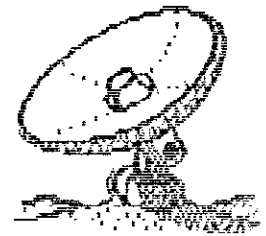


Tidewater Traveller

TIMES

ORIGINS REPORT



GENCON/ORIGINS '88

REPORT BY MIKE MIKESH

EDITOR'S NOTE: THIS IS A FRACTION OF WHAT MIKE PROVIDED. I WILL USE MORE NEXT MONTH DESCRIBING UPCOMING AND PROPOSED PRODUCTS.

To no one's surprise, this convention was BIG. As a result I cannot give you the whole story, but only a tiny fraction of what happened at GENCON/ORIGINS even in narrowing the scope to just TRAVELLER.

THURSDAY 18 AUGUST

Although REFEREE'S COMPANION was delayed, 101 VEHICLES was hot off the presses and selling fast. The first MEGATRAVELLER potpourri seminar took place that afternoon. Current and upcoming products were a large part of the discussion. Gary Thomas gave his talk about Vargr language and culture. This is the third year he has given it, and Tom Peters recorded it on video for DGP.

FRIDAY 19 AUGUST

This morning opened with the RPGA breakfast. My wife, Pat, and I were fortunate to be joined by Loren Wiseman and a little later by Terry McInnes. Table conversation was about anti-RP factions and GAMA's efforts to counter them. Loren has an active role in this. MEGATRAVELLER tied with STAR WARS for the Gamer's Choice Award for the Best SF-RPG. STAR CRUISER took the honor of Best Science Fiction Strategic Game. I met with Marc Miller after breakfast, mostly to discuss HIWG matters. Later, I saw several foreign language translations of TRAVELLER. The "Introduction to MEGATRAVELLER" seminar that afternoon was a question/answer session with Marc Miller. Following that was "2300 AD-The Game" seminar with Lester Smith, Rob Caswell, and Tom Peters as the panel; questions and answers followed.

SATURDAY 20 AUGUST

This morning opened with a MEGATRAVELLER game at Joe Fugate's room, refereed by Karl Martin, author of "The Traveller Arsenal" column. This was followed by the second MEGATRAVELLER potpourri which discussed rebellion factions and proposed products. In the afternoon, Gary Thomas held another seminar called "Writing for Role-Playing Games". This was followed by the "History of the Rebellion" seminar.

SUNDAY 21 AUGUST

This day was short, mostly involving checking out and goodbyes. I had the opportunity to stop at SEEKER's booth and talk with Stafford Greene. Now back from Alaska he will move SEEKER forward. The whole atmosphere of GENCON/ORIGINS was very positive, vibrant, and alive. The industry, including TRAVELLER, is striding forward with a bright future ahead.



NEW GNS



MIDJUMP MURDER

KASAKU/KASAKU: 350-1110: A shooting death aboard the STELLAR QUEEN is being investigated by Kasakan and Aquarian authorities. Authorities do not know why one of Bajin Cantuine's bodyguards shot another passenger. The passenger bore a remarkable resemblance to Bajin, who was witnessed leaving the QUEEN. The assailants eluded authorities.

AWNA AWAKES!

AWNA/CHEETHAM: 160-1112: Lanthanum was recently discovered on Awna. A reliable source revealed that the vein could be quite extensive. This discovery could cause this sleepy, backwater world to become a boom world overnight.

NAVY NERVOUS?

LIBERT/DIASPORA: 258-1116: Sector Admiral Nile held a series of high level discussions with Fleet Admirals and the Sector Duke. The Admiral refused comment on the discussions, but shore leaves were immediately canceled. Speculation is this comes in connection with rumors of trouble at Capital.

SOLOMANI SURGE

MAUN GWI/VEGA: 193-1117: The Solomani fleets have advanced with renewed vigor. Naval observers believe that they have received reinforcements from the heart of the Confederation.

CORSAIRS CUT CORRIDOR

REGINA/REGINA: 225-1117: Archduke Norris returned to Regina today with word that Vargr raiders have cut the Domain off from the remainder of the Imperium. While declaring his loyalty to the Imperium, Norris assumed control of the Domain of Deneb until the present crisis passes.



EVENT HORIZON

CURRENT AND FUTURE RELEASES

FROM THE WORKSHOP: In September- MEGATRAVELLER: REFEREE'S COMPANION; TWILIGHT-2000: HOWLING WILDERNESS; SPACE 1888: SKY GALLEONS OF MARS-pushed back to this month. CHALLENGE 34 will be out by month's end.

FROM DIGEST GROUP: GRAND SURVEY and GRAND CENSUS are being combined in WORLD SURVEY GUIDEBOOK, available later this year. STARSHIP OPERATOR'S MANUAL will be in stores soon. SEEKER: For a catalog send SASE to SEEKER, Box 337, Finley, ND 58230.

HIWG: Annual membership is \$12.00, 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. Jeff Swycoffer has a new book out: THE EMPIRE'S LEGACY. Although it is not based in the Imperium, it is based on TRAVELLER. MAGAZINES, ETC.:

SECURITY LEAK MAGAZINE: A TRAVELLER magazine. 4 issue subscription \$10.00 (\$12.00 Overseas). Send Check or M.O. payable to SECURITY LEAK MAGAZINE, 2275 Gray Highway N-10, Macon, GA 31211.

THIRD IMPERIUM: Equipment, blueprints, 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 Z300AD. 6 issue subscription \$8.00. Send to Barry Osner, 1018 F St. #1, Eureka, CA 95501.



EXCERPTS FROM ODYSSEY'S LOG

194-2657: Location-2906: The team sent to assist the undersea people reports that the people are missing.

195-2657: Location-2906: We sent a recon team to board a vessel that was in the area of the dome. They report that the missing people are captive onboard.

196-2657: Location-2906: A negotiation team is sent to free the captives.

197-2657: Location-2906: The team is attacked. Captive are freed.

FORWARD OBSERVER

AN EDITORIAL BY
MARK E. GELINAS

This month I am putting down my ranting stick to talk about a couple of items that concern TIMES readers. The first item is more changes in the TIMES. The second is about HIWG, a support organization for MEGATRAVELLER. I have been promoting HIWG for several issues now. I will attempt to explain why in this space.

GROWING PAINS

Starting with this issue, the TIMES will undergo a permanent increase in size. Various issues in the past have been larger when necessary. When we started subscriptions, it became necessary to standardize our format for consistency and economic reasons. The last few issues show we achieved this goal. The TIMES is more useful to the average reader than it was.

