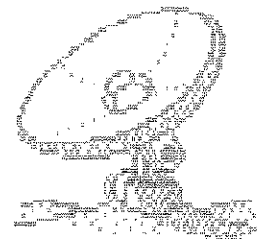


Tidewater Traveller TIMES



GEOCON VII REPORT

GEOCON VII

FRIDAY: Due to circumstances beyond our control, we started a little later than we would have liked on Friday. However, we did eventually get started with Mark Hayes running a rousing session of TWILIGHT-2000. For details see X-LINK. Then, after a brief supper break, Scott Maddow ran a session of MEGATRAVELLER. This took place in the Hope Subsector, an Imperial Protectorate deep in the Great Rift. When the rebellion started, the X-Boats to this subsector stopped, so they have only a limited knowledge of events in the Imperium. After some freewheeling adventures, the session was closed and the group settled down for some GALAXIA.

SATURDAY: Alas, the best laid schemes of mice and convention planners.... We were forced to postpone the Referee Seminar until a later date. There was, however, a session of HARPOON, with the Russian flotilla all visiting the briney deep. The American squadron did suffer the loss of a cruiser. Saturday afternoon saw the first running of the HOGAN 500, a 2300AD scenario taking place on Kingsland. Everyone had a good time, and as a playtest session, it provided the designer with some good feedback. Only one player, "Doc" Leo, showed for Billion Credit Squadron, and thereby won by default. Then he and the Referee, Doug Townsend, had a good discussion about HIGH GUARD, before launching into an IRONCLADS session. The evening saw the kickoff of the TOWARDS TERRA campaign with Mark Hayes as referee. Details will be in the X-LINK. The evening was capped off with more HARPOON and the movie SPACEBALLS.

SUNDAY: Sunday afternoon brought another session of TOWARDS TERRA, this time Mark Gelinus was the referee. Activities wound down in the evening with a session of STAR TREK: THE RPG. Mark Hayes conducted a very memorable shakedown cruise of the USS Tito. The characters were tasked with rescuing the population of a planet, but the population was not necessarily ready to be rescued. After some high tech song and dance, one faction was convinced, and the task done.

AWARDS

AWARD OF OUTRAGEOUS HUMOR: Won by Joe Umphress for his entry in the SPACER SAM CAPTION CONTEST. His entry: "SPACER SAM SEZ: BEWARE ADDICTING HABITS".

SEMI-ANNUAL ROLEPLAYER AWARD: First place went to by Steve Kostoff; Second place was a tie between "Doc" Leo and Kate Leberz Gelinus.



GNS



VENGEANCE FLEET TRIUMPHS!

CAPITAL/CORE: 184-1117: Emperor Lucan is claiming great victories for his Vengeance Fleet operating in the Zarushagar Sector. Although there are still reportedly some rebel fleets in the sector, Lucan assured the press that his fleet is well on its way to the Melish Sector to capture the Usurper Dulinor.

LOYAL FLEET ROUTES REBELS!

DLAN/ILLELISH: 187-1117: Emperor Dulinor proclaimed today that his Loyal Fleet has turned back the rebel forces of the Pretender Lucan. Dulinor expressed confidence that he would soon be sitting on the Iridium Throne in Capital where he rightfully belongs.

BROTHERHOOD DENIES ALLEGATIONS

BORIS/NATASHA: 155-1112: In response to recent allegations by the Tonasean Empire, the Brotherhood of Karl today denied that any warships bearing its colors have entered the Neutral Zone. The allegations were regarded as "Rabble rousing by an Imperialistic State".

EMPRESS TELLARA RECALLS SHIPS

ITE/FAR REACH: 130:1112: In a surprise move, Empress Tellara issued a recall notice to all vessels operating on detached duty. The crews will be offered temporary enlistment or commission in the Navy or Scouts. Those choosing not to accept will have to relinquish the vessels that are on loan from the Empire. In a related move, the Empress ordered increased recruiting for military services.

KASAKU LAUNCHES

INTERGALACTIC PROBE

KASAKU/KASAKU: 342:1110: The Kasakan Space Agency announced today the successful launch of their first intergalactic probe, JNFR. The probe is directed for the Jerium Nebula, known in Galanglic as the Andromeda Galaxy. The Far Research probe is expected to take a considerable time travelling to the "Nebula" and back using its onboard jump drive. The scientists would not comment on how the probe would be fueled or powered.



EVENT HORIZON

CURRENT AND FUTURE RELEASES

FROM THE WORKSHOP: August: MEGATRAVELLER: REFEREE'S COMPANION; 2300 AD: BAYERN and VEHICLE GUIDE; TWILIGHT-2000: THE LAST SUB.

FROM DIGEST GROUP: August: 101 VEHICLES, GRAND SURVEY (MEGAT. update), and STARSHIP OPERATOR'S MANUAL.

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): Annual membership is \$12.00, which includes a subscription to TIFFANY STAR, HIWG's newsletter. Send to Ed Edwards, 1410 E. Boyd, Norman, OK 73071.

OTHER NEWS: WREKT ENTERPRISES should have products available soon.

MAGAZINES, ETC.: THE SECURITY LEAK MAGAZINE: Emphasizing the Zhodani point of view. 4 issue subscription \$10.00 (\$12.00 Overseas). Send Check or Money Order payable to THE SECURITY LEAK MAGAZINE, 2275 Gray Highway N-10, Macon, GA 31211, USA. (This is a NEW ADDRESS)

THIRD IMPERIUM: Equipment, blueprints, starship deckplans, and more. 4 issue subscription \$9.00 (Canadian) \$7.50 (U.S.). Send to: Mike Jackson, #512-4676 Yew Street, Vancouver, B.C., Canada V6L 2J5.

