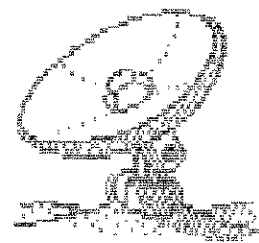


Tidewater Traveller TIMES



GEOCON VII THIS MONTH!

SEE INSERT FOR DETAILS



GNS



SOLOMANI STOPPED SHORT

MUAN GWI/VEGA: 180-1117: The Admiralty announced today that the Solomani advance has been stopped at least at the system of Dingir/Dingir. After an intense two week long battle in the outer system, the Solomani were routed. Imperial control of the system's fuel supply is partially credited for the victory. The Admiralty advised that, although they have been stopped for now, the Solomani will probably be back.

IMPERIAL TRANSITION SMOOTH

ITE/FAR REACH: 113-1112: Empress Tellara quickly and smoothly assumed the reigns of power after the death of her father Emperor Alluran. It is suspected that the former Emperor died an untimely death during a regimen of anagathic treatments, but the Office of the Empress refused to comment. At 24, Tellara is one of the youngest rulers ever to hold the throne, and some fear that the enemies of Tonasea will take advantage of this fact.

BORDER VIOLATIONS INCREASE!

KLOMONO/ARMOR: 125-1112: The Imperial Naval base at Klomono reports an increase of border violations being committed by the Brotherhood of Karl. Unarmed naval observers operating in the Neutral Zone have noted the passage of several Brotherhood Warships in the past several weeks. Although the numbers are not enough for a full scale invasion of the Empire, increased violations could lead to a conflict between the two empires.

EMORY RECAPTURED

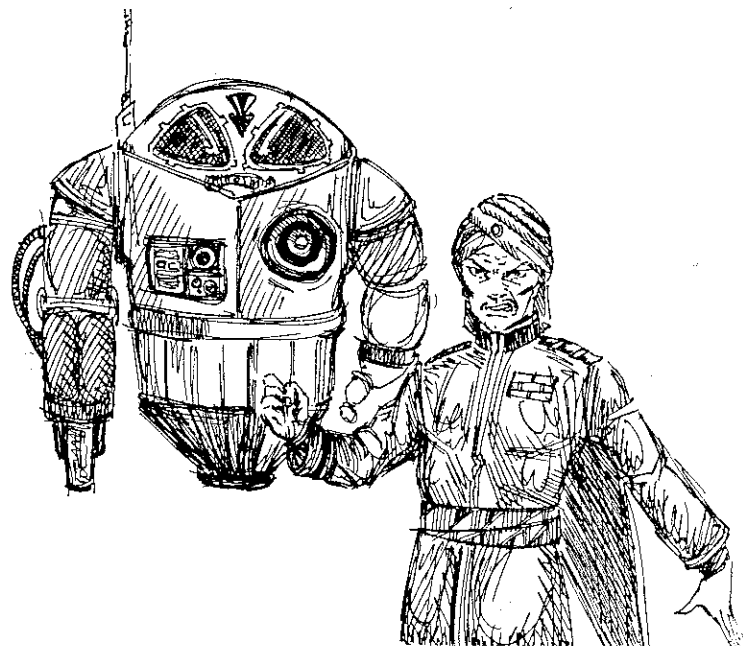
EBAV/TRAILBREAK: 183-1112: Government forces finished retaking the city of Emory this morning. When a crack commando team penetrated the insurgents' stronghold and destroyed the leadership, it left the bulk of their forces in a demoralized state of confusion. The government forces were quick to take advantage of this condition to mount an assault. The city was retaken with only a minimal loss of life. There are only a few scattered pockets of resistance in the city but these should be cleared in a few days. Regular commerce is expected to resume soon. The recapture of Emory will probably keep EbaV from becoming an Amber Zone.

URI'S COUP UNSUCCESSFUL

AQUARIA/AQUARIA: 310-1110: Prince Uri, who was believed to have been killed earlier this year, attempted to overthrow the government of his father, the Emperor. During the funeral service for the supposedly fallen Prince, FAST infiltrators attempted to take control of the palace and kill the Emperor. The plot was foiled by the quick action of several special agents in the service of the Emperor and the sacrifice of the mercenary unit that was hired by the Emperor as his personal guard. Only one of the Ts'Natsi mercenaries survived the attack. Prince Uri was captured during the assault and was executed for crimes against the Empire shortly thereafter.

MORHDON ACQUITTED!

AQUARIA/AQUARIA: 330-1110: The Morhdon Corp. which had been indicted for alleged import of a nuclear weapon into the Empire was acquitted today by the Aquarian Supreme Tribune. The Tribune cited lack of evidence as the reason for the decision. Morhdon was given a stern warning that if the weapon should be found in their possession, the possession of any of their affiliated companies, or any of their agents, the case could be reopened.



EVENT HORIZON CURRENT AND FUTURE RELEASES

FROM THE WORKSHOP: FOR 2300 AD: KAIFER SOURCEBOOK and 2300 A.D. SECOND EDITION should be in the stores by the time you read this; July- INVASION and BAYERN. FOR TWILIGHT-2000- KIDNAPPED should be on the stands soon. GENERAL: July- CHALLENGE 33.

SPACE-1889: This new science fiction role-playing game will be released in 1989. It looks to be a lot of fun, especially if you like the Jules Verne style of science fiction. In preparation for this game, the Workshop will be releasing some board games the first of which is THE SKY GALLEONS OF MARS. Reviewers will doubtless compare it with Edgar Rice Burroughs' ships of Barsoom, so I may as well be among the first to do so. John Carter and Carson of Venus would feel right at home in the background of SPACE-1889.

FROM DIGEST GROUP: 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 late July. THE MEGATRAVELLER revision of GRAND SURVEY should be available soon.

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 Wreckt Enterprises. There are a number of fanzines for TRAVELLER available; for more information see or write the Editor. I hope to list them in the future if space allows.