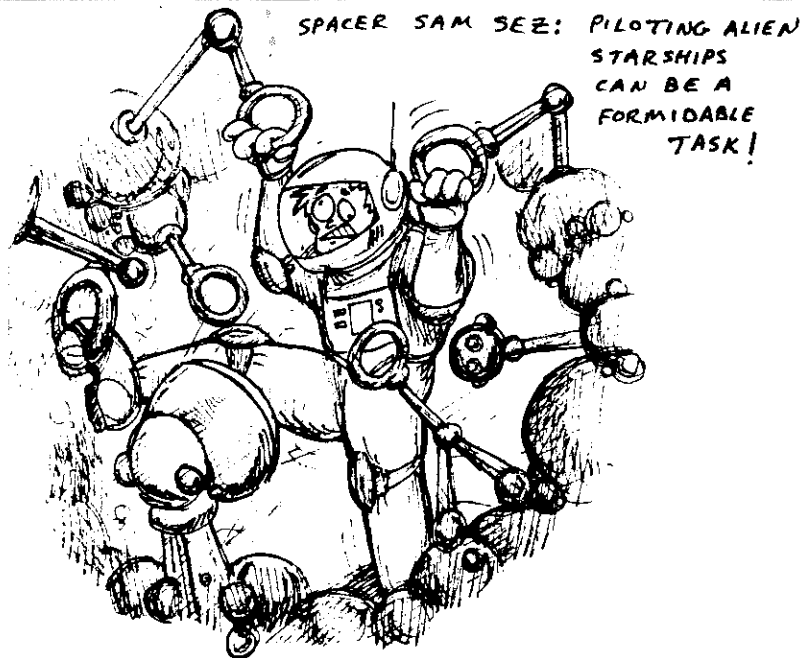
I am increasing the size of the TIMES for a variety of reasons. First and probably foremost is the fact that I can without suffering an economic setback. Second, is the publication of DARK RIVER: A SECTOR DIVIDED. I am using some of the extra space to increase coverage of this sector. Third, I wanted to group the TWILIGHT-2000 and 2300 AD sections together. Finally there is my involvement with HIWG. There are many things which cannot be presented in TIFFANY STAR, HIWG's newsletter. Much of those can be presented in publications such as the TIMES. How does this concern the average TIMES reader? About 25% of the TIMES readers belong to HIWG and this number will probably grow! HIWG articles in the TIMES is an additional means of transmitting information. Furthermore, the HIWG articles in the TIMES is solid information that can be used by players and/or referees to run MEGATRAVELLER adventures in the Shattered Imperium. Essentially, the TIMES articles will go a step beyond what is presented in the REBELLION SOURCEBOOK. Since we will be concentrating on one area of the action, primarily the Diaspora/Old Expanses region, the information presented will provide a great background for campaigns.

Enough of the why's, let me tell you about some of the changes you will find starting this issue. Because we are binding the newsletter on the side, I have moved GEO'S VARIANTS and HASSAN'S HINTS into the main body. The HINTS will frequently include items of SOLOMANI hardware, which was somewhat neglected by the REBELLION SOURCEBOOK. Mark Hayes has been regularly contributing TWILIGHT-2000 articles, so I have given him a whole column of his own on page 3. Right next to it will be a column of 2300 AD items. We are moving NEWSLINE-2300 from X-LINK to the 2300 AD section where it belongs. With the TWILIGHT-2000 column moved, I had some room on the page with QUICK REVIEWS and PARALLAX. This is where the Diaspora material will appear. It may eventually fill a page, if I can find the room. In the GNS section we will include news items for Diaspora and Old Expanses. The Old Expanses material is provided by John S. "Hassan" Kostoff, who is the Old Expanses Sector Analyst for HIWG. He also deals with the Solomani Right Flank, which faces Diaspora's trailing edge. Finally, in the X-LINK will be a DARK RIVER DATA section. This will have two regular articles: LIBRARY DATA UPDATE and DEEP SECRETS OF DARK RIVER. The first just adds to the information found in the supplement. The second is primarily intended for referees and reveals some of the goings on behind the scenes; the Enigma of Dark River. I will probably gather these together and publish an update to the supplement on a regular basis. These are the latest changes to the TIMES. Write to me and let me know what you think.

HIWG

This is a support organization for MEGATRAVELLER. These few words fall far short of describing HIWG. Over a year ago, TNS announced the assassination of Strophon. GDW gave us some idea of what the rebellion was going to be like, but these were only the briefest of details. A group of MEGATRAVELLER players and referees formed HIWG, the HISTORY of the IMPERIUM WORKING GROUP, to fill in the details. The Workshop used a significant portion of those details in the REBELLION SOURCEBOOK. If you check the credits page, you will see HIWG and the names of several of their members prominently mentioned.

HIWG is one of the most exciting things to happen to TRAVELLER in years. Through this organization, we have a voice in what is going to happen in the background for the game. I do not know of any other game that offers this opportunity. HIWG is not "just a fan club". Membership includes none less than the creator of TRAVELLER, Marc Miller! Join HIWG today and lift your voice with ours for the future of the IMPERIUM!



SPACER SAM SEZ: PILOTING ALIEN
STARSHIPS
CAN BE A
FORMIDABLE
TASK!



BACKFIT GAME SYSTEM CONVERSIONS



COMBAT

This article will relate how to convert TRAVELLER weapons to MEGATRAVELLER. While this may seem to be a moot point because all of the TRAVELLER weapons and STRIKER weapons are already in MEGATRAVELLER stats. However, there are some weapons in magazine and supplement articles which have not found their way into MEGATRAVELLER. Those are the ones you can convert. It works best if you have both TRAVELLER and STRIKER stats, but you can work with just one or the other. For explanation purposes, we will select such a weapon. From Game Lords' UNDERSEA ENVIRONMENT, I take a sling speargun. The TRAVELLER stats I need are dice of damage (2D), rounds carried (1), rounds per burst (N/A), and maximum range (Medium). From the STRIKER stats (my interpretation), I need the penetration at effective range (3). The weapon type, ammo type, and rounds are evident. The STRIKER penetration becomes the weapon's penetration. Attenuation is a matter of judgement. Check the drop in penetration at effective, long, and extreme ranges in STRIKER for an idea. In our example, a speargun shaft loses penetration very quickly so we will set its value at 1. Damage is simply dice of damage, just take off the D. For autofire targets, take the rounds per burst and refer to the ammo usage paragraph in the Special Rules section of the PLAYER'S HANDBOOK. Signature and recoil are also subjective. Check comparable weapons in MEGATRAVELLER for an idea. In our example we will set signature at LOW and recoil at LOW. Since it is a one shot weapon, it cannot be rapid fired. Since it is a fashion of longarm, we will set the difficulty as RIFLE (although bow could be argued as well).

WEAPON	AMMO	RDS	PEN/	DMG	MAX	AUTO	DNG	SIG/REC	DIFF
			ATTN		RNG	TGTS	SPC		AS
SPEARGUN	BOLT	1	3/1	2	MED	--	--	LOW/LOW	RIFLE

If you only have one or the other source available, you can still convert weapons from that source to MEGATRAVELLER. You may have to make a few more subjective decisions though. If you only have TRAVELLER, you will need to determine the penetration somehow. If you only have STRIKER, which is less likely, you will need to determine damage. Other items that we derived from the other system can be derived from the single source. For example in STRIKER, you can determine rounds per burst by taking the autofire bonus at effective range and referencing an ammo expenditure rule. You can determine max range from the ranges listed, but I recommend using the effective range. Remembering that the STRIKER number represents 10's of meters, take the range and refer to MEGATRAVELLER range bands. You can determine other factors in a similar manner.



