# Terra Traveller TIMES

## GEOCON VIII THIS MONTH
### FRIDAY, DECEMBER 16 - SUNDAY, DECEMBER 18



MERRY CHRISTMAS
AND
HAPPY NEW YEAR.

### GEOCON VIII

This GEOCON will be loosely structured and fun. Friday's activities will start out just after noon with some open gaming. Friday evening there will be a TWILIGHT:2000 adventure. Saturday afternoon there will be a BATTLETECH tournament. Bring 200 tons of mechanical monsters and attempt to have the last mech standing. This tournament is sponsored by the Peninsula Chapter, call Leo if you have any questions. Saturday night there will be a MEGATRAVELLER scenario. Sunday afternoon will be 2300 AD with the second running of the HOGAN 500 (maybe). Along with this usual stuff, we may have games of CYBERPUNK and STAR WARS RPG, as well as some STAR CRUISER and other games.

Admission is $5.00 for all three days or $2.00 for a single day. Proceeds will be divided between all Chapters attending on a pro-rated basis. Non-members are welcome. Once again the con will be held at Joe Umphress' place. He has some crash space available, but be sure to call to guarantee your spot. As usual, all attendees are expected to abide by the house rules.

This may be the last GEOCON held in this area for awhile, or at least the last one that I can attend for awhile. Come on out and have a good gaming time.

### PARTY REPORT

The Club's costume party was a great success. We had a lot of people attending and a lot of fun. The OUTRAGEOUS HUMOR AWARD was a tie between Josh Scialdone and John Martin. Mark "Geo" Gelinas won the costume contest for his portrayal of Spacer Sam.

### SCI-CON REPORT

In spite of some minor difficulties with a con attendee with limited intelligence, Sci-Con 10 was very successful. The Club kept one of the gaming rooms busy with a variety of games. Saturday was an especially busy day for gaming with a MEGATRAVELLER, TWILIGHT:2000, STAR WARS RPG, and CYBERPUNK game going on at various times. Most of the games were filled to capacity or more, and several good prospects were met.

Two Club members, Mark Gelinas and Chuck Turnitsa, further promoted the hobby by appearing on two panels. Both panels concerned different gaming aspects. Both were well attended and received considering the variety of other things to do at the convention.

Working with HaRoSFA and Sci-Con has been a tradition of the Club.
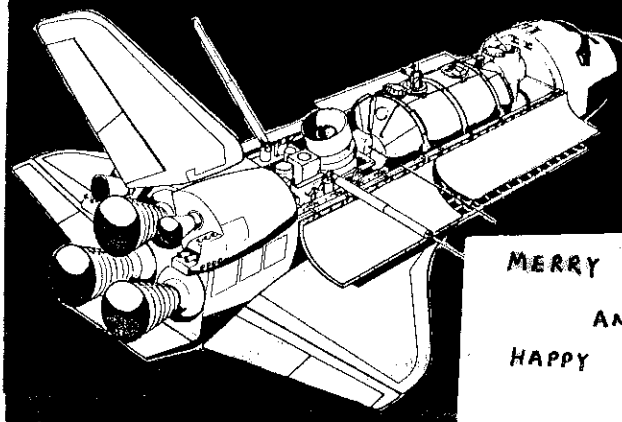
## GNS

### EMPRESS EXPECTING

AQUARIA/AQUARIA: 045-1111: The office of the Emperor announced today that Her Highness, Empress Cyranda, is expecting. Palace observers speculate that the the Mother-of-Us-All will choose the forthcoming child will be the next Ruler of the Aquarian Empire.

### ASLAN ADVANCE

LACE/KEFLIN: 213-1112: Aslan warships from the Thexin Heirate entered the Lace system this morning. While they have made no threatening moves, the population of Lace fears that it may be a recon task force in preparation for a future invasion. This view is substantiated by the recent invasion of Bah. Many fear that all independent worlds adjacent to that Empire will slowly be absorbed.

### POPULACE PONDERS

LIBERT/DIASPORA: 287-1116: More subsector Dukes and Duchesses arrived at Libert recently and have been seen entering into confidential meetings with Sector Duke Eneri. The population has been growing very uneasy and speculation is running rampant. Capital police have had to arrest several people who were attempting to penetrate the meetings. An associate GNS reporter was among the arrested parties.

### ADVERSARIES ADVANCE

ZARUSHAGAR SECTOR: 285-1117: Both Emperor Lucan and Archduke Dulinor claim that their respective fleets are making considerable progress toward the stronghold of the other. In the meantime, the worlds and systems of the Zarushagar have become major battlegrounds for these two opponents.

## EVENT HORIZON
### CURRENT AND FUTURE RELEASES

**FROM THE WORKSHOP:** December releases: The much delayed SKY GALLEONS OF MARS may be out. The associated RPG SPACE:1889 looks to be on schedule for an early January arrival in the stores. For TWILIGHT:2000, a module set in Central America called SATTELITE DOWN. CHALLENGE 36 should arrive in Jan.

**FROM DIGEST GROUP:** TRAVELLERS' DIGEST 14 should be out soon. They will be releasing a REFEREE'S SCREEN for MEGATRAVELLER in the near future. SOM is on the stands now!

**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 Swycaffer 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 Osser, 1018 F St. #1, Eureka, CA 95501.
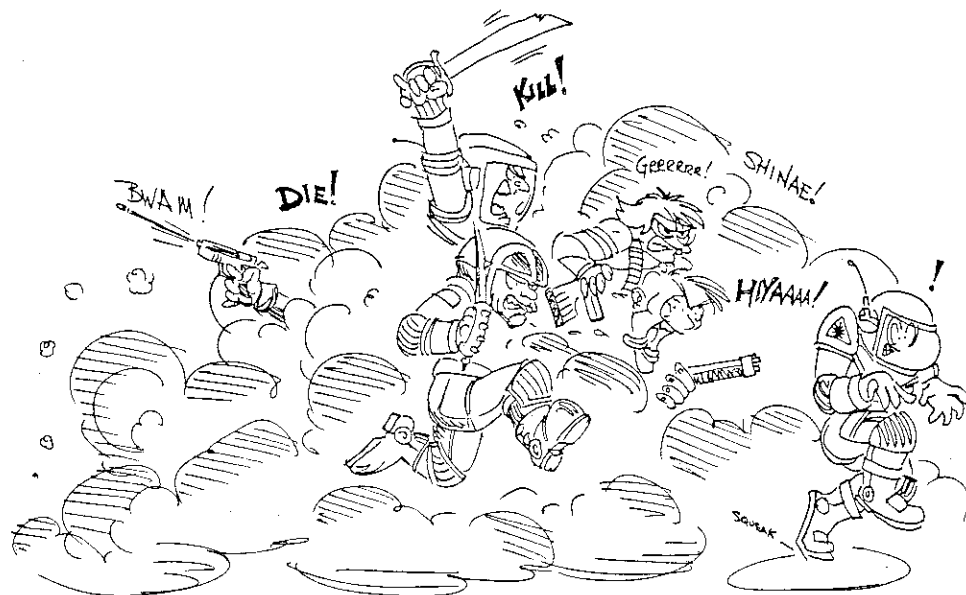
SPACER
SAM
SEZ:

KEEP YOUR
PARTY
INFORMED
OF YOUR
PLANS!

