Major Changes in HIWG & Quadrant One's Organization

Details inside on new Quadrant Editors, projects for 1991, and current analyst assignments in Quadrant I.

Stories below and continuing on page 2.

Vland Sector Transferred

Category II, Topic 2
Message 239 Sun May 12, 1991
C.BUSH3[Clay] at 07:51 EDT

I am giving up Vland SECTOR to:
Robert Bates
2 Glenbrook Close
Blackburn, Lancashire BB2 4QU
Great Britain

I've acquired too many other responsibilities, and Duncan was right to suggest another take it over.

I've also decided to let HIWG-UK reassign Vland FACTION if they wish to (if they have a willing body). Although I've gotten some more work done on the faction recently, I do have many irons in the fire. This is an iron that I enjoy, but it is one that someone else could and would handle.

This is in part meant to make time to develop and *complete* Imperial Naval Handbook (INH).

In any event, I shall continue as QE-1, HMD editor, and updater of the HDL. Plus I'll kibitz a lot more freely. % ^ %

Brothers of Varian Analyst

Dave Schneider: "Now that I'm Varian Analyst I'll have to do some work on it. Gee, it seemed like a good idea at the time. I'd be interested in hearing about anyone's ideas on the faction - could you pass the word around?

New HIWG Documents

3404 Gushemege: Secoind Thoughts
David Burden. 4 pages, 29-May-91. Revised version of the 1990 document.

3409 Gushemege Biographical Dictionary
David Burden. 7 pages, 19-Mar-91. Biographical entries for subsector dukes and the advisors to the Duke of Gushemege.

3410 Major Corporations of Gushemege
David Burden. 5 pages, 24-Mar-91. Describes twelve major corporations and their activities. Dateline 001-1116.

3411 Fleets of Gushemege.
David Burden. 6 pages. 20-May-91. Fleets, admirals, and naval bases.

162.01 Fate of the "Real" Strephon
David Burden. 14-Jun-91, 3 pages. Proposal for Strephon disappearing in possible misjump.

8D01 Vanguard Reaches Write-up
Chuck Kallenbach. 8 pages, March 1991.
Professionally typeset listing of UWPs (all Vanguard Reaches and 53 systems in adjacent sectors affiliated with Vanguard governments). Redesigns sector (from *Paranoia Press* version) and states that "wild rumors" about ringworlds, etc., were presented in "previous survey."

6F01 Gvurrdon Write-Up
Roger Myhre. March, 1991.
4 pages: general map, subsector names. Changes to UWPs listed in the Vargr Alien Module.
5 pages. Revised UWP listing.
1 page. Map of Zoghz subsector (Gvurrdon B).

6F02 Kforuzeng (First Draft)
Roger Myhre. June, 1991
7 pages. Write-up of the largest corsair band, which operates in Gvurrdon.

6G01 Tuglikki Write-Up
Martin Owen. May, 1991.
11 pages. (Less after some library data re-organized.)

6H01 Windhorn Write-Up
Dave Cheever. 2 pages, January, 1991.

Quadrant Organization & Fanzines – 15 May, 1991

Quadrant One

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AAB Proceedings

Signal GK, Starport

| Dagudashaag Sector | Core Sector |
| Zarushagar Sector | Massilia Sector |

Coreward

Quadrant Three

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(805) 526-9893
GEnie: S.SCHWARTZ4

Current Quadrant One Sector Analysts - 30 June, 1991

The following gives current addresses for the assigned sectors. Sectors outside this area do not have any assigned as analyst, because no one is working on them (yet). Note that HIWG-UK dominates Vland Domain, and the Domain of Deneb is reserved for official development by GDW and DGP. **Beyond has been renamed Malikhar Crescent.**

