

Terra Traveller TIMES





FORWARD OBSERVER

An Editorial by
Mark "Geo" Gelinas



ERRATA

Last issue, the TIMES included a yacht identified as the Lady of Shallot class. That is incorrect. The plans for the Lady of Shallot class yacht appeared in ADVENTURE CLASS SHIPS II by FASA. Instead the class which appeared in the TIMES should be identified as the Lady Charlotte class. Much thanks to Rob Caswell for bringing the oversight to our attention.

OPEN LETTER

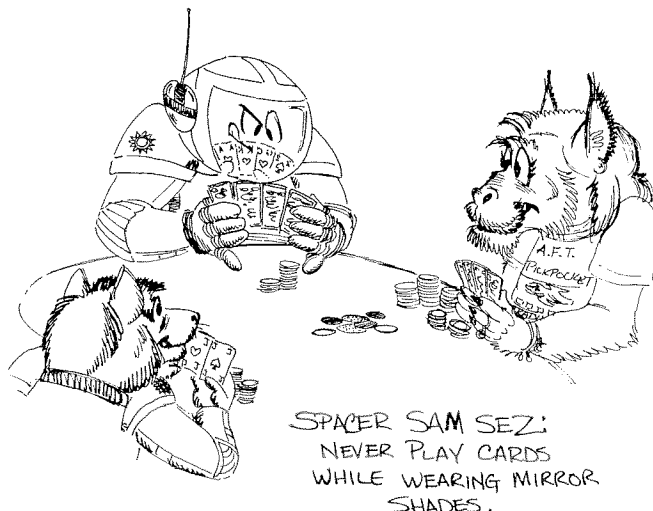
This issue was to have included in this column an open letter to Dave Nilsen, the head of the TRAVELLER revision project. Briefly, the letter requested that TRAVELLER: THE NEW ERA include technology at least up to TL 15. This letter was sent to Mr. Nilsen on GENIE. It was also sent to a large number of other TRAVELLER players also on that network. Since the time that I sent the letter, I have learned that the Virus will not effect the Domain of Deneb, thereby leaving it intact - implying that the pre-rebellion technology will remain and as such covered in the rules. Therefore, this column will instead discuss some other issues of interest concerning the revision.

JUMP DRIVES

During ORIGINS, and at the writers conference on the following Monday, there were discussions about TRAVELLER: THE NEW ERA. One of the topics discussed were jump drives.

It was mentioned that TNE will possibly include several different jump drives. Included in these are the standard Traveller jump drive and the stutterwarp drive from 2300 AD. What I find alarming, however, is that they want to use BOTH as the standard drives in TNE. This includes a possibility that both have existed all along, just that we have never seen the other type.

I have no objection to including additional jump methods in TNE. However, I will ask that the Classic Traveller jump drive be the standard jump drive that the Workshop uses for products supporting the official background. This way there is one standard that all writers can refer too. It would cut down on confusion and it will keep



the combat system simple.

By all means, thought, include the other jump methods in TNE. This will give those who wish to play the game, but not use the "official" background optional methods to use. But that is exactly what they should be, options.

And while we are talking about jump drives, I would like to see a return of the jump governor. When it was declared that in MEGATRAVELLER, that a jump of any length consumed all the jump fuel, TRAVELLER technology took a giant step backwards. I will be content if the jump governor is limited to military vessels, but I would like to see its return.

THE VIRUS

In order to get to The New Era, GDW is using a hardware virus. Now, I will not contend here the necessity or acceptability of the virus. It is given. It will happen. What I ask is that when we get to the New Era, the virus be largely a thing of the past. I realize that there are potential scenarios involving the virus, but I don't want to open the pages of Challenge and see the virus dominating the scenarios. The New Era is an age of exploration and discovery. Let's focus on that and bury the virus.

Once again, if you have any comments on any of these topics, send a letter to Dave Nilsen care of GDW. If you have GENIE, you can send it E-mail to GDW.Support.