# ✠FORWARD OBSERVER✠

### AN EDITORIAL BY
### MARK E. GELINAS

## MEGATRAVELLER IS TRAVELLER!

MEGATRAVELLER has been available for a year now, yet there are still a few people holding out for the "original" system. While the "original" system does have some merits, it was time for TRAVELLER to become a better system.

## WISHFUL FANTASY

There are some who wish that TRAVELLER would go back to the way it was. While I hate to be the bearer of bad tidings, I must inform them that it is just not going to happen. Too much time, work, and money has been invested in MEGATRAVELLER to go back. If GDW were to stop publishing MEGATRAVELLER, TRAVELLER would die. Furthermore what do you consider the "original" system? TRAVELLER has changed much since the first boxed set was published. Would you have us go back to that set and forget all else? We would loose too much detail that way. There must therefore be a means of agreement on what is TRAVELLER. MEGATRAVELLER is that agreement.

## WELL-TIMED FIX-UP

As we have noted, TRAVELLER has changed over the years. There have been several sets of TRAVELLER, some of which disagree with other sets in some points. Then there is the problem of role-playing gaming maturing around TRAVELLER. TRAVELLER was one of the first role-playing games published. As designers learned from role-playing experience, better games were designed. A change had to be made to TRAVELLER in order for it to stay current. MEGATRAVELLER is that change. This system has created new interest in the game.

## WEIGHT OF FACT

The fact of the matter is that the major game designers and publishers are committed to MEGATRAVELLER. The amount of material available for "original" TRAVELLER will drop significantly as stock is depleted. We have demonstrated that it is possible to use the older material with MEGATRAVELLER, and have provided information to allow you to do so. This is not a "NEW COKE/COKE CLASSIC" situation. GDW is not going to produce new material for "TRAVELLER CLASSIC". In their minds MEGATRAVELLER IS TRAVELLER. Why should it be any different in ours?

## WAY OF THE FUTURE

As new players start playing TRAVELLER, they will want a set of rules. Usually, they will only be able to buy MEGATRAVELLER. If our newer players, who will help TRAVELLER alive, are using the newer set, how can we afford to use anything different?

## WHY FIGHT?

MEGATRAVELLER is TRAVELLER. Within its pages is the Spirit of TRAVELLER. To fight it is to fight against TRAVELLER. GDW has taken measures to correct the earlier typo problems. If you play TRAVELLER, but are not using MEGATRAVELLER, it is time that you gave it a second look.

# BACKFIT
## GAME SYSTEM
## CONVERSIONS

## VEHICLE DESIGN

I am limiting this discussion to conversion of STRIKER vehicles to MEGATRAVELLER. The conversion of starships was covered to some extent in TRAVELLERS' DIGEST #13.

### STRIKER TO MEGATRAVELLER

CRAFT I.D.- This information may be taken directly from the vehicle description without modification.

HULL- Take the dimensions of the vehicle and multiply to obtain volume in cubic meters. Since 1 cubic meter equals one kiloliter, no conversion is needed. Divide this number by 13.5 to get displacement. Hull hits can be calculated from kiloliters.

POWER- Power plant type and output may be taken directly from the vehicle description. If the vehicle's design sheet is available, volume of the power plant may be drawn from that, otherwise take the total output and divide by output per cubic meter, taking in consideration scale efficiencies. Figure power plant hits from volume as per MEGATRAVELLER. For duration divide endurance in hours by 8 for periods. Divide this figure by 3 to gets days of duration.

LOCO- Locomotion type and speeds may be taken directly from vehicle description. If the vehicle's design sheet is available, volume can be drawn directly from that. Otherwise, either estimate volume based on power plant output or volume, or calculate using known parameters such as speed, ground pressure, etc. Figure locomotion hits as per MEGATRAVELLER.

COMMO- Catagorize the vehicle's commo equipment into ranges and then list the equipment with its MEGATRAVELLER range.

SENSORS- If the vehicle has advanced ECM assume that it has EM Masking, otherwise provide it a EMS jammer of appropriate strength if it has regular ECM. Catagorize vehicle's sensors based on range then list vehicle's sensors. If the vehicle is TL 10 or better, it would probably combine sensors into EMS arrays. Select an array based on the strongest sensor type in that array. Figure task levels based on translated sensors.

OFFENSE- If necessary convert weapons according to the previous BACKFIT which gave that system. List weapon types here then give their statistics at the bottom of the sheet.

DEFENSE- Primarily used for starships.

CONTROL- If the vehicle has a battle computer assume a Mod 0 computer for the vehicle. Give the vehicle the number of computers according to its type. Calculate control points from the vehicles total price and select an appropriate type of panel. Use this information, adding specials, calculate number of panels. List any environmental controls.

ACCOM- List the vehicles accomodations.

OTHER- List other pertinant information as derived or inferered by other sections and available information. Then after weapons data is listed, you are finished with the conversion.

# TWILIGHT:2000

# 2300 AD

## ALTERNATE SETTINGS: NORWAY 1996
### BY MARK HAYES
### ROLE-PLAYING SITUATIONS

The time-line suggests a number of role-playing situations for TWILIGHT:2000. First, let's look at the extreme north. The Norwegian Finmark Regiment is forced to break up early in the war due to a massive assault by heavy Soviet units. However, it's superb training for arctic warfare, combined with the assistance of the British and Dutch Marines, makes it a credible force for operating against Soviet supply lines which must run through Finmark. This force can be broken into squad-sized units to conduct hit-and-run raids on supply depots or to ambush motorized columns. Most NATO units would be ski-mobile, but some could be flown in by helicopter or even operate for long periods behind Soviet lines with arctic vehicles. Soviet rear echelon forces are likely to have a lot of trouble with these raiders because (at least during the first part of the offensive) they consist of Category III units without arctic training or air support.

More interesting situations could result when the Soviets commit helicopter gunships as escorts for their convoys through Finmark. The Soviets discovered in Afghanistan that this was probably the most effective means of protecting troop and supply movements through guerilla infested territory. The gunships (equiped with HE rockets) would work in pairs circling the convoy and flying ahead to sniff out any potential ambush sites. Remember, if you use Mi-24's, you have a small squad of infantry which can be landed to chase the NATO guerillas.