TWILIGHT:2000



2300 AD

ANTI TANK WEAPONS

BY MARK HAVES

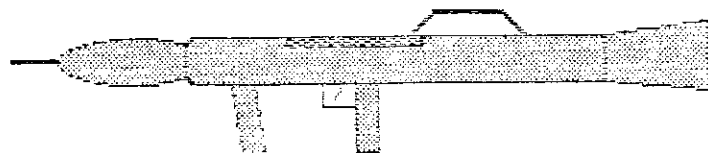


LAW 80

TYPE	RND	RNG	DAM	ARM	KDR	BURST
LAW 80	HEAT	120	X 300	---	5	5
ROF:	1	MAG:	0			

LAW 80: A single shot disposable anti-tank rocket launcher. It uses a spotting rifle with tracer rounds. Fire the spotting rifle in the same round as the LAW. The rifle fires as an L-42. If the rifle round hits, double the chance to hit with the LAW.

Weight: 9 kg. Price: \$300 (S/R).



M3 CARL-GUSTAV

TYPE	RND	RNG	DAM	ARM	KDR	BURST
M3	HEAT	170	X 400	---	5	10
CARL-GUSTAV	HE	120	X 300	X10	10	30
	CHEM	120	X 20	X10	---	20
	ILLUM	150	---	---	---	100

ROF: 1 MAG: (2), (3) for HEAT round

M3 CARL-GUSTAV: A lightweight version of a multi-purpose rocket launcher used by Great Britain and Sweden. All of its external parts are made of aluminum or plastic. The Milan has replaced it in many units, but some would still be available.

Ammo: 84mm rockets. Weight: 8 kgs.

Price: \$200 (S/R).

AMMUNITION

84mm HEAT, FFV597: Fired from the M3 Carl-Gustav rocket launcher. The round is rocket assisted and fin stabilized. It was designed to penetrate the front of MBT's with compound armor. The round is in two parts and takes one person 3 rounds to load. Weight: 7 kgs (23 kgs per case of 3).

Price: \$200 each or \$500 per case (S/R).

84mm HE: Fired from the M3 Carl-Gustav rocket launcher.

Weight: 3 kgs (10 kgs per case of 3).

Price: \$50 each or \$125 per case (C/R).

84mm CHEM: A smoke round fired from the M3 Carl-Gustav rocket launcher.

Weight: 3 kgs (10 kgs per case of 3).

Price: \$50 each or \$125 per case (S/R).

84 mm ILLUM: An illumination round fired from the M3 Carl-Gustav rocket launcher.

Weight: 3 kgs (10 kgs per case of 3).

Price: \$50 each or \$125 per case (R/R).

MAD DOG'S MUNITION MAGAZINE

SCOTT MADDOW: WEAPONS DESIGNER



AK-60

TYPE: 7.5mm-Short Conventional Carbine
 COUNTRY: Russia WEIGHT(EMPTY): 2.5kg
 LENGTH: 69cm(BULK=2) ACTION: SS or Burst
 AMMO: 7.5mm x 25mm Ball MUZZLE
 VELOCITY: 650mps MAGAZINE: 20 round Box
 MAGAZINE WEIGHT: .3kg ROF: 3 AIMED FIRE
 RANGE: 400m AREA FIRE BURST: 10(AFV=.5)
 AREA FIRE RANGE: 200m DPV: .5 PRICE:
 200Lv (LV 8 for 100 Rounds)

The AK-60 was designed for front line non-combatant troops. Its intention is to give them more firepower than a pistol could provide. It is a rugged field weapon and able to take a lot of abuse. The weapon has a tendency to pull to the side when firing bursts, greatly reducing its value as an area fire weapon. The round used by the weapon is unique and not easily obtained. It is an effective weapon which can be found in use by police forces and reserve troops. It also enjoys some popularity as a civilian weapon.



NEWSLINE:
2300

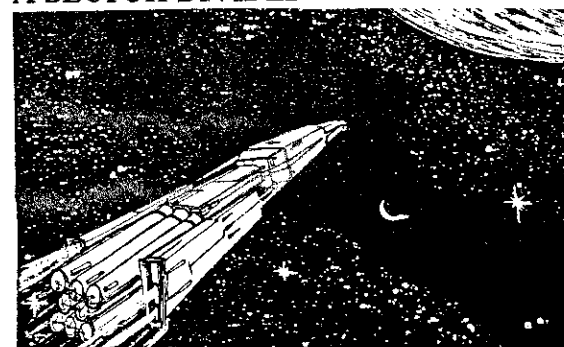


DISASTER STRIKES MINE

DUNKELHEIM: MAY 21, 2301: An explosion at Krupp Metals mine #23 killed 3 workers today, and injured several others. The damage from the explosion will shut operations at #23 down until extensive repairs can be made. It is possible that some parts may have to be brought from Earth. Krupp investigators are searching for evidence of sabotage.

DARK RIVER:

A SECTOR DIVIDED



A COMPLETELY DETAILED SECTOR OF SPACE
 USEABLE WITH TRAVELLER AND MEGATRAVELLER

A TIDEWATER TRAVELLER CLUB PRESENTATION OF



AN MGE PRODUCTION

TO ORDER SEND A \$5.00 CHECK OR MONEY ORDER TO MARK GELINAS, 1302 RIVERFRONT CT, SUITE 302, VIRGINIA BEACH, VA 23451.



QUICK REVIEWS

BAYERN

REVIEW BY MARK GELINAS

BAYERN is a campaign module for 2300 AD. BAYERN would seem to be a difficult adventure to conduct. While a lot of background information is provided, much of it will have to be organized to be of any use to the referee. The referee will also have to do some extensive system creation if he wants the BAYERN to stop at any places other than the two listed in the module. I recommend BAYERN only to those referees who want to take the characters on a long mission beyond the human sphere of space. Others may find it useful for its background information.

KIDNAPPED

REVIEW BY MARK HAYES

Now that GDW has published a number of modules for TWILIGHT-2000, they seem to be moving more toward single adventure modules. KIDNAPPED is of this type. CivGov's director in Maryland, Roger Caldwell, gives the characters one mission: abduct the leader of New America, Carl Hughes. However, they must find him first. The characters act on a tip given by an NPC at their base in Frederick, Maryland where the adventure begins. They travel from clue to clue, passing through a few interesting communities until they are faced with the challenge of getting into Hughes' secret hideaway. The hideaway and another important structure are well detailed and include floor plans. The backdrop to the mission is CivGov's evacuation of Maryland to, hopefully, less drought stricken lands further west. The referee is provided with an excellent summary of the far reaching effects the drought of 2001 has on the entire U.S. and Canada.

