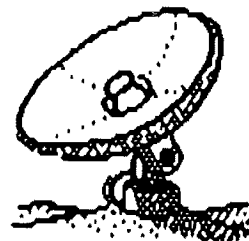
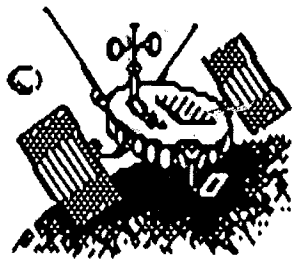


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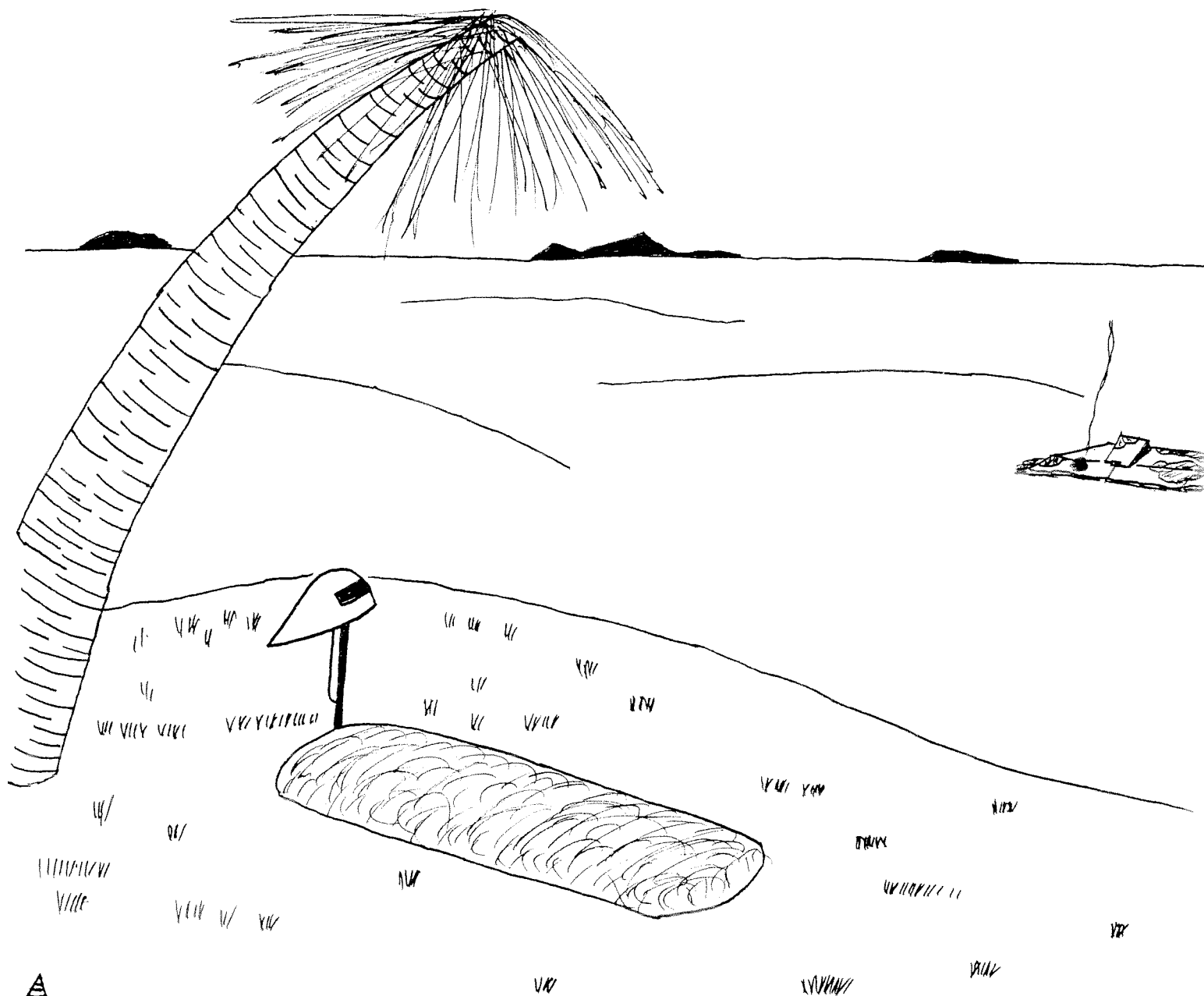
"AD ASTRA"

September/October 1990



Terra Traveller TIMES

MORE MEGATRAVELLER IN '91!



FREEDOM'S SEED

FORWARD OBSERVER

AN EDITORIAL BY MARK "GEO" GELINAS

PUTTING THE CIVIL INTO THE WAR

Any time a state, whether planet bound or interstellar, has a civil war, it is a tragedy. In this article, I will examine why the situation in the Shattered Imperium is like a civil war, some of its tragedy, and how referees can simulate some this for role playing.

TECHNICALITY

The situation in the Shattered Imperium is described as a rebellion. By definition a rebellion is open, armed resistance to one's government or ruler. While they is some rebellion involved in the Imperium, its condition might properly be defined as a Civil War.

By definition, a civil war is a war between factions or regions within the same country. This sounds more like what has happened to the Imperium. After the death of Strephon and his immediate heirs, the Imperium splintered into factions. Some, such as the Federation of Illeth, left because they believed they had a legitimate claim to the throne. Some, such as Daibel, left because they felt slighted by the present government. While the latter may be considered rebellion, the former makes it a civil war. Considerations like the Solomani invasion complicate the situation, but internally the Imperium is having a Civil War.

TRAGEDY

Civil wars are a breeding ground for tragedy. True, all wars are destructive, and have the potential for tragedy. Yet in a civil war, a state is expending its destructive energies on itself.

The real tragedies, however, are on the personal level. During such a situation friend often end up on opposite sides of the conflict; relatives, too, find themselves in this situation.

TECHNIQUES

There are several ways to involve the characters in your MEGATRAVELLER game with some of the tragedies of a civil war.

The easiest way is to assign one of the characters a relationship with one of the enemy NPC's at the beginning of the scenario. For example, tell Fred's player that Fred spies one of his relatives, a brother perhaps, among the NPC's that oppose the group. Fred's actions should be colored to some degree by this knowledge, making for a better role playing situation.

Another way is similar, but involves a little more work. During the character creation process, take a little time to develop the character's background, including relatives. Then, when the referee needs to add some personal conflict, he can call upon one of the relatives that the character already knows.

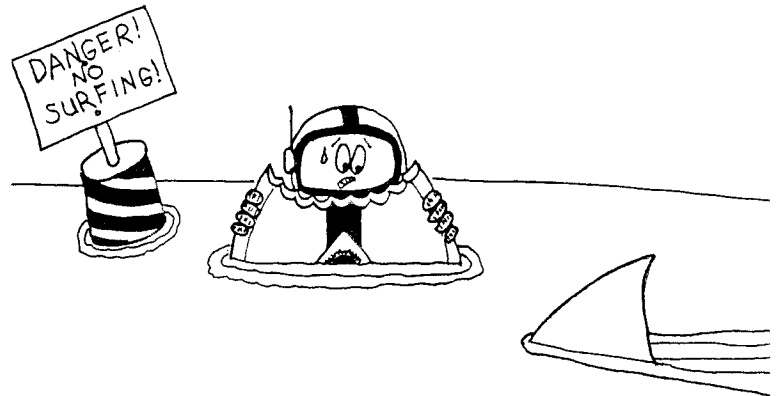
If you start the campaign a little before the war, it would be a good technique to create the background as above, but then take it a step further. Develop NPC's for the relatives. The referee can then use these NPC's to foster relationships during play in the months or years before the rebellion. It may be good to introduce the seeds of conflict which ordinarily would never have sprouted, but come to full bloom because of the crisis. With this method, the character, through play, will have already developed some feelings toward the NPC. This is the best method for role playing this situation.

