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CHALLENGE

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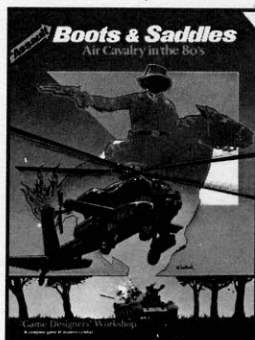
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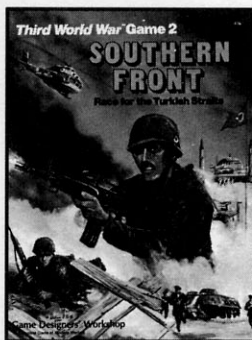
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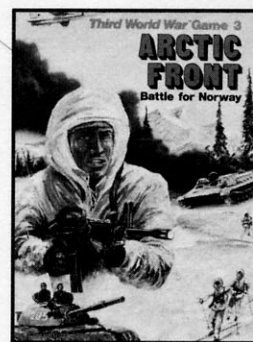
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No. 25

CHALLENGE

GDW's Magazine of Adventure Gaming

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From the Management

Well, here's the first issue of our new format. I hope you have found it all worth the wait. Our **Traveller** readers will note that all the **Traveller** material has been placed together in a special JTAS section. Those not interested in *Twilight: 2000* can simply flip directly to the special *Journal* "cover" by looking for the black border that appears when you bend the magazine slightly.

The center eight pages of the magazine are designed to be removed. Using a tool such as a screwdriver, carefully bend up the center staples, remove the proper pages, and carefully bend the staples back down again. The miniatures rules can then be used by themselves (you may want to staple them together) and the Lisiani can be viewed its uninterrupted glory.

The new format will permit us to do a few things that we've never been able to do before, due to space constraints, but it also raises our need for articles, concerning both **Traveller** and *Twilight: 2000*, so I urge all of you who ever thought about writing something for the *Journal* to send in an SSAE for our manuscript guidelines and then get to it.

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—Loren K. Wiseman

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Just Detected

Conventions

LITTLE WARS

May 9-11, River Grove, Illinois. A strictly miniatures convention, held at Triton College, Student Building, 2000 5th Ave, River Grove, Illinois. The convention will feature over 100 Historical, fantasy, and SF tabletop miniatures battles, a dealer room and much more. For more information, send SSAE to Todd Fisher, 6010 N. Maramora Ave, Chicago, IL 60646. *Editor's Note:* Frank Chadwick and I plan on attending this one.

MIGS VII

May 25, 1986, Cambridge, Ontario. Tutorials, seminars, painting contests, board games and adventure role playing tournaments, plus a dealer area and flea market. The event will be held at the Kitchener-Waterloo Regional Police Association Recreation Centre, RR2, Cambridge, Ontario, Canada. For more information contact Les Scanlon, President MIGS, 473 Upper Wentworth St, Hamilton, Ontario, Canada, L9A 4T6.

SEAGA 86

June 20-22, Atlanta Sheraton Hotel. This is the 4th annual Atlanta Gaming Festival. For more information write SEAGA Inc., PO Box 16564, Atlanta, GA 30321.

LA ORIGINS '86

July 3-6, Los Angeles Airport Hilton Hotel. Roleplaying, wargames, miniatures, computer and family boardgame tournaments, flea markets, auction, seminars, demonstrations, and exhibitor area. This is one of the big ones, so attend if you possibly can. For more information, contact LA Origins '86, C/O DTI, PO Box 8399, Long Beach, CA 90808, or call (213) 420-3675.

OKON 86

July 18-20, Tulsa, Oklahoma. This is an SF convention with gaming events. Guests include Kelly and Polly Freas, Glen Cook, Carl Lundgren, Forest J. Ackerman and C.J. Cherryh. For more information, send an SSAE to OKON 86, PO Box 4229, Tulsa, OK 74159.

ARCHON 10

July 1986, St Louis. This is the tenth edition of the St Louis SF & Fantasy Convention. For information, write Archon 10, PO Box 50125, St Louis, MO 63105.

OMACON 6

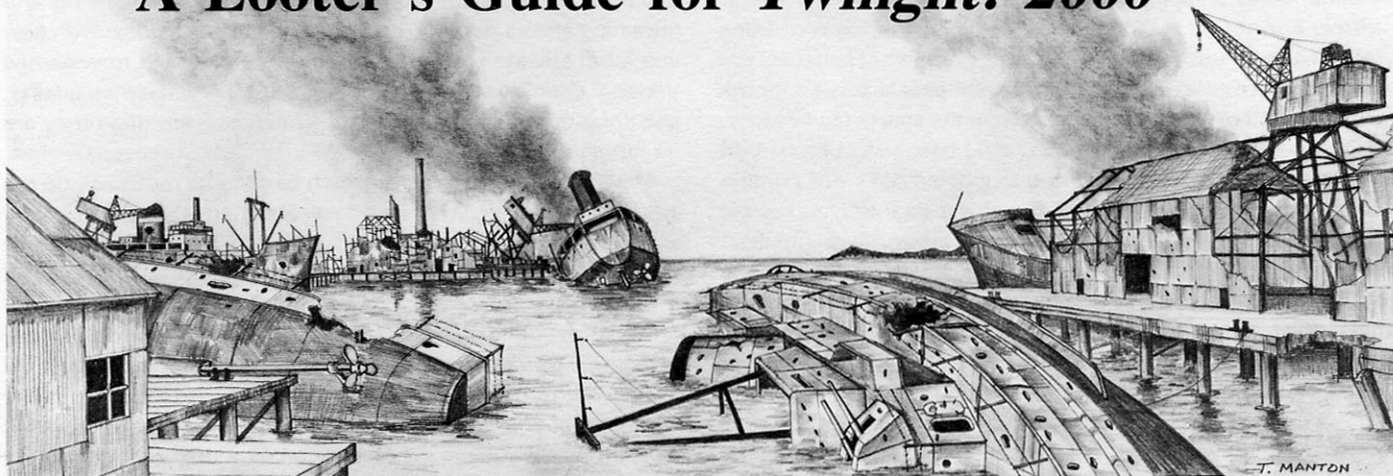
August 1-3, Omaha, Nebraska. Omacon is a SF convention with a strong gaming element. For more information, write Omacon 6, 556 S. 35th St, Omaha, NE 68131.

EARTHCON VI

September 19-21, Holiday Inn Cleveland. This is the Northeast Ohio Science Fiction Association's annual SF/Fantasy convention. Guests include Gordon R. Dickson and C.J. Cherryh. For information contact EARTHCON, PO Box 5641, Cleveland, OH 44101.

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The Baltic Coast: A Looter's Guide for *Twilight: 2000*



Poland's Baltic Coast suffered greatly during the war—many coastal cities and towns were destroyed during the initial hostilities, and many more were attacked and looted in the aftermath which dominates the world of *Twilight: 2000*.

The overall terrain along Poland's coast consists of low hills. Few trees remain; most of these are young pines. The only beaches are in the Bay of Danzig, and these were rendered radioactive by the nuclear attack on Gdansk. The weather is moderate, reaching freezing in winter and exceeding 17°C in summer. Southerly winds from the Baltic Sea predominate, although fog is quite common in spring.

Poland's major naval bases were Gdynia, Hel, and Swinoujscie. Major commercial ports were Gdansk, Gdynia, Szczecin, and Ustka. The four major commercial ports also contained major shipyards.

Most major commercial and naval sites were destroyed in 1997 when, in order to secure their southern naval flank, NATO forces launched attacks against Polish vessels. Poland's major combatants were quickly defeated, although the Western units involved suffered heavy casualties at the hands of Poland's missile attack boats.

Although only Gdansk and Szczecin suffered under nuclear attacks, Gdynia, Hel and Swinoujscie were heavily bombarded. The devastation done was similar. Ustka is the only major shipyard still in operation, although the lack of petroleum and electric power prohibits large-scale industry. Small-scale repairs are available, although they are prohibitively expensive. Most new ships are being built of wooden hulls.

Individual locations are presented here, in east-to-west order:

THE GULF OF DANZIG

Gdansk: Not much is left of this city. The area is dominated by a large nuclear crater. The 7th Amphibious Assault Division, headquartered in Gdansk, was not there when Gdansk was hit by the nuclear blast which destroyed it. The 7th AAD now has its HQ just south of Gdynia.

Sopot: Formerly a small city (pre-war population: 48,000)

along the coast, it has been reduced to small clusters of tents and corrugated tin shacks amidst the ruins. There is no government left; groups of inhabitants and families vie for arable land and clean living space. Encounters along this strip of coastline will carry a 2% higher chance of disease due to the lack of fresh water and civilization. Various sentiments exist throughout the area: everything from outright hostility against any warriors, to friendliness (mixed with necessary caution) toward anyone.

Gdynia: Almost wholly bombed-out, Gdynia houses a fraction of its pre-war population of 168,000. The ruins along the coast are very dangerous, since the war's bombings covered the slipways and drydocks with layers of rubble. Encounters in this area are often pitfalls of up to 30 meters, as well as foragers and scroungers. Further inland in the ruins of Gdynia, a small civilization has rebuilt itself based on fishing in the Gulf of Danzig, under the protective waterbreak provided by the Hel Peninsula. Although they are independent of any central government, they must, nevertheless, constantly deal with the remnants of the 1st Polish Army, which has its headquarters there. Many troops of the 3rd Border Guard Brigade have defected to the Gdynia civilian population, while others simply left the area altogether. The 3rd BGB presently numbers 240. The 2nd Polish Cavalry Division remains almost intact, numbering 190. Gdynia is also the home of the 2nd Naval Infantry Battalion, presently numbering 1100. The remnants of the Polish Navy have their headquarters just outside Gdynia, where they have set up their own naval base. The 7th Amphibious Assault Division now has its HQ just south of Gdynia, where it maintains a strength of 350, co-located with the 2nd Naval Infantry Battalion.

Major Polish Naval vessels which are still active have the Nowy Gdynia Naval Base as their homeport. The naval presence is only 230, however, so many vessels lie at anchor in the harbor, unused and rusting. The current Polish naval presence at Gdynia consists of one Whiskey-class submarine, three Os-class guided-missile patrol boats, five P-6 class patrol torpedo boats, and one T-43 class ocean minesweeper. The 7th AAD operates 2 Marabut-class landing craft, although fuel for these

vessels is increasingly scarce. The majority of alcohol produced by the navy base goes to the P-6 class PT's, which are used for coastal defense (although they are run less and less as parts wear out and replacements become increasingly hard to find).

Despite the large naval presence in the area, there is virtually no commercial shipping.

Puck: Further up the coast from Gdynia, the town of Puck was left almost unscathed by the war. Somewhat isolated, the locals compete peacefully with their neighbors in Gdynia for the fish in the Gulf of Danzig. They also farm the sparse land nearby.

Hel: On the Hel Peninsula, this naval base was bombarded heavily during the war. Since the peninsula does not contain arable land, it is not inhabited, although occasionally looters will sail there to scrounge ammunition and other naval supplies. Traversing the peninsula by vehicle is practically impossible due to the large craters left by the bombs. The wreckage of three ships (one Moma-class Intelligence ship, two K-8 class inshore minesweepers) is visible in the harbor, although they have been stripped of all useful materials.

THE BALTIC COAST

Leba: A small, coastal town, which nowadays relies almost primarily on coastal fishing. The surrounding areas support little agriculture—hence this town has virtually no fuels. Like so many areas, horses are the primary means of transportation and work. Small, dirt footpaths are the only roads in and out of this town. There is some trading of goods with Ustka via coastal fishing vessels, but otherwise this town remains solitary. The citizens are virulently anti-military, blaming everyone in uniform for the past holocaust. Even the local militia wear no uniforms; thus, they are difficult to distinguish from the rest of the population.

Ustka: Ustka survived the war relatively unscathed. The commercial port just outside the town was bombed, but luckily the bombs did not stray into the town. Its population therefore enjoys the benefit of limited alcohol production, which it uses to propel its fishing boats and vehicles. Numbering just over 3500, the citizens are peaceful and friendly, and are willing to trade almost any goods. The militia numbers 125. New ships are being constructed on the repaired quays at the port, but these are mostly intended for coastal fishing. The largest ship still active at Ustka is a 4,000 ton steamship which has been converted to sail power.

Darlowo: This town relies almost completely on agriculture in the sparse coastal hills. Set in from the coast, yet not on a major road, it too survived the war with little damage. Darlowo enjoys a healthy trade with Ustka; swapping fish for vegetables on a regular basis. Alcohol is also in use as a fuel here.

Koszalin: A major crossroads, Koszalin saw heavy fighting and much troop movement. It continues to be a vital link from the Baltic Coast to the Oder River area. Much of the city has been destroyed, and less than one-quarter of the city's pre-war population of 54,000 still inhabits the area. The local citizenry is extremely hateful of Warsaw Pact armies, since they pillaged the city time and time again on trips to and from the front. Although anti-Western sentiment remains due to the bombings of the war, Westerners willing to carry on peaceful trade or help the city in some way will be treated with respect and kindness.

Kolobrzeg: A pre-war city of 25,000, Kolobrzeg was heavily bombarded during the war. Little is left of the waterfront. The inland areas saw heavy fighting like Koszalin, so the people are afraid of any new troops entering the area. The local govern-

ment is weak, but stable, being led by a local hero, Lt. Pauli Dostoy, formerly of the 9th Motorized Rifle Division. The city is presently occupied by elements of the US XIth Corps, cut off from higher headquarters during the recent NATO offensive.

Trzebiatow: Now almost wholly a ghost town, the local inhabitants have all moved out of the path of advancing and retreating armies, into Mrzezyno. Trzebiatow is a ruins, with only one hotel still standing. It is run by a "crazy" old man named Viktor Vichenka. More senile than crazy, he welcomes guests, and gives directions to the local night clubs—although they are no longer standing.

Mrzezyno: This town has grown beyond its means since the influx of citizens from Trzebiatow. Housing is in short supply, and the surrounding land cannot supply enough food for everyone. Strangers with food and equipment will be waylaid if they even pass within a few kilometers of this area.

Dziwnow: Lying on the eastern bank of the estuary of the Oder River, this town played an important role in the protection of Szczecin from invasion. When Szczecin was hit by nuclear bombs, however, its importance dwindled and, little-by-little, its troops and equipment (mostly coastal artillery units) were moved elsewhere. The town is now mostly abandoned, having relied heavily on the presence of the soldiers to provide income. Many pieces of equipment were left behind, mostly office equipment, such as typewriters and filing cabinets. The local townspeople would like to see the soldiers return—so much, in fact, that they probably would not care which uniforms they wear!

Welin: This town remains strategic for its link across the Oder estuary. It saw considerable damage during the war, but the bridge managed to remain relatively intact. It remains the main Baltic Coast supply route between East Germany and Poland, although there is no regular garrison there.

Swinoujscie: This town lies on the East German/Polish border and, as such, is an important link from one country to the other. The town was almost totally destroyed by the fierce fighting as NATO forces pushed into Poland. It was heavily bombarded at the outset of the war in the Baltic, since a major Polish Naval Base was located there. The piers and docks are now totally destroyed. Local sentiment is anti-anyone. Outsiders are not welcomed; members of military units are hated and mistreated.

Editor's Note: This article represents conditions as of The beginning of July, 2000.

— Jeff Groteboer

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What do We Do now?

Reflections on the Possibilities Open to *Twilight: 2000* Characters



The world of *Twilight: 2000* is a strangely altered one—altered from what we now perceive as “standard” or “correct”. The difference is akin to the difference between order and chaos. Europe in the year 2000 is definitely a chaotic place.

The player characters in *Twilight: 2000* have been thrust into this unordered world and left to fend for themselves. Fortunately, they are militarily trained and experienced individuals, as survival and combat proficiency are practically one and the same. Indeed, the chief activity of the player characters is survival, and it takes up most of their time. Everything from the acquisition of food to fighting off the rest of the world (most of whom, I might add, are also just trying to survive) is embodied within the term “survival”. *Twilight: 2000* is a game of survival, plain and simple.

Simple survival, however, is not terribly interesting. Failure means death. Success means further chances of failure, and nothing more. In a scenario designed only to test the player characters’ abilities to survive, the game becomes little more than the rolling of dice versus skills and attributes. The player characters vs. the encounter tables is hardly an adventure. A referee who can only run a campaign of this nature is not only cheating his players out of true adventure, but is not at all exercising his imagination—vital to improving his ability to run role-playing games. Interest in such a campaign will certainly subside, as the players become frustrated with their lot in game-life.

However, it is the players who ultimately hold the key to interesting adventure. The referee can only present to them his world—a world in which the players will play out their characters’ lives. If the players choose to merely survive in this world, there is very little the referee can do to make the game appealing. As long as the referee provides avenues which lead to other interesting activities, he has done his job. It is up to the players to steer down these avenues.

Spare time is the key. The time in which the player characters are not simply trying to survive can be termed spare time. Spare time can be put to many uses, uses which will hopefully improve the characters’ existence. If the players use their spare

time poorly, they deserve the relative lack of adventure which will certainly result.

In this article, I intend to examine several possible avenues which the player characters might take in a *Twilight: 2000* campaign. Also, to keep things interesting, I will examine the chief obstacles to these activities. For simplicity, I have broken these avenues down into four specific “quests”—the quests for wealth, power, home, and the world that used to be.

THE QUEST FOR WEALTH

Worth is all relative in *Twilight: 2000*. As a turn on an old cliché, the past’s trash is the future’s treasure. Generally, any trinket from pre-holocaust civilization is valued somewhat more highly than devices of more recent manufacture. Worth has been completely turned around in some cases. Items of little previous importance have skyrocketed into the forefront of everyone’s psyche. Food is a good example.

Remember that all differences between the way the world of *Twilight: 2000* works and the way the modern world works are all a direct result of the war and nuclear exchange. There are very few exceptions. Food is more valuable now because the war destroyed the abilities of both sides to produce and distribute it. Whereas one might go to the store and purchase a weeks worth of food in modern America, the average citizen of Poland in 2000 will have to expend great amounts of time or what have you, if he can get food at all.

Because the world is different, and different in distinct ways, we can project the relative worth of various items. For example, central Europe is in military turmoil in 2000. As a result, we can predict that the relative worth of such things as weapons, ammunition, and other military hardware will increase dramatically. After all, it could mean your life if you haven’t got the right equipment to protect yourself. Facilities which can produce such supplies will be among the most vital possessions of the future world. Someone who can make smokeless powder and refill shells is liable to become a very wealthy man.

In a similar vein, fuel has become a commodity in short supply, again due to the war. Gasoline is very scarce, and specialized fuels (such as aviation fuel) are even harder to locate. Their relative worth has gone up tremendously. Even something like ethanol, which cost nearly nothing in the 1980s (before the liquor taxes, anyway) sells for an enormous sum in 2000.

On the opposite side of this line of thinking are those things which have become worthless due to the war. Since nearly no one has electricity, any electrical items left have virtually no utility, and are therefore not in demand. We might also include in this category paper money. Since there are no banks left, nor traceable gold reserves, paper money has become absolutely worthless.

In the absence of paper money, barter has taken over as the chief form of commerce. Gold is sometimes used in trade, but you can't eat it, burn it, or defend yourself with it. Unless you are in a secure position, you would be better off having some of the things gold can buy. The Trade and Commerce section of the Referee's Manual discusses the administration and restrictions of barter. Remember, things are money.

In such an environment, it is difficult to accumulate massive wealth. Wealth is the accumulation of material goods and gold, and there will always be someone out there trying to steal it from you. In the world of *Twilight: 2000*, it is difficult to divorce wealth and power—you need power to protect and utilize wealth, and of course, wealth will attract followers.

There has evolved a new ecology of trade. This ecology has only two niches—predators and prey. The prey are those who are attempting to make an honest living in their new environment. These are the farmers, fishermen, merchants, craftsmen and artisans of the world. Through their own skills they are eking out a living from what is left of their homes.

The predators are everyone else; marauders and bandits who make their living by stealing and raiding others (sometimes other marauders, but not often). The predators are plentiful at this time, as there is plenty for the taking, and it is an easier life than actually settling down and working. Foreigners (most of whom are military personnel) in a given area are almost forced into being predators in order to survive (as they haven't the skills necessary to do anything other than fight).

Prey are becoming less docile, however. Many of the farmers have guns now, too. Farming villages are becoming armed fortresses—less and less attractive in the eyes of the bandits.

Player characters will require a certain amount of wealth in order to survive. How they come by this wealth will be their decision. They can go into business, as traders, mercenaries, bodyguards, or whatever. Or, they can become marauders, ignoring the moral implications of what they do, more or less justified by their need to survive. Predators or prey is a choice they will have to make.

QUEST FOR POWER

First, what is power? In *Twilight: 2000*, power can be defined as one's ability to impose his views and will upon others. The means toward that end can take many forms. The easiest way to establish a power base is to attract followers.

Followers will be attracted by two things—reputation and personal magnetism.

Reputation can only be built through a series of successful actions. Word will spread, however slowly, across the countryside, until it reaches the ears of would-be followers. As a person's reputation builds, these followers might be convinced to

seek him out, either to help him or stop him.

The personal magnetism of an individual will be a measure of both his ability to attract followers on the spot and his ability to keep those followers he already has. Relying on a reputation may not always be the best means of attracting people. Recruiting new blood from one's immediate surroundings should prove to be a more effective means of gaining followers.

In game terms, a character's personal magnetism and reputation will be, at best, unclear. Reputation should be determined by the referee after considering the previous visible accomplishments of the character. Personal magnetism, on the other hand, will be more difficult to represent. There is no skill which covers such a concept. The referee will be called upon to determine this ability on his own, taking into consideration the way in which the player role-plays his character. (Could it be? An actual reward for role-playing a character as opposed to just adventuring with him?)

Utilizing power is another question altogether. Imposing one's viewpoints on others in the *Twilight: 2000* environment will almost certainly take the form of an enforced dictatorship. If the locals have no wish to be ruled, they will have to be conquered. However, the average peasant at this time has no need to meddle in politics—he is much more concerned with growing enough to eat and protecting himself from marauders. If allowing someone else to peacefully take a portion of his yield will protect him from having his buildings burned and the food taken anyway, he may indeed see the wisdom in paying taxes to a local warlord. Protection is the key to a rule which, at least on the surface, wishes to appear benevolent.

Violent takeovers of territory, on the other hand, will usually be only short-lived affairs. Looting the countryside will not only drive the peasants off the land, but will deplete what riches there are at a terribly accelerated rate. If violence is indeed the last refuge of the incompetent, its consulate will be brimming over in the world of *Twilight: 2000*.

Controlling one's power base will be the most imposing task of all. Without direct control, anyone's followers might take any action, provided the situation presents itself. Since a person can only exercise direct control over a couple of dozen men, the opportunities for power to get out of hand in certain spots will become overwhelming if the number of followers becomes too great.

