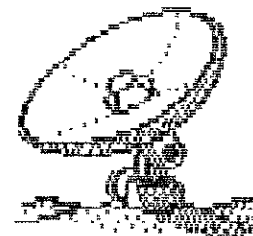


Tidewater Traveller TIMES



PROPOSED PRODUCTS REVIEWED

CORRECTION

Last issue Mike Mikesch had an article on ORIGINS. He was credited at the article, but not included in the Submissions portion of Page 8. We apologize for this exclusion.

PROPOSED PRODUCTS

A REPORT BY
MIKE MIKESCH

EDITOR'S NOTE: THIS INFORMATION COMES FROM THE ORIGINAL REPORT THAT MIKE SENT. IF YOU LIKE ANY OF THESE PRODUCTS, WRITE TO THE COMPANIES. THEY ARE MORE LIKELY TO RELEASE PRODUCTS THAT PEOPLE WANT.

An audience survey was taken of future product proposals. The titles presented here are informal.

REFeree's SCREEN- The inside would have tables for refs. The outside would have basic info for players, artwork, or both. This would also include character forms.

ANCIENTS SOURCEBOOK- Tentatively projected. It is chiefly intended to support campaigns involving exploration of Ancient sites.

MEGACORPORATIONS- Described as a book intended to support play on the corporate level. Alternately, it might be support material for adventures with corporations as patrons or villains with additional source info on the megacorporations.

STARPORTS- Also tentatively projected. It would have info about starports including such things as what can be found there, landing procedures, services, costs, security, legalities, examples, etc.

SYSTEM SURVEY- A book of major worlds in Charted Space. Each would be done in the "System Survey" format of DIGEST.

STARSHIP DESIGN KIT- Described in two forms. One would offer grids with the basic outlines of standard starships already drawn. The interiors could be completed by pasting in staterooms, hatches, etc. from prepared sheets. The second is much the same, but offers a drawing stencil for the standard fixtures.

101 WEAPONS- Would do for TRAVELLER what the weaponillo's did for 2300 AD.

CITIZENS OF THE IMPERIUM- Originally described as three products, "NOBLES AND DIPLOMATS", "SCIENTISTS AND DOCTORS", and "PIRATES AND BELTERS". These would offer enhanced character generations systems for these professions plus additional material. Audience feedback favored merging all six of these into a single publication.

ENVIRONMENTS- DGP is proposing an upgrade to MEGATRAVELLER to be included in one book with the unpublished "Arctic" and "Vacuum" ENVIRONMENTS.

STAR SOLDIER- Picks up where "BOOK 4-MERCENARY" left off. It could include things like mercenary tickets for the current setting, and new equipment.

REBEL'S ARSENAL- Weapons, equipment, and military gear used in the REBELLION.



NEW GNS



STATION SILENCED

KASAKU/KASAKU: 374-1110: The Kasakan Space Agency announced today that there may be a problem with Research Station Delta. This station operates in the Inferno Nebula. The regular courier flight is a week overdue, and the Agency is preparing to send a team to investigate.

UNIVERSITY UNREST

PRALOR/LA GRONE: 165-1112: Students at the University of Pralor staged a series of sit-ins today on campus. Expressing dissatisfaction with the government, the students blocked classes until they were removed by campus police. No civil arrests were made, but authorities may expel the leaders of the unrest.

FLEET FLIES

LIBERT/DIASPORA: 259-1116: The Flagship ALLEYCAT has departed the system with her escorts today. An unconfirmed report states that Sector Admiral Nile is onboard the ALLEYCAT. The fleet did not register a destination, an unusual practice for naval vessels during peacetime. A number of fleet couriers also departed which may or may not be related to the departure of the Flagship.

INVASION INITIATED!

SONTAR/OLD EXPANSES: 044-1117: Imperial Naval forces suffered tremendous losses as a huge Solomani task force moved into the system. The remaining ships have escaped to Lemos. Contact with Sontar has been lost.

SOLOMANI SUCCESS

MUAN GUL/VEGA: 242-1117: A report of questionable origin states that the Solomani have gained a foothold on the surface of Terra. They have landed a large force on Australia and are receiving large support from the population. The future of Imperial forces there is bleak.

BRZK BALKS

ANTARES/ANTARES: 257-1117: In a surprise move, Archduke Brzk of Antares renounced his oath of loyalty to the Emperor. Citing Lucan's questionable rise to the Iridium throne, Brzk has assumed control of the Domain in the name of Emperor Strephon until a solution can be found. It is not likely that Lucan can soon bring this Domain back to the Imperial fold.

IMPORTANT NOTICE!

Effective with the publication of Issue 19, the Tidewater Traveller TIMES will become the Terra Traveller TIMES. We will continue to honor all TIMES subscriptions.

EVENT HORIZON

CURRENT AND FUTURE RELEASES

FROM THE WORKSHOP: October releases: For TWILIGHT-2000- MED CRUISE (LAST SUB pt. 2); For AIR SUPERIORITY-DESERT FALCONS.

FROM DIGEST GROUP: TRAVELLERS' DIGEST 14 has been delayed. WORLD SURVEY GUIDEBOOK may be later this year. STARSHIP OP'S has been delayed until the end of the month.

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: Jeff Swygaffer will have a new book out. Although 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- The Canadian TRAVELLER Magazine. 1 year subscription \$8.25 U.S. funds. Send to Mike Jackson, #512-4676 Yew St., 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. #1, Eureka, CA 95501.



EXCERPTS FROM ODYSSEY'S LOG

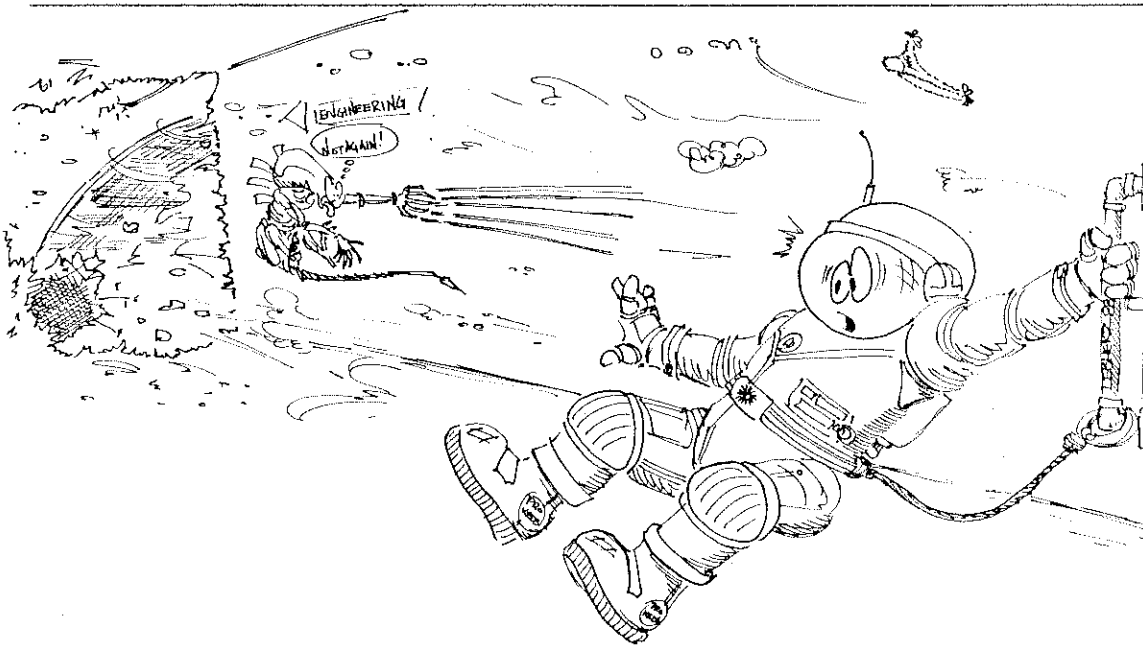
198-2657: Location-2906: The Scout departed for 3106.

