

AAB PROCEEDINGS 18A

May 31, 1992 A Traveller Fanzine produced by Clayton R. Bush

Argushiigi Admegulasha Bilanidin: The "Vilani Repository of All Knowledge." A combined university, museum, and research center on Vland/Vland in the Restored Vilani Empire. The oldest such institution in charted space, the 11,000-year-old institute has an Imperium-wide reputation as a clearinghouse for patents and technology.

Imperial Lines

- Mike Mikesh

Geo Gelinis is the editor-in-chief of *ImperialLines*. Being a submariner, he has not had much chance to direct things other than to do the editor's remarks in "X-Link". He might have more opportunity for involvement in his next assignment.

For now, all submissions, art, and articles come to me. I do the primary selection and the editing. After that, it goes to John Meyers. Its a very workable system. I work with the writers and artists; John works with GDW.

Dennis Myers is not much involved in Traveller any more.

I'm asking for material (1000 words or less). What we need are random nuggets (above all else), bestiaries, short discussions (such as law enforcement in the Vargr Extents), equipment, and small cargoes. Send queries to me, and mark all envelopes *ImperialLines*.

ISSUE #3

Imperial Lines #3 is our Vilani & Vargr issue. Material is due to me by June 30.

Here's how the plans stand:

VARGR: First, I plan an article called "Raid!" discussing how to run an adventure where PC Vargr take part in a raid against an ex-Imperial world. This was originally an adventure. The new approach shortens it, leaving ideas that can be ported to Diaspora and the Star Viking era.

Second, an article about thoughts and material about Vargr that did not find a place in *Vilani & Vargr*.

Third, way back in TS#8, Phil Morrissey drew a cartoon of Vargr corsairs looting a hold, only to puzzle over a bra and a smelly sock. I'm going to write Phil and ask if we can reuse that for IL#3.

VILANI: Do you have anything you might consider submitting for the Vilani side? Two possibilities come to my mind, if anyone wants to pursue them.

First, what's that riding animal on page 17 in *V&V*? Write up a bestiary and include statistics for MT compatible with *Cadillacs & Dinosaurs*.

Second, what about Vilani liquors? List prices, characteristics, and special comments for several. Other data for Small Cargoes might be useful.

ISSUE #4

IL#4 is tentatively the Zhodani & Psionics issue. Farstar asked, "When is material for IL#4 due?" I estimate late October.

Paul Sanders and James "Farstar" Kundert are working to create the Noql-class 300 ton Zhodani frontier trader. This will actually include a deck plan! %`%

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Supplement

HIWG Membership Directory: Lists active members alphabetically, with mailing address and phone numbers.

AAB Proceedings 18B

Scheduled for June 30! The other six pages plus a list of current HIWG documents and works in progress.

AABP18 was cut in half because of mailing costs. And the material to the right required immediate distribution!

Collected Notes

Subscription and Memberships

Richard Bood: "Will you please get in touch with all members and tell them when their memberships run out (since it is no longer measured by the Tiffany Star issue)?"

CRB: Since the last issue of Tiffany Star was #29, AABP17 counts as Tiffany Star 30 for computing when your membership runs out. Ed Edwards is converting to numbering subscriptions in terms of AABP issues.

I have sent membership lists to regional coordinators showing all addresses in Great Britain, Australia, and New Zealand, respectively, that were sent a copy of AABP17. They should tell me of anyone missed in the changeover.

Vargr

Roger Myhre has started a Vargr fanzine, "Kfan Uzangou." The editorial was entitled, "The Editor Barks." It included some library data on Gvurdon, and an interview with the leader of the Kforuzeng band.

He intends to distribute it free to those active in Quadrant I, and to the four Quadrant Editors. Others must pay to subscribe, so that he can recover some of his costs. (I wonder who he copied that payment plan from?)