NORTHCOAST ROLEPLAYER: includes material for TRAVELLER, MEGATRAVELLER, TWILIGHT-2000, AND 2300AD. 6 issue subscription \$8.00. Send to Barry Osner, 1018 F St. W, Eureka, CA 95501.



EXCERPTS FROM ODYSSEY'S LOG

116-2657: Location: 2704 (Dakota): The ship has completed its maiden voyage successfully. Preparations are being finalized for its first jump 2. The President of the Alliance was aboard today for a tour.

154-2657: Location: Hyperspace: The ship entered hyperspace this morning on its way to 2805, two parsecs from Dakota, all systems functioning properly.

167-2657: Location: 2805: The crew suffered several fatalities today at the "hands" of a previously unknown sentient lifeform. Among the dead is Mr. Seward.

170-2657: Location: 2805: Based on some data discovered here, I am sending the scoutship to 3006. (Continued on Page 2)

FORWARD OBSERVER

AN EDITORIAL BY
MARK E. DELMAS
FISCAL REALITY

It has come to my attention that because the Tidewater Traveller Club has annual membership dues, we have been accused of charging people to play in our games. This is simply not the case. As a rule we do not charge for our games, and a large number of players, members and non-members alike attend our games. True, we did have an admission fee to GEOCON, but that was voted on by the membership as a fundraiser for the Club. What's more, we had more people attend GEOCON, including non-members, than we routinely do at our regular games. Apparently people who enjoy a good game do not mind paying a little. Nevertheless, there are those who object to paying annual membership dues. Perhaps these people just do not understand that things cost money. I will attempt to demonstrate why the membership of this club voted to have dues.

PAY FOR PLAY?

We do not have dues to exclude anyone from our games. Although we do have the option to have "Club Games", we have never exercised this option. Even the expression "pay for play" is ridiculous. Have these people never purchased a game, adventure, or supplement? Is that not paying to play? Have they never purchased refreshments to take to a game? Perhaps these people like to use other people's books, dice, and photocopied character sheets while eating someone's potato chips and drinking their soda.

PROFIT?

According to the Club's Charter, we are a non-profit organization and no officer is to be paid any salary. As Spokesman for this Club and Editor of the TIMES, I have never been paid the first cent in salary. In fact, I have spent in the last year many times my dues for paper, postage, etc. for the benefit of the Club. I care about the games I play and am willing to spend a little to promote them.

There are, however, those who do profit from gaming, but not from Club dues. First, there are the game manufacturers. Those people make their living producing and selling games. Distributors make their living distributing games, and game store owners make their living selling games to us. Sure it would be nice if they could just give games away, that way we would not have to pay for play. That is not the case, though, as these people are entitled to a living, and I would not deny them that! I appreciate their chosen profession because it produces a type of entertainment that I enjoy very much.

PUBLICATIONS!

A significant part of the Club's treasury goes to producing the TIMES. This publication has done much for GDM's RPG's in this area. It has allowed us to contact people we might never have contacted. The TIMES has kept its readers informed about what to expect in the form of new releases, upcoming games, and news of games played. The TIMES was the FIRST publication that I am aware of that offered any errata for MEGATRAVELLER. Since our first issue, the TIMES circulation has increased 500%. Since the Workshop and all companies licensed by them to produce materials receive the TIMES, we have a monthly collective voice to the very people producing the games we buy. I think that all this is a pretty good investment.

PROMOTION!

Another part of the Club's treasury is used for promotion. This promotion is two fold: promotion of the games and promotion of the Club. Promoting the games is an essential part of our purpose as a Club. One aspect of our promotion is to provide the TIMES without charge to various places. The money to produce them has to come from somewhere. We get it from our treasury. Promoting the Club produces more members. For the benefits of being a club member refer to a previous FORWARD OBSERVER titled "Why Join a Club".

PROJECTS!

Having a readily available fund to draw from also allows the Club to conduct various projects without worrying how to pay for them. It allowed us to create materials for GEOCON. It allows us to produce the DARK RIVER SECTOR, which can benefit anyone who wishes to buy a copy. Without the capital up front, most individuals could not hope to produce a product of this kind. Charging for the book allows us to replenish the capital invested to do other projects.

PROVERB

TANSTAAFL: this phrase coined by Larry Niven means "There Ain't No Such Thing As A Free Lunch". Directly or indirectly most things cost money. As a Club, we have decided to have some available to meet those costs. Most clubs that I know of do. I challenge any loose association of individuals to do, without money, as much as the Tidewater Traveller Club has done! I don't think that there will be any takers.

SPACER

SAM

SEZ:

IF YOU GO LOOKING

FOR TROUBLE -

IT MIGHT JUST

FIND YOU!



BACKFIT GAME SYSTEM CONVERSIONS



COMBAT

This month we will discuss how to use MEGATRAVELLER weapons for TRAVELLER. Most of the weapons in MEGATRAVELLER have been discussed previously in TRAVELLER. Beyond what can be found in the basic set, weapons and their stats are listed in MERCENARY and HIGH GUARD. To use a MEGATRAVELLER weapon which appears in those sources, take the weapon type, regardless of the caliber, and use it directly with the rules of your set. MEGATRAVELLER weapons can also be used for AZHANTI HIGH LIGHTNING in the same manner.

The weapons found in MEGATRAVELLER are closely related to those in STRIKER, which also differentiates between weapon's calibers. Therefore one can use the weapon and caliber directly with STRIKER rules. Weapons not found in either set are discussed below:

TRAVELLER
Gauss Pistol: Discussed in the JOURNAL OF THE TAS #13.
Assault Rocket Launcher: Discussed in the JOURNAL OF THE TAS #17.
Hunting Rifle: Treat as Rifle DM+1, Damage 4D6, Max Range: Long.
Laser Pistol: Discussed in JOURNAL OF THE TAS #2.
Plasma Rifle: TL 16, As PCMP-14, Armor not required, Dmg 10D6.
Gas Rounds: Must be inhaled; 1D6 per round until unconscious.
Frang Rounds: Absorbed through skin; 1D6/round until unconscious.

