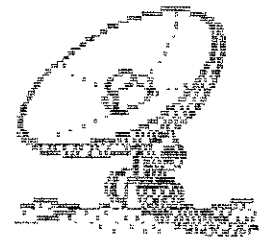


Tidewater Traveller TIMES



SCI-CON 10 THIS MONTH

**JOURNAL
of the
TRAVELLERS' AID
SOCIETY
1980-1988
R.I.P.**

An Old Friend Passes

For many years TRAVELLER players and referees have looked to the JOURNAL as a source of official material. Other magazines may have carried TRAVELLER articles, but at best they could only be considered a variant. They did not carry the weight of official GDW sanction. The JOURNAL did. HIGH PASSAGE and FAR TRAVELLER had official sanction, but these were sadly short lived. The JOURNAL stood fast. The JOURNAL took us from the early days of TRAVELLER, through the FIFTH FRONTIER WAR, and on into the SHATTERED IMPERIUM. The JOURNAL was recently joined as an official source by THE TRAVELLERS' DIGEST, a licensed magazine dedicated to TRAVELLER. The JOURNAL passed quietly away between issues 33 and 34 of the CHALLENGE. The JOURNAL is survived by its child CHALLENGE, and a cousin, THE TRAVELLERS' DIGEST.

IS TRAVELLER NEXT?

Not necessarily, but then, there are those who feel that TRAVELLER has already passed away. Nevertheless, the majority of TRAVELLER players recognize MEGATRAVELLER as TRAVELLER. Yet there is a genuine concern that TRAVELLER may shortly feel the bite of the fiscal axe. It is true that TRAVELLER will be having fewer products released for it by GDW than it has before. You will find that this is true for GDW's other RPG's as well. The reason for this is that GDW is expanding its line. Any company has to work with an available amount of cashflow. To allocate cash for a new product usually requires cutbacks in older products. Another thing to remember is that Digest Group Publications is regularly putting out excellent products for TRAVELLER. I believe that we can look forward to many fine products from Digest Group in the future. What about the JOURNAL? For one, by now people should recognize that the JOURNAL is part of CHALLENGE. As for coverage of TRAVELLER, we must remember that the majority of the JOURNAL was TRAVELLER. It remained such when it moved into CHALLENGE. When 2300 AD came along, it was given (CONTINUED IN NEXT COLUMN)



NEW GNS



MERCHANT MENACE?

AQUARIA/AQUARIA: 030-1111: Several envoys from the Merchant Princes visited the Emperor today. Details of the meeting are not known, but observers believe that the Princes are attempting to negotiate a trade agreement with the Empire. Most analysts believe that such an agreement would harm the strength of the Empire.

BAH BREAKS

LACE/KEFLIN: 192-1112: A blockade runner arrived at Lace today with the report that the world of Bah has capitulated to the Thexin Heirate. There are reports of resistance on Bah.

NOBLES NOTICED

LIBERT/DIASPORA: 280-1116: Duke Michael Argaageluka and Duchess Nushu Duraarka met with Sector Duke Eleri Aakaragemar. This unusual meeting coupled with the fact that they arrived on fast ships has restarted the rumor mills.

TERRAN TURMOIL

MUAN GW/VEGA: 268-1117: Reports reaching Imperial headquarters indicate that fighting is very heavy on Terra. It is also possible that many Imperial troops have defected to the Solomani cause.

ARCHDUKE ALTERS ALERT

REGINA/REGINA: 271-1117: Archduke Norris placed the Domain's armed forces in a higher condition of alert. A spokesman for the Archduke dismissed any possibility of a renewed invasion from the Zhodani. He continued by mentioning that Vargr corsairs which have cut the Corridor Sector might threaten the Domain.

(NEXT Cont.) a share of TRAVELLER'S coverage. CHALLENGE is now undergoing a period of growth. It is moving to fill a void in gaming periodicals: namely a good general SF-RPG magazine. As it picks up coverage of other games, page constraints dictate that GDW games must give up some space. TRAVELLER has given up the most space primarily because it had the most space to give up. Consider this thought: if TRAVELLER coverage is cut to 1/3 of its original coverage, then when CHALLENGE finally goes monthly, there will be 3 times as many issues per year. 3 times 1/3 will leave the original amount of TRAVELLER material per year.

TRAVELLER will not disappear, at least not yet. It is time that we realize that GDW is a company. TRAVELLER is ONE of their products. Companies are interested in consumer satisfaction. We as consumers must let GDW know what we want to consume, being very specific about it.



EVENT HORIZON

CURRENT AND FUTURE
RELEASES

FROM THE WORKSHOP: NOVEMBER releases: For 2300 AD, EQUIPMENT GUIDE.

FROM DIGEST GROUP: TRAVELLERS' DIGEST 14 has been delayed. WORLD SURVEY GUIDEBOOK may be later this year.

SEEKER: For a catalog send SASE to SEEKER, Box 337, Finley, ND 58230.

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

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 Osser, 1018 F St. #1, Eureka, CA 95501.



EXCERPTS FROM ODYSSEY'S LOG

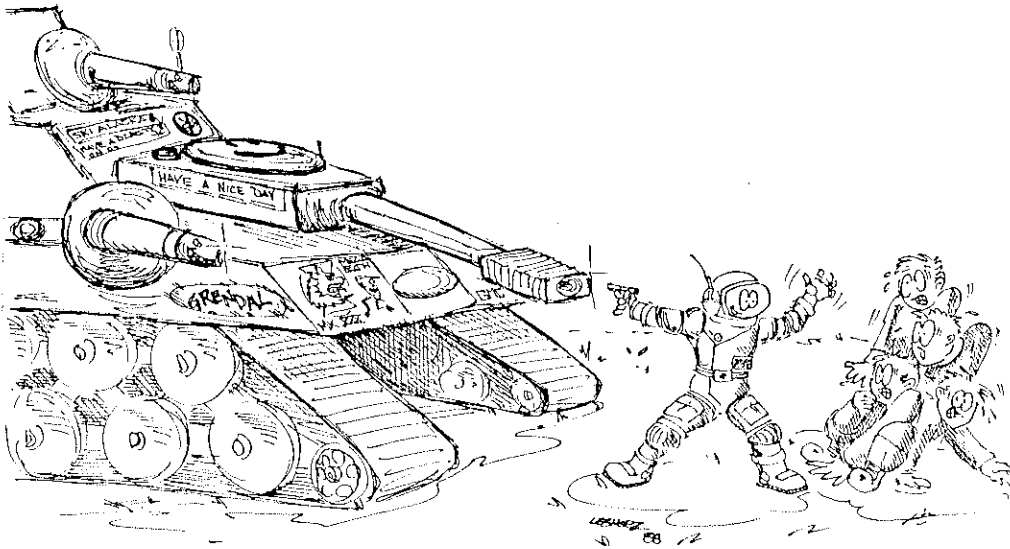
209-2637: Location- 3006: The ship is refueled and is preparing for jump.

216-2657: Location- 3108: The ship entered the system. Survey and refueling operations have begun.

228-2657: Location- 3108: The scout ship arrived in system.

230-2657: Location- 3108: The landing party has obtained permission for our scientist to examine the ruins on planet.





SPACER SAM SEE:
SUPERIOR NUMBERS
DOES NOT ALWAYS
EQUATE TO
SUPERIOR
FIRE POWER

◊ FORWARD OBSERVER ◊

AN EDITORIAL BY MARK E. GELINAS

LOOKING BACK

A year has passed since I laid out some goals for the Club. We have met many of those goals, but some remain unfulfilled. Let us look back and see what progress we have made.

SHORT RANGE GOALS

START A PENINSULA CHAPTER- This was accomplished very shortly after SCI-CON 3. The Peninsula Chapter is strong and growing.

INCREASE THE NUMBER OF REFEREES- Most of the Peninsula Chapter members are running games. The Charter Chapter has seen some fine referees emerge from the ranks of the players.

START A REGULAR CAMPAIGN AT CHQ NORFOLK- This has been difficult to do for various reasons. We are still working on this.