Of course, this is only a problem if the character in charge is



interested in promoting civilization. Otherwise, the entire horde can run amok, without regard to the long term effects on the natives.

THE QUEST FOR HOME

Your characters were American soldiers from the 5th Division. Therefore, physically, home is North America, the United States. However, in all actuality, home is nothing more than a memory in their minds, and the home they knew really no longer exists.

From the point of view of the character, they certainly realize that the exchange must have had far-reaching effects back in the States. Remember, they were in the army, the most rigid, unchanging institution known to mankind, and yet they went from fighting with high tech equipment to riding horses and growing their own food in just a matter of a couple of years. The changes back home must be equally imposing.

Stuck in Europe, there is very little the characters can do to try to get home. Survival, as discussed earlier, is an all encompassing activity. A trek across the northern European plain, searching for an avenue of escape would in itself be a monumental achievement, but not an impossible one.

Without being able to find their way home, the characters may wish to recreate for themselves a reasonable facsimile right where they are. The chief building materials for such a recreation are described in the next section.

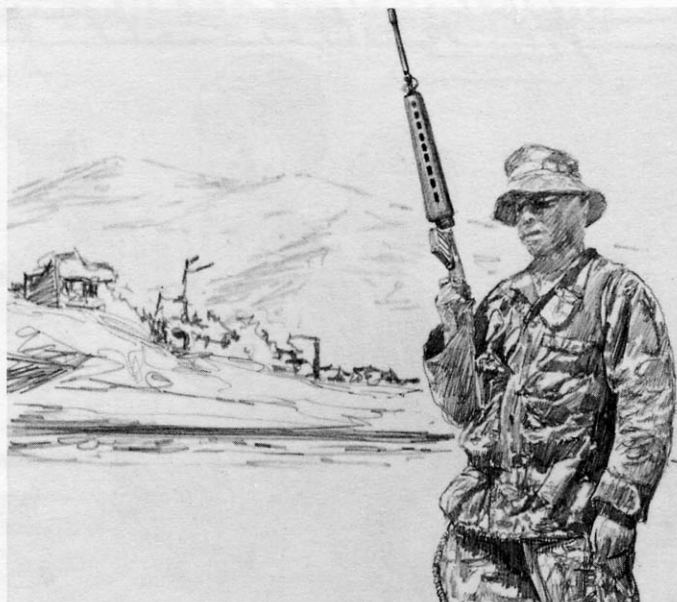
THE QUEST FOR THE WORLD THAT USED TO BE

The world that used to be no longer exists. It cannot be found—it must be recreated.

All the technology of the world prior to the exchange has been lost or severely set back. But it is that technology which must be revived in order for the world to survive, even at this depleted level. Without it, anything which is still working will eventually break down, and a total technological dark age will certainly result.

In order for society to get back on its feet, a sort of technological Renaissance will have to take place. Those people with vision will be attempting to revive their knowledge of medicine, power generation, food production, and, inevitably, weapons manufacture. Due to human nature, the order of these developments will probably not be in the order which will best benefit the population. (They are already manufacturing ammunition again in Krakow, but is anyone thinking of making solar cells or new sources of antibiotics? Of course not.)

However, in whatever order, these revivals of old knowledge will have to take place soon. As the war grinds to a standstill, the chief obstacle to that progress will disappear. Unlike their 15th century counterparts, these new thinkers will be able to remember what they need to know, not excavate it from the ruins. The survivors all experienced life on Earth at its height, just a few short years ago. Now, with the world at its lowest



point in history, socially and physically, the reinstitution of older ways will begin at a highly accelerated rate. From the bottom, there is only one direction to go.

The player characters could take leading roles in the revival of the old society. The difficulties which will have to be overcome are enormous. Just getting to a position of power where they could possibly affect their surroundings will take time and a great deal of effort. Luck won't hurt, either. But, if the player characters decide to be men of vision, attempting to make a better world for themselves and for others, as opposed to just leeching off the world as it is, they might find the game a much greater challenge. In its mimetic role, *Twilight: 2000* presents a world in which creation is much more difficult than destruction.

Twilight: 2000 presents role-players with a completely unique situation. Its environment is completely alien, and yet it is a derivative of the world we all know best, our own. In such an environment, it is understandable that characters might become confused as to which actions to take, which to avoid, and generally what to do. This is not surprising, however. If you or I were cut off in the middle of Poland after fighting several years in an army whose weaponry and strategy were becoming more and more primitive, I think we'd be more than a little confused ourselves.

Beyond simple survival, we can see that *Twilight: 2000* offers a plethora of opportunities for adventure. The potential for the player characters to affect their environment is enormous. If you like to shoot guns, fine. *Twilight: 2000* will let you do that. If you like to adventure in interesting surroundings and use your brain instead of your M16 once in a while, *Twilight: 2000* has the potential for that as well.

— Timothy B. Brown

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Twilight Scenario: *False Knight on the Road*



Players' Information:

As the players' unit rolls through a bombed-flat and uncomfortably barren stretch of country, keeping an eye on their dosimeters and another on the misty horizon, a figure appears on the road ahead. If the players shoot, he ducks behind a rock, and begins waving a white flag; he doesn't seem to be armed, and there's no sign of another person, vehicle, or hiding place.

On closer approach, the man is seen to be wearing a sharply tailored gray suit and a bowler hat; the flag is tied to a tight-rolled umbrella, and a leather briefcase is in the man's other hand. He looks for all the world like an English businessman hailing a cab in Trafalgar Square.

"Awfully glad to see you chaps," the man says, in a classical upper-class British accent. "Americans, aren't you? Well, awfully glad it was you that came along and not those other blighters." He taps his briefcase. "Wouldn't do for our red friends to get their hands on what's in here. Wouldn't do *at all*."

Referee's Information

If this sight doesn't take the players by surprise, they really *have* seen too much war.

The man in gray introduces himself as Sir Denis Chapman-Cole, H.M. Secret Service, and says he wants transportation to the nearest outpost of one of the NATO intelligence services; he will have a slight preference for CIA over DIA, "but beggars can't be choosers, don't cha know." Assuming the squad decides to take him along, he will produce a knapsack from behind his boulder; it contains a Polish military intelligence officer's uniform, rather worn, and a small amount of provisions and common medicines (aspirin, penicillin, perhaps a few morphine styrettes), which he will offer to share with the players. He has no gold.

Sir Denis will not open the leather briefcase unless given good reason (like, say, a threat to kill him). Inside is a 9mm automatic pistol, clipped near the flap for a quick draw. Three rounds (one game shot) will be gone from the magazine — "Two less blighters in this sad world,.." Sir Denis will say thoughtfully,

"my marksmanship isn't what it used to be, I fear." He has one empty and one full magazine in his coat pockets.

Also in the case is a file folder containing forty sheets of typescript: letters and numbers in five character code-groups. Handwritten on the folder is the legend *VALSE TRISTE*. Sir Denis will not show off the file at once, but things being what they are, eventually the players will want to know just what his mission is, how he got to be here dressed like this, and so forth.

Sir Denis explains that he has been behind enemy lines since "enemy lines" had some kind of practical meaning. He speaks fluent Polish and Russian, and (disguised as Warsaw Pact intelligence officers of various stripes) he has been accumulating the information in the *VALSE TRISTE* file—dossiers on Western intelligence officers who are actually KGB double agents. The file, he insists, must be gotten to someone who can make use of it.

The coding system is Sir Denis's personal code, extremely difficult to break without either his help or advanced machinery — he will bring this up if the group shows signs of wanting to kill him and sell the file to CIA/DIA/whoever themselves.

As for his clothing, he says he found the suit in a tailor's shop (on close inspection, it is not as perfectly fitted as it seemed at first), and he "desired to return to the company of gentlemen dressed as a gentleman." More practically, he says that the suit did attract their attention—and the only other clothes he had was an enemy uniform.

The question, of course, is: just who is Sir Denis Chapman-Cole, and what is *VALSE TRISTE*? The principal (though not the only) possibilities are:

1) Sir Denis is exactly what he claims to be. The actual value of the *VALSE TRISTE* file depends on how many of the people it names are a) still alive and b) in positions of enough authority to make them worth exposing.

Then again, even if everyone in the file is dead, a determined Western intelligence officer might want the file to prove that his suspicions were correct. *VALSE TRISTE* contains a number of possibilities for elaborate con games and blackmail schemes,



most of which will get the players into deep trouble with very unpleasant people. Note that the KGB will want to recover the file, not destroy it, unless there were no other way to keep it from falling into unfriendly hands; it is of value both for blackmail and to help the KGB rebuild its internal structure.

2) Sir Denis is actually Dmitri Sergeyevitch Chernikov, a Major in the KGB, and *FALSE TRISTE* is entirely a black-propaganda operation intended to throw the Western intelligence services into chaos. *FALSE TRISTE*'s "real" Russian name is *CHORNYA ZERKALO* (Black Mirror), and all internal KGB references to it are by that name; only a few officers (at such high levels that players are unlikely to encounter them) other than Chernikov know that one is the other.

Major Chernikov is a dedicated officer of unshakable loyalty; he is rather a romantic about espionage (the British officer gambit was his idea) but he is no fool. He is quite willing to die for the success of *CHORNYA ZERKALO*, and it would require the most extreme measures, probably including truth drugs, to make him break cover. He has a suicide pill in the left cuff of his shirt.

While it might be entertaining to have his umbrella be a Bulgarian Special (a concealed air pistol firing poison pellets), it would be inappropriate for an undercover agent to carry such an incriminating item (maybe some other time).

3) Sir Denis' real name is Danilo Czerwicz; he is, or rather was, a minor Polish military intelligence officer whose mind snapped after the last of his companions died of radiation, food poisoning, attacks by wild dogs... (Fill in other suitably gruesome details as you need them.) He found the gray suit, undamaged by some fluke, in a tailor's shop where he had taken refuge, and it provided a jumping-off place for his unbalanced mind: now in his delusion he is living out the spy novel plot of "The Lone Agent, Trapped Behind Enemy Lines with the Secret Plans." Danilo will not drop out of character unless subjected to some kind of drastic shock. Heavy casualties in the unit he is with, replaying what happened to his own squad, might bring him back. (In the real world, someone this far gone would be more likely to slip into catatonia or fugue than to suddenly recover; however, RPGs are a form of drama, and you are free to use whatever is dramatically best.) If enough time passes, Danilo's mental state will continue to deteriorate, and the effects of this will become apparent to the players. If he starts muttering about "getting the D-Day plans away from Himmler" or something about Dr. Fu Manchu, they should really start getting suspicious...

FALSE TRISTE does not exist in this last case. The documents in the briefcase may be nonsense, types by Danilo himself, or they might be real intelligence documents from God knows where, still possibly of value to someone who can decode them.

In the first case, Sir Denis is an Elite NPC, his Coolness Under Fire rating is 0, and in fact his imperturbability will probably drive his players nuts after a while. He is an excellent pistol shot. If he is actually a spy (for whatever side), he will have a complement of spy-type skills in such areas as Disguise, Demolition, exotic mixed drinks, and so forth; if he really is crazy, he will imagine he has those skills.

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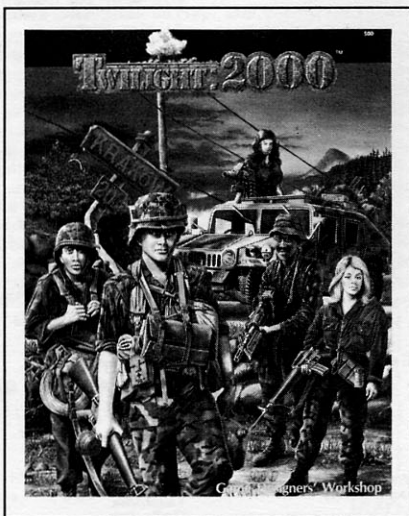
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Your division is gone, and you're hundreds of kilometers inside enemy territory; fortunately, the Soviets aren't in much better shape than you are.

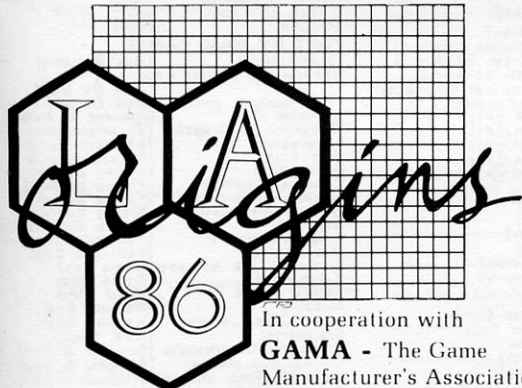
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HISTORICAL MINIATURES

25mm Sudan (Britannia)
 Pony Wars (Connoisseur)
 15mm Samurai (Dixon)
 Age of Marlborough (Editions Brokaw)
 Ancient Indians (Essex)
 25mm Napoleonic (Essex)
 25mm Fr Foreign Legion & Arabs (Falcon Min.)
 Western Barbarians (Falcon Min.)
 25mm Crimea (ESCI)
 History of Mexico (FrieKorps)
 American Revolution (Frontier)
 Boxer Rebellion (Frontier)
 Colonial (Frontier)
 Franco-Prussian (Frontier)
 Mexican-American Revolution (Frontier)
 Plains Indians (Frontier)
 Parahing Exp (Frontier)
 War of 1812 (Frontier)
 20mm Soldiers of the Amer. Wars (Frying Pan)
 25mm Zulus (Imperial Figures)
 30 Years War (Mike's Models)
 Medievals (Naismith)
 Armies of the Caesars (RAFM)
 Flintlock & Feather (RAFM)
 Hellenistic (RAFM)
 Jack Tarr (RAFM)
 Colonial (Ral Partha)
 Samurai (Ral Partha)
 Boxer Rebellion (Redwing Min)
 French & Indian War (RSM)
 Jacobite Rebellion (RSM)
 Seven Years War (RSM)
 Edge of Empire (Stone Mountain)
 15mm Fr Colonial (Stone Mountain)
 15mm Amer Civil War (TTG)

FANTASY/SCIENCE FICTION MIN

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 Battlecars/Battletrucks (Citadel)
 Dungeons & Dragons (Citadel)
 Fantasy Figures (Citadel)
 Golden Heroes (Citadel)
 Lord of the Rings (Citadel)
 Call of Cthulu (Grenadier)
 Chill (Grenadier)
 DC Heroes (Grenadier)
 Dragon of the Month (Grenadier)
 Dragon Lords (Grenadier)
 Fantasy Lords (Grenadier)
 Giants Club (Grenadier)
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 Masterpiece (Grenadier)
 Shapes of Dark Domain (Grenadier)
 Twilight 2000 (Grenadier)
 Warbots (Grenadier)
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 Bushido (Ral Partha)
 Black Baron (Stone Mountain)
 Marvel Super Heroes (TSR)
 Shadows & Steel (RAFM)
 Children of the Nile (TAG Ind)
 Toon (TAG Ind)
 Excursion into the Bizarre (Dark Horse)

VEHICLES & ACCESSORIES

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 Artifacts (Dwarven Stonecutter)
 Star Trek Ships (FASA)
 Greenfield Garrisons (Greenfield)
 ACW Ironclads (Greenfield)
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 Micro Armour (GHQ)
 Micronauts (GHQ)
 Battle Sector 4 (Last Grenadier)
 ACW 1/160 Buildings (Little Mini Shops)
 Iron Ships 1/1200 (Lizard's Grin)
 Ice Chariot (Ral Partha)
 ACW Supply Wagons (Stone Mountain)
 Starline 2000 (Task Force)
 Battleboards (Ship Shop)

MINIATURE RULES

Generalship American Wars (Jim Arnold)
 Never Call Retreat (Atalail Ltd)
 Long Knives (Greenfield)
 War Hammer-rev (Games Workshop)
 La Grand Tactique (Last Reserve)
 Kriegspiel & Wargame Library (Bill Leeson)
 Battle Fleet (Terry Mantion)
 Napoleonic Warfare-4th ed (Newbury)
 Scavenger (TTG)
 Sword & Pistol (TTG)
 Panzer War (Piker Game)
 Marathon to Manzikert (Piker Game)
 Warbots & Death Machines (Quartermaster)
 Battle Systems (TSR)
 Total Conflict (Z&M Pub)

ROLE PLAYING ADVENTURE

Alone Against the Dark (Chaosium)
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 Stealer of Souls (Chaosium)
 A Matter of Priorities (FASA)
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 Where Has All the Glory Gone (FASA)

Ambassador's Tale (FGU)
 Alone in the Night (FGU)
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 Fire Power (TAHGC)
 Russian Front (TAHGC)
 Monty's D-Day (TSR/SPI)
 Sirocco (TSR/SPI)
 Super Powers at War (TSR/SPI)
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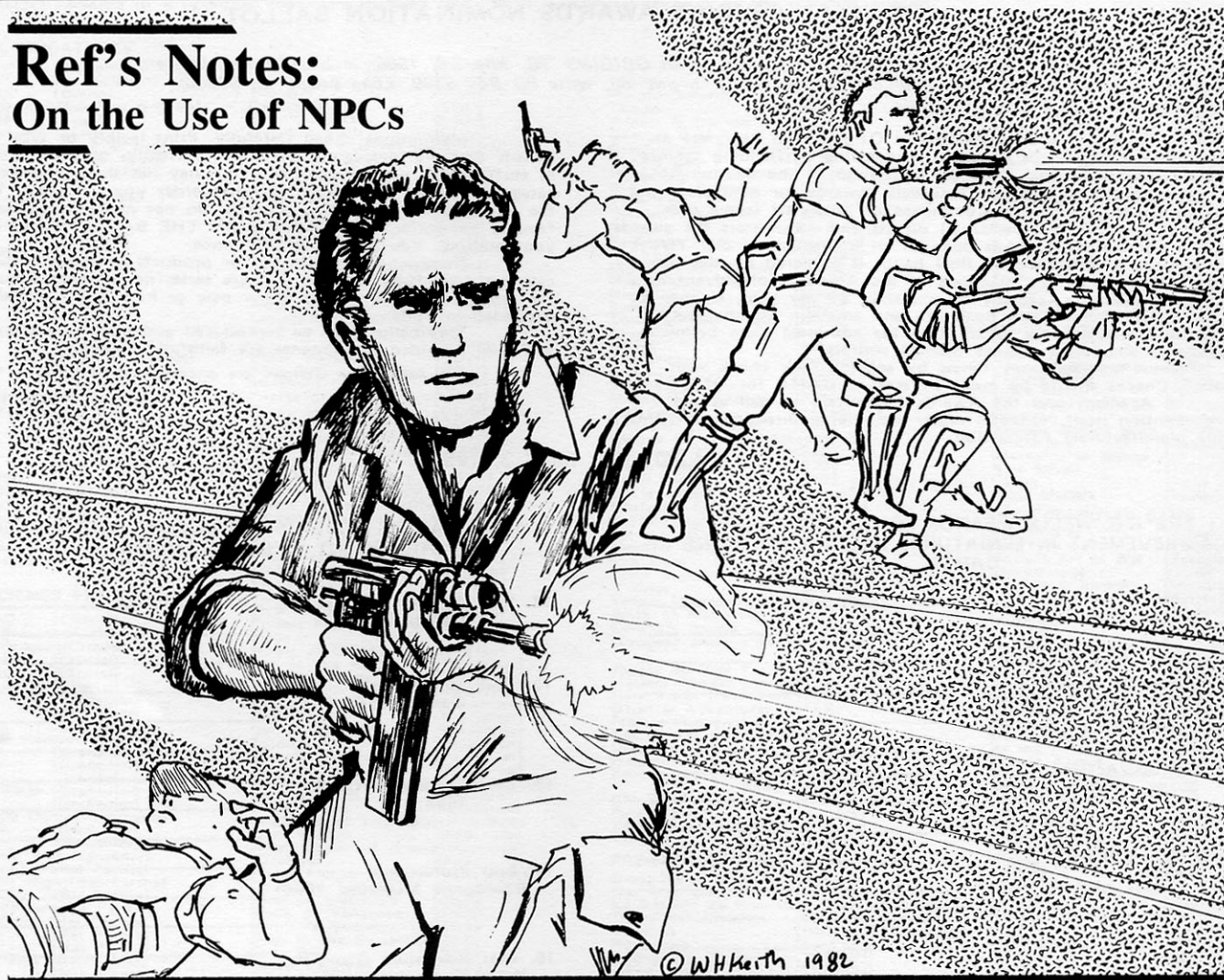
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Ref's Notes: On the Use of NPCs



Non-Player Characters are vital to a good campaign. When they're properly done, they give the players a feeling of interacting with real people instead of cardboard cutouts. A referee can construct the most elaborate and detailed setting imaginable, but without well-realized NPCs to populate it, all he has really done is create a movie set devoid of any relation to real life.

This does not mean that a referee has to create every NPC in exhaustive detail. Rather a few words of description can spell the difference between just another die roll on the encounter table and an opportunity for some good roleplaying. The following example serves to illustrate my point by comparing the way two different referees handle a "refugee" encounter.

Referee A: "You're driving down a road through the woods when you see a group of twenty people. They're probably refugees. They get off the road as you pass."

For all the life this referee brought to them, those refugees might as well have been a flock of chickens. Let's try the same scene again, with a more imaginative referee.

Referee B: "You're driving down a dusty backwoods road. Ahead of you, you see a group of people in civilian clothes, many of them carrying bundles on their backs. There are about twenty of them, all on foot, men, women and children. When you drive past them, they look at you with expressions ranging from fear to resignation."

Referee B has painted quite a scene. Instead of lifeless props, the refugees take on dimension and substance. It is a much more

interesting encounter than the first one. The players might be tempted to stop and interact with the refugees in some way. Any number of interesting situations could result. Even if the players don't stop, you will have established a feeling, a sense of realism.

Not all encounters need try for poignancy. In one of our early *Twilight: 2000* campaigns, the players met a band of gypsies. Gypsies are not on the encounter table, but I decided to spice things up a little bit (inspired by the presence of Romany, the language of the gypsies, on the language list). Through the use of good description and well-realized NPCs, the players spent a few days in the camp taking some needed R&R. When the two groups parted, the players felt as if they were leaving friends rather than a set of cardboard cutouts.

Major NPCs, the sort presented in the modules, present fewer problems, as their personalities are outlined in some detail. However, the referee should add details if he feels it necessary, as long as they are not inconsistent with the overall character as described in the short module write-up. Such descriptions are guidelines, not forged in steel.

In conclusion, remember that NPCs are the referee's hands and voice in the world he has created. What is being simulated are human beings, not department store dummies. Keep this in mind and your campaign, whatever game it is, will be the richer for it.

— Frank Frey

the
JOURNAL
of the Travellers' Aid Society®

Fleet Escort Lisiani
by Marc W. Miller

Siege
by John M. Ford



the JOURNAL of the Travellers' Aid Society®

No. 25

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Artists in this Issue: see page 2.