Tienspev-nekr	Ziafrplians	Gvurrdon	Tuglikki	Provence	Windhorn
{OPEN} {Untouched} *James Kundret*	William Lubelski 3735 McLann Dr. Alexandria, LA USA 71302	Roger Myhre Ammerudgrenda 168 0960 Oslo 9 Norway	Martin Owen 1208 Union Rd, Apartment #2 W. Seneca, NY USA 14224	Phil Athans 7783 Kensington Ln Hanover Park, IL USA 60103	David Cheever 232 E. 600 North Spanish Fork, UT USA 84660
6D xx	6E xx	6F xx	6G xx	6H xx	6I xx

Far Frontiers	Foreven	Spinward Marches	Deneb	Corridor	Vland
{OPEN}	{Some development in a future issue of *Challenge*. Mikesh proposed leaving this sector open for referees to develop as they please, and GDW agreed.}			David Riddell Pembroke College Cambridge Cambridgeshire UK CB2 1RF	Robert Bates 2 Glenbrook Close Blackburn Lancashire UK BB2 4QU
7D xx	7E xx			31 xx	32 xx

Vanguard Reaches	Malikhar Crescent	Trojan Reach	Reft	Gushemege	Dagudashaag
C. Kallenbach 9525 Miriam Ave Overland, MO USA 63114	{OPEN}			David Burden 225 Signal Sqdn BFPO 801 UK	D. Law-Greeen 1 Whitelands Rawdon, Leeds W. Yorkshire UK LS19 6BU Jae Campbell 45 Fairfield Hebden Bridge W. York HX7 6JD
8D xx	8E xx			33 xx	34 xx

Ziafrplians

by William Lubelski

I have been working on Ziafrplians slowly but surely. I did the work by hand (my computer was too temperamental at the time, and in the shop now), but the sector is done as follows:

o All world UWPs are done,

o All class A starport and high-pop worlds have names,

o I have separate sector maps showing Naval Base locations, all A and B starport locations, and the mains all the best (or all in some case) routes between them,

o Trade classification column includes Droyne/Chirper pop, Ancient site locations, and ownership for government type 6 worlds.

o I have placed eight Ancient sites in hexes 0829, 1315, 1621, 2404, 2426, 2623, 3033, and 3116.

I am still working on library data. I propose one minor human race (unlocated) and a minor race, the Qrolm.

Qrolm

The Qrolm occupy hex 2020, between the Consulate and the Thirz Empire. The world's population is around 20 million and includes 20% Droyne. They are tech level 10, and have an independent naval base. Qrolm 2020 C35479A-A M Po De D2 205 Na K9 III

I have been toying with making the Qrolm a sort of two meter long armored worm with many manipulating tentacles around their mouth. They most probably obtained their technology from the Droyne. Maybe they emulate the Droyne caste system. Their government is called the Qrolm Combine.

Subsectors

The subsectors are mapped, as well.

A - Eshiensdiazh

B - Apbisharzie

C - Atla

D - Asepsedvl (Eknoen)

E - Zhdensh

F - Keditlye

G - Uksarrfaek (Etszdili)

H - Khonga (Tekli)

I - Anshnieprlenzh

J - Dlazdiaz Shtiaklbo

K - Tliaqlvie (Svetoun)

L - Rollgagdas (Ianshepl)

M - Anshernieprlenzh

N - Dintzhdevrieziz

O - Iavrdeiev

P - Zdiadlevepra   % ^ %

Gvurrdon

by Roger Myhre

The UWP list is complete and error free as far as I know. If you encounter differences on the UWP list that are not covered below, then I made a mistake when I typed in the data. One thing is certain: all the allegiance codes are correct. They have been double (and now triple) checked.

Allegiance Codes

Dzuerongvae is no loger capital of Society of Equals. It has been occupied by Thirz Empire. If you look at the tiny map on page 48 of *V&V,* you will see that.

Other changes have also happened. So most of the old allegiance codes are invalidated.

World Problems

One world does not have its listing among the UWPs. It is the system at

1010. It is on the map, but not in the list, so I rolled data for this world.

Llaekag (Firgr 0610), from an adventure in *Alien Realms,* does not exist on either the map or in the UWP listings. I added it to the list (so that *AR* is not compromised), which may create problems for those who got AM3.

