

No.29

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CHALLENGE



GDW's Magazine of Adventure Gaming

*Celebrating
10 years of Traveller!*



A Decade of Traveller
by Marc W. Miller et al

Inside an M1
by Harold Martin

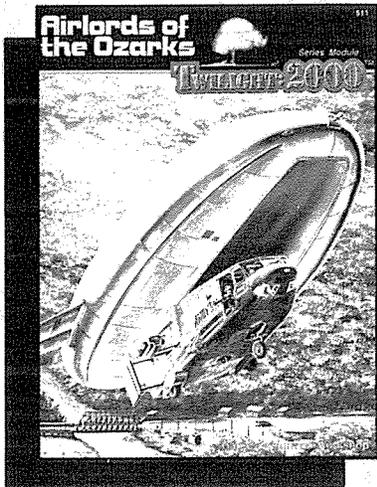
Trade in 2300
by Gary Thomas



Incorporating the Journal of the Traveller's Aid Society.

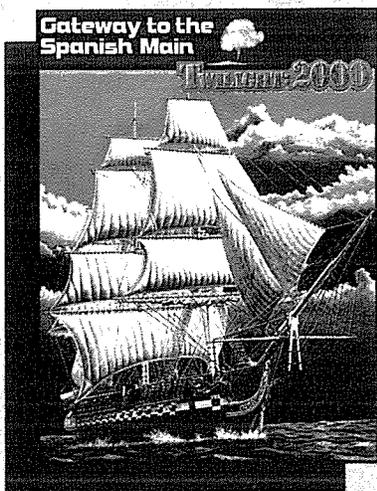
TWILIGHT: 2000

By Air or By Sea



Airlords of the Ozarks

Ozark Mountains of Arkansas, 2001: On a mission through some of the most rugged terrain in the central states, the player characters must infiltrate and gather information on New America, a bizarre right-wing organization determined to build an empire from the ashes of the United States. As a means toward that end some of their elements have taken to the air in ultralight aircraft and dirigibles they have found or made themselves—the airlords now have control of the skies over the Ozarks from which they enforce their will. The player characters will also discover Operation Eaglestrike, a plot involving salvaged cruise missiles. \$7.00.



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CHALLENGE

GDW's Magazine of Adventure Gaming

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Artists in this issue: *Lauretta Oblinger*: p. 3; *Tim Bradstreet*: pp. 12, 23; *D.J. Barr*: pp. 37; *Liz Danforth*: pp. 42, 44; *Rob Caswell*: pp. 28, 29; *Joe Lambert*: p. 36. Cover: Painting by David Martin, cover design by Lauretta Oblinger.

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

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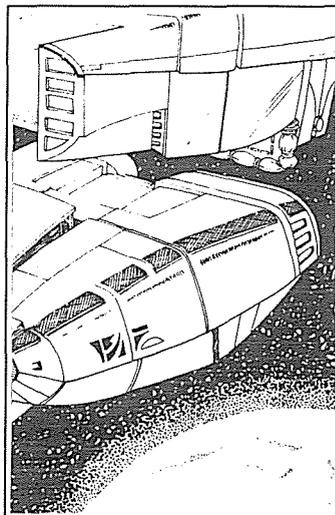
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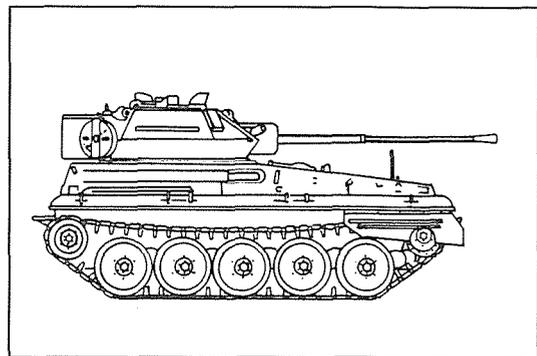
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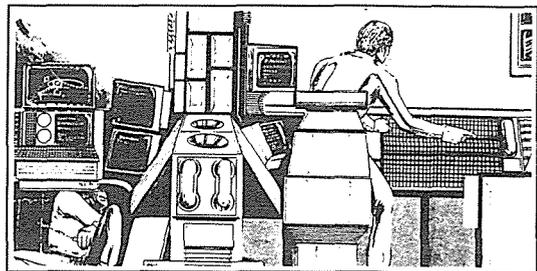
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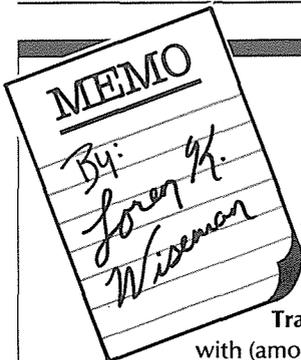
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From the Management

As our cover announces, this year marks the tenth anniversary of **Traveller**. We are commemorating it with (among other things) a collection of essays from past and present contributors. We feel sure that all **Traveller** players will be interested in what they have to say.