STRIKER

TL WEAPON	RNDS	AMMO	EFF	LONG	EXT
5 13mm HUNTING RIFLE	2	SLUG	15(5)	25(3)	50K(1)
10 ASSAULT ROCKET LNCHR	20	HE	25(5)+2	50K 5+1	100K 5+0
	20	HEAP	25(10)+2	50(10)+1	100(10)+0
	20	KEAP	25(5)+2	50K 7+1	100K 6+0
16 PLASMA RIFLE	INF	BOLT	45(25)	90(12)	150K(1)

ODYSSEY'S LOG (CONT.)

182-2657: Location: Hyperspace: The ship entered hyperpace en route to 2906. There we will rendezvous with the scoutship.

189-2657: Location: 2906: The ship entered the system at 1346 ST (ship time) and the fighters were launched. The ship is proceeding to the gas giant nearest the habitable zone to refuel.

191-2657: Location: 2906: The ship is refueled. We have encountered no hostile forces, so we are presently conducting a complete survey of the waterworld below us. It appears to have a pre-stellar technology and is inhabited. The scout ship returned today with a report from 3006. They found a society living in the remains of a warship. Further contact with that society is questionable based upon their reports.

192-2657: Location: 2906: Sensors have detected an operational power plant under the ocean. We are sending a team in the submersible to investigate.

193-2657: Location: 2906: The landing party reports finding a regressed society in an undersea habitat. We are sending a technical and medical team to help them recover.

ATM's and ATRL's in TWILIGHT:2000

BY MARK HAYES

On the modern battlefield, ATM's can be devastating against tanks and other AFV's. This fact is well reflected in the game by doubling the character's Hit skill to determine the base chance to hit. However, their effectiveness can be reduced by good use of tactics. TWILIGHT:2000 rules can easily accommodate these tactics. During the first week of the Yom Kippur War, Israeli armor charged Arab infantry head on as they had done with great success in past conflicts. The Arabs, using Sagger ATM's and RPG-7's, inflicted horrendous casualties. The attacks ground to a halt, leading many armchair analysts to conclude that the days of the tank were over. However, the Israelis quickly adjusted their tactical doctrine and discovered several methods to reduce the effectiveness of tank-killing infantry teams.

The first of these is called "jinking". The tank commander rides unbuttoned (his head sticking up out of the hatch), and keeps a sharp eye out ahead. If he spots the missile firing or in flight, he keeps careful track of the progress. A few seconds before the missile is to strike, he orders the driver to turn sharply to the right or left and then back again. The sudden movement will often cause the missile operator to over-compensate and miss. This tactic can be reflected in the game by first allowing the TC to roll to spot the missile. To spot an ATM firing is RCHESY or INT-AVE. To spot an ATM in flight is RCH-AVE or INT-DF (if the missile is spotted at launch, an in-flight spotting roll is not required). If the TC is successful, the vehicle is moving, and he has the room, he may "jink". This halves the ATM operator's chance to hit.

Another method the Israelis discovered was the use of "overwatch" and suppression fire. Several vehicles moved in a formation and each was assigned a sector to watch. If one spotted an ATM he immediately alerted the rest of the formation and engaged the operator with cannon and machine guns. As in the rules, if the operator is killed or wounded, the missile misses. In addition, if the operator is spotted (not just the ATM) and he is fired at (but not hit) his chance to hit is halved if he fails a "Coolness Under Fire Roll". A vehicle's crew can suppress the operator of an ATM even if he is not spotted but the missile is. The vehicle's weapons fire down the line from which the ATM came and a normal to hit roll is made. If a "hit" is achieved, then halve the operator's chance to hit if he fails a "Coolness" roll (even though he is not hit himself).

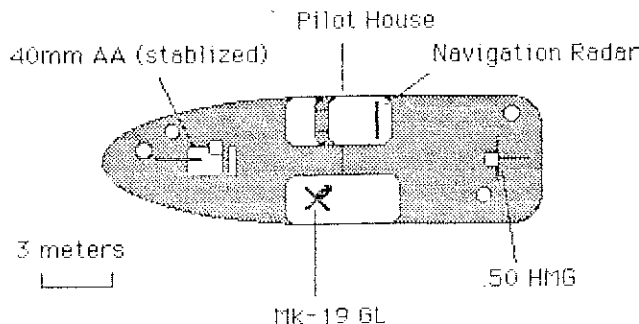
Another thing remember when using ATM's and anti-tank rocket launchers (ATRL's) is the backblast. The danger area is considered to be about 20 meters behind the weapon. This usually precludes their use from inside buildings and helicopters (it's amazing what Rambo gets away with). An exception to this is the Armbrust which has no backblast (it was designed to be used inside buildings).

ATM's also have minimum ranges. Due to a variety of factors, one would not be able to hit anything closer than the stated minimum range. Minimum ranges are given for the following weapons: TOW-65 m; AT4/MILAN- 25 m; AT5/HOT- 75 m; ARMBRUST- 10 m.

Finally, ATM's and ATRL's are not often used in TWILIGHT:2000 because there is a distinct lack of armored targets. Ah, but have you ever thought of using them against infantry? The British found out during the Falklands Conflict that the Milan made short work of Argentine infantry emplacements, and did so at ranges beyond which their small arms could effectively retaliate. The ATM's and ATRL's have a knock down radius and a burst radius. Don't forget to use these factors in your combat resolution.