V&V must be wrong in placing Uthith at 2703: it would not likely have any interest in the Fifth Frontier War, given the distance the fleet must travel. There is nothing at 2730. I have placed Uthith at 2738, the capital system of the Ve Ehklle Ksafi (40th Squadron).

World Notes

1623: becomes new capital for Dzeng Aeng Kho. Naval base constructed there to protect system.

2129: I detected this system on the map but not on the UWP listing. I rolled data for it myself.

2436: Former Imperial Navy base taken over by Corsairs.

2040: Ougzdaelzoerrgh. Starport upgraded to A after signing a contract with Oberlindes Lines.

3040: Llaenkag inserted here.

There have been a number of changes to naval and corsair bases, both additions and deletions. *[Proving once again that travellers in Vargr space shouldn't rely blindly on "existing" maps! - CRB]*

Stellar Codes

Some worlds had spectrum size 7 in their binary star. From the data I have there is no valid saize 7. I rerolled their spectrum size.

Subsector Maps

I've already mapped subsectors A and B in color. I will map the other subsectors at a rate of two a week, maybe faster.   % ^ %

Tuglikki
by Martin Owen

Enclosed is an updated map. The sector map in my previous letter was based on a painstaking study of the map in MTA1: V&V. In preparing my map, however, I discovered no world in hex 1937 (which is listed in library data for Deneb sector in Travellers' Digest 19, p 25). After examining maps of both Tuglikki and Deneb sectors, I decided the best way to resolve this was to shift six systems in Uerrvikh subsector one parsec to rimward. This places a system at 1937 with the least disruption of the system juxtapositions.

KHAKAE SUBSECTOR

I find that Oerk is in an excellent position for an "amusement park" world. There are nearly 100 billion sophonts within five parsecs; 60 billion on Oertsous (Gvurrdon 3238) at a range of two parsecs, 1 billion on Marz (Deneb 0201) and 5 billion on Torrrerz (Gvurdon 3137) at three parsecs, and 30 billion on Junidy (Spinward Marches 3202) at five parsecs.

The Thoengling and Deneb borders are at their closest across Khakae. Also, this is the only area without an intervening state between them. This would seem the place for a trad route connecting them.

I sense the possibility of Deneb and the Thoengling Empire striking some sort of deal with the Oerkzaeng for protection of shipping between them. After all, safe shipping means more Denebians visit Oerk, bringing their tourist credits to spend: very good for business.

Also, do you think that the Oberlindes Lines trading cruiser *Emissary* gets this far to trailing?

THOENGLING EMPIRE

45% of its systems lie in Tuglikki.

Elected assembly: I propose that the "elected assembly" referred to in *Imperial Encyclopedia* be called "The Grand Assembly of the Thoengling Empire." Each member world sends one representative to the Assembly. Each assmblyman (assembly-vargr?) has a number of votes equal to his world's population digit. High-population worlds have more influence, while low-population worlds can still influence things (if they cooperate!).

Between electing new emperors, the Grand Assembly debates proposed new legislation in sometimes heated sessions. When it does vote, the process is very simple: whichever side gets the most votes wins.

Another function of the assembly would be in the role of advisors to the Emperor. Any Assemblyvargr could request an audience with the Emperor to plead his worlds' case, or offer his personal opinion on some matter he felt strongly about.

Lastly, Assemblyvargr handle inter-world relations, as each Assemblyvargr is also empowered to negotiate with other Assemblyvargr as

an emissary of his world. Any deals made, though, would have to be approved by both worlds' governments before they went into effect.

You would have to be one of your planetary government's most trusted and charismatic individuals before you could even be considered for appointment to the Grand Assembly. [CRB: Or else the world's chief vargr want you conveniently away from home for a while.]

Military: The Thoengling have what one could refer to as a "one claw" military policy: all member worlds of the Empire give ten percent of what they spend on their military to the Emperor for the support of the Empire's military forces. (One claw for the Emperor.)

Insignia: Speaking of claws, I also propose an insignia for the Thoengling Empire: the Inverted Claw, a downward pointing equilateral triangle, sometimes used within a wreath of leafy stuff, to look more impressive.