Another possible gaming situation would be in the mountains east of Tromso. Soviet Airborne and Naval Infantry patrols pushing south would encounter members of the ACE Mobile Brigade. This unit consists of formations from several NATO countries that rotate different battalions and companies through the brigade periodically. Quite often one of the units consists of Italian Mountain Infantry. The Norwegians are still a little uneasy about having German troops on their soil, so the Bundeswehr contribution usually consists of medical troops. All troops assigned to the ACE Brigade are arctic equipped and trained. The unique make-up of this brigade allows players to form the cosmopolitan unit that is often typical of TWILIGHT-2000 groups.

Clashes between patrols in the mountains outside of Tromso are well suited to TWILIGHT encounters. The light NATO formations would also be attempting to prevent further advances by the Soviets. These mountains are crucial to NATO's defense of Norway, and both sides will escalate the fighting in the mountains to control strategic passes. Scenarios can also cover Soviet motorized columns breaking through the passes into the relatively flat area around Tromso. Players can man the few Norwegian Leopards or U.S. Marine M-1's in the area to blunt these thrusts.

Still another area suited to role-playing situations would be the attempted breakout by Soviet Airborne and Naval Infantry forces at Narvik and Bodo. Have your players ever considered role-playing Soviet troops fighting NATO units? The situation would be similar to the U.S. 5th Mechanized Division's breakout at Kalisz. The units would be broken down into smaller formations with everyone trying to make his own way through NATO lines, across the frozen wilderness, and home. NATO ski patrols and heliborne infantry would be constantly searching the area, hunting down stray enemy soldiers. Soviet characters might even cut across Sweden and open up a whole new set of encounters.

Of course, you can have the characters take part in the assault of the Soviet defenses around Tromso or other standard combat situations. The troop density north of the Arctic Circle is lower than almost any other place in the world. Even so, you can use tanks, fighter-bombers, helicopters, arctic vehicles, and other "high-tech goodies" in realistic role-playing situations.
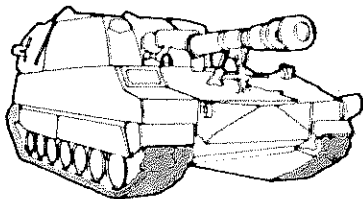
## SPACER TERMS IN 2300
### BY SCOTT HADDOW

This is the first of what may become a series of articles describing what life is like aboard a starfaring vessel in the universe of 2300 AD. While these terms primarily look at space life from the military point of view, some may be applied to civilian vessels as well. Indeed, many space force personnel carry their spacer terms with them as they take jobs on civilian vessels.

**BENDS**- The term bends is an anachronism. As used by spacers it does not refer to the condition of too much nitrogen in the blood stream. Rather, it is a condition related to being embarked for a long time aboard a vessel which does not have a spin-habitat to produce an artificial gravity. The person's muscles and joints are used less and less, even with a rigorous regimen of exercise. When the person returns to a normal gravity environment, he experiences anything from a mild discomfort to excruciating pain for several days while his body gets accustomed to gravity once again. This condition is usually treated by the use of high protien supplements and mild pain relievers. The condition is called the bends because the person feels like he is cramping from the weight on him, and is often bent over.

**HOT RACKING**- When large crews are placed on board vessels which were not intended to carry that many, personnel must share accommodations, particularly the bunk or "rack". This works best when the crew works a twelve hour rotation with the personnel who have to share on opposite rotations. Carrying extra personnel strains life support as well, and many times auxiliary life support equipment must be brought on board. This practice is generally done for very short periods of time.

**SITTING ON THE HOTSEAT**- This term refers to pilots sitting inside ready to launch small craft on larger vessels. Fuel is constantly pumped in and the power plant is kept going. This practice allows for speedy and efficient small craft launching. The term sometimes is applied to missile crews who keep missiles loaded and refuelled for similar reasons.

**SWIM CALL**- This is another term borrowed from old nautical traditions. The main difference is that the "sea" is the vacuum of space. During a swim call, personnel are allowed to do an EVA for recreational purposes. Some personnel enjoy a game of Z-G Ball, which is a zero gravity form of football. Because there is a danger of personnel drifting off, lifeguards are posted with tether lines and maneuvering packs. Swim call is also a time during which novice personnel can learn the operation of P-Suits and zero-g maneuvering. This allows for practice of skills in a low threat situation. Some people cannot handle the vastness of space and experience symptoms of agoraphobia. Swim call is a time to overcome this particular fear. Some ship's captains do not allow swim call because of the intrinsic dangers of EVA, others would rather take a little risk than have an inexperienced person performing an EVA during a critical situation.

## NEWSLINE: 2300

### DUNKELHEIM DEFENSELESS

BETA CANUM: JUNE 30, 2301- Refugees arriving at Aurore from Dunkelheim report that the planet lay virtually defenseless against the Kafer advance. With no human warships in the system, and the disappearance of the militia and government officials, the Kafers are likely to find little resistance at that planet. The disappearance of the militia and officials remains a mystery as none of them were among the refugees disembarking at Beta Canum.

### AURORE ALONE AGAINST ALIENS

BETA CANUM: JULY 13, 2301- A merchant ship which braved the Kafer blockade down the arm brought news today that the world of Aurore remains in human control. Although it is cut off by Kafer forces further up the arm, Auroran space is free off Kafer warships. The only Kafers left in the system are the remnants of the Kafer invasion force that landed months ago and were subsequently cut off. It is not known how long this world can hold out against constant Kafer assaults with little or no reinforcemnts or resupply. There are rumors that cargoes of food, medical supplies, and ammunition are bringing high prices.

## QUICK REVIEWS

### HOWLING WILDERNESS
REVIEW BY MARK HAYES

HOWLING WILDERNESS is a sourcebook for the United States in the world of TWILIGHT:2000. It includes a list of all the U.S. military formations in the country, their location, what they are doing, and their current strength. A description of each of the major governments vying for control of the U.S. is also given. The sourcebook goes region by region to give us a brief run down on what the country is like in the spring of 2001. The most interesting feature I found was how the government of the U.S. fell apart during the war after the nucs started flying. A "hit list" of all U.S. locations that received the attention of .5 megatons or more is also included. "Citymaker", a city generation device, is a further addition to this module.

I found the opening history of the U.S. in WW III to be particularly interesting. It left me with a haunting feeling. The "hit list" is invaluable as you can see how civilization can be forced to decline without a general nuclear exchange. Some of the material is repetitive (many GDW products lately seem to contain some old material), like the background of New America (included in AIRLORDS OF THE OZARKS and URBAN GUERILLA) and many of the U.S. unit histories (included in U.S. ARMY VEHICLE GUIDE). The region summaries were terrific, but they left me craving more detail. This will probably be left to individual referees to develop as it appears that GDW is moving outside the U.S. in modules that are currently being developed. I found "Citymaker" a very welcome addition to my TWILIGHT:2000 rules. It is basically a set of generic city blocks that the referee can use to lay out a city or town in an almost infinite number of variations. Needless to say, if you are running a campaign in North America, this module is a must. If not, "Citymaker" is a great bonus. Plus, if you are like me, you will enjoy increasing your knowledge of the TWILIGHT:2000 world.