⊕ FORWARD OBSERVER ⊕

AN EDITORIAL BY
MARK E. GELINAS
REFEREE OR "REF-FREE"?

In this month's edition of FORWARD OBSERVER, I will be examining the delicate question of how much latitude a referee has, and how players should respond to the referee.

RANGE

In reality, referees have a great deal of latitude when it comes to administering a game. There are a large variety of choices to be made concerning the theme and mood of the game, the background, and types of adventures that are to be run. Two referees with the same game system and the same background can still have a large amount of variance between their games simply because of personal preferences and style of running. Nevertheless, there are some restrictions on a referee.

RIGHTS AND RESPONSIBILITIES

At this point, there are some refs who will probably get indignant and say "I am the referee, and I have the right to run my game any way I feel". Well, I won't say that I totally disagree with you, but then again, I definitely will not say that I totally agree with you. I read in READERS' DIGEST long ago this little quote: "With every right, there is a responsibility; and I haven't heard too many people demanding their responsibilities!" So while we are demanding our rights as a referee, let us stop and take a quick look at some of our responsibilities.

First and foremost, we have a responsibility to be fair to the players. After all, the root word in player is "play". If people wanted to be verbally and mentally abused by an overbearing "boss", they could get that in the real world. I realize that for most referees, I am using overstatement and exaggeration, but I do so to emphasize my point. As stated in a previous article, we game to have fun, and if your players are not deriving some enjoyment from your games, then perhaps you are exceeding your rights. Now you players reading this don't think I am giving you a license to run roughshod over your ref, you have responsibilities too! It is just that this article is primarily intended for referees!

As referees, we also have a responsibility to the rules. I am not asking you to be a legalist following the letter of the law (rules). As I and others have stated, every ref will modify the rules some to meet the needs of his players and himself. But in modifying rules, we do have the responsibilities of trying to retain the spirit and intention of the overall rules, and letting the players know what modifications to expect in our games. If you insist on grossly modifying the rules, do me a favor and call the game some other name. That way I don't lose prospective players who had a bad experience playing a game which is similar in name only to the one that I am offering.

Another responsibility that we have is to the position of referee itself. The very title implies impartiality. If we go around putting on airs of (false) superiority, we will give the position a bad name. I know of more than one person who was turned away from role playing games by a bad experience with a referee. It is not always the referee's fault, but occasionally it is, and our hobby cannot afford to lose players that way.

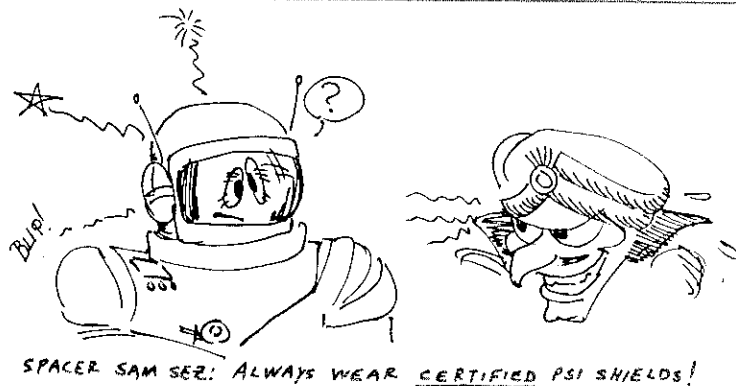
Strangely enough, we also have a responsibility to the NPC's that we run. True, they are not real people, and certainly can't be offended if refs run them as the same old ignorant lunks that they have always been. Nevertheless, we should give the NPC's a fair chance as well. Not too fair, mind you, or else we are violating our responsibility to the characters.

And neither last nor least is our responsibility to ourselves. We are entitled to enjoy our games as well, but if we are creating a situation that drives players from us, we would soon want for a game for lack of players. If you are wondering if you are being too overbearing, honestly ask yourself: "Would I enjoy being a player in a game that I ran as referee?"

REFEREE!!!

We are referees. I have never advocated divinity for referees; leave that to the truly DIVINE. The concept of the ref who is free to do whatever he wants, whenever he wants, however he wants should not even be found among the gaming community. Yes, we have our rights, but our responsibilities stand right along side them. To demand rights without accepting our responsibilities relegates us to the role of spoiled brat. And nobody like a spoiled brat, and very few will play with one.

BALANCE OF PLAY is balancing the difficulty of play with the skills and abilities of **CHARACTERS** and **PLAYERS**. **MAD GEO**



BACKKIT GAME SYSTEM CONVERSIONS



CONVERTING TRAVELLER CHARACTER TO MEGATRAVELLER

There are two basic methods for accomplishing this conversion, one simple and one not too much more difficult.

The first is as follows: That's right; nothing. Since MEGATRAVELLER IS TRAVELLER, no real conversion is needed, and any TRAVELLER character can be used in a MEGATRAVELLER game without the slightest change or modification. However, there are definite benefits to be gained by converting your character to MEGATRAVELLER standards. One of these benefits is that the character will gain some default skills (albiet level zero, but still sufficient to prevent a task level increase). Another is that the character has a chance to gain some additional skills, and some of the TRAVELLER skills, particularly in the weapons category, have been grouped together. This may not seem that important, but pistol-1, snubpistol-1, and revolver-1 in TRAVELLER would use up three skills, while handgun-1 in MEGATRAVELLER would only use up one and still cover all three weapons. One final thing that I will mention is that the player gains some knowledge about his character's homeworld, giving the character a little more depth.

The conversion is essentially a three part process, the third of which is to be skipped if the TRAVELLER character was generated using any of the extended character generation processes.

The first step is to generate the character a homeworld. This is done by the standard MEGATRAVELLER process. However, certain types of homeworld conditions would prohibit certain occupations. If the character was drafted into a military service, this would have no effect. Otherwise, the referee would have to fudge the homeworld to fit the occupation of the already generated character, but this is within the right of the referee. Once the homeworld is generated, give the character any default skills that he would gain from his homeworld and/or his occupation, if the character does not already have a skill level in that area. For example, MARINES gain a Vacc Suit-0 skill; give this to the character unless he already had Vacc Suit-1 or higher. One exception to this should be the gun combat default skill. Since MEGATRAVELLER characters do not have an automatic skill level zero in all weapons, the player may want to take a skill level zero in a weapon group that he does not have, subject to referee approval.