The assault or stealthy entrance to Hughes's hideaway is certain to provide a challenge to the most experienced commando. However, the search looks to be somewhat dry. If the referee wants the players to use a little inductive reasoning to find Hughes, he will have to provide the challenges himself. There are several possible encounters along the way, but people dedicated to this type of mission will avoid all unnecessary contact with the locals. Some of the items in this module build on material presented in previous modules. Unless you have URBAN GUERRILLA, you may wonder who Carl Hughes is or what is New America. Several of the NPC'S weapons are only found in the SMALL ARMS GUIDE. The module expands our knowledge of North America in TWILIGHT-2000 in detailing the blights and its effects. If you are looking for a nicely detailed single adventure you will find KIDNAPPED a valuable addition.

PARALLAX

A DIVERGING POINT OF VIEW

THE GEONIAN MYTHOS

BY MARK "GEO" GELINAS

Before the release of SECRET OF THE ANCIENTS, I developed a background to explain many of the unknowns. This background became popularly known as the Geonian Mythos. The Mythos serves in many of my games. When SECRET OF THE ANCIENTS was released, that became the official history for TRAVELLER, but I still use the Mythos. Anyone using a background different from GDW's must be prepared to accept that published materials may contradict what they are using. Since the Mythos deals with the distant past, it does not have a great effect on modern settings. When it comes to ancient technology, high tech is high tech regardless of who created it.

The Mythos starts on Terra. Thousands of years ago, a high tech race arose on this planet. Its citizens had golden hair and golden eyes and lived on a continent that we know as Atlantis. These people spread far and wide across this end of the Milky Way Galaxy. Being few in number, they created a servant race (Vargr) and enslaved other races that they encountered (Asian and Droune). Eventually there were two distinct groups, the near colonies, which were close to Terra, and the far colonies which lay across the Great Rift. Then tragedy struck. A cataclysm hit Terra and Atlantis sank. The colonies fought over who should succeed her rule. The servant races used the war as an opportunity to free themselves. The conflict developed into what we know as the war of the ancients, 300,000 years ago. From that point history proceeds as we find it in GDW publications. Some additional events take place on Terra, but I will save that for a future article.



DIASPORA: STARLANE TO THE CORE

DIASPORA BACKGROUND

BY MARK "GEO" GELINAS, HMG'S DIASPORA SECTOR ANALYST

This article is an excerpt from a much larger article which will appear in a future issue of TIFFANY STAR. It is included here to give those who do not set that newsletter an idea of the background of Diaspora.

Rimward of Lucan's holdings and coreward of the Solomani Rim Sector is a large track of space. That space contains part of the Massila Sector and all of the Diaspora Sector. This area is without any significant grouping of systems. I will attempt to explain why that sector fragmented when other sectors have held together. Diaspora is dispersed for a number of key factors which I shall list.

LONG HISTORY

Diaspora is one of the older sectors of the Imperium. It originally existed as an outback of the First Imperium, almost to the edges of Vilani controlled space. As such, it became the battlefield during the latter series of interstellar wars between the First Imperium and the Terran Confederation. During the Rule of Man, it was along the trade routes between the Solomani Rim and the coreward sectors of that government. However, prosperity passed, because the Long Night arrived and governments neglected the sector. The Third Imperium regained the sector centuries after its founding. During the formation of the Solomani Autonomous District, Diaspora suffered a division. Half of the sector went to the "Solomani Sphere" and the coreward half remained in the Imperium. When the Solomani Rim War occurred, the Imperium regained the Solomani portions of the sector as they pushed toward Terra. This long history has made Diaspora unique among sectors and contributes to its present condition.

LOCATION

There are factions all around the Diaspora Sector. With all these factions around, there were no easy choices who to join, and inevitably the sector chose none.

LEADERSHIP

The leadership of the sector had a lot to do with its present condition. First, there is the Sector Duke Eneri Raklragemar. Although he is a very skilled Duke, he is not a strong leader. When the bullets flew at Capital, he had only recently gained his position and had not really strengthened it. When the Imperium shattered, he faltered. The nobility of the sector then made their own choices, many of them opposing those of other nobles. Duke Eneri remains in control of only a small portion of the sector in the vicinity of Libert, the sector capital. The rest of the sector is under control of Dukes or Counts, depending on how it fragmented. In many cases, a world will stand alone, with no strong noble to unite them, the sector remains a dispersed grouping of duchies, counties, and individual worlds.

With this condition, the Solomani should be able to move through the sector in a piecemeal fashion. It probably would except the one strong personality in the sector: Sector Admiral Jessica Nile. Admiral Nile is a strong leader with a very good intuition which probably accounts for the Solomani's defeat. She prepared her fleets for a Solomani attack along the Old Expanses border long before that sector capitulated to the Solomani.

LUCAN'S INTERESTS (OR LACK OF INTEREST)

Lucan I is the Emperor of the largest portion of the Shattered Imperium. Diaspora has not declared for Lucan as a sector, but neither have they declared against him. Although Admiral Nile has resisted his orders on several occasions, she is keeping the Solomani at bay and the starlane open. The fleets of Admiral Nile occupy the sector in the name of the Imperium. A significant number of systems considers Lucan the Emperor of the Imperium, therefore he lets them be. After all, he has other concerns.

LIVELY SOL-SEC AGENTS

With as much Solomani influence as Diaspora has had, it is a natural breeding ground for Solomani sentiments. With them come Sol-Sec. Sol-Sec has contributed to the condition of Diaspora, spreading propaganda liberally, and damaging war efforts where they could.

LAST WORD

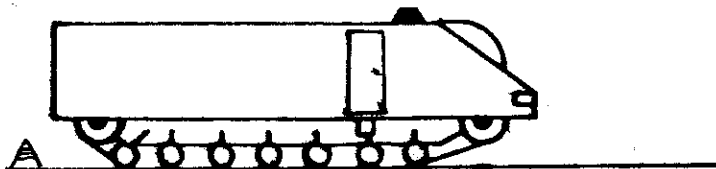
This then is the condition of Diaspora and some of the factors which have contributed to that condition.



GEO'S VARIANTS

ISSUE 15: SEPTEMBER '88

This month's VARIANTS has some more MEGATRAVELLER vehicles. Once again, these make up part of ODYSSEY's vehicle complement. These are, however, standard MEGATRAVELLER designs so they can be used in any game where lower TL vehicles are needed.



TL-12 TRACKED ATV

CRAFT ID: Tracked ATV, TL12, Cr 609,542

HULL: 90/225, Disp=10, Config=4USL, Armor=4F, Unloaded=46Tons, Loaded=65.2Tons

POWER: 2/3, Fusion=1.52Mw, Dur.=55/165

LOCO: 28/38, Tracks Road=130kph, OffRoad=78kph

COMMO: Radio=Planet, Maser=Planet

SENSORS: Headlight x 2, Environ Sensor, PassiveEMS=VDist, ActiveEMS=Dist, Active/Passive Audio, Video Rec., ActObjScan=Form, ActObjPin=Form, PasEngScan=Form

OFF/DEF: 1 Hardpoint

CONTROL: Comp=0 x 2, Panel=Dyn Link x 10, Environ=Basic Envvn, Basic LS, Ext. LS, Air Lock x 1, ECP

ACCOMM: Crew=1(Operator), Seats=Adq x 8, Bunks=4

OTHER: Fuel=3kliters, Cargo=19kliters, ObjSize=Small, EMLevel=Mod

The TL-12 Tracked ATV is an exploratory vehicle. While a similar vehicle exists at a lower TL, this vehicle takes advantage of a higher tech power plant to increase endurance and allow operations in a vacuum environment.