START A REGULAR CAMPAIGN AT CHQ NEWPORT NEWS- The Peninsula Chapter regularly runs its games a CHQ Newport News.

LONG RANGE GOALS

START CHAPTERS OUTSIDE TIDEWATER AREA- Although we do not actually have a Chapter outside the Tidewater area as yet, we do have an affiliated group in Georgia, and a prospective Chapter in Charleston, South Carolina. We may get the Groton group yet.

TRAIN NEW REFEREES- We had a series of referee seminars which did some good. We are starting a schedule of programs for Club meetings to fill out the time.

FIND A NEW EDITOR FOR THE TIMES- This is modified somewhat by the fact that I will be taking the TIMES with me when I move. I will need to assign a new editor for the X-LINK. I have someone in mind, he just needs to get access to an IBM computer.

CONSTANT GOALS

BUILD MEMBERSHIP- We have grown in the last year, and have many prospects for new members. We hope to attract more at SCI-CON 10. The more members the merrier.

PROMOTE GAMES- The Tidewater Traveller Club is the areas foremost promoter of GDW's roleplaying games. Other groups may play the games, but we make an effort to promote them. In the past year several of our members have become involved in HWG. Our members are also making connections with and writing for other publications both amateur and professional.

NEW GOALS

ADDING A NEW GAME- In January, GDW will release its latest role-playing game: SPACE:1889. As with the Workshop's other games, the Club will play and support this new game.

NON-GAMING FUNCTIONS AND OUTINGS- The Tidewater area has a wealth of science and military related attractions such as the Langley Visitors' Center. There are also social gatherings (parties) to consider. I think that the club should have a group activity once a month that does not involve role-playing. This would allow spouses and friends to get involved in our activities.

OFFERING OUR EXPERTISE- Collectively, the Club has a great amount of experience in gaming. We should offer that expertise for panels and for playtestings. We could also collectively prepare materials for magazines.

CONCLUSION

Continuing with our old goals, and adding some new ones will allow the Club to grow in size and influence. Let's work to meet them!



BACKFIT GAME SYSTEM CONVERSIONS



CHARACTER GENERATION SYSTEMS PART II

Last month, we looked at a character generation system that had been converted from TRAVELLER to MEGATRAVELLER. This month we will start by looking at the rest of that system, and examine some of the reasoning behind the conversions.

TRAVELLER	MEGATRAVELLER
RANK AND SERVICE SKILLS	
Combat Rifleman-2	(Handgun-1)

MUSTERING OUT TABLE 1

1	High Psg	High Psg
2	+2 Education	+2 Education
3	+2 Intelligence	+2 Intelligence
4	Travellers'	Travellers'
5	Gun	(Weapon)
6	Scout	Scout
7	Merchant (paid off)	Merchant

MUSTERING OUT TABLE 2

1	100,000	(10,000)
2	200,000	(20,000)
3	300,000	(30,000)
4	400,000	(40,000)
5	500,000	(50,000)
6	600,000	(100,000)
7	700,000	(100,000)
MUSTER DM's	+1 if served 15 years	(+1 for Gambling)

When I was working on the conversion, my first consideration was playability. The system I converted made creating an IBIS character fairly difficult. Then it also tended to produce characters which would seriously upset the balance of play in most games they entered. In my conversion, I created a character type that was both easier to roll-up and also produced a more playable character.

My second consideration was compatibility. The IBIS character generation system found in the DRAGON magazine had some unusual conventions. An example of this is the three different modifiers for enlistment. By reducing the number required to enlist, I eliminated the need for a third modifier.

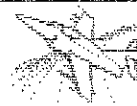
Another part of compatibility is converting TRAVELLER skills to MEGATRAVELLER. This process was covered in an earlier article, and should not be difficult to perform.

The final consideration is expansion. MEGATRAVELLER has many wonderful new skills, new opportunities to gain skills, and skills grouped in cascades. I grouped cascaded skills into the cascade. This left holes in the skill tables. That allowed me to use some of the new skills, many of which are very appropriate to the espionage trade.

The result is a new (and much needed) service type which is a little difficult to get into, but can produce some interesting characters. Try one for your next character!



TWILIGHT:2000



2300 AD

GUNNEY GRUNT WORTH GROWLS:



YOUR WEAPON'S
BURST RADIUS
CAN BITE YOU!

ALTERNATE SETTINGS: NORWAY 1996

BY MARK HAYES

NOVEMBER 12- Soviets commit attack helicopters to Finnmark to protect supply convoys and to facilitate the movement of Soviet Mechanized formations.

NOVEMBER 12-15- Scattered fighting occurs in the mountains east of Tromso as troops from the NATO A.C.E. brigade encounter Soviet patrols from Airborne and Naval Infantry units pushing south from Aito-Banak.

NOVEMBER 14- A Canadian battalion arrives in Bodo. Canada's commitment to the defense of NATO's northern flank was severely cut back in the 1980's due to diversion of funds to their nuclear submarine program.

NOVEMBER 12 - DECEMBER 14- Heavy fighting occurs around Narvik and Barndufoss as NATO units work to eliminate the Soviet air and beach head.

NATO units include the U.S. 6th and 10th Divisions, the Norwegian 5th (mountain), 12th (mechanized), 12th (mountain), and 14th (armor) brigades, along with the Canadian special forces battalion.

NOVEMBER 15 - DECEMBER 14- Soviet Mechanized forces assisted by the Naval Infantry and Airborne units out of Aito-Banak attempt to push through the mountain passes east of Tromso. The NATO units in the area (now including the rest of the 4th Marine Amphibious Brigade) repulse all attacks with heavy casualties. The Soviet 54th MRD (Category I) joins the assaults on December 3rd but only adds numbers to the already lengthy body count. NATO heliborne and ski mobile commando raids on Soviet supply lines greatly contributes to the collapse of their offensive.

The Dutch and Italian governments order the withdrawal of their troops from Norway after U.S. forces invade East Germany on December 3rd.

DECEMBER 15- All Soviet offensive operations in Norway are cancelled and all units are ordered to withdraw to the Kola Peninsula. Soviet units in the Narvik pocket attempt to break out. Very few are successful. Those that are are hunted down by NATO patrols. The remaining Soviet Naval Infantry and Paratroopers, exhausted, starving, and frozen, surrender.

DECEMBER 18- The NATO counter-offensive begins. Heavy airstrikes along with commando raids decimate the retreating Soviet formations. Advance units of the Norwegian Finnmark Regiment cross the Soviet border on January 12.

TOOLBOX: 2300

NEW EQUIPMENT FOR ADVENTURERS

FLARE GUN: The flare gun can be used for a variety of signalling applications. It can fire a flare a distance of 75 meters. Three types of flares can be obtained for the gun, an illumination flare, a signal flare, and a smoke flare. Each type of flare will burn for 1 minute. Weight: 1 kg Flare Weight: .3 kg Price: Lv 25 (Lv 3 for signal flares, Lv 5 for smoke or illumination flares)

SOLAR STILL: The solar still uses high efficiency solar panels to provide power to the still portion. Any substance containing water can be placed in the still. Distillation times depends on material used. 1 liter per hour is typical for a fluid solution. Vegetable matter can yield between .1 and .5 liters per hour depending on fluid content. Releasing water from minerals is far more difficult, generally yielding a liter per day or less. Weight: 2 kg Price: Lv 200

SURVIVAL KNIFE: The Survival Knife is similar to a regular knife in most aspects, except in design and function. It has a serrated top rib for cutting wood, bone, or chitin. Its hollow handle allows it to be mounted on a shaft to form a spear. Most survival knives have handy survival items such as matches, line, needles, and hooks stored in the hollow handle. The screw on end cap frequently has a small magnetic compass inside. The survival knife serves its intended purpose well, but may not be suited for general combat purposes. Length: 25 cm (Bulk=0) Weight: 2 kg Melee Range: Short Melee Skill Modifier: +2 DP: 0.1 Price: Lv 35



NEWSLINE

2300



TRILON TOUCHDOWN

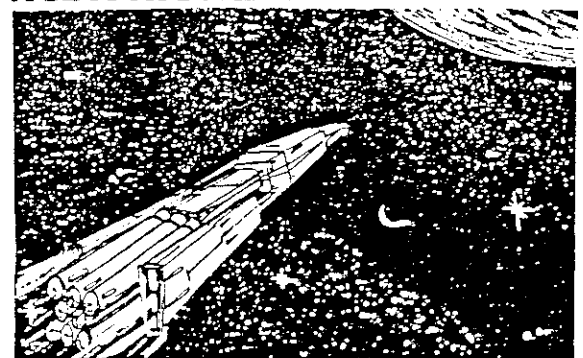
AURORE: March 16, 2301- The Trilon Corporation in cooperation with the freedom fighters on Novos Klyev staged a relief operation. In a daring effort to relieve that besieged colony, a Trilon spaceplane landed food, ammunition, and medical supplies. The operation was not entirely successful, though, as the unloading operations were interrupted by the arrival of Kafer death machines. Some of the freedom fighters were forced to evacuate the planet on the spaceplane.