PB Mk-III SEA SPECTRE

BY MARK HAYES



DISPLACEMENT: 28 tons unloaded, 36.7 loaded. TOP SPEED: 30 knots. DIMENSIONS: 19.78 x 5.5 x 1.8 meters. RANGE: 500 nautical miles at 30 knots. MANNING: 1 Officer, 4 Enlisted. ARMAMENT: 1/40 mm AA (RF: +20) or 1-2/25mm Mk 88 AG; 1/Mk 19 Grenade Launcher; 1/M2 HB .50 MG. CONSTRUCTION: Aluminum. FLOATION HITS: 36. SPEED LOSS: one knot for every floatation hit.

QUICK REVIEWS

2300 AD

REVIEW BY MARK GELINAS

This is not a new game but an evolution of an older game, what started as TRAVELLER:2300 evolved to 2300 and is now 2300AD. This set is a revision of the original rules, correcting a few inconsistencies, but mostly adding a lot of new material. Added material includes new skills for characters, a few new weapons, new equipment, illustrations of equipment, organization descriptions, organization patches, and descriptions of each of the alien races for the referee. The players' book almost doubled in size, and the referee's book almost tripled in size. Yet it is compatible with the original set, characters can be effectively used without change. The STAR MAP is still included, and the beginning adventure is now a solitaire. This set is definitely worth the \$20.00 price tag, even if you bought the original set. Highly recommended for anyone who likes hard science fiction.

INVASION

REVIEW BY MARK GELINAS

INVASION details the Kafer invasion of the French Arm for 2300AD. It is very informative and includes STAR CRUISER scenarios, MAPS of planets discussed, and system data for systems involved. The Kafer invasion will have a profound effect on the entire French Arm, and possibly on the entire human race. It has increased manifold the possibilities of an encounter with the Kafers, and even allows for some scenarios which do not involve "Kafer Bashing". Although this is an excellent supplement, it is not for everyone. Highly recommended for 2300AD referees or STAR CRUISER players.

TRAVELLERS' DIGEST #13

REVIEW BY MARK GELINAS

If you ever wondered what Terra was like in the TRAVELLER era, buy this issue. It is packed with information about Terra during that time. The best article, however, is the Medical Digest on Replacement Body Parts, laid out in the MEGATRAVELLER step by step arrangement. A bonus is the very detailed description the starship design process from MEGATRAVELLER. The process is used to develop MEGATRAVELLER stats for the REGAL class battlecruiser. The article gives examples and hints on design, and is followed by the design rules errata. The 2300AD article space was reduced to allow inclusion of more information on Terra. The article that was included discussed Pentapod starships and makes interesting reading. This issue is very highly recommended.

CHALLENGE #33

REVIEW BY MARK GELINAS

This issue of CHALLENGE is one of the better issues that GDW has produced. It is filled with informative articles for all their RPG's. Included are RUSSIA:2000 Part II giving the hit list for targets of nuclear weapons; STUTTENHARP REVISITED; a TRAVELLER scenario; new TWILIGHT:2000 vehicles with statistics; TRAVELLER NEWS SERVICE articles; and more. There is a lengthy 2300 AD scenario for use with STAR CRUISER. With a little work, an enterprising referee could modify it to a strict role-playing scenario. Also for 2300 AD is an extensive discussion of the conditions and lifestyles of North American countries in the year 2300. The non-workshop game reviewed was LIVING STEEL and associated supplements. This issue is highly recommended.

PARALLAX A DIVERGING POINT OF VIEW

THE GREAT RIFT

BY MIKE MIKESH

All TIMES readers should be aware of what the Great Rift is in the context of TRAVELLER. But do you know where the idea came from? Speculating, I think it was the background starfield GDW used for the 1981 map of Charted Space. Unless I'm mistaken, that photo is of a small segment of the Milky Way as it arcs across our sky. Running along the middle of that starry arc is an irregular black streak. This is interstellar dust at the galactic plane masking out the background stars. Astronomers call this black streak the Great Rift. It shows up in the photo. GDW retained the name, Great Rift, but meant it to be a literal void of stars.

TRAVELLER literature doesn't say much about the science of the Great and Lesser Rifts. But considering the above, I think GDW would go along with the claim that the Rifts are dominated, not by stars as elsewhere, but by dust. This would give these areas of space a distinct nature accounting for the abrupt absence of stars.

COMING EVENTS

ORIGINS: AUGUST 18-21- Held in Wisconsin.
REFEREE SEMINAR: AUG 19-The sixth seminar; 7:00 pm at the spokesman's residence.
COUNCIL MEETING: SEP 6- 7:00 pm; location TBA.
SCI-CON 10: NOV 11-13: The Club will be running games.



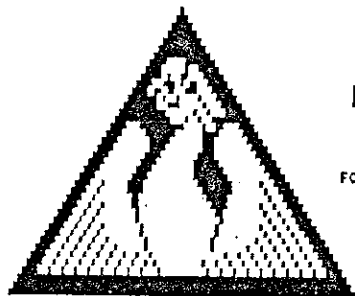
CLASSIFIED ADS

Classified Ads are \$1.50 for 1 month's printing of 25 words or less.

NORTHCOAST ROLEPLAYING- A fanzine for RPG's including TRAVELLER. For 5 monthly issues, send \$8.00 to Barry Osner, 1018 F St. #1, Eureka, CA 95501.

DARK RIVER: A SECTOR DIVIDED

A complete sector useable with TRAVELLER or MEGATRAVELLER. This supplement includes history and library data. Send \$5.00 to Mark Gelinis, 1302 Riverfront Ct. Suite 302, Virginia Beach, VA 23451. A project of the Tidewater Traveller Club. Not available in stores.



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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 GEOS VARIANTS, is: 1-\$2.00; 2,14-\$3.00; 3,5,6,12-\$4.00; 4,7,8,9,10,11-\$5.00; 13-\$6.00. 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).