### STARSHIP OPERATOR'S MANUAL
REVIEW BY MARK GELINAS

This supplement is perhaps the most important supplement ever published for TRAVELLER or MEGATRAVELLER. The starship is probably the most frequently encountered environment in most campaigns. Until the release of this supplement, we have only had glimpses of how a starship worked. With this supplement, the starship's major functions are defined and task statements are provided for each. Also included are deck plans for a standard free trader and illustrations of starship interiors. This supplement is very highly recommended for both player and referee. If you can only afford to buy one supplement this year, this is the one to buy.

### PARALLAX
### A DIVERGING POINT OF VIEW

### MORE MYTHOS FOR YOUR MONEY
THE GEONIAN MYTHOS PART II
BY MARK "GEO" GELINAS

Last time I wrote about the Geonian Mythos, I discussed a great cataclysm on Terra. This eventually brought about the "War of the Ancients" mentioned in TRAVELLER history. This month I will examine some of the subsequent events on Terra.

The cataclysm which sank Atlantis was only the first of two cataclysms. The second followed by several hundred thousand years and immediately preceeded what we know as history. The sinking of Atlantis did not eliminate the people of Terra. A large number lived on with fragments of its glorious past. This was the time of legends. There were those who retained some of the knowledge of Atlantis and used these advanced sciences as magic for their own purposes. Many creatures which had been brought to Terra from far-away planets formed the basis of later Greek and Roman mythology.

I use this setting on those rare occasions that I run a (gasp) fantasy game, but more frequently I use it as a basis for superscience and the "supernatural" for the modern era RPG's that I run. Both the Prate and Aquarian races developed by Kate Lebherz Gelinas have origins deep in this mythos. Also, it is not uncommon for the exploring adventurer to awaken a (cold) sleeping golden eyed human.

This then is the basics of the Geonian mythos. Although it varies slightly from GDW's background, the variance is not so significant that I cannot use their modules. With a little work, this mythos could even work with TWILIGHT:2000 and 2300 AD.
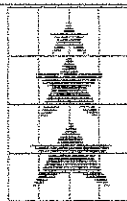
# DIASPORA: STARLANE TO THE CORE

This month I am listing the statistics for the Heavy Fighters carried by the ALLEYCAT. I converted this ship from HIGH GUARD stats found in IMPERIAL FIGHTING SHIPS. As with many conversions to MEGATRAVELLER, there were some trade-offs. The ALLEYCAT carries 300 of these fighters which can be launched from a standard launch tube.

## HEAVY FIGHTER
CraftID: Fighter, Type HF, TL 15, MCr195.84
Hull: 4500/1125, Disp=50,
    Config=1SL, Armor=64G,
    Unloaded=1606 Tons,
    Loaded=1633 Tons
Power: 125/167, Fusion=2250Mw,
    Duration=11/33
Loco: 115/153, Maneuver=6, NOE=190kph
    Cruise=750kph, Top=1000kph,
    MaxAcc=6G, Agility=4
Commo: Radio=System, Maser=System
Sensors: EMMask, Radio Jammer=System,
    Densitomtr=250m, Neutrino=10KW
    Active EMS=Far Orbit,
    Passive EMS=Interstellar,
    Holorec, EMSJam=Far Orbit,
    ActObjScan=Rout, ActObjPin=Rout,
    PasObjScan=Rout, PasObjPin=Rout,
    PasEngScan=Simp, PasEngPin=Rout
Off: Missiles=xx2, BeamLaser=xx2
    Batt=1          Batt=1
    Bear=1          Bear=1
    MslStore=10 Reloads (Nuke Capable)
Def: DefDm=+11, Sandcasters=xx3
                    Batt=1
                    Bear=1
Control: Computer=7 x 3, Panel=Holodyn
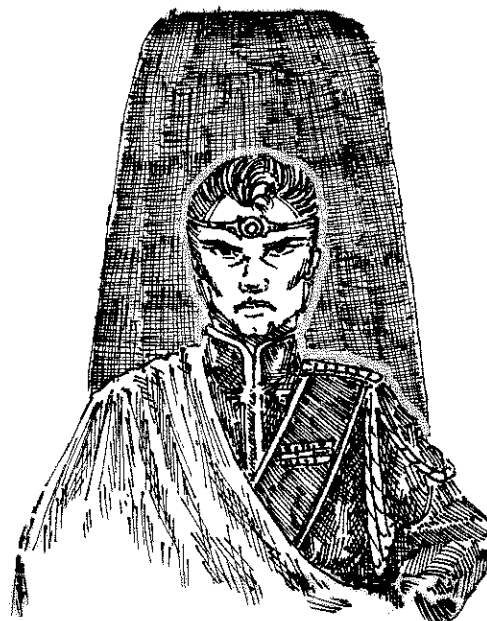    link x 48 Special=HUH x 1
    Environ=BasicENV, BasicLS, ExtLS,
    Grav Plates, Inert Comp, A/L
Accomm: Crew=2 (Commander/Pilot, Gunner),
    Bunks=2, Seats=L.R. Adequate x 2
Other: Cargo=6.4kltrs, Fuel=297kltrs,
    Scoops, ECP, Size=Ave, EMLevel=Mod

In this month's VARIANTS, I offer a variety of articles. My feature article concerns cybernetics which have gotten a lot of attention in this gaming area lately.

## CYBERAWARENESS

In the last several issues, TRAVELLERS' DIGEST has, in its MEDICAL DIGEST section, offered a series on replacement parts for humans. This series of articles, written in part by Mike Jackson of THIRD IMPERIUM, contains rules for cybernetic and bionic replacement parts. The article indicates that such parts are normally available for replacement of damaged parts. Referees may allow elective replacements in their campaigns.

The problem with elective replacements, and possibly with regular replacement as well, is the abuse of such replacements by players. This variant offers a solution to such abuse, and is loosely based on a new role-playing game called CYBERPUNK.

## CYBERTOLERANCE

In the third of the STAR WARS movies, Obi-Wan say of Darth Vader that "he is more machine than man, twisted and evil". Other than Vader's obvious defection to the Dark Side of the Force, Obi-Wan seemed to imply that part of Vader's condition was due to his cybernetic replacement parts. Indeed, Luke (of the severed right hand seemed to be effected by this unnatural part of his body. The implication then is that cybernetic replacements can have a detrimental effect on the mentality of the user.