GEO'S VARIANTS

STARMERCS

Starmercs are mercenaries who operate from one or more starships. They provide such services as convoy escort and surface strikes. Each starmerc company has three distinct types of personnel in its employ: dirtside, spaceside, and swings. For more information on starmercs refer to the following publications: TRAVELLERS' DIGEST #14 by Digest Group Publications; HARD TIMES and ASSIGNMENT: VIGILANTE by Game Designers' Workshop.

DIRTSIDERS

Starmercs on dirtside duty are primarily concerned with operations on the surface of a world. They tend to have few starship skills so their shipboard use is primarily for security and boarding parties.

Entry: Prior career as Army or Marines or a level 4 skill in one of the following:

Demolitions, Heavy Weapons, or Small Arms
First Term Skills: The character receives the following skills in the first term:

Heavy Weapons 1

Melee Combat 1

Small Arms 1

Vacc Suit 2

Zero-G Environ 2

Subsequent Term Skills: A total of six levels from one or combination of the following:

Combat Engineering

Demolitions

Electronics

Forward Observer

Heavy Weapons

Interrogation

Instruction

Jack-of-Trades

Leadership

Mechanical

Medical

Melee Combat

Observation

Orienteering

Pilot (Grav)

Power Suit (Battle Dress)

Small Arms

Stealth

Survival

Vehicle Use

Zero-G Environ

Contacts: Two per term: criminal, government, military, and/or specialist (starmerc). On a 1D10 of 7+, the contact is foreign.

Special: Roll 1D10 per term. On a roll of 9, the character must spend the next term in a non-combatant career due to a serious wound. A roll of 10 means the character was captured and must spend the next term in prison (as a prisoner). If more than one term is served, add +1 to initiative.

SPACESIDERS

Starmercs on spaceside duty are primarily concerned with the operation and maintenance of the company's starships. They do have some combat skills because they are sometimes called upon to assist in a boarding party or to defend the ship from hostile boarders.

Entry: Prior service in Belter, Navy, Mechants, or Scouts, or a level 4 in one of the following skills: Astrogation, Computer Ops, Pilot (Interface), Power Plant Ops, or Sensor Ops

First Term Skills: The character receives the following skills in the first term:

Melee Combat 1

Small Arms 2

Zero-G Combat 1

and 3 levels in one of the following skills:

Astrogation

Computer Ops

Electronics

Mechanics

Pilot (Interface)

Power Plant Ops

Sensor Ops

Subsequent Term Skills: A total of six levels from one or combination of the following:

Astrogation

Combat Engineering

Communications

Computer Ops

Demolitions

Electronics

Forward Observer

(Continued on Page 4)

GEO'S VARIANTS (Continued from Page 3)

Gunnery
Heavy Weapons
Interrogation
Instruction
Jack-of-Trades
Leadership
Melee Combat
Pilot (Interface)
Power Plant Ops
Power Suit (Battle Dress)
Sensor Ops
Small Arms
Vacc Suit
Zero-G Environ

Contacts: Two per term criminal, government, spacer, and/or specialist (starmerc). On a 1D10 of 7+, the contact is foreign.
Special: Roll 1D10 per term. On a roll of 9, the character must spend the next term in a non-combatant career due to a serious wound. A roll of 10 means the character was captured and must spend the next term in prison (as a prisoner). If more than one term is served, add +1 to initiative.

SWINGS

Starmercs who work swings are trained in both starship and ground operations. Consequently, they serve in both types of operations. Because of their versatility starmercs who can work swing are usually the highest paid and most sought after.

Entry: Satisfy the entry requirement for both Dirtside and Spaceside duty.