198-2657: Location-Hyperspace: The ship has successfully entered hyperspace. Our destination is 3006. We do not intend to contact the colony the scout met earlier.

205-2657: Location-3006: The ship has entered system and will be refueling at the gas giant. No encounters have been made.

It is better to be consistently small than inconsistently big.

-GEO-



SPACER SAM S&Z:
 JUMP DRIVES
 AND
 GRAVITY WELLS
 DON'T MIX!

⊕ FORWARD OBSERVER ⊕

AN EDITORIAL BY
 MARK E. GELINAS

WHAT WILL YOU DO WHEN I MOVE?

This month's Forward Observer is primarily for the members of the Tidewater Traveller Club who reside in Tidewater. If you are a subscriber, I encourage you to read this anyway. It might give you some ideas on things to do in your area.

CHANGE

The inevitable is rapidly approaching. The needs of the Navy is going to force me to move. I have enjoyed my stay here, but by January, I will be gone. This will be a change for the Club.

COMMITMENT

I know what I am going to do when I move. I will strive to find new players in the Charleston area, and start a Chapter of the Club there. I will continue as Editor of the TIMES. I am a fan of role-playing games in general and the games of GDW in particular. I believe that moderate role-playing is one of the safest pastimes available. I will continue to promote them wherever I may go.

CHALLENGE

When I have moved, there will be little that I can do to influence the gamers in this area. The time is approaching when Club members will have to take up the challenge and run with it.

It will not be easy, but then, it may be easier than you believe. Think about the various things that I do for the Club, and ask yourself if you would like to do one of them.

The key here is desire. Once you have a desire to accomplish something, the rest is easy. This is true even if you lack the know how. Many times enthusiasm will compensate for lack of knowledge. Knowledge desired is usually obtainable from various sources. Nevertheless, the desire must be there.

What sort of things will be needed? Perhaps first and foremost are referees. I have several campaigns going. Someone will have to fill the gap that I leave. The TOWARDS TERRA campaign was started to give other people a chance to ref, and to provide a continuing campaign. I would like more people to take the chance.

Next, leaders will be needed. I expect that Joe Umphress will take over Spokesman, but who will fill the role of Second? Leaders are needed to organize and co-ordinate. Don't feel that you are too young, old, or busy to be a leader.

Someone will have to take over X-LINK. I will be producing the CHARLESTON COMLINK (or whatever I will call it) for that Chapter. The X-LINK is for telling the Charter Chapter what is happening here. The person who takes up this banner may need help. This need includes artists.

Members will be needed. When I leave the Chapter will lose two members; don't forget my wife! We can work on this now!

This is my challenge: do better without me than we did together. I believe you have it in you to do so, and it will please me to see you do it. I am not asking you to devote all your spare time to the Club, just a little more than you do now. The rewards will be well worth your efforts.



BACKFIT GAME SYSTEM CONVERSIONS



CHARACTER GENERATION

This month I look at character generation. The TRAVELLER system I chose is IBIS from DRAGON magazine. My MEGATRAVELLER conversion is for a generic intell agent. Differences between the two will be in parenthesis. All CAPS indicates a cascade skill. Explanation of changes, M.O. and other TABLES will be next month!

INTELLIGENCE AGENT

TRAVELLER	MEGATRAVELLER
11+	(10+)
Education 10+	(Education 8+)
Dexterity 10+	(Intelligence 9+)
Intelligence 10+	(N/A)
10+	(8+)
Dexterity 9+	(Intelligence 10+)
N/A	(7+)
N/A	(Education 8+)
N/A	(10+)
N/A	(Intelligence 10+)
N/A	(5)
3+	(5+)

TABLE 1 PERSONAL DEVELOPMENT

+1 Strength	(PHYSICAL)
+1 Dexterity	+1 Dexterity
+1 Endurance	(HAND COMBAT)
+1 Intelligence	(MENTAL)
+1 Education	(INBORN)
Admin	Admin

TABLE 2 SERVICE SKILLS

ATV	(VEHICLE)
Air/Raft	(VICE)
Ship's Boat	(Computer)
Vacc Suit	(TECHNICAL)
Gunnery	Gunnery
Pilot	(SPACE)

TABLE 3 ADVANCED EDUCATION

Gun Combat	GUN COMBAT
Blade Combat	BLADE COMBAT
Demolitions	(SPECIAL COMBAT)
Heavy Weapons	(SPECIAL COMBAT)
Zero-G	(TECHNICAL)
Survival	(ENVIRON)

TABLE 4 ADVANCED EDUCATION (ED 11+(B+))

Forgery-2	(VICE)
Interrogation-2	(VICE)
Bribery-2	(ACADEMIC)
Gambling-2	(INBORN)
Streetwise-2	(INTERPERSONAL)
Administration-2	Admin

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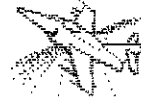
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TWILIGHT:2000



2300 AD

ALTERNATE SETTINGS: NORWAY 1996

BY MARK HAYES

One of the many things that other gamers and I have found exciting about TWILIGHT:2000 is the ability to use modern weapons and equipment in a role-playing environment. The system has excellent rules for vehicle combat, artillery, and helicopters. However, most of the settings in GDW material do not incorporate anything larger than a heavy machine gun. So, how can we use all this "neat stuff" without violating the spirit of a deteriorating, post-apocalyptic world? Why not set some of your TWILIGHT:2000 games earlier during World War III? The next several articles in this column will deal with alternate settings for TWILIGHT games: set earlier in the war but still appropriate for role-playing adventures. The first I will describe is NATO's Northern Flank- Norway.

October 7, 1996-The Bundeswehr crosses the frontier between East and West Germany and begins attacking Soviet garrison units still in the country.

October 10-Norway orders full mobilization of armed forces.

October 20-Soviet Red Banner Northern Fleet Amphibious Units sortie and take station in the northern Norwegian Sea.

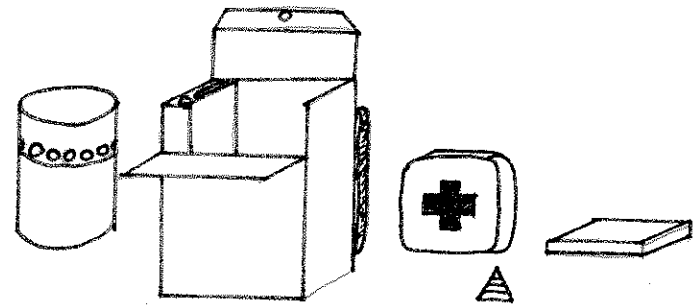
November 1-Elements of the U.S. 10th Infantry Division (Mountain) arrive in southern Norway in preparation for rapid movement north.

November 5-In an attempt to gain a quick victory in northern Norway, Soviet armed forces invade. The 69th Motorized Rifle Division crosses the border, seizes the small port of Kirkenes, and engages the Norwegian Finmark Regiment. Soviet paratroopers from the 7th Guards Air Assault Division land in battalion strength at and around Alfa-Banak, Hammerfest, and Tromso. Elements of the 27th Naval Infantry Regiment support the paras at Hammerfest and Tromso. Soviet aviation is forced to use its limited resources in too many operations. Its effectiveness suffers accordingly.