The next step, while simply stated, can be somewhat more difficult. The player must look over his character's list of skills and group any skills that are "included" skills into the single skill that includes them, using the highest skill level in the group (optionally you could use the average skill level). For example, a person with revolver-2 and autopistol-1 could group them into a handgun-2 skill.

The final step is only necessary for those characters which were rolled up under the basic character generation system. In the PLAYERS' MANUAL, turn to the generation tables for the character's career. Then for each term roll for special duty noting any outstanding success as this gains extra skills. Then for each special duty and for each outstanding success, roll for a skill on the skills table. This is an excellent way to gain those new MEGATRAVELLER skills for your character. To these skills add one skill for two levels (drop fractions) of rank the character holds, to represent possible outstanding success during his career.

In all cases, skills and skill levels cannot exceed the total of the character's INTELLIGENCE and EDUCATION. This method will put TRAVELLER characters on par with MEGATRAVELLER characters.

SMALL UNIT TACTICS FOR TWILIGHT:2000

BY MARK HAYES

PART III

Urban Combat

Urban combat tends to be much bloodier than fighting in the open fields. When you realize that modern streetfighting is conducted at close range with fully automatic weapons it's not difficult to see why. Players should keep this in mind before casually deciding to storm KGB headquarters in Krakow.

All the principles we discussed in the previous two issues are certainly valid for urban combat as well. However, mobile formations that can quickly concentrate their firepower can be even more devastating given the short, decisive nature of streetfighting actions.

Quite often characters that fight in the urban environment have a specific objective to take or defend, usually a certain building or city block. In this type of warfare a mortar, a tank's main gun, or missiles are at a disadvantage. The light machine gun (LMG) and grenade should be the weapons of choice. The LMG provides excellent covering fire for assaulting troops. One should be set up to cover any move across streets, up alleys, through parks, across yards, etc.

The hand grenade is still among the most effective weapons for urban combat. Smoke grenades should be used whenever crossing a street under fire. The portion of the street to be crossed can be sealed off by exploding a smoke grenade at both ends of the street. Fragmentation grenades should be used liberally when clearing a building. One should proceed entrance into every room. Of course, players will have to purchase lots of grenades when initially outfitting their characters. The concussion from a grenade exploding in a small room will knock down and stun the players' opponents even if the fragmentation doesn't get them. The characters can then rush into the room and (if all goes well) clean up.

When defending a room within a building the trick is to keep the enemy from being able to just toss a grenade inside. This is done by covering the entrance to the room or corridor adjacent to the one being defended. If unable to do that, or if forced to fall back into the room, the characters should take up position behind heavy sofas, overturned beds, dressers with the legs cut off: anything that will reduce the concussion effects of a grenade blast (as well as provide cover from fragmentation and small arms).

All grenades have some sort of time delay when the handle is released. When throwing them a short distance (like dropping them out a window or just tossing them inside a room) the grenade should be held until only three or four seconds are left before it explodes. This will severely limit the reaction time of the unlucky recipient.

Even the most tactically innovative and competent players will quickly become bored with combat if the referee doesn't listen to and incorporate their ideas into the game. A good referee must continuously look for ways to make each combat situation realistic. He must use his common sense and whatever military knowledge he has to present challenges and prepare responses for and to the players. He begins this with a realistic presentation of the player's opponents.

Russians are not orcs! Neither are they mindless zombies and should not be run as such. Depending on their training and experience, Soviet formations should be every bit as tactically competent as the characters'. They should prepare ambushes, use bounding overwatch, conduct fighting withdrawals, and generally operate just as effectively as the professional military organizations they represent. Conversely, they should also experience some of the same problems.

Soldiers (especially from East Bloc armies) are highly dependent on their leaders for guidance and inspiration on the battlefield. If NPC formations should lose that control (due to being out of ammo range or the losing a leader) they will no longer act in a unified manner. Some men will do the wrong thing, some will pull back independently, and many will probably do nothing at all (i.e. hesitate).

The tactical options available to the players of Twilight: 2000 are limitless. Players and referees that desire more ideas are encouraged to consult Army or Marine Corps manuals. My hope is that this series of articles has shown Twilight and potential Twilight players that combat decisions in the game can be much more of a challenge than simply choosing which weapon to fire.

There was a young lady named Bright,
Whose speed was far faster than light;

She set out one day,

In a relative way,

And returned the previous night.

A.H.R. GULLER (1923)

QUICK
REVIEWS

TRAVELLERS' DIGEST #12

REVIEW BY MARK GELINAS

The cover of this issue is dark and ominous, which is a good foreshadowing of the adventures contained inside. The Brin, a new minor race one of whom is illustrated on the cover, are detailed to a great extent. An overview of the Old Expanses Sector is provided with a map and information about the Denthenes Subsector. Although this subsector first appeared in HIGH PASSAGE's #1 and #3, that publication has long been out of print and is generally difficult to obtain. Information presented on the Old Expanses may provide a key to why that sector capitulated so readily to the Solomani advance. Also featured are the magazine's regular articles, including Medical Digest, Weapons Drawings, and Gaming Digest. The 2300 AD articles provide more insight on the exploration of the American Arm, and a vehicle for the USMC. The vehicle description, while interesting, left out some material needed to make it useful in actual play, such as the armor value of the craft. In spite of this minor omission, this issue, as all issues of this magazine, is highly recommended for the TRAVELLER, MEGATRAVELLER, and 2300 AD referee and player. For sheer usefulness, I find that I refer to the DIGEST far more often than I refer to CHALLENGE.