In addition, we have printed a little preview of one of our major products-to-come, **MegaTraveller**. Marc discusses the **MegaTraveller** project in his essay, so I won't say any more.

One last note: **Traveller** players will find something particularly interesting in this issue's TNS.

CREDIT WHERE IT'S DUE: LIZ DANFORTH

I made a major error in the last issue. Those of you who look at our covers with more than a casual eye will have noticed that last issue's cover was particularly striking...indeed, many of you did, and noted the fact on your response forms. The cover was the first full-color painting done for us by Liz Danforth, who has supplied us with outstanding art for years. My error was in neglecting (albeit inadvertently) to credit her on our masthead.
—Loren K. Wiseman

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JUST DETECTED

CONVENTIONS

GATEWAY 1987

September 4-7, Los Angeles Airport Hyatt Hotel. Roleplaying, wargames, miniatures, computer and family boardgame tournaments, flea markets, auction, seminars, demonstrations, and exhibitor area. For more information, contact Gateway 1987, C/O DTI, PO Box 8399, Long Beach, CA 90808, or call (213) 420-3675.

DRAGON CON '87

October 2-4, 1987, Atlanta, Georgia. The Southeast Fantasy and Gaming Convention will be held in the Pierremont Plaza Hotel and Conference Center. Guests include Michael Moorcock, Gary Gyax, Richard "Lord British" Garriott, Robert Asprin, Lynn Abbey, Brian Herbert, and Steve Jackson. Pre-registration is \$20 Fan and \$25 Game through 4/15/87, \$25 Fan and \$30 Game through 9/15/87 (Game registration includes four tournament entries). Strategic, FRP, and computer gaming in over 75 featured tournaments, panels, dealers' room, masquerade, video room, auction, and more! Send self-addressed stamped envelope to Dragon Con '87, Box 148, Clarkeston, GA, 30021, or use your Visa or MC to charge your advance memberships by calling toll-free 1-800-554-1162 (in Georgia, call 404-441-3045).

MAGAZINES

SECURITY LEAK

A new **Traveller** fanzine from SORAG Laboratories. They promise brand new adventures (each loaded with intrigue and action) with detailed background, floorplans, new technology, new weapons, new medicines, and columns on a diversity of subjects. Subscriptions are \$12 for four issues, \$4 per issue; please make checks and MOs payable to Gregg Giles (send no cash, please).

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Weather

An easy way to make your **Twilight: 2000** campaign more realistic is to add in weather. It adds an interesting feel to the game if the weather is as predictable as it is in real life; for example, if it rains on the dawn of the raid you were about to pull, or if a snowstorm covers your retreat. This article will explain where to find sources of weather information and the effects of weather on the conduct of a campaign.

As **Twilight: 2000** modules stretch out to cover more and more of the globe, you may need weather information for a larger set of places around the globe. Your sources may need to become a combination of those listed here instead of any one source. Fortunately, most of the sources are easy to find, particularly for adventures taking place in the U.S.A.

For a realistic weather pattern that is as varied as the real thing, use the real thing. Any current source of weather information will do.

DAILY RECORDS

Not everyone has the Weather Channel on cable TV, but if you do, watch and take notes. They show weather maps of Europe, so you can track weather fronts as well as temperature in the area of your campaign.

For those of us without cable television, any major city paper's weather section includes national and international weather. Other cities in the U.S.A. are listed with the temperature and weather. Europe is usually well-covered by city. Most listings include many of the following: Athens, Belgrade, Berlin, Bonn, Copenhagen, Geneva, Helsinki, London, Moscow, Oslo, Paris, Rome, Sofia, Stockholm, Vienna, and Warsaw. Other parts of the world are covered in varying degrees, depending on the paper.

Odds are that the exact area of your campaign is not covered by these sources of information. However, by

tracking a set of cities in the area of your campaign, you can track major weather fronts as well as the general conditions. You can approximate the weather by averaging between the registered places and taking the terrain into account.

What does a weather front look like if you do not have a map— just a set of readings? That depends on the season. In anything but winter, it looks like a line of rain, usually accompanied by a drop in temperature of ten degrees or more as the storm passes through. In winter, the temperature drop may not be as noticeable, but you will see a moving line of snow followed by clear weather.

After a week or two of tracking weather in an area, you get a feel for the general pattern and direction of the weather. Berlin, Copenhagen, and Stockholm often have the same weather a day before it reaches Warsaw. A day before that, the same weather is often in Oslo. This tells you the direction and



approximate speed of the weather front.

THE ALMANAC APPROACH

But you don't want to collect the daily weather data for Europe, eh? Okay, try method two. Get a listing of the average weather by season for the area. An almanac or encyclopedia or other study of the area in question should have such a listing. Fodor's Guides have such a listing. This gives you average seasonal temperature and precipitation for the area. You can use the charts below to make up your own weather. I have made one for Poland, as an example.