The Journal of the Travellers' Aid Society is Game Designers' Workshop's registered trademark for its science fiction gaming magazine devoted to **Traveller**.

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Dates in this issue of the *Journal* are given in accordance to an arbitrary Imperial calendar of 365 days. The date consists of a three-digit day number (the current day of the year) a dash, and a four digit number (showing the current year since the founding of the Imperium).

The date of this issue is **94-1112**, or the 94th day of the 1112th year of the Imperium.

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Submissions: We welcome articles and illustrations for the *Journal*. Please inquire before submitting manuscripts, enclosing a stamped, self-addressed envelope; we will send manuscript guideline and format sheets. Foreign inquires (except APO/FPO) please include International Reply Coupon.

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TRAVELLER NEWS SERVICE

DENTUS/REGINA (0601-C979500-A)

Date 063-1112

¶ Informed sources today leaked information indicating that the group of renegade Vargr which have eluded capture since the end of the recent war has probably fled the Spinward Marches for parts unknown. Several alleged members of the group were reputed to have been captured when they attempted to hijack a merchant ship near here late last year, and have been held incommunicado since that time.

¶ Admiralty public relations officer Captain Gaviin Ammern refused to comment when asked why the capture of some of the renegades has been kept secret for so long.

QUAR/CHRONOR (0808-B532720-B)

Date: 092-1112

¶ In an official statement issued today, the Imperial government formally declared all worlds in the Regina, Jewell, and Lanth subsectors to have reverted to their pre-war travel classifications.

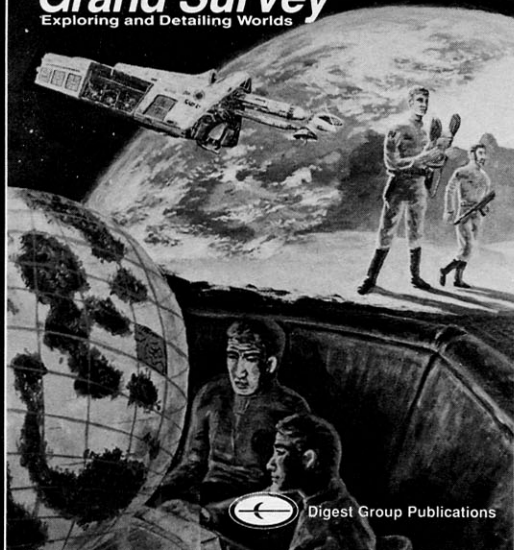
¶ With this proclamation, the last of the emergency proclamations promulgated during the recent war are withdrawn, and life in the Marches returns to normal.

Traveller News Service is another Imperium-wide benefit of membership in the Travellers' Aid Society.

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Fleet Escort Lisiani

Workhorse of the Squadron

The Imperial Navy orders the design and construction of ships based on real or perceived tactical and strategic needs of the fleet. One very real need is routine fleet security and support; the big battleships and battle riders are powerfully armed, but they need smaller ships to run their errands and to protect their arrival in and departure from a system. The Fleet Escort is a ship class designed for this mission.

Fleet Escorts come in a variety of classes, tonnages, and firepower types, and over the centuries, the Imperial Navy has procured them all. One type currently in service is the *P. F. Sloan* class Fleet Escort. Typical of ships in the class is *Arian Lisiani*, named for an Imperial naval hero of the Aslan Border Wars.

Built in 1037 at Mora, the *Lisiani* is now beginning to show its age, but two subsequent refits have enabled it to keep up with the demands of the Imperial Navy's fleet admirals.

The *Lisiani* is built as a cluster of cylinders, each committed to a specific role in the structure of the ship. The main hull contains the drives, life support, and quarters. The forward section houses the controls, bridge, and administration areas. Assembled as a belt around the waist of the main hull, the secondary cylinders house fuel, weapons bays, and small craft hangars.

Consistent with its mission, the *Lisiani* must be able to move at speeds equal to the ships it escorts and fight for a brief interval until those ships are ready to engage in battle. For a ship to stand in battle, it needs to be both defensively and offensively equipped. As a result, the ship devotes a high percentage

Arian Lisiani

Arian Lisiani began her career in the Imperial Navy in 220, joining Flight Branch as a graduate of the prestigious Imperial School on Sylea. Her early career achievements were mixed. After distinguishing herself in the discovery and assimilation of some border states of Ilelish, she was cashiered for insubordination during hostilities with the Aslan (she was reinstated after intervention by Admiral Voseyevski, a classmate at the Imperial School).

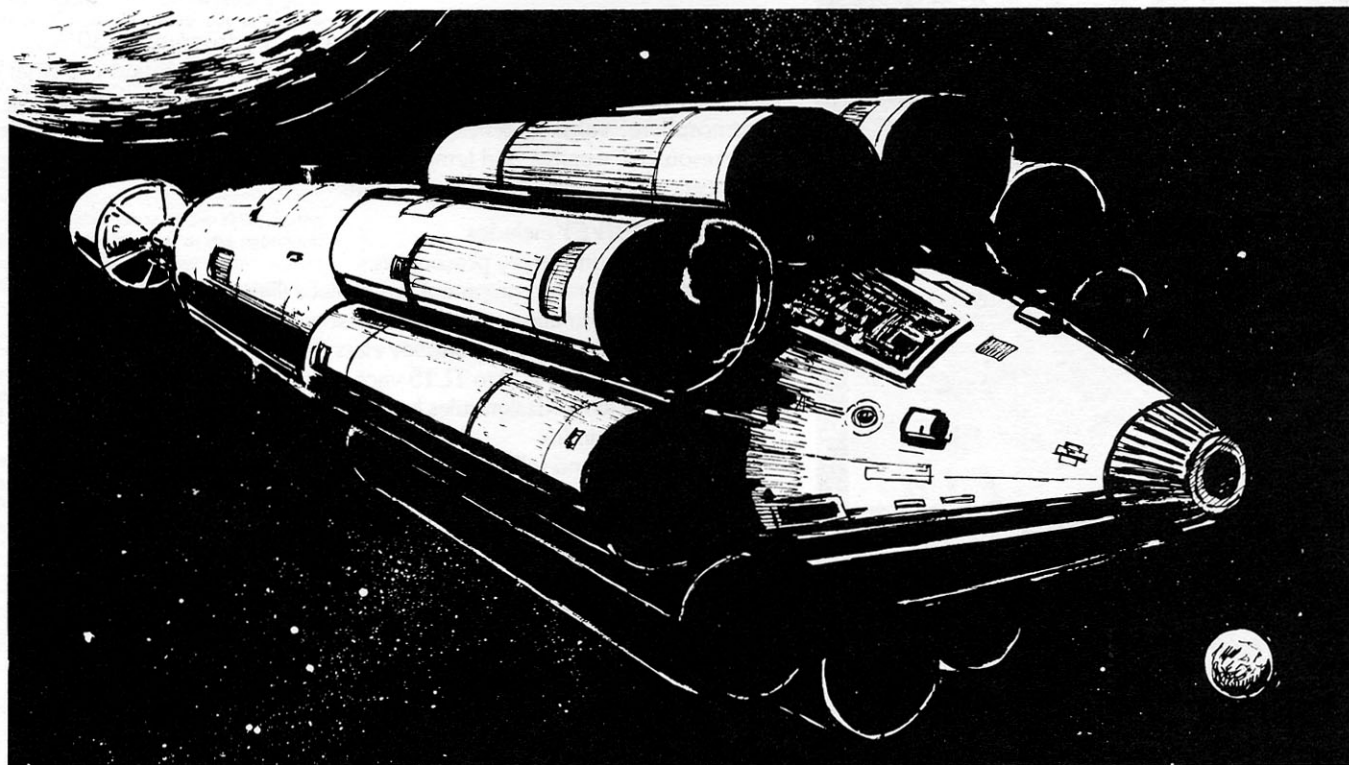
Lisiani distinguished herself in exploits during the Aslan Border Wars. As a Captain temporarily commanding a pursuit squadron, she directed forces in the relief of Warinir (Daibei sector) after it was occupied by an Aslan expeditionary force. The relief was successful, and the Aslan were driven from the system. Lisiani personally commanded the cruiser which diverted the main Aslan fleet away from Warinir; with her ship severely damaged, she managed to close on the Aslan command ship and destroy it before she was herself destroyed.

Arian Lisiani was awarded the Starburst for Extreme Heroism posthumously, and there has been a ship in the Imperial Fleet named for her continuously since 345.

of its hull to drives and can achieve jump-4 and 6G acceleration. It has agility 6 for maximum protection, and a highly rated Model/9fib computer. Furthermore, the ship's hull is armored (factor-5) and active screens in the form of meson screens (factor-2) and nuclear dampers (factor-2) are also fitted. In the offense, the ship has two 50-ton missile bays (factor-9) and three laser batteries (also factor-9).

Overall, the *Lisiani* was designed to last in battle just long enough for the larger ships in its squadron to arrive and deploy (or conversely, just long enough for the larger ships to make a clean escape). For that job, the ship is well-suited.

But the *Lisiani* has other missions. Available ships are often sent off on independent operations—gunboat diplomacy,



showing the flag, orbital support of ground operations, transport of diplomats, refugees, or VIPs, fleet courier operations, search and rescue operations, and even flagship duty for some squadrons. The *Lisiani* has proven itself capable of handling these routine missions as well.

CREW

Essential to the proper operation of any ship is its crew. The *Lisiani* carries a crew of forty— 32 ratings and eight officers. The ship's personnel are organized into several sections, and a chain of command connects each crewman through one or more officers to the ship's Captain.

The Command Section: The command section is composed of the ship's captain and the heads of the ship's departments. It includes the commanding officer (usually a Commander, rank O5, but always called the Captain; he is also the pilot), the Executive Officer (Lieutenant Commander), the Gunnery Officer (Lieutenant), and the Engineering Officer (Lieutenant Commander).

The Engineering Section: The engineering section is the largest on the ship, requiring fourteen persons to properly maintain and operate the ship's drives. In command is the Chief Engineer (Lieutenant Commander), assisted by the Second Engineer (Lieutenant). The remaining twelve in the section are ratings with a variety of skills and experiences.

The Gunnery Section: The gunnery section is tasked with maintaining and operating the ship's weapons. Commanded by the Gunnery Officer (who works on the bridge, the section is divided into three squads: Lasers, Missiles, and Screens. The Laser squad consists of three gunners who operate the three laser batteries. The Missile Squad has four gunners who man the missile bays. The Screens squad has two operators for the nuclear damper and two operators for the meson screen.

The Navigation Section: The navigation section is responsible for planning and plotting the ship's course, and carries a subordinate responsibility for the operation of the ship's cutters. Commanded by the Navigation Officer (a Lieutenant who himself reports to the Executive Officer), it consists of three cutter pilots (petty officers) and a navigation clerk.

The Communications Section: The communications section handles avionics, electronics, and computers aboard the fleet escort. Members are responsible for repair and maintenance as well as operation. Commanded by the Communications Officer (a Lieutenant who himself reports to the Executive Officer), the section has three petty officer members.

The Medical Section: The medical section is responsible for health and welfare of the crew, and this mission. Commanded by the Medical Officer (a Lieutenant who himself reports to the Executive Officer), it includes two petty officers trained in medical procedures.

The medical section is also responsible for operating the ship's

automated meal system.

Support Activities: There are no support personnel directly assigned to the ship. Required tasks and chores are assigned on a rotating basis to all of the ship's crew.

Ship's Troops: There are no assigned ship's troops aboard.

EVOLUTION OF THE DESIGN

The appearance of the *Lisiani* is characteristic of some high technology ships; attention is paid to performance and interior outfitting, but the exterior is viewed by the naval architect as simply a container for the ship's volume.

Labor is a costly commodity on high-tech industrial worlds, and as a result, standard sizes, shapes, configurations, and components are easier to obtain than special ones. In the interests of easy construction, the naval architect settled on easily obtainable cylinders (of tech-15 armor material) and sacrificed some aesthetics in the process.

In addition, previous design prototypes of this kind of ship had played with L-Hyd tank fittings in order to produce a high-jump capable Fleet Courier. Those existing hull specifications were easily used when this ship was designed.

BOOK 2 DESCRIPTION

The following description details the *Lisiani* according to basic **Traveller** standards (even though it was designed and built using *High Guard*).

Fleet Escort (type FE): Using a custom 5,000-ton hull, the Fleet Escort is a naval fighting ship commonly assigned to squadron support activities. It mounts jump drives capable of jump-4 and maneuver drives capable of 6G acceleration. Fuel tankage of 2,450 tons supports the power plant and one jump-4. On the deck beneath the bridge is a computer Model/9fib. There are 24 staterooms and no low berths. The ship has thirty hardpoints and two 50-ton bays. Installed on the hardpoints are triple laser turrets (organized into batteries of ten turrets each); the two bays are equipped as missile bays. There are three ship's vehicles: three modular cutters. Cargo capacity is 40 tons. The hull is not streamlined.

The Fleet Escort requires a crew of 40: eight officers and thirty-two ratings. Occasional passengers are possible if officers are required to double bunk. The ship costs MCr3,334.5 and requires 38 months to build.

REFERENCES

The *P. F. Sloan* class Fleet Escort (of which the *Lisiani* is a member) has been mentioned in the following **Traveller** books: *Fighting Ships*, **Traveller** Supplement 9, page 18.

The Spinward Marches Campaign, pages 32-39. The 154th Battle Rider Squadron.

Fleet Escort <i>Arian Lisiani</i> (<i>Sloan</i> Class)	FE-E3469J2-502200-90009-0	MCr3,334.5	5,000 tons
batteries bearing	3 2		TL = 15
batteries	3 2		Crew = 40
Passengers = 0. Low = 0. Cargo = 40. Fuel = 2,450. EP = 450. Agility = 6. Troops = 0. Fuel Scoops. Three cutters.			
Cutter <i>Chrysolite</i> (<i>Mineral</i> Class)	YY-0204401-000000-00002-0	MCr30.25	50 tons
batteries bearing	1		TL = 9
batteries	1		Crew = 2
Passengers = 12. Cargo = 15. Fuel = 13.5. Agility = 4.			



DESIGNING THE LISIANI

Producing deck plans from a set of *High Guard* statistics can be an intimidating experience. The following is a chronicle of the way I went about it for the *Lisiani* deck plans.

Early on, I decided to produce a set of deck plans for the *P. F. Sloan* class Fleet Escort. The *Sloan* class figured prominently in the recent Spinward Marches Campaign (as part of the 154th Battle Squadron), and frankly, I was curious to see how the ship was put together.

The primary reference for the *Sloan* class Fleet Escort is a Paul Jaquays illustration in *Traveller* Supplement 9, *Fighting Ships*. Accompanying the picture is a detailed *High Guard* description, including USP and some background details.

Ship Volume: Deck plans are produced using a grid with 1.5 meter squares; one cube (1.5 meters on a side) equals one quarter of a ton. Assuming an interdeck separation of 3 meters, then two deck squares are equivalent to one ton.

Analyzing the illustration of the Fleet Escort, I was able to break it down into four component structures: the main hull, the external tanks, the aft cone, and the forward hull. Using a photocopy of the picture, I marked approximate relationships of various dimensions. For example, I estimated that there were ten external tanks, each about half the diameter of the main hull, and approximately half the length of the main hull. The main hull itself is about 2.5 times as long as it is wide.

Using the formulae for the volume of various geometric solids, I computed approximate volumes and came up with the following estimates:

Main Hull: 2,000

External Tanks: 2,000

Aft Cone: 400

Forward Hull: 600

Total: 5,000

Using this information, I constructed an initial draft side view of the ship. I changed the outline several times, trying to make the profile conform with the available picture.

With a completed side view, it is possible to accurately compute tonnage. It came in slightly over, so I reduced the lengths of the external tanks to bring the tonnage within limits.

The ship description specified several components, and it was important to include them in the drawings. They included provisions for three cutters, two 50-ton missile bays, and three batteries of lasers (ten turrets each). The ship also required quarters for 8 officers and 32 crew members, and a hold for 40 tons of cargo.

The External Tanks: the tonnage of the other structures is fairly well fixed, but I saw some potential for manipulation of the external tank tonnage. By altering the length or diameter of the tanks slightly, I could allow unusual or unexpected fixtures. This was important because the cutters I wanted to install in the ship would not fit on a single deck, either by length or height. I left eight of the tanks as originally designed. The ninth was converted to hold the three cutters; by installing longitudinal holding tubes, they could launch and dock with a minimum of effort. The tenth tank was slightly lengthened, and the two 50-ton bays were installed: one at each end. The space between the two remained fuel tankage.

Facility Layout: I treat required tonnages as requirements for *total* ship tonnage. Within the ship, I did not feel compelled to make each stateroom four tons, nor the bridge precisely one hundred tons; instead, the sum of the tonnage is distributed around the ship as support facilities or corridors.

In analyzing the ship and its mission, I decided that there was a need for the following as well:

Armory: For maintenance and repair of on-board weaponry, and for secure storage of small arms used by the crew.

Vehicle Deck: For garaging vehicles that the ship might carry. The illustration showed a small vehicle which I decided was a GCarrier (since it was not consistent with the cutters I felt the ship carried). A vehicle deck also allows the ship to receive GCarriers or air/rafts serving as couriers from other ships.

Mess Deck: To consolidate recreation and meal service for the crew and the officers. Putting the mess facilities all on one deck made a large recreation area possible.

Miscellaneous Equipment: Provision for such essentials as avionics, the ship's locker, assembly areas, and a dedicated captain's area.

The Drives: The drives took up 31% of the ship, but when I installed them in the main hull and the aft cone, I found they took up all but a few tons (reserved for the aft laser battery) of the cone and nearly 65% of the main hull.

Rather than present many repetitious drive decks, I decided to show only a few representative ones and concentrate instead on the living and fighting decks.

The Bridge: Because the bridge is the nerve center of the ship, I like to put special attention into its design. Given the shape of the forward hull, I decided on a two level bridge—a pit with the pilot/captain, navigator, and gunnery control officer, and a raised balcony around it where subordinate officers could perform their duties. Moreover, I envisioned several small chambers off the main bridge where the commanding officer could brief visitors, or where the officer of the day could stand watch.

—Marc W. Miller



Twilight Miniatures Rules: Draft Edition

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INTRODUCTION

These are draft rules for use with *Twilight: 2000* miniatures. We have received a lot of requests for such rules and recognized fairly early in the project that these rules were needed as soon as possible. On the other hand, when we actually publish such rules for sale, we want to be sure that they are top-notch. Obviously, "best" and "soonest" are in direct conflict. The solution we have come up with is this set of draft rules. We present them here as a free insert in the magazine. We intend to later publish and sell a more polished and detailed set of rules. In the meantime, these rules will enable you to play the basic game system. We would very much appreciate hearing from you about these rules. All comments and suggestions will be a big help to us in preparing the final rules for publication.

GAME SCALE

Each inch on the playing surface represents ten yards of actual ground. Each heavy weapon and vehicle represents one actual weapon or vehicle. Each stand of two infantry or light crew served weapons represents from four to six men. Each stand of one figure represents a single leader or scout. Each game turn represents five minutes of elapsed time.

MOUNTING FIGURES

Miniatures are mounted on bases. Single figures (leaders and scouts) are mounted on bases 1/2" square. Two-man bases and crews of heavy weapons are mounted on bases 1" square. Bases may be cut from styrene plastic sheet, heavy cardboard, balsa wood or any convenient material. For aesthetic effect, the figure bases may be concealed with epoxy putty or a similar compound, and covered with model railroad scatter grass or painted.

SEQUENCE OF PLAY

1. Command Phase
2. Movement
3. Opportunity Fire
4. General Fire
5. Close Fire
6. Morale
7. Melee

COMMAND CONTROL

Command control is the most important single aspect of these rules. Understanding of the command control rules is essential to effective play of the game.

A. General Rule: Non-demoralized units require orders to move. Orders only affect the movement of a unit, never its ability to fire.

B. Orders: There are three simple orders that can be given a unit during the command phase. Each order is represented by a chit placed beside the unit during the command phase. Order chits can be made from blank

counters or similar sized pieces of cardboard or paper. The chit should be covered up when placed so the enemy cannot see it. Pennies or other blank counters work well for this. The chit is revealed before movement. The three possible orders are:

1. Cautious Advance
2. Full Advance
3. Rally/Regroup

Cautious Advance: This order should be represented by a chit with the outline of an arrow on it. The arrow of the chit is pointed in the direction of intended movement. The unit may move as far as it wishes up to half of its movement allowance. If a unit moves exclusively on a road, it may use its road movement allowance. If any part of its movement is off of a road it must use its cross country movement allowance for the entire move. Units which move half may not fire during opportunity fire, but may fire during the general fire phase, and may be eligible to fire during the close fire phase.

Full Advance: This order should be represented by a chit with a solid arrow on it. The arrow of the chit is pointed in the direction of intended movement. The unit may move as far as it wishes up to its movement allowance. The unit need not move its entire movement allowance, but *must* move at least half of it. If a unit moves exclusively on a road, it may use its road movement allowance. If any part of its movement is off of a road it must use its cross country movement allowance for the entire move. Units which move full may not fire in the opportunity or general fire phase, but may be eligible to fire in the close fire phase.

Rally/Regroup: This order should be represented by a chit with an R on it. A Rally/Regroup order enables units to recover from demoralization. Any unit which receives a rally/regroup order automatically rallies. A Rally/Regroup order is also used to convert fugitives back into functioning combat units. Any two stands of fugitives may be combined into a single full-strength stand with a Rally/Regroup order.

C. Giving Orders: There are two types of units which are important to the order process: *scouts* and *commanders*. All scouts and commanders are mounted as single figure stands.

Scouts: A scout may always be given a movement order



(cautious advance or full advance). The order applies only to the scout. (This means that a scout may always move in any fashion he desires. The order chit merely serves to record the player's intention in advance.)

Commanders: A commander may always give one order. The order chit may be placed anywhere in the field of vision of the commander. Alternatively, if the commander has a radio, he may place the order chit by the location of any or all subordinate vehicles or stands which have radios.

Once placed, the order applies to any subordinate vehicle or stand, or any group of vehicles and stands, within five inches of the order chit. If the commander is within five inches of the order chit he may or may not be included in the order, at the player's discretion. All units affected by the order move in a group. (In other words, the commander can give an order to part or all of his men. If the order applies to him as well, it effectively means that he is moving and saying "follow me".)

Demoralized commanders may not issue orders.

Figures representing player characters should always be mounted as single figures. The referee should decide whether or not a player character can serve as a commander. If not, he should be considered a scout.

MOVEMENT

Units are moved during movement and end their move facing in the direction they moved. They must be moved in the direction of the arrow on their order chit.