KAFER SOURCEBOOK

REVIEW BY MARK GELINAS

If you are a 2300 AD referee and you run Kafers, you NEED this book. Written by one of the finest authors in the roleplaying industry, William H. Keith, Jr., this 2300 AD supplement will provide the referee with a deep understanding of the what's and why's of this very alien race. Using this material will allow the referee to make the Kafers more like the sentient race that they are rather than a bunch of "bugs with blasters". This richly detailed supplement contains information on Kaffer history, physiology, psychology, planets, technology, equipment, language, and more. The artwork is very good, especially the color vehicle foldouts by A.C. Farley. This supplement is intended for the 2300 AD referee. Players reading it will inevitably gain more knowledge about the Kafers than their characters would ordinarily have. Players: do yourself a favor, and learn the mysteries of the Kafers through play. It will be far more rewarding that way.

PARALLAX

A DIVERGING POINT OF VIEW

This month's Parallax concerns itself with the history of the Alpher Alliance of Worlds, which is the intersellar government that is sending out the ODESSEY in search for Earth. The dates here are using the same timeline as that used in last month's Parallax.

Alpher was explored and settled in the last quarter of the first millenium of the Empire of Sol. At year 1000, it was declared the capital of the province bearing its name.

1203- The Province of Alpher secedes from the Empire. Because it is far from Sol, its secession is accepted with little fighting.

1498- A fighter arrives at Alpher and reports that most ships were destroyed in the third battle of Aosta. No enemy fleet follows and the mothership is never located. Alpher, now is now an isolated world without jump technology.

2537- Alpher returns to space exploring planets in its system.

2586- An excavation at some ancient ruins uncovers a jump drive technical manual. With Alpher starting to feel population pressure, research into this lost technology is encouraged.

2602- The first flight of a jump ship ends in failure as the ship fails to return. Scientist go back to recheck their research. (The ship was captured by Miskatonic system ships.)

2605- A second, armed ship is sent out contacts and makes a treaty with Carver.

2607- The Alpher Alliance of Worlds is formed.

2611- Miskatonic joins the Alliance.

2615- The Expansion Wars begin.

2652- The Expansion Wars end.

2653- An Old Empire vessel is discovered in extreme orbit about Alpher's sun. Scientist study it for its Jump-2 technology.

2655- The Supreme Council decides to send an exploratory team to find the Sol system. The recovered vessel is chosen for the task and named ODESSEY. A refit begins immediately.

2657- The ODESSEY's maiden flight is a Jump-1 to Dakota. The flight has no problems. The ship prepares for its first Jump-2 and the long journey in search of the homeworld.

COMING EVENTS

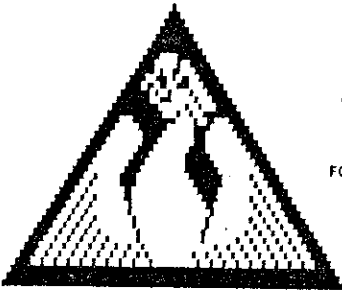
GEOCON VII: JULY 15-17 - Details inside.
REFEREE SEMINAR: JULY 16 - The sixth seminar will be held at GEOCON. Details inside.
ALL CHAPTERS' MEETING: JULY 18
COUNCIL MEETING: AUG 1 - 7:00 pm; location TBA.
ORIGINS: AUGUST 18-21 - Held in Wisconsin.
SCI-CON 10: NOV 11-13 - The Club will be running games.



CLASSIFIED ADS

Classified Ads are \$.50 for 1 month's printing of 25 words or less.

EVERYTHING TRAVELLER: A 16 page collector's list of over 400 TRAVELLER items. Send \$2 to: Ed Edwards; 1410 E. Boyd; Norman, OK 73071.
NORTHCOST ROLEPLAYING: A fanzine for RPG's including TRAVELLER. For 6 monthly issues, send \$8.00 to Barry Osner, 1018 F St. #1, Eureka, CA 95501.



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TIDEWATER TRAVELLER TIMES

The TIMES is the official newsletter of the Tidewater Traveller Club, which is dedicated to the playing and promotion of TRAVELLER, MEGATRAVELLER, 2300 AD, and TWILIGHT:2000. Submissions of artwork or articles are accepted subject to Editorial approval, and cannot be returned unless a SASE is included. Subscriptions for non-members are \$3.50 for six monthly issues.

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BACK ISSUES

Back issues of the TIMES are available. The cost of each issue, including GEO'S VARIANTS, is: 1-\$1.20; 2-\$1.30; 3,5,6,12-\$1.40; 4,7,8,9,10,11-\$1.50; 13-\$1.60. For postage, please include \$.25 for one issue and \$.20 for each additional issue ordered.

AD RATES

Ad space is available 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).



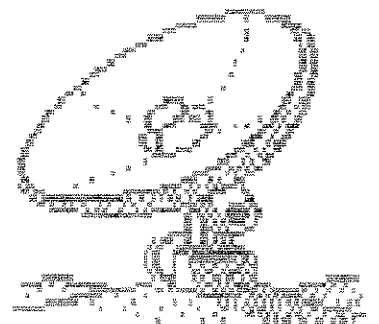
"MAD ASTRA"

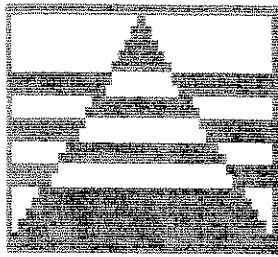
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GAMING IN THE FUTURE





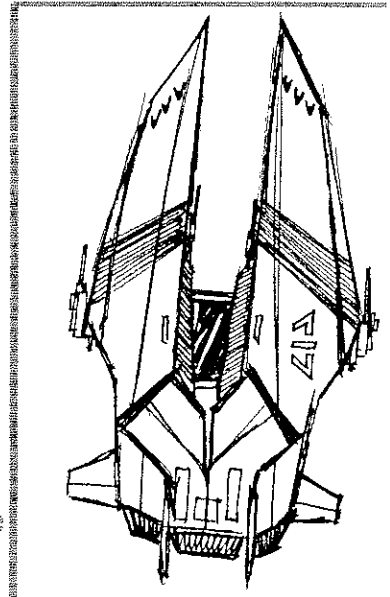
GEO'S VARIANTS

JULY '88

This month's issue of the VARIANTS contains a number of items primarily intended for use with the new campaign: TOWARDS TERRA. Nevertheless, because the vehicles were designed using MEGATRAVELLER rules, they may be of use to others. The rest of the material is a character generation guideline for the new campaign. While the crew positions are described for the ODYSSEY, the major vessel in TOWARDS TERRA, referees might find it useful in creating NPC's for any sort of large naval vessel. The SHADOWHAWK was designed by Mark Hayes, and the WORKPOD was designed by Joe Umphress. HIGH GUARD stats are provided for the fighter.