First Term Skills: The character receives the following skills in the first term:

Melee Combat 1
Small Arms 1
Zero-G Combat 1

and 2 levels each in any TWO of the following skills:

Astrogration
Computer Ops
Electronics
Heavy Weapons
Instruction
Leadership
Mechanics
Pilot (Interface)
Power Plant Ops
Sensor Ops
Survival

Subsequent Term Skills: A total of six

one or combination of the following:

Communications
Computer Ops
Electronics
Forward Observer
Gunnery
Heavy Weapons
Interrogation
Instruction
Jack-of-Trades
Leadership
Mechanical
Medical
Melee Combat
Orienteering
Pilot Interface
Power Plant Ops
Power Suit (Battle Dress)
Sensor Ops
Small Arms
Survival
Vacc Suit
Zero-G Environ

Contacts: Two per term criminal, government, military, spacer, and/or specialist (starmerc). On a 1D10 of 7+, the contact is foreign.

Special: Roll 1D10 per term. On a roll of 9, the character must spend the next term in a non-combatant career due to a serious wound. A roll of 10 means the character was captured and must spend the next term in prison (as a prisoner). If more than one term is served, add +1 to initiative.

TABLE OF RANKS

Starmercs do not have a distinct officer/enlisted division between ranks.

RANK	TITLE	RANK	TITLE
1	Trooper/Crewman	6	Lt Commander
2	Corporal	7	Commander
3	Sergeant	8	Major
4	Top Sergeant	9	Lt Colonel
5	Lieutenant	10	Colonel

Editor's Note: These career types are intended for use with the character generation system developed by Mark "Geo" Gelinas and Rob Prior. This system creates TRAVELLER characters for use with a TWILIGHT:2000 system, such as TRAVELLER: THE NEW ERA will have. Persons who do not have a copy of this system may obtain one by writing Mark Gelinas, Box 39163 Northbridge Station, Charleston, SC 29407.

ORIGINS REPORT

By Mike Mikesch

GenCon/Origins '92 is over, and there's a lot of news. The GDW staff conducted 2 seminars for the public, then a full day's Traveller Writers' Conference at Bloomington, Illinois the day after the con.

TRAVELLER: THE NEW ERA - WHY?

GDW admits they did not support MEGATRAVELLER (MT) adequately. An underlying reason was simply that they did not play MT, and so did not know the system very well. As a result, temptation was too great to redirect support elsewhere. GDW wasn't offering this reason as an excuse, only as an explanation.

To avoid this problem, they want to write TRAVELLER: THE NEW ERA (TNE) strictly in-house. Further, it will be based on the TWILIGHT: 2000 family of games, which is good for a few reasons.

First off, TNE will belong to the GDW house role playing system. Because of this, the designers don't have to think in terms of a different rules set when they provide TRAVELLER support, giving them a boost in productivity.

Second, it's very easy for gaming groups to hop among GDW RP games and even borrow elements from one another.

Third, the house role playing system is a direct descendant of classic TRAVELLER. TRAVELLER was their first RP game, but never received the benefits of GDW's advances in RP game system design. Now they finally have a chance to do so. TRAVELLER is coming home.

The background for TNE is set 70 years after the Rebellion (circa 1190) in a time when interstellar society has completely collapsed. This is a time, three generations later, when there are very few people left who remember the old Imperium. Records from the Third Imperium are often lost as a result of the Virus. Many worlds have died or diverged dramatically following the collapse of interstellar commerce.

This element of the background was deliberate so that players do not have to be familiar with the Imperium setting.

RULES SYSTEM

TNE will come as two books. The first will have only the rules. The second will contain the Imperium background. The aim is to give players the option to adopt other science fiction universes for their

campaigns. GDW is even seriously considering a 2300 AD Sourcebook, restoring support for 2300 AD as a subset of TRAVELLER.

The TNE rules will use DARK CONSPIRACY as a starting point since that is the latest iteration of the house rules. It will also adopt the D20 task system from the DARK CONSPIRACY PC BOOSTER KIT and difficulty levels that originally came from 2300 AD. GDW will completely revise the ship design system to make it easier.

The combat system will be compatible with everything. Tanks can fire on starships, for instance, without requiring a conversion.