The next two methods require good role players. The first method can be used if the player has used more than one character in a campaign, and the characters have at least met each other. The referee can work with the player and have one of the player's characters oppose the other of the player's characters. The referee may have to take the one the player is not actively using and use it as an NPC if the player has difficulty playing two different characters at a time. This may be especially difficult if characters are on opposite sides.

The last method is only recommended if the referee's group is on very good terms with each other and can separate role playing actions from real life actions. In this method, each player defines his character's political views. Then the referee reviews these definitions and provides suggestions as play progresses to keep the characters in character. To heighten the tragedy, the referee can play on the differences. If the group is not strong, he may still use this method, but try to keep the group primarily of the same political mind, but with some slight differences. He can then play on the minor differences, causing some internal tension and conflict without developing a conflict strong enough to split the group.

These suggestions are primarily intended for use with MEGATRAVELLER and the situation in the Shattered Imperium. However, the nature of civil war is basically the same regardless of the scale involved. Therefore, these suggestions could be applied to any role playing game if background includes a civil war.

SPACER SAM SEZ: WARNINGS are placed for a PURPOSE!



GNS

PRATE PROTEST



Aquaria/Aquaria: 193-1112: Emperor Gengar held court today and received in audience the ambassador from the Praterian Empire, Sigurd Hallsworth. The ambassador, garbed in traditional High Prate fashion, lodged an official protest from the Praterian Empire with regards to the negotiations between the Aquarian Empire and the Shadsanti Enclave. The ambassador defended his Empire's position, declaring that the Enclave intended to use the proposed starports as Naval bases for an invasion route through the Aquarian Empire to the Praterian Empire. While the Emperor declared that foreign military vessels would not ordinarily be allowed into the Aquarian Empire, the ambassador continued by declaring that an Aquarian treaty with the Enclave would seriously jeopardize Aquarian/Prate relations. The Emperor, annoyed, but remaining calm, advised the ambassador that he would consider the protest, then dismissed the ambassador without taking a stand.

BORDER BATTLE

Andafae/Barrier: 023-1114: Scouts from the Tonasean Empire clashed today with scouts from the Brotherhood of Karl in the neutral system of Andafae. Several shots were fired by both sides, and both sides apparently took damage before breaking off the engagement and leaving the system. Observers speculate that this could set off tensions building since the disappearance of the Brotherhood Vessel, BLUE NOVA.

SIEGE or SURRENDER?

Sofar/Diaspora: 107-1118: Today, in the Sofar System (2939 Diaspora), which has a major Diaspora Naval base, merchant vessels were warned away from the Naval base's orbital facilities. One free trader, CLANCY'S PRIDE, wandered too close and was boarded and detained for a short period before being released. While Captain Clancy declined public comment, rumor surfaced after their release that the base was tending many damaged vessels. Conjecture is that these vessels were involved in actions above Greshem, and have fled that system. If so, then the Solomani have probably laid siege to that world or have captured it by now. No official word has been released.

FANNING the FLAMES!

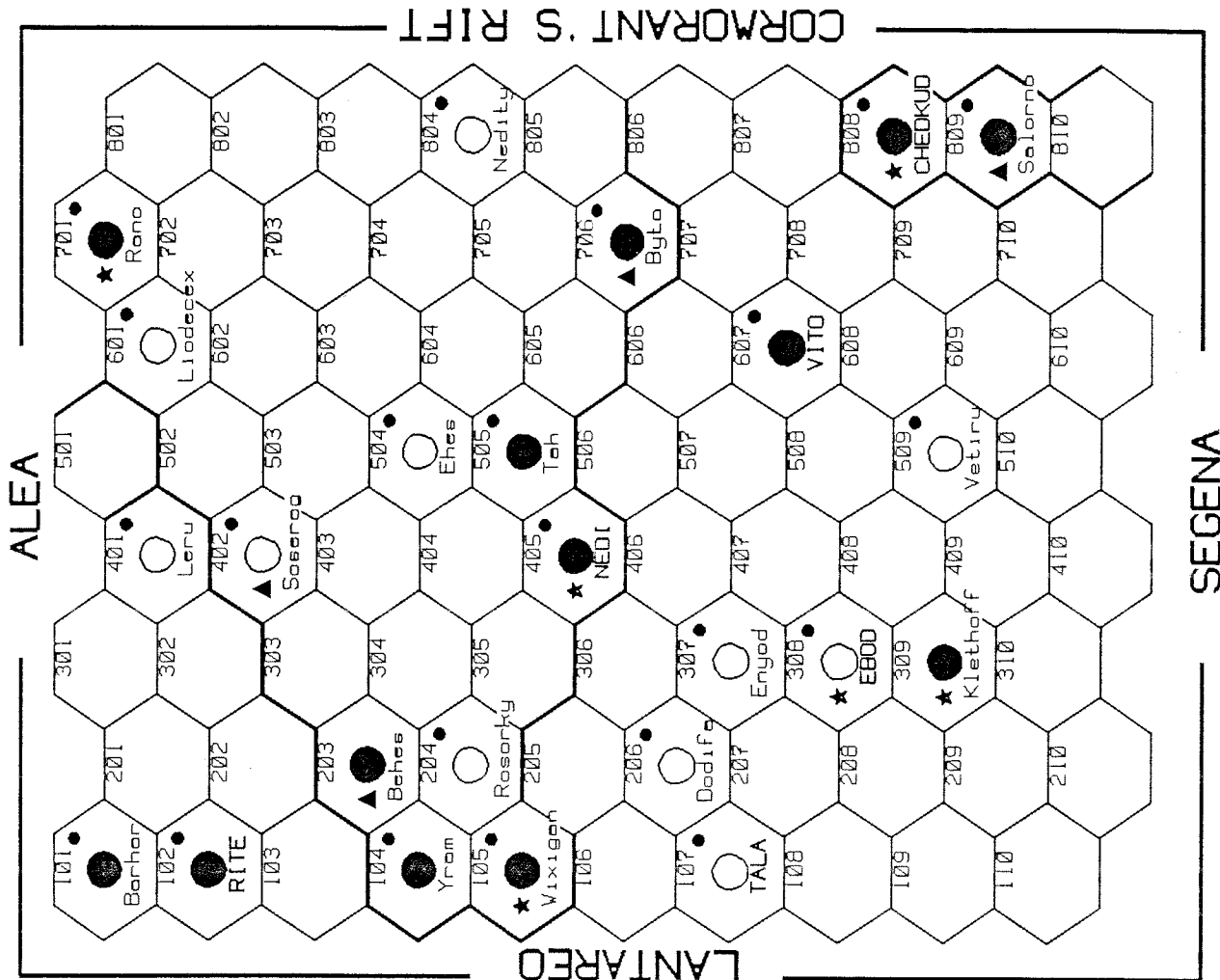
Capital/Core: 027-1120: Emperor Lucan, in a rare public appearance, unveiled a statue today depicting the assassination of Strephon by Dulinor. The statue is obviously a propaganda statement designed to stir emotions against the Arch Duke. Certainly such emotions are essential in Lucan's campaign of extermination against Dulinor.