Zhodani

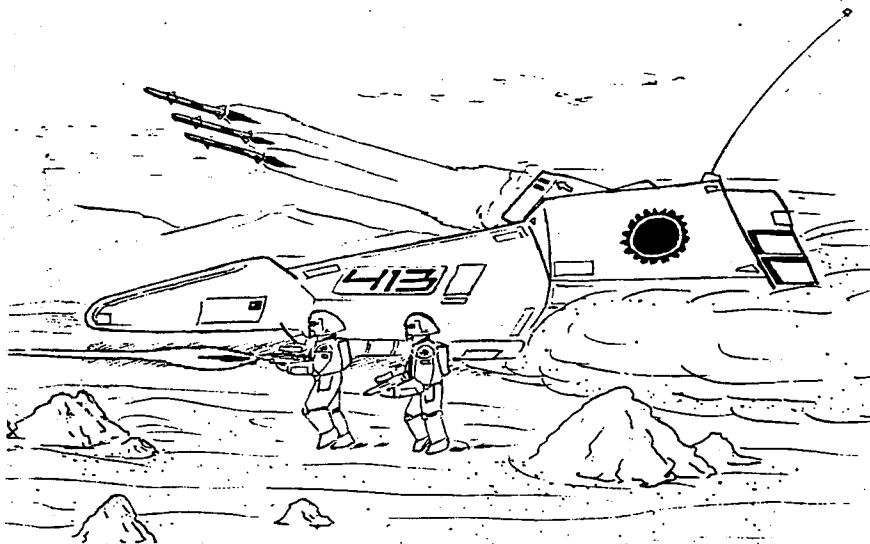
-- James "Farstar" Kundert

The "Zhodani Dictionary and Glossary" (1992 Edition) will go into the mail to Clay and other interested parties (as a HIWG Doc) as soon as I get it laser printed.

Zhdant

- William Dover

"No one's really accepted the number of Droyne worlds in my sector listing, so



I'm cutting back on them." He's reducing number of Droyne worlds in Zhdant to six Droyne and seven Chirper worlds. Those numbers are not as far from the usual rates of occurrence, and still leave room for deliberate Zhodani interference.

Antares

- James Maliszewski

The UWP statistics for the sector are completed. I have a hardcopy, however, I believe Paul Drye has the data on disk.

The data is all circa 1120. I've done some piecemeal updating for Hard Times, but it's very unscientific and skewed to my vision of Antares. I used the tables and manipulated them as far as possible to get the results I wanted. No random rolling for this guy!

Once I know either my school address in Canada or GDW's plans for my folio adventure, I'll be sure to let you know.

A - Pelusium

B - Nink

C - Dartho

D - Oulduktak

E - Shurlarlem

F - Sarar

G - Gimgir

H - Kiirkandin

I - Urumishu

J - Urnadnim

K - Antares

L - Mukusi
M - Argusap
N - Gaakish
O - Sakhag
P - Marikaad

LE '89

Knoellighz

- Bob Grob

I am breaking out of denial and realizing that I have been losing touch with reality by becoming a compulsive gamer. This has led me to realize that I cannot handle gaming, and must make a clean break with all my previous gaming activities. I have therefore gotten rid of all my science fiction and Traveller gaming materials. I found it extremely difficult to do so, and especially because it has caused the loss of many good friends who did not understand. If I had continued, I suspect that I would have eventually lost my sanity - I was already living in a fantasy world 40-60 hours a week.

Because of the foregoing, I am going to have to renege on the promised articles as well as coordinator of Knoellighz sector. Unfortunately all disk data has been lost so I no longer have all the UWPs for Knoellighz, but I did send 1/4 of the UWPs to Farstar in printed form.

Your friend,
Bob Grob

%^%

An Open Letter on a Developing Sector

- Chuck Kallenbach

There seems to be some confusion regarding the FASA and Ares magazine versions of the Far Frontiers sector. As I am the one who seems to be *invalidating* this material, let me set the record straight.