Infantry always moves at the walk movement rate (4") until it comes under fire or spots an enemy unit. Infantry may always run (8") in any turn immediately after it has been fired on and whenever there is at least one enemy unit visible to it during the turn.

Mount/Dismount, Limber/Unlimber takes place during movement. Infantry pay half their movement to mount or dismount. Towed guns pay all of their movement to limber and unlimber.

The vehicle transporting the infantry or gun pays half of its movement to mount/limber or dismount/unlimber, regardless of the type of unit carried.

TERRAIN EFFECTS ON MOVEMENT

Infantry pays double cost when moving through creeks and swamps, but is otherwise unaffected by terrain.

Tracked Vehicles pay double when moving through woods and creeks, may not enter swamps, and pay a 1" penalty per contour crossed (up or down).

Wheeled Vehicles may not cross creeks except at fords (and pay double movement cost to do so), pay quadruple cost to move through woods, may not enter swamps, and pay a 2" penalty per contour crossed (up or down).

FIRE COMBAT

There are three categories of fire combat: small arms, high explosive and antitank. Fire may take place in any or all of the three fire phases: opportunity, general and close.

WHEN UNITS FIRE:

Opportunity Fire: Direct fire units may fire in the opportunity fire phase of the turn if they did not move. Indirect fire units may fire in the opportunity fire phase of the turn if firing at the same point as the previous turn. Indirect fire units *must* fire at the same point in general fire if they fire opportunity fire.

General Fire: Indirect fire units may always fire in the general fire phase. Direct fire units which moved half may fire in the general fire phase. In addition, stationary direct fire units may fire *again* in the general fire phase.

Close Fire: All direct fire units, regardless of movement, may fire in close fire at any enemy unit within ten inches. Indirect fire units may fire at any enemy unit within ten inches of the observer of the fire.

Heavy Weapons: Mortars, all towed guns, all antitank missiles, and heavy machineguns (12.7mm and 14.5mm) are considered heavy weapons and must be stationary to fire. (Exception: heavy machineguns which are on vehicle mounts may fire the same as any vehicle-mounted gun.)

HOW UNITS FIRE

Each unit is rated as to its combat quality. This consists of placing it in one of four categories: *novice*, *experienced*, *veteran*, and *elite*. The troop quality chart gives a hit number for each type of unit at close, medium and long range. The weapon with which the unit is equipped determines the actual distance that each range band reaches. For example, Suppose a stand of experienced troops with M16's (5.56mm assault rifles) fired at a target 6 inches away. Consulting the firing chart indicates that this is medium range for an M16 (greater than 5 inches, which is close range, but within the 10 inch band of medium range). Consulting the troop quality chart indicates that at medium range an experienced unit will hit on a 3. Thus, the unit rolls for each shot and on a roll of 3 or less inflicts a hit on the enemy.

Extreme Range: A unit may only fire at extreme range by using aimed fire, and does so using the long range hit probability without doubling it.

ANTITANK FIRE

All antitank units are listed on the reference chart. Each

weapon has a range in inches and a penetration number at every range band. Some weapons also have a rangefinder bonus listed. The chance of hitting is determined by the troop quality (novice, experienced, veteran, elite) and the range band (close, effective, long, extreme). Consult the troop quality chart to find the hit number and add the weapon's rangefinder bonus (if any). Roll the hit number or less on a decimal die to hit. If a hit is achieved, roll the decimal die again and add it to the penetration number. Subtract the target's armor value and consult the vehicle damage table to determine the result. The following results are possible:

Crew: The vehicle crew (treated as a stand of infantry) receives one hit.

2 Crew: The vehicle crew takes two hits

Armament: One weapon, determined by the referee (at random, if desired) is eliminated. In addition, the crew takes one hit.

Mobility: The vehicle can no longer move. In addition, the crew takes one hit.

Catastrophic: The vehicle blows up and the crew is killed. In addition, the smoke from the burning vehicle blocks line of sight for the rest of the game.

Armor: All AFVs (armored fighting vehicles) have a front and flank armor rating. The front value is used if fired at from the front 45° arc; otherwise the flank value is used.

Range Finders: The vehicle listing gives a number of rangefinder bonuses for some vehicle-mounted weapons. These may only be used when conducting aimed shots and are only used when firing at vehicle-sized targets. When firing at targets at extreme range, halve the rangefinder bonus, rounding down.

Hull Down: Any AFV which is on top of a contour and stationary is assumed to be hull down for any shots against its front 45° arc. All hit chances against it are halved, rounding fractions down. In addition, all hits against vehicles with remote turrets in defilade must be confirmed by an additional die roll. On a roll of 1-5 the round actually hits; on a roll of 6+ it misses.

Terrain: A vehicle stationary in brush, hedgerow, woods, or town has the hit chance against it halved, rounding fractions down.

Rate of Fire: An antitank weapon may fire its full rate of fire (ROF) each phase that it can fire, provided all shots are directed at a single target. Units which switch targets in a phase pay an ROF penalty of minus one. Thus, a unit with an ROF of three could fire up to three shots at a single target or one shot at each of two separate targets. Note that units with an ROF of one or two may not split their fire in a phase.

HIGH EXPLOSIVE FIRE

All high explosive rounds have a burst area. In addition, most HE rounds have a fixed number of automatic hits inflicted by a direct hit. Each unit inside the burst area of a high explosive round suffers a hit on a result of 5 or less. The die roll is modified for target type and cover as indicated below:

Scout or Commander: +1

Stationary infantry: +1

Building: +2

Entrenchment: +3



Bunker: +4

Soft Vehicle +2

Open or Wheeled AFV +3

Other AFV: +4

One hit on a vehicle cuts its speed in half and causes a crew hit. A second hit immobilizes the vehicle and causes another crew hit. However, enclosed AFVs (such as tanks and armored cars) do not suffer a crew hit from HE burst.

If the round was fired during direct fire and a direct hit was scored, the round's automatic casualties are spread among the units inside the burst area. If the round was fired at a structure (such as a house or bunker), all hits are inflicted on units inside the structure. If the direct hit was achieved on a soft vehicle, the vehicle is destroyed and the automatic hits are inflicted on the passengers and crew. If the direct hit was achieved on an armored vehicle, damage is resolved using the penetration value of the round as explained in antitank fire.

If a weapon has a rate of fire greater than 1, or if more than one weapon is firing at a target, the burst areas of the rounds may be spread out to cover a wider area (in artillery fire this is called a dispersed sheaf) or superimposed on a single target (converged sheaf). If superimposed, one separate attack is made on each target in the burst area for each shot fired.

Deviation: There is a chance that HE rounds will deviate. All HE rounds fired by indirect fire units roll for deviation. If a 9 or 0 is rolled, there is no deviation. If another number is rolled, the rounds deviate in the direction indicated on the deviation chart. Roll the die a second time to determine the number of inches the round deviates. If the weapon is firing at half range or less, halve the die roll for number of inches of deviation.

Direct fire weapons which fire HE roll for a hit as if firing at an AFV using the antitank fire hit chart for an HE round. If the result is a hit, the round does not deviate. If a miss is scored, roll for deviation as above and halve the result of the deviation distance die roll. If the antitank fire hit chart indicates no chance of a hit at that range, deviation is automatically rolled for and the full value of the deviation distance roll is used.

Once a unit has fired HE at a target, the unit may, on subse-

quent turns, adjust its fire by either shifting the burst area up to two inches in any direction or (if the first rounds deviated) shifting it to its original aiming point. Deviation is not rolled for in either case.

SMALL ARMS FIRE

Infantry, machineguns, and some light cannon HE fire is treated as small arms fire. Small arms fire is directed at a specific unit. The number of dice rolled for hits is determined by the type of unit firing and the number required to hit is determined by the troop quality of the firing unit and the range at which the unit is firing. Hits from small arms fire have the same effect as HE hits.

Restricted Rate of Fire: Units equipped with weapons with a rate of fire of (1) may never fire during the general fire phase. If stationary, they may fire during opportunity fire. If within ten inches of an enemy unit they may fire during close fire.

The die roll to hit is modified by the type of unit firing and the terrain it occupies, as follows:

Target is:

- Scout or Commander: + 1
- Stationary Infantry: + 1
- Light AFV: + 3
- Medium/Heavy AFV: not allowed

Target in:

- Woods: + 1
- Building: + 2
- Entrenchment: + 2
- Bunker: + 2
- Higher Elevation: + 1

Commanders and Scouts: Single-figure bases (commanders and scouts) halve their ROF, rounding fractions down. A rate of fire of 1 becomes (1). A rate of fire of (1) is unchanged.

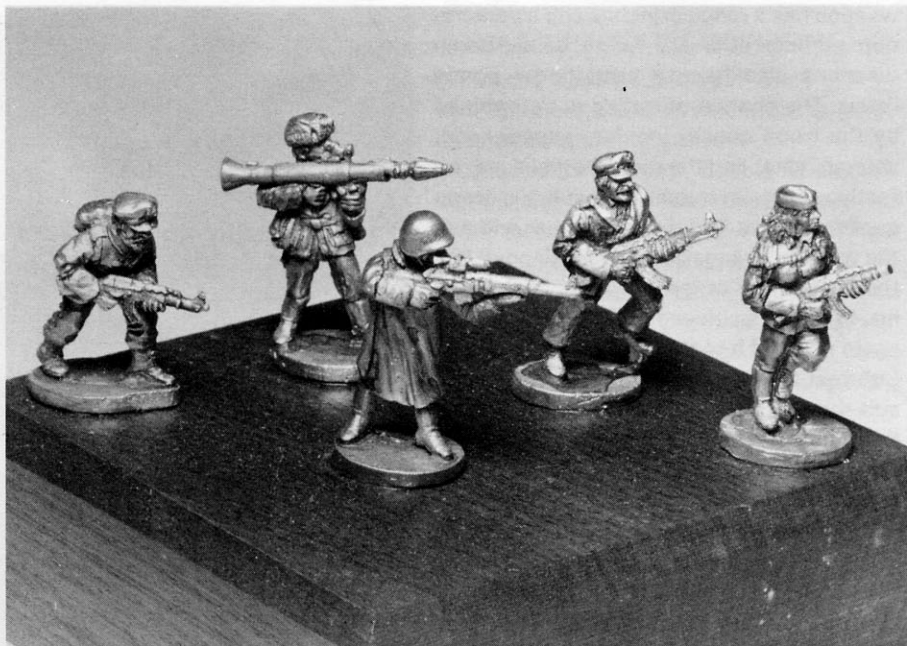
TROOP QUALITY

There are four categories of troops by quality: **Novice, Experienced, Veteran, and Elite.** Troop quality affects the staying power of a unit in combat and its ability to inflict casualties.

Staying Power: Green units become fugitives when they suffer one hit. Experienced units are forced back and pinned after their first hit and become fugitives after their second. Veterans suffer no effect from their first hit, are forced back after their second, and become fugitives after their third. Elites suffer no effect from their first and second hits, are forced back after their third and become fugitives after their fourth.

Fugitives lose all combat ability and will move their full (running) speed to the rear each movement phase until they reach cover and can no longer see the enemy. They will remain there until regrouped or until the enemy again becomes visible. If an enemy stand or vehicle touches a fugitive stand it surrenders. If a fugitive stand suffers an additional hit it is eliminated. A scout or commander reduced to fugitive status is seriously wounded instead and may not move.

Inflicting Casualties: Different quality units have different hit numbers and, in some cases, different rates of fire. These are



explained on the troop quality chart.

HE Fire Deviation: Green units double the result of their deviation rolls. Elite units halve the result.

MORALE

All units have a morale rating, determined by their troop quality. In some cases the referee may wish to vary this based on the particular situation being gamed. (It is possible to have very inexperienced troops who have terrific morale, or very competent troops who simply don't want to fight today.)

All units check morale by group. A group for morale purposes is a unit or group of units within five inches of each other and operating under the same orders.

A unit checks morale in the morale phase. It checks morale if it has been fired at in any phase of the turn. To check morale, roll a die and compare it to the unit's current modified morale. The unit's current morale is its original morale modified as follows:

- Each AFV destroyed in unit this turn: - 2
- Each other casualty (hit) suffered this turn: - 1
- Enemy infantry within 10 inches: - 1
- Enemy AFV within 10 inches: - 2
- Unit is or has previously been demoralized: - 2
- Unit is under cover: + 2

For every six vehicles or stands in the unit, ignore one - 1 modifier.

To check morale, roll a decimal die. If the die roll is equal to or lower than the unit's morale, it passes the check. If it is one or two higher, the unit is pinned. If the result is three or four higher, the unit is forced back and pinned. If the result is five or six higher, the unit is demoralized. If the result is seven or more higher, all stands of the unit are converted to fugitives and all heavy weapons and vehicles are abandoned.

A pinned unit may not fire in the next turn, nor may it move toward the enemy. It may move laterally or away from the enemy.

A unit forced back must move its full movement to the rear immediately and is pinned for the next turn. After that it is unaf-

fectured. Units in cover may be forced back deeper into cover, but will never be forced back out of cover. A demoralized unit may not fire or move unless enemy units are visible to it. If so, it will move away from the visible enemy units until it reaches a covered position. If unable to move away from enemy units (due to being surrounded), it will surrender. Demoralized units remain demoralized until rallied. If a demoralized unit suffers another demoralization result, all stands in the unit become fugitives.

VISIBILITY AND SPOTTING

Spotting takes place at the end of the movement phase and at the end of each fire phase. The referee determines which hidden units may be spotted and conducts one spotting roll for each. This roll is based on the best chance to spot the unit by any enemy unit. Note that only one roll is made, regardless of how many units are capable of spotting the hidden unit. The actual chance to spot is based on the type of unit spotting, the type of unit being spotted, the movement of the units, and the distance, as noted on the spotting chart.

ARTILLERY

Indirect fire must be plotted at the beginning of the turn in which it arrives in the *Command Phase*. An artillery unit may not be plotted for until it is unlimbered. An artillery unit may not be plotted for unless the target point is under observation by a qualified spotter. All commanders and scouts with radios are qualified spotters. Each spotter may only spot for one mission per turn.

To plot the mission, write down the following:

1. Which unit is firing
2. What it's firing (HE/SMOKE)
3. Where it's supposed to hit
4. Concentrated or dispersed fire
5. Who's spotting

AMMUNITION

All weapons have limited supplies of ammunition in the game. Each unit should have a sheet of paper that tells the weapons each stand is equipped with and how many shots for its weapon the stand is carrying. For small arms weapons in these rules, a "shot" is thirty actual bullets. For large caliber guns, missiles, grenade launchers, etc., it is one round. Each time that a unit fires, it uses one shot.

Small arms ammunition is divided into light ammunition (all pistol, SMG and small caliber assault rifles and auto rifles) and heavy ammunition (all 7.62 rounds and larger for battle rifles, sniper rifles, shotguns, sporting rifles, and machineguns). As a good general rule, a man can carry six shots worth of heavy ammunition or twelve shots worth of light ammunition. This means that a two-figure fire team stand would have either 24 shots of heavy ammunition or 48 shots of light ammunition. When a stand is carrying extra ammunition for rocket launchers, mortars, etc., calculate how many such rounds it can carry based on the formula *1 shot of heavy ammunition = 1 kilogram*.

CLOSE ASSAULT

Close assault occurs during the close assault phase. Since close assaults are resolved after the morale phase, actual close assaults will be rare.

Infantry versus infantry: Pair off all stands involved in the close assault. The side with more stands may use the extras to double up or triple up on single enemy stands. The number of close assaults conducted is equal to the number of stands of the weaker side. For each close assault each opposing player rolls a die which is modified as indicated below. The high die roll wins. The loser suffers one casualty per stand and is routed. After one round of close assaults has been conducted for each involved stand, reallocate stands which have not routed and conduct the close assault again. Continue this until only one side remains with unrouted stands.

Close Assault Die Roll Modifiers

Scout/Commander: - 2

Machinegun or weapons crew: - 2

Submachinegunners: + 2

Engineers: + 2

Each extra stand: + 2

Mounted cavalry: + 2

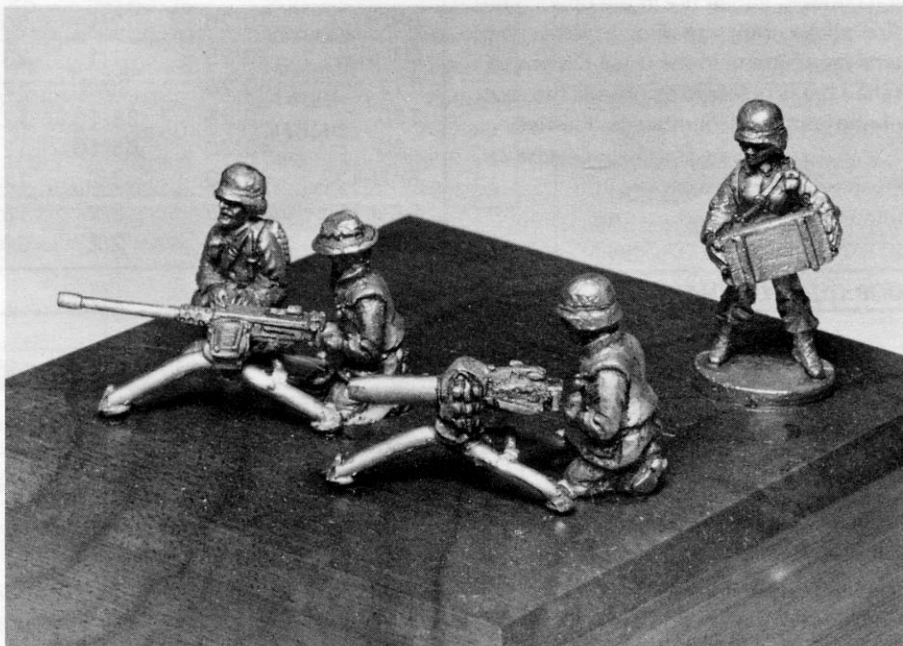
Higher morale: + difference

Infantry Versus AFVs: Only infantry armed with antitank grenades or some acceptable equivalent (such as a molotov cocktails) may close assault armored vehicles. If infantry close assaults an armored vehicle, only the player who owns the infantry rolls the die. One die roll is made per stand of infantry. On a roll of 1 or 2, the AFV is destroyed. On a roll of 9 or 0 the infantry suffers a casualty and is forced back. On any other result the infantry is forced back without a casualty.

Any infantry may close assault an open-topped AFV if equipped with grenades. Subtract 2 from the die roll when assaulting open-topped AFVs. A modified die roll of less than one is treated as one.

REGROUPING

Stands which have been reduced to fugitive status may be



regrouped. Two fugitive stands are regrouped to bring one stand back at full effectiveness.

Regrouping is an order. The command stand which issues the order may not conduct any other action that turn. As with any order, the regroup order may only be issued to stands subordinated to the command stand. The fugitive stands to be regrouped may not be under fire or be able to see any enemy unit during the turn of regrouping. When the order is given, one fugitive stand is removed from play and another has all hit markers removed from it.

SMOKE

Weapons with smoke rounds may create smoke screens. The size of the smoke screen generated by one round is listed on the smoke table in the reference charts. One end of the screen is placed at the impact point with the screen extending down wind from there. If more than one round is fired, it adds to the length of the screen. Smoke lasts for one complete turn.

SUBMACHINEGUNNERS

Submachinegunners may fire in opportunity fire even if they moved full.

AIMED FIRE

Only stationary units may conduct aimed fire, and may do so only during the opportunity fire phase. Units conducting aimed fire have their ROF halved, rounding fractions down. Units with an ROF of 1 fire as if they had an ROF of (1) (a restricted ROF), and may not then fire in the general fire phase. Units with a restricted ROF which conduct aimed fire in the opportunity fire phase may not fire in either the general fire phase or in the close fire phase.

Aimed fire is resolved as normal fire, but the firing unit's hit number is doubled.

—Frank A. Chadwick

GAME CHARTS

U.S. VEHICLE CHARACTERISTICS

Vehicle	Move	Armor	Armament
M2	50/35	4/2	25mm (30) [+1], TOW (7), MG (20)
M2A3	50/35	4/2	25mm (30) [+1], Hellfire (4), MG (20)
M113	40/30	3/1	BHMG (20)
M115A1	40/30	3/1	25mm (30) [+1], MG (20)
AAVP9	40/30	3/4	Mk 19 (35) [+1], M2HB (20)
M750	55/40	3/2	2 × MG (20)
Peacekeeper	70/25	2/2	2 × MG (20)
LAV-25	60/30	3/2	25mm (30) [+1], MG (20)
LAV-75	55/40	6/1	75mm (36) [+4], MG (20)
Stingray	50/40	20/8	105mm (36) [+4], MG (20), M2HB(C) (10)
M60A4	40/20	22/8	105mm (57) [+4], MG (20), M2HB(C) (10)
M1	50/40	55/8	105mm (55) [+4], MG (20), M2HB(C) (10)
M1E1	45/35	55/8	120mm (40) [+4], MG (20), M2HB(C) (10)
M1E2	50/40	80/8	120mm (40) [+4], MG (20), M2HB(C) (10)
Diana	50/40	2/8	2 × 25mm (50) [+1]
LAVAA	60/25	3/2	TOW II (10) [+1]
ITV	40/30	3/1	TOW II (10) [+1]
LAV PIVAD	60/25	3/2	Vulcan (180) [+1]
M990	40/30	6/1	2 × 30mm (50) [+1], MG (20)
PIVAD	40/30	2/1	Vulcan (180) [+1]
M110A2	30/20	3/1	203mm (2)
M109A2	35/25	3/2	155mm (36) [+1], M2HB(C) (10)
M988	35/25	5/5	2 × 40mm (23) [+1]
MPGS90	60/25	4/2	90mm (24) [+1], MG (20)
ADATS	55/40	6/1	ADATS (16) [+1], MG (20)
Blazer	50/35	4/2	Pivad (180) [+1], Stinger (12)
M920	50/35	5/2	Hellfire (8) [+1]

WARSAW PACT VEHICLE CHARACTERISTICS

Vehicle	Move	Armor	Armament
BMP-B	40/30	3/2	30mm (20), AT-5 (3), MG (20)
BMP-C	45/30	4/2	30mm (20) [+1] AT-5 (3), AGL (100)
BTR-70	55/25	2/2	KPV (20)
OT-64	60/30	3/2	KPV (20)
BRDM-3	70/25	2/1	30mm (10), MG (20)
OT-65	70/25	1/1	23mm (15), MG (20)
T72	40/25	30/8	125mm (40) [+3], MG (20), DShK(C) (10)
T80	40/25	35/10	125mm (40) [+3], MG (20), DShK(C) (10)
T90	40/30	65/10	125mm (40) [+4], MG (20), DShK(C) (10)
SAU-122	40/30	3/2	122mm (40), DShK(C) (10)
SAU-152	35/25	3/2	152mm (30), DShK(C) (10)
ZSU-30-6	65/40	2/2	30mmGG (50)

TROOP QUALITY CHART

Type				Hits					ROF	MOR
	Close	Mdm.	Long	1	2	3	4	5		
Novice	4	2	0	FG	FG	EL	EL	EL	—	4
Experienced	5	3	1	FB	FG	FG	EL	EL	—	6
Veteran	7	4	1	NE	FB	FG	EL	EL	+1	8
Elite	8	5	2	NE	NE	FB	FG	EL	+2	10

Notes:

Close = Close Range; Mdm. = Medium Range; Long = Long Range; FG = Fugitive; EL = Eliminated; FB = Forced Back; NE = No Effect; ROF = Rate of Fire; MOR = Morale.