The world generation system will remain as it is with one minor exception. The stars a system will be a factor of the kind of main world generated.

NEW ERA BACKGROUND

There won't be much left of interstellar society after the Virus causes the total collapse interstellar trade. This destroys the Solomani Confederation and most of the alien realms as well. We're left with what is spinward of the Rift, a remnant of Lucan's Imperium in Core Sector, and scattered pocket empires.

Seventy years after the Rebellion, struggling pocket empires will be far and few between.

The New Era will be an age of discovery.

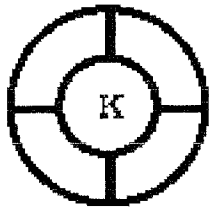
THE VIRUS IS YOUR FRIEND

There is much to say about the Virus, but I will gloss over most of the details and leave them to CHALLENGE 64. Keep in mind that the Virus is only a device that gets us to the New Era. The New Era is set in stone, and refinements to the Virus and history must give us that result.

TNE PHILOSOPHIES

Although the rules system will change, nothing will be lost to TRAVELLER as a result. As Dave Nilsen explained, "If you can do it in TRAVELLER, you can do it in TNE."

TRAVELLER is not a dark future game and TNE will not be either. Dave was very clear about his distaste for "wallowing" in decay and ruin, so TRAVELLER will keep its space opera cum hard science fiction feel. TNE will focus on exploration and expansion, looking toward a (Continued on Page 7)



HINTS AND HARDWARE

Solomani "JohnHale" Class CloseEscort

CRAFT ID: Close Escort, Type CE, TL 14, MCr 307.23

HULL: 360/900, Disp= 400, Config= 4SL, Armor= 40G, Unloaded= 6177 Tons, Loaded= 6434 Tons

POWER: 66/86, Fusion = 5931 Mw, Duration= 15/45 (53/159 w reduced load)

LOCO: 75/100, Maneuver= 5, 22/28, Jump= 3, Top= 1000 Kph, Cruise= 750 Kph, Noe= 180 Kph, MaxAccel= 5 G's, Agility= 0

COMMO: Radio= Sys x 2, Maser= Sys x 2

SENSORS: EMM, Radio Jam= Sys, Dens= 250 M, Neut= 10 Kw, EMS Act= Far Orbit, EMS Pass= Interstellar

ActObjScan= Rout, ActObjPin= Rout,
PasObjScan= Rout, PasObjPin= Rout,
PasEngScan= Simp, PasEngPin= Rout

OFF: PA= 001, Msl= x04, BLaser= xx2
Batt= 1 Batt= 1 Batt= 2
Bear= 1 Bear= 1 Bear= 2

DEF: DefDM = +5, Sand = xx2
Batt = 1
Bear = 1

CONTROL: Computer= 4 Fib x 3, Hololink x 78, Special= HUHolo x 6, Environ= Basic Env, Basic LS, Ext LS, Grav Plates, Inert Comp, Air Lock x 3

ACCOM: Crew= 30(Br= 2, Eng= 3, Gn= 5, Troops= 10, Flight= 5, Cmd= 4, Med= 1) Bunks= 10, Sm Staterooms= 11, Low Pass= 4, Subcraft= AR-131 Air/Raft x1, NT 133 Recovery Craft x 1, Drop Capsules x 12

OTHER: Cargo= 94.5 Kl, Fuel= 2266.2 Kl, Scoops, Fuel PP= 30 Hrs, Msl Mag= 20 Btty Rnds (Nuke Capable), Drop Capsule Lnchrs x 2, ECP, ObjSize= Ave, EM Level= Faint

The "John Hale" class close escort is a versatile craft that can fill a variety of mission roles. A unique feature of this vessel is its pair of drop capsule launchers. The vessel's design allows it to run with maneuver 2 and use its missile launchers for extended periods of time. The cost reflects reduction for multiple copies.