KAFERS KILL KOLONIE

BETA CANUM: June 23, 2301- News reached Beta Canum today about the massacre of the German colony at Hochbaden. After several days of fighting, Kafer warships breached all of the major domes on that world. Although some rescue efforts have been mounted, it is unlikely that anyone remaining on that world has survived. Indeed, the rescuers themselves are in peril from the Kafer hordes. One wonders how soon Kafer warships will follow this news. One can only hope that the valiant navies can turn them back.

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 GELIMAS, 1302 RIVERFRONT CT, SUITE 302, VIRGINIA BEACH, VA 2345 1.

QUICK REVIEWS

DUE TO THE LARGE INFUX OF NEW ITEMS THAT OCCURRED DURING THE LAST TWO MONTHS, WE HAVE A LARGE BACKLOG OF ITEMS TO REVIEW. I AM USING THIS ISSUE TO CATCH UP ON SOME OF THESE. THEREFORE, THIS WILL BE LONGER THAN THE USUAL SECTION.

THE LAST SUBMARINE

REVIEW BY MARK HAYES

This is the first of a trilogy of modules collectively entitled **THE LAST SUBMARINE**. The adventures revolve around the U.S.S. CITY OF CORPUS CHRISTI, the last U.S. nuclear submarine in the fleet. If you have visions of sailing around the world, torpedoing enemy ships, or visiting exotic places, I'm afraid you are going to have to wait and see what the next two modules in the series have in store.

In the first one, the players spend the entire adventure trying to find and steal the **CORPUS CHRISTI**. The characters travel around New England, following leads, and sometimes fighting their way past the opposition.

The search for the submarine looks much more exciting than the search for Carl Hughes in **KIDNAPPED**. It appears that there are more opportunities for role-playing than in some of the other adventures. There are also enough subplots to keep the group busy for several sessions. The subsequent modules promise to be very interesting.

REFEREE'S COMPANION

REVIEW BY MARK GELINAS

REFEREE'S COMPANION is the latest in the series of books for **MEGATRAVELLER**. It compiles a lot of information from earlier **TRAVELLER** publications, most of which are no longer available.

Some of the older material includes information on the megacorporations, information on robots, and information on the alien races involved in the Rebellion. There is an excellent breakdown of the Tech Levels and achievements in each area. Players and referees may recognize the divisions as originating in **GRAND CENSUS**. The material presented here goes further than that supplement had the room to take it.

New material includes a large scale combat system, information on communications, and a system for scientific research. The large scale combat system is largely drawn from **STRIKER**, but approached in such a way that **MEGATRAVELLER** statistics can be used. The back of the book holds several forms suitable for photocopying, for which permission is given. Several of the forms are useful in mapping campaigns.

Newer players and referees will find this publication very valuable in filling out the **TRAVELLER** universe. Referees and players who have most previously published materials will still find some use for **REFEREE'S COMPANION**. For its intended purpose, this publication is excellent, and is recommended, but it may not be for everybody.

101 VEHICLES

REVIEW BY MARK GELINAS

This supplement is another fine production for **MEGATRAVELLER** from Digest Group Publications. **101 VEHICLES** is an excellent example of what a supplement should be: informative, easy to use, and well organized.

The vehicles in the book cover all Tech Levels from 5 to 15. They are grouped into three types: military, paramilitary, and civilian. Each vehicle is illustrated with a superb drawing of the vehicle. Also included in the front are some notes on vehicle design, and some new weapon types that can be used for **MEGATRAVELLER** vehicle design.

The vehicle designs in **101 VEHICLES** are well thought out, and many show some serious innovation. There is even a police vehicle that the average group of player characters would have difficulty evading. This supplement is highly recommended to all **MEGATRAVELLER** players and referees.

TIFFANY STAR

REVIEW BY MARK GELINAS

Whither the Imperium? That question is probably on the minds of many **MEGATRAVELLER** players and referees. The **REBELLION SOURCEBOOK** has set the stage, but left many details unfinished. **HIWG** is an organization which is trying to fill in those gaps. Indeed part of their work went into the **REBELLION SOURCEBOOK**.

TIFFANY STAR is the newsletter of **HIWG**. It is a forum for members to express their views or counterviews on the future history of the Imperium. Five issues of **TIFFANY STAR** have been released, with the sixth just about finished. The articles range from sector analysis to the major personalities of the rebellion. If

you are interested in what is going to happen in the Rebellion, you should be reading the **TIFFANY STAR**.

Anyone is welcome to join **HIWG**, even if they do not wish to get involved in the writing. Of course, the more voices **HIWG** hears from, the closer the future history of the Imperium will likely be to the consensus of the players and referees. **HIWG** and **TIFFANY STAR** are highly recommended to involved people.

CHALLENGE 34

REVIEW BY MARK GELINAS

If of **GDW's** games, you only play **TRAVELLER** or **MEGATRAVELLER**, this issue will dissapoint you. The only entries for that game were the **Travellers' News Service** and the second part of the **IRIS** article. In the second installment, rules are included for creating **IRIS** characters.

Issue 34 is a promotional issue for **GDW's** new board games **SKY GALLEONS OF MARS** and **IRONCLADS AND ETHER FLYERS**. These two games are preparatory to the release of **GDW's** newest role-playing game: **SPACE:1888**. This new role-playing game, which is scheduled for a January release, also receives considerable coverage in Issue 34. In general, the articles include considerable background information and designers' notes. There is a scenario included for **SKY GALLEON OF MARS**. The articles are well written and do create an interest in these games.

There were also some articles for **TWILIGHT-2000** and **2300 AD** in Issue 34. **TWILIGHT-2000** articles included a piece on mortars and an article on giving depth to **NPC's**. The **NPC** article could well be used in a variety of other role-playing games. **2300 AD** articles include another starship and information on another of the foundations. Each of those articles were well written and had some useful material.

If you are a collector of **CHALLENGE** or are interested in finding out what **SPACE:1888** is about, I recommend this issue. Others might also find a use for this issue.

VOYAGE OF THE PLANETSLAYER

REVIEW BY MARK GELINAS

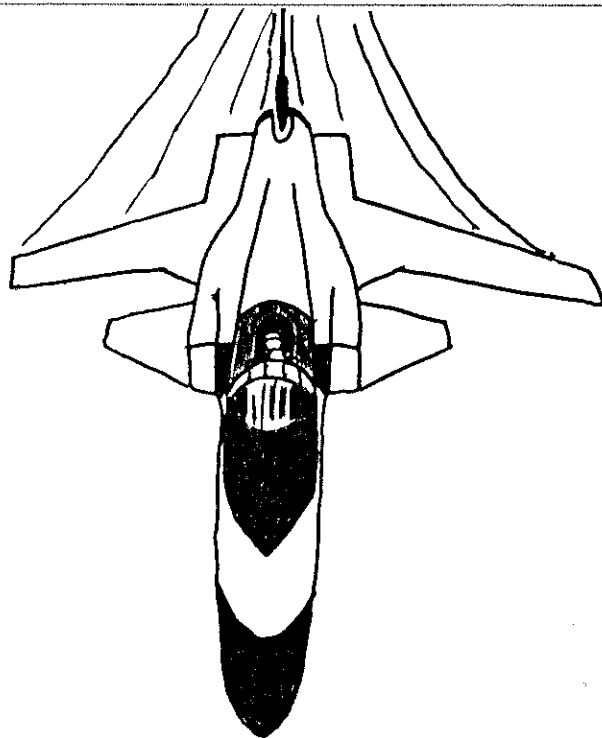
This book is the second in the new series by Jeff Swycaffer. In this story the protagonists of the series, the crew of the **COMFRADER**, are recalled by the Commerce Branch to crew a special ship. The ship's mission is to commit ecocide on a planet whose biology is harmful to humans. The intended result is to eventually reseed the planet for human habitation.