November 6-10-The Allied Command Europe (ACE) Mobile Force (a brigade-sized formation consisting of special units from several NATO countries) deploys into Bardufoss and moves quickly into the mountain passes outside of Tromso along with the Norwegian armored brigade, Norland, in order to prevent further Soviet advances. The 13th Mechanized Brigade of the Norwegian Army follows close behind. The 5th Mountain Brigade from Bodo begins moving north on the 10th in order to cover for the movements of the 15th Mech Brigade. The U.S. 10th Infantry Division deploys by air into Bardufoss starting on the 9th and moves north leaving one battalion each to garrison Narvik, Evenes-Andoya, and Bardufoss. The Norwegian regiment in Finmark is overwhelmed as the Soviets commit another category III division (the 45th MRD) to the offensive. The regiment breaks down into small groups and conducts hit-and-run operations in an attempt to disrupt the Soviet advance. The lack of close air support for the 69th and 45th MRD allows the Norwegians to achieve some measure of success. British and Dutch Marines are deployed to northern Norway and are then moved by helicopter into Finmark to assist the Norwegians.

November 11-The Soviet stratagem to pull Norwegian units in place out of Narvik and Bardufoss by assaulting Tromso is partially successful. The remaining Soviet Airborne and Naval units are thrown at the Narvik-Bardufoss area. Included in this assault are the remaining units of the 7th Guards Air Assault Division, the 30th Naval Infantry Regiment, and a battalion of the 76th Guards Air Assault Division brought in by helicopters. Not having the time to prepare defensive positions, the units of the U.S. 10th Division are shattered in extremely heavy fighting. Too exhausted by the stubborn defense of the American troops to try and exploit their success, the Soviet units involved in the assault die in. Successful in their maneuvers to contain a Soviet breakout at Tromso, NATO units assault that Soviet position. A Marine Amphibious Battalion of the 2nd Marine Regiment, 4th Marine Amphibious Brigade lands outside Tromso and coordinates an attack with Norwegian units operating in the area. Elements of the 10th Mountain Division plan to take part, but the massive Soviet assault on Narvik forces NATO to cancel its participation. The division turns back south. As a result, the fighting around Tromso is severe. It takes NATO forces three days to kill or capture the 2000 Soviet defenders.

Next month I will conclude the timeline, and space permitting take a look at some Norwegian equipment.



SURVIVAL KIT

A prepackaged kit containing the following items: Respirator, 1 kg; Replacement Filters (100), .1 kg; Water (3 liters) 3.3 kg; Dehydrated Food (30 days), 3.0 kg; Cold Light Stick (30 x 24 hours each), .3 kg; Emergency Beacon (50 km range), 1 kg; Flares (3), 1 kg; SS-7 Air Rifle and Magazine, 1.1 kg; Recharge Bottle, .5 kg; 1000 rounds, 2.5 kg; Tarpaulin (2 meters x 4 meters), 1 kg; Nylon Cord (200 meters), .5 kg; Rope (20 meters), 2 kgs; First Aid Kit, 1 kg; Survival Knife, .5 kg; Cold Climate Clothing, 2 kgs; Solar Still, 2 kgs; Survival Manual, .5 kg; Misc. (Matches, Hooks, Etc.), .1 kg; Plastic Case with Staps (.5 x .4 x .2 meters), 1 kg. Total weight of the Survival Kit is 24.4 kgs, the price is LV 1,500. Most items are described in the ADVENTURERS' GUIDE.



NEWSLINE: 2300

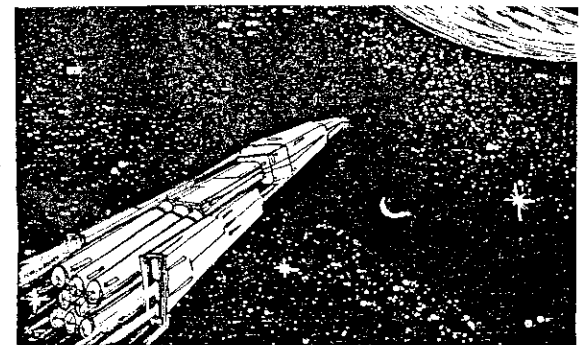


LINER LIQUIDATED

DUKOU: May 29, 2301: A bomb exploded in the engineering section of the BEIJING today. The vessel which had been making an approach to Dukou immediately lost power and crashed on the planet killing all 239 passengers and crew. Investigators on the scene of the crash believe that a bomb caused the explosion. No group has claimed responsibility as yet.

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



DUE TO THE LARGE INFLUX OF NEW ITEMS THAT OCCURRED DURING THE LAST TWO MONTHS WE HAVE A LARGE BACKLOG OF ITEMS TO REVIEW. IF YOU WOULD LIKE MORE INFORMATION ON A NEW PRODUCT, FEEL FREE TO CALL THE EDITOR. HE HAS REVIEWS OF MOST NEW ITEMS.

DARK RIVER: A SECTOR DIVIDED

REVIEW BY JOE UMPRESS

This is the first supplement produced by the Tidewater Traveller Club. Dark River is the local name for the minor rift that splits the sector into two roughly equal portions, hence the sector's name. The sector is located immediately rimward of the VANGUARD REACHES. As stated in the supplement, the sector is known as Iphogenia by the Imperium and Kyatutyare by the Asian.

This supplement is done in the fashion of SUPPLEMENT 3: SPINWARD MARCHES, and SUPPLEMENT 10: SOLOMANI RIM. It is a 42 page booklet done in an 8 1/2 x 11 inch format that has been stapled and punched for a three ring binder. Although production was done by photocopy, the quality of print is among the best I have ever seen. The covers are printed on cardstock.

Besides the subsector descriptions and maps, data included in the supplement are a history of the sector, library data, an index, a list of significant places, and the meanings of all codes used. One point to note is that asterisks are used in place of stars to denote naval bases. This is because the sector maps were computer generated. The only improvement I can think of would be to include a sector map as well as the maps of the subsectors.

Overall, DARK RIVER is well done and well thought out. I highly recommend it to all referees as an alternate sector, and to any player involved in a campaign located there.

EMPIRE'S LEGACY

REVIEW BY MARK GELINAS

This is the fifth book written by Jefferson Swycaffer, but the first of a new series. Jeff's books are all based on a TRAVELLER background, which he credits in each book, but they are not based on the Imperium. This book introduces new characters into his background of Archive, an interstellar government similar in scope to the Imperium. The new characters are the crew of a small independent merchant. They encounter and enigma which leads them to the exploration of an Empire Outpost. The Empire was the forerunner of the Archive that had a higher TL. Some of their technology is comparable with that of the Ancients.

This excellent book makes interesting reading and contains some very interesting concepts. It is good science fiction. I highly recommend this book to all TRAVELLER players and referees.

PARALLAX

A DIVERGING POINT OF VIEW

ALTERNATE TRAVELLER MAPPING

BY JOE UMPRESS

Tired of the usual TRAVELLER subsector mapping? What about the common variant of stacking subsectors? Want something more realistic? Try using the space map from Z300 AD.