TEMPERATURE

POLISH CLIMATE

2D6 Change	If Clear	If Pt Cl	If ClDY	If Precip
1 -15°	1 Clear	1 Clear	1 Clear	1 Clear
2 -10°	2 Clear	2 Clear	2 Clear	2 Pt Cl
3 -7°	3 Clear	3 Clear	3 Pt Cl	3 Pt Cl
4 -5°	4 Clear	4 Pt Cl	4 Pt Cl	4 Pt Cl
5 -3°	5 Pt Cl	5 Pt Cl	5 ClDY	5 ClDY
6 -1°	6 Pt Cl	6 Pt Cl	6 ClDY	6 ClDY
7 None	7 Pt Cl	7 ClDY	7 ClDY	7 ClDY
8 +1°	8 ClDY	8 ClDY	8 ClDY	8 ClDY
9 +3°	9 ClDY	9 ClDY	9 Precip	9 Precip
10 +5°	10 Precip	10 Precip	10 Precip	10 Precip
11 +7°				
12 +10°				
13 +15°				

Weather Type Modifiers: July to October -1, March, April +1.

Temp Modifiers: +1/-1 for every 5° below/above normal for the area.

-5° for each day of Rain.

+3° for each Cloudy or Snow days below freezing

To use these charts, first examine the weather from the day before. Roll 2D6 on the temperature chart, including any modifiers for how far above or below normal for that time of year. The new number is the high temperature for the day.

Roll a D10 and check the appropriate column on the weather chart. Include any appropriate modifiers due to the date or weather type.

Clear: Mostly sunny all day. Full visibility and usually very pleasant to be outside.

Pt Cl: Partly cloudy. Overcast or 35-75% of daily sunshine, no rain. Sometimes indicates cloud front beginning to move in.

ClDY: Cloudy. 70-100% cloud cover (less than 35% sunshine), possibly with accompanying showers. Visibility usually cut due to decreased light. In winter, cloudy weather holds the heat better, causing a temperature increase.

Precip: Precipitation. If the temperature is above 32°, it is rain. If 32° or less, it is snow.

Rain: Rain showers much of the day, with few breaks. Rain decreases visibility and effects travel by making the ground soft and the roads slippery. Continued rain may cause roads to wash out or cause flooding.

Snow: Snows for much of the day. Accumulations of 1-20 inches. Visibility down. Roads are slippery and may become impassable without plowing.

Fog: Low visibility for much of the day. Makes non-instrument flying dangerous.

Tstrm: Violent thunderstorms. Treat as rain except for the slight chance (2 consecutive 00 rolls on a D100) of being hit

by lightning. This chance can be increased by being near a tall object.

It is worth noting that each of these is a general description of the weather during the day. Rain can be either a day-long drizzle or a torrent of an inch or more in a few hours. Snow can come down gently, an inch or two falling all day, or it can snow more than an inch an hour. All this is left up to the referee, but, the general effects hold true. Even a gentle rain over several days will cause soft ground and flooding.

Fog and thunderstorms are not listed on the weather charts, but they do occur at rare intervals, at the referee's option.

When you are approximating the local weather, take the local terrain into account. High mountains will drop the temperature. A mountain range in the way of a weather front will cause the snow or rain to fall on the mountains and drier weather on the other side of it. A neighboring large body of water will increase the precipitation but moderate weather changes.

However you figure it out, lay out your weather a few game days in advance. It can help you shape your own scenarios. You can figure out any effects on NPCs before the fact. Remember, the rain falls on everyone. Consider the effect on deciding to escape from Krakow by helicopter in a rain storm: do your characters want to chance it? Is an NPC pilot willing to fly into the teeth of a raging thunderstorm? Also, if prepared beforehand, you can quickly resolve Meteorology (MET) skill use.

WEATHER EFFECTS

Great, you're saying. Now I can figure out the weather. What of it, besides adding a touch of reality to the game? Weather affects four things: RCN skill (detection), movement, and character health. The effects on RCN (detection) are discussed in the *referee's manual*. The others are dealt with below.

MOVEMENT EFFECTS

All weather affects travel conditions. Road travel (if the roads are maintained) may not be affected too badly, but cross-country travel may well be. Excessive periods of rain can turn firm plains into muddy bogs or wash away roads. Hilly territory may get mudslides. Clear weather can dry up mud. Cold snaps can freeze rivers—and engine blocks.

To track this, keep a Road Conditions Index from 0 to 10. This represents the travel conditions for the area. Any changes that would increase the index above 10 stop at 10, and any that would decrease it below 0 stay at 0. Whatever day you start on, set the RCI to 5 and track it from then on.

Rain decreases Road Condition Index (RCI) by 3.

Snow decreases RCI by 3

ClDY decreases RCI by 1

Pt Cl increases RCI by 1

Clear increases RCI by 2

After two *ClDY* days, a third or subsequent *ClDY* day does not decrease RCI.

EFFECTS OF RAIN

When RCI falls to below 3, ground is muddy and cross-country travel speeds are reduced (by ¼ or ½ depending on severity, referee's choice).

When RCI falls to 0, roads may wash out, be covered by