I believe that Paranoia Press was the second or third licensee for Traveller from GDW. Things were pretty fast and loose in those days. First, our royalty fee was evidently quite a bargain (or so Jordan Wiesman of FASA kept telling me). Second, approval was rather lax. SORAG was literally approved over the phone. That whole book was written, typeset, and approved in one month.

When Don Rapp and I got the original patents to Beyond and Vanguard Reaches, respectively, I asked Marc what the heck the lumps were on the old Imperium map. He said the lumps were interpreted differently. Some developers used them as stellar concentrations, some as political divisions. We could do what we wanted with them.

We used the lumps as political entities. The big lump that overlapped the border between our two sectors was defined as the Cosentient Alliance and inhabited by all kinds of races.

When *The Spinward Marches* came out, I was amazed at how few planets there were in the entire sector. System density was 50% in the old rules. Being a graphic artist and working for a printer, I surmised that this was done to get one subsector on one page neatly.

When I generated my sector, I went strictly by the book—sort of. A friend had an Apple II and a thermal printer, and he started generating systems and subsectors by the boatload. I took the ones I liked, and cut and pasted them together.

NEW BEGINNING

Two years ago, I developed a newsletter called VANREX, named for the primary news service in the Vanguard reaches. It would detail a subsector per

issue, and print much of the library data and adventure material I had generated over the years. I printed 50 copies of the first issue, and took them to GenCon 90.

I proudly gave a copy to Joe Fugate. He was glad to see me, and said people had been looking for information on the Reaches and Beyond for years. About the newsletter, however,....

The Beyond had already been given to Tad Ringo to redevelop, since DGP was not in touch with Don Rapp. Tad interpreted the lumps as a large political and astrographic entity sticking into the trailing edge of the Vanguard Reaches. Tad was at the convention, and we talked about coordinating efforts.

It rapidly became evident that I would have to redesign my sector to be compatible with all these changes. Swallowing my pride, I decided to alter my dot map and redesign the sector. In one sense, my baby, my creation, had been rejected. In another, I was anxious for the chance to redesign the sector and do it right.

REDESIGN

As other sectors came into print, the lumps became more and more often used as clusters of systems. Sometimes there were no systems outside the lumps at all. Having played in my Vanguard Reaches for years I determined that it was so full of systems that there were no rifts or backwaters. It was too easy to get anywhere, even with a Jump-2 starship.

Another factor in the redesign was that I had been working on this sector for ten years and was nowhere near finishing. I hope your sector analysts are aware of what they are getting into. Scaling down was a good idea.

The first thing I did was take an old map of the Imperium and literally blow up the little section showing my sector to 11 x 17 size. This enabled me to trace the lumps very accurately. I wanted them to represent concentrations of systems, with limited access to other lumps.

AAB Proceedings

Publication Information

AAB Proceedings is a fanzine for developing the Traveller universe. It is a fan document, and discussions are meant to exchange ideas.

Produced and distributed by Clayton R. Bush, HIWG's Quadrant 1 Editor.

Subscriptions & Back Issues

It is distributed free to all active HIWG members. All others may acquire copies at \$1.00 per issue. Back issues cost \$1.00 per issue.

Submissions

Those interested in submitting material send it to: Clayton R. Bush; PO Box 119; Limon, CO 80828.

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Acknowledgements

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HIWG Connection

HIWG ("History of the Imperium Working Group") is a fan organization detailing the official MegaTraveller universe. For information, write to:

Ed Edwards; 1410 E. Boyd; Norman, OK 73071-2650.

Kevin Perry; 29 The Drive; Orpington, Kent BR6 9AR; United Kingdom

Dave Schneider; 5 East Avenue; Allenby Gardens; S. Australia 5009; Australia

Open Letter on How Vanguard Reaches Developed (con.)

If you look at the Imperium map, you will see that several lumps extend coreward into Far Frontiers. I had already agreed to cede three subsectors on the trailing edge to Tad Ringo for the Malikhar Crescent. I realized that, under the same logic, I should be defining these lumps in Far Frontiers. That is why my dot map for the "Vanguard Reaches" extends into Far Frontiers and even Yiklerzdanzh.