TL-13 ENCLOSED AIR RAFT

CRAFT ID: Enclosed Air Raft, TL13, KCr 551.2

HULL: 36/90, Disp=4, Config=4SL, Armor=2F, Unloaded=4.94Tons, Loaded=13.5Tons

POWER: 1.5/2, Fusion=2.28Mw, Dur=23/69

LOCO: 1.5/2, StdGravThrust=15Tons, Cruise=90kph, Top/NOE=120kph

COMMO: Radio=Planetary

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

OFF/DEF: Handpoints=1

CONTROL: Comp=0 x 2, Panel=HolodynLnk x 5, Environ=Basic Envvn, Basic LS

ACCOMM: Crew=1(Operator), Seats=Roomy x 10

OTHER: Cargo=8.5kliters, Fuel=2.12kliters, ObjSize=Small, EMLevel=Moderate

This vehicle is actually a lower tech version of the standard enclosed air raft. Because of the differences in power plants, a larger power plant was needed to produce adequate power.

TL-13 G-CARRIER

CRAFT ID: G-Carrier, TL13, MCr 2.84

HULL: 75/189, Disp=8, Config=4SL, Armor=8F, Unloaded=20.74Tons, Loaded=34.44Tons

POWER: 3/4, Fusion=7.5Mw, Dur=33.3/100

LOCO: 4.5/6, StdGravThrust=45Tons, Cruise=270kph, Top=360, NOE=170kph

COMMO: Radio=Continental, Maser=Planetary

SENSORS: EMMask, Radio Jammer=System, Neutrino Sensor=100kw, PassiveEMS=VDist, ActiveEMS=VDist, Headlights x 2, Environ Sensor, Holorecorder, Densitometer=50m Active/Passive Audio, EMS Jammer=Regional, ActObjScan=Diff, ActObjPin=Diff, PasObjScan=Diff, PasObjPin=Diff, PasEngScan=Diff, PasEngPin=Diff

OFF: 7mm Gatling Gun

DEF: Smoke x 10, Sandcaster x 10

CONTROL: Comp=0 x 3, Special=HUD x 1, Panel=HolodynLnk x 16, Environ=Basic Envvn, Basic LS

ACCOMM: Crew=2(Operator, Cmdr/Gunner), Seats=Adq x 2, Roomy x 13

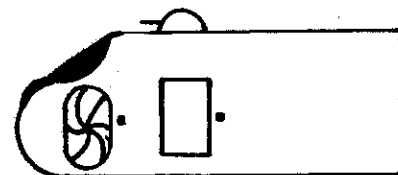
OTHER: Cargo=13kliters, Fuel=10kliters, ObjSize=Small, EMLevel=Faint

WEAPON	AMMO	RND	PEN	DMG	MAX	DNG	AUTO	SKG	REC	DIF
			ATN	RNG	SPC	TGT		AS		
Gatling Gun	7mm Slug	5000	3/3	3	DIST	--	3	M/R*	HI	RFL

The G-Carrier is a quasi military vehicle designed to support a squad of troops. It is moderately armored and carries a small weapon. This vehicle is a lower tech level version of the standard G-Carrier. The crew compartment is separated from the troop compartment by a bulkhead which allows troop access and egress without breaking airtight integrity for the crew.



ENCLOSED AIR RAFT



G-CARRIER

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HASSAN'S HINTS

A SERVICE TO MEGATRAVELLER AND 2300AD PLAYERS AND REFEREES WITH MILITARY NEEDS ISSUE 4

A WORD FROM HASSAN

This issue Hassan brings you details and deck plans for a Solomani Patrol Frigate. This is a very handy ship for Solomani characters to use, and could form the basis of a campaign in the background of the Shattered Imperium. *HASSAN*

CRAFT ID: Patrol Frigate, Type FP, TL 14,
Mcr 576.8

HULL: 4500/11250, Disp=500, Config=1AF,
Armor=52G, Unloaded=8069.5 Tons
Loaded=8519.1 Tons

POWER: 660/1320, Fusion=5940Mw,
Duration=24/72

LOC: 1417/1890, Maneuver=5,
405/540, Jump=3
NOE=180kph, Cruise=259zkph,
Top=3456kph, Vacuum=3840kph,
Agility=0

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

SENSORS: EMMask, Radio Jammer=System,
LoPen Densitometer=100m,
Neutrino=10kw,
EMS Active=Far Orbit,
EMS Passive=Interstellar,
ActObjScan=Rout, ActObjPin=Rout,
PasObjScan=Rout, PasObjPin=Rout
PasEngScan=Simp, PasEngPin=Rout

OFF: 5 Hardpoint
Missile=x04, Batt=1, Bear=1
Plasma=x03, Batt=2, Bear=2

DEF: +9 Def DM
Sand=xx4, Batt=1, Bear=1

CONTROL: Computer=8fib x 3,
Panel=Holodynamic Link x 392,
Special=Large Holo x 2, HUH X 5
Environ=BasEnv, BasLS, ExtLS,
Grav Plates, Inertial Comps

ACCOMM: Crew=1 x 18(Bridge=2, Eng=1,
Gunnery=3, Command=2,
Troops=10),
Accomm=Stateroom x 4,
Bunks x 16, EmLowBerths x 4
Subcraft=M6 APC x 1

OTHER: Cargo=222kilters, Fuel=3251kliters,
Electronic Circuit Protection,
Scoops, Purification Plant (24 hours),
Missile Mag (120 nuclear missiles)
ObjSize=Ave, EMLevel=Faint