Solomani Type NT-133 Recovery Craft

CRAFT ID: Recovery Boat, Type NT, TL 13, MCr 57.6

HULL: 27/68, Displacement= 30, Config= 1 AF, Armor= 40F, Unloaded= 612 Tons, Loaded= 624 Tons

POWER: 12/16, Fusion= 600 Mw, Duration= 5/15

LOCO: 4/6, Man= 6, Top= 4200, Cruise= 3150 Kph, NOE= 170 Kph, Agility= 3, Max Accel= 6 G's

COMMO: Radio= System, Maser= System

SENSORS: EMM, Radio Jammer= System, Dens= 100 M, Neut= 100 Kw, EMS Act= Far Orbit, EMS Passive= Interplanetary

ActObjScan= Rout, ActObjPin= Rout,

PasObjScan= Diff, PasObjPin= Diff

PasEngScan= Rout, PasEngPin= Diff

OFF: Missile= x03, Batt/Bear= 1
VRF Gauss Gun with Point Defense Module

DEF: Def DM= +8

CONTROL: Comp= 3 Fib x 1, 3 x 2, HUD x 2, Hololink x 63, Env= Basic Env, Basic LS, Ext LS, Grav Plates, Inert Comp

ACCOM: Crew= 4(Br= 1, Eng = 1, Gun= 2), Bunks= 4, Seats= Roomy x 14

OTHER: Cargo= 4 Kl(61 bunks folded), Fuel= 60 Kl, Scoops, ECP, Msl Mag= 10 Btty Rnds, ObjSize= Ave, EM Level= None

The NT-133 was specifically designed as a pick-up vessel for jump troops, but frequently fills the ship's boat.

Solomani Type AR-131 Air/Raft

CRAFT ID: Air/Raft, Type AR-131, TL 13, Cr 204,598

HULL: 3/5, Disp= 2, Config= 4 USL, Armor= 1F, Unloaded= 1.2, Loaded= 2.2Tons

POWER: 1/2, Fuel Cells= .405 Mw, Duration= 4/12

LOCO: 1/2, Std Grav= 3 Tons Thrust, Top= 300Kph, Cruise= 225 Kph, NOE= 75 Kph

COMMO: Radio= Cont, Maser= Cont

SENSORS:Headlights x 2, AW Radar= V.Dist
ActObjScan= Diff

OFF/DEF: 1 Hardpoint

CONTROL: Comp= Mod 0 x 2, Hololink x 2, Env= None

ACCOM: Crew= 1(Driver), Seats= Adq x 6

OTHER: Cargo= 1 Kl, Fuel= .115 Kl, ObjSize= Small, EM Level= Faint

TWILIGHT 2000

W M R E

SYNOPSIS - The characters are asked to help repair a civilian radio station and get it back on the air. Besides the challenge of repairing the station itself, there are those who are not anxious to have it back in operation, and there is at least one group who wants an operational station for themselves.

LOCATION - This scenario can take place anywhere where there could be a mass market FM Stereo radio station. North America and Europe are good choices.

THE PATRON - The patron is one Sean Macintyre, who once worked as a disk jockey. While serving his time in the war, he came across this station. When things fell apart, he found his way back to this area with a vision of making this station operational again to get information out to people.

Sean Macintyre - Trained NPC

Entertainer/Army Infantry

NPC Motivation: Spade Ace - Charismatic, Heart Queen - Loving.

REQUIRED REPAIRS - Besides general house-keeping and minor repairs to the station structure, the station needs the following to become functional:

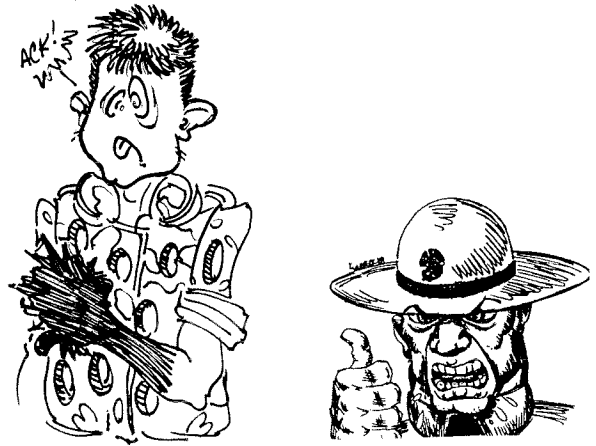
ANTENNA - The antenna has several damaged segments that need to be removed and replaced with salvaged metal. Then the antenna needs to be set upright again.