Emperor: The Emperor maintains ultimate authority. He can veto any decision of the assembly, and can even enact laws on his own, without consulting the assembly.

Provence
by Phil Athans

(Phil has been very quiet for a long time now, but he's still active. Most of his HIWG Documents have already worked their way into official print in *Travellers' Digest 14*. Here are the names for his subsectors.)

- A - Llaezgaen
- B - Vorvoun
- C - Lair
- D - Oerrueil (*Destiny*)
- E - Ghaar-Kourrghgo
- F - Taarskoerzn
- G - Gveghz (*Chasm*)
- H - Vourzga
- I - Dzarrgh-Vo
- J - Llaerllourz
- K - Anzaenkhz
- L - ZakOezhong (*TwoSystem*)
- M - Aenkuk
- N - Voudzeur (*Challenge*)
- O - Fhuerrrgh-Irrgho
- P - [His list did not include P]

%&%

Quadrant II
by James Maliszewski

In case word hasn't reached you, Paul Drye and I are now acting as your opposite number in Quadrant II ex officio. Mike doesn't really have the time for this sort of thing anymore and between the two of us, we really have our fingers on the pulse of the quadrant. *Coreward* is now the quadrant II 'zine and we've picked up a Core sector analyst. James Holden has also expressed an interest in contributing since he has always been interested in the Domain of Antares and the Julian Protectorate.

On that front, Paul, Kevin Brennan, and I have been working on a largish adventure set in Antares and Lishun sectors. I usually refer to this project as

Windhorn
by David Cheever

- A - Dakoena
- B - Khonsu
- C - Urrgae
- D - Urzkhoe
- E - Nanthou
- F - Elours
- G - Uroez
- H - Tsougak
- I - Urarz
- J - Urkae
- K - Khaelluna
- L - Sunggoe (Kashzumish)
- M - Aekhgal (Dargarshug)
- N - Gvadhoe (Shumganshii)
- O - Voenggaks (Depanguu)
- P - Kishadikhu   %^%

The Mega Traveller Adventure but Paul and Kevin more modestly refer to it as "Project: Wolvesbane." See if you can figure out the plot! James Holden has joined us in this undertaking, so this bodes well for the endeavor's ultimate success.

....

On other matters, I'd like to start a dialogue about the extent to which Antares and Vland interact with one another. They both have a common enemy in Lucan and would like to see order restored to Lishun sector. Likewise, Brzk would love to keep up megacorporation ties to Vland if possible. Is this likely? The Menderes Corporation is gaining a greater

Vanguard Reaches

Regarding the Vanguard Reaches insignia: you said they look "dark and blocky." That was my intent, since logos should be instantly recognizable at any size or distance. The ones I sent were done with photocopies from a book of design elements. However, I am learning to design with *Adobe Illustrator*, so if you have any rough designs you want executed, I can clean them up and produce them on our 2400dpi laser imagesetter.

- A - Issoudoun
- B - Eslyat
- C - Coos
- D - Trelyn
- E - Chapra
- F - Haldensleben
- G - Harmony
- H - Torvach
- I - Eckmann Schrift
- J - Andwella
- K - Hyperion
- L - Relluen
- M - Helix
- N - Murian
- O - Jarnac
- P - Varanna   %^%

foothold in Antares due to the Julian alliance, so this may complicate matters. According to Mike's Julian Protectorate article, the Vilani megacorporations are rivals to Men-deres in the Extents. What do you think?

CRB: Wolvesbane...the Turning Point Adventure (TPA) by that name concerned someone creating a biological weapon meant to exterminate the Vargr. If you can't stop them raiding, what answer is there besides elimination? It died with the other TPAs, when events passed them by.

Vland "turned its back" on Imperia. They aren't allied with other factions, and had to abandon Lishun to beat off Lucan's forces in Vland sector. %^%

HIWG Under Southern Skies

-- Clay Bush

David Schneider has embarked on a recruiting drive, and has already gained a fifth member for HIWG-Australia and New Zealand. He has also arranged for advertising HIWG at an Australian convention (Confictionary, Adelaide, 6-8 September, 1991). This advertisement was arranged for by promising to run a MegaTraveller event. Seems a fair exchange to me.