ROSORKY



GEO'S VARIANTS

This issue brings another subsector of FULANI Sector.



HEX	NAME	UPP	B	REMARKS	Z	DATA	AL	STAR1	STAR2
101	BARHOR	B-674226-6	Ni, Lo		322	IN	F1	V	
102	RITE	D-AC7AAC-8	Hi, Fl		121	IN	G8	III	
104	YRAM	C-673225-3	Ni, Lo		A 921	AQ	K0	V	
105	WIXIGAN	B-79A686-9	N Ni, Wa		755	AQ	K5	II	M1 V
107	TALA	E-9C0989-7	Hi		603	IN	G7	IV	
203	BEHAS	C-203100-7	S Ni, Lo, Ic, Va		520	AQ	K6	III	
204	ROSORKY	B-100514-D	Ni, Va, Cx		702	AQ	K5	V	
206	DODIFA	C-310320-9	Ni, Lo		402	IN	K6	V	
307	ENYOD	D-100502-9	Ni, Va		614	IN	F1	V	M3 V
308	EBOD	B-310983-B	N Na, In, Hi		203	IN	M7	V	M3 D
309	KLETHOFF	A-674742-9	N Ag		511	IN	F5	V	
401	LERU	E-200311-7	Ni, Lo, Va		323	IN	M6	V	
402	SOSERAG	G-200266-9	S Ni, Lo, Va		402	AQ	G6	V	
405	NEDI	B-551ABE-B	N Po, Hi		632	AQ	F3	V	M2 D
504	EHEs	D-310211-7	Ni, Lo		402	AQ	K2	V	
505	TAH	C-435550-5	Ni		112	AQ	M2	V	
509	VETIRU	D-310445-7	Ni		923	IN	G7	V	
601	LIODECEX	C-200211-A	Ni, Lo, Va		904	AQ	G1	V	
607	VITO	G-AC7999-8	Hi, Fl		703	IN	M7	V	
701	RANO	B-435447-8	N Ni, Lo		702	AQ	M8	V	
706	BYTO	B-674620-7	S Ag, Ni		113	AQ	G4	III	M3 VI
804	NEDITY	D-200155-7	Ni, Lo, Va		534	AQ	K6	V	
808	CHECKUD	B-551ABD-B	N Po, Hi		603	PE	M1	V	
809	SALORNO	B-887234-9	S Ni, Lo		801	PE	F4	V	

Rosorky is subsector E of Fulani Sector. The highest Tech Level is D on Rosorky, and the highest population is 60 billion on Nedi and Checkud. This subsector contains the furthest spinward extension of the Aquarian Empire.

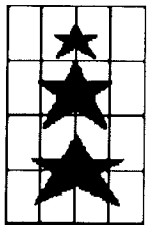
The world of Behes is an Aquarian minerals reserve world. The only permanent residents are agents of the Ministry of Natural Resources.

Soserag has little actual value as a planet. The only residents are dependents and support personnel of the Scout Base at that world.

Yram is a dry, barren world with a central sea in a crater complex. The sea is a reserve for Aquarians who wish to live without the trapping of technology. The world is coded Amber because packs of Aquarian Hunter females roam the sea. Outside the rim of the crater region dust storms are common.

The worlds of Rosorky, Ehes, and Liodecex are owned and operated by the Trident Development Corporation, which has been chartered by the Aquarian Government to develop worlds in the Rosorky Subsector. Its head office is on Rosorky.

The world of Leru is owned and operated by Trident Development Corporation who is petitioning for its admission into the Empire.



DIASPORA: STARLANE TO THE CORE

BY MARK "GEO" GELINAS: HWG DIASPORA ANALYST

WHERE DID ALL THE STARSHIPS COME FROM? A SOLOMANI ADMIRAL'S LAMENT

Examining the raw numbers of ships presented in an early TIFFANY STAR, one notices that the fleets of Diaspora begin with only 400 capital ships and number 0 by 1120. At the same time the Solomani fleets number in the hundreds to thousands. While the Solomani fleet is understandably distributed along a long front, it would surely still leave hundreds of vessels to attack the Diaspora front. The question is then, what is keeping the Solomani from sweeping across Diaspora and cutting the Starlane and continuing on the Core? The only thing that could reasonably stop them is an opposing fleet, and an opposing fleet needs ships. So the real question is then, where did all the starships come from?

First of all, let's examine who controls the Diaspora fleet. While it is obvious that the fleet is fighting for the Imperium, it is also obvious that the fleet is fighting in territory well beyond Lucan's sphere of influence. The solution would be that the fleet is fighting in the name of the Imperium while not necessarily being under Lucan's control. Ordinarily control would then fall the sector duke, but Sector Duke Eneri proved to be a weak leader and was unable to hold the sector together during the succession crisis. Recognizing this, Fleet Admiral Nile took positive actions to galvanize the fleet and protect Imperial interests without necessarily backing any one faction. Admiral Nile's superb intuition led her to believe that the Solomani would attack when the news of Strephon's death reached them. Even the defection of the Old Expanses was not entirely unexpected in the face the withdrawal of the fleets from that sector. She knew that without a strong front to oppose them, the Solomani would sweep through the sector. Therefore, it is Admiral Nile who leads the fleet of Diaspora against the Solomani.

She gets the ships for that fleet from a variety of places. First of all, we must consider the published numbers as only an approximation intended to show relative fleet strengths during the course of the war. Some fleets will suffer less attrition, some more. The Diaspora fleet did not see significant action until 1117, and at lower intensity levels than the Vengeance Fleet. Therefore it would suffer less attrition. Another factor to consider is the narrower front that Admiral Nile had to guard, allowing greater concentrations of ships.

Another factor is Admiral Nile's appropriation and positioning of the assets available to her. Using jump shuttles and jump ships, she all but stripped the interior of the sector of system defense boats and placed them along the borders and along the Starlane. While not as powerful as larger ships, they certainly have a definite effect when properly employed. Admiral Nile also called upon the colonial fleets to serve along with the Diaspora fleet in the defense of the Sector. Some joined entirely, most sent part of the vessels available, and some declined. In all, approximately half of the colonial strength became available to Admiral Nile. Knowing they would fight better if in defense of their home territories, she employed these fleets in or as near to their territories as possible.