GENERATOR - A 5000 watt generator needs to be moved from a remote site and brought to the station. Building a shelter for it would be a good idea, but is not necessary to make the station operational. The generator requires some minor mechanical repairs and adjustment to burn whatever fuel is available.

TRANSMISSION EQUIPMENT - There is significant damage to the transmission equipment. However, because it was a stereo station, enough can be salvaged to make a mono transmitter.

FUEL - A regular supply of fuel must be obtained.

OPPOSITION - There are several small groups of marauders in the area who will harass or attack the characters when they are away from the station site (which is somewhat protected by the local militia. The greater challenge is a local warlord who has



GUNNEY GRUNTWORTH GROWLS:

A GRENADE WITH A PULLED
PIN DOESN'T BLUFF.

several APC's and delusions of expanding his "empire" with the aid of an operational radio station.

REWARDS - Some characters may go for this adventure just for the sake of a job well done or helping restore a bit of civilization to the world. Most will not, so the referee will have offer something that the group will work for.

ORIGINS REPORT (Continued from Page 5) negative one. Even though TNE will include things like cybernetic body parts, these will not be presented in away to suggest a cyberpunk genre.

STUTTERWARP & TRAVELLER

GDW is seriously considering including TWO faster-than-light stardrives in the Imperial setting, traditional jump drive and stutterwarp from 2300 AD. Frank Chadwick and Lester Smith favor this because stutterwarp makes for a very interesting space combat system.

This will be the only real discontinuity between MT and TNE that GDW will consider. If used, TNE will assume that stutterwarpe existed and was actively employed through all the Imperiums despite lack of mention in MT and classic TRAVELLER.

The GDW panel took a voice census during the seminar to get a feel for public reaction. There was strong support for both sides. GDW is still undecided at this time, so it might be worthwhile for people to send their opinions to Dave Nilsen, the TRAVELLER line manager at GDW.

DROP CAPSULES

Drop capsules are the means by which jump troops get to the surface of the world they are assaulting. There are four types of drop capsules: Basic, Combat Assault, Advanced Combat Assault, and Decoy. For more information about drop capsules refer to STRIKER - BOOK 2, or the article by Terry McInnes in TRAVELLERS' DIGEST #15. Some of the information below is drawn from that article.

The Basic capsule is used for training and unopposed drops.

The Combat Assault capsule has flare and chaff dispensers along with some maneuver capability to increase survivability.

The Advanced Combat Assault capsule has the same features as the Combat Assault capsule but has a greater maneuver capability and an active ECM to further increase survivability.

The decoy capsule contains a greater number of flares and chaff. In addition it can launch inflatable decoys which give a radar return image similar to a real drop capsule. Usually one decoy is dropped per 10 real capsules.

DROP CAPSULES

TL	TYPE	PRICE	AV
9	Basic	2,000 Cr	0
10	Combat Assault	10,000 Cr	20
13	Adv Combat Assault	50,000 Cr	28
10	Decoy	100,000 Cr	N/A

All drop capsules occupy 6.75 Kl of volume and weigh .5 Tons

DROP CAPSULE LAUNCHER

A drop capsule launcher uses 1.0 megawatt, occupies 13.5 kiloliters, masses 13.5 tons, and costs Cr 10,000. It can store one capsule and can launch one capsule every 10 seconds.