The story continues with the mission and its conclusion, which you will have to read yourself to find out. Once again, Jeff has written a compelling story. The story has a good solid science fiction feel to it.

As Jeff's books have been based on **TRAVELLER**, the **TRAVELLER** referee might gain some interesting concepts from this book. Players would do well to learn characterization from the characters of the book.

Regardless of whether you play **TRAVELLER** or not, if you enjoy science fiction, you should read this series. This book is highly recommended.

(QUICK REVIEWS CONTINUE ON PAGE 5)



(QUICK REVIEWS CONTINUE)**GROUND VEHICLE GUIDE**

REVIEW BY MARK GELINAS

This book is a supplement for 2300 AD. As the title implies, it covers a variety of ground vehicles available for the adventurers in that universe. This 60 page book covers 34 different vehicles and variants of those vehicles.

The vehicles are presented in a logical manner, and are accompanied by complete game information. Each vehicle is illustrated and there are some excellent color plates in the back. The supplement also contains some new weapons and a smattering of vehicle related equipment.

This product is good, but it could have been a whole lot better. For example, a significant portion of the book is devoted to repeating and re-illustrating many of the vehicles found in the basic set. There is a lot of wasted space in the book with vehicle illustrations taking from one third to one half of each page. More vehicle related equipment would have been nice as would some of the unique vehicles of 2300 AD like the Kingsland rock buggy.

The Workshop missed an excellent opportunity to enhance their 2300 AD game by not including a ground vehicle design system in this book. If the illustrations had been reduced, and two vehicles represented per page, there would have been room for a simple vehicle design system similar to what they have for starships. They obviously had to have some system for creating vehicles, why not pass it on to the players? It would help stimulate creativity and interest in the game.

I recommend this supplement only to those who are 2300AD competitors, or perhaps to referees. Persons who like vehicles might find it interesting as well. The average 2300 AD player can probably get by without this supplement.

NORTHCOST ROLEPLAYING #5

REVIEW BY MARK GELINAS

While it is not a magazine strictly devoted to GDW's roleplaying games, NorthCoast Roleplaying frequently contains a variety of interesting tidbits for those games. Issue number 5 is no exception.

The issue opens with an article detailing explosives for 2300 AD. The basic book is sketchy on this area, and this article fills in nicely. There is an excellent MEGATRAVELLER adventure which places the characters in the middle of a diplomatic storm... as innocent bystanders. They are very likely to get caught up in the events of the adventure.

The final piece give guidelines for random generation of the TRAVELLER character's favorite haunt - the bar. Using this, the referee could quickly give color and depth to what would ordinarily be just another lockluster setting.

The remainder of the issue is taken up by an article for a fantasy role-playing game, and an interesting adventure for the STAR WARS RPG.

NORTHCOST ROLEPLAYER is intended for a wider variety of gamers, but is useful to the players and referees of GDW's role-playing games. Issue number 5 in particular has some excellent and very useful pieces.

SECURITY LEAK MAGAZINE #5

REVIEW BY MARK GELINAS

In an age when most magazines and newsletters, including for various reasons the TIMES, are diversified, it is refreshing to find a magazine that is devoted to one game system. SECURITY LEAK MAGAZINE is such a magazine.

This magazine is produced by Gregg Giles. While it primarily looks at the TRAVELLER universe from a Zhodani point of view, many of the included articles are useful for all players or referees. Issue 5 of SLM is no exception.

The major piece of the issue is a lengthy and detailed piece about the Zhodani Core Expeditions. This article is a collaboration between Gregg Giles, Mike Mikesh, and Ed Edwards. It provides details on the core expeditions and gives information to allow player characters to participate in one.

Another article in this issue looks at how the megacorporations are faring during the time of the Rebellion. As could be expected in any wartime situation, some will profit, others will crumble.

This issue also continues a series on MEGATRAVELLER vehicle design, helping aspiring designers cope with that system. Finally, there is a section for news and reviews.

Gregg Giles is making a concerted effort to improve the quality and appearance of his magazine. Issue number 5 is evidence that he is succeeding.

SECURITY LEAK MAGAZINE number 5 is highly recommended to all TRAVELLER players and referees. If you would like a copy though, write to Gregg soon as copies are limited.

NorthCoast RolePlaying

**North Coast Roleplaying: The gaming Fanzine for everyone**

Every issue of NCRP is full of articles and variants for many different systems including: AD&D, BattleTech, Call of Cthulu, GURPs, Twilight:2000, Robotech, and more. In addition, we offer a monthly column on Traveller and "The Center Spread" which has been anything from a mini-game to extended modules for specific systems. Sample Issues are \$1.50 and a 6 issue subscription is only \$8.00. Address orders to Barry Osser, 1018 F st. #1, Eureka, CA. 95501. Writer's and Artist's guidelines are available upon request with an SASE. Give us a try, you'll be glad you did.

X PARALLAX X
A DIVERGING POINT OF VIEW

This month's offering is a pair of articles examining some aspects of life in the Imperium.

INTERSTELLAR TRAFFIC

BY MICHAEL R. MIKESH

Interstellar traffic among worlds in the Imperium is not heavy. TRAVELLER players think otherwise, drawing an analogy from contemporary Earth. We see continuous flights in and out of international airports. Foreign products are common everywhere. The United States even has a significant dependency on Mid-Eastern oil for its energy needs.

The fact is that generally each world is virtually an island unto itself. Interstellar trade is usually very small compared to in-system or even on-world commerce. JTAS #22 featured an article called "Port to Jump-point" by Leroy W. Guatney. The model he presented for the numbers of ships on a world at any one time was described as very accurate by Marc Miller at Atlanticon '88. One reason he likes this model is that characters without a ship do not have a ready means of leaving a world (unlike our contemporary system of airports).

This also helps explain certain incongruities. Worlds with high populations and respectable tech levels would otherwise be expected to have class "Q" starports. Such worlds frequently have lesser ports instead because of the lack of intense interstellar commerce. The sharp variations in tech level from world to world can also be attributed to a weak interstellar exchange.

For related reasons, a commercial J-6 news network was never assembled. The majority of worlds have minimal concern for interstellar affairs. The assassination of Strephon, for instance, was probably received by most Imperial citizens with as much interest as the death of an Indian prime minister to a Kansas farmer. Strephon is much to remote a figure. Local concerns would dominate the news (that is until war fleets appear overhead).

Some places, however, are not so introspective. Poor worlds in particular are not so. Such planets are often dependent on products brought by starship. As explained by Marc, these worlds would frequently trade their products at a price lower than they could make it just to acquire Imperial currency. With this currency, they can purchase crucial off-world goods that they cannot produce themselves.

Other worlds are those with vested interests in interstellar matters. The domain capitals are certainly such, as would most any world that is the headquarters for a major interstellar corporation. It is from these worlds that the star spanning Imperial super-culture is derived.

As a result of this, starfaring adventurers are viewed as quite exotic. Having come from alien worlds, and being much less common than contemporary pilots and sailors, player characters would generally be regarded as very special. They might be harassed, or treated by celebrities, but if it is a rare world where they will be ignored.

An incidental point sometimes overlooked is that Imperial nobles will generally regard starfaring characters with favor. Their title and authority comes from an off-world capital which has a keen interest in a continuing exchange across interstellar space. The adventurers are a part of that.