F201 SHADOWHAWK

CRAFT ID: Heavy Fighter, TL12/13, MCr 52.48
HULL: 180/450, Disp=20, Config=1AF, Armor=46F
Unloaded=899Tons, Loaded=900.47Tons
POWER: 93/186, Fusion=560Mw, Duration=1.25/3.75
LOCO: 6/12, Maneuver=6, NOE=160kph, Cruise=3150kph, Top=3780kph
Agility=2
COMMO: Radio=System, Maser=System
SENSORS: EM Mask, PassiveEMS= Interplanetary, ActiveEMS=Far Orbit,
Video Recorder, Densitometer=Low Pen/1 m, Neutrino=1Mw
ActObjScan=Rout, ActObjPin=Rout, PasObjScan=Difficult,
PasObjPin=Form, PasEngScan=Rout, PasEngPin=Form
OFF: Missiles=xx3, Batt=1, Bear=1, 1 TL-13 50 Mw Pulse Laser
DEF: DefDM=+6
CONTROL: Computer=2bis x 3, Panel-Dynamic Link x 246, Special-HUH x 1
Environ=Basic Envvn, Basic LS, Ext. LS, Inertial Comp, Grav Plates
ACCOMM: Crew=2(Commander/Pilot, Gunner/Sensor Op) 2 x Roomy
OTHER: Fuel=2kliters, Missile Mag=20 Msls, ObjSize=Small, EMLevel=None



WEAPON	PEN/ATTN	DMG/RNG	MAX	AUTO/TGTS	DMG/SPC	SIG	DIFFICULTY
TL-13 50 Mw Pulse Laser	51/4	60	Regional(250)	3	-	LOW	TL FIRE CONTROL

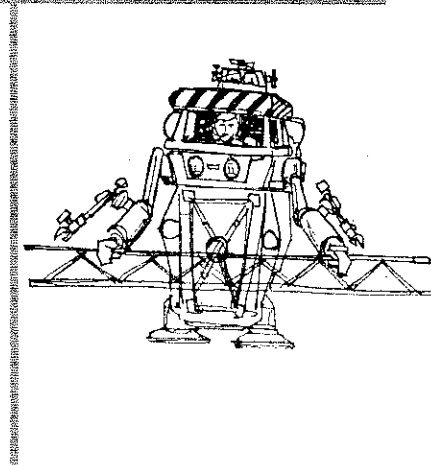
The SHADOWHAWK was specifically designed and built for the ODYSSEY mission. It can be launched from that ship's launch tubes. The fighter is primarily intended to provide a sensor pickett and combat screen for the ODYSSEY, but can fill a variety of other roles. The pulse laser is intended for the ground support role, but can be used for dogfighting if both craft are within visual range. When an extended flight is desired, a modular cutter in tender format will accompany the fighters to provide extra fuel.

HIGH GUARD STATISTICS

F201 SHADOWHAWK FF-0106651-200000-00003-0 MCr=41.85 20Tons
Passengers=0, Low=0, Cargo=3Tons, Fuel=2Tons, Agility=6, Crew=2, TL=13, Battery=1

WORKPOD

CRAFT ID: Workpod, TL12, MCr1.70946
HULL: 18/45k, Disp=2, Config=4USL, Armor=40F
Unloaded=45.5655Tons, Loaded=53.8265Tons
POWER: 6/8, Fusion=10Mw, Duration=5/15, 1/2, Battery=.1 Mw
LOCO: 2/2, Maneuver=2, Cruise=1590, Top=2120, Agility=0
COMMO: Radio=Regional
SENSORS: PassiveEMS= VDist, ActiveEMS=VDist
Headlights x 2, Ultrasonic Sensor
ActObjScan=Diff, ActObjPin=Diff, PasEngScan=Form
OFF/DEF: 1 Hardpoint, DefDM=+2
CONTROL: Computer=0Fib x 3, Panel-Dynamic Link x 24, Special-HUD x 1
Environ=Basic Envvn, Basic LS, Ext. LS, Inertial Comp, Grav Plates
ACCOMM: Crew=1(Operator) 1 x Roomy
OTHER: Cargo=7.35kliters, Fuel=.6kliters, Heavy Robot Arms x 2
Lt Robot Arms x 2, Laser Welder, ObjSize=Small, EMLevel=Mod



The WORKPOD is a utility vehicle designed to be used for EVA tasks that would ordinarily be very difficult for a man with a maneuvering unit to perform. The ultrasonic sensor is used to detect structural faults in metal. One light arm has the transducer, and the other has the transducer; both must be placed in contact with the metal in order for the sensor to work. The pod is provided with life support, but vacuum integrity must be broken to exit or enter the pod as there is no provision for an air lock. Most pod operators work in a light duty vac suit, which is a little more restrictive than shirtsleeves, but provides life support if the pod suffers a life support casualty.

TRAVELLER IS A REGISTERED TRADEMARK AND MEGATRAVELLER AND TRAVELLER 2000 ARE TRADEMARKS OF GAME DESIGNERS WORKSHOP, P.O. 4646, BLOOMINGTON, IL 61702-4646. BOTH ARE USED BY PERMISSION. GEO'S VARIANTS, MGE, LOGO, ARTICLE AND DESIGNS ARE COPYRIGHT 1988 BY MARK GELINAS. PARTIES INTERESTED IN USING ANY GEO'S VARIANTS MATERIAL SHOULD CONTACT HIM AT 1302 RIVERFRONT CT, SUITE 302, VIRGINIA BEACH, VA 23451.