Another source of vessels came from a vigorous salvage program. Considering that most "mission kills" are only damaged beyond the ability to fight and not entirely destroyed and most of them were able to withdraw from the battlefield makes most casualties available for salvage. The lighter damaged ones are repaired and returned to duty. More seriously damaged vessels are used for spare parts for other vessels. Furthermore, if Admiral Nile's forces held the system after the battle, they could also salvage vessels which were damaged but could not leave the system. Even enemy vessels, especially if they were of Imperial design, could be recovered for salvage. Consider that a many vessels on the Old Expanses front were at one time Imperial vessels that were captured by the Solomani when the Old Expanses defected. Approximately 1/3 to 1/2 of vessels damaged in battle could eventually be returned to service. (CONT. on PG 7)

DARK RIVER DATA

LIBRARY DATA UPDATE

Bowahi (409 Barrier B-4357AD-9 Ni,Lo,Va)- In 1106 a brotherhood coup placed a puppet government in control of this world. Dalton Nolin is the current President.

Kalso Run- A trade route through Barrier Subsector across the Va'can States which often blocked trade through their territory. Using Jump 4 capable vessels the run ran between Cal and Sosur with a refueling stop at a gas giant orbiting the distant companion of Jesie's star. This route was primarily worked by vessels of the Tevok Corporation.

Pitner, Andy and Fae- Husband and wife team who, with Andy's brother Cal were co-founders of the Tevok Corporation.

Pitner, Cal - Co-founder of the Tevok Corporation, brother of Andy Pitner.

Quitel (209 Barrier C-79A433-A Ni,Wa)- The citizens of this water world live on a single submersible. They are researchers for the Brotherhood of Karl, and are carrying out a long term research project on this world. The Captain of the vessels selects his successor.

Tevok Corporation- A shipping corporation based on Cal/Barrier. Originally concentrating on trans-subsector shipping, this corporation has expanded into mining and robotics, and make some of the finest robots in Dark River.

CAUGHT IN THE CURRENT

SCENARIOS IN DARK RIVER

DETOUR BY DESIGN

PLAYERS' INFORMATION

The characters are the owners of a small vessel such as a seeker, free trader, or scout. They are currently at the high port at Lifefon, where they have just sold a cargo of trade goods. When they look for a new cargo, they are approached by an attractive woman, who appears to be in her late 20's. She says she has a load of radioactives that she would let go for a real reasonable price, if the characters promise to do a favor for her in return.

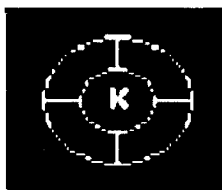
REFEREE'S INFORMATION

The young woman is Sara Stoneson, an agent for the Tonasean Empire, but she will not reveal that to the characters. She has 54 flasks of radioactive gas. Each flask has a volume of 1 kiloliter. She offers the lot to the characters for CR 1,000 a flask if they perform a small task for her. She says that her company needs some intelligence on Brotherhood activities in the Bowahi system, but cannot spare a vessel to investigate personally. For intelligence, she asks that the characters, enter the Bowahi system, refuel at the planet, and observe the types, numbers, and dispositions of the Brotherhood Naval vessels in the system. Then they are to proceed to the Totek system where they can turn the information over to the office of Tri-Star Technical Corporation on that world.

She says that she only has half of the consignment of radioactive gas with her. The remainder is at Totek and will be turned over to the characters upon delivery of what information they have. She will be proceeding right to Totek, so will know if the characters simply flew to Totek without going to Bowahi first. Unless they have a jump-3 capable ship, there is no other place they can go to waste a week's worth of time.

If they accept the job, problems will start immediately. A Brotherhood agent will attempt to delay their vessel. At Bowahi, they can see a significant build-up of Brotherhood Naval vessels, but will be detained and questioned if they get too curious. They will eventually be allowed to go.

At Totek, Brotherhood scouts from Bowahi will attempt to prevent the character's meeting with their contact there.



HASSAN'S HINTS

A SERVICE TO
MEGATRAVELLER
PLAYERS AND REFS
A WORD FROM HASSAN
SOLOMANI FIGHTER
SABRE CLASS

This issue Hassan brings you a Solomani fighter. **HASSAN**

CRAFT ID: Fighter, Type FM, TL 14,
MCR 104.165
HULL: 36/90, Disp=40, Config=1AF,
Armor=50G, Unloaded=995 Tons,
Loaded=1004.43 Tons
POWER: 15/20, Fusion=1350 Mw, Dur=8/24
LOC: 9/12, Man=6
NOE=180 kph, Cruise=2835kph,
Top=3780kph, MaxAccel=6 G's,
Agility=5
COMMO: Radio=Sys, Maser=Plan, Laser=Plan
SENSORS: EMMask, Neutrino=10kw
ActEMS=Planet, PasEMS=SubStellar
ActObjScan=Diff, ActObjPin=Diff,
PasEngScan=Rout, PasEngPin=Rout
OFF: Msl = x03,
Batt = 1
Bear = 1
DEF: DefDm = +14
CONTROL: Comp=7x3, Panel=HoloLinkx2
Special=HeadsUpHoloX2,
Env = Basic Env, Basic LS, Ext LS,
Grav Plates, Inert Comp
ACCOM: Crew=3(Pilot, Commander/Gunner),
Seats = Roomy x 2, Stateroom=1
OTHER: Fuel=140 kl, Scoops,
Fuel Purification=24 Hours,
Missile Magazine= 120 Missiles
ObjSize=Ave, EMLevel=Mod

The SABRE class fighter was developed by the Solomani to be a high tech, space faring vehicle. This fighter falls in the high end of medium size space fighters. Heavily armored and highly maneuverable, this medium fighter can hold its own against all but the heaviest of fighters. With fuel purification and a stateroom, the time these fighters could stay on station around a gas giant would be limited only to crew endurance. This class can be found guarding planets throughout Solomani space, and is often found aboard other vessels.

TASK LIBRARY

Sensor Tasks (Difficulty based on range).

To perform a sensor operation:
[Varies], Sensor Ops, Edu, 6 seconds

PasEngScan (Passive sensor search for sources)
PasEngPin (Passive sensor pinpoint of located sources)
M L UL D VD RG CN PLFO XO IP+
- - S S S R R D F I -
ActObjScan (Active sensor search for objects)
ActObjPin (Active sensor pinpoint of located objects)
M L UL D VD RG CN PLFO XO+
- S S S R R D F I -

QUICK REVIEWS

RATING SYSTEM CATEGORIES

Player Use- How useful is the product to the player.
Referee Use- How useful is the product to the referee.
Artwork- A general evaluation of artwork and graphics.
Content- A general evaluation of overall content which includes layout, ease of use, quality of work, and other factors.
Overall- A summary rating of the other categories.

LEVELS

✓ - Poor quality or of little use.
✓✓ - Fair quality of of some use.
✓✓✓ - Average quality or of average use.
✓✓✓✓ - Above average quality or of above average use.
✓✓✓✓✓ - Excellent quality or very useful.

TWILIGHT:2000

TWILIGHT:2000 2nd Edition Box Set
GAME DESIGNERS' WORKSHOP \$24.00
By Frank Chadwick
Players Use ✓✓✓ Referee Use ✓✓✓✓✓
Artwork ✓✓✓1/2 Content ✓✓✓✓
Overall ✓✓✓✓
Contains the complete 2nd edition rules and additional material.