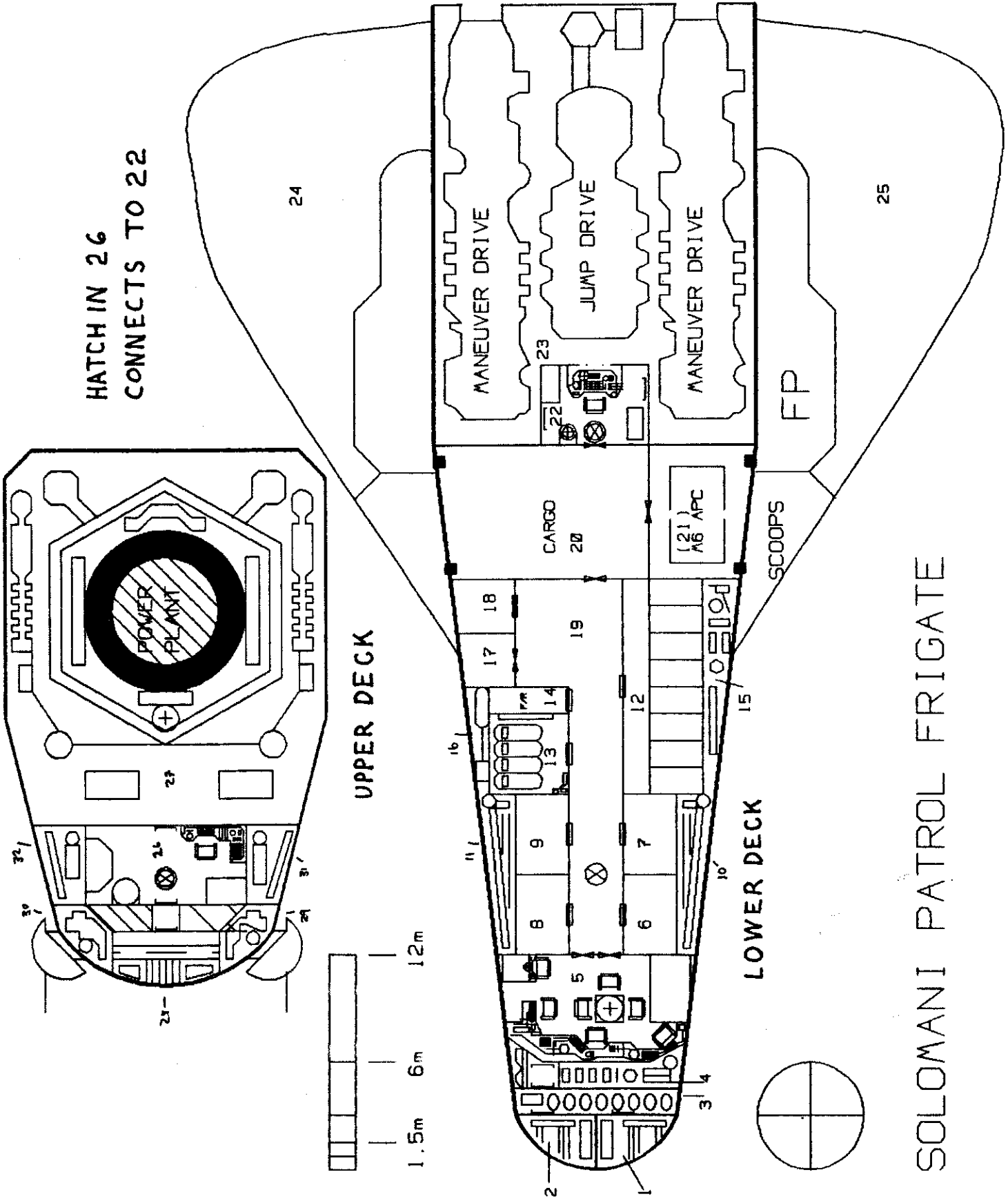
This vessel is a well rounded vessel intended to fill a variety of roles. It can serve as fleet support, but probably is best suited for the role of independent operations. It is armed well enough to handle most marauders. With its jump-3 drives and frontier refueling capability, it is well suited for patrols in the less travelled regions of Solomani Space. Its streamlining allows planetary landings, freeing it from reliance on interface craft or orbital stations. It carries a complement of troops which can be used for routine customs inspections, boarding actions, or showing the flag on low population worlds. A contingent of high tech troops can go a long way toward keeping peace on low tech planets. The patrol frigate can be encountered nearly anywhere in Solomani Space.

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DECK PLAN KEY

LOWER DECK

- 1. MISSILE RACK:** Forward mounted triple missile launcher racks and associated machinery.
 - 2. MISSILE RACK:** Same as 1 above.
 - 3. MISSILE MAGAZINE:** This is the missile storage compartment and the loading mechanism for the missile racks. It has a capacity for 120 missiles, and is fully shielded to support nuclear missiles.
 - 4. AVIONICS:** The avionics black boxes are stored here.
 - 5. BRIDGE AND FIRE CONTROL:** The ship's operation center. This area also holds the Mod 8 fib computers. The large holo-display shows sensor, astrogation, and targeting information. 3 fire control stations are around it. From port to starboard at the main consoles are the helm/engineering station, the astrogation station, a multi-function command station, and a computer operator's console.
 - 6. STATEROOM:** Single occupancy for the ship's Captain.
 - 7. STATEROOM:** A double occupancy stateroom, this is normally used as single stateroom.
 - 8. STATEROOM:** Single occupancy for the Engineer.
 - 9. STATEROOM:** Same as 7 above.
 - 10. PORT SENSOR ARRAY:** Passive EMS antennae and neutrino sensor area.
 - 11. STBD SENSOR ARRAY:** Active EMS antennae and densitometer area.
 - 12. BUNK ROOM:** 16 crew bunks are located here.
 - 13. EMERGENCY LOW BERTHS:** Contains 4 ELB's and monitoring equipment.
 - 14. HEAD:** For use by the enlisted grades.
 - 15. LIFE SUPPORT EQUIPMENT:**
 - 16. LIFE SUPPORT EQUIPMENT:**
 - 17. ARMORY:** Serves as a ship's locker and holds weapons for the ship's troop complement.
 - 18. GALLEY:** A small food preparation area.
 - 19. COMMON AREA:** Recreation and eating facilities. This area serves as an assembly area for ship's troops.
 - 20. CARGO BAY:** A 222kl cargo bay with a 6m x 3m door.
 - 21. VEHICLE BAY:** Holds one M6 Grav APC.
 - 22. ENG. MONITORING STATION 1:** The engineer monitors the power plant, maneuver drive, and jump drive from here. Rad suits, tools, and diagnostic equipment supplement the main console. Repair robots can be controlled from here, but the engineer may enter the drive room if necessary. A manual hatch on the deck allows this room to be used as an emergency airlock. It also is commonly used for quick access to engineering when the ship is landed.
 - 23. DRIVE ROOM:** Jump and maneuver drives are here.
 - 24. FUEL TANKAGE:** Fuel is kept in the airframe's wings. The wing roots hold fuel scoops and the purification plant.
 - 25. FUEL TANKAGE:** Same as 24 above.
- #### UPPER DECK
- 26. ENG. MONITORING STATION 2:** Functionally the same as 22, this station serves as a backup. The power plant may be accessed here.
 - 27. UPPER DRIVE ROOM:** The ship's fusion power plant is located here, as well as some life support equipment.
 - 28. SANDCASTER RACK:** This space holds a triple sandcaster, associated machinery, and its magazine.
 - 29. PORT PLASMA GUN:** A single mount plasma gun and its turret machinery.
 - 30. STBD PLASMA GUN:** Same as 29 above.
 - 31. PORT PLASMA DIRECTOR:** The gun director for the port plasma gun turret.
 - 32. STBD PLASMA DIRECTOR:** The gun director for the starboard plasma turret.



HATCH IN 26
CONNECTS TO 22

UPPER DECK

LOWER DECK

SOLOMANI PATROL FRIGATE

COMING EVENTS



REFEREE SEMINAR; SEP 16-The seventh seminar; 7:00 pm at the spokesman's residence.
COUNCIL MEETING: OCT 3- 7:00 pm; location TBA.
SCI-CON 10; NOV 11-13: The Club will be running games. Club referees are still needed to run games.