Because the starting area of the TOWARDS TERRA campaign is much smaller than the Shattered Imperium, some special guidelines are needed for rolling up characters. These guidelines detail the homeworlds that are available and the skills needed. Most of the crew should be generated as Navy characters. There is, however, room for characters with Scout, Marine, Flyer, or Scientist backgrounds. While characters in other careers may have the requisite skills, you as a player had better have excellent justification for their inclusion on this voyage (i.e. clear it with Geo). All crew members would have to undergo a psychological screening because of the stressful nature of such a long voyage, therefore no one with a detrimental psychological quirk would be allowed on the voyage. Because it is a structured crew, rank must be strictly adhered to, in other words, do not roll up a 7 term E-9 for a regular drive hand who would more likely have served one term or less. While player characters will tend to be senior enlisted or officer, there are rank limits for each position, if you bring a character that exceeds this limit, it will be noted that he took a voluntary reduction in rank in order to go on the voyage. We will not, however, reduce an officer to an enlisted grade. If you desire to play an officer, you must contact me (Geo) as there are limited positions available. As the crew exceeds 300 people, Each player can have more than one character, and there will be plenty of NPC's still available for one-timers to use.

HOMEWORLDS

NAME	UPP	TRADE MODS	JOINED AAW	MEGATRAVELLER DESCRIPTION
Zapastar-	A-858946-A	Hi	2642	A/LARGE/THIN ATM/WET/Hi POP/MOD LAW/EARLY STLR
Tigeria-	B-566766-9	A,Ri	2642	B/MED/STAN ATM/WET/MOD POP/MOD LAW/EARLY STLR
Muchdone-	C-610612-8	Na,Ni	2637	C/MED/VACC/DESERT WLD/MOD POP/LO LAW/PRE STLR
Jade-	B-4758AC-8		2618	B/SMALL/STAN ATM/WET/MOD POP/EXT LAW/PRE STLR
Urakin-	D-433556-7	Ni,Po	2617	D/SMALL/VACC/WET/MOD POP/MOD LAW/PRE STLR
Carver-	B-656757-9	Ag	2607	B/MED/THIN ATM/WET/MOD POP/MOD LAW/EARLY STLR
Miskatonic-	B-4878DB-8	Ri	2611	B/SMALL/DENSE ATM/WET/MOD POP/EXT LAW/PRE STLR
Alpher-	A-866944-C	Hi	2607	A/LARGE/STAN ATM/WET/Hi POP/MOD LAW/AVE STLR
Dakota-	C-325433-7	Ni	2609	C/SMALL/VACC/WET/MOD POP/LO LAW/PRE STLR

POSITIONS AND SKILLS REQUIRED

GENERAL NOTE: Officers should have a level 1-2 in their skill and at least Admin 1; Chief Petty Officers should have a level of 3-5, First Class Petty Officers should have a level of 2, and below that should have a level of at least 1 in their primary skill(s). After the job title is a rank that is applicable for the job.

COMMAND

CAPTAIN/CAPT (NPC)- Pilot, other skills; XO/CDR (NPC)- Pilot, etc.; CHAPLAIN/ANY- Psychology; YEOMAN/E-9 and below- Admin; Master Chief Petty Officer of the Command (COB)/E-9- Liaison

OPERATIONS DEPARTMENT

OPERATIONS OFFICER/LCDR- Pilot, Nav; NAVIGATOR/LT- Pilot, Nav; COMMUNICATOR/LT- Commo; COMPUTER OFFICER/LT- Comp; NAV TECH's/E-8 and below- Nav, Elec; SENSOR TECH's/E-8 and below- Sensor Ops, Elec, COMPUTER TECH's/E-8 and below- Comp, Elec.

ENGINEERING DEPARTMENT

ENGINEER/LCDR- Eng; ENGINEERING DIVISION OFFICERS/LT- Eng; DRIVE TECH's/E-8 or below; Eng or Mech with Elec; FUEL TECH's/E-8 or below- Elec, Mech, and Chemistry; SUPPORT TECH's/E-8 or below- Elec and Mech or Gravitics.

WEAPONS DEPARTMENT

WEAPONS OFFICER/LCDR- All Gunnery Skills; ASST. WEAPONS OFFICERS (AWEPS)/LT- Skill in Divisions Weapon; WEAPONS TECH's/E-8 or below- Screens, Spinal Weps, or Turret Weps.

FLIGHT DEPARTMENT

FLIGHT BOSS/LCDR- Pilot; FIGHTER PILOTS/LCDR or below- Pilot-2 or Ship's Boat-1; FIGHTER RIO's/LCDR or below- Nav-2 or Nav-1 with Sensor Ops-1; SMALL CRAFT PILOTS/LT- Pilot-2 or Ship's Boat-1; SCOUT/LT- Pilot and Eng; VEHICLE DRIVERS/E-8 or below- Grav Veh; BOAT TECH's/E-8 and below- a variety of Technical Skills; VEHICLE TECH's/E-8 or below- Elec or Mech.

SECURITY DEPARTMENT

CHIEF OF SECURITY/FRCE CDR- Tactics, Wpns Skills; SECURITY FORCE/E-9 or below- Wpns Skills and Support Skills or Vehicle Skills.

SUPPLY DEPARTMENT

SUPPLY OFFICER/LCDR or below- Liaison, Legal; MESS SPECIALISTS- Steward

MEDICAL DEPARTMENT

MEDICAL OFFICERS/ANY- Medic-3+, Dexterity-8+; CORPMEN/E-8 or below- Medic.

SCIENCE DEPARTMENT

SCIENCE OFFICER/NONE- Specific Science, Comp, Veh Skill; EXPLORATION AND CONTACT BRANCH OFFICER/NONE- Specific Science, Liaison, Veh Skill; RESEARCH BRANCH OFFICER/NONE- Specific Science, Comp, Veh Skill; SCIENTISTS/NONE- Specific Science, Comp, Veh Skill.