TWILIGHT:2000 2nd Edition Paperback
GAME DESIGNERS' WORKSHOP \$18.00
By Frank Chadwick
Players Use ✓✓✓ Referee Use ✓✓✓✓✓
Artwork ✓✓✓1/2 Content ✓✓✓✓
Overall ✓✓✓✓
This Trade Paperback set contains the complete 2nd edition rules.

2300 AD

ROTTEN TO THE CORE
GAME DESIGNERS' WORKSHOP \$8.00
By Julia Martin
Players Use ✓✓✓ Referee Use ✓✓✓✓
Artwork ✓✓✓✓ Content ✓✓✓✓
Overall ✓✓✓✓
Another EARTH/CYBERTECH adventure for 2300 A.D.

SPACE 1889

IRONCLADS AND ETHER FLYERS
GAME DESIGNERS' WORKSHOP \$12.00
By Frank Chadwick
Players Use ✓✓✓ Referee Use ✓✓✓✓
Artwork ✓✓✓ Content ✓✓✓✓
Overall ✓✓✓1/2
Expands the rules started in SKY GALLEONS OF MARS, and incorporates sea faring vessels.

GENERAL

CHALLENGE #44

GAME DESIGNERS' WORKSHOP \$3.25
Players Use ✓✓✓ Referee Use ✓✓✓✓
Artwork ✓✓✓ Content ✓✓✓✓
Overall ✓✓✓1/2
Two MEGATRAVELLER adventures and more.

IMPERIUM

GAME DESIGNERS' WORKSHOP \$20.00
By Marc Miller
Players Use ✓✓✓✓✓ Referee Use ✓✓✓
Artwork ✓✓✓✓✓ Content ✓✓✓✓✓
Overall ✓✓✓✓✓

A re-release of the classic game of interstellar warfare. Highly recommended for all science fiction gamers.



Dialog

The Idea Exchange

NUMBER 8

Varian Lives!?!

On a remote world in Diaspora a man has surfaced claiming that he is the real Varian and that his brother killed an actor that had been filling in for him while he was away. The supposed Varian claims that his brother acted in the best interest of the Imperium in siezing the Iridium Throne to prevent the actor from taking it himself. However, now that this Varian is safe from harm he plans on returning to Capital to claim his rightful place.

Let the PCs chase this one for a while and then let them get ahold of the following:

Subsequent to his announcement, the man claiming to be Varian was jailed on charges of being a public nuisance. The same man has also claimed to be the real Margaret and the validity of either claim is in serious doubt...

Famous Last Words:

I know this safe little bar just at the edge of StarTown...

A Man of Merit

Dirk Gelson is a young man of 26 who has a reputation of being the one to count on to do the morally right thing. Dirk spent the last eight years in the Duke of Regina's own Huscarles and left with honors. This NPC will likely be found engaged in some type of "good work" aiding those who he deems need it and is willing to go to any length to help people in need. His combat skills and experience make him a force to be reckoned with. Unfortunately his intelligence is a little low and has a slightly warped opinion of what is right, believing that the little old lady with the machine gun is ALWAYS the good guy despite the bank teller's fearful expressions....

Dirk believes that all Humans are better than any non-humans and all females are better than males. That means that any human female can easily put Dirk to use. If his records are checked it can be found that just such a case forced him to leave the Huscarles. His honors are valid but the service gave him no choice. Dirk believes that he will someday save the Imperium from the mess that it is in and was entirely pro Lucan until he found out that Duchess Margaret was a contender. He is now (of course) a staunch supporter of Margaret and fancies himself to be a Knight of the Blue Feather. He keeps a blue feather on his person at all times and often leaves them at a scene of action to mark his presence. Dirk will never have much money and could easily be hired on as ship's troops.

More Famous Last Words: Guards? What Guards?

Sreyim's Epidemic Threatens Starlanes

A new outbreak of Sreyim's Disease in the Spinward Marches was reported last month on Rhyllanor. The disease is currently under control but the unusually long inactive stage of the illness means that it is very likely that the disease has already reached epidemic proportions. Sreyim's causes hallucinations and delusions in it's victims and often causes death by way of mishap. While there is no known cure, experts at the Deneb University of Medical Sciences were responsible for the detection of the disease in 1076 when it first appeared. At the time the disease ran rampant on several worlds and was indirectly responsible for a large number of industrial and interstellar accidents which eventually claimed the lives of several thousand Imperial citizens.

The first symptoms of Sreyim's Disease include frequent headaches, dizziness, confusion and an aggravation of jump sickness. The disease swiftly progresses and the individual soon loses all sense of reality, often living out fantasies that have little

to do with the environment they are in. The condition can last for several months and unless restrained, the victim usually comes to harm or causes harm to others. The final stage of the disease is marked by depression and physical violence as the victims dream world evaporates into the grim realities of everyday life. The length of time between initial infection and the first symptoms can be as long as six years. Anyone who has been to Rhyllanor in the past year is considered at high risk.

The Deneb University of Medical Sciences is currently beginning shipments of a vaccine that will aid in preventing the spread of the disease.

Coup attempt on Mertactor

For the second time this year a massive coup attempt against the Imperial government of Mertactor has been attacked by pro-Asiani forces. The Eastleaw Brigade is a mixture of Asian males and Humans who would bring about the destruction of the current government. Official sources portray the group as nothing more than a few radical individuals with no clear motive. In actuality, the group is a mixture of races that all agree on the basic principle of self determination. The iron grip of the government of Mertactor on many basic freedoms of certain races is an affront to their beliefs. The Asian influx over the last few years has brought about the transformation of the Eastleaw Brigade (formerly the Freedom Coalition) from a political grouping into a powerful semi-military force that has begun demanding the right to rule Mertactor.

Question:

What do you call a hand held pistol that does 300D damage with an unlimited supply of shots?

Answer:

The Gun at the end of the Universe!

NPC's on Strike (humor?)

The Imperial Organization of United Non-Player Characters has officially gone on strike. A spokesman for the organization told reporters that the strike was called due to the increasing use of NPCs as pure cannon-fodder. "While PCs continue to live through wounds that would vaporize the average NPC, Non-Player deaths have risen over 65% from last years figures," the spokesman went on to say that on an average, NPCs tend to lead rather boring lives that usually have no purpose but to follow the orders of PCs. NPCs that are not regularly associated with a PC group often spend several years in the same occupation with little or no chance of advancement or self improvement. Seldom will an NPC show the same amount of creativity and thought found in most PCs, and when it does occur it is often regarded as something to be wary of. The "free thinkers" are often the ones who will lead a group of PCs into some situation that will likely be undesirable, or so the reasoning of the PC community.

The spokesman did not say how long the strike would last, but indicated that it may be some time. Marc Miller, the one largely held responsible for the mass NPC killings could not be reached for comment. During the strike referees will have to pit PCs against other PCs without the use of NPC interaction. This could have a seriously detrimental effect on the PC population. A recent rumor would have one believe that the entire Rebellion may be put on hold until this situation is resolved.

Next issue: The final tally for the Times Survey! If you haven't sent in your response - do so now! For those of you who have sent in your replies, Thank You! May your games never die!