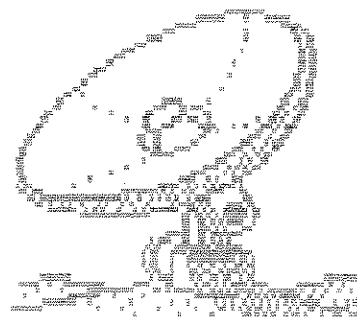
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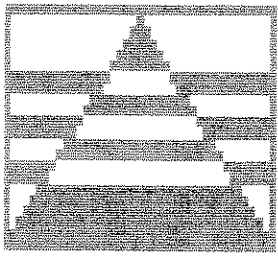
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GAMING IN THE FUTURE





GEO'S VARIANTS

ISSUE 14: AUGUST '88

This month's VARIANTS has some more MEGATRAVELLER vehicles. The first is a fuel shuttle, with accompanying HIGH GUARD stats. The other vehicle is an open-topped air raft. While these vehicles have been described elsewhere, these were designed as lower tech versions. The ODYSSEY carries four fuel shuttles and one open-topped air raft. These are, however, straight MEGATRAVELLER designs so they can be used in any game where lower TL vehicles are needed.

FUEL SHUTTLE

CRAFT ID: Fuel Shuttle, Type TB, TL13, MCr 160.774

HULL: 3600/9000, Disp=400, Config=2SL, Armor=40F
Unloaded=2867Tons, Loaded=3181Tons

POWER: 225/300, Fusion=2025Mw, Duration=3/9 (166/498 if it uses all fuel on board)

LOCO: 270/360, Maneuver=2 (Thrusters), NOE=170kph, Cruise=750kph, Top=1000kph
Agility=0

COMMO: Radio=System, Maser=System

SENSORS: EM Mask, PassiveEMS=Interstellar, ActiveEMS=Far Orbit,
Holo Recorder, Densitometer=Low Pen/50 m, Neutrino=100Kw
ActObjScan=Rout, ActObjPin=Rout, PasObjScan=Diff,
PasObjPin=Diff, PasEngScan=Rout, PasEngPin=Diff

OFF: Missiles=x02, Batt=2, Bear=2

DEF: DefDM=+5, Sandcaster=xx3, Batt=1, Bear=1

CONTROL: Computer=4fib x 3, Panel=Holodynamic Link x 322, Special=HUH x 3
Environ=Basic Envvn, Basic LS, Ext. LS, Inertial Comp, Grav Plates, Air Lock x 1

ACCOMM: Crew=2(Commander/Pilot, Gunner/Engineer), Seats=Adequate x 2, Bunks=2

OTHER: Fuel Scoops, Fuel=82kiloliters, Missile Mag=5 Additional Btty Rnds (10 Msis),
Fuel Tankage=4400kiloliters, ObjSize=Ave, EMLevel=Faint

The Fuel Shuttle was designed to be a workhorse vehicle to skim gas giants (or oceans) for fuel. The 4400 extra kiloliters of fuel are intended for transfer to another vessel. Generally Fuel Shuttles are carried by larger vessels to allow refueling without the risk of taking the vessel into the gravity well. For long trips, provision is made to tap the larger fuel tank which greatly increases the shuttles endurance. If necessary, the fuel tankage can be used to carry bulk cargo, but it lacks the means to secure smaller, delicate cargo.

HIGH GUARD STATISTICS

FUEL SHUTTLE TB-42022D1-030000-00002-0 MCr=168.85 400Tons

Passengers=0, Low=0, Cargo=0, Fuel=2Tons, Agility=2, Crew=2, TL=13, Small Craft Staterooms=1,
Couches=2, Fuel Tankage=350Tons

TL-13 OPEN-TOP AIR RAFT

CRAFT ID: Open-Top Air Raft, TL13, Cr 490,158

HULL: 18/45, Disp=2, Config=4USL, Armor=2F
Unloaded=2.8Tons, Loaded=5.45Tons

POWER: 1.5/2, Fusion=1.56Mw, Duration=30/90

LOCO: 1.5/2, StdGravThrust=6Tons, Cruise=90, Top=120, NOE=120

COMMO: Radio=Planetary

SENSORS: PassiveEMS= VDist, ActiveEMS=VDist, Headlights x 2
ActObjScan=Diff, ActObjPin=Diff, PasEngScan=Form

OFF/DEF: Hardpoints=1

CONTROL: Computer=0 x 2, Panel=Holodynamic Link x 5,
Environ=Basic Envvn

ACCOMM: Crew=1(Operator) Seats=Roomy x 4

OTHER: Cargo=2.5kiloliters, Fuel=1.88kiloliters, ObjSize=Small, EMLevel=Moderate

This vehicle is actually a lower tech version of the standard open top air raft. Because of the differences in power plants, a larger power plant was needed to produce an adequate amount of power. There is actually an additional 2.5 kiloliters of room in the cargo area, but if more than 2.5 metric tons of cargo are loaded, the vehicle will not fly.