Additional launch ready storage occupies 6.75 kiloliters and cost Cr 1,000. It can hold one capsule and uses no energy and has weighs .675 tons. Any number of these can be linked to one launcher. However, to increase speed of deployment, more than one launcher is usually installed on the launching vessel with the additional launch ready storage divided evenly between them.

QUICKREVIEWS

RATING SYSTEM

△	Poor quality/little use
△△	Fair quality/some use
△△△	Average quality/use
△△△△	Above average quality/use
△△△△△	Excellent quality/use

TWILIGHT: 2000

CASTLE BY THE SEA

Nick Atlas	\$4.50
Players Use △△	Ref's Use △△△
Artwork △△△	Content △△△
Overall △△△	
PC's must rescue warlord's daughter.	

SPECIAL OPERATIONS

Craig Sheeley	\$12.00
Players Use △△△	Ref's Use △△△△
Artwork △△△△	Content △△△△
Overall △△△△	
Agents and agencies.	

MEGATRAVELLER

ASSIGNMENT: VIGILANTE

Chuck Gannon	\$4.50
Players Use △△△	Ref's Use △△△
Artwork △△△	Content △△△△
Overall △△△△	
Adventure set in Diaspora.	

DARK CONSPIRACY

PC BOOSTER KIT

Lester Smith	\$4.50
Players Use △△△△	Ref's Use △△△△△
Artwork △△△	Content △△△△
Overall △△△△1/2	
New rules, and character types.	

ICE DEMON

Lambards	\$4.50
Players Use △△	Ref's Use △△△
Artwork △△△	Content △△△
Overall △△△	
A folio adventure.	

EVIL ASCENDING

Michael Stackpoole	\$5.00
Overall △△△△	
Second in the Fiddleback Trilogy. This book gives good examples of empathy use in DARK CONSPIRACY.	

PARTING
SHOTS

PLAYER COMMENTS BY
KATE LEBHERZ-GELINAS

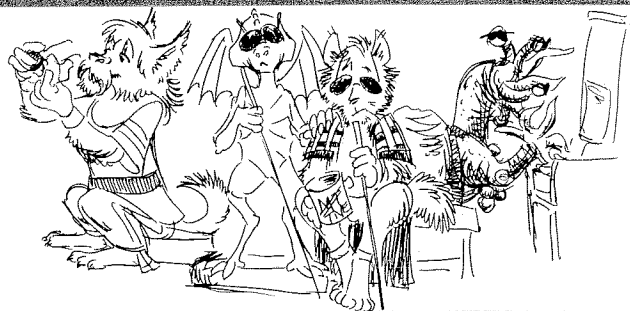


Have you ever wondered what constitutes a faithful following? Is it a principle? A desire for something better? Or just blind faith?

I discussed where TRAVELLER/MEGATRAVELLER was going with Geo and started to wonder why I really wanted to know. My conclusion was "I still care about a game I was introduced to back in 1979". I have seen TRAVELLER go through the hoops since 1979. I still can't say I have the foggiest clue as to why we had to go through a rebellion, a rules change, a revamping of a history, the loss of a major race, two companies trying to give us TRAVELLER their way (You guys know who you are), the "acquisition" of a "MEGATRAVELLER Consultant", this guy getting dropped, another taking his place, that small company that tried to serve us TRAVELLER their way saying "Later Dudes, we're doin' our own thing now". Shall I continue? Whew! What a couple of years this has been! I can say I have seen just about everything that's been thrown and all I can say is "Bull".

TRAVELLER was and is a growing/ evolving system. I and many constituents have waited patiently as TRAVELLER grew and adapted. GDW gave us supplements that deserve a bookshelf or two for sheer volume. However, a lot of folks swore off TRAVELLER because of its volume of information and rules supplements.