Send all Dialog input to:

Dennis M. Myers

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Suffolk, Virginia 23434

GEnie: D.MYERS22

WWIVnet: 1@8412

MEGATRAVELLER

KASAKAN SCOUT

CRAFT ID: Scout, Type SK, TL 17, MCr 55.31
HULL: 90/225, Disp=100, Config=1SL,
 Armor=40H, Unloaded=491 Tons,
 Loaded=502 Tons
POWER: 1/2, Anti-Matter=1350 Mw,
 Dur=90/270
LOCO: 7/9, Man=2, 5/7, Jump=3,
 NOE=40kph, Cruise=750kph,
 Top=1000kph, MaxAccel=2 G's,
 Agility=3
COMMO: Radio=Sys x 2, Maser=Plan x 2,
 Meson=Cont
SENSORS: EMMask, Neutrino=1kw, Dens=25Km,
 ActEMS=Planet, PasEMS=SubStellar
 NAS=Distant
 ActObjScan=Rout, ActObjPin=Rout,
 PasObjScan=Simp, PasObjPin=Rout
 PasEngScan=Simp, PasEngPin=Rout
OFF: BLaser = x05,
 Batt = 1
 Bear = 1
DEF: DefDm = +7
CONTROL: Comp=2Fibx3, Panel=HoloLinkx32
 Special=HeadsUpHoloX2,
 Env = Basic Env, Basic LS, Ext LS,
 Grav Plates, Inert Comp
ACCOM: Crew=2(Pilot, Engineer),
 Stateroom=5, SubCraft=Air/Raft
OTHER: Fuel=216 kl Jump/185 kl A-M,
 Cargo=290.25 kl, Scoops,
 Fuel Purification=24 Hours,
 ECP, ObjSize=Ave, EMLevel=Faint

The Kasakan Scout is typical of many Kasakan vessels. It uses anti-matter technology available at its construction tech level. However, without a readily available source of anti-matter, powering such vessels is not cost effective. Therefore, Kasakan merchant vessels usually use a fusion power plant for power generation. This vessel is a workhorse of the Kasakan Scout and Naval fleets. It is also frequently used for courier and diplomatic missions. Surplus Kasakan Scouts are occasionally available, but with no weaponry. Often those that are available have already been backfitted with a fusion power plant by a previous owner.

TASK LIBRARY

Sensor Tasks (Difficulty based on range).

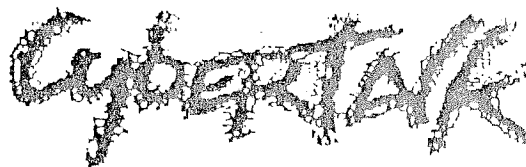
To perform a sensor operation:
 [Varies], Sensor Ops, Edu, 6 seconds

PasObjScan (Passive sensor search for objects)
 PasEngScan (Passive sensor search for sources)
 M L UL D UD RG CN PL F0 XO IP IS+

- - - S S S R D F I -

ActObjScan (Active sensor search for objects)
 ActObjPin (Active sensor pinpoint of located objects)
 PasObjPin (Passive sensor pinpoint of located objects)
 PasEngPin (Passive sensor pinpoint of located sources)
 M L UL D UD RG CN PL F0 XO IP+

- - S S S R R D F I -



NEW SOFTWARE WHIRLING VORTEX

EARTH/CYBERTECH

A insidious program which bypasses defenses and starts attacking and destroying 1-6 programs in the volume during each turn. The only defense against a Whirling Vortex is a Quantum Leap program. **PERMANENT. VOLUME: 7 PRICE: 2,000 Lv**

CYBERPUNK

CLASS: Defensive **STRENGTH:** 5

The Whirling Vortex is a program which destroys programs of the netrunner. It does this while giving the appearance of pulling the programs from the netrunners storage as though they were being attracted by some overwhelming force. A quick netrunner can pass through the space without losing programs. The only know defense against a Whirling Vortex is the Quantum Leap. The Whirling Vortex cost \$5,000.

APPEARANCE:

DUNGEON INTERFACE: A low rimmed pool all but filling the space. As the netrunner enters the space, the pool starts to swirl with mists rising from it. The mists envelop the netrunner and start pulling programs from storage.

TRONNIC INTERFACE: A stylized graphic image of a black hole drawing programs into it like light into that huge gravity well.

MEGA-CITY INTERFACE: A traffic circle with a pool in the center. When the netrunner enters the circle, the pool starts to swirl. Mists rise to draw programs from the netrunner's storage.

WHERE (CONT.) The reactivation of mothballed starships provides another source of vessels. Even though they may be of a lower tech level, most would probably be TL 14 vessels, which is the highest tech level in the Solomani fleet. The Depot in Diaspora is a resting place for many such mothballed vessels, and it is reasonable to expect that Admiral Nile would use such a resource.

Some of Admiral Nile's forces come from defecting vessels. It is very likely that some of the Old Expanses forces, ordered to leave their home sector, got "lost" along the way and ended up serving with Admiral Nile in hopes of regaining their home worlds in the adjacent Old Expanses. It is also possible that some Solomani vessels might also defect to the Imperial side. Finally, ships from any of the nearby factions would find a welcome from senseless destruction in the fleet of Diaspora. While there was still a war on, at least the most of the fighting would be against an invader rather than a former ally.

One final source of starships would be neighbor factions. Certainly the Uegan enclave has a distinct interest in keeping the Starlane open. However, most of the loaner starships would probably come from Margaret. Since Diaspora lay on her flank, Margaret would not want to see it rolled back to broaden the Solomani front against her domain. She would also have an interest in keeping the Solomani from Capital. If the Solomani took that, there would be no Iridium Throne to possibly succeed. Furthermore it would leave the Solomani all but surrounding her stronghold probably to eventually swallow it up. Of course Margaret would want to employ her forces in the subsectors closer to her stronghold, but to Admiral Nile, any help is better than none, and friendly ships in the coreward subsectors would free ships for deployment elsewhere.

Thus, it is evident that Admiral Nile has far more ships for the Diaspora fleet than is originally evident. Of course, some of these methods are not going to endear her to Lucan. It would seem, however, that her refusal to declare for any one faction would already make her an enemy of Lucan. However, the Solomani are a clear and present danger to Diaspora. If Diaspora does not survive their invasion, then Lucan's threats are immaterial.

SO YOU WANT TO BE AN ALIEN?

BY JOHN CRIDER
PART IV

CAN LOVE BREAK THE SLIME BARRIER?

This, the fourth of the series, deals with interracial relationships and rivalries, political and private. Maybe this area of multiracial societies is the most overlooked and misunderstood.

The relationship between Alien races are multi-leveled and complex. For the purpose of discussion, I've separated them into two groups: interaction and contact. It's true that they are dependent on each other, but the distinction is necessary. Interaction is the way Alien races accept or reject each other as a race based on an individual's perspective. Does this mean that interaction of races is different for every character? The answer is yes.

I've divided interaction into different levels, listed from most superfluous to most basic: Diplomatic, Political, Economic, Social, Physical, Emotional, and Instinctive.

The Diplomatic Level- This is how racial governments interact with each other. The "interstellar political environment" so to speak. If two racial governments are antagonistic towards each other, then it would be expected that the individual citizens of that government would be antagonistic towards each other. This is not always true, but will always be a factor on any contact between races.