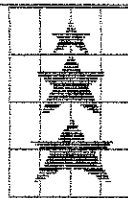
IMPERIAL CULTURE

BY MICHAEL R. MIKESH

What people envision by the term "imperial culture" is hardly prevalent on the individual Imperial worlds. Yet, there is a distinctive "imperial cuisine" and "imperial fashion". This is what one sees at the starports and at the homes of Imperial nobles, often mixed with local decor.

Imperial culture is derived from a great many worlds, but the principle ones would naturally be the domain capitals and Capital itself. It is my feeling, however, that Capital would not allow itself to overwhelm Imperial culture with its Sylean influences for the same reason it changed its name in year zero. Although Capital is the central authority, the Third Imperium is not a Sylean Empire but a state to serve all its worlds.

To emphasize this, I can see a practice where, say, the annual Imperial Fashion Exhibition is rotated among each of the domain capitals. Activities such as this would dampen the formation of cultural regions and enhance a sense of Imperial nationalism, at least among those who have a concern for what goes on between the stars.



DIASPORA: STARLANE TO THE CORE

This month I am listing the statistics for the ALLEYCAT, a TIGRESS class dreadnaught and the flagship of Admiral Jessica Nile. I converted this ship from HIGH GUARD stats found in IMPERIAL FIGHTING SHIPS. As with many conversion to MEGATRAVELLER, there were some trade-offs. The ALLEYCAT has a smaller maneuver drive, and slightly less armor than the TIGRESS listed in HIGH GUARD stats, but she does have a longer duration.

TIGRESS CLASS DREADNAUGHT

CraftID: Dreadnaught, Type 88, TL 15,
MCR445,359.66

Hull: 4,500k/11,250k, Disp=500,000,

Config=4SL, Armor=76G,

Unloaded=9,489,214 Tons,

Loaded=10,403,550 Tons

Power: 283k/378k, Fusion=5,148,000Mw,

Duration=40/120

Loco: 135k/180k, Maneuver=1,

337k/450k, Jump=2, Cruise=750kph,

Top=1000kph, MaxAcc=1G, Agility=1

Commo: Meson=System, Radio=System x 10,

Maser=System x 30

Sensors: EMIMask, Radio Jammer=System,

Densitomtr=1km, Neutrino=10kw x 2,

Active EMS=Far Orbit x 2,

Passive EMS=Interstellar x 2,

Holorec x 2, EMSJam=Far Orbit x 2,

ActObjScan=Rout, ActObjPin=Rout,

PasObjScan=Rout, PasObjPin=Rout,

PasEngScan=Simp, PasEngPin=Rout

Off: ParticleAccel=090, MesonGun=TOx

Batt= A

Batt=1

Bear= 5

Bear=1

Missiles=x90, FusionGuns=xA0,

Batt= Z

Batt=A

Bear= Y

Bear=5

BeamLaser=xx9

Batt=X

Bear=W

MaiStore=10 Reloads (Nuke Capable)

L=20, W=50, X=100, Y=216, Z=433

Def: DefDm=+8, MesonScrn=7, NukDmp=9,

Repulsors=x9x, Sandcasters=xx9

Batt=L

Batt=X

Bear=A

Bear=W

Control: Computer=9fib x 3, Panel=Holodyn

link x 239,395, Special=Large

Holodisplay x 100,

Environ=BasicENV, BasicLS, ExtLS,

Grav Plates, Inert Comp, A/L x 100

Accomm: Crew=500 x 7 (Bridge=78, Eng=435,

Maint=795, Gnny=70, Flt=900,

Troops=420, CnD=450, StwD=110,

Med=27), Small Staterooms=1433,

Bunks=380, Subcraft=300 Hvy Ftrs

Other: Cargo=133,299ktrrs, Lch Tubes x 3,

Fuel=4,158,540ktrrs, Scoops, Fuel

Purification=12hrs, ECP, Size=Large,

EMLevel=Moderate

The Tigress Class Dreadnaughts remain among the largest vessels in the Imperial Naval Inventory. With its 30 squadrons of fighters, each vessel is virtually a fleet unto itself. Although a somewhat older design, the Tigress class still serves well.



GEO'S VARIANTS

ISSUE 17: NOVEMBER '88

This month I depart a bit from MEGATRAVELLER vehicles. As you probably have noticed, the ODYSSEY and her vehicles have dominated this section for the past several months. This month I will take a look at a 2300 AD starship. I designed this vessel for use in the 2300 AD game at Sol-Con 10. It is a versatile vessel, and can be pressed into a variety of roles. Of course if your group of players just happen to be a group of marines, then this vessel is ideal for their purposes. I have also included an example of a dropship.

DROP SHIP CARRIER

ORIGINAL DATE OF DESIGN: May 07, 2270 **BUILDER:** Newport News Shipbuilding, VA
FIRST EXAMPLE LAID DOWN: June 12, 2271 **FIRST EXAMPLE COMPLETED:** Oct. 23, 2274
STREAMLINING: None
SENSOR PACKAGE: Navigation, Deep System Scan, Gravitational Sensor, Active, and Passive
WORK STATIONS AND CREW: BRIDGE: 7 Stations; 14 Crew: Captain, First Officer, Navigators x 2, Communicators x 4, Engineers x 2, and Computer Operators x 4
TAC: 7 Stations; 7 Crew: Sensor Operators x 2, Flight Control Officer, Fire Controllers x 3, and Remote Operator
ENGINEERING: 6 Stations; 12 Crew: Mechanics x 4, Electricians x 4, and Engineers x 4
OTHER CREW: 4 Stations; 22 Crew: Drop Ship Pilot, Mechanic, Medical x 2, Marines x 18
PERFORMANCE CHARACTERISTICS: WARP EFF.: 2.32, POWER PLANT: 15Mw Fission, FUEL: N/A, RANGE: 7.7LY, MASS: 3304 Tons, CARGO CAPACITY: 503 Cubic Meters, COMFORT: 0, EMERGENCY POWER: Battery 90 Hours, TOTAL LIFE SUPPORT: 28 Days, PRICE: 46.2MLv (No dropship or APC), MOVEMENT: 5 SCREENS: 0, RADIATED SIGNATURE: 2(4), RADIAL REFLECTED: 3(4), LATERAL REFLECTED: 4, WEAPONS: HYDE DYNAMICS EA 122(X1+1) X 3 with UTES in a Jack Turrets, Missile Bay for 5 German SR-9 Missiles, TARGETTING COMPUTER: +1, RADIAL PROFILE: -2, LATERAL PROFILE: -2, ARMOR: 2, HULL HITS: 32/16/8, POWER PLANT HITS: 20/4, ACTIVE SENSORS: 10, PASSIVE SENSORS: 10, SHIP'S VEHICLES: Dropship and APC, OTHER SYSTEMS: A bay for LH-22 Sensor Drone.

Hoping to secure a lucrative defense contract, Newport News Shipbuilding developed the NORFOLK class dropship independently. America initially refused to buy any, but a purchase of one was finally authorized. The Shipyard eventually sold the other copies.

VESSEL DISPOSITION TABLE

HULL NUMBER	NAME	LAID DOWN	COMPLETED	NOTES
DSC-245	NORFOLK	June 12, 2271	October 23, 2274	1
DSC-246	RICHMOND	December 26, 2271	August 30, 2275	1
DSC-247	ROANOKE	June 4, 2272	April 08, 2275	1, 2
DSC-248	LYNCHBURG	January 15, 2273	October 26, 2276	3
DSC-249	POQUOSON	June 20, 2273	August 31, 2276	4
DSC-250	HAMPTON	November 18, 2273	November 23, 2276	5

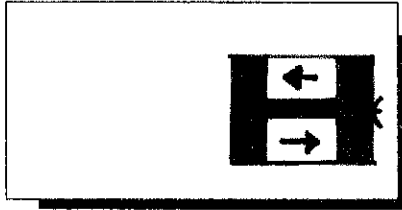
NOTES

- 1- Sold to Germany in 2277; renamed NUREMBURG, BONN, and FULDA, respectively.
- 2- Lost in the War of German Reunification, January 5, 2293 during a skirmish at Vogelheim.
- 3- Purchased by America due to some political maneuverings by Senator Borge of Virginia. It is currently used by American Marines.
- 4- Sold to a mercenary group.
- 5- Sold to ARI and refitted for survey and exploration duties.