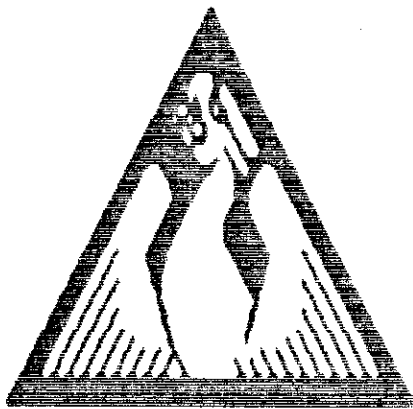
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NORTHCOAST ROLEPLAYING: A fanzine for RPG's including TRAVELLER. For 6 monthly issues, send \$8.00 to Barry Osser, 1018 F St. #1, Eureka, CA 95501.

DARK RIVER: A SECTOR DIVIDED

A complete sector useable with TRAVELLER/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 without a SASE. Subscriptions for non-members are \$3.50 for six monthly issues.
 Editor.....Mark "Mad Geo" Gelinis
 Proofreader.....Kate Leberz Gelinis
 Submissions.....Hayes, Kostoff, Maddow
 Artwork.....K. L. Gelinis, M. Gelinis, M. Griffith, M. Hayes, S. Maddow
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BACK ISSUES

Back issues of the TIMES are available. The cost of each issue, is: 1-\$1.20; 2,14,15-\$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.

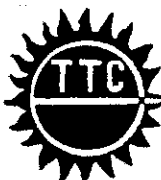
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Ad space per issue costs as follows: 1/8 page- \$1.00, 1/4 page- \$2.00; 1/2 page- \$4.00; and full page- \$8.00.

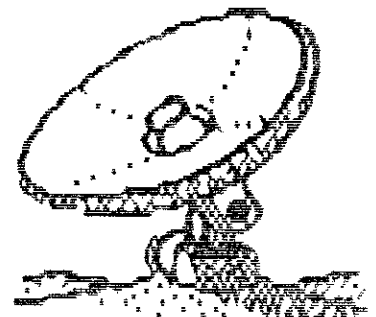


Tidewater Traveller TIMES

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GAMING IN THE FUTURE



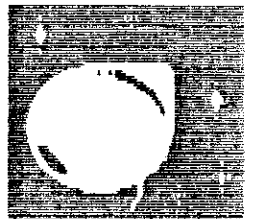
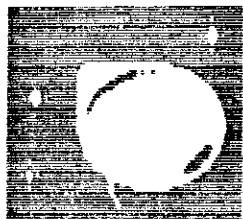
SEPTEMBER '88

X-LINK

CHARTER CHAPTER NEWS & INFORMATION

REPRESENTATIVE: KATE LEBHERZ GELINAS

PHONE: 428-4636



CAMPAIGN REPORT



TRAVELLER

GHOST FIGHTERS-Referee: Kate Lebherz Gelinaz: When we last saw our adventurers, they were preparing to board a liner bound for Kasaku. Benson, the mystery lady, "Buzz", and several others did manage to board the STELLAR QUEEN. "Buzz" was not seen very much during the voyage because he was snooping around various places. Benson encountered an old friend that he had not expected to see there. The mystery lady did mysterious things. Two mercenaries, who Mohrdon had hired for a little investigation on the side created quite a scene on board and managed to disappear shortly after arriving at Kasaku. Having reached their destination, can the Ghost Fighters get the information they want? With the strange events that happened during flight, they may have to wait until the heat cools down. Watch and see!

MEGATRAVELLER

FRAGMENTS OF FEAR- Referee: Mark Gelinaz: (This is an off shoot of the FAST TIMES campaign) With the back of FAST broken, the Emperor of Aquaria is determined to rid the Empire of any vestiges of them. As a direct result of this, several agents have been sent to Kasaku to investigate possible connections with FAST. One agent was alerted by an anonymous source and avoided a trap. Another agent, Vashil, working undercover again, is still searching for a lead. The clues may be pointing further beyond Aquarian Space.

TOWARDS TERRA: VOYAGES OF THE ODYSSEY EPISODE 4 VANISHED

Referee: Mark Gelinaz

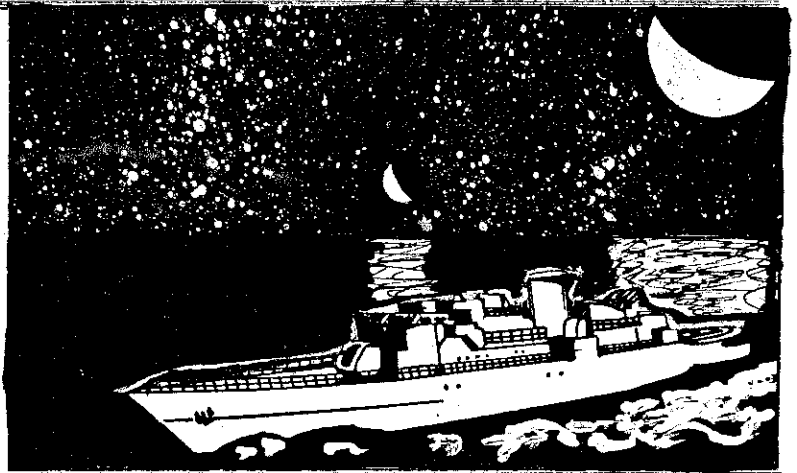
The crew of the ODYSSEY were determined not to leave the survivors of the undersea habitat to perish. Captain Kent sent out an assistance team, who discovered that the survivors were missing. Suspecting foul play by a surface vessel which had been loitering in the area, the Captain sent a recon team to investigate. Using the submersible to approach the vessel, they were able to get within close range. As they swam to the vessel underwater, they noticed that the vessel had a wet chamber below. Choosing to use the accommodations ladder instead, the team got on board, they completed their recon with no loss of life on either side, although there are a few sailors who will not forget them.

EPISODE 5

GUNBOAT DIPLOMACY

Referee: Mark Gelinaz

Having made contact with the survivors of the undersea habitat, and possibly led their captors to them, the crew of the ODYSSEY were still determined to assist them. Rather than use the ODYSSEY's overwhelming military strength against a lower tech culture, the Captain sent a diplomatic mission. The team was to attempt to negotiate a release of the captives. By the time the team was organized and briefed, the vessel carrying the captives was approaching a harbor. A series of floating breakwaters formed the harbor. A series of platforms stood in the center, housing drilling, refining, and storage facilities, as well as living quarters and shops. When attempts to contact the vessel were ignored, the team from the ODYSSEY landed on the platforms. The team was cordially greeted, and treated to refreshments at THE THIRSTY RIG. Some sailors from another vessel learned not to mess with marines. The ODYSSEY team finally arranged a meeting with the crew of the vessel in question. At the appointed time, they went to the meeting onboard the vessel. Foresight on the part of the team foiled a double cross intended to trap them. Forced into a military solution, the team completed their designated task. The captives were set free and given control of the vessel. The team returned to the ODYSSEY and made preparations for the next jump. There are many among them who would not care to visit this world again. Having learned little of any use to their quest, Captain Kent decided to move on to the next world. Will there be any clues there? Could the homeworld lie this close to Alpha? Watch and see.