He has begun a newsletter for HIWG-Australia, titled *Starburst*. I've just received the second issue. The unique element in this fanzine is a column on Traveller jokes. I won't repeat them here; you'll just have to write Dave yourself.

(I always let people develop their own projects their own way. I'll offer suggestions and comments if I have any, but the decision is always up to the person who owns the project. I dislike having someone "run" a demo his way, telling the players what to do, because it's too easy to stifle any interest that way. And I enjoy seeing people being themselves. There was one man at a *Renegade Legion: Leviathan* demonstrations whose wife heard about TOG's policy of *Patria Potestas* which denies status above lieutenant to any female. She asked whether victorious Romans celebrated with their female slaves. Their side conversation added a new level to play of the game. As it happened his TOG battle squadron won....)

Dave is the only Australian HIWGer so far to submit any HIWG Documents:

166.01 The Communications Society, a private information-exchange network.

166.02 Lucan's Effect upon the Imperial Navy (Under revision)

166.03 Shankida/The Remnants, a write-up of a devastated world in Gushemege sector.

166.04 The Brothers of Varian - Some Other Thoughts, which eventually led to him becoming the Brothers of Varian analyst for HIWG.

166.05 Counter-Insurgency--Strategies for Crushing Local Rebellions

166.06 Hospital Ships and the Cool Hand Incident (Under revision)

166.07 The Solomani involved in Geneering?

This is a pretty good collection for any member, and they have already affected other HIWG projects for the better. I can provide copies to interested HIWGers.   % ^ %

Reality Strikes Again

- David Schneider

The HIWGer sat at his desk smiling to himself. "At last," he said to the alien standing politely beside him, "I've finally got them.". He held aloft the documents, all of which bore the words *Judges Guild* in strange script.

The aide shifted uncomfortably. He started uncertainly, "Um Sir,..."

"Crucis Margin sector," went on the HIWGer. "Gateway sector, the Glimmerdrift Reaches, and Ley sector. After all this time I've finally managed to get second-hand copies."

"Sir," said the aide more firmly, "I think there's something you'd better take a look at." He handed the HIWGer another document entitled *Atlas of the Imperium*.

Eagerly the HIWGer took it. "Where did this come from?"

"Um, well, I got it from the same place where you got the Judges Guild material. But that's not important right now. Look at the maps of Ley sector and the Glimmerdrift Reaches."

The HIWGer did so. Then stopped. They bore absolutely no resemblence to the Judges Guild materials. He swore loudly. "Flaakneersal!"

Flaakneersal (S'mrii profanity): To my extreme embarrassment my mother-in-law is attempting an anatomically impossible act with my next door neighbor and a (undetermined) variety of marine life in a public place.

The HIWGer looked down at the Judges Guild documents. "You know, this reality shift business is really getting out of hand."

The aide's handcomputer/communicator saw fit to emit a low buzz. The aide swiftly checked the device. "Sir, there's a high-level call for you from Medurma. I believe its from the HIWG analyst there."

The HIWGer looked sadly at the documents still in his hands, and, with a sigh, tossed them into a heap of papers that had fallen off his desk. "Oh well," he said, "Too bad about the Hawkling minor race in Ley sector. Put the call up on my monitor..."

He paused. He looked around his cluttered desk and then slowly around the cluttered room. "Er, you haven't seen my monitor have you?

          % ^ %

How to get into print

Roger Myhre asked in his latest letter, "Now that I've generated all this data for Gvurrdon, how do I get it in print?" That key question strikes at the basic reason for joining HIWG, influencing official publications. There is a short answer to what you need to do, besides invest time and effort and an adventure tie-in:

Get it into electronic format.