By the way, someone was trying to figure out what kind of stellar density I used when I generated the new dot map for *Solomani and Aslan*. I just drew the new map. Even in the old rules, GDW said it was better when you put things somewhere on purpose and not use the random generation process.

I was unaware of the FASA and Ares material during this process. Joe Fugate and Tad Ringo did not mention it to me. Joe just said, "Get the dot map done and send it to me and it will go into *Solomani and Aslan*." So I did, and there it is. As Joe says, under the law of supersession, the new stuff is correct.

There is still a lot of Far Frontiers left to define. I would like to see some of the Keith brothers' stuff from FASA be retained somewhere. I talked to Don Rapp, and he said I can continue to develop his races from the old Beyond sector (like the Sred*Ni and Mal'Gnar) and his other concepts. I hope to integrate them into the Vanguard Reaches somewhere. For what it's worth, I miss the name *Beyond*.

Traveller Revision

GDW has settled on the name Traveller: The New Era (abbreviated "TNE"). This simplifies referring to the revision.

Word is that they are leaning toward a D20 (twenty-sided die) system for resolving tasks. Difficulty levels would simply be double what they are in *Twilight: 2000*, which uses D10.

Star Vikings is no longer a miniatures product. It was not said what it will be, and I see no point in idle speculation.

Dangerous Dimensions

By now, everyone on the mailing should have received news of the new GDW game by Gary Gyax. (Challenge had a flyer, and the stores have the same flyer.) Initial efforts seem focused on Mythus, an alternate ancient Earth.

Other products are promised. On GENie, GDW asked what supplements to the DD systems would people be interested in buying. Cowboy Western and Espionage aroused interest.

There are two interesting T:2000 adventures in the GenCon prereg booklet: the shootout from *The Wild Bunch* and something called "The Sm*rf's Must Die!" If I got into the events (I sent in a prereg), I may have some interesting stories to tell after August.

MATERIALS

The funny thing about the whole VANREX experience is that I spent a lot of time in my campaign working on Vargr and Solomani factions that have been left out of the new Reaches. A lot of the gaming in my gaming is unpublishable. However, I have some great adventures regarding the Eslyat that may see print some day. Also, there is a MegaTraveller revision of *SORAG* available for anyone who wants it.

Everything will have to be redesigned for the New Era, but that's alright with me. I have been using the *Twilight: 2000 Second Edition*, and I like it very much.

For anyone wanting current information about the Vanguard Reaches, please get a copy of my new library data, HIWG Document 8D01. The five pages of library data in HD 130.03 are also new and accurate. I'm sorry to say that the old Vanguard Reaches booklet is pretty much obsolete. The Eslyat have changed from squids to lizards, and most of the wilder ideas are gone.

So much for ancient history! I hope HIWG can soldier on and weather the transition to the New Era. I am excited about this evolution, and look forward to working in the good old Vanguard Reaches. % ^ %

Folio Adventures

GDW has released *Assignment: Vigilante*, its first Traveller folio adventure. At least one other is in the works.

Folio adventures are 16 pages, and will be adventures without rules. One reason the old Traveller adventures contained rules section was that they helped sell the supplement to people who did not want the adventure itself.

Folio adventures will permit better support of the Traveller line. It is much easier to produce them than it is to produce a new 96-page supplement or playtest a new rules section. Faster production means more timely support of the game system.

I am prompted to think of the "Search for Excellence" rule: Try to be 1% better at a thousand things, rather than trying to be 1000% better at one thing. Companies that focus on only breakthrough products tend to fall behind others that keep working at continuously improving products.

SPI, with its flooding release schedule, shows the danger of the other extreme. If the folio adventures do not glut the market, as D&D modules did, stores will carry them.

I am hopeful about the folio adventures, although others may prefer to hope for occasional major releases like DGP's Alien Books. A suggestion for inquiry letters to GDW: plot, setting, and characters. And anyone can copy a movie or other plot.