HASSAN'S HINTS

A SERVICE TO MEGATRAVELLER AND 2300AD
PLAYERS AND REFEREES WITH MILITARY NEEDS

ISSUE 3

A WORD FROM HASSAN

This issue Hassan brings you the M432 reconnaissance robot and discusses the role of infantry in the future. *HASSAN*

M432 RECON ROBOT

CRAFT ID: Recon Robot, M432, TL 12, MCr 1116

HULL: 4/11, Disp=5, Config=6AF, Armor=12F

Unloaded/Loaded=6.28Tons

POWER: 1/2, Fusion=2Mw, Duration=21/63

LOCO: 1/2, Grav, Top=900kph,

Cruise=675kph, NOE=160kph

COMMO: Radio-Continental, Maser-Regional

SENSORS: EMS Active-Regional, Neutrino=1Mw,

EMS Passive-Cont, Holo Recorder,

Densitometer=1m

ActObjScan=Diff, ActObjPin=Diff,

PasObjScan=Form, PasObjPin=Form

PasEngScan=Diff, PasEngPin=Form

OFF/DEF: 1 Hardpoint

CONTROL: Robot Brain (CPU=2B, STOR=40),

w/Low Autonomous and Full

Command, Recon-2, Grav-1,

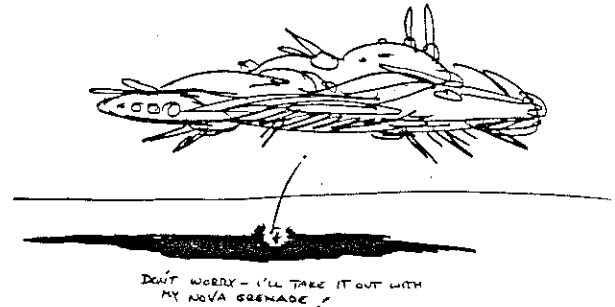
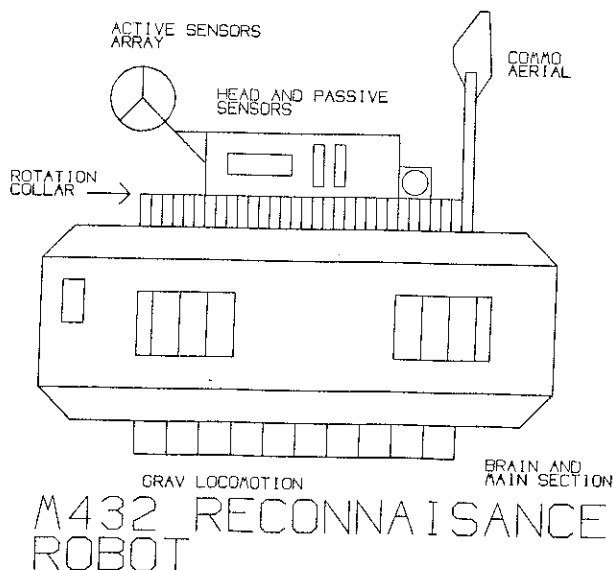
Commo-1, FO-1, Apparent Int=7,

Apparent Edu=4

OTHER: Fuel=2.53kiliters, ObjSize=Small,

EMLevel=Faint

The M432 Reconnaissance Robot is one of the first of its kind at Tech 12; an autonomous reconnaissance drone. The fact that it can be given vague mission guidelines and still carry out its task satisfactorily gives it a great advantage over previous designs. It is very small and reasonably fast, and has a long endurance, all of which enhance its survivability and make the M432 extremely difficult to detect by enemy sensors. It carries a very powerful EMS sensor suite, as well as neutrino sensors and a densitometer. The M432 is also capable of directing artillery or artillery fire at targets.



THE ROLE OF INFANTRY: TL's 9-12

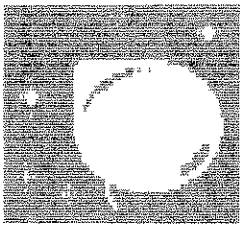
In the last HASSAN'S HINTS, the question of the role of infantry on future battlefields was raised. Will infantry continue as a viable force, or be relegated to military museums, like the horse cavalry? Before an answer can be given, a few points must be discussed.

For the infantry to be a viable arm in the future, it must be very mobile, lethal to armor, and survivable. In all categories, infantry is losing its edge. In the area of firepower, the infantry can no longer carry weapons to defeat enemy armored vehicles. Today (TL @ Earth) infantry is a dangerous force on a large-scale battlefield because of its ability to use small, accurate, and lethal ATGM's to destroy enemy armor. At higher tech levels, however, armor technology outstrips that of anti-armor technology to the extent that effective anti-armor weapons are no longer man portable. ATGM's aren't the answer because they can't penetrate very heavy armor without becoming too big. Energy weapons require a large power source that is not man portable. If infantry is not able to kill armored formations, they they will be helpless.

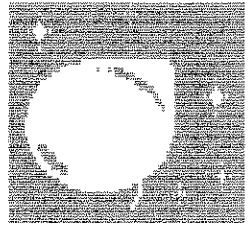
Closely related to that is the question of survivability. Infantry was never really able to provide for itself an adequate degree of protection except for what nature could give. Given the tremendous leap in the lethality and accuracy of vehicle weapons, infantry cannot protect itself from armored vehicle fire even with nature's help. The widespread use of personal body armor does not offset this problem. For example, the WAF gauss gun can wipe out platoons of soldiers in battle dress in no time.

Mobility is the third important factor. A unit must be able to out-manuever its enemy in order to gain surprise or factual advantages, mass sufficient firepower at an enemy weakspot to create a breach in the lines, and prevent this from happening to their own lines. With the advent of grav locomotion, armored vehicle speeds approach that of today's fixed wing aircraft. The "leg" infantry will be almost stationary in comparison. AFC's are one solution, but then either the infantry must dismount and face the disadvantages stated above, or remain mounted for the duration of the battle. In the latter case, they will be, for all purposes, armor.

Is the infantry obsolete at TL's 9-12? Well, yes, if the battle is one of highly mechanized forces. However, a quick glance at the economics and tech levels of 90% of the Imperium's worlds shows that most worlds cannot support, or even raise, highly mechanized forces. In addition, most conflicts are of the low-intensity type (insurgencies, etc.). In such conflicts, high-speed grav tanks would be next to useless. Here then, the infantry has found a new lease on life. Against low-tech and under-equipped enemies, infantry raised and equipped at TL's 9-12 would be an ideal force. They are low profile, well suited for combat in urbanized or heavily vegetated terrain, and can occupy territory very well. After all, how many grav tanks can enter a building and search it for contraband weapons and supplies? Above all, they are CHEAP in comparison to mechanized forces. So, while mainline, high-tech armies will contain very few infantry formations and will employ none on a high-intensity battlefield, low-tech worlds and mercenary forces will still use an abundance of infantry in low-intensity conflicts.