Writing and publishing have gone electric. It costs a lot to have someone type in a manuscript, and more and more magazines are telling inquiring writers that they only accept submissions on floppy disk. Many that leave the door open, such as *Amazing*, have not published a typed submission for a while: they leave the door open should a new Heinlein come in out of nowhere.

My article "Concise History of the Third Imperium" got into print because it was in the GEnie library. Other materials have been sent in on a floppy disk with a printout in case some gremlin corrupted part of the disk.

How has this impacted HIWG?

One of the duties of HIWG's Quadrant Editors is to put all documents for their quadrant into the library on GEnie. This is the official HIWG exchange point, with both DGP and GDW having settled down on GEnie. It simply costs members (contributors) less than the CompuServe service does.

This means that I've spent many night retyping someone else's manuscript so that I could add it to the list at right. (The list does not show faction documents, or those numbered in other quadrants. For example, 0001.WP is my document "How to HIWG '91.") I realize that many of you do not have IBM computers or WordPerfect, and I greatly appreciate some of you sending ASCII versions.

There are some long documents missing from the list at right that I would dearly love to receive an ASCII version of. It would sure beat typing in the missing 100-odd pages. (Hint! Hint!)

But I don't have a computer.

I'll type in short documents, but not long ones. And, from experience, I recommend getting one. ANY word-processor beats using a typewriter. But see the next question and answer.

Where's the sector data on the list at right?

I maintain a set of files named (sector-name).LIB for each sector. Some are one page, other run on for twent or thirty. I will be uploading all of them to the GEnie library as soon as I resolve a few technical problems.   % ^ %

Item 7226332 91/05/13 21:54
From: M.GELINAS
      Mark E. Gelinas
To: C.BUSH3

Hi Clay,
I received the new set of disks today. I haven't tried them, but I believe they will work fine. Is there anything in particular that you would like on the 5.25 disk when I send it back?

I also received the latest AAB Briefs. Although I am not involved in that region, I enjoy reading the Briefs at least as much as I enjoy TS. If each of the other quadrant editors were to do the same, HIWG would probably work a little better. Keep up the good work.

    Yours for Traveller, Geo.
    = END =

I have a lot of support in Quadrant I, and I want to thank everybody for continuing to bury me with letters. Let's keep up the good work! - CRB

Directory of C:\TRAV\HDS
3105 WP 14568 03-01-91
3106 WP 11208 03-31-91
3107 WP 6388 03-31-91
3108 WP 12422 03-31-91
3109 WP 9684 03-31-91
3111 WP 12653 03-01-91
3201 WP 14411 03-31-91
3303 WP 6120 03-18-91
3304 WP 5524 04-04-91
3305 WP 44912 03-22-91
3309 WP 16930 04-04-91
3312 WP 5318 03-03-91
3401 WP 19458 03-04-91
3402 WP 12045 03-06-91
3403 WP 11674 03-03-91
3404 WP 13725 04-04-91
3405 WP 1695 04-04-91
3406 WP 5108 04-04-91
3407 WP 13487 04-04-91
3408 WP 10723 03-03-91
ESIG WP 10272 12-21-90
HDL WP 33936 06-13-91
HMD WP 66752 06-17-91
MR LST 12608 04-18-91
Q1_MAP WP 8759 05-13-91
_001_01 WP 98124 03-02-91
_005_01 WP 11545 03-02-91
_032_01 WP 9322 02-27-91
_032_02 WP 11432 02-27-91
_032_03 WP 22150 04-04-91
_040_01 WP 5340 03-22-91
_044_01 WP 65712 03-02-91
_052_01 WP 5871 02-27-91
_052_02 WP 19671 06-20-91
_052_03 WP 13496 02-27-91
_052_05 WP 28459 02-27-91
_052_06 WP 22969 05-09-91
_052_07 WP 24720 05-09-91
_992_01 WP 18326 02-27-91
_103_01 WP 11433 03-02-91
_119_01 WP 8492 03-02-91
_119_02 WP 43460 03-02-91
_119_03 WP 9891 03-02-91
_130_01 WP 10530 02-27-91
_130_02 WP 4749 02-27-91
_142_01 WP 8514 03-01-91
_142_02 WP 18724 03-01-91
_142_03.WP
_142_04.WP
_166_01 WP 16211 03-30-91
_166_02 WP 9329 04-23-91
_166_04 WP 6684 04-08-91
_166_05 WP 9501 04-24-91