Cybertolerance is the ability of a person to mentally tolerate cybernetics grafted into his body. For game purposes Cybertolerance is defined as the total of Endurance and Intelligence. MEGATRAVELLER players will recognize this as the calculation for Determination as well, but Cybertolerance is modified by the amount of implants and options where Determination is not. Therefore if Cybertolerance is used in a game, it should be recorded separately.

## MODIFIERS TO CYBERTOLERANCE

For each limb or organ replaced by a cybernetic or bionic part subtract one from the character's Cybertolerance. Also, for each option added, except pockets, subtract one from the character's Cybertolerance. If the replacement is pseudo-biological, then add one to Cybertolerance (effectively making the total modifier for that limb, without options, zero). If the limb is open frame, subtract an additional one from Cybertolerance. If the option is a weapon, subtract an additional one from cybertolerance. After all modifiers are factored in, the new total is the character's current Cybertolerance, even though it may be lower than Determination. It can never be higher than Determination. If enough parts are replaced, Cybertolerance can be a negative number!

## CYBERPSYCHOSIS

Cyberpsychosis is a mental condition brought on by the replacement of body parts with cybernetic or bionic replacements. Every time a character receives a replacement part, he must test for Cyberpsychosis, whether his Cybertolerance was changed or not. To determine the Die Modifier, divide Cybertolerance by 5 and drop fractions. If Cybertolerance is a negative number, divide by 5 and round fractions up.

TO AVOID CYBERPSYCHOSIS:
ROUTINE, CYBERTOLERANCE, HAZARDOUS, FATEFUL
REFEREE: Cautious attempts are NOT permitted!
SUPERFICIAL DAMAGE- The character cools somewhat toward humanity and begins setting himself apart.
MINOR DAMAGE- The character is cold and indifferent toward humanity, but will still regard any previous morals that he may have had. If the character uses his replacement parts to kill or harm humans, another Cyberpsychosis roll may be called for with 4 dice being rolled instead of 3. This reflects the negative feedback that the character receives through the anti-human use of his replacement parts.
MAJOR DAMAGE- The character has lost all concern for humanity. While he may not deliberately seek its destruction, he will not be bothered by moral questions about killing if a human is preventing him from achieving

his goal, and another way to achieve it is not immediately obvious. The player may still control his character unless the Referee feels that the psychosis is being abused by improper play.
DESTROYED DAMAGE- The character hates humanity and seeks its destruction. He may attempt to rid himself of any human parts that he has left possibly killing himself in the process. At any rate, the character becomes the property of the Referee who will control his deranged actions until he is dead or recovers.

## TREATMENT OF CYBERPSYCHOSIS

Cyberpsychosis can be treated, but the treatment can be difficult and expensive. It is sometimes difficult to obtain, especially for the more extreme cases (would you like to try to calm down a cybernetically enhanced human who would just as soon pinch your head off with his claws than look at you). Treatment is twofold: remove enough replacement parts to restore humanity to the character and provide therapy sessions. The first part entails removal of options, replacement of open frame limbs with contoured, replacement of contoured with pseudobiological, etc. After this process is complete, recalculate the Cybertolerance value and test again for Cyberpsychosis. NOTE: ANOTHER TEST CANNOT BE MADE IF NO ADJUSTMENTS HAVE BEEN MADE. If a DESTROYED result is achieved, the patient may attempt to kill the physician.

The number of therapy sessions will vary depending on the severity of the condition. SUPERFICIAL damage requres 1D6 sessions; MINOR damage requires 2D6 sessions; MAJOR damage requires 3D6 sessions; DESTROYED damage requires 4D6 sessions. Each session must be 1 week apart. After the character has had the therapy sessions, he may test again for Cyberpsychosis with a DM +1 ONLY if he has had the previously mentioned adjustments. Costs for the necessary operations are as mentioned in the TRAVELLERS' DIGEST article. Therapy sessions are CR 1000 each.

## ELECTIVE REPLACEMENT

Elective replacement means that the character chooses to replace a healthy, perfectly functional body part with an artificial replacement part. Most physicians throughout human space feel that this is an unethical practice. Indeed in most places, elective body part replacement is illegal. The referee may determine this or roll 1D6 greater than the law level for the procedure to be legal on any given world. In any case, to find a physician who will perform such procedures should be a formidable task. If a player character doctor chooses to perform such procedures, the referee should let him take his chances with local laws and authorities!

## NEURAL CONNECTIONS

The slowest part of a computer operated sytem is the human who is controlling it. Although the human brain operates many times faster than a computer, we are limited in the speed with which we interface with a computer by the very devices that we use to interface. Even a voice actuated computer's input is limited by the speed in which a human can speak to it. With neural connections, this limitation is largely removed.

A neural connection allows the brain to be directly connected to a computer through the person's neural system. A special attachment is placed at the base of the brain which allows wires to be fed from the person to a translator box. The translator can convert neural impulses to electrical impulses and vice versa much faster than a human can speak or type.

In game terms this means that any human using neural connection can double his dexterity modifier on that equipment. For example, a pilot who is wired to a starship could double his dexterity modifier for any piloting task requiring dexterity. Of course the maximum modifier remains at +8.

The brain connector is available at TL 15 and costs CR 10000 plus any surgical fee for implantation. Since this is not a replacement, laws concerning this are less stringent. It does count as an option for Cybertolerance. The translator box is available at TL 15, cost CR10000, and must be permanently attached. One translator box is required for each device to be used. Only one device may be connected to the brain at a time.

## CYBERNETIC SKILL ENHANCEMENT

The ability to interface human and computer by cybernetic links inspired others to think of new applications for this technology. They developed a processor module which, when attached to the brain, allows skills to be added to a person by means of a program imbedded chip. The processor is placed at the back of the skull just to one side of the junction of neck and skull. This allows chips (programs) to be changed if required. Only skills which are mentally based are suitable for this process. The processor module has 5 slots. A level 0 skill uses only one slot; a level 1 skill uses two, and a level 2 skill uses 3. Skill levels above two are not available. There is a risk in using this type of enhancement: the risk of cyberpsychosis. Having the processor module implanted subtracts three from the character's cybertolerance. The programs incur no additonal cost, but anytime a skill is added or changed, the character must test for cyberpsychosis. Most characters choose the skill(s) they want and have them placed in the module during the operation in which the module is placed. Thus they only have to test for cyberpsychosis once. The processor module is available at TL 15 and costs CR 20000. Level 0 skills cost CR 1000; Level 1 skills cost CR 5000, and level 2 skills cost CR 10000.