There are two problems to this approach. The first is how far will a jump drive go? As explained in both TRAVELLER and MEGATRAVELLER, a Jump-1 drive will move a starship 1 parsec. As everyone knows, no two stars are an even number of parsecs apart. The way around this is to suppose that a jump drive can be tuned to within a half parsec of its stated rating. For example, a Jump-1 drive can be tuned to 1/2 to 1-1/2 parsecs. A jump drive of a given rating is capable of all possible lower jumps.

The second problem is deciding what jump drive is required. There are two steps to this process. The first is to determine the distance to be travelled. To do this, use the formula $x^2 + y^2 + z^2 = d^2$

where x, y, and z are the differences in cartesian coordinates and d is the distance to be travelled. Next you will have to convert light years to parsecs, since Z300 AD uses light years. This is done by dividing "d" from the formula by 3.26. Round this figure to two significant decimal places.

For example: a ship wishes to jump from Star A to Star B. Star A's coordinates are 5, -2, and 0. Star B's are 3, -1, and 2. Using these values in the formula, we get 3 ly. Dividing this by 3.26 we get a figure of .92. A ship with a Jump-1 could make this flight.

All Jump Drives are capable of Jump-0, useable for up to 1/2 parsec. The main use of Jump-0 is insystem travel. Ships may be constructed with only Jump-0 capacity. Such drives have half the equipment and fuel requirements of a Jump-1 for the same displacement ship.

**DIASPORA:
STARLANE TO
THE GORE****LIBERT: SECTOR CAPITAL**

PROFILE: NAME-Libert; LOCATION-1109 Diaspora; UPP-A-2109BC-F Hi, In, Na

PHYSICAL DATA: DIAMETER-1974 miles (3158 kilometers); DENSITY-1.06; MASS-.017; MEAN SURFACE GRAVITY-.272 G; ROTATIONAL PERIOD-31 hours, 30 minutes, 49 seconds; ORBITAL PERIOD-336 standard days; SEASONS-Spring, Summer, Fall, Winter; AXIAL TILT-260; ORBITAL ECCENTRICITY-0.00; SATELLITES-None; SURFACE ATMOSPHERIC PRESSURE-.08 atm; ATMOSPHERIC COMPOSITION- Heavy Gasses; ATMOSPHERIC TERRAFORMING-Yes; HYDROGRAPHIC%- 2% Water; HYDROGRAPHIC TERRAFORMING- Yes

TEMPERATURE: BASE MEAN SURFACE TEMPERATURE-200 degrees Celsius; AXIAL TILT MODIFIERS-Summer=+15.6, Winter=-26; ROTATIONAL MODIFIERS-Day=+14.2, Nights=-15; LATITUDE MODIFIERS-100%-6-11, 75%-5, 50%-4, 25%-3; ORBITAL ECCENTRICITY MODIFIERS- None; WEATHER CONTROL-Yes; GREENHOUSE EFFECT TERRAFORMING-Yes; ALBEDO TERRAFORMING-Yes

MAPPING DATA: NUMBER of TECTONIC PLATES-1; NATIVE LIFE-No; MAJOR CONTINENTS-1; OTHER FEATURES-Scattered Lakes; TERRAIN TERRAFORMING-Yes

SEISMIC DATA: STRESS FACTOR-8; NOTABLE

VOLCANOES-None

RESOURCES: NATURAL RESOURCES-None; PROCESSED RESOURCES-None; MANUFACTURED PRODUCTS-Weapons, Mechanical Parts, Heavy Equipment, and Electronics.

CULTURAL PROFILE:

PROGRESSIVENESS: Attitude-Conservative; Action-Indifferent

AGGRESSIVENESS: Attitude-Unaggressive; Action-Neutral

EXTENSIVENESS: Attitude-Harmonious; Action-Friendly

TECHNOLOGY PROFILE: HI COMMON-F; LOW COMMON-6; ENERGY-F; COMPUTER/ROBOTICS-F; COMMO-F; MEDICAL-E; ENVIRON-H; LAND TRANSPORT-D; WATER TRANSPORT-D; AIR TRANSPORT-F; SPACE TRANSPORT-J; PERSONAL MILITARY-J; HEAVY WEAPONS-F; NOVELTY-J; J-TL-18.

Technology Notes: Environment Technology has advanced due to hostile planetary conditions. Surface Transport Technology has suffered because of limited use. Libert is experimenting with self aware starships, but is having trouble achieving the artificial intelligence levels necessary. The Ducal Guard is armed with Plasma Rifles, and Police Forces use Neural Weapons. Except for Environment Technology, higher tech equipment is generally not available.

GOVERNMENT DIVISION OF AUTHORITY:

EXECUTIVE-Ruler; LEGISLATIVE-Ruler; JUDICIAL-Ruler

UNIFORMITY OF LAW: Personal

DETAILED LAW LEVELS: OVERALL-C; WEAPONS-D;

TRADE-F; CRIMINAL-B; CIVIL-D; PERSONAL FREEDOM-A

CULTURAL NOTES: Marriages on Libert are arranged by the parents of the parties. If parents are not available, then the closest surviving relative is acceptable. If one is a newcomer to Libert and wishes to marry, he or she may hire a professional marriage arranger to assist him or her. Planetary ministers will not unite in marriage any couple not having the proper arrangement papers. A wedding chapel inside the extrality fence of the starport does very good business.

Based on a long tradition dating back to the first settlers of Libert, men shave their heads. When visiting Libert, off world males may avoid this custom by wearing a skullcap. A variety of ornate skullcaps are available at the starport complex and better fashion stores in town. Younger Libertans have adopted the use of skullcaps, but older Libertans stick with tradition. The tradition is reminiscent of the time when stellar radiation caused a significant loss of hair. It serves to remind the populace of the dangers of overexposure to stellar radiation.

Libert enjoys its position astride of one of the Imperium's major communication routes.

THIS ARTICLE'S MATERIAL WAS DEVELOPED USING GRAND SURVEY AND GRAND CENSUS, BOTH BY DIGEST GROUP PUBLICATIONS. THESE SUPPLEMENTS ARE BEING COMBINED IN THE WORLD SURVEY BOOK.



GEO'S VARIANTS

ISSUE 16: OCTOBER '88

This month's VARIANTS has the ODYSSEY and some more vehicles from her vehicle complement. These are, however, standard MEGATRAVELLER designs so they can be used in any game where lower TL vehicles are needed. This month's vehicle is a TL-12 modular cutter and several modules designed for it. I based this vessel on designs that have been published in JTAS and other sources.