WORLD-class Battle Tender

CraftID:	Regina, Type TB, TL 14, MCr 95714	
Hull:	270000/675000, Disp= 300000, Config= 7USL, Armor= 40F	
	Unloaded= 1516037 tons, Loaded= 1674838 tons	
Power:	9200/18400, Fusion= 828000 MW, Duration= 22/66	
	LifeSupport & Controls; M-0 = 299800 MW, Duration= 7/21	
Loco:	8100/16200, Maneuver= 1	
	20250/40500, Jump= 4	
	NOE= 75, Cruise= 225, Top= 300, Vacuum= 1200	
	Agility= 0	
Commo:	Radio= System x2, Laser= System x2, Maser= System x40	
Sensors:	EMM Package, PasEMS= Interstellar x2, ActEMS= Far Orbit x2	
	Densitometer= HighPen/250m x2	
	Neutrino= min 10kw x2, EMSjammer= Far Orbit x3	
	ActObjScan= Rout, ActObjPin= Rout	
	PasObjScan= Rout, PasObjPin= Rout	
	PasEngScan= Simp, PasEngPin= Rout	

Off: Missiles= x9x, PlasmaGun= xx3, BLaser= xx9

Batt	20	20	10
Bear	13	13	7

Def: DefDM= +6, NucDamper=6 ArmorDM= 0, SizeCd= T
Sandcaster= xx9

Batt	20
Bear	13

Control:	Computer= Model/8fib x6, Panels= HoloLink x39000
	Special: LgHoloDisp x50, HUpHoloDisp x100
	BasEnv, Bas LS, Ext LS, Grav plates, Inertial comp
Accom:	Crew= 439 (300 x 1), Staterooms= 20, SmallStaterooms= 419
	Bridge= 30, Engrng= 267, Mtce= 7, Gunnery= 53, Flight= 5 Troops= 0,
	Command= 60, Stewards= 14, Medical= 3, EmerLow= 500
	SubCraft: Rider (30000)
Other:	Fuel= 1283361 kliters, Cargo= 68966 kliters
	PurificationPlant (48hours)
	ObjSize= Large, EMLevel= Moderate
	Electronic Circuit Protection.
	50 battery-rounds (50000 missiles) in magazines.

Last issue broke my policy of not including any tech level 15 ships. I wanted to run two comparable versions, and the vessels I looked at had only been done at tech level 15. This pretty much forced me to run tech level 15. Just like everyone does. Ugh.

Back to tech level 14! With a new look at two ships I designed way back in 1989 for AAB3. Letters, discussions, and serious inquiry have advanced the art of ship design a lot since then: the AAB3 versions do not fly now.

Next issue I intend to run upgrades of the Kaasu-class cruiser from AAB4 and the Azhanti from AAB5.

Then I'll run some tech level 12 and 13 designs. This should help increase the variety in your campaigning.

The biggest problem with MegaTraveller starship combat is that there are so few "legal" designs that people can't really relate to playing them in combat. To extrapolate from the limited combat to date is very difficult. It's frustrating.

Hence the significance of the growing sophistication of starship design aids. We are moving beyond starship design to starship **(Over)**

Design Notes

Original design appeared in AAB3. Depicted in **Library Data (A-M)**.

No spinal mount. 20 50-ton bays. 400 turrets. 11506 MW surplus power with weapons above.

The extensive computing facilities and communications arrays support the tender's role as squadron flagship. Many admirals preferred, however, to transfer command to a rider during combat.

History: The Imperial Navy retired all *World*-class tenders from regular service, because larger riders became the norm. Many examples served with reserve fleets in the Imperial core.

MCr 76,571.1 in quantity.

by Clayton R. Bush, 24-Jun-91.