ANAGATHICS

The use of anagathics at this TL is very risky. Any person who has used or is using such drugs is considered a high risk person and as such will not be taken on the voyage of the ODESSEY. What this means to you is simply this: if your character uses anagathics, he will not be used in the game, and unless you have another character which is acceptable, you may end up playing a NPC. Consider this a fair warning.

MUSTERING OUT

As most characters, with the exception of scientists, are considered to still be on active duty, mustering out is not to be performed. Scientists may muster out, but the receipt of LAB SHIP is lost as the voyage of the ODESSEY is considered to be their research project.

EQUIPMENT

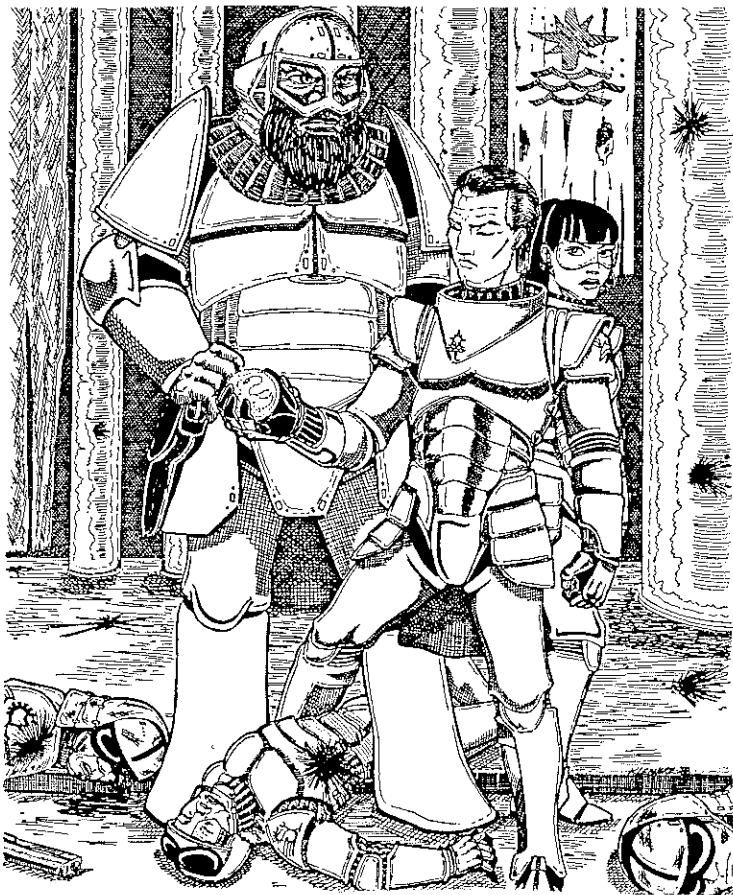
The characters can spend 1000 credits (2000 for officers) for each year of service on equipment. Other than blades, personal weapons may not be brought on board. Weight limit is 500 kgs.

X-LINK

CHARTER CHAPTER NEWS & INFORMATION

REPRESENTATIVE: KATE LEBHERZ GELINAS

PHONE: 428-4636



fell on floor. When Karlak started shooting into the car, the team looked for a way out and found a secret passage, through which they escaped. Karlak then began an assault on the arms room. Kora and Nick escaped using breaching charges, but Nick was seriously wounded in the escape. Outside the now wounded cop got the air raft working, picked up Kora and Nick, and evaded Karlak's fire. Emerging from the tunnels, Renj charged Karlak while Doc got Vince into the air raft. Then Doc succeeded in killing the aide who was fighting by Karlak's side. Karlak and Renj each stood their ground not giving into the other's challenge. Karlak then headed further into the building. Shortly thereafter, a powerplant emergency was sounded, which delayed the search while Doc and Renj shut it down (with only seconds to spare). Karlak could not be found in the building, and it was believed that he entered the vast maze of underground tunnels and passageways. An attempt to flush him out proved hopeless, so the crew headed back to the starport, alerting the military along the way. While the army cleaned out the demoralized insurgents, the crew waited in orbit. Two days later the chance they waited for arrived, as a particular scout ship left the world. Recognizing it as Karlak's, they attacked and destroyed it. An investigation revealed that Karlak was killed in the attack. Having accomplished the crews' mission, the PATCHWORK PAUL turned homeward toward the Tonasean Empire in response to a recall order from the new Empress.

***FAST TIMES-** Referee: Mark Gelinaz: After driving hard for several weeks, the BUCKET arrived in the Aquarian system on the day of the memorial ceremony. When a powerful jammer started jamming all communications frequencies, the BUCKET flew straight for the imperial Palace and made a forced landing. The Palace was in a state of confusion with firefights going throughout. The brave crew fought their way to the throneroom where they encountered a FAST blockade, which included fighters in battledress and combat walkers. A mad dash and near sacrifice by Morris cleared much of the opposition, and the crew gained entrance into the throneroom where the last of the Ts'Hatsi mercenaries was fighting off a number of FAST fighters. The crew helped secure the throneroom and captured the disfavored Prince Uri in the process. The Emperor was saved, the coup failed, and the crew was well rewarded for their actions in the conflict.

2300 A.D.

***BALCONY BOYS-** Referee: Mark Gelinaz: Inactive Campaign.
TWILIGHT:2000

ROAD TO KRAKOW- Referee: Mark Hayes: No gaming.

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

PERILS IN POLAND- Referee: Bruce Gelinaz: Well the group trying to eliminate the dam only got themselves into more serious trouble. While they were recovering from (Continued on other side)

CAMPAIGN REPORT

TRAVELLER

GHOST FIGHTERS- Referee: Kate Lebherz Gelinaz: No gaming.