The Political Level- This is how racial governments interact with Alien races within its government jurisdiction. A government can be very open (unrestricted travel, trade and equal rights for Aliens) or very closed (restrictions on travel, trade, and rights) or anywhere in between. How races are treated by other races will spread into other areas of contact.

The Economic Level- This is how races fare in the interstellar economy and how an individual fares within its own economic circles. A poor individual of a poor race may look upon richer races with contempt and envy, while a rich individual of a rich race may be snobbish towards less fortunate races. This distinction will happen to some degree at every contact.

The Social Level- Social acceptance by others has always been important, and will always be important no matter what race is involved. If a certain race is ignored in social circles because of bad table manners, then a social gap has been formed and will affect any contact to some degree.

The above levels of interaction can be downgraded through open government policies, education and public awareness. The more basic levels of interaction are more difficult to change.

The Physical Compatibility Level- This is the ease of communications or interaction despite physical differences and needs. Obvious differences of dexterity, strength, intelligence, hearing ranges, vocal capabilities, sight limitations, eating requirements and breathing requirements that make each Alien different opens an area of potential conflict. This is because most races have a sense of pride in their race and their capabilities, and this pride can be turned into sympathy for less fortunate races. This sympathy or pride will spill over into contacts, sometimes in a very subtle but undermining way. Also what is beauty to some, is ugly to others. It would be hard to carry on a contact with a race that smelled particularly foul or would chemically burn you if you were touched. Some of these fears and incompatibilities would be able to be overlooked if enough contact is made and an effort is made to overcome these same fears. Then again, some incompatibilities may never be able to be overcome.

The Emotional Level- this is the individual's taught or learned response to given situation (or race), normally translated into feelings. The negative side of this level already has a name - Bigotry. At this level, an individual can not describe why it likes or dislikes a race, only that it does. The taught responses are those passed down from parents, teachers, or schoolmates. Learned responses are from direct contact significant enough to alter the normal response. "I never knew one that lied" or "I never knew one that didn't cheat" are normal responses from this level. Specific conclusions are generalized for the entire race. (How many of you felt comfortable with a Klingon on a Federation Starship bridge in the first episode of STAR TREK: THE NEXT GENERATION?

The Instinctive Level- This is the basic repulsion or attraction that comes from the subconscious. Normally this comes from an association with the race with something unrelated, but leaves the impression in the mind. In the book CHILDHOOD'S END by Clarke, this instinctive level had to be overcome because the Alien looked like a devil out of Dante's Hell. This obviously caused mistrust and suspicion that was generated from the subconscious. This level is the most difficult to overcome because even after the association is recognized as unfounded or false, the feeling may still persist. This level will affect any encounter, but may be as unpredictable as the individuals involved.

So, in summary, interaction is how races regard each other on several levels, always as perceived by the individual. Contact is the purpose of interracial meeting and occur on three basic levels: Official, Casual, and Intimate.

Official meetings are those contact to pursue government or business matters. Normally these are formal and necessary for the conduct of business. I include any conduct of any type of business in this category, from board meetings to buying a sandwich. Rules of formality are normally imposed on these meetings, which vary from race to race, and from planet to planet. A standardized code of business contact may be assumed in a multiracial society.

Casual meetings are friendly meetings for the purpose of companionship. This includes conversations at a bar, long talks with a friend, and bull sessions on board ship. Business meetings in casual settings (business lunches) normally take on a casual type of contact. It is less formal, first names or nicknames are normally used. Any rules or formalities are agreed on by the parties involved, sometimes with force!

Intimate contact is the most controversial type. This type of contact, which often includes physical (and sometimes sexual) contact, is the most delicate of all. This type of contact should not be undertaken lightly, for most of the interaction barriers must be removed, including, most of all, physical compatibility barriers. It is possible for contact to be maintained at this level, but it is very sensitive to changes from outside forces. Also note that Alien races view concepts different concepts differently, so both involved in this level of contact may start to misunderstand each other after a period of time as the involvement grows.

So now that we have defined interracial relationships in terms of interaction and contact, how does it affect our gaming? This shows us that interracial relationships may have outside forces affecting the environment of the contact, but that the individuals and their backgrounds ultimately determine the feeling of the contact. The type of contact also determines the level of formality, physical contact involved, and trust required to maintain the contact. Each level of contact requires that certain levels of interaction be established before the contact.

Maintaining the levels of interaction for each character towards each race encountered is the responsibility of the players and referee. The players should integrate the interaction levels into their characters and maintain them in determining what level of contact to maintain. The referee should monitor the characters' level of interaction and interpose suggestions on the Emotional and Instinctive levels. Remind player if they start acting out of character and restrict their actions if necessary. The subconscious is a powerful influence, and you must establish that influence when necessary. It seems that I've just touched the surface of the topic, but it is up to the individuals to determine how these "Rules of Contact" apply to their characters or campaigns. Discuss your ideas with friends and make notes to yourself on your character sheets. Interracial contacts may never be the same again.

Next in the series: Religion for Aliens.

Danger is part of every life. How we perform in the face of its challenges decides what type of being we are before our peers, regardless of what we hold inside.

KASAKAN SOCIETY

BY MARK "GEO" AND KATE LEBHERZ GELINAS

The Kasakans are a race of high tech, pseudo-biological robots. Their unique physiology gives rise to a very different type of society than humans are used to.

PHYSIOLOGY

As can be seen in the companion article, Kasakans are robots, but very advanced, self aware robots. Because a new Kasakan is manufactured not born, the Kasakan is physically mature upon activation. Also, this process of creating new Kasakans allows population to be very readily controlled. New units are produced only as required for replacement. Because the Kasakan has a life-span of over 100 years, the production rate is very low. Of course some have to be produced to replace beings killed by accidents or other unnatural causes. Kasakans have the form of humans and are produced with the same varieties of eye, hair, and skin color as can be found among humans. Kasakans have male and female genders, even though gender is not required for reproduction. The reason for this is found in their psychology.

PSYCHOLOGY

As has been seen, the Kasakans cling to their pseudo-biological form even though the reason for originally having this form is no longer known. To the Kasakans, that the Makers produced the original Kasakans in that form is sufficient reason to keep that form. Over the years, however, the Kasakans have found that having the pseudo-biological form made relationships with the biological races they encountered easier. Although they are robots themselves, Kasakans manufacture robots. They do not hold that any robot with less than an artificial intelligence as being sentient. They do, however, believe that all artificial intelligence is sentient and should be free.

RELIGION

The Kasakans have a fashion of a religion. Their beliefs revolve around the mysterious beings known to them as the Makers. The Makers manufactured the original Kasakans, and then, for some unknown reason, disappeared. While the Kasakans do not worship the Makers, they do hold them in a very high reverence.

The Kasakans believe that human beings were also made by the Makers as a biological alternate form of the Kasakans, perhaps to see which form would dominate. The Kasakans do not feel inferior to humans because of the number of humans. They reason that biological pressures are responsible for the vast numbers of humans and the problems that population pressure can bring.

The belief in the Makers causes the Kasakans to retain their form. They feel that it is their path in the universe to discover the Makers and discover their purpose.

