neighborhood of \$5.00. 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.

NEW FEATURES

As part of our changes, the TIMES has added some new features. The first, 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 is 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.

JUNE MEETING

The June meeting of the Charter Chapter of the Tidewater Traveller Club will be held at 7:00 p.m. in the back room of Campaign Headquarters Norfolk.

CAMPAIGN HEADQUARTERS

GAMES & MINIATURES

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