U.S. ANTITANK WEAPONS

Weapon	Ammo	ROF	Close	Medium	Long	Ext.
M202	HEAT	4	10:25	20:25	40:25	80:25
	WP	4	10:-3	20:-3	40:-3	80:-3
	HEAT	1	10:30	20:30	40:30	80:30
	HE	1	10:-4	20:-4	40:-4	—
Mk 19	HEDP	1	10:0	20:0	40:0	—
	HVHE	8	20:-4	40:-4	80:-4	160:-4
Tank Breaker	HVHEDP	8	20:0	40:0	80:0	160:0
	HEAT	1	200:66	—	—	—
TOW II	HEAT	2	350:70	—	—	—
Hellfire	HEAT	2	400:90	—	—	—
ADATS	HEAT	2	800:100	—	—	—
M2HB	API	3	16:-1	32:-2	64:-3	128:-4
	SLAP	3	16:3	32:1	64:-1	128:-3
20mm	AP	6	20:-1	40:-2	80:-3	160:-4
	HE	6	20:-4	40:-4	80:-4	160:-4
25/30mm	API	5	25:6	50:4	100:1	200:-3
	APFSDSDU	5	25:15	50:10	100:5	200:0
	HE	5	25:-4	50:-4	100:-4	200:-4
40mm	HE	5	30:-3	60:-3	120:-3	240:-3
	HEPXP	5	30:-6	60:-6	120:-6	240:-6
75mm	APFSDS	10	40:25	80:20	160:15	320:10
	HEAT	10	30:25	60:25	120:25	240:25
	HE	10	30:0	60:0	120:0	240:0
	WP	10	30:-5	60:-5	120:-5	240:-5
90mm	HE	4	25:2	50:2	100:2	200:2
	APDS	4	30:30	60:25	120:20	240:10
	HEAT	4	25:30	50:30	100:30	200:30
	WP	4	25:-5	50:-5	100:-5	200:-5
105mmH	HE	4	25:4	50:4	100:4	200:4
	HEAT	4	25:35	50:35	100:35	200:35
105mm	HEAT	4	40:35	80:35	160:35	320:35
	APFSDS	4	50:35	100:30	200:25	400:15
	APFSDSDU	4	50:70	100:60	200:50	400:30
	WP	4	40:-5	80:-5	160:-5	320:-5
120mm	HEAT	4	40:40	80:40	160:40	320:40
	APFSDS	4	50:40	100:35	200:30	400:20
	APFSDSDU	4	50:80	100:70	200:60	400:40
	WP	4	40:-5	80:-5	160:-5	320:-5
155mm	HE/CLGP	2	35:9	70:9	140:9	280:9
	HEAT	2	35:40	70:40	140:40	280:40
	WP	2	35:-5	70:-5	140:-5	280:-5
165mm	HEP-T	2	12:60	25:60	50:60	100:60

* Includes M203 and HK69 grenade launchers.

VEHICLE DAMAGE TABLE

Die	Result	Die	Result
1	No Effect	11	Catastrophic
2	No Effect	12	Armament
3	Crew	13	Catastrophic
4	2 Crew	14	Mobility
5	Armament	15	Catastrophic
6	Mobility		
7	Armament		
8	Mobility		
9	Catastrophic		
10	Mobility		

HIGH EXPLOSIVE FIRE CHARACTERISTICS

Round	Burst	Auto Hits
30mm GL	3"	0
40mm	3"	0
40mm GL	3"	0
60mm Mtr	4"	1
75mm	2"	1
81mm Mtr	6"	1
82mm Mtr	6"	1
90mm	2"	2
4.2" Mtr	8"	2
105mm	4"	2
120mm Mtr	9"	2
120mm	6"	3
122mm	6"	3
125mm	6"	3
152mm	8"	4
155mm	8"	4
203mm	12"	5
20mm	*	
23mm	*	
25mm	*	
30mm	*	

* Treat as small arms fire

SMOKE TABLE

Round	Smoke Screen
40mm HC	1/2" x 1"
60mm WP	1/2" x 1"
81mm WP	2" x 4"
82mm WP	2" x 4"
4.2" WP	3" x 7"
105mm WP	3" x 7"
HC	1" x 4"
120mm WP	4" x 8"
HC	2" x 8"
122mm WP	3" x 6"
HC	1-1/2" x 6"
152mm WP	4" x 9"
HC	2" x 10"
155mm WP	4" x 9"
HC	2" x 10"
203mm WP	5" x 10"
HC	4" x 16"

WARSAW PACT ANTITANK WEAPONS

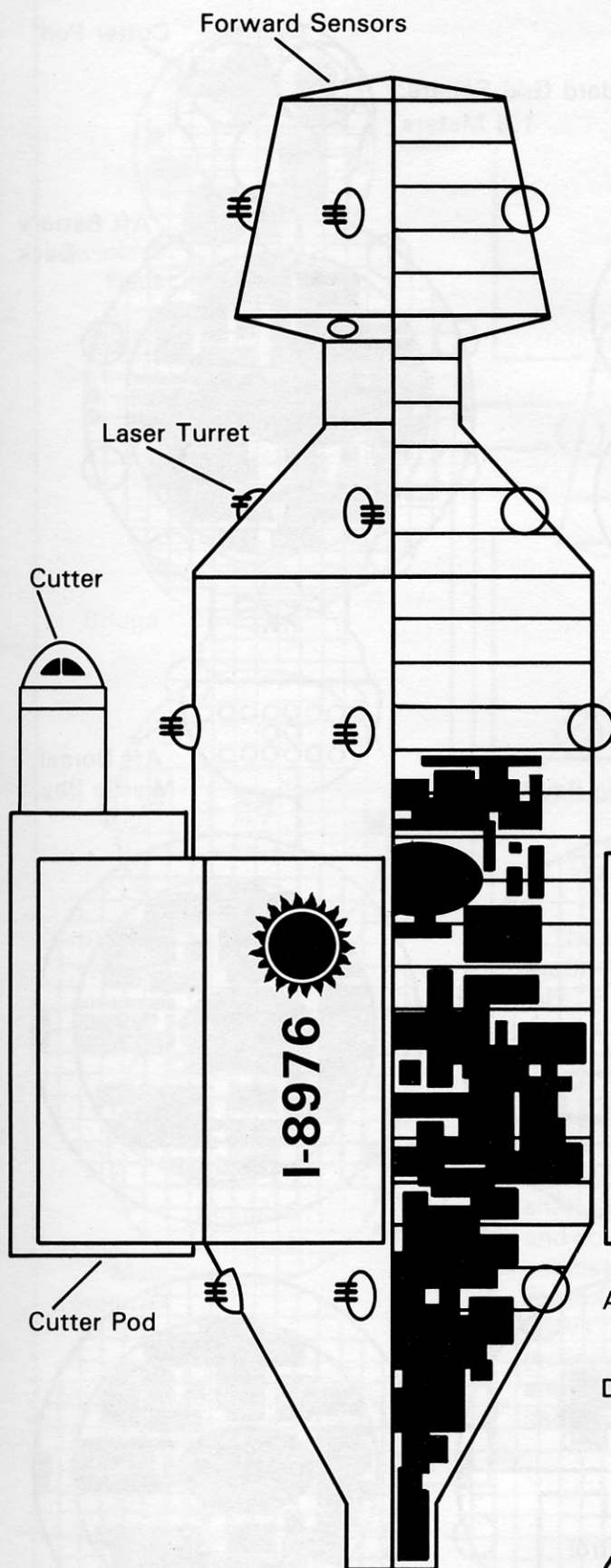
<i>Weapon</i>	<i>Ammo</i>	<i>ROF</i>	<i>Close</i>	<i>Medium</i>	<i>Long</i>	<i>Ext.</i>
RPG16	HEAT	4	15:35	30:35	60:35	120:35
AGS-17	HE	5	15:-4	30:-4	60:-4	120:-4
	HEAT	5	15:-2	30:-2	60:-2	120:-2
AT-4	HEAT	1	200:45	—	—	—
AT-5	HEAT	1	350:55	—	—	—
DShK	API	3	16:-1	32:-2	64:-3	128:-4
KPV	API	4	20:0	40:-1	80:-2	160:-3
23mm	API	5	25:0	50:-1	100:-2	200:-3
	HE	5	25:-4	50:-4	100:-4	200:-4
25/30mm	API	5	25:6	50:4	100:1	200:-3
	APFSDSDU	5	25:15	50:10	100:5	200:0
	HE	5	25:-4	50:-4	100:-4	200:-4
122mm	HE	4	30:7	60:7	120:7	240:7
	HEAT	4	30:40	60:40	120:40	240:40
	WP	4	30:-5	60:-5	120:-5	240:-5
125mm	HE	2	40:7	80:7	160:7	320:7
	HEAT	2	40:40	80:40	160:40	320:40
	APFSDS	2	50:40	100:35	200:30	400:20
	APFSDSDU	2	50:80	100:70	200:60	400:40
152mm	HE	2	30:9	60:9	120:9	240:9
	HEAT	2	35:35	70:35	140:35	280:35
	WP	2	30:-5	60:-5	120:-5	240:-5

SMALL ARMS

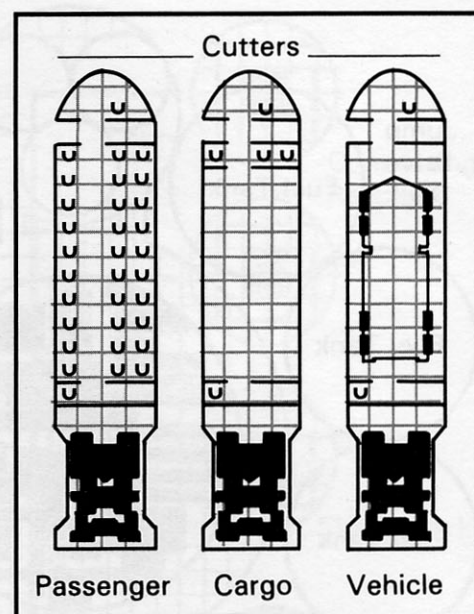
<i>Weapon</i>	<i>ROF</i>	<i>Close</i>	<i>Medium</i>	<i>Long</i>	<i>Extreme</i>
Crossbow	(1)	2	4	8	16
Hunting Bow	1	1	3	6	12
Pistol	1	1	3	6	12
Submachinegun	2	3	6	12	24
5.45/5.56 Assault Rifle	2	5	10	20	40
AKM Assault Rifle	2	4	8	16	32
Battle Rifle	1	6	12	24	48
M21, PSG1, SVD	1	7	14	28	56
Other Sniper Rifle	(1)	7	15	30	60
.22 Rifle	(1)	5	10	20	40
.30-06 Rifle	(1)	8	17	34	68
Other Sporting Rifle	(1)	6	12	24	48
DB Shotgun	1	4	8	—	—
Pump Shotgun	2	4	8	—	—
HK-CAW	5	4	8	—	—
Auto Rifle (bipod)	3	7	15	30	60
LMG (bipod)	4	9	18	36	72
MMG (tripod)	4	12	24	48	96
DShK/M2HB HMGs	3	16	32	64	128
KPV HMG	4	20	40	80	160

Notes:

Auto Rifles are treated as 5.45/5.56 assault rifles if not fired from a bipod. A 7.62 machinegun fired from a bipod is light, fired from a tripod it is medium. If carried and not fired from a mount, reduce the ROF to 2 and use the battle rifle ranges.



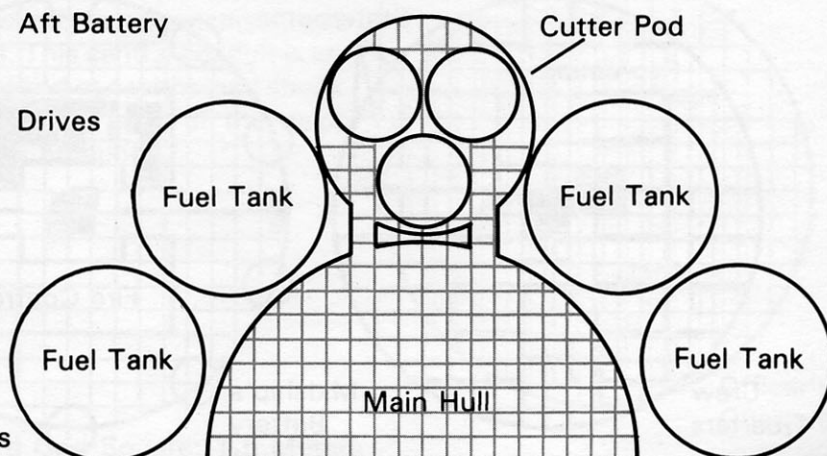
Avionics Deck
 Bridge
 Ready Room
 Main Computer
 Captain's Deck
 Connecting Passages
 Ship's Locker
 Sensor Processing
 Armory
 Officer's Quarters
 Mess Deck
 Crew Quarters
 Vehicle Deck
 Midship's Battery
 Drive Decks

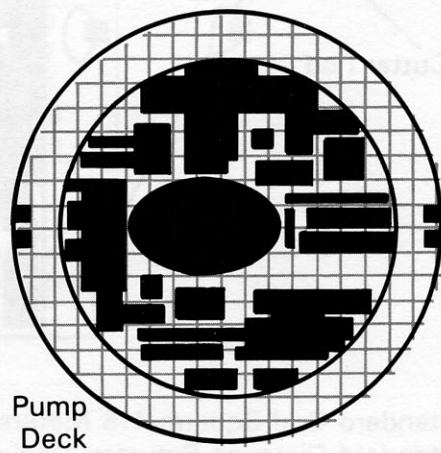
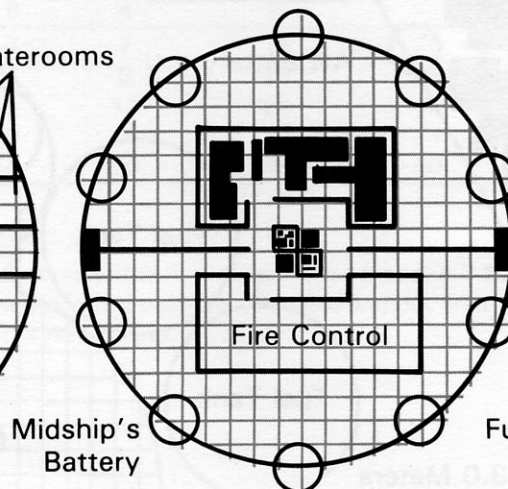
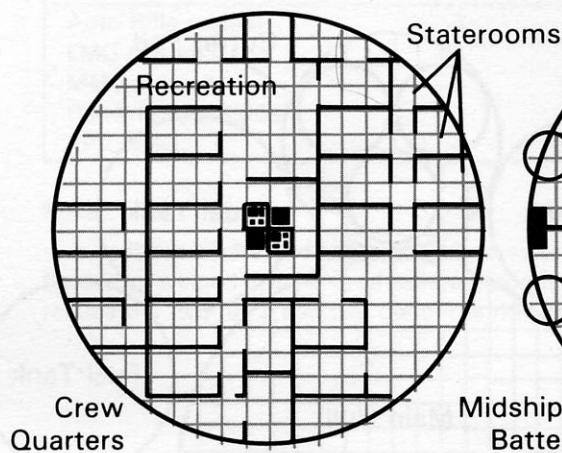
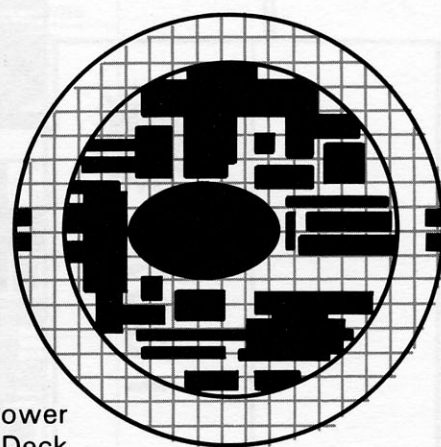
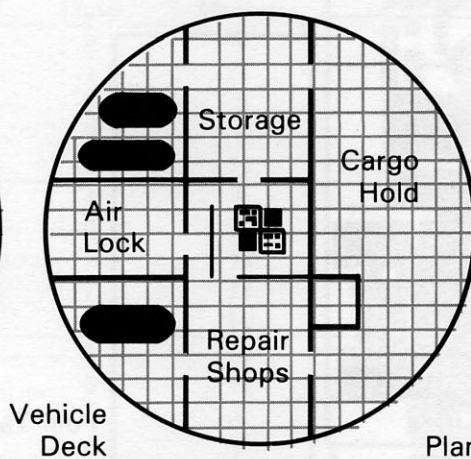
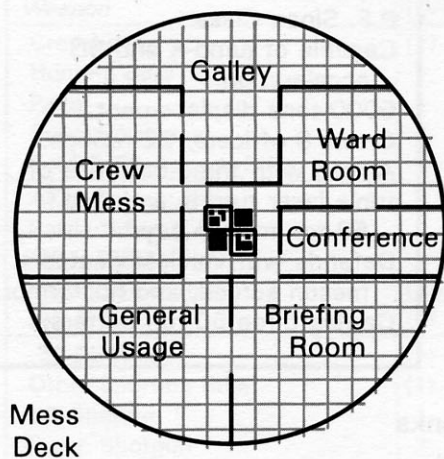
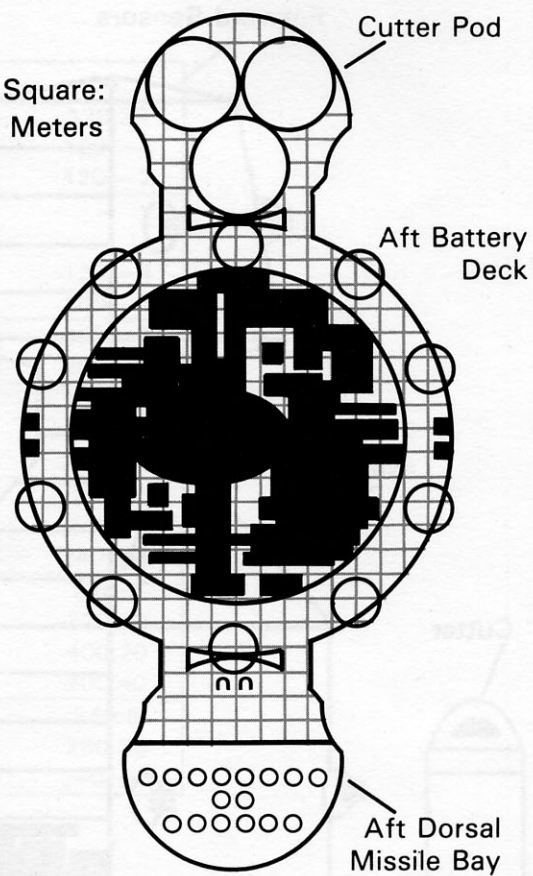
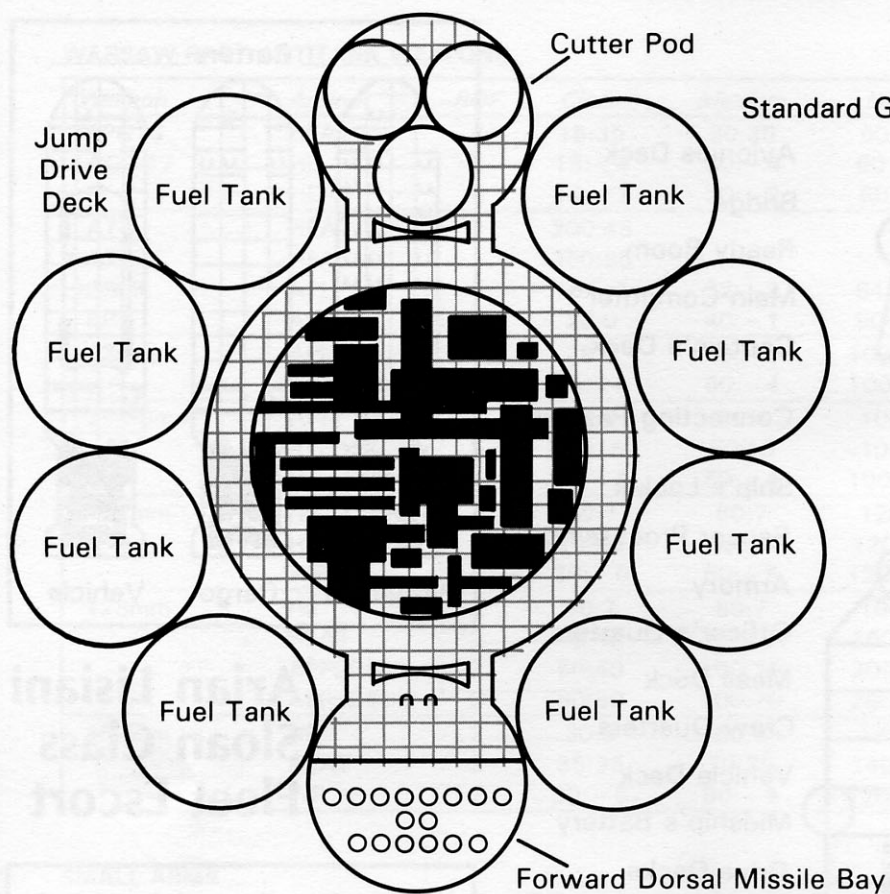


Arian Lisiani Sloan Class Fleet Escort

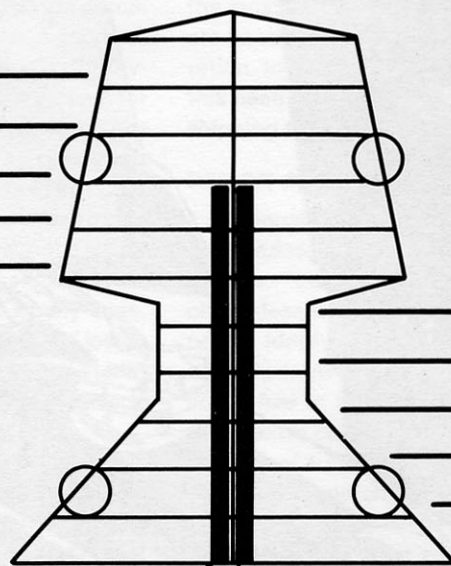
Imperial Fleet Escort Arian Lisiani
 P.F. Sloan Class
 Capable of jump-4 and 6G
 acceleration.
 5000 tons displacement.
 Crew: 8 officers, 32 ratings.
 Armed with three batteries of
 triple laser turrets and two
 50-ton missile bays.
 Defends with nuclear dampers,
 meson screen, and hull armor.
 Carries three 50-ton cutters.