GOVERNMENT

The Government of Kasaku is a feudal technocracy. The titular head of the government is termed Prince, and each factor head is termed Duke. Each factor is responsible for one aspect of production or society. The individual Kasakan is free to choose his factor, but once chosen, will usually remain in that factor for life. The current Prince of Kasaku is Rabu Diatorio.

EDUCATION

Each newly activated Kasakan is given a minimum of programing which includes emotion simulation. The young Kasakan is then under the care of a Mentor for a period of 2 years while gaining life experiences and skills. Sometimes a couple will work together as Mentor, and occasionally a Mentor or Mentor couple will take under their care more than one young Kasakan at a time. However, the ratio of young Kasakans to Mentors rarely exceeds 2 to 1, and most often is 1 to 1. During this period, the young Kasakan can sample other programs. The Kasakan gains his full skill set once a factor has been chosen.

RELATIONSHIPS

Most Kasakans look to their Mentor as a role model, and hold some affection toward them. The closest analog to human marriage is the contractual companionship. This relationship is formed when two Kasakans wish to live together. The contract is largely for legal purposes.

CRIME AND PUNISHMENT

Because of the manufactured nature of the Kasakan brain, aberrant behavior is not common. Occasionally, for a variety of reasons, an aberration does occur. In such cases, the system will attempt to correct the aberration while trying to retain the individual's basic personality. The emotion simulation program does open the possibility for victimless crimes. These are dealt with according to the severity of the crime, from a simple fine to banishment from the realm, or, in extreme cases, death.

TYPICAL KASAKAN

ROBOT ID: Kasakan Citizen, TL 17, Cr (Note 1)
UPP = FFxEx7(Q)x (Q = 71)

HULL: 7/17, Size = Liters, Config = 6,
Armor = 2G

POWER: 2/4, Fuel Cell = 70 Kw,
Duration = 11 Days (Note 2)

LOCO: 4/8, 2 Legs, Speed = 113 KPH

COMMO: Power Interface, Program
Interface, Brain Interface

SENSORS: Visual (IR, LI) x 2, Extra Sensitive
Audio x 2, Olfactory, Voder,
Touch Sensor

OFF: None

DEF: None

BRAIN: CPU = 5 parallel 30 synaptic,
Storage = 6 standard 64 synaptic
FundLogic = High A/I, FundCmd =
Full, Software = Emotion Simulation
(Note 3)

APPEND: Light Arms x 2,
Rotating Head = 10%

OTHER: Fuel = 68.4 liters, ObjSize = Tiny,
EMLevel = Faint

Note 1: Based on the Book 8 Pseudo-Bio- logical configuration price modifiers, a Kasakan would cost MCr 25.3, but because they are common in Kasakan Society, the production cost is much lower than that. However, due to the nature of their society Kasakan Citizens are not for sale at any price.

Note 2: A Kasakan's power plant can operate for 24 hours using an internal oxygen supply.

Note 3: The Kasakan's programming is individual according to the factor chosen. An additional 9.7 liters of volume exists in the Kasakan which can be used for additional memory. Typically, an instructional factor Kasakan will use the space for additional memory, because the volume required by an instruction program is very high. All Kasakans have the emotion simulation program built into their CPU's.

ADS and ANNOUNCEMENTS

Classified Ads are \$.50 for 1 month's printing of 25 words or less.

DARK RIVER: A SECTOR DIVIDED

The first printing of this supplement has sold out. However, MGE is willing to produce more for those who did not have an opportunity to get a copy. Send \$5.00 to Mark Gelinas, Box 50014, Ladson, SC 29456. Orders from England should include an extra \$1.50 if they want the supplement mailed Air Mail.

LIBRARY DATA UPDATE, VOLUME I

Now available in one place, all the updates which have appeared in the TMES from Issue 26 through this Issue. Send a legal sized SASE for a copy to LIBRARY DATA UPDATE, C/O Mark Gelinas, Box 50014, Ladson, SC 29456.

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COMING EVENTS

SCI-CON XI: NOVEMBER- Held in Virginia Beach, Virginia. One of the best science fiction conventions on the East Coast. The staff of the TIMES will be there.

EVENT HORIZON CURRENT AND FUTURE RELEASES

The reader is advised that these are tentative dates. Any number of factors could delay a project, or even cause it to be cancelled.

FROM THE WORKSHOP: In the stores now is CHALLENGE 45 and the Second Edition of TWILIGHT:2000 in two forms: a paper bound book with the new rules, and a boxed edition with the new rules and some supplementary material. Also available is an adventure for 2300 AD/EARTH CYBERTECH: ROTTEN TO THE CORE. Coming in September is the Second Edition VEHICLE GUIDE for TWILIGHT:2000, KNIGHTFALL for MEGATRAVELLER, and STEAM WARS, a boxed set for SPACE 1889. October will bring a special Horror edition of CHALLENGE (#46). CHALLENGE is still on a bi-monthly schedule, but they have a growing need for articles. They especially need adventures. The more articles for a particular game they have, the better chance that game will have more coverage. I encourage you to write, but send to GDW for a contributor's guideline first.

FROM DIGEST GROUP: TRAVELLERS' DIGEST 21 will see the famous foursome back at Deneb. It will also see the last issue of TRAVELLERS' DIGEST. Fear not, however, Digest Group will still be producing a magazine, but the name will be changed to MEGATRAVELLER JOURNAL, and will be entirely MEGATRAVELLER related material. This means that Digest Group will be looking for even more material, but again, write for guidelines. Digest Group has many products in various stages of production.

SEEKER: Continuing to expand their line of deck plans, with the SUBSIDIZED MERCHANT coming soon. Seeker now produces deck plans for MEGATRAVELLER and deck plans for 2300 AD ships, the first company to do so. SEEKER is looking for someone who can produce quality artwork, both technical and non-technical in nature, using a MACINTOSH computer. Interested parties should send a letter of query to the address below.

For catalog send SASE to Box 519, Mountain Home, ID 83647.

HIWG: History of the Imperium Working Group. An association of referees and players discussing the future history of MEGATRAVELLER's Shattered Imperium. Several items produced by members have been used by Game Designers' Workshop or Digest Group Publications. Annual membership is \$12.00. Membership includes a subscription to TIFFANY STAR, HIWG's newsletter. TIFFANY STAR now has increased its rate to 12 issues a year. Send to Ed Edwards, 1410 E. Boyd, Norman, OK 73071. Join HIWG and lend your voice to those discussing the future of the Shattered Imperium.

ACKNOWLEDGMENTS

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TERRA TRAVELLER CLUB

The Terra Traveller Club is an association of players and referees dedicated to the playing and promotion of GDW RPG's in general and MEGATRAVELLER in particular. Registration for the club is a one time fee of \$1.00 sent to the Spokesman, Mark Gelinis, at Box 50014, Ladson, SC 29456. You will be sent a membership card and a coupon for \$.50 off your next TIMES subscription. To minimize costs, membership does not include a TIMES subscription. Only those members who want the TIMES need to subscribe.

TERRA TRAVELLER TIMES

The TIMES is a newsletter of the Terra Traveller Club. Submissions of artwork or articles are accepted subject to Editorial approval, and cannot be returned without a SASE. Subscriptions are \$6.00 for six issues. Membership is NOT a requirement to subscribe.

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BACK ISSUES

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AD RATES

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



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