ZHIMAWAY-class Battle Rider

CraftID: *Assiniboia*, Type BR, TL 14, MCr 30839
Hull: 27000/67500, Disp= 30000, Config= 1SL, Armor= 70G
    Unloaded= 955011 tons, Loaded= 971186 tons
Power: 7850/15700, Fusion= 706500 MW, Duration= 17/51
Loco: 6885/13770, Maneuver= 6
    0/0, Jump=0
    NOE= 180, Cruise= 750, Top= 1000, Vacuum= 4200
    Agility= 0
Commo: Radio= System x1, Laser= System x10, Maser= System x2
Sensors: PasEMS= Interstellar x2, ActEMS= Far Orbit x2
    Densitometer= LowPen/100m x1, HighPen/250m x2
    Neutrino= min 10kw x3, EMSjammer= Far Orbit x1
      ActObjScan= Rout, ActObjPin= Rout
      PasObjScan= Rout, PasObjPin= Rout
      PasEngScan= Simp, PasEngPin= Rout

Off: MesonGun= Mxx, PartAcc= x5x, Missiles= x9x

Batt	S	2	10
Bear	S	2	10

Fusiongun= x9x, BLaser= xx9

Batt	3	3
Bear	3	3

Def: DefDM= +7, NucDamper=6, ArmorDM= -10, SizeCd= M
Sandcaster= xx9

Batt	8
Bear	8

Control: Computer= Model/8fib x3, Panels= HoloLink x200
    Special: HeadsUpDisplay x60, LgHoloDisp x30
    BasEnv, Bas LS, Ext LS, Grav plates, Inertial comp
Accom: Crew= 225 (30 x 8), Staterooms= 225
    Bridge= 17, Engrng= 77, Mtce= 38, Gunnery= 54, Command= 31,
    Stewards= 7, Medical= 1
Other: Fuel= 160,140 kliters, Cargo= 4,965 kliters
    Fuel scoops
    ObjSize= Large, EMLevel= Moderate
    Electronic Circuit Protection.

Design Notes

Original design appeared in AAB3. Original rider for *World*-class tender.

One spinal mount. Fifteen 50-ton bays. One hundred fifty turrets. In this configuration, 2213 MW surplus power and 25 battery-rounds (BRs) of 500 missiles.

HE BR weighs 25 and costs MCr10. Nuc BR weighs 35 and costs MCr75.

MCr 24,671.1 in quantity.

By Clayton R. Bush, 24-Jun-91

(continued)
operation. Myhre's reworked his proposed alternative combat system, and I've sold two tech level 14 designs to DGP for *Solomani and Aslan* (No, you will not see them here.)

This climate change helped me decide to launch my *Imperial Naval Handbook* (INH) project. It will include the discussions on starship design that have reached a consesnsus on the GEnie bulletin boards, and go into using the starships. The problem then is to get "legal" UCPs into the hands of players and referees.

Fighting Ships of the Shattered Imperium suffered from a surfeit of typos. There is always a lesson for the wise: I am redesigning my ship design spreadsheets to generate the complete UCP in the proper format. Why? Most of my mistakes came when transcribing from the spreadsheet to the correct format in my word-processor.

I am also torture testing my spreadsheets. A variety of designs reveals flaws that many similar designs won't catch. My sample was the ships in the old *Fighting Ships* and the designs printed in *Travellers' Digest*. Then I plan to do every ship in *FSotSI*.

Well, I had finished converting every tech level 15 ship in the *Fighting Ships* when I found two fundamental bugs. So I erased 28 UCPs last night and will do them again. But I thought that might happen. I'm still aiming for the full program of ship updates.

Nevertheless, ship design is becoming easier for those with certain tools (my 1-2-3 spreadsheets, Prior's Mac tools, etc.) Prior offers over a hundred designs on his Mac disks, and in a few months I'll be offering an equivalent number.

And then we may see some sparks fly! Existing designs will make convention tournaments feasible. *Trillion Credit Squadron* did increase Traveller's visibility, and I hope INH will do the same. -- CRB, 6/25/91