Standard Grid Square: 1.5 Meters
 Standard Distance Between Decks: 3.0 Meters





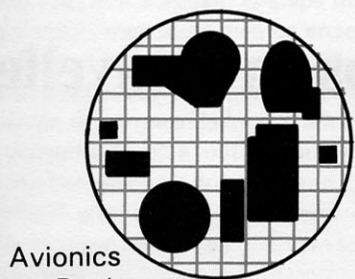
Fleet Escort Lisiani



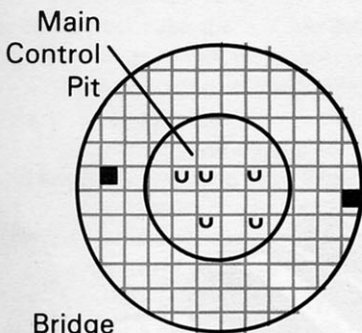
Up & Down Lift Shafts

The Lisiani is internally compartmented using its decks as bulkheads. Access through all decks is by iris valves automatically triggered to seal when confronted with a pressure drop.

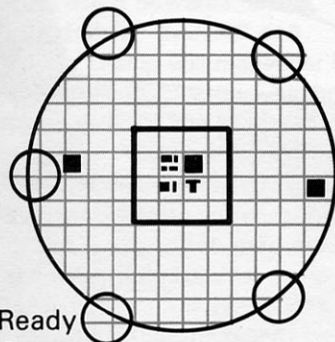
The major personnel mover, however, is the central conduit shaft, which includes both up and down lifts (connected in an endless belt) and the central control cables, connections, and relays. This central conduit is armored and can withstand shock and damage even if the deck itself is breached.



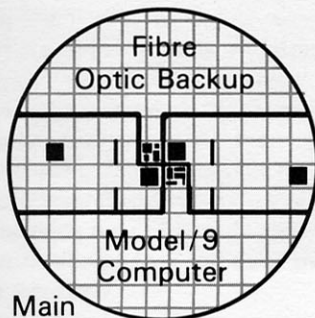
Avionics Deck



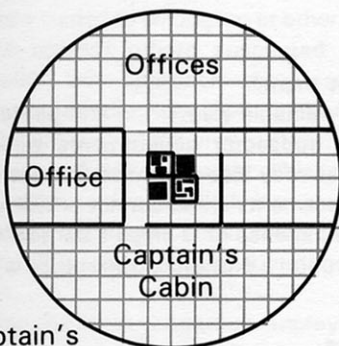
Bridge



Ready Room



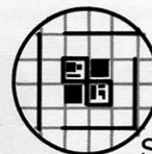
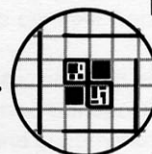
Main Computer



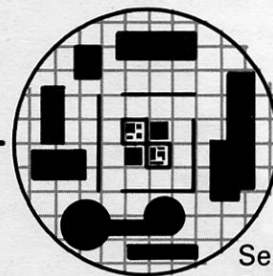
Captain's Deck



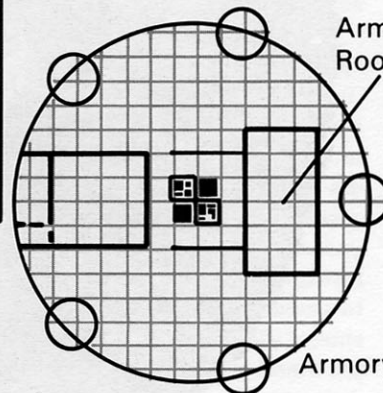
Connecting Passages



Ship's Locker

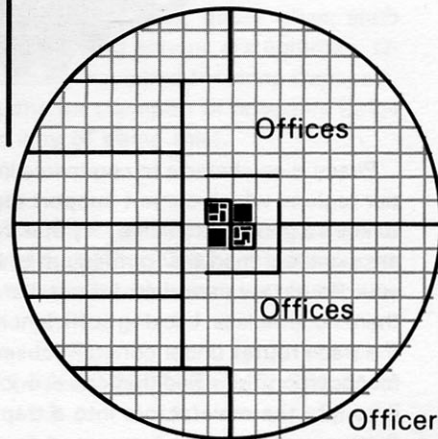


Sensor Processing



Arms Room

Armory



Offices

Offices

Officer's Quarters

Standard Grid Square: 1.5 Meters

Bait: Q-Ships in Traveller



Piracy is an obstacle to commerce in underdeveloped and frontier regions which cannot support regular navies large enough to keep a good watch on every star system. Since such regions are excellent markets for medium to high tech goods and good sources of raw materials, interstellar commerce is attracted to them nonetheless. Lacking sufficient regular patrol ships to keep the trade routes under constant observation, governments and megacorporations find that one economical way to curtail piracy is to lure the malefactors into a trap which will stop their activities permanently. A common form of trap is the Q-ship: a starship designed to lure corsairs by giving the appearance of a weak, poorly-armed merchant ship, but having sufficient

combat power to defeat them.

These ships can be a valuable element in anti-pirate forces of many planetary and subsector governments throughout known space. Companies may also purchase Q-ships for use in areas where local governments either cannot or will not control piracy; they find the expense of Q-ships a bargain when a raider which has preyed upon a profitable trade route is hunted down at last.

DEPLOYMENT AND USE

The basic mission of the Q-ship is to attract targets by posing as a merchant and then surprise the enemy with its combat

power. For this purpose, Q-ships must not only look like merchant ships; they must also be encountered in the same areas carrying out the same activities. Therefore, the patrol route of a Q-ship on piracy patrol will resemble the run of a subsidized merchant or the meanderings of a free trader. Besides supporting the deception, such a route naturally rotates each Q-ship around the frontier regions it protects, and the advanced regions which provide it with maintenance and supplies.

The number of Q-ships on these patrol routes depends on the balance between the costs of purchasing and operating the Q-ships and the costs the Q-ships save by curtailing pirate activity. If an area suffers little from piracy (because it is too well patrolled, or because there is too little trade to be worth preying upon), no government or corporation is likely to pay for specialized ships to curb it. However, they will consider the use of Q-ships if a region is too rich to abandon due to piracy but not developed enough for extensive patrolling. It should be noted that individual Q-ships are more expensive to operate than patrol ships because such decoys cannot be effective without entering combat (unlike the patrol vessels) but the Q-ships can be cheaper collectively because fewer are required. In any case, sufficient patrols of whatever type will make piracy a losing proposition. For a discussion of this principle from a pirate point of view, see Steve Sowards' article "The Ecology of Piracy in the Spinward Main" in *JTAS* #19.

On patrol, a Q-ship will maneuver like the trading ship it is simulating and keep its extra weapons hidden. Standard tactical doctrine calls for the Q-ship to drop this subterfuge and open fire immediately once the enemy definitely reveals itself (either by hail or by hostile action). Since many victims try to intimidate their prey into surrendering their ships intact before shooting, the Q-ship often gets the first attack. Even if the pirates shoot first, the superior computer and maneuverability of the Q-ship can cause these attacks to miss. In any case, the surprise revelation that the pirates have taken on a target that can outrun *and* outgun them can be as important a factor in defeating them as is the actual weaponry of the Q-ship.

In wartime, these vessels are often pressed into service as convoy escorts. In this role, they are used to set a trap for enemy commerce raiders in much the same way as they normally trap pirates; it has been noted that many governments bordering on the more chaotic Vargr states see no great distinction between pirates, privateers, and commerce raiders to begin with. When commerce raids are particularly severe, entire Q-ship convoys have been raised as task forces of the subsector navy to deal with the incursion.

Another mission related to antipiracy patrol is the "sting" operation, in which a Q-ship will carry police posing as a merchant crew turned to smuggling or other crimes in order to gather evidence against others suspected of such actions. The "criminals" will approach the vessel's captain with an appropriate-sounding illegal proposition. If the suspect agrees, the police will play along until sufficient evidence has been accumulated, and make an arrest. This tactic is usually practiced only by worlds with particularly intrusive governments (law level B+) against individuals which have come under strong suspicion, since it is expensive and sometimes makes for poor public relations.

Perhaps the most dangerous employment of the Q-ship is in espionage. In a few cases, Q-ships have been infiltrated into the trade routes between major empires in order to approach and scan restricted enemy installations or visit interdicted areas.

Q-ships are well-suited for this role since they can often defeat or escape from the type of force typically sent to detain a suspect merchant ship, provided that the enemy does not perceive the trick quickly enough (they may send another Q-ship to do the job!). However, Q-ships are not as good as standard merchants for conventional smuggling agents and supplies since their modifications are difficult to conceal from starport authorities.

Along with most of their other missions, or when not needed for such missions, Q-ships serve as armed transports. Even in the most peaceful areas, some private and government cargoes are so valuable that the sender requires high-security transportation. In regions where Q-ships are required for piracy patrols, this need is considerably greater; also, the charges for security shipping help defray the operating costs of a Q-ship fleet.

DESIGN AND CONSTRUCTION

Obviously, the construction of a Q-ship must enable it to look like a vulnerable merchant ship in order to effectively decoy its victims. Therefore, they are built on the hulls of common merchant designs, despite their differences such as armor or hard-points. Ideally, even observation at a starport will not distinguish a Q-ship from a merchant; the ship will often need to load cargo and refuel in the sight of outsiders.

For extra combat power, Q-ships typically carry a maximum number of turrets, with any turrets over and above the usual number of a merchant ship being in the form of pop turrets such as those found on x-boats. The pop turrets installed on Q-ships do not move except to retract and extend, and they include special stabilizing gear (tonnage equal to turret tonnage, MCr .1 per ton). Thus, these pop turrets do not suffer any penalties when fired.

In addition, Q-ship hulls are often armored, and the ship design trades cargo space for improved drives and a good computer. These features usually give the ship a combat performance superior to a corsair of the same size. Using this combat power and the element of surprise provided by its deceptive appearance, a Q-ship should usually be able to cripple a corsair.

The authorities prefer that pirates be captured, so that they can be brought to justice. A side benefit is the information gained from intensive questioning, which often leads the forces of justice to other malefactors. To this end, Q-ships usually include a squad of marines or trained security personnel to board the crippled pirate ship. Armament of these troops varies, depending on the wealth of the agency equipping them. Most commonly, they are equipped with combat armor, gauss rifles, snub pistols and grenades. Since boarding actions are common, Q-ships have ship's boats specially equipped for troop transport. Most Q-ships have low berths for transport of prisoners (brigs are not the most efficient way of doing this).

A COMMON DESIGN

Q-ships vary from 200 to 800 tons, matching the range of common merchant ships and freighters. One of the more common types is described below, built to appear as a type-R subsidized merchant.

Type R (QQ) QQ-4235552-04000-00002-0 MCr 231.2152
 1 3 TL=11
 1 3 crew=18
 Low=22 Fuel=130 Cargo=50 EP=20 Ag=4 Troops=8

continued on page 38

The Darrian Way of Life



Excerpts from a lecture given by Terin Galyin Geryen (cultural attache to the Darrian diplomatic mission on Regina) for the senior sociology class at Braumarter High School.

"I will start this lecture by stressing certain important points where the Darrian ecological and historical background differ significantly from the Solomani ones. These differences have had a great influence in the shaping of our culture.

First, Darrian is generally a much more hospitable world than is Terra. The gravity is only .5 G, there are no severe seasonal variations, and the climate is largely very stable.

Second, our natural fertility rate is about half that of other humans, with less population pressure resulting from this fact.

Third, in Darrian history, one of the two most significant events is *te-Teranen*, (the coming of the Terrans) in -1511. Some 30,000 immigrants arrived and settled on our world. They did not achieve political domination, there were too many of us, but their impact on culture and technology was significant. The Terrans were soon absorbed into our culture, but their superior technology (ours was rated TL 3, theirs about TL 10) changed our world beyond the wildest imagination, creating something that was neither the old Darrian culture nor the Terran culture. The synergy of this amalgamation made it possible to achieve remarkable technological advances in the next four centuries. We surpassed even your own Imperium in our achievements.

Fourth, we come to *te-Zuyes* (the Holocaust). The destruction wreaked upon our world in -924 totally devastated our world and our culture. We have yet to completely recover from this disaster.

The first two factors that I mentioned show that there is much less competition for survival on our world than on Terra. Violent struggle has been much less necessary. Peaceful traits within the human being have had more and better opportunities to develop. A proof of this is the scarcity of wars on Darrian. We have our violence, but it is largely restricted to the interpersonal level. This is easily discerned in the traditional folk-tales of Darrian. There are no glorious warrior heroes, performing dangerous

deeds. Our traditional heroes are instead the Scholar, who succeeds through his wisdom; or the Trickster, who overcomes his enemies by cleverness and cunning. The Warrior is most commonly presented in our tales as an overmuscled simpleton, usually an obstacle to be overcome by the hero on the way to his objective; failing that, he appears as "comic relief." Rarely is the hero's enemy a warrior. In Terran folk-tales, similar characters can be found: Reynard the Fox and Bre'r Rabbit are two of the best-known examples. The significant fact is that the Darrian mythos has no Hercules, no Sampson.

The other two factors have taught us one thing: One cannot stop the heavy blows of fate, whether they are to your advantage or disadvantage. You can strive to make your life as good as possible, but there is no way to assure your fortunes. The universe pays little attention to the welfare of its miniscule inhabitants.

The most important consequence of these factors is that my world has no religion as such. No person can claim divine sanction for their moral or legal standpoints, and use this as a lever to force their will on others. Our ethics and laws have grown up slowly from the reasoning, discussions, and research of our philosophers over the centuries. I should add that most Darrians, myself included, accept the existence of a spiritual reality, but this standpoint carries only a personal significance. The interaction between the human being and his Creator has always been a private matter for us. In society, the interactions between citizens have been the most important thing.

Our common religion or philosophical view of life sees human existence as a struggle between beast and civilization, vice and virtue, urges and self-control. It holds that man has developed from the animals, but has also risen above them through intelligence (which we believe to be the soul of a human being...his intelligence). A human has free will, but also has animal vestiges within which threaten the control of his rational mind over his will. A virtuous human should always strive to acquire more self-control and to escape from the slavery of the animal instincts.

The ethical codes we have derived from this philosophy stress cooperation and respect for one's fellow beings' dignity and value. The reasoning is strictly utilitarian. Such attitudes promote greater well-being in the long run than other attitudes. Darrian society is very tolerant, provided that one does not cross over certain boundaries of behavior. Once these boundaries are crossed, however, the repercussions are quite severe. Intentional malicious slander, a tort on most Imperial worlds, and a minor crime most everywhere else, is severely punished among the Darrians. I should say, as a side note, that Imperial citizens should not fear visiting us, however. Our most severe punishment is to be forever banished from Darrian territory.

Many within the Third Imperium and the Sword Worlds look down upon us, because they regard us as small and meek...primitive creatures not worthy of consideration as a Major Race. We have managed to survive, and to preserve our way of life despite the ordeals fate has visited upon our home world, and despite our being surrounded by more violent states. We have never been conquered by force, nor have we ever desired to create an empire through military conquest, unlike some of

our so-called "betters." I would close with this thought: In our history, we once achieved a level of technological development which exceeded even the glory of the present Imperium. We feel that we are justified in being proud of that."

DARRIAN NAMING CUSTOMS

The following material was provided as a handout to the attendee's lecture, and is reproduced here with his permission.

In the Darrian culture every adult has three names. The first is the family name (*zem te-mizbek*). This is inherited from the father, and is kept for a person's lifetime (a married woman does not change her family name). Family names usually refer to something from nature, an animal, a plant, or some natural phenomenon: for example, *Barek* (lightning bolt) or *Terin* (an oak-like tree). The family name is never used alone. The second name is the birth name (*zem te-natell*). This is given to a baby by its parents, most often immediately after birth. It most commonly refers to a characteristic or to a flower, for example, *Ros* (rose), *Galyin* (fair-haired), *Yundis* (curious). During youth and adolescence, the child is known by this name, or a diminutive (Gali, short for Galyin, for example).

The third name is the taken name (*zem te-rutin*). When a Darrian reaches legal age (17 Darrian standard years, corresponding to 19.7 Imperial standard years), he or she chooses a name. In adult life, the person is known by this name. The name chosen is of particular significance to the individual. It may refer to someone (such as a parent or a great philosopher) that the citizen holds in high regard. It may refer to a career, or an event of importance. Technically, almost any word can be used, and in many cases the literal meaning of the word may not apply (a Darrian named *Kanyes* may not actually be a sailor, just as a Terran named Tailor may not make garments). Oftentimes, Solomani names are used, but they have been converted into Darrian form. A few of the most common names are *Geryen* (explorer), *Laris* (pen-master, i.e., a writer), *Rengil* (an equine animal), *Debhidd* (David), *Peter* (Peter), *Yander* (Andrew), *Zben* (Sven), *Kim* (Kim), *Rebhek* (Rebecca), *Rhondigh* (Rodrigo, Roderick), *Miryem* (Miriam).

The taken name alone is used when a Darrian is addressed by a relative or close friend. Formal address is by family name and taken name. The full, three-piece name is used only in writing or for full identification. Titles are added before or after the name, as appropriate. Proper use of the name is essential to correct manners.

DARRIAN WORLD NAMES

The names of the Darrian worlds are most commonly known in the Imperium by their Galanglic spellings, originating from pre-Imperial times. The Darrian spellings and their Galanglic counterparts are printed below. The worlds of the Darrian Confederation not included on this list carry Solomani or Vilani names, and are inhabited largely by citizens of Solomani origin (who retain many of their cultural and linguistic ties).

Darrian *Daryen* (home)
Zamine *Zamine* (hopeful)
Mire *Mire* (peaceful)
Ilium *Yelim* (pioneer)
Roget *Roget* (gift)
Rorre *Rore* (fertile)
Spume *Zbume* (gold-colored)

THE DARRIAN LANGUAGE

A common language is used within the Darrian Confederation, called Darrian by the Imperial authorities and *Daryene tezapot* (the home language) by Darrians. The language traces its origins back to the dominant language of the Darrian homeworld in pre-spaceflight times, but it has been strongly influenced by Galanglic and other languages during the 2500 years since the arrival of the Solomani. Many Galanglic loan words are found in Darrian, but they are heavily modified by the Darrian pronunciation and are barely recognizable. For example, cloud is rendered as *ladh*. A more extreme example is the noun *rim* (a dream) and the verb *ramem* (to dream).

There are two ways of writing the Darrian languages, in pre-contact times, Darrian was written using a syllabary, much like the Japanese Katakana in construction (but not in actual form). This system is called *yaser te-yulep* (the old script). With the arrival of the Solomani, a Latin alphabet was introduced, called *rome te-yulep* (the Roman script). The Latin alphabet gradually replaced the old script, and today the *yaser te-yulep* is used only for legal documents, poetry, and other items of special significance. Newspapers, books, and longhand are almost always written with the new alphabet.

WORD STRUCTURE

The intrinsic meaning of a Darrian word is carried by its root, which consists of 1-4 consonants. The vowels signify only grammatical meanings: for example, *Doldin* (a wind), *Dalden* (to blow), *dilden* (will blow), *Doldine* (windy). Because of this feature, the language needs only a few prefixes and suffixes. Of these, the most important are *te-* (the definite article), *-en* (plural noun ending), *-e* (adjective and adverb suffix for nouns). The genitive is formed by placing the owning noun after the owned noun, for example *te-doldin te-zabar*, the wind of the ocean. In Darrian, the stress is always on the first syllable.

A Darrian root can have the following forms: CV, CVC, or CVCVC. The proportions of the three types are approximately 1:8:9 respectively. The initial and medial consonants may be clusters, though not both in the same word (if you generate words randomly, a medial cluster always takes precedence over an initial cluster). Nouns are always CVC or CVCVC. Verbs are always CVCVC. If a verb is formed from a CVC noun, the last consonant is duplicated. Adjectives and adverbs are usually CVC + e or CVCVC + e. The CV form is almost totally restricted to pronouns, prepositions, conjunctions, numbers, and particles.

PRONUNCIATION

The Darrian language uses the following Roman letters: *a b d e e g i k l m n o p r s t u y z*. Most of them carry the same phonetic value as in Galanglic (differences are noted below). In addition, there are several other sounds represented by two or more letters (also noted below). Pronunciation of Darrian vowels is similar to Spanish or Hebrew (with the exception of *e*). The explosive consonants carry very little aspiration.

Vowels

a = u in cut
e = i in bird
é = e in met
i = i in sit
o = o in cot
u = u in put

Consonants

bh = v in vine
 dh = th in that
 gh = a soft, gargling g
 g = a harder g, as in good
 ng = as in sing
 ngg = a longer version of the above, like finger
 y = y in yes (not used as a vowel)

DATA FOR WORD GENERATION**Consonants**

Initial (72)	Medial (90)	Final (55)
b 7	b 5	bh 3
d 9	d 9	dh 3
g 3	g 2	gh 2
p 5	p 5	p 2
t 6	t 6	t 2
k 2	k 2	k 3
m 4	bh 3	n 9
n 9	dh 4	ng 4
z 8	gh 1	l 7
l 5	m 4	r 9
r 5	n 7	s 6
y 3	ng 2	m 5
zb 2	l 5	
zd 2	r 5	
zg 1	s 4	
zl 1	z 6	
	y 1	
	mb 2	
	nd 2	
	ngg 1	
	zb 2	
	zd 1	
	zg 1	
	ry 2	
	ly 1	
	ny 1	
	lbh 1	
	lz 2	
	ld 3	

Vowels

Stressed (25)	Unstressed (12)
a 8	e 7
e 1	i 5
é 5	
i 4	
o 5	
u 2	

Notes on Verbs: Darrian verbs always have fixed vowel patterns, since they determine the conjugations. Verbs are divided into two groups, A and B, with the proportions being 4:1 respectively ("-'-" indicates a consonant or consonant cluster).

	A	B
Infinitive	-a-e-	-a-
Future	-i-e-	-i-
Present	-u-i-	-u-
Past	-o-i-	-é-i-

Notes on Particles: The Darrian language contains a very important word class: particles. These are monosyllabic words that define the meaning of a clause. They are always placed first in the clause. The most common are listed below, with examples of their use.

Nos = question (*Nos ni rumim?* Do I dream?)

Ze = desire (*Ze ni rumim.* I wish to dream)

Kon = amplification (*Kon ni rumim.* I dream vividly)

Me't = iteration (*Me't ni rumim.* I dream often)

Kas = uncertainty (*Kas ni rumim.* I am not sure that I dream)

Tik = possibility (*Tik ni rumim.* I may be dreaming)

PIL RIM?