TRAVELLER was our ticket to high adventure in the truest sense of the word. It was pulp at its best. We dared to be heroes, we fought the villainous foes, rescued fair damsels, and thwarted treacherous pirates. Occasionally we would pay dearly for our sins by losing our ship, getting jailed, and even dying. (Yes, I have cried over a beloved character. I think it had to do with starting all over again in the character generation system.) Still, there was an excitement. We looked forward to our next cargo run, safari, milk-run, whatever it happened to be. Classic TRAVELLER is that, classic. Like a fine wine you savored. It was not the reflection of reality, it was the promise of a "Brave New World". After TRAVELLER, there were scads of TRAVELLER clones. A lot of these games have slid into obscurity, TRAVELLER withstood the test of time. Until MEGATRAVELLER.



MEGATRAVELLER was and is a mistake that will hang like a dark cloud over GDW. I stood by and nodded sagely while they created errata after errata and then errata for the errata. And, Oh the shame of it, I seriously wondered what was the direction of TRAVELLER when Marc Miller left. It was one thing to update, revitalize. It's another thing entirely to mess up an entire system. I think MT has no substance (empty as it were); it lost its flavor and flair of the original. Then with HARD TIMES, we see the worst of the world reflected in a game that we originally played to get our minds off the problems of the world. Hard Times is a sad statement about what has happened to TRAVELLER. I watched and pointed a finger on several occasions. How far do we have to go to get a game that gave us a fresh feeling each time we played? When we didn't have to struggle against homelessness, hunger, disease, or mass political uproar and upheaval in a game? Did MT really save TRAVELLER from extinction or did it toward that end? You be the judge, I am sure you can tell where I stand.

How far will our faith in the resiliency of the game and her players go? Now we are getting "TRAVELLER: The Next Generation". Oops . . . slip of the tongue. I mean TRAVELLER: The New Era. Uh, huh. How new is new? Will we see TRAVELLER the game or TRAVELLER the political simulation? GDW has a chance to redeem themselves. I do, however, have some recommendations for those working on the project (you knew I would). First and foremost, make the game as fun as it originally was. Give us the best quality product you can by playtesting and thorough proofreading. Make sure there is a continuity between what has gone before and what will appear in the new edition. Give credit where credit is due, and don't be afraid to use ideas from outside GDW if they are good ones. Finally, give the product a lot of support. Maybe TRAVELLER: TNE (don't give it that name, it is too reminiscent of STAR TREK: TNG) will be worth the wait and our faithfulness will have paid off.

COMING EVENTS

Sci-Con 14 - November 13 - 15 - Held in Virginia Beach, Virginia. A science fiction, fantasy, and gaming convention. Frank Chadwick is scheduled as this years Gaming Guest of Honor.

EVENT HORIZON

FROM THE WORKSHOP

For MEGATRAVELLER-October-ARRIVALVENGENCE and ASTROGRAPHERS GUIDE TO DIASPORA; November - SURVIVAL MARGIN

For TWILIGHT:2000 - October - REFEREE'S SCREEN; November - CROUCHING DRAGON FOLIO

For DARK CONSPIRACY - October - MINION NATION and NIGHTSIDER FOLIO; November - PROTO DIMENSION SOURCEBOOK; January - EMPATHIC SOURCEBOOK

TRAVELLER: THE NEW ERA - Due for release in April. STAR VIKING is on hold.

FROM DIGEST GROUP PUBLICATIONS

MEGATRAVELLER JOURNAL 3 is in the stores now. MTJ 4 is due out this fall. This product is an adventure set in Gateway Sector. This will probably be DGP's last MEGATRAVELLER product.

FROM SEEKER

SEEKER has a set of deck plans which includes three ships and several smaller vessels.

HIWG

The History of the Imperium Working Group is still going strong. Yearly membership is \$12.00. Members receive the club publication AAB Proceedings. For more information or to join the club write Mark "Geo" Gelinas, Box 39163 Northbridge Station, Charleston, SC 29407.

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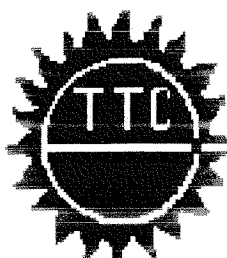
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