DROPSHIP

ORIGINAL DATE OF DESIGN: May 1, 2253 **BUILDER:** Bath Iron Works, Maine
FIRST EXAMPLE LAID DOWN: Oct. 4, 2253 **FIRST EXAMPLE COMPLETED:** Oct. 24, 2254
STREAMLINING: As Spaceplane
SENSOR PACKAGE: Navigation, Passive, Advanced Cartographic, Advanced Life Sensors
WORK STATIONS AND CREW: Pilot
PERFORMANCE CHARACTERISTICS: WARP EFFICIENCY: 2.35, POWER PLANT: .5Mw MHD, FUEL: 3.6 Tons Operational, 40 Tons Thruster, RANGE: 12 Hours, MASS: 159 Tons, CARGO CAPACITY: 40 Cubic Meters, COMFORT: 0, EMERGENCY POWER: Battery, 12 Hours, TOTAL LIFE SUPPORT: N/A, PRICE: 16.64MLv, MOVEMENT: 5 SCREENS: 0, RADIATED SIGNATURE: -2(1), RADIAL REFLECTED: 1(2), LATERAL REFLECTED: 1(2), WEAPONS: 6 LUCHS Missiles, 6 OHU Missiles, Type 12 Autocannon in Chin Turret, 40 x 200lb Bombs may be carried internally in special racks. TARGETTING COMPUTER: None, RADIAL PROFILE: -4, LATERAL PROFILE: -3, ARMOR: 1, HULL HITS: 6/3/1, POWER PLANT HITS: 2/1, ACTIVE SENSORS: None, PASSIVE SENSORS: 5, SHIP'S VEHICLES: Cargo Bay is fitted to carry an APC, OTHER SYSTEMS: None

Ship Status Sheet



NORFOLK
 Ship Name
DROP SHIP CARRIER
 Ship Type
BUILT IN AMERICA
 Owing Nation or World

Movement	5	Radial Reflected	3(4)	Radial Profile	-2
Screens	0	Lateral Reflected	4	Lateral Profile	-2
Radiated Signature	2(4)	Targetting Computer	+1	Armor	2

Hull Hits

	Minor
	Major

Power Plant Hits

	Inoperable
--	------------

Surface Fixture Hits

--Weapons--						--TTAs and Subunits--					
1. XI+L		7.		13.		1. COMM.		12.			
2. XI+L		8.		14.		2.		13.			
3. XI+L		9.		15.		3.		14.			
4.		10.		16.		4.		15.			
5.		11.		17.		5.		16.			
6.		12.		18.		6.		17.			
--Active Sensors--			10	--Passive Sensors--			10				
Primary		Primary									
Redundant		Redundant									

Critical Hits

--Computer--				--Tactical Action Center--									
Primary		Active Operator	FIRE CTL										
		Passive Operator	FIRE CTL										
			FLT CTL										
			REMOTE										
--Life Support--													
--Drive--													
--Hangar Deck--													
--Missile Bay--													
--Continuous--													
				--Bridge--									
		Captain		Engineer	COMPUTER								
		Navigator		Computer									
		Communications		COMMO									

Damage Control

1	2	3	4	5	6	7	8	9	10	11	12	13	14	15	16

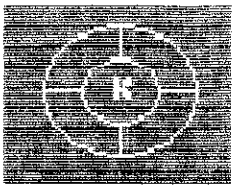
Ordnance

(record ordnance load and type)

GERMAN SR-9 MSLS (5)
LH-22 PROBE

Crew

Comfort	0
Crew Quality	



HASSAN'S HINTS

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

ISSUE 6

A WORD FROM HASSAN

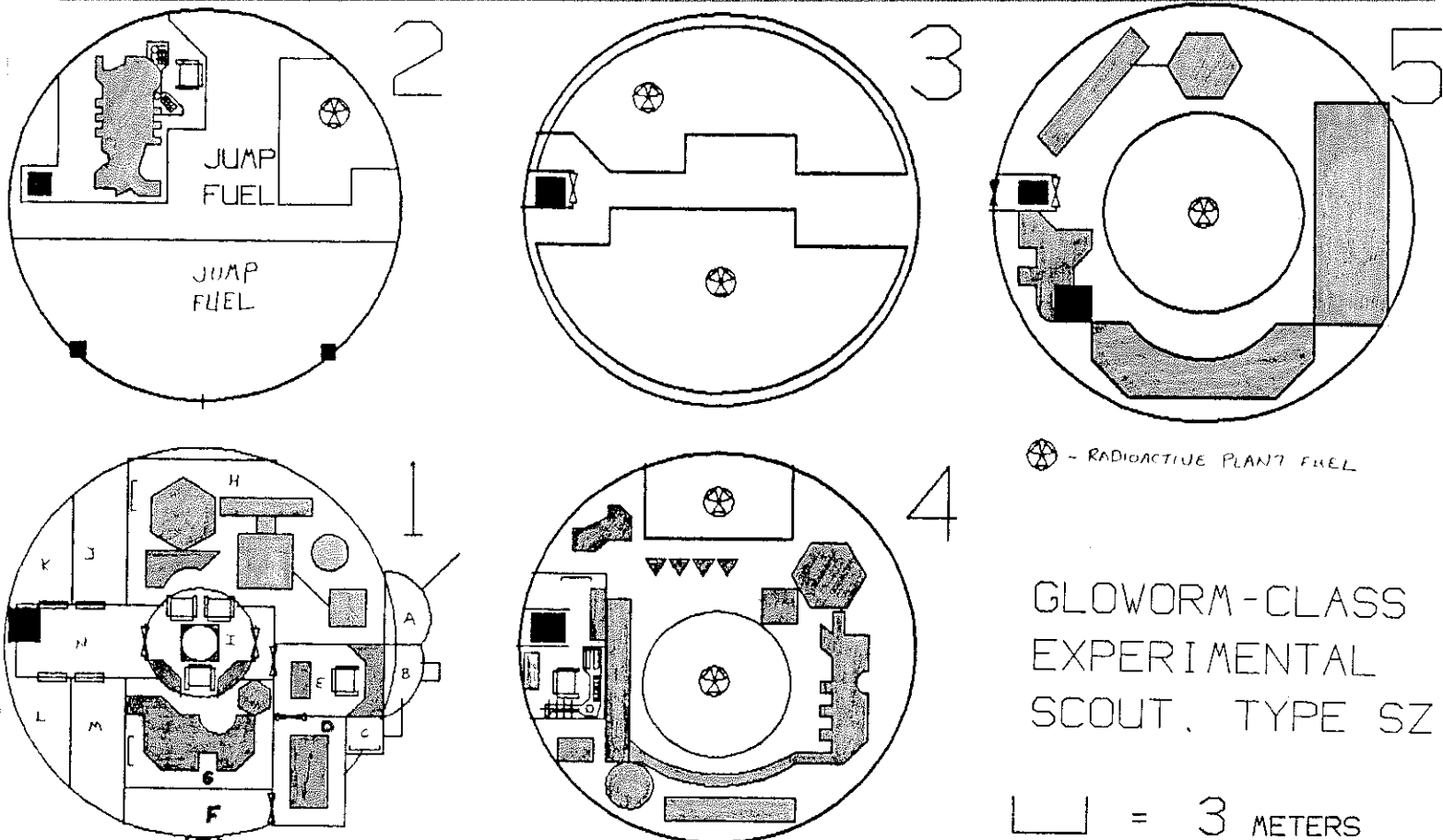
This month Hassan takes a slight departure from the strictly military and examines a scout vessel with an unusual type of power plant. Design assistance for the Glo-Worm came from Scott Maddow. Next month we will continue our series of future warfare. *HASSAN*