Te-Intel nin, ze ni tigem nine te-yar

Te-doldin te-zbar,

Te-zdires te-yorin.

Nos rim pil runnin zlar?

This poem was written by Lieutenant Barek Yundis De'bhidh. The Lieutenant served in the Intelligence Branch of the External Relations Service of the Darrian Confederation. During the Fifth Frontier War he was detached to special liaison service with the IISS. Lieutenant Barek De'bhidh was listed as MIA together with the crew of the IISS Sunbird on 097-1109, when the ship failed to return from a recon mission within the Sword Worlds. The poem was found among his personal belongings at the Sunbird's base station, and was handed over to the Darrian military attache on Regina. *Pil Rim?* was published in the magazine *Star Falcon* on 121-1110, and is reprinted here with permission. Its translation is left as an exercise for those readers interested in the Darrian language. The following word list may prove helpful.

doldin: wind

ladh: cloud

Intel: God, creator

me'k: against

nen: and

ni: I

nin: me

nine: myself

norin: sky

nos: (question particle)

pil: merely, only

rim: dream

runin: is (ranen = to be)

tigem: will perceive, will sense (tagem = to sense)

yar: again (noun)

yorin: a falcon-like "bird" of the Darrian homeworld.

zbar: sea, ocean

zdires: flight

ze: (desire particle)

zlar: this

Editor's Note: For those of you who can't wait, a translation is provided on page 38.

— Anders Blixt

Amber Zone



SIEGE

Players' Information

The players are in "protective custody" on Launfall (C-765759-9), detained by starport customs on a charge of smuggling. Launfall has a serious problem with smugglers and pirates, and Senior Customs Supervisor Anna-Luise Fisko's people are already strained to the limit: Fisko is inclined to throw the book at our heroes—heavy fines, a couple of years in the pokey, maybe the seizure of their ship (if any).

As the team sits in a customs house detention cell, alarms and sounds of confusion are heard outside. The lights go out, then come back on dimly, under emergency generator power. (This is not a chance to escape; if they try to force the door, the cell will get a shot of riot gas.)

After a few minutes, Fisko appears, angrier than ever. She has a proposition.

Several days ago, a notorious mercenary leader, Colonel Vadzic, gunned down a former patron in the starport's arrival concourse, apparently a matter of late payment. There is no question of his guilt; he admits it himself. Vadzic promised that his unit would come for him...and now they have. The customs house is under attack, external power and all communications cut off. Supervisor Fisko needs all the help she can get.

If the players will help in the defense, the charges against them will be forgotten. They are welcome to stay in their cell instead—but Fisko points out that if the mercs get in they will almost certainly kill everyone but their leader.

Referee's Information

This one is for all those teams of heavily-armed players that have ever blasted their way into a stronghold, shooting whatever didn't look friendly; now *they're* on the wrong side.

Supervisor Fisko's force in the building consists of seven customs officers and herself. There are six two-person teams on foot patrol, scattered around the starport, and a four-person team at the arrival lounge. They will come to assist if they can.

Duty kit for customs officers includes a snub pistol with one clip of tranq rounds, a nightstick, a short-range communicator,

and a pair of handcuffs. The arrival-area team also has four riot gas grenades and a riot gun (short-barrelled shotgun). Fisko's personal sidearm is a revolver with two speedloaders (with these the pistol requires only one round to reload, counted as evading). All customs officers wear jack armor.

The customs house armory contains twelve cloth and six ablat jackets, six carbines, six snub pistols, two laser carbines, and four riot guns. There are thirty carbine magazines, twenty shotgun, thirty pistol (tranq) and six pistol (he). No spare power packs are available for the lasers, but they may be plugged into wall sockets at most places in the building for unlimited shots—at least, as long as building power is on. There is also a case (20) each of riot gas, tranq gas and concussion (flash-bang) grenades. There is no spare ammo for Fisko's handgun.

Any weapons or gear the players had *on their persons* when they were arrested is also stored here. If there is a shortage of weapons, customs officers get first pick of the armory stores.

The customs house is a three-story concrete building with heavy double-pane windows (20 points damage to break). The top floor has Fisko's quarters and private office, the communications center, and a small cafeteria/lounge with a large window overlooking the port. Second floor is mostly taken up with a windowless records area, but there is also a small quarters area (only Fisko lives here all the time). Ground floor has the main offices and the detention cells—there are four cells, each large enough for four persons. Vadzic is in a cell of his own. If there are more than twelve players (that must be quite a campaign you're running!), add more cells. The cells are not built against outside walls. The armory and generators are in the basement. An attached garage holds a groundcar, two motorcycles, and an air/raft with rain canopy.

There are twelve mercenaries in the assault force, divided into two types. Four are Vadzic's personal cadre, hard-core veterans who will keep attacking until Vadzic is freed or they are all dead. The other eight are recruits, who have had weapons familiarization but almost no other training, and no combat experience. They are thoroughly gung-ho right now, but that can

be expected to change rapidly when a firefight starts.

Vadzic's unit, fortunately for the players, is short of money and under-equipped. The cadre members have ACRs firing solid-slug rounds, combat knives and cloth armor; all are at least skill level 2 in rifle, dagger, and unarmed combat. All four have gas protection, and one has light-intensifier goggles. The recruits have two rifles, four carbines, two SMGs, and two grenades each. Three have gas masks.

They also have six breaching charges, which can blow a hole in any wall in the building or knock out a generator. (They wouldn't do a person any good, either.) Anyone may carry a charge, but only a cadre trooper has the expertise to set one off.

The merc's communications gear is also jammed. The cadre can communicate with each other by voice, by hand signals, and by signal flares (fired like grenades from the ACRs). They can only communicate with their pinnacle by flare.

The merc's transportation is a pinnacle, mounting one laser and an electronic warfare package—used right now to jam communications. The crew (pilot and navigator/EW officer) will stay aboard during the raid, keeping the ship ready to go (if the referee wishes, one or more of the assault team may be detailed to guard the ship).

If the pinnacle becomes disabled, the mercs will try to steal another small craft (this is a starport, after all, and there ought to be one around somewhere). Both of the pinnacle crew, Vad-zic, and two of the cadre can fly a boat. If that fails, they will try to get hold of vacc suits (there are 10 aboard the pinnacle) and make for the sky in air/rafts. The main mercenary vessel is an unstreamlined freighter, which cannot land.

Fisko's first act will be to knock out Colonel Vad-zic with tranq gas. She will not kill him out of hand. She does not intend to bargain with the mercs—though if she is disabled or killed, the other officers might agree to exchange.

If the attack seems doomed to failure, the cadre members have agreed to "the red option": they will lift jamming on one channel, and tell the defenders that if they fire a red flare, the pinnacle will turn its weapons on the customs house and burn it to the ground. This is a bluff. The red flare tells the pinnacle that all is lost, and tells the cadre that it's time to fall back to the pinnacle and lift off. The recruits do not know that it is a bluff.

“This one is for all those teams of heavily armed players that have ever blasted their way into a stronghold...now *they're* on the wrong side.”

Both sides in this scenario are on edge, and both believe the honor of their service is at stake. Everyone is just a little crazy with tension, but they are not completely psychopathic.

It may occur to the players to throw in with the mercs and help free Vad-zic. Keep in mind that Vad-zic is out cold and cannot see them "helping" him, and the attackers—*especially* the recruits—are not going to ask questions. The customs men will not hesitate to shoot our heroes if they try anything peculiar.

The referee is, of course, free to juggle the balance of forces as he or she sees fit, and is especially encouraged to personalize

the cadre members (say, make one a sniper, another a silent-killing expert, etc.).

Finally, arranging the players' arrest is up to the ref's discretion. If they *really* are guilty of smuggling (maybe because they heard pirate-ridden Launfall was a good market), so much the better.

—©1986, John M. Ford

continued from page 36

Translation of the poem **Pil Rim?**

ONLY A DREAM?

My God, I wish to sense by myself again
The wind of the ocean,
The flight of the falcon,
And a cloud against the sky.
Is this only a dream?

continued from page 33

Q-ship Launch QL-0203321-03000-00001-0	MCR16
1	2
1	2
	Crew = 1

EmerLow = 6 Fuel = 1.1 Cargo = 3 EP = .6 Ag = 3

Passengers = 6 No Bridge

The crew consists of a pilot/captain, a navigator, a medic, three engineers, four gunners, and eight ship's troops. Usually, one of the troops doubles as a launch pilot. All personnel have single staterooms; this arrangement helps morale on long voyages, and enables the ship to serve in space rescue operations without straining its life-support system.

The two turrets normally found on a fat trader contain a triple sandcaster and a triple missile launcher; two pop turrets containing triple missile launchers are hidden in the rear where the wings join the body of the ship.

Note that the listing EmerLow indicates that the ship's launch contains six emergency low berths; they can hold 6 conscious or 24 low passengers in addition to the passengers listed.

The price of the Q-ship includes the price of the launch. Both prices include a 20% mass production discount; architects fees on this design were amortized long ago.

— Steven Brinich and James Schwar

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USING YOUR MODEL/2 BIS

TRAVELLER

SECTOR GENERATOR

This program is written in Applesoft Basic for the Apple II series of computers. Minor changes may be necessary (primarily in disk access) for the program to work on other machines.

1000 TEXT : HOME : PRINT "TRAVELLER SECTOR GENERATOR"
1010 PRINT " THIS PROGRAM GENERATES WORLD UPP DATA FOR
TRAVELLER. COPYRIGHT ©1986 GAME DESIGNERS' WORKSHOP,
INC. PO BOX 1646, BLOOMINGTON, IL 61702."

1100 REM SET VARIABLES

1110 HX\$="0123456789ABCDEFHJKL"

1120 SP\$="AAAABCCDEEX"

1130 BA\$="ABCDEFGHIJKLMNPQRSTUVWXYZ"

1140 DEF FN A(X)=INT(RND(4)*6)+1

1150 DEF FN B(X)=FN A(X)+FN A(X)

1160 AL\$="IM"

1200 REM

2000 REM PRODUCE SECTOR

2010 PRINT CHR\$(4);"OPEN SECTOR, L50"

2020 FOR X=1 TO 32

2030 FOR Y=1 TO 40

2100 REM WORLD OCCURRENCE

2110 IF FN A(4)<4 THEN 3260

2115 REM GENERATE UPP

2120 ST=FN B(4)

2130 ST\$=MID\$(SP\$,ST,1)

2140 SI=FN B(4)-2

2150 AM=FN B(2)-7+SI: IF SI=0 THEN AM=0

2160 IF AM<0 THEN AM=0

2170 HY=FN B(2)-7+SI: IF SI<2 THEN HY=0

2180 IF AM>2 OR AM<9 THEN HY=HY-4

2190 IF HY<0 THEN HY=0

2200 IF HY>10 THEN HY=10

2210 PO=FN B(3)-2

2220 GO=FN B(3)-7+PO: IF GO<0 THEN GO=0

2230 LA=FN B(4)-7+GO: IF LA<0 THEN LA=0

2240 TL=0

2250 IF ST\$="A" THEN TL=TL+6

2260 IF ST\$="B" THEN TL=TL+4

2270 IF ST\$="C" THEN TL=TL+2

2280 IF ST\$="X" THEN TL=TL-4

2290 IF SI<5 THEN TL=TL-1: IF SI<2 THEN TL=TL-1

2300 IF AM<4 THEN TL=TL+1

2310 IF AM>9 THEN TL=TL+1

2320 IF HY>8 THEN TL=TL+1: IF HY>9 THEN TL=TL+1

2330 IF PO>0 AND PO<6 THEN TL=TL+1

2340 IF PO>8 THEN TL=TL+2: IF PO>9 THEN TL=TL+2

2350 IF GO=0 OR GO=5 THEN TL=TL+1

2360 IF GO=13 THEN TL=TL-2

2370 IF TL<0 THEN TL=0

2380 GG=0

2400 REM GENERATE GAS GIANT

2410 IF FN B(4)<10 THEN GG=1

2500 REM GENERATE TRAVEL ZONES

2510 TZ=0: IF ST\$="X" THEN TZ=2

2520 IF TZ=0 AND FN B(4)<10 THEN TZ=1

2530 B1=0: IF ST\$<"B" THEN 2560

2540 IF FN B(4)>7 THEN B1=1

2550 REM GENERATE BASES

2560 DM=0

2570 B2=0: IF ST\$="A" THEN DM=-3

2580 IF ST\$="B" THEN DM=-2

2590 IF ST\$="C" THEN DM=-3

2600 IF ST\$>"D" THEN 2620

2610 IF(FN B(4)+DM)<6 THEN B2=1

2620 B\$=" "

2630 IF B1=1 AND B2=0 THEN B\$="N"

2640 IF B1=0 AND B2=1 THEN B\$="S"

2650 IF B1=1 AND B2=1 THEN B\$="A"

2660 TC\$=" "

2700 REM TRADE CLASSIFICATIONS

2720 IF(AM>3 AND AM<10)AND(HY>3 AND HY<9)AND(PO>4
AND PO<8)THEN TC\$=TC\$+"AG "

2730 IF AM<4 AND HY<4 AND PO>5 THEN TC\$=TC\$+"NA "

2740 IF(AM<3 OR AM=4 OR AM=7 OR A=9)AND PO>8 THEN
TC\$=TC\$+"IN "

2750 IF PO<7 THEN TC\$=TC\$+"NI "

2760 IF(AM=6 OR AM=8)AND(PO>5 AND PO<9)AND(GO<3 AND
GO>10)THEN TC\$=TC\$+"RI "

2770 IF(AM<1 AND AM>6)AND HY<4 THEN TC\$=TC\$+"PO "

2780 IF HY=10 THEN TC\$=TC\$+"WA "

2790 IF HY=0 AND AM>1 THEN TC\$=TC\$+"DE "

2800 IF SI=0 THEN TC\$=TC\$+"AS "

2810 IF AM=0 AND SI>0 THEN TC\$=TC\$+"VA "

2820 IF PO=0 AND GO=0 AND LA=0 THEN TC\$=TC\$+"BA "

2830 TC\$=LEFT\$(TC\$+" ",15)

2900 REM

3000 REM CREATE WORLD DATA STRING

3010 A\$=" "

3020 IF X<10 THEN A\$="O"

3030 A\$=A\$+STR\$(X)

3040 IF Y<10 THEN A\$=A\$+"O"

3050 A\$=A\$+STR\$(Y)+" "

3060 A\$=A\$+ST\$+MID\$(HX\$,SI+1,1)+MID\$(HX\$,AM+1,1)+
MID\$(HX\$,HY+1,1)+MID\$(HX\$,PO+1,1)+MID\$(HX\$,GO+1,1)+
MID\$(HX\$,LA+1,1)+" "+MID\$(HX\$,TL+1,1)+" "+B\$+
" "+TC\$+AL\$+" "

3120 IF TZ=1 THEN A\$=A\$+"A "

3130 IF TZ=2 THEN A\$=A\$+"R "

3140 IF TZ=0 THEN A\$=A\$+" "

3150 IF GG=0 THEN A\$=A\$+" "

3160 IF GG=1 THEN A\$=A\$+"G "

3200 REM SAVE TO DISK

3210 R=R+1

3220 PRINT CHR\$(4);"WRITE SECTOR, R";R

3230 PRINT A\$

3260 NEXT Y:NEXT X

3300 REM SAVE FILE LENGTH

3310 PRINT CHR\$(4);"WRITE SECTOR, R0"

3320 PRINT R

3330 PRINT CHR\$(4);"CLOSE"

4000 REM SAVE FILE PARAMETERS

4010 INPUT "NAME THIS FILE? >";FI\$

4020 PRINT CHR\$(4);"RENAME SECTOR,";FI\$

4030 PRINT CHR\$(4);"OPEN ";FI\$;"@"

4040 PRINT CHR\$(4);"WRITE ";FI\$;"@"

4050 PRINT 9

4060 PRINT R

4070 PRINT 49

4080 PRINT "HEX.....":PRINT 4

4100 PRINT "UPP.....":PRINT 9

4120 PRINT "BASES.....":PRINT 1

4140 PRINT "TRADE CLA..":PRINT 14

4160 PRINT "ALLEG.....":PRINT 2

4180 PRINT "TRAVEL ZO..":PRINT 1

4200 PRINT "GAS GIANT..":PRINT 1

4220 PRINT "TRADEWRLD..":PRINT 1

4240 PRINT "EXPLORED?..":PRINT 1

4260 PRINT CHR\$(4);"CLOSE"

4270 END

5000 REM BY MARC W. MILLER

Planetary Invasions in Traveller



In an interstellar war, both sides must rely on their developed worlds as sources of support and maintenance as well as high technology war materiel. This is particularly true in regions like the Spinward Marches, where developed worlds are spread rather thin. Capture of a developed world will provide an enemy with the products of an advanced industry and a good base for further offensives.

For these reasons, the major battles of an interstellar war will probably be fought for control of developed systems. After months of preparation, an assault fleet will jump into the targeted system and engage the defending fleet elements. If successful, the invaders must make their victory effective by occupying the population and industrial centers of the target system in order to secure it as a base of operations.

A close look at a planetary assault and landing can provide a referee with a good background for a campaign. The referee may choose the normal **Traveller** RPG approach or may use a strategic boardgame (such as *Fifth Frontier War* or a variant of the *Invasion: Earth* game system) or miniatures (*Striker* comes immediately to mind) for resolution of the invasion. Of course, you may find that a combination of one or more of these rule systems will provide the greatest enjoyment. This article will deal with some general criteria for planetary invasions.

THE SPACEBORNE ATTACK

In **Traveller**, the basic problem for the invasion planners is to bring in enough firepower to defeat an enemy in his own space. There are two major obstacles to this goal. First, an invasion

fleet must carry the jump drives and fuel to reach its target world, which may be defended by the cheaper, deadlier system defense boats and monitors. Second, the attackers will arrive with most of their jump fuel expended. Refuelling introduces another logistical complication: the planners must decide whether to provide the fleet with enough surplus fuel to jump out of system if necessary (which reduces the tonnage available for combat functions and aggravates the attacker/defender firepower gap) or to gamble that the fleet can at least fight off the opposing fleet long enough to refuel. There are several solutions to this problem, and none of them is perfect.

A fleet without extra fuel will need to overcome the defenders of a fuel source quickly in order to refuel. Star systems with several gas giants (or other fuel sources) are ideal, since the attackers need only defeat the forces guarding one world before reinforcements from other worlds arrive. By fully exploiting the element of surprise, a skilled admiral can similarly defeat much of the defending space fleet in detail before it can be brought in to defend the main world of a system.

LANDING OPERATIONS

If the invasion fleet succeeds in defeating the defense in space, it still faces another major defensive line—the planetary defenses. These defenses include SDBs and stationary batteries. These batteries, like starship weapons, come in two types: large primary weapons and smaller secondary weapons. Both types are difficult to neutralize. Meson gun sites are typically buried deep within the planet itself, and the smaller sites are very

numerous and present very small targets.

The crucial step in reducing a planetary defense is to silence the meson guns before they cripple the attack fleet. This can be done either by naval bombardment or by ground attack. The naval bombardment strategy is simply an extension of the space battles with the defense fleets; capital ships exchange fire with the ground batteries until one side or the other is neutralized. While meson guns themselves are well-protected and concealed, their ground sensors and power plants can be located by waste energy emissions and bombarded by the ships weaponry. The outcome of this engagement depends upon whether the fleet can withstand the planetary fire until the major ground defenses are silenced (the same design features which protect the fleet from warships protect it from planetary weapons as well). When the main planetary weapons are defeated, the fleet then turns its attention to the smaller sites until these are unable to prevent troopships from landing ground forces.

The ground attack strategy envisions the presence of troops on the world early in the battle, either before the invasion begins (by infiltration or the organization of a fifth column) or landing in the teeth of the planetary defenses. A small force in agile, well defended landing craft aided by intense orbital bombardment of planetary defenses in the landing area should be able to land, seize a beachhead, and attack the sensor sites, command centers and power plants (they will probably not be able to get to the meson sites themselves), disrupting the defense enough to permit the landing of a larger force.

Each of these strategies calls for a particular type of invasion fleet. The naval strategy requires a strong line of battle capable of defeating all defending ships plus the planetary defenses. Ships designed for such missions need strong defenses against meson guns as well as other weapons. The troopships of such a fleet can be relatively cheap; they will stay out of combat until enemy defenses are broken and need only enough defenses to survive scattered remnants of a planetary defense. On the other hand, the ground attack strategy requires troopships which can survive the fire of intact planetary defenses long enough to launch fast, armored landing craft. The landing craft themselves would contain commando units equipped with heavy infantry weapons (plasma/fusion guns, tac missiles, and so on to the limits of the available technology), battle dress, apcs, and demolition gear. Once the commandos land and secure a beachhead, they will move against the planetary defense centers using orbital bombardment as "artillery" cover to pin down defending ground forces.

After one of these strategies (or a combination) has reduced the planetary defense system, the invasion can begin in force.

INVASION AND OCCUPATION

Even with the resources of an interstellar empire, transporting large armies across interstellar space is a titanic logistical problem. At a bare minimum, each soldier requires living space aboard ship, transport, life support, weapons, and equipment. Five tons per trooper is an optimistic estimate. If troopships devote half their tonnage to these functions, transporting four 25,000 man divisions would require one million tons of capacity!

Obviously, if anything other than the full might of the Third Imperium is being brought against a world, an invasion force can include only enough troops to occupy vital centers of a world. For control of outlying regions, it must rely on occasional patrols, local allies (or quislings, depending on your viewpoint) and intimidation from the orbiting fleet to hold the world. Even

then, heavily populated worlds will prove a major problem.

When the troops land, their first priority will be to clear out the remnants of the planetary defenses and command structure (including starports and naval bases). This will insure the ability of the fleet to provide reinforcements and fire support at will. Fire support from orbit is vital to the invading ground units, since it allows them to dispense with bulky artillery and forces the defenders to remain dispersed and under cover. On the other hand, ground forces may like to have the complete control of their fire support that integral artillery gives them.

Once the invaders gain uncontested control of orbital space, the fighting will break down into a large number of platoon to battalion level actions. The invaders will have to split into small units to cover key areas of a world; the defenders dare not concentrate in groups large enough to present good targets for orbital artillery. The attacking forces will then engage in numerous search-and-destroy missions, relying on their superior training and equipment (the limited number of personnel and equipment which can be transported to a world implies that only the best troops will be taken along for the assault...picked troops in *Striker* terms) for victory. As the invasion proceeds, lower quality reinforcements from off-world can be landed and local forces recruited (these will most likely be militia with a picked cadre for leadership).