MEGATRAVELLER

***DARK RIVER I-** Referee: Mark Gelinaz: While looking for Col. Karlak, the crew of the PATCHWORK PAUL cleaned out a nest of merchants extorting high prices for foodstuffs. At the same time, they commandeered a utility vehicle and headed for the armory where Karlak was maintaining a headquarters. With the help of a military wrecker they got into the armory compound and infiltrated the main building while Nick and the cop worked outside. They subdued the alert team with the exploding crapper technique and ascended to the upper level where Karlak was believed to be. There they set off an alarm and the fighting began. The cop was fighting outside, Nick moved inside and was helping Kora defend the arms room, and Doc, Renj, and Vince were fighting in the upper level, where they had to penetrate several levels of defenses. Vince was nearly killed by a NOVA grenade explosion, but Doc's timely assistance kept him barely alive. Karlak mistook Renj for his leader, Jeng Guazimane, but learned different when Renj unleashed a ARL volley. Karlak and his female aide, however, were protected by an artifact. When Karlak returned fire with a high powered weapon, Doc and Renj retreated carrying Vince with them. While they were descending in an elevator, Karlak destroyed the cables and the car

Campaign Headquarters

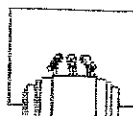


MINIATURES
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MEETING REPORT



The monthly meeting of the Charter Chapter was held on Monday, June 20, 1988. Present were Kate Leberz Gelinis, Mark Gelinis, Joe Impress, and Mark Hayes. Visiting from the Peninsula Chapter was John Martin. The meeting was opened and Minutes were read.

OLD BUSINESS

The one item of old business was resolved by default.

NEW BUSINESS

The Club's account was discussed.

A review was made of scheduled activities.

Then the meeting was closed.

COUNCIL MEETING

A meeting was held by the Council of the Club on Monday June 6, 1988. Present were the Spokesman, Second, and Treasurer. The Treasurer served as Liaison for the Representative of the Peninsula Chapter. The meeting was opened and Minutes were read.

OLD BUSINESS

A report was made on gaming activities on the Peninsula and the second vehicle design seminar.

The Dark River Sector and New Campaign were discussed.

The prospect of the Club producing a Folio Adventure was discussed, with the possibility of a "Turning Point" Adventure being mentioned.

NEW BUSINESS

The GEOCON VII planning session was set for June 18.

It was determined that if a member wishes to get another Chapter's insert, the cost would be \$1.50 per year.

After this, the meeting was closed.



MEET THE CHARACTERS



SGT. MAJOR MORRIS P. GRUNTWORTH

EQUIPMENT QUALIFIED ON: Heavy Weapons, Vacc Suit, Large Blades, Grav Vehicles, Computers.

SKILLS: Combat Rifleman, Brawling, Survival, Recon, Tactics, and Handgun.

BACKGROUND DESCRIPTION: Morris is fully human, but was born to poor parents on Aquaria. Peer pressure from the aquatic humans of that planet caused him to learn to use his fists at an early age. When he was old enough, he joined the Aquarian Imperial Marines, where his prowess was more greatly appreciated. He quickly advanced through the ranks to become a Sergeant Major by the age of 34. He is currently working on special assignment for the Emperor. Morris is played by Scott Maddow and can be found in the Fast Times campaign.



ROLL CALL



New members of the Charter Chapter of the Tidewater Traveller Club which were admitted during the second quarter of 1988:
Batt. John-

Spells, Nathan-

Townsend, Doug-



NEWSLINE: 2300



PEACE ENVOY MEETS WITH SUCCESS!

EARTH: JUNE 25, 2301: The Secretary of State of America has been successful in negotiations to bring two feuding South American neighbors to the bargaining table. Brazil and the Incan Republic have been involved in a number of border skirmishes during the past several months, largely over territorial disagreements. It is hoped the talks will end the fighting.



BULLETINS AND ANNOUNCEMENTS MAILINGS



Let GDW know what you want for MEGATRAVELLER, 2300 AD, 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.

JUNE MEETING

The July meeting of the Charter Chapter of the Tidewater Traveller Club will be held Monday, July 18, at 7:00 p.m. in the back room of Campaign Headquarters Norfolk. This is our annual ALL CHAPTERS' MEETING for the express purpose of electing new Club Officers. Everyone should make an effort to attend.

CAMPAIGN REPORT (Cont.)- the assault, they were captured by the Russians. Well it seems that the Russians had a little rivalry going on amongst themselves, and it wasn't entirely friendly. The Russian commander who had control of the dam and was producing energy had become a local "power" baron. The overall commander of the area felt threatened by this and was starting to lean on the dam commander. The dam commander realized that something had to give soon, and he decided to take some action before the "dam" burst. The dam commander offered the Americans, whom he had now held for two months, a little job in exchange for their freedom. He simply wanted the big commander eliminated (simple task for a group of player characters, right?), after all, he reasoned that if the big cheese was killed by Americans, he wouldn't be at fault, and might even stand to gain. Well Captain Jack, Pierre, and two others agreed and headed on out to the castle where the big cheese hung out. Bart in the mean time had gone back only to find the humvee beat up and rifled. He set off to find the culprit, and failing that, headed back to learn the others fate. Well they managed to get captured again, but this time they had the parts of a weapon concealed on them. Unfortunately the people with the parts got split between two cells. The finally managed to get the weapon together, stage an escape, only to find that most of their equipment had been stolen from storage. It was not long before a rousing good firefight had broken out. In the ensuing fight, Sly was killed by a volley from an auto grenade launcher. Bart arrived in a timely manner and help get his friends out of the mess. When the shooting was over, Captain Jack and Albert had severe wounds, four others had slight wounds, and Ski, the lucky Pole had no wounds. The group was last seen heading south in an old, beat-up Russian truck. And for all this, they didn't kill their target. Can they manage to stay out of trouble? Have they learned their lesson the hard way? Will Captain Jack ever get out of a LAV again? These questions and more may be answered as the adventure continues in future games.

Nothing in life is so exhilarating as to be shot at without result.

SIR WINSTON CHURCHILL
THE MALAKIND FIELD FORCE



CAMPAIGN HEADQUARTERS

GAMES & MINIATURES

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