X-LINK



CHARTER CHAPTER NEWS & INFORMATION

REPRESENTATIVE: KATE LEBHERZ GELINAS

PHONE: 428-4636



CAMPAIGN REPORT TRAVELLER



GHOST FIGHTERS-Referee: Kate Leberz Gelinaz: Our intrepid Ghost Fighters arrived at Cuc. After putting their Serpent Class Scout into storage, they booked passage on the "Stellar Queen" bound for Kasaku. Because of scheduling, the "Stellar Queen" would not load passengers until the next day. The Fighters then decided to enjoy a little R&R at Cuc Downstation. There, Benson M. Hedges found company in a charming young lady. After he wined and dined her, they retreated into the night to amuse themselves. Meanwhile, "Buzz" Nile and his cohorts managed to keep themselves out of trouble. "Buzz" actually got a free night's lodging in the TRS hotel compliments of the mysterious young lady.

The next day, Benson and his date made it to the regional office of Mordhon Corporation to make his report. After several hours of intensive questioning (interrogation) using real strange techniques, the Corporation sent him on his way to Kasaku. His mission is to find out if JENFR (or JNFR as the Kasakans call it) is a prototype and if there are any others. Both Benson and his young lady met with the mysterious LOKI and then are sent on their way.

MEGATRAVELLER

FAST TIMES- Referee: Mark Gelinaz: In the battle at the Imperial Palace, there was another group that contributed significantly to the success of the operation. This group was primarily composed of some of the Palace Security Staff. Included were Gavin Denathor, Alan Griffith, Eric Von Denvender, and Carl Calhoun. This party braved a variety of grenades, explosions, and small arms fire to reach the throne room. They were well rewarded for their bravery.

TOWARDS TERRA: VOYAGES OF THE ODYSSEY EPISODE 1: FIRST JUMP

Referee: Mark Hayes

The First Jump referred to by the title is the ODYSSEY's first jump beyond the region of space controlled by the Alpha Alliance of Worlds. The initial survey revealed some archipelagoes and isolated islands on the waterworld in the habitable zone. When the planet was deemed safe, Captain Kent authorized some shore leave for the crew. Unknown to them, a non-human sentient creature had, on a previous trip, stowed away on the cutter that the characters were taking to the surface. This creature, intent on killing the humans and consuming them (it found humans particularly tasty), created a series of "accidents" and malfunctions which killed several of the landing party. Thinking that there was a murderer among the landing party, the characters became suspicious of each other. The tropical storm in which the cutter had been forced to crash land complicated matters for any rescuers. Finally, things started to not add up, and the intruder was discovered and killed. The cutter eventually made its way back to the ODYSSEY.

EPISODE 2: CONTACT

Referee: Mark Gelinaz

On the first world explored, a clue was found in a derelict scout vessel. Captain Kent ordered an investigation team to take the ODYSSEY's exploratory scout and follow up on the lead. The team took the vessel one parsec away to the next system. In the rather lackluster system, the sensors detected a large metallic object. Closer investigation revealed a wrecked warship, with an operational powerplant, attached to an ice planetoid. Contact was soon made with the inhabitants, and part of the team went inside to investigate. They discovered that the inhabitants were descended from the original crew of the vessel who had set up the vessel as a habitat. They had done so because their drives were ruined by

combat, and the habitats on that system's main world were destroyed. The team also found dissent among the inhabitants. One faction's leader saw the scout's arrival as a means to make a better life for his group. The colony's leader saw the healthy male crewmembers as a means to increase the gene pool of the colony. When the one faction made its move to take over the scout, the team was recalled, and returned to the scout with little opposition. The mission was not a total failure. One of the scientists found in the collection of the colony's historian a coin of the Empire of Sol. Engraved on the back of that coin was an image of what is believed to be the Sol system: one with nine planets and at least one ringed world. With this knowledge, they jumped to their rendezvous with the ODYSSEY to make their report.

EPISODE 3: WATER WORLD

Referee: Mark Gelinaz

The next system that the ODYSSEY entered also contained a water world. This one, however, did not have any land masses. It was inhabited as large vessels could be seen plugging the ocean surface. What intrigued the scientists, though, were the energy emissions coming from under the water's surface. Captain Kent assembled a team to take the submersible, which would be carried to the surface by modular cutter to the surface. They would then proceed to the site of the emissions and investigate. For awhile, they were playing cat and mouse with one of the surface vessels which seemed to be going in the same direction that they were. Before long, thought, the surface vessel pulled out of range of the sub's sensor. At the site, and after an accident, they found an undersea city. Upon entering, they learned that systems were operating, but not very well. They met with the inhabitants, and determined that further help was needed. Returning to the ship, they made their report and a technical team was sent to help the city under the sea.

2300 AD

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

TWILIGHT:2000

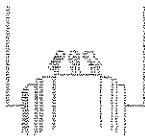
FLIGHT ONE FROM KRAKOW- Referee: Mark Hayes:

After a period of recuperation, the survivors of the previous encounter along with some other Americans and one Soviet defector left for Bremerhaven. The minimized their equipment load in order to allow the helicopter that was transporting them to get as close to Bremerhaven as possible. The first refueling stop during the trip went without event. Unfortunately, a mechanical problem forced the copter down in a clearing several hundred kilometers later. While "Zeke" Nile assisted the Polish crew chief in repairs, the others maintained a watch. Early the next morning, they were attacked by a German patrol which was investigating the downed chopper. The group survived and were able to get the copter operational again. Several hours later they arrived about 100 kilometers from Bremerhaven. Several of the party were wounded trying to procure some ground transportation. Not long after starting the final trek, they encountered an American group that had functional vehicles and assisted the group in reaching Bremerhaven. There they boarded a ship for a long trip across the Atlantic to Norfolk. Their adventures have not ended though, because the States need some taming, so we will see more of these characters in action.