2300 AD

BALCONY BOYS- Referee: Mark Gelinaz: This campaign will have restarted by time this issue is distributed.

TWILIGHT:2000

BACK IN THE US of A- Referee: Mark Hayes: The group from Krakow returned to an America they never knew: a country divided against itself struggling for its very survival. Zeke and the crew knew that if the rest of the world had not been busy with their own problems, America might have fallen. But then, an outside threat might have been the impetus the country needed to pull together again. Anyway, upon arriving in Norfolk, "Flight One" got some rest, but not too much. It seemed that MilGov needed them to do a little work in New York City, now a burned out hulk from a nuclear near miss. There was only one problem: people still lived there, if one could call a very violent type of life a living. The Navy provided the team transportation up to New Jersey. From there they had to use the oldest mode of military transportation known to man: they walked. Crossing the George Washington Bridge, Victor, Russian refugee now American soldier eliminated "a recon element of an underground subversive group". The first night on Manhattan was relatively quiet. The next day as they moved down the Henry Hudson Parkway, a band of wild humans attacked them. Fast Eddie was severely wounded in the battle. He later died from his wounds. They witnessed several skirmishes before encountering Rhonda, a rover who knew her way around the city. With her help, they headed toward the Empire State Building, a possible location of the gold they sought. This was to the detriment of a number of gang members who tried to muscle them out. At the ESB, they found a crazy old man and a valuable clue to the ultimate location of the gold. Having made several enemies, they must decide whether to leave and let another team take over, or head back north to Central Park in attempt to get a more certain fix on the gold.

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

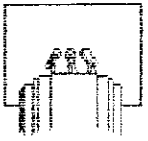
PERILS IN POLAND- Referee: Bruce Gelinaz: No gaming.

Campaign Headquarters



MINIATURES
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MEETING REPORT



The monthly meetings of the Charter Chapter was held on Friday, August 19, 1988. Present were Kate Leberz Gelinis, Mark Gelinis, Joe Umpress, Mike Griffith, and Josh Scialdone. The meeting was opened and Minutes were read.

OLD BUSINESS:

SCI-CON 10 progress report was made.
DARK RIVER progress report was made.

NEW BUSINESS:

The Chapter resolved to send a complementary copy of DARK RIVER: A SECTOR DIVIDED to Marc Miller.
Then the meeting was closed.

COUNCIL MEETING

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

OLD BUSINESS: None.

NEW BUSINESS:

The new Membership Cards were given to the custody of the Treasurer, and dues were discussed.

It was resolved to send a letter to the Honorary Members with a reply form on the bottom.

One Honorary Member was removed from the list at his request.

The TIMES was discussed.

A question was referred to the Chapter meeting.

Various promotion projects were discussed.

A question was raised about the status of the Peninsula Chapter Insert to the TIMES. Spokesman to investigate.

After this, the meeting was closed.



MEET THE CHARACTERS



Mac "The Mechanic" Web

EQUIPMENT QUALIFIED ON: Combat Rifle, Heavy Weapons, Sidearms, Ground Vehicles, Thrown Weapons, and Sensors.

SKILLS: Melee, Demolitions, Electronics, Mechanics, Survival.

BACKGROUND DESCRIPTION: Mac was born on June 15, 2270 in the system of Vega. His parents were researchers working at Vega Far Station 5. As a young man, many of his friends were dependents of servicemen or young servicemen serving at the American Space Force base at Vega. Although his parents wanted him to pursue a career in science, Mac chose to follow a military career. He spent 12 years in the American Army before getting out to find something new. He tried several ventures over the next few months, but ended up in his old profession as a mercenary with the TANSTAAFL FREE LEGION. His nickname "the Mechanic" is derived more from his talent of dealing with Kafers than his knowledge of tools. After serving a couple of hitches with the LEGION and participating in the battle of Thunder Valley, Mac left the LEGION to go work at Novoa Kiyev. Here he has been increasing his score while leaving the Kafers confused (as if they needed any help).

Spending his formative years in low gravity has made Mac a very lithe person, yet this is compensated for by a very high dexterity. This dexterity has proved more than valuable on many occasions, but none more memorable than the day he did the impossible. He actually managed to shoot down a Kafer missile in flight.

Mac is played by Mel Haynes and can be found in the BALCONY BOYS 2300 AD campaign.

CAMPAIGN HEADQUARTERS



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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 83708.

MEGATRAVELLER ERRATA

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

DARK RIVER SECTOR

The DARK RIVER SECTOR supplement is available for \$5.00. In order to remain within the bounds of the Letter of Permission received from the Workshop, we will not offer this for mass distribution.

SEPTEMBER MEETING

The September meeting of the Charter Chapter of the Tidewater Traveller Club will be held Monday, September 19, 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 encourage 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.

DARK RIVER DATA ERRATA

The first printing of the supplement DARK RIVER: A SECTOR DIVIDED, left some pages untitled. Page 37 should have the label "LIBRARY DATA". Page 41 should have the label "INDEX". These labels are included on the Table of Contents, but not on the pages themselves.

LIBRARY DATA UPDATE

THE ORDER OF CHICHIRO- The religion of the founders of Dipchichiro. Theirs is a somewhat contradictory religion. They believe they should promote peace and harmony, but are intolerant of other sophonts. Their intolerance led to persecution on Lan causing them to flee to Dipchichiro. Because of the war that happened on Dipchichiro, this is a dying religion with most of its 90,000 followers living on that world. URF 9A9854.

THUVAN- The name given to the developing race on Oteemite. This stone age race is believed to be of gatherer stock. At 50 kg, they are at the lower end of the size scale for sentient beings. Scientist studying the race believe that a meteor strike caused a forest fire driving the ancestor of the Thuvan to the plains. There these solitary creatures were forced to learn to form communities, and develop a higher intelligence for survival. The Thuvan now seem to have created artificial shelters and have attained a crude form of agriculture. Physically, they are hexapods with a bilateral symmetry. The forelegs have developed manipulative appendages, and the mid-body legs can be used to hold substances. An opening on either side of the neck leads to a dual lung necessary for survival in the thin atmosphere. Thuvan skin is very thick and heavily pigmented to compensate for the strong radiation of the worlds star. Thuvan are protected by Comayip interdiction of Oteemite.

DEEP SECRETS OF DARK RIVER

WARNING: THE FOLLOWING INFORMATION IS INTENDED FOR REFEREES WHO ARE RUNNING CAMPAIGNS IN DARK RIVER. PLAYERS IN CAMPAIGNS IN THAT SECTOR SHOULD NOT READ THIS SECTION.

HYOI/SHILLELEAGH- As noted in the supplement, the Asian of the Thexin Heirate have not bothered this world for some unknown reason. It is really quite simple. The nickel iron chunk that appears to be a moon of Hyou is in reality an operational starship. This ship which is of cruiser size and made of an asteroid, belongs to a very wealthy individual who has taken it upon himself to protect this world. Unauthorized vessels approaching the world are destroyed. Vessels passing through to the gas giant are not bothered. The Heirate has never sent a sizeable force to this world to investigate, now having many myths and superstitions about it.