GLO-WORM CLASS SCOUT

CRAFT ID: Glo-Worm Class Scout, Type SZ, TL-12, MCr 177.888
HULL: 1800/4500, Disp=200, Config=3SL, Armor=40F, Unloaded=7072 Tons, Loaded=16195 Tons
POWER: 1057/1441, Fission=1410Mw, Duration=2 1/63
LOCO: 198/270, Maneuver=2, 81/108, Jump=1, NOE=160kph, Cruise=750kph, Top=1000kph, MaxAccel=2G's, Agility=0
COMMO: Radio-System, Laser=Far Orbit
SENSORS: EMMask, Densitometer=HiPen/50m, Neutrino=1Mw, EMSAct=Far Orbit, EMSPass=Interstellar, ActObjScan=Rout, ActObjPin=Rout, PasObjScan=Diff, PasObjPin=Diff, PasEngScan=Rout, PasEngPin=Form
OFF: Missile=x0 1, Batt=1, Bear=1, PLaser=x0 1, Batt=1, Bear=1
DEF: +6DefDM
CONTROL: Computer=5fib x 3, Panel=Dynamic Link x 343, Special=Large Holo x 2, Environ=BasLS, BasEnv, ExtLS, Grav Plates, Inert Comp.
ACCOM: Crew=2 X 2(Bridge=2, Engineering=1, Gunnery=1), Staterooms x 4, Ship's Vehicles=Tracked ATV
OTHER: Cargo=22 1kl, Fuel=270kl Hydrogen and 7 1kl Radioactives, Missiles=20(nuclear capable), Fuel Scoops, Electronic Circuit Protection, ObjSize=Med, EMLevel=Faint

The radioactives required for this vessel are not crude ores, but refined rare radioactives which have been formed into fuel pods. Because radioactives are "dirtier" than fusion power, the crew does not venture below the upper deck without protective suits. The jump drives require hydrogen fuel. Because of its radical experimental design, only one Glo-Worm class was ever constructed.

DECK PLAN KEY: DECK 1: A-Laser Turret, B-Missile Turret, C-Missile Magazine, D-ATV Bay, E-Gunnery Position, F-Cargo Bay, G- Life Support, H- Jump Drive, I-Bridge, J,K,L,M-Staterooms, N-Common Area. DECK 2: Computer, Plant Fuel, Fuel Scoops, and Jump Fuel. DECK 3: Plant Fuel. DECK 4: Power Plant Auxiliary Control, Power Plant, and Plant Fuel. DECK 5- Air Lock, Maneuver Drive, and Plant Fuel.



COMING EVENTS

SCI-CON 10: NOV 11-13: The Club will be running games. Lets make an effort to attract new members. Come out and support our efforts.
COUNCIL MEETING: DEC 5 - 7:00 pm; LT6A.
GEO CON VIII: DEC: Watch for details in coming issues.

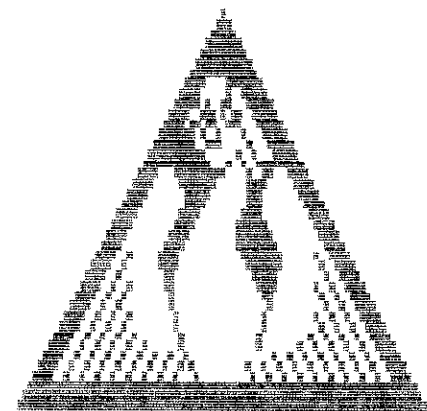


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TIDEWATER TRAVELLER TIMES

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, Mikesh
 Artwork.....Kate Leberz Gelinis, Mark Gelinis, Mike Griffith
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BACK ISSUES

Back issues of the TIMES are available. The cost of each issue, is: 1-\$.20; 2,14,15-\$.30; 3,5,6,12,16,17-\$.40; 4,7,8,9,10,11-\$.50; 13-\$.60. For postage, please include \$.25 for one issue and \$.20 for each additional issue ordered.

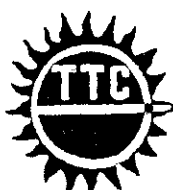
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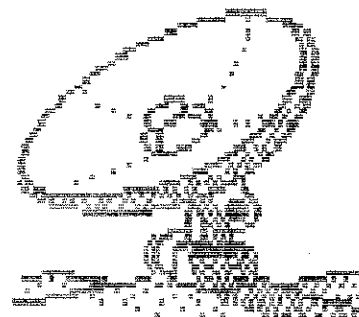
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GAMING IN THE FUTURE



CHARTER CHAPTER NEWS & INFORMATION

REPRESENTATIVE: KATE LEBHERZ GELINAS

PHONE: 428-4636



CAMPAIGN REPORT

TRAVELLER



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

FRAGMENTS OF FEAR- Referee: Mark Gelinaz: No gaming.
TOWARDS TERRA: VOYAGES OF THE ODYSSEY
EPISODE 6
CLASH OF CULTURE

Referee: Mark Gelinaz

The latest world that the ODYSSEY visited had evidence of a highly advanced civilization. There was very little left of this civilization due to some intense warfare in its past. The warfare evidently included some nuclear exchanges as radiation and craters were on the world. The exploration party made contact with a tribe of low tech people who had descended from the original inhabitants, but had not yet attained a high tech level. The natives prevented the exploration party from entering the ruins because of their religious beliefs. After some discussions, carousing, and a hearty wrestling match, the party gained permission to explore the ruins.

EPISODE 7

THE HAMMER OF THOR

Referee: Mark Gelinaz

In an attempt to cover as much ground as possible in a short span of time, the scientists broke up into several teams. One team included one of the ship's doctors. Each team was accompanied by several of the ship's troops for security. The team with Dr. Drahmet was working around the edge of the craters when they noticed someone was watching them. When some of the troops attempted to apprehend the watcher, he fled and was injured in a fall. The watcher was revealed to be one of the priestly group. While the doctor was rendering aid to the watcher, the rest of the group noticed a building in far better condition than the surrounding ruins. Investigation revealed a temple for one of Thor's Warhammers which was really an unexploded MIRV nuclear warhead. Exploring the temple revealed that the old subway now served as an underwater canal to allow the priest class to come and go unnoticed. The troops followed it back to near where the cutter was parked. Later they returned and gained photographs of some very old texts before they were forced to leave.

2300 AD

BALCONY BOYS- Referee: Mark Gelinaz: The master plan is finally revealed. The resistance fighters of Novoa Kiyev have contracted a Trilon vessel to land supplies for the beleaguered colony. A crucial element of the plan involves securing a perimeter around the spaceport long enough for the spaceplane to land, unload, and take off again. The various cells of the resistance will all provide a part of the operation, including the cell of Odessa Port. Vashi, Man, Ping Tech, Smythe, Gensier, Fled, and company spearheaded the Odessa effort. It seemed like a desperate plan at best, and downright suicidal at most. Nevertheless, the gallant band set out for Kafer occupied territory. The critical timing of the plan started to go awry almost immediately when the group detected a group of Kafer vehicles. Deciding that discretion was advisable, they avoided them, but this slowed the group down. Upon arriving at their first objective, they found the landing beacon rigged to explode, so they had to rig an alternate system using their vehicle's maser communications set. This set the plan further back. Things started to get really complicated when one of the cells did not arrive, and some of the Kafer defenders of the spaceport escaped and headed toward the city. The space plane arrived late, making matters worse. The worst came just after the plane landed. Using the vehicle's superior sensor suite, the group detected a large number of Kafer vehicles (who else uses signature 8 vehicles) coming from the area of the city. The Kafers had transformed Novoa Kiyev city into a stronghold. Operations were hastened with the various cells grabbing what food, medical supplies, and ammo they could before

rushing off into the night. The approaching vehicles announced themselves as Deathsleds when they unleashed a volley of missiles at the spaceport. Realizing that they probably could not escape across country, the group arranged to leave the world with the Trilon people. Barely avoiding the advancing engines of death, the spaceplane lifted off and left the colony of Novoa Kiyev behind. The group arranged to travel all the way back to Earth, unknowingly staying just a few days ahead of the massive Kafer invasion of the French Arm. At Earth, they sold interviews and footage of their involvement in the Thunder Valley action. This allowed them to buy out their contract with the Trilon corporation. Following Smythe's lead, they land in Australia, relieved not to have to watch for Kafers at every moment. They will be taking some rest before heading out for new adventures in the future of 2300.