If the defenders are defeated piecemeal according to plan, police and occupation details can be organized for the major centers of population, industry, and military power. Each of these areas will have garrisons ranging from platoon to regiment size, depending on the location, relative importance, and defensibility against rebellion or attack. Outlying regions may be patrolled in order to watch for possible resistance and to flush out guerrilla forces.

Once the star system and the major world is securely held (assuming there are no counterattacks or reinforcements from off-world), the invaders can begin rebuilding defensive and industrial facilities for their own use, and bring in larger armies to occupy the system more effectively. At this point, the invasion trails off into occupation and administration.

ADVENTURING AND GAMING

Strategic Games: The game *Invasion: Earth* deals with a planetary invasion on a large scale, and *Fifth Frontier War* (FFW) deals with invasions more abstractly. Understanding the methods of planetary defense and assault is helpful to the referee who wants to use these games as a military "backdrop" for his campaign. For example, the state of a game of FFW can be used as a basic situation, with the players involved in the assault on a single world in the game. The basic systems of both games can be modified to work with other wars and other invasions.

Striker Scenarios: While the full invasion of any but the smallest worlds is far beyond the scope of *Striker*, many parts of the invasion are well suited for *Striker* scenario use. For reasons discussed above, both sides will probably split into company-sized units for many phases of the invasion—just the type of actions *Striker* is designed for.

In describing the forces on each side of a scenario, keep in mind that the limited quantity of troops and equipment available to the invaders will force them to use the best they have, whereas the defenders will have a more conventional force make-up. In *Striker* terms, most invading units will be picked troops. Defenders will vary from militia, (recruited and armed

when the war started) to long service troops, with a few elite or picked units. Militia forces may be involved on both sides depending on the political situation on the world before the war (a segment of the populace may welcome the invaders, for instance).

An invasion will naturally include a variety of missions for both sides. If the fleet lands commando forces against planetary defense installations early in the invasion, the assault on a key site can be played out. The main landing operation will feature jump troops and orbital fire support attacking the troops defending the landing area. After the beachhead is secured, there are possibly counterattacks by the defenders, and offensive strikes out of the beachhead by the invaders to break up the defending forces and secure major objectives. When the invasion progresses, the invaders will need to mount counterinsurgency operations if they win. Conversely, they will need to mount holding actions to cover their retreat if they lose. Each of these phases provides *Striker* players with hundreds of potential combats.

Traveller Adventures: Planetary invasions create some interesting situations for adventurers. Without any warning, a party could find itself engulfed in a war while visiting a world. If the adventurers choose to remain, they will almost certainly face the possibility of being drafted and their useful property (starships, weapons, and so on) commandeered. Failure to cooperate will bring swift and severe punishment. At best, being caught by an invasion will set back the party's plans.

The players may choose to try and hide in some deserted backwater of the world, and wait out the invasion. This involves many obvious risks, not the least of which is explaining to the new authorities who you are and what you are up to.

Leaving a world can also be dangerous, but it can be accomplished successfully if done quickly and quietly. In the immediate confusion caused by the arrival of the assault fleet, both sides may be too busy dealing with each other to bother with small fry. The problem is that if either side *does* notice, the tendency will be to assume that the players are involved in some sort of espionage or sabotage mission.

On the other hand, players may choose to take a more active role in the invasion. Mercenaries may be hired by either (or both) sides. A government planning an invasion may approach the players for some mission of sabotage, espionage or smuggling when its own agents are unavailable or wishes to avoid implication. Note that in either case, the hiring government will disavow any association with the players should they be caught. Possible missions may include locating defensive installations for subsequent attack, neutralizing the installations themselves, smuggling equipment or personnel onto the world for local fifth columnists, planting misleading information in the world's intelligence services, or a variety of "set-ups" where the players



are sacrificed for some purpose or other (obviously, the players will not be aware of the true nature of their mission until it is too late. Obviously, such missions will carry high rewards (and high risks).

A world recovering from an invasion or invasion attempt will often be a lucrative market for traders. Restrictions on weapons and other contraband will be more severe than usual, however. Such a world may offer many opportunities (and dangers) to smugglers as well. People will want to get off (and on) the world for various reasons, guerrillas and resistance groups will want weapons and equipment, the wealthy will want luxury goods which will be in short supply (or rationed) after the invasion. The players run the usual risks of smuggling, complicated by the fact that a war may still be going on.

Yet another possibility is for the players to hire out to the new planetary government as mercenaries to help in the pacification and occupation of the countryside. The new officials will need all the help they can get against the guerrillas, stay-behind parties, smugglers, spies and others seeking to upset the new administration or to profit from a chaotic situation.

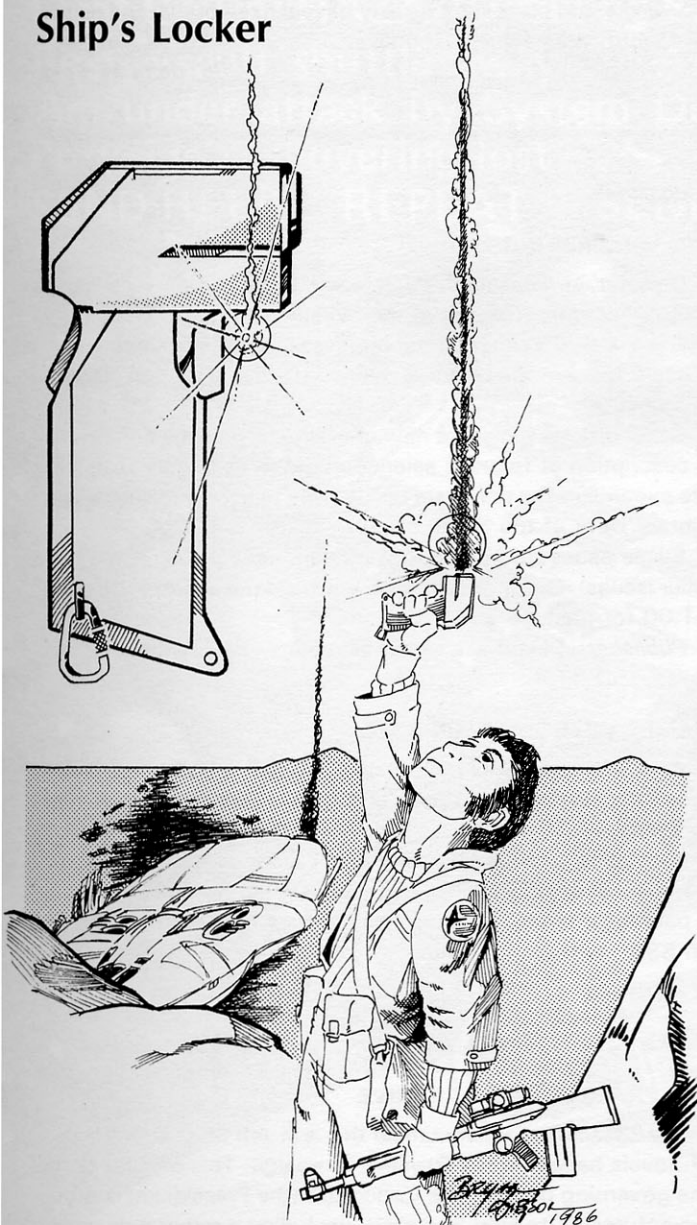
CONCLUSION

Whatever the case, involvement with a planetary invasion and the subsequent occupation can offer great excitement, large rewards, and considerable dangers. An adventure on such a base can present *Traveller* players with many interesting and challenging adventures.

—Stephen Brinich & James Schwar

“Even with the resources of an interstellar empire, transporting large armies across interstellar space is a titanic logistical problem.”

Ship's Locker



FLARES AND SIGNALLING DEVICES

A variety of emergency signalling devices are available on starships or aboard vehicles which might venture into uninhabited regions; they may also be carried by individuals. All have one thing in common — they are designed to signal others in the absence of ordinary communications. Though intended primarily for emergencies, such devices have a variety of other applications, scientific expeditions, and a number of other activities.

Imperial laws require the presence of at least two types of emergency signalling devices aboard all starships and small craft (generally as part of a standard survival kit). In addition, many planetary governments put some similar sort of regulations on water, air, and grav vehicles (and other land vehicles, as well). In general, roll law level or less for signalling devices are to be required. If characters in a vehicle intended for long-range travel are stopped by a law enforcement encounter and are in violation of local safety laws, they can expect a fine of $1D \times Cr 25$.

The devices discussed below are only a few of the many types of signalling devices available.

SIGNAL MIRROR (2) Cr10. A simple hand-held mirror which

can be used to reflect sunlight and thus catch the attention of a distant observer. Signal mirrors can be improvised out of any reflective material; purchased mirrors will include a small sighting hole that enables the signaller to direct the flashes of light from the mirror at a particular target, such as a passing aircraft.

The actual chances of having a mirror's flashes spotted is $6+$, with several die modifiers applied: $+2$ if the target is searching for the party, $+1$ if using a mirror with sighting hole, -4 in moonlight, -8 in starlight, and -10 in an absence of light.

A signalling mirror weighs 250 grams; improvising a mirror requires reflective material and a roll of character intelligence or less to fashion a usable device.

WATER DYE (4) Cr 25. A tube of liquid dye which can be used to highlight a patch of water (around a raft at sea, or in a lake near a crash site) with a bright, easily spotted color visible from the air. The primary drawbacks to this form of signalling are the short duration of the colored patch (it lasts no more than 15 minutes in still water, much less if the water is rough or there is any form of precipitation to break it up), and the fact that it cannot be used at night.

The latter problem is offset in dyes available at tech level 9, for twice the basic cost. These contain a phosphorescent dye equally visible in day or night. Generally, water dyes are useful only when searchers are aware of the presence of the distressed travellers, and are more in need of an exact location than some signal to draw their attention in the first place. A tube provides a single dye patch of standard dimensions, for the price noted above; it weighs 200 grams.

FLARE GUN (5) Cr 75. A flare gun is used for long-range signalling, and has a number of applications, both civil and military. It consists of a pistol-like launcher which can fire any of several types of flare up to 50 meters. In addition to being used for signals, it can fire illuminating flares which can be used for spotting purposes at night.

The basic flare gun, unloaded, weighs 1250 grams; some typical flares are presented below.

Signal Flare: A standard flare provides an easily noticed trail of light (but no real illumination). Use the spotting roll given for the signalling mirror, but with the following additional DMs: in daylight, DM -3 ; at night, DM $+8$. These are in addition to those already given. Weight is 250 grams; cost is Cr10 each.

Illuminating Flare: A flare which provides a brief (2 combat rounds) period of illumination sufficient to eliminate all darkness combat penalties in a radius of 50 meters around the firing character. Such flares are always noticed at night, but have little effect by day. Weight is 250 grams, while cost is Cr25 each.

Flare pistols can be used in combat, though they are woefully inaccurate and extremely inhumane. Treat the gun as a revolver minus 3 for all purposes; the signal flare inflicts 3D damage if it hits, while the illuminating flare inflicts 5D damage points. The use of illuminating flares will also blind characters not expecting it for one round on a roll of $10+$. Characters wearing LI goggles should have a DM $+4$ applied to this roll.

Both kinds of flares are highly flammable, and, if used in combat, can ignite fuel or explosives if fired into such supplies.

SMOKE FLARES (6) Cr 12. These hand-held flares emit both a bright light and a pillar of colored smoke for 15 minutes after ignition. Once set off, they burn constantly, and cannot be shut off. Sighting in either day or night is nearly automatic in line-of-sight.

Smoke flares can be used as an improvised weapon in combat. Treat a smoke flare as a dagger, but inflict 3D damage for

a hit. In a fight situation at night, the flare can overload LI goggles, as noted above, but only in the first round of combat.

Smoke flares are specifically designed to be hand-held (or implanted in the ground). They weigh 250 grams each.

COMMLINK BEACON (9) Cr 750. A combination long-range communicator and signal transponder, the commlink beacon is a very sophisticated emergency signalling device. It is designed to save characters the necessity of constant communications watches. The internal transponder monitors common emergency search-and-rescue channels (one at a time). When traffic is picked up on this channel, the device simultaneously emits a shrill warning tone to alert characters to the possibility that help is at hand, and transmits a coded distress signal. Some more expensive models have provision for a taped, auto-repeat distress call, instead of the automatic code signal. In either event, the commlink beacon serves as a means of establishing contact when there is any search being mounted within 500 kilometers, and then of continuing communications after that initial contact.

An internal battery weighing 200 grams operates the transponder for 30 days continuously; if the transmitter is used heavily, operating time is reduced. Spare batteries may be carried, or the original battery can be recharged from a vehicle or starship power plant.

—Keith Douglas

BREACHING CHARGES

Breaching charges are shaped charges of plastic explosive designed to blow man-sized holes in walls. The charge is the size of a thick notebook; it has a self-adhesive panel on one side and an adjustable chemical time fuse on the other.

To operate, the user peels the sheet of protective plastic film from the adhesive panel, then breaks the prescored fuse strip at the desired time delay (5 to 60 seconds in 5-second increments), pulls the primer, and dives for cover.

Anyone standing within one meter of a breaching-charge explosion is hit for 2D+2 damage on a roll of 5+; at 2 meters, 1D+1 on a roll of 7+. Armor modifiers apply as against grenades or flechettes, and dropping flat adds a -3 favorable DM. Note that this attack applies *on both sides* of the wall being breached.

A charge will blow a passable hole in most conventionally constructed walls. Multiple charges may be used to make larger openings; four, correctly spread out, will make a hole big enough to drive through. To blast through bank vaults or ship's bulkheads requires multiple attacks. Charges do not make very good anti-personnel weapons (come on, you know you were thinking of it) but they could be used as "limpet mines" against vehicles or soldiers in battle dress.

Breaching charges require only basic familiarization (not Demolitions skill) to use, though, of course, a skilled user will get better effects. Also, unskilled users roll 2D: on 11 exactly the primer has been incorrectly pulled, and the charge is a dud; on a 12 exactly, there is a random variation in the fuse time (referee's choice) due to incorrect setting.

An activated chemical fuse cannot be turned off, though a demolitions expert (Demolition-4 or higher) might be able to remove the fuse without detonation (2D for 9+). Charges are insensitive to shock or bullets, and will only burn, not explode in fire.

Fire departments and rescue units often have a few breaching charges, used to free people trapped in burning or collapsed

buildings. Charges made for such "civilian" use are striped dazle yellow and black, and usually have a fixed 60-second delay.
Weight: 2 kg Price: Cr100 TL: 8.

—© 1986, John M. Ford

Continued from page 2

Magazines

TRAVELLERS' DIGEST

Disaster strikes aboard a Tukera Lines vessel when in a passenger is murdered and the evidence points to one on the players. Can the other characters find the real killer in time? Included are complete deck plans of the 1000-ton Tukera longliner.

Other articles include a new character type (Law Enforcers), a description of forensic science at higher tech levels, an article expanding the universal task profile to handle mishaps, and Library Data of the Vland Sector.

Single issues are \$3.95. Subscriptions are \$14.00 for one year (four issues). On single orders direct from the publisher, include \$1.00 for postage and handling.

Publisher: Digest Group Publications, 8979 Mandan Ct., Boise, ID 83709.

GAMES WITHOUT FRONTIERS

A gaming newsletter put out by sometime *Traveller* contributor Fred Kiesche. Fred's purpose is summed up in his title. He tries to keep his readers informed about a wide variety of games and other topics. For information write Frederick Paul Kiesche III, 13 Lake Avenue, Apt 3-B, East Brunswick, NJ 08816. This is a part-time, limited funds effort, so help Fred out and include an SSAE with your request.

Books

THE PRAESIDIUM OF ARCHIVE

I've lost track of what number this is in Jeff Swycaffer's series of novels based on his *Traveller* campaign. This one concerns the governing body of the Concordat (the Praesidium) and the adventures of its First Secretary (including a rather rude move by another member of the Praesidium). As always, Jeff's novels will provide you numerous interesting adventure situations.

Paperback book, 197 pages, \$2.95, ISBN 0-380-89663-X.
Author: Jefferson P. Swycaffer

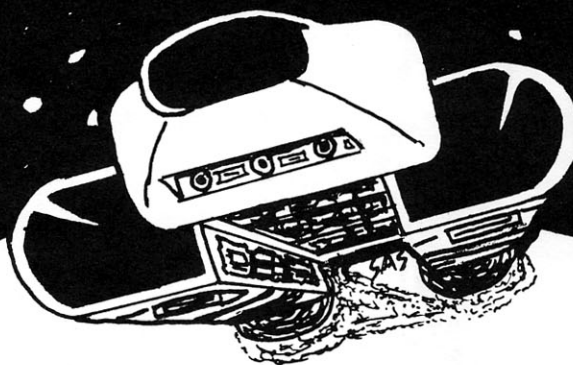
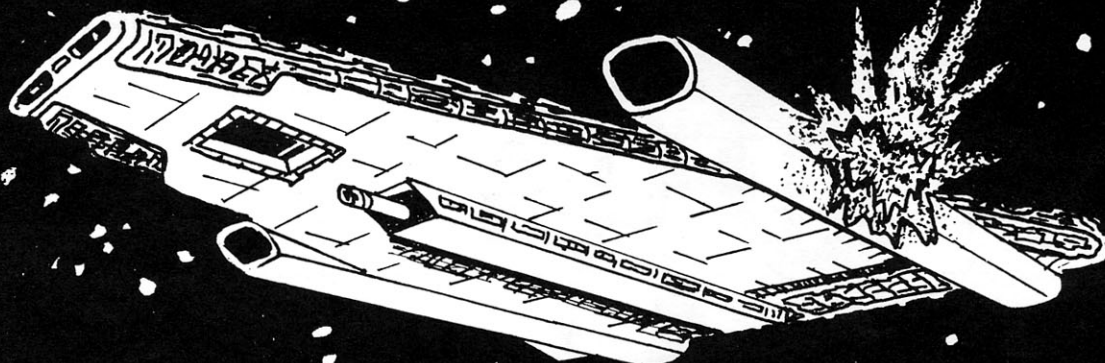
Publisher: Avon Books, 1790 Broadway, New York, NY 10019.

Accessories

CAPS

Trantor Merchants now has their *Azhanti High Lightning* ballcap available, in addition to the 4518th Lift Infantry cap mentioned in the previous issue. Direct inquiries about this and suggestions for future products to Brad Porter, 329 NE Fairgrounds RD, #E103, Bremerton, WA 98310.

Light Cruiser HAZARD calling FLAG
 Light Cruiser HAZARD calling FLAG
 First assault shuttle away . . .
 Am under attack by System Defense Boats . . .
 Port side maneuvering lost . . .
 SEND HELP, REPEAT SEND HELP! . . . message ends



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Turn-around time for both games will be in 10 days. Play begins 01 May 1986. Only a limited number of positions will initially be available for the campaign, so enter early. TRAVELLER rule books; TRILLION CREDIT SQUADRON and HIGH GUARD are a must and are available through us or your local game store. The **CAMPAIGN** set-up is \$25.00 which includes the first two turns, our PBM rules addenda, and your initial fleet/ground forces submission and one resubmission if errors are found in your original fleet/ground forces. Set-up for the **IMPERIAL GAMES** is \$20.00 and includes the same items as the **CAMPAIGN** game.

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MODULES FOR TWILIGHT: 2000

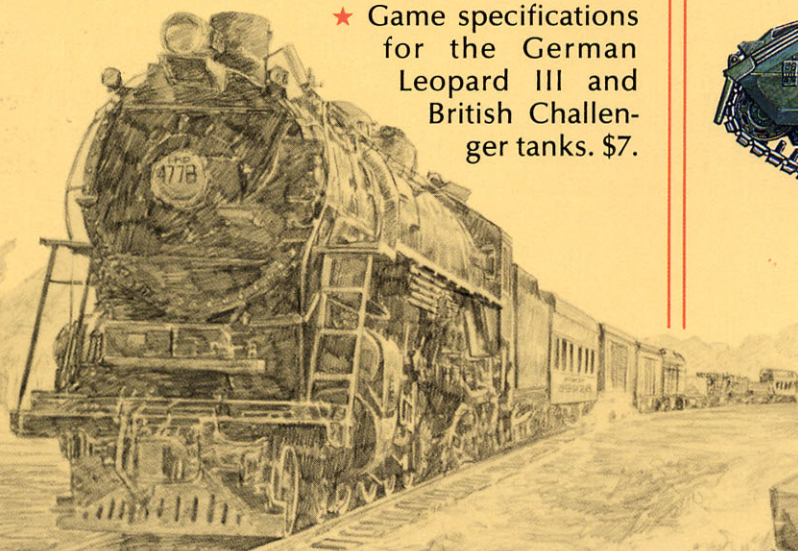
Going Home

You just got the news: What remains of the American army in Europe has been ordered back to the States. But the news is old; after all, you're cut off behind enemy lines in central Poland. You have just three weeks to cross 700 miles of devastated country, past marauders and through the Red Army, to the German port of Bremerhaven, where the last ship for the USA is ready to leave. Your transportation: the only functional steam locomotive left in Poland.

In addition to the adventure, *Going Home* includes:

- ★ A full-color map of northern Germany that connects to the map in *Twilight: 2000*.
- ★ A referee's guide to the NATO and Pact units in their winter quarters as the year 2000 draws to a close.
- ★ A rundown on the French occupation of the Rhineland and their military activities in the "dead zone" east of the river.

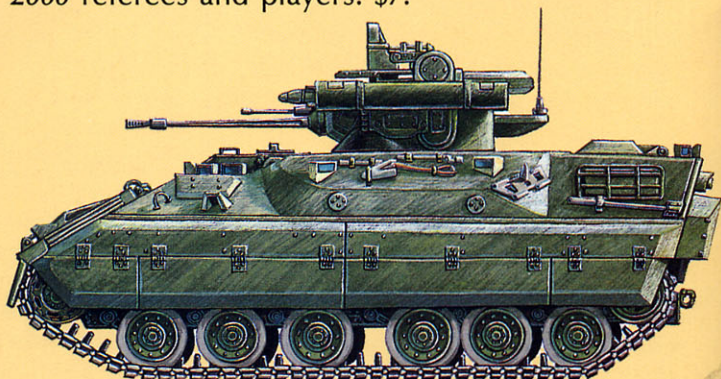
- ★ Game specifications for the German Leopard III and British Challenger tanks. \$7.



U.S. Army Vehicle Guide

This supplement contains a complete listing, with full game information and ratings, of every type of combat vehicle (and representative support vehicles) in the U.S. service in the year

2000, including many vehicles not found in the basic game. There are a wealth of drawings and eight pages of color plates, plus U.S. order of battle as of July, 2000, with remaining manpower and armored vehicle strengths. *The U.S. Army Vehicle Guide* is an invaluable reference for *Twilight: 2000* referees and players. \$7.



Twilight: 2000

Twilight: 2000, \$18 (Add \$1 postage and handling). Many more modules available—send for free catalog.

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