TL-12 MODULAR CUTTER

CRAFT ID: Modular Cutter, Type ZB, TL 12, MCr 60.82575

HULL: 180/450, Disp=20, Config=2SL, Armor=40F, Unloaded=638Tons, Loaded=Varies with Module*

POWER: 75/100, Fusion=450Mw, Duration=5.67/17

LOGO: 75/100, Maneuver=4, Agility=0, NOE=160kph, Cruise=750kph, Top=1000kph, MaxAccel=4G's

COMMO: Radio=System, Maser=System,

SENSORS: EMMask, Radio Jammer=System, HiPen Densitometer=50m, Neutrino=1Mw, Environ, Active/Passive Audio, Video Rec., EMSAct=Far Orbit, EMSPass=Intstlr, EMS Jammer=Far Orbit, ActObjScan=Rout, ActObjPin=Rout, PasObjScan=Diff, PasObjPin=Diff, PasEngScan=Rout, PasEngPin=Form

OFF: Missile=x0 1, Batt=2, Bear=2

DEF: +4 Def DM

Sand=xx3, Batt=1, Bear=1

CONTROL: Computer=4 x 3, Special=HUD x 2, Panel=Dynamic Link x 38, Environ=BasEnv, BasLS, ExtLS, Grav Plates, Inert Comp, A/L x 2,

ACCOMM: Grew=1 x 2(Operator/Gunner, Commander), Seats=2 x Adequate

OTHER: Cargo=1kilters, Fuel=30.6kilters, Electronic Circuit Protection, Scoops, ObjSize=Ave, EMLevel=None

MODULE TYPE	*TOTAL CRAFT WEIGHT
None	641 Tons
Cargo	1,172 Tons
Passenger	782 Tons
ATV	1,001 Tons
Tender	1,696 Tons
Submersible Carrier	1,075 Tons
Base Camp	882 Tons
Assault	1,018 Tons

The Modular Cutter was designed to serve a variety of roles. It allows a great flexibility in mission without the expense of purchasing an entire vessel for each new mission. The statistics here are for the basic cutter. Each module has its own hull points, but the basic cutter provides the energy and controls needed to operate the modules equipment. If a module is designed to operate on its own, it has the appropriate power plant and controls. The basic cutter can operate without a module installed, but it becomes unstreamlined. This reduces its max speed in an atmosphere to 300 kph. The spine of the basic cutter has a zero-g crawlspace to connect the bridge to engineering. The basic cutters engines are large enough to drive a 50 ton vessel at the 4 G rate. The basic cutter provides EM Mask for modules.

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CARGO MODULE

CRAFT ID: Cargo Module, TL 12, MCr 3.2268

HULL: 270/675, Disp=30, Config=3USL, Armor=40F, Unloaded=160.422Tons, Loaded=530.486Tons

POWER: 1/2, Battery=1MwHr, Dur=.17/5

CONTROL: Computer=0 x 1, Panel=Comp. Link x 26, Environ=BasEnv, BasLS, Grav Plates, Inertial Comps

OTHER: Cargo=391.5kilters, Hvy Robot Arm, ObjSize=Ave, EMLevel=Faint

The cargo module can hold 29 displacement tons of cargo. The onboard battery allows the robot arm to operate independently of ships power. This allows the module to be loaded while the basic cutter is away. It can operate without limits on ship's power. The environmental controls require power and control from the cutter.

PASSENGER MODULE

CRAFT ID: Passenger Module, TL 12, MCr 1.9

HULL: 270/675, Disp=30, Config=3USL, Armor=40F, Unloaded=140.746Tons, Loaded=140.746Tons

CONTROL: Panel=Electronic x 1, Environ=BasEnv, BasLS, A/L x 1, Grav Plates, Inertial Comps

ACCOMM: Seats=Adequate Long Range x 64, Cramped Long Range x 1

OTHER: ObjSize=Ave, EMLevel=None

The passenger module is intended to carry personnel or passengers from an orbiting vessel to a world. Although this is ideally accomplished from orbit, longer range flights are possible. No provision is made for flights longer than 24 hours. The extra seat is for a flight steward.

ATV MODULE

CRAFT ID: ATV Module, TL 12, MCr 2.345

HULL: 270/675, Disp=30, Config=3USL, Armor=40F, Unloaded=159.81Tons, Loaded=360.01Tons

CONTROL: Panel=Electronic x 1, A/L x 1, Environ=BasEnv, BasLS, Grav Plates, Inertial Comps

ACCOMM: Seats=Adequate Long Range x 8, Cramped Long Range x 1

OTHER: Cargo=135kilters, ATV Storage, ObjSize=Ave, EMLevel=None

This module was designed to carry an ATV (specifically the one in a previous VARIANT) and its crew. The extra seat is for a steward. The cargo volume can be used for camping supplies or equipment.

TENDER MODULE

CRAFT ID: Tender Module, TL 12, MCr 1.921

HULL: 270/675, Disp=30, Config=3USL, Armor=40F, Unloaded=139.1Tons, Loaded=1054.311Tons

CONTROL: Panel=Electronic x 1,

OTHER: Cargo=11.8kilters, Fuel=42kilters, Heavy Robot Arms x 2, Storage for 20 Ton Fighter, ObjSize=Ave, EMLevel=None

The tender module was designed to provide an extended range to the fighter craft it services. Lower TL fighters often have limited fuel. This tender carries extra fuel for them which it can transfer to them by fuel probes on the robot arms. The tender module can service two fighters at once, and can carry a damaged fighter home. The cargo area could carry passengers in a pinch.

SUBMERSIBLE CARRIER MODULE

CRAFT ID: Submersible Carrier Module, TL 12, MCr 2.354 (without sub)

HULL: 270/675, Disp=30, Config=3USL, Armor=40F, Unloaded=159.63Tons Loaded=433.4Tons

CONTROL: Panel=Electronic x 1, Air Lock=1, Environ=BasEnv, BasLS, Grav Plates, Inertial Comps

ACCOMM: Adequate x 9

OTHER: Cargo=11.75kiliters, Sub Storage ObjSize=Ave, EMLevel=None

This module is intended to carry a submersible to a planetary surface and launch it. It is also capable of recovering and securing the sub for the return trip.

BASE CAMP MODULE

CRAFT ID: Base Camp Module, TL 12, MCr 5.28

HULL: 270/675, Disp=30, Config=3USL, Armor=40F, Unloaded=219.1Tons Loaded=240.3Tons

POWER: 10/14, Fusion=40Mw, Duration=90/270

COMMO: Radio=System, Maser=Far Orbit

SENSORS: Neutrino=1Mw, Environ, Video Rec., EMS Passive-V.Dist, Headlights x 8, PasObjScan=Diff, PasEngScan=Form, PasEngPin=Form

CONTROL: Computer=0 x 1, Air Lock x 1, Panel=Dynamic Link x 80, Environ=BasEnv, BasLS, ExtLS, Grav Plates, Inertial Comps

ACCOMM: Accommodations=SmallStateroom x 8, Seats=Adequate x 8

OTHER: Cargo=16.7kiliters, Fuel=64.8kiliters, Electronic Circuit Protection, Lab Space=54kiliters ObjSize=Ave, EMLevel=Fair

This module is self contained environment, which can be set on a world as a base for exploration or other operations. The antennae cannot be deployed while the module is on the basic cutter. The power plant is intended for use only while the module is detached.

ASSAULT MODULE

CRAFT ID: Assault Module, TL 12, MCr4.836

HULL: 270/675, Disp=30, Config=3USL, Armor=40F, Unloaded=175.73Tons Loaded=376.73Tons

OFF/DEF: 1 Hardpoint

VRF Gauss Guns x 2 in Remotes, Point Defense Fire Control x 2 Tac Msl Lnchrs + Mag=10kiliters

CONTROL: Computer=0 x 1, Panel=Dyn Link x 10, Elec x 4 Special=HUD x 1 Environ=BasEnv, BasLS, A/L x 1 Grav Plates, Inertial Comps

ACCOMM: Seats=Roomy x 26

OTHER: Cargo=14kiliters, Troop Equip=52kl, Vehicle Bay for 10 Disp. Ton Veh, Equipped with assault spades, ObjSize=Ave, EMLevel=None

The assault module is intended to land troops onto a planet. The spades can dig prepared positions without exposing the troops to fire. Once they are dug, the troops can exit the bottom of the module and enter the positions. The remote turrets with the VRF Gauss Guns are located on the port and starboard sides of the module and are popups. The vehicle bay is often converted to a command post with the addition of some communication equipment, a battle computer, and a map box. The troops serve as gunners for the gauss guns and tac missiles.