TWILIGHT:2000

BACK IN THE US of A- Referee: Mark Hayes: MILGOV operating out of Norfolk, Virginia, has some other ideas besides recivilizing New York. It seems that they are missing a nuclear submarine. It also seems that they want a new group of characters to find it (if they wanted NPC's to find it, I wouldn't be writing about it, now would I?). Getting a ride from their friends the Navy, they set ashore just west of New London, Connecticut. From there they travelled overland to New London and took time to suppress a few marauders before moving across the Goldstar Memorial Bridge to Groton. They moved upriver toward the submarine base. Stopping briefly to investigate the NAUTILUS tied up along side the Submarine Museum, they discovered that it had been stripped of anything useful. A little further north, they found that the base is in virtual ruins. There was no useable equipment, and the submarine was not there. The group spent the night with a group of craftsmen taking refuge in a retirement home which overlooks the Thames River not far from the base. There they learned about a powerful group of seafarers known as the United Brotherhood of Fishers. They also found some information about where the submarine might be located. Deciding to move further east, but also deciding that it would be a long walk, a recon team set out the next day to find a vessel. They did not succeed but observed a fishing vessel docking at a pier in New London. Upon approaching, they learned that it was a UDF operation. The group hired on with UDF in order to obtain free transportation further up the coast. When approached by a pirate, the group demonstrated their considerable skill with small arms. The captain decided to take the group to a "marine" camp. Through the contacts made here they get a good lead on the sub's location. They get involved in a fierce firefight but the result is that they get closer to the sub's location. Will the group recover the last sub, or will the sub's new owners prove to be too powerful for them?

PERILS IN POLAND/INFIDELS IN IRAN- Referee: Bruce Gelinaz: These campaigns are on hold. A new one is starting.



ROLL CALL

CHARTER CHAPTER MEMBERSHIP

The following are Inactive Members of the Charter Chapter: Dan Decker and Ken McKittrick.

Campaign Headquarters

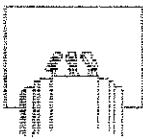


MINIATURES

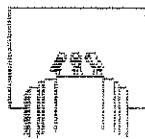
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GAMES

583-9451



MEETING REPORT



The monthly meeting of the Charter Chapter was held on Monday, October 17, 1988. Present were Kate Leberz Gelnas, Mark Gelnas, Joe Umpress, Scott Maddow, and Josh Scialdone. The meeting was opened and Minutes were read.

OLD BUSINESS: None.

NEW BUSINESS: Club T-Shirts were discussed. Officers will canvas members to get an idea of number desired. The spokesman was given final say on the art design.

The Chapter determined to go ahead with the ODYSSEY hat project. Then the meeting was closed.

COUNCIL MEETING

The Council of the Club met on Wednesday, October 4, 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: Preparations for SCI-CON 10 were discussed.

NEW BUSINESS: Plans were made for the party.

Preliminary work was done for GEOCON VIII.

The status of certain campaigns were discussed.

A report was made on the status of the Peninsula Chapter.

After this, the meeting was closed.



MEET THE CHARACTERS



BILL SMYTHE

EQUIPMENT QUALIFIED ON: Combat Rifle, Computer, Ground Vehicle, Hover Vehicle, Sidearm, Thrown Weapons, and P-Suit
SKILLS: Bureaucracy, Disguise, Electronics, Forgery, Information Gathering, Melee, Stealth, Streetwise, Survival, and Tracking

BACKGROUND DESCRIPTION: Born on May 5, 2263 at the New Melbourne outpost, Bill was born with a bit of wanderlust in his blood. He worked for several years as a field agent for DurArmCo Arms. The company liked his work so well, they eventually made him a troubleshooter. This allowed Bill a little more of the independence that he craved, but it was not enough.

Bill eventually left the company to seek his own fortunes and adventures. Bill travelled up the American Arm and far out on the French Arm until he reached the world of Aureore. There he became involved in the fight against the Kafers, eventually carrying the fight to Novoa Kiev. Bill hopes to live long enough to leave Aureore, travel to Earth, and visit his ancestral home of Australia. Bill's faithful companion and chief Kaffer locator is a burrovarg named Psycho.

Bill Smythe is played by Josh "Bones" Scialdone, and can be found in the BALCONY BOYS CAMPAIGN.



BULLETINS AND ANNOUNCEMENTS ADDRESSES



GDW - P.O. Box 1646, Bloomington, IL 61702-1646.

Digest Group Publications - 8979 Mandan Ct., Boise, ID 83709.

MEGATRAVELLER ERRATA

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

NOVEMBER MEETING

The November meeting of the Charter Chapter of the Tidewater Traveller Club will be held Monday, November 19, at 7:00 p.m. in the back room of Campaign Headquarters Norfolk.

ODYSSEY BALLCAPS

The Charter Chapter of the Club has placed an order for ODYSSEY ballcaps. These caps will be similar to ballcaps for the various naval commands that may be seen in the area. Our ballcaps, however, will bear the name and hull number of the ODYSSEY, the major vessel in the TOWARDS TERRA campaign. These ballcaps will be available at SCI-CON 10. The price for club members will be \$5.00 per cap. Make your order soon as supplies are limited.

MID-ATLANTIC TRAVELLER CONFERENCE

In early December there will be a conference of Traveller writers, artists, players, and referees. This will be held in Maryland. Anyone wishing to go with Geo should contact him soon. Space is limited.

CAMPAIGN HEADQUARTERS



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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

GAWIRYT/EFUSA RIFT (607 D-AC2446-4 Ni,Fi)- A former colony of Lan. Gawiryf gained independence from the Lantic Domain in 623. The leaders of the Domain readily relinquished control of this world because it had proved to be of no strategic value, and was counter-productive. After gaining independence, the colony rapidly deteriorated. Gawiryf pays higher amounts for technological expertise and prices for high-tech items.

GORATAU/LA GRONE (302 E-8B5757-8 Fi)- Goratau Gasses LTD. of the Vanguard Reaches Sector were the settlers of this world. When the gas mines turned out minimal profit, Goratau Gasses abandoned the project. Workers purchased the properties from Goratau Gasses, and now eke out a meager living working the gas mines.

MEL/SCORPION (301 B-310576-D N Ni)- A high tech world on the edge of Va'can States' space. Although Mel is in a venerable position, it was not absorbed by that expansionistic state. The reason for its continued independence may lie in its friendly relations with the Mudade Confederation.

MYRDAN- A major corporation operating in the rimward end of the Dark River Sector. Its clients are primarily Tonasean Empire worlds. The Myrdan Corporation specializes in shipping, imports, and exports. Empire agents suspect that Myrdan uses its connections for illegal trafficking of controlled substances. The Myrdan Corporation has been indicted by Tonasean Courts many times, but has never been convicted.

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.

THE RED CONNECTION-The Va'can States is the largest RED controlled interstellar government in known space. The move to gain control of the States began during the interstellar voyage from Terra/Sol to Nurom. RED agents had infiltrated the crew of the CHARIOT OF ELLAH in what was to become one of RED's longest term projects. RED agents incited dissent and rebellion among the crew and passengers of the CHARIOT. They are responsible for the deaths of that vessel's leaders. The agents had not intended for the engineer to be killed and his death complicated matters.

While the CHARIOT continued her voyage, RED increased their control and influence. Their main method for accomplishing this was to modify the religion to suit their purposes. This had to be done slowly and deliberately to prevent suspicion among the passengers who remembered the religion as it was on Terra. Those who opposed simply had a cold sleep accident and never recovered. Eventually the entire group remaining was in the iron grips of RED.

RED's original goal was to divert the generation ship to a nearer star, build a strong world, and then challenge Terra for mastery of the galaxy. Travelling across the Great Rift precluded that plan, but allowed them to set up a strong state in the new area. RED uses the Va'can States as a base to extend their control over the Dark River Sector.