

Tidewater Traveller TIMES



EMPEROR STREPHON ASSASINATED

ASSASINATION

CAPITAL(GNS): Emporer Strephon has been assassinated. Who will succeed to the Imperial Throne? Will the Empire's weakened condition lead to another civil war? Have they captured the culprit? Watch the Challenge for details!

WORKSHOP NEWS

Challenge 29 is scheduled for release at ORIGINS. Other ORIGINS releases include: SCORCHED EARTH, The third edition of HARPOON (Boxed), and BASTAGONE (a COMMAND DECISION Module). (The reader will note a dearth of Traveller materials, write GDW and let them know what you want!) The good stuff will be coming out sometime after ORIGINS. Coming late summer/early fall is STAR CRUISER, a starship design/operation module for Traveller:2300. Also in September timeframe will be Alien Module 9:DARRIANS and a Twilight:2000 module set in the RFD area, KING'S RANSOM. For those of you that have been patiently waiting for the Advanced Traveller Combat system, you will have to wait a little longer, it should be out in late fall, probably in time for Christmas. It should be worth the wait. (Remember how long we waited for Scouts? Let's hope that we won't have to wait as long for ATC!)

This report is based on information given to the editor directly by a GDW spokesperson and as anything in the gaming industry is extremely subject to change.

TIDEWATER TRAVELLER TIMES

The Tidewater Traveller TIMES is the official newsletter of the Tidewater Traveller club.

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TIDEWATER TRAVELLER CLUB

The Tidewater Traveller Club was founded in 1984 by a group of Traveller players who used to meet on Fort Monroe. The Tidewater Traveller Club's main concentration is the game of Traveller itself but does branch off into Traveller related board and miniature games. A new dimension in Traveller gaming is the new game Traveller:2300. While this game is not directly related to Traveller, it does carry the common theme of travel between the stars.

Since its establishment as an official Traveller Club sanctioned by Game Designers' Workshop, it has been slowly growing in spite of the departure of some of our regular gamers. The club is now looking to broaden its base of gamers to insure its future existence when military duties takes some of its core members away. Part of the expansion program is to publish this newsletter to let other Traveller players out there know that there is a Traveller Club active in this area. The Club is also looking into sponsoring some of the gaming events happening at Sci-Con 9. If you are interested in the club or any of its activities, you may contact the editor of this newsletter and he will be glad to help you.

COMING EVENTS

ORIGINS- JULY 3-5 - The main gaming event of the year, held in Baltimore, MA. See Workshop News for GDW releases.
GEOCON V- AUGUST 14-16 - This local convention was started in 1985 when the editor could not make it to ORIGINS. Since that time GEOCON has been held twice a year. Contact the editor for details.
SCI-CON 9- NOVEMBER 6-8 - A local science fiction convention. The Club should be running some gaming events there.

CAMPAIGN REPORT

This is a report of all campaigns and their current status. Inactive campaigns will be excluded from future issues except for special occasions.

INACTIVE CAMPAIGNS:

Thrillseekers II- the characters were last seen just coreward of Terra headed for trouble in Vegan space with a possible ultimate destination of the Prate colony. Dark River I- tricked into slavery by the Red Knights, do the characters have any hope of escape? Will they be able to free the Baroness? We can only hope so, but may never know.

Dark River II- with the map in their possession, the characters have set off to find the key to the Sphere of Takories, an artifact of inestimable value.

Runaway Roadies- having just finished a Ticket on Tionale, Cranston's Commandos are awaiting their next job.

(Players wishing to pick up an inactive campaign should contact their referee.)

ACTIVE CAMPAIGNS:

Star of Epsilon Indi (or the Happy Hiver)- With the Baron angry at them, the characters pull into Palnu with some shakey jump drives. Will the Baron find them once again? What surprises have yet to be uncovered about "dear old (and departed) Uncle Harry"?

Balcony Boys (Kafer Dawn)- the group grieves the passing of Crusher Fled. The Kafers mean business and don't take no (or prisoners) for an answer. Will the remainder of the group survive their next tour in Tanstaafi.

UPCOMING CAMPAIGNS:

Thrillseekers III- a return to the fun loving days of the long night, maybe a little bit further into the more turbulent times with all new characters.

Towards the Terra- a little bit of a departure from the official GDW universe, the crew of a long range exploration vessel are sent on a voyage to locate the birthplace of humanity.

Agent of the Empire- concerned with the expansionistic policies of her neighbors, an Empire (not the Imperium) send agents to infiltrate and gather intelligence, usually at great risk to the agent.

(Note- these are only some possible ideas for a new campaign, many others are possible. Let your referee know what you as a player are interested in having your characters do.)

A LETTER FROM THE EDITOR

Welcome to the first issue of the Tidewater Traveller Times. This newsletter is dedicated to bringing to Traveller players and referees news and information which should be interesting and helpful. We welcome your questions, comments, and opinions. We may not be able to address them all in this newsletter, but we guarantee you that all will be read and considered. We also invite your submissions with the same guarantee as above. Send any of the above to the editor care of this newsletter.

ROLL CALL ACTIVE

Gelinas, Kate L. 1302 Riverfront Ct. Apt
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Gelinas, Mark E. 1302 Riverfront CT. Apt
302 Virginia Beach VA 23451

Griffith, Mike

Kostoff, Steve

Maddow Scott

HONORARY

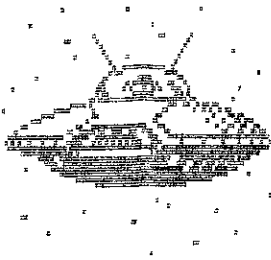
Floyd, Ben E.

Gentry, Mike

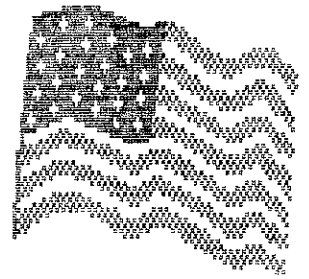
QUICK REVIEWS

TRAVELLER:2300- A great game system with many possibilities. The mechanics are smooth and the character generation system is a good blend of the old roll-'em-ups and the new you-pick-'ems. The game does contain some eratta, which were corrected in Challenge 28. Challenge did not tell you that the pamphlet "Understanding 2300", included in the second edition, can be obtained by owners of the first edition by just asking GDW. I strongly suggest that, if you do not have it, you send for it. The character generation example in the pamphlet has the correct information on turning points.

Energy Curve- The first released module for Traveller:2300. This module deals primarily with a group of adventurers trying to survive on a somewhat hostile world with the possibility of definately hostile Kafers not far behind them. This module has good information on survival in it and can make a interesting campaign, but one that should start with experienced characters.

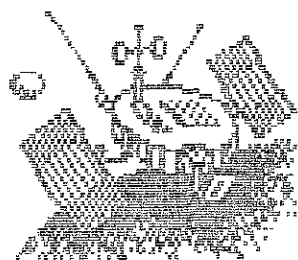


July 1997



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26	27	28	29	30	31 T:2300	



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