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

PERILS IN POLAND- Referee: Bruce Gelinaz: After escaping the clutches of the Russians, Captain Jack and company had a keen desire for revenge. They continued south for awhile until they encountered a riverboat with crew. The bullets started flying with little or no casualties on either side. Then they decided to try communicating with their opponents and found them to be rather friendly.

(Continued on the next page)



MEETING REPORT



The monthly meeting of the Charter Chapter was held on Monday, July 18, 1988. Present were Kate Leberz Gelinis, Mark Gelinis, Joe Umphress, Mike Griffith, and Mark Hayes. The meeting was opened and Minutes were read.

OLD BUSINESS: None.

NEW BUSINESS

A report was made on GEOCON VII.

A report was made on SCI-CON 10 progress.

The Club determined to temporarily combine the positions of Second and Treasurer.

The following people were elected to the following offices: SPOKESMAN- Mark Gelinis, SECOND/TREASURER- Joe Umphress, CHARTER CHAPTER REPRESENTATIVE- Kate Leberz Gelinis, PENINSULA CHAPTER REPRESENTATIVE- Larry "Doc" Leo.

The final format of the DARK RIVER SECTOR was determined.

Then the meeting was closed.

COUNCIL MEETING

A meeting was held by the Council of the Club on Tuesday July 5, 1988. Present were the Spokesman and the Representative of the Charter Chapter. The meeting was opened and Minutes were read.

OLD BUSINESS: None.

NEW BUSINESS

It was resolved to hold sessions of TRAVELLER, 2300 AD and TWILIGHT-2000 at SCI-CON 10.

It was resolved to provide the Peninsula Chapter Representative with a copy of X-LINK to share with people of that Chapter who participate in Charter Chapter games.

After this, the meeting was closed.



MEET THE CHARACTERS



LT. JOSEPH GENSLE

EQUIPMENT QUALIFIED ON: Combat Rifle, Sidearm, Heavy Weapons, Thrown Weapons, Vacc Suit, and Ground Vehicle.

SKILLS: Melee, Demolitions, Forward Observer, Hunting, Leader, Tactics, Streetwise, Survival, Stealth, Information Gathering, and Bureaucracy.

BACKGROUND DESCRIPTION: Joseph is an American born in the State of Ellis on September 1, 2253. His early life as a colonist provided him with many handy skills that he would need later in life. Joseph spent several years in the American Army before leaving the service to become a troubleshooter. He has travelled up the French firm to Beta Canum, and eventually to war torn Aurore. He enlisted for a stint with the Tanstaafi Free Legion and was present at Thunder Valley where he was seriously wounded. Leaving the Legion after that event, he was persuaded to travel to Novoa Kiyev on Aurore to help the Ukrainians in their struggle with the Kafers. He is currently recovering from a grenade wound received in the fighting there. Joseph Gensler is played by Steve Kostoff and can be found in the BALCONY BOYS 2300AD campaign.

CAMPAIGN REPORT (CONT)-Discovering that the vessel was going downriver, which ran close to the dam, they formulated a plan. They rode the vessel to a point near the dam and then disembarked. They then attacked the Russian garrison (again) which held the dam. They met heavy resistance and withdrew to the boat. They are now proceeding toward the coast with no particular plan in mind. Has this band had enough of trashing Russians?



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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 will have this ready by August 15th. The supplement will run \$5.00 which will cover postage and handling if necessary.

AUGUST MEETING

The August meeting of the Charter Chapter of the Tidewater Traveller Club will be held Monday, August 15, at 7:00 p.m. in the back room of Campaign Headquarters Norfolk.

REFEREE ENCOURAGEMENT

In order to allow other referees the opportunity to run games, Geo will only run one game a week in the future. He will still be available to play in other ref's games most of the time and encourages other ref's to run games.

REFEREES NEEDED

We need Club referees to agree to run the TWILIGHT-2000 and 2300AD games at SCI-CON 10. Contact the Spokesman if you can commit yourself to running one of these games.



NEWSLINE: 2300



KAFER WAR WINDING DOWN!

AURORE: MAY 15, 2301: An unidentified source associated with the United Space Forces indicated that the Kaffer War may be coming to a conclusion. Citing the lack of activity by Kaffer spacecraft, the source indicated that with the exception of the few Kafers left on Aurore, the Kafers seem to have withdrawn. The source seemed to indicate that the Admiralty felt that this was a very positive sign.

NOVOA KIYEV SILENT

AURORE: MAY 15, 2301: No recent word has been received from the Kaffer ridden colony of Novoa Kiyev. There are many who fear that the Kafers may have entirely eliminated the human defenders of that colony. We can only hope and wait.

BANDITS FLEE TO WASTELANDS

KINGSLAND: JULY 3, 2301: The desperate group of thieves which attacked a six goat station recently has fled to the wastelands north of Hogan. Authorities trailing them found the burnt remains of the rock buggy they stole in the getaway. There was no trace of the bandits, and it is believed that they have fled on foot deeper into the wastelands. Homesteads and communities in the area are advised to be cautious as this band is armed and dangerous. The group is believed to contain five men and two women. There is a \$10,000 reward for their capture.

SOMETHING DEEPLY HIDDEN HAD TO BE BEHIND THINGS.

ALBERT EINSTEIN