SUITABLE SKILLS:

| | | | | | | | |
|---|---|---|---|---|---|---|---|
| Admin | Biology | Chemistry | Commo | Computer | Electronics | Engineering | Forensics |
| Genetics | History | Linguistics | Medical | Navigation | Physics | Robot-Ops | Robotics |
| Sensor-Ops | Steward | Survey | Trader | | | | |

## THE ULTIMATE SUNGLASSES

Carrying the concept of the data display recorder headpiece a step further, a company has developed the ultimate sunglasses. The outer surface of these shades are mirrored. The first layer underneath serves as a light intensification which a microcomputer, housed in the stem, controls to always allow the right amount of light through to the eye. The final layer consist of cuprothalium which functions similar to that of the data display recorder headpiece. Manufactured at TL 15, these sunglasses take full advantage of advanced electronic miniaturization. They include a multiplexer which allows immediate connection with any device the user may be wearing. One built in feature is a digital display clock which constantly displays Universal Standard Time in the upper corner of the left lens. The user may set the time to other time standards. The ultimate sunglasses are available in a variety of styles or may be custom made for an additional CR 3000.

TL 15     VOLUME .1     MASS --     PRICE CR 7000

## MEGATRAVELLER ERRATA

While designing a vehicle the other day, I encountered two typo's which may not have been corrected by anyone as yet. They are both in the REFEREE'S MANUAL.

PAGE 81- The variant Model 9 computer at TL 15 should be a FIB instead of a BIS. This is consistent with HIGH GUARD.

PAGE 88- There should be a decimal point before the last of the NEUTRINO SENSOR's power rating making it .1 kw.

## MEGATRAVELLER CHARTS AND TABLES

### COMBAT DAMAGE CHART

| | LEVEL OF SUCCESS | | | | |
|---|---|---|---|---|---|
| PEN vs ARMOR | EXACT | +1 | +2 | +4 | +8 |
| < | NE* | NE* | 1 POINT | 2 POINTS | 4 POINTS |
| = BUT < 2X | 1/4 | 1/2 | FULL | X 2 | X 4 |
| 2X OR > | 1/2 | FULL | X 2 | X 4 | X 8 |

* Vehicle superstructures take 1/10 of the damage value

### SPEED MODIFIERS

| | RANGE | | | | |
|---|---|---|---|---|---|
| SPEED | SHORT | MEDIUM | LONG | VERY LONG | DISTANT |
| 1 | 1 | 0 | 0 | 0 | 0 |
| 2 | 2 | 1 | 0 | 0 | 0 |
| 3 | 3 | 1 | 0 | 0 | 0 |
| 4 | 4 | 2 | 1 | 0 | 0 |
| 5 | 5 | 2 | 1 | 0 | 0 |
| 6 | 6 | 3 | 1 | 0 | 0 |
| 7 | 7 | 3 | 1 | 0 | 0 |
| 8 | 8 | 4 | 2 | 1 | 0 |
| 9 | 9 | 4 | 2 | 1 | 0 |
| 10 | 10 | 5 | 2 | 1 | 0 |

1. Evading targets double movement before calculating DM's.
2. If a firer moves he has a negative DM to hit equal to his movement.
3. Movement DM's for firer and target are cumulative.
4. A vehicle with fire-control uses the difference in speeds as the movement for calculating a DM.
5. Remember the maximum positive or negative DM is 8.
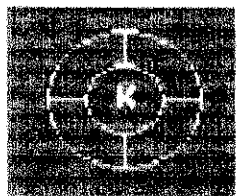
## A WORD FROM HASSAN

*HASSAN*-This week, Hassan touches upon an often neglected form of warfare in MegaTraveller—marine (not grunts, but wet navy type) combat. Also presented is the M6 APC, which you might remember was carried by the Solomani Patrol Frigate, presented in an earlier Hints.

# M6 APC

CRAFT ID: M6 APC, Solomani, TL14, MCr 15.6
HULL: 73/182, Disp=8.074 (+1kL remote
        turret), Config=4SL, Armor=40G,
        Unloaded=72.4tons, Loaded=102.3 tons
POWER: 9/18, Fusion = 40.5 MW, Duration=
        25/75
LOCO: 6/12, Std.Grav Thrust=280 tons, NOE=
        180kph, Cruise=750kph, Top=1000kph,
        Max Accel=1.7G
COMMO: Radio=Continental, Laser=Regional,
        Maser=Regional
SENSORS: EMMask, Synthetic Vision,
        Environment Sensor, Neutrino=10kW,
        EMS Active=VDistant, EMS Passive =
        Continental, ActObjScan=Diff,
        ActObjPin=Diff, PassEngScan=Diff,
        PassEngPin=Rout
OFF: 1 Hardpoint

| Weapon | Ammo | Rds | Pen/At | Dmg | Rng | Auto | DS | Sig | Diff |
|--------|------|-----|--------|-----|-----|------|----|----|------|
| PLaser-13 | 0 | 0 | 33/3 | 12 | VDist | 3 | 4.5 | L | FCTL |
| MRL(6cm) | HE | 11 | 13 | 10 | Dist(6) | – | 40 | M | Ind |
| (11-tube) | HEAP | 11 | 32 | 8 | Dist(6) | – | 4 | M | Ind |

~PLaser has TL9 Point Defense Module (front-mount)
~MRL has auto-loading device (top-mount)

DEF: +4 Def DM; Smoke Disch.=6, Pris. Aerosol=
        10, Sandcaster=2
CONTROL: Computer=2/bis (x2),Panel=Dynamic
        link x1, Special=HUDx2, Environ=
        basENV, basLS, extLS
ACCOM: Crew= 2 x adequate(oper./gunner,
        commander), Pass=10 x cramped
OTHER: Cargo=28kL, Fuel=27kL hyd, Ammo=
        110 Rockets, ObjSize=Average,
        EMlevel=Faint
Electronic Circuit Protection

The M6 APC is the standard Solomani personnel carrier at the high-tech level. It is well-protected, fast, and carries an extensive sensors suite, better than the average enemy APC does, which can give it an advantage. It carries a pulse laser to defeat hard targets as well as to serve for point defense against anti-vehicle missiles and indirect fire. As it is intended to operate alone in many circumstances, it is also equipped with an 11 tube, 6cm MRL for soft-target suppression. The M6 is often carried aboard the Patrol Frigate, where it operates alone on the frontier to "keep the peace" in such areas. It has a long endurance, as well. Of course, the M6 is equally well suited for high-intensity mechanized operations. The M6 is built by HAC Corporation, and was fielded in 1110.

# MARINE WARFARE
## in the 57th century

Note: Since Hassan's experience extends into the ground forces side of warfare, his experience with nautical affairs is quite limited. So if any of you Navy types out there have different ideas about this subject, speak up.

In the preceding HINTS, analyses of 57th century combat have focussed upon the ground/air arena. Of course, most populated worlds have a sizable hydrographic portion of their surface areas, and obviously, war will not neglect these areas. In following with the other types of warfare, several revolutionary technological advances at TL 9+ will radically change the face of naval combat. Most important of these advances is that of the advent of anti-gravity locomotion.