ODYSSEY CLASS EXPLORATION CRUISER

CRAFT ID: Exploratory Cruiser, Type CN, TL 13, MCr 26,386.092

HULL: 270k/675k, Disp=30,000, Config=4SL, Armor=40F, Unloaded=504,820Tons, Loaded=598,174Tons

POWER: 31k/41.4k, Fusion=558,900Mw, Duration=30/90

LOCO: 20.3k/27k, Maneuver=2, Agility=0 12.1k/16.2k, Jump=2, NOE=40kph, Cruise=750kph, Top=1000kph, MaxAccel=2G's

COMMO: Radio=System, Maser=System x 2, Laser=System x 10,

SENSORS: EMMask, PassEMS=Interstellar x 2, ActiveEMS=Far Orbit, Environ, HiPen Densitometer=50meters, Neutrino=1Mw, Magnetic Sensors, Vid Rec x 10, EM Jam=Far Orbit ActObjScan=Rout, ActObjPin=Rout, PasObjScan=Diff, PasObjPin=Diff, PasEngScan=Rout, PasEngPin=Form

OFF: Meson=K00, Msl=x90, Fusion=x50,

Batt-1 Batt-6 Batt-1

Bear-1 Bear-5 Bear-1

BLaser=xx8, PartAcc=080

Batt-8 Batt-2

Bear-7 Bear-2

DEF: +7 DefDM, MesonScr=1, NukDamp=1,

Sandcaster=xx9, Repulsers=x5x

Batt-1 Batt-4

Bear-1 Bear-4

CONTROL: Computer=7fib x 3, Panel=Holodynamic Link x 23,822, Special=Large HoloDisplays x 6, Environ=Basic Env, Basic LS, Ext LS, Grav Plates, Inert Comp, A/L x 100

ACCOMM: Crew 30 x 14 (Bridge=16, Eng=49, Gunnery=90, Flight=95, Troop=60, Command=51, Steward=12, Medic=5, FrozenWatch=42, Science=20) Staterooms=250, Low Berths=48, Emergency Low=100,

Subcraft=Scout x 1, RepairPod x 4,

F-201 Fighters x 20, G-Carrier x 2,

Fuel Shuttle x 4, ATV x 2, Sub x 1,

Open AirRaft x 1, Encl. AirRaft x 2,

Basic Modular Cutter x 6, Modules:

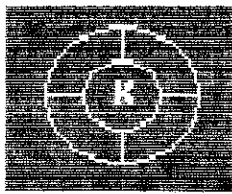
Tender x 2, BaseCamp x 1,

Assault x 2, Cargo x 2, Sub x 1,

Passenger x 2, ATV x 2

OTHER: Cargo=11,880kiliters, Fuel=172,530kiliters, Fuel Scoops, Fuel Purification=36hrs, Hydroponic Gardens=2025kiliters, Fresh Food Store and Prep=2025kl, Lab Space=4050kiliters, Repair Facilities=4045kiliters, Fighter Rapid Launch Tubes x 2, MslMag=100BttyRnds Nuk Capable, ObjSiz=Large, EMLevel=Moderate

The Odyssey is limited to Jump=2 due to lower space technology TL. Refueling is normally performed by the shuttles which take 10 trips of 6 hours each to perform. Fuel for jump and four days of power plant operations can be purified in 18 hours. The ship is intended for long range independent operations, hence the extensive repair facilities. Most missiles have HE warheads.



HASSAN'S HINTS

A SERVICE TO MEGATRAVELLER AND 2300AD
PLAYERS AND REFS WITH MILITARY NEEDS
ISSUE 5

A WORD FROM HASSAN

Hassan continues this month bringing you Solomani Equipment to use in your REBELLION campaign. Also featured is an essay on mechanized combat in the 57th century. **HASSAN**

WOLFE CLASS BATTLECRUISER

CRAFT ID: Battlecruiser, Type BC, TL 14,
Mcr 61885.195
HULL: 67.3K/166.3K, Disp=75000,
Config=3SL, Armor=55G, Unloaded=
1177.3Ktons, Loaded=1219.3Ktons
POWER: 25K/33.4K, Fusion=1503000Mw,
Duration=28/84
LOCO: 16.7K/22.3K, Maneuver=4,
5.6K/7.4K, Jump=4
NOE=180kph, Cruise=750kph,
Top=1000kph, MaxAccel=4G's
Agility=1
COMMO: Radio=Systemx3, Maser=Systemx3,
Laser=Systemx3
SENSORS: Radio Jammer=System x 2,
EMS Jammer=Far Orbit x 2,
HiPen Densitometer=250m x 3,
Neutrino=10kw x 3,
EMS Active=Far Orbit x 3,
EMS Passive=Interstellar x 3,
ActObjScan=Rout, ActObjPin=Rout,
PasObjScan=Rout, PasObjPin=Rout,
PasEngScan=Simp, PasEngPin=Rout
OFF: Meson=M0x, Particle=090, Msl=x96
Batt=1 Batt=6 Batt=R8
Bear=1 Bear=5 Bear=K6
Laser=xx8
Batt=7
Bear=6
DEF: +8 DefDM, NucDamp=6, MesonScr=5
Repulsor=x8x, Sand=xx9,
Batt=8 Batt=A
Bear=6 Bear=8
CONTROL: Computer=8fib x 3,
Panel=Holodynamic Link x 332,
Special=Large Holo x 60,
Environ=BasEnv, BasLS, ExtLS,
Grav Plates, Inertial Comps
ACCOMM: Crew=75 x 20(Bridge=22, Eng=175,
Gnr=890, Flt=15, Cmd=200, Med=19,
Troops=75, Stwds=49, Frozn=152),
Accomm=Stateroom x 200,
Bunks x 1469, LowBerths x 152,
Subcraft=Cutter x 4, Shuttle x 1
OTHER: Cargo=5348kls, Fuel=522,297kls,
Scoops, Purification Plant (24 hours),
Missile Mag (27000 nuke missiles),
ECP, ObjSize=Large, EMLevel=Strong

The WOLFE class, named for heroes of the First Rim War, was the mainstay of frontline Solomani fleets during the Second Rim War. They are heavily armored with an emphasis on offence. With a long jump range and M-4 drives, it can out maneuver most ships of its class. Its primary purpose is anti-capital ship operations, but it is suited for planetary bombardment. WOLFE class ships fought with distinction throughout the Second Rim War.

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MECHANIZED WARFARE IN THE 57th CENTURY

In Issue 3 of the HINTS, we saw that mechanized or armored warfare would become the dominant form of battle at TL's 9-12. It would remain so even up through TL-15. This essay addresses that form of Warfare and the ways that armored warfare will be conducted in an interstellar society. This article will use the terms armored and mechanized interchangeably.

At TL 9, a quantum leap in transportation technology completely changed the face of armored warfare. This leap is the advent of grav technology.

Prior to TL 9, armored vehicles were usually slow and most certainly groundbound. Their mobility was also highly dependent on the local terrain. If, for example, a rain storm took place the day before an attack, the whole offensive could be bogged down. There were entire regions, like heavy forests and mountains, that lay out of the reach of armored vehicles. As such, armored vehicles were an effective tool of warfare, but their major weakness was mobility.

With anti-grav, the AFV merged with aircraft in terms of mobility. They were completely free from the ground, could strike anywhere, and could still utilize terrain to hide from the enemy. Armored offensives could cover worlds within a few days.