Gravitically-propelled fighting vehicles will supplant both surface and sub-surface ships. Why? Let's examine the concept of a surface combatant. It is basically a "weapons platform", a platform to carry and support certain weapons systems so that these weapons can perform various missions (sinking other vessels, shooting down aircraft, bullying little countries, etc.). With the advent of the advanced technologies of the interstellar age (TL 9+), grav fighting vehicles can carry extremely powerful weapons, just like those on a ship (including nuclear weapons). In addition to this, they are considerably more mobile and fast-reacting than naval vessels (much more like high-speed fixed wing aircraft), and many have the fuel capacity to stay on station for 30 days or more (like the Imperial TREPIDA). Thus, they can fulfill all the functions that a ship could, with the advantage of being cheaper and not limited to one element (the sea). Why station a more vulnerable and expensive destroyer off the coast of some small country when you could do the same job with a squadron of grav tanks?

For those of you with dolphins, you might be wondering why I also mentioned that sub-surface vessels would be obsolescent. Grav locomotion works equally well underwater (although somewhat slower, due to water resistance), so a grav tank could operate there as well as on the surface, land, or air. With minor refits to installed weapon systems to adapt to the underwater environment (like low-wavelength lasers and torpedoes), a grav tank would be superior to any attack submarine, in mobility and stealth. Ever try listening to a grav generator on hydrophones? Needless to say, grav vehicles would be VERY silent, and they are not confined to the deep, which means that they could escape to other environments if the going got too rough.

At TL 9-15, we get the concept of all high-intensity warfare on a planet, regardless of whether it's on the ground, in the air, or on/under the sea, being conducted by standardized gravitic fighting vehicles (though weapons packages might be tailored to specific missions). The ideas expounded upon in HINTS #5 about the blurring of land and aerial combat are combined now to include naval warfare, so that all such combat has merged into one general type. -HASSAN


M6 APC
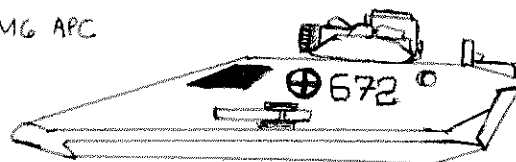
# COMING EVENTS

**GEO CON VIII: DEC 16-18** - For details see page 1 of this issue.

**COUNCIL MEETING: JAN 2** - 7:00 pm; LTBA.

**TECHNICON 6: MARCH 31-APRIL 2** - Held at Va Tech, Blacksburg. John M. Ford is Guest of Honor.
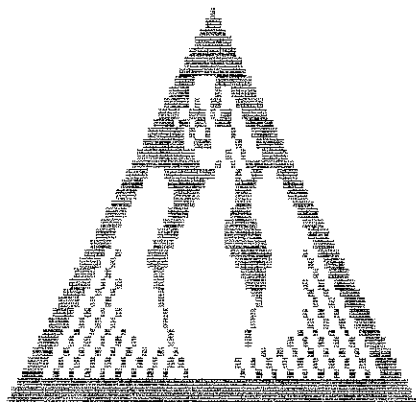
## CLASSIFIED ADS

## DARK RIVER: A SECTOR DIVIDED

## ACKNOWLEDGMENTS

## TERRA TRAVELLER TIMES

## TABLE OF CONTENTS

## BACK ISSUES

"AD ASTRA"
# Terra Traveller TIMES

1302 RIVERFRONT CT. SUITE 302
VIRGINIA BEACH, VA 23451
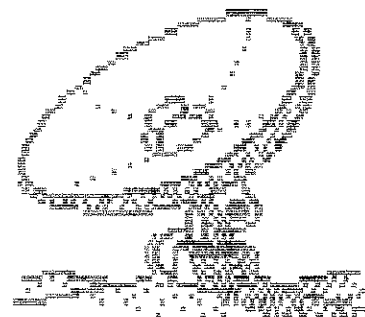
## CAMPAIGN REPORT

### TRAVELLER

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

### MEGATRAVELLER

FRAGMENTS OF FEAR- Referee: Mark Gelinas: No gaming.

### TOWARDS TERRA: VOYAGES OF THE ODYSSEY
#### EPISODE 7
#### WHISPERS IN THE NIGHT
#### Referee: Mark Gelinas

While the Odyssey's crew explored one planet in the system, sensors picked up some neutrino emissions coming from the moon of the nearby gas giant. Since only stars and operational fission reactors give off neutrinos, and the moon was definately not a star, the Captain decided to send a team to investigate. The team rode a modular cutter with a basecamp module. They were escorted by a flight of fighters.

The fighters flew ahead as a preventative measure, which proved to be a wise thing to do. As they approached the moon, a 200 ton starship left the moons atmosphere and started to make hostile moves. After it launched some missiles at the fighters, their weapons were freed and they reciprocated with some missiles of their own. Superior electronics ruled the day as several of the fighter's missiles found their mark, and the starship was forced to make a dead-stick landing on the world.

A high concentration of nickel-iron deposits prevented an immediate fix on the downed ship, so the fighters had to resort to the time honored method of visual search. After a couple of sweeps in the probable area of impact, the fighters located the vessel.

Wishing to learn more, the fighter crews landed their craft and went to investigate. First, they discovered that the vessel belonged to one of the clans from a world that they had visited previously. Unfortunately, it was a clan which had met with defeat as a result of some intervention by the Odyssey's crew. They also met with some resistance on the part of the starship's survivors before they were finished with their investigations. One of the back seaters was injured severely when he tried to get rid of a grenade that had been thrown at the group. Fortunately for him, Dr. Drahmet was aboard the modular cutter and was able to render immediate treatment for the wound.

After capturing the survivors, the crew of the Odyssey helped them repair their powerplant enough to allow them to return to their home world. They disabled the weapons, however, to prevent their further use against them.
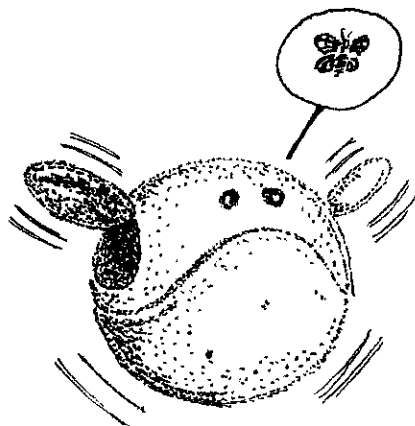
### 2300 AD

BALCONY BOYS- Referee: Mark Gelinas: This campaign has ended. A new referee will have to start a new one.

### TWILIGHT:2000

BACK IN THE US of A- Referee: Mark Hayes: No gaming.