Nothing was out of reach of the new armor. Battle lines as previously known became meaningless in this new age of transportation. Warfare became almost completely fluid. A high-tech grav tank's very name is a misnomer: it may have the armor and firepower of a tank, but it could possess the maneuverability of a helicopter and the speed of a high performance fixed wing aircraft.

Other advances were important for mechanized forces. First, the increase in armor materials technology rendered tanks immune to man portable weapons. Now, only a tank could kill another tank. This had the effect of eliminating infantry as a serious threat to armor (HINTS #3). Power generation technology also took a great leap. The advent of vehicle portable fusion power plants provide the necessary amounts of power to operate both the grav generators and the massive energy weapons that vehicles needed to carry to kill their foes. Electronic advances made possible powerful computers and sensors that could enhance the combat capabilities of armored forces.

How would mechanized war be conducted? As stated, it would be a radical departure from pre TL-9 warfare. In the opening days of hostilities, the grav tanks of the belligerents would move in lightning strikes to paralyze enemy logistics and C3 (Command, Control, and Communications) assets, often flying across the globe to do so. Meanwhile, sensors of both sides would be frantically trying to locate enemy raiders and intercept them with armored units of their own. The terms offense and defense would cease to exist as battles would almost invariably be head-on meeting engagements. Once one side gained an advantage by destroying a more significant amount of enemy C3 and logistical assets, the effort would switch to one of gaining maneuver advantages against enemy forces to surprise and destroy them.

This sort of warfare would be very fast paced. Weather, night, and other conditions would have no effect on the conduct of war. Long-range direct energy weapon fire from ranges of 30+ kilometers would be common against rapidly appearing and disappearing targets. Long-range sensors would contact enemy forces at continental ranges, and high-speed vehicles would maneuver frantically to surprise and intercept the other. Longer-range brilliant missiles would be launched to seek out opportunity targets after hundreds of kilometers of flight. Nuclear and electronic warfare would probably also find extensive use. Finally, Orbital artillery (artillery) would be firing down at surface targets.

This is the sort of warfare that would occur between highly advanced armies of rich, high-tech worlds. It would not be common on the frontier. The resources that that type of fighting would consume would be enormous. These type of battles, however, would occur during the rebellion over high-value worlds between the factions. It is precisely this kind of warfare that has devastated so many worlds during the rebellion. This is the shape of things to come in the 57th century. **HASSAN**

COMING EVENTS

COUNCIL MEETING: NOV 7 - 7:00 pm; LTBA.
ELECTION DAY '88: NOV 8 - VOTE!!!
SCI-CON 10: NOV 11-13: The Club will be running games. Club referees are still needed to run games.
GEO CON VIII: DEC: Watch for details in coming issues.



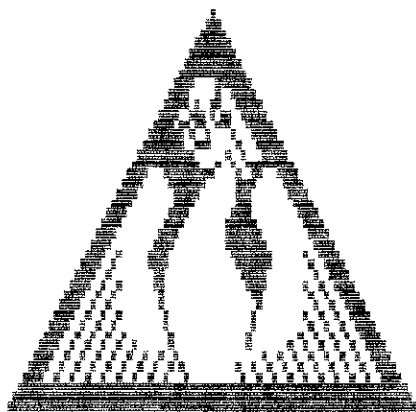
CLASSIFIED ADS

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NORTHCOAST ROLEPLAYING: A fanzine for RPG's including TRAVELLER. For 6 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 Gelinus, 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.

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BACK ISSUES

Back issues of the TIMES are available. The cost of each issue, is: 1-\$2.00; 2,14,15-\$3.00; 3,5,6,12,16-\$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

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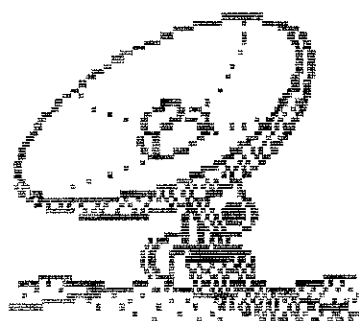


Tidewater Traveller TIMES

1302 RIVERFRONT CT, SUITE 302
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GAMING IN THE FUTURE





CAMPAIGN REPORT



TRAVELLER

GHOST FIGHTERS-Referee: Kate Lebherz Gelinaz: Bensen went in search of and found an institute of higher learning. Buzz remains on Kasaku with a few of the other Ghost Fighters. Will they continue to work for Morhdon, or will they go into business for themselves? One can never really know the mysteries of space!

MEGATRAVELLER

FRAGMENTS OF FEAR- Referee: Mark Gelinaz: While waiting out the heat of Kasaku, Vashi receives a surprize. Karen has followed her. While talking things over in the TAS lounge, they feel that there is something familiar about one of the other guests. The next day, each has a robotic visitor in their room with deadly intent. When they finished playing 3-D pool with these automatrons and destroyed them, they had a distinct impression that they were not liked. Then a cryptic note warns of a FAST agent in the area.

TOWARDS TERRA: VOYAGES OF THE ODYSSEY
EPISODE 5

AN HONORABLE WAY TO DIE

Referee: Mark Gelinaz

The scout arrived in the outer reaches of 3106. The ship experienced a rough entry into normal space which left several of the crew with hyperspace sickness. The jump drive was also damaged and no spare was on board. The commander of the mission decided to proceed directly to the planet in hopes of obtaining material necessary to fabricate a new part.

The planet was a medium sized world with a rapid rotation. This made landing hazardous due to intense atmospheric disturbances and very strong radiation belts. The pilot landed the ship without incident in a lake, intending to hide the vessel from the obviously high tech inhabitants. While part of the crew worked on the malfunctioning drive, the rest went to check out the inhabitants. Proceeding toward a city, they prevent an attack on a young lady, Melinda, whom they met along the way. She takes them to her home and provides them with some refreshments and explained that the assailants were after the Scepter of Dokku. The Scepter is an artifact of the homeworld that the adventurers seek. While at refreshments, a commotion occured outside. A warlord rival to they lady's father issued a challenge involving the possession of the Scepter. After he left Melinda discovers that the Scepter had been stolen and states that if it is not recovered by the stated time, she will have dishonored her family and must commit sepiku. The crew, sympathizing with her cause and desiring to examine the artifact, offer to help. They make preparations and enter the city of the rival warlord under cover of a snowstorm. Gaining entrance to the keep, they quickly find the Scepter, but are forced to fight off a number of guards. They have to use only snub pistols with gas because of the planets taboo on firearms. Egge uses a set of the warlords armor to impersonate him and gain a brief respite from the attacks. They finally escape using the warlords own air-raft to return to their air-raft. When the warlord marched on Melinda's city, they continued the ruse to persuade the army that their leader was an imposter. Because of his dishonorable actions, the army becomes convinced and he has to fight to the air-raft. Pursuing him in their own air-raft, and they him back to justice. Leaving him to Melinda and her father, the characters find the material they need, and return to the scout. With the drive repaired, they jump for their next destination and more adventures.

2300 AD

BALCONY BOYS- Referee: Mark Gelinaz: The Ukranian leadership has a plan working, but they are not letting Vashi, Mac, Ping Tech, and company in on it. However, they do need them to play messenger. They are sent to penetrate Kafer territory to the City of Novoa Kiyev. There they are to locate a leader of the Ukranian underground to deliver a message. They proceeded without incident to Kafer lines. There they discovered a Kafer camp, and eliminated it. They fought a series of small skirmishes until they reached the



vicinity of the city. A recon of the city revealed that a wall of rubble had been erected around the city and was being guarded by the Kafers. Hiding their vehicle, they moved cross country to the wall under the cover of darkness. They were spotted by a Kafer guard, and a brief fight ensued. Separated, they moved on into the city to find one whom they did not expect to really be alive. They also have to find Dmitri who was separated from them at entry. Will they fall victim of the ruthless Kafers?

TWILIGHT:2000

BACK IN THE US of A- Referee: Mark Hayes: Deciding to investigate further, the group worked their way up to Central Park. Recon revealed an armed camp using force labor to work inside the park. They caught a glimpse of something in the lake, and decide it warranted a closer investigation. Going back to the bazaar, they bargain for a wetsuit. Then at night, they slipped into the park, and Zeke dove to investigate. He found three trucks submerged in the lake. A later dive revealed the gold to him. Taking a bar of gold as evidence, they started to make their way out of the park when they were discovered. A brief firefight ensued before the group left in the park was able to escape. They rendezvoused with Rhonda, and start to head for the boat that she arranged for escape. Between the point where they met her and the river, they had a running encounter with one of New York's rougher gangs. They barely managed to escape and were shot up pretty badly in the process. Victor, B.O., and the LT were in pretty bad shape, but managed to make it back to Norfolk. At this point most of this group will probably take a break to recover from their wounds.

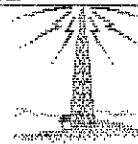
PERILS IN POLAND/INFIDELS IN IRAN- Referee: Bruce Gelinaz: These campaigns are being put on hold. The group that has been playing in Georgia will be getting together and might form a gaming club there to promote gaming in that area!



ROLL CALL

CHARTER CHAPTER MEMBERSHIP

Batt, John	Griffith, Michael	Kostoff, Steve	Spells, Nathan
Gelinaz, Kate	Hayes, Mark	Maddow, Scott	Townsend, D.
Gelinaz, Mark	Haynes, Mel	Scialdone, Josh	Umphress, Joe



Campaign Headquarters



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MEETING REPORT



The monthly meetings of the Charter Chapter was held on Tuesday, September 27, 1988. Present were Kate Lebherz Gelinias, Mark Gelinias, Joe Umpress, and Mark Hayes. The meeting was opened and Minutes were read.

OLD BUSINESS:

A report was made on DARK RIVER sales.
Detailed gaming plans were made for Sci-Con 10.

NEW BUSINESS:

Dues and new members were discussed.
A costume party was set for October 29th and plans were made.
Then the meeting was closed.

COUNCIL MEETING

The Council of the Club met on Saturday, September 10, 1988. Present were the Spokesman, Second/Treasurer, and the Representatives of the Charter and Peninsula Chapters. The meeting opened and Minutes were read.

OLD BUSINESS:

Progress toward SCI-CON 10 was discussed. There was a question of room size available for gaming. Peninsula Chapter may be running some games separate from the Charter Chapter's efforts.

The Spokesman was recruiting people for the "Science Fiction in Role-Playing" Panel at SCI-CON 10. This panel is Club sponsored.

NEW BUSINESS:

The Peninsula Rep described plans for their newsletter.
The Council resolved to change the name of the TIMES to TERRA TRAVELLER TIMES effective issue 19.

The division of new dues has been set at 50% to the Chapter, 50% to the Central Fund (for TIMES, etc.). Chapters will be required to pay for the complementary copies that they use.
After this, the meeting was closed.



MEET THE CHARACTERS



MICHAEL JOHN "PING TECH" SMITH

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

SKILLS: Melee, Electronics, Mechanics, Survival, First Aid, Pilot, Commo, Astronomy, and Engineering.

BACKGROUND DESCRIPTION: Mike was born June 11, 2268 at Barnard's Star. His father worked at the American enclave of the way station. Unlike many people who never have the opportunity to leave their world, Mike spent his formative years moving along the American Arm with his parents. He liked the lifestyle so much he became a scout. After 13 years, he decided that the scouts were too restrictive and left them for some independent adventuring. "Ping Tech" currently works in Novoa Kiyev fighting the Kafers. Ping Tech is played by Joe Umpress, and can be found in the BALCONY BOY 2300 AD campaign.



BULLETINS AND ANNOUNCEMENTS ADDRESSES



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MEGATRAVELLER ERRATA

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

OCTOBER MEETING

The October meeting of the Charter Chapter of the Tidewater Traveller Club will be held Monday, October 20, at 7:00 p.m. in the back room of Campaign Headquarters Norfolk.

COSTUME PARTY

The Charter Chapter of the Tidewater Traveller Club is holding a Costume Party on Saturday, October 29. The party will start about 6:00 p.m. at a location to be announced. All Tidewater Traveller Club members are invited (that means Peninsula Chapter too!). Come on out and bring a guest. Bring your own refreshments and a little extra, but please, no alcohol as we have underage members of the Club. The costume theme is Science Fiction and Fantasy. An Award will be given for best costume. Make your plans to attend!

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DARK RIVER DATA

ERRATA

The first printing of the supplement DARK RIVER: A SECTOR DIVIDED, left some pages unfiled. 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

Kruff/Tonasea (409 E-9COAAB-6 De, Hi): This world suffers from the weight of its population. It was originally a mining world of the Kruff Metals Corporation. They worked this inhospitable world because it was beyond the reach of Tonasean Law. There was an orbital facility and hundreds of crawlers, smelters, and factory vehicles on the surface. A catastrophic failure destroyed the orbital facility and left the on-world workers stranded. The temperature of Kruff is 130 degrees Celsius because of the carbon dioxide atmosphere. The high temperature causes all water to evaporate. Stranded on the world, the workers started to form habitats, using some vehicles to dig, and other vehicles for needed materials. Lack of some important materials cause technology to regress. The population ran rampant and each habitat formed its own government. Recently a leader, Quann (b. 1060) reached and united the habitats to form a world government. Extensive population controls are now in effect, but massive social and food programs prevent the upgrade of starport facilities.

Rote/Cheetam (706 C-6739EF-6 In, Hi): This world is dominated by the religion which gave it its name. The religious leaders are striving to form an army with which they can conquer the sector, once they redevelop jump technology. Because of this, polygyny is enforced. Birth control is prohibited. All men must serve in the military reserve in preparation for the wars of conquest. Visitors to Rote are cautioned about releasing jump technology to that world.

Rotism: The state religion of Rote. The beliefs of this religion hold that a remote deity, Rote, will intervene only in a time of great need. Devotions are required twice a day for all believers. Rotism is a religious autocracy with the "word" of Rote delivered by a "divine" leader - the High Prophet. All residents of Rote are effectively adherents, if not by choice then by decree. URP- 8730063.

Salanka II: The current High Prophet of Rote.

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.

BORDER VIOLATIONS- The alleged border violations by the Brotherhood of Karl are not their responsibility. The Va'can States through various means obtained a number of Brotherhood war vessels. Then, using Brotherhood transponder codes, they repeatedly have entered the Neutral Zone deliberately trying to be seen by scout vessels of the Tonasean Empire. The Va'can States is hoping to start another interstellar war between these two powers. Their analysts have determined that a war between the two powers would be a close contest with either of the two eventually overpowering the other in the end. However, once the war ended both conqueror and conquered would be very weakened militarily. At that time, the Va'can States could move to eliminate these two rival states. After which it could leisurely conquer all worlds on the rimward side of the Dark River Rift. Of course this grand scheme is contingent on many things.