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

M.LEBHERZ '87

Haro ©87 Nippon Sonrise

## ROLL CALL

### LIST OF PLAYERS AND PHONE NUMBERS

| NAME | PHONE | GAMES |
|---|---|---|
| Batt, John* | | MT |
| Cunningham, Tim* | ! | MT*,TW,23,0 |
| Davis, Tom | | MT |
| Goodlett, Tim* | | MT,TW,23,0* |
| Griffith, Mike* | | MT,0* |
| Harrison, Kerry | | MT |
| Hayes, Mark* | | MT*,TW*,23,0 |
| Haynes, Mel* | | MT,TW,23,0 |
| Johnson, Shawn | | MT |
| Kostoff, Steve* | | MT*,TW*,23,0 |
| Leo, Lawrence* | | MT*,0* |
| Maddow, Scott* | | MT*,TW*,23*,0* |
| Martin, John* | | MT*,TW,23,0* |
| Mirabella, Ralph* | | MT,23,0 |
| Myers, Dennis | | MT* |
| Sciaidone, Josh* | | MT,TW,23,0* |
| Spells, Nathan* | | MT |
| Townsend, Doug* | | MT* |
| Turnitsa, Chuck* | | MT*,23,0* |
| Umphress, Joe* | | MT*,TW,23,0 |
| West, Perry | | MT* |
| Wileman, Rob | | MT,TW,0 |
| Wilfong, Denny | | MT,0 |

* in NAME column denotes member of one of the Chapters, in PHONE column denotes peninsula or Suffolk, In GAME column denotes referee for the game it appears next to.
GAMES ABBREVIATIONS- MT- MEGATRAVELLER; TW- TWILIGHT:2000; 23- 2300 AD; O- OTHERS.
! -Room A-315

## CAMPAIGN HEADQUARTERS

### GAMES & MINIATURES

### ACCESSORIES

9823 Jefferson Ave.
Newport News, VA 23605
(804) 599-0151

## MEETING REPORT

The monthly meeting of the Charter Chapter was rescheduled because of various factors.

### COUNCIL MEETING

The Council of the Club met Monday, November , 1988. Present were the Spokesman 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:** Preliminary work was done for GEOCON VIII.

Name tags for Sci-Con were approved with a version for each Chapter to be made.

The Mid-Atlantic Traveller Conference was promoted.

After this, the meeting was closed.

## MEET THE CHARACTERS

### VICTOR SHEREMETNOV

**EQUIPMENT QUALIFIED ON:** Combat Rifle, Pistol, Heavy Weapons, Grenades, Small Boats, and Wheeled Vehicles.

**SKILLS:** Recon, Equestrian, Metallurgy, Gunsmith, Russian, English (Fairly Well), and German (Just Enough to be Dangerous).

**BACKGROUND DESCRIPTION:**

Victor was born in Kiev on October 7, 1979. He was drafted into the Soviet Army at the age of 17. He was fighting with the 26th Guard Motorized Rifle Division, but defected to the Western Alliance after the battle of Kalisz. Victor has never regretted making this decision.

When the situation in Poland began to break down a few months later, Victor wandered the countryside until he came to Krakow. There he joined a largely American group working to get back the the United States.

Victor Sheremetnov has all the subtlety of a chainsaw. Life as a Soviet citizen has made him paranoid of any stranger with a weapon. His attempts to communicate with German and U.S. civilians have become legendary.

Victor is currently enjoying the pleasures of a capitalistic society at MILGOV headquarters in New Jersey while awaiting his next assignment.

Victor is expertly played by Steve Kostoff and may be found in the local TWILIGHT:2000 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.

### DECEMBER MEETING

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

### ODYSSEY BALLCAPS

The Charter Chapter of the Club has ODYSSEY ballcaps. The price for club members will be $5.00 per cap.

### TERMINAL X-LINK

This will be the last X-LINK that Honorary Members and Complementary recipients will receive. After I move to Charleston, it will be impractical for me to try to keep current with what the Charter Chapter is doing. Someone else from the Chater Chapter will have to produce the X-LINK from now on. As soon as I establish a Chapter in Charleston, I will be producing that Chapter's Pages.

### DARK RIVER DATA TO MOVE

Effective next issue, the DARK RIVER DATA section will move to the main portion of the TIMES. As the designer of that Sector, I feel I should continue to support it.

### SPACE:1889 WRITER WANTED

For the SPACE:1889 column starting next month. Contact Geo.

---

## Campaign Headquarters

## 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

**CJERNSKI, NATASHA**- The Senior Captain of the Russian generation ship MOSKOW. The vessel had several Captains each of whom served for a rotation while the rest remained in hibernation. As Senior Captain, Cjernski was brought out of hybernation for important matters and to serve a rotation. A conspiracy to cut life support during her hybernation was squelched by loyal crewmembers. Captain Cjernski initiated the movement to unite the Soviet colonies into one interstellar state.

**KEFLIN, SIR JONATHAN**- A scout on detached duty from the Third Imperium. Sir Jonathan pressed far beyond the Imperium's borders to the Vanguard Reaches. When they started to get "civilized", he pressed further rimward into the Dark River Sector. After exploring several worlds in the subsector which would come to bear his name, he returned to the Vanguard Reaches to raise support for a colonization effort. He died before he could return, but the work he started eventually bore fruit.

**SAISON/KEFLIN (308 C-31166A-A NA,IC)**- This forbidding world started as the chief colony of Andopeo. In spite of extreme conditions, the colony grew rapidly as Andopeo used it as a staging world for further colonization. When the Coalition of Andoan Worlds was formed, all worlds were offered an equal standing with Andopeo except Saison. When repeated petitioning failed, a radical group rose from the populace to try a more violent approach. Although the rebels succeeded in destroying most of the population of Andopeo, conditions for Saison have only grown worse.

**SAISON REBELS**- A radical group of Saison citizens who advocate the succession of Saison from the Coalition of Andoan Worlds. To bring attention to their cause, this group all but annihilated the population of Andopeo. Most of the groups members are reported to have been killed in the attack. The group, however, denies this report and claims responsibility for terrorist attacks against the Navy. However, no attacks to date have been on as large a scale as the one which destroyed Andopeo.

### 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.

**SPHERE OF TAKORLES**- There is generally a grain of truth behind every myth. In the case of the Sphere of Takorles, there is more than a grain. While the Sphere is not a religious artifact, it is an ANCIENT artifact. The device contains an A/I computer which is capable of psionics. It derives power from light and/or neural energy. The ancient designer intended to build a wish machine which could read the holders mind and psionically perform certain functions for the holder, whether he had psionics or not. Other ancients believed that it was too powerful and attempted to destroy the device and its creator. It was buried, later to be discovered by a religious group. When the computer came back on line and started to perform its program, the religious group believed the Sphere was a gift from their deity. (More on the Sphere and its disposition next month.)