



# AAB PROCEEDINGS 18B

August 15, 1992

A Traveller Fanzine produced by Clayton R. Bush

**Argushii Admegulasha Bilani din:** 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.

## ImperialLines

-- Clay Bush

I was told that GDW would send all HIWGers a copy of the premier issue of Imperial Lines. I have now been told that GDW turned down giving all HIWGers free one-year subscriptions because of the cost. Somewhere between the participants and myself the subject changed...Anyway, issues of Imperial Lines are not being mailed to all HIWGers.

Many of you will find the premier issue bundled with *Assignment: Vigilante*. It might be bundled with other products, but I am not privy to GDW's marketing plans.

If you want a copy now, send a request and a SASE (self-addressed, stamped envelope -- regular size) to GDW. There is no charge. You can also request the free issue of their other newsletters. (Challenge has run lists of the available newsletters.)

### Contents

Collected Notes .....	2
Yiklerdanzh Status Report .....	3
Open Letter .....	4
<b>AAB Proceedings 18B</b>	
Aslan Module Transport .....	A
Vargr Far Courier .....	B

### Supplement

HIWG Document List: Lists current working documents. This has been pruned considerably, and there are many new documents.

## Imperial Lines

IL#4, the Zhodani and Psionics issue, is still on track. Send material to Mike Mikesh so that he has it before the end of October. Mike is looking for intrigues in Deneb, rather than Core Expedition material.

His requests have emphasized encounters, bestiary, and cargos; he sees Imperial Lines as a referee resource rather than a debating forum.

IL#5 is tentatively a Droyne and Ancients issue.

Later themes under consideration include:

- Hivers and K'kree
- Minor races
- Robots and cyborgs
- Clones and constructs
- Corporations
- Nobility
- Adventures in the past

## Yes, This Issue is Late

I planned to have this issue out June 30. While I allowed for the turmoil of our fiscal year end, fate intervened. Due to a newspaper article, the governor transferred the warden, deputy warden, and security manager I worked with. The new warden and deputy warden had different agendas, policies, and report requirements. My schedule was destroyed, but things are becoming routine again.

Look for AABP 19 after the Labor Day weekend. It will include any information from the Traveller seminars at GenCon (in late August). %^%

# Collected Notes

## Subscriptions and Memberships

— Ed Edwards

The HIWG membership of the following ends with this issue of AAB Proceedings. Please renew your membership now so you won't miss AAB Proceedings 19. Send US\$12.00 to Ed Edwards; 1410 E. Boyd; Norman OK 73071 or the appropriate fee to your country coordinator. Thank you.

- 072 David Mullians
- 087 Terrence McInnes
- 103 David Cheever
- 122 Peter Celella
- 126 Rob Prior
- 129 Dennis Myers
- 152 Thomas Campbell
- 153 Matthew Wilson
- 155 David Johnson
- 156 John Watts
- 159 Mike Shade
- 160 J.T. Wister
- 190 Wayne Ligon
- 193 Mark Henderson
- 194 Micheal Cosgrave
- 195 Robert Cosgrave
- 196 James Cooke
- 197 Alan Huscroft
- 198 Allan Prewett
- 201 Matthew Greenway

## Traveller Conversion

— Clay Bush

Geo Gelinis and Rob Prior have been working at converting Traveller rules to the T:2000 system. Most work has been on careers, and some on psionics and vehicles. A laser-printed version of their working document is available from Rob Prior. It looks real good.

**Rob Prior:** I've managed to assemble a high-school group that is reasonably familiar with T:2000. They make a good playtest group for "ease of conversion," and what the younger crowd find interesting. Note: for some of them, thinking instead of fighting means threatening to shoot someone's head off instead of just

doing it!

## Qiknavrat Word Generator

— Edward Schmitt

I have taken up your offer on a Qiknavrat word chart. I started work, but I soon found myself picking up loose ends on the Zhodani and Droyne. I eventually generated several documents from my notes and assumptions. The reactions will be interesting, because I am operating on vague ground with the documents.

Reviewing Zhodani words in print revealed several inconsistencies. I do not think that the Qiknavrats could have been responsible for all of them. It is more likely that the predecessors to Zhetl used additional sounds, and that formalization dropped the irregular and uncommon sounds. Some words still use those old sounds because no one wants to change the word. I will try to come up with an approach that will explain most of the variations.

I note that Angus Foster volunteered to coordinate Droyne in Quadrant I. My Qiknavrat document will set up a framework suitable for work on other Chirper worlds.

## Fulani

— Clay Bush

This distant sector has been developed by three people, all of whom figured it was so far away that no one would contradict their work. Geo Gelinis developed it as Dark River Sector in *Tidewater Traveller Times*. Mike Mikesh developed it in *Spinward Ho!*, an exploration sourcebook that GDW turned down. Finally, Keith Potter tells me that his friend David Drake has developed it.

Now Thornell (see above) is expanding into it. Why do people looking spinward keep choosing Fulani? I'm reminded about a (player-inspired) rumor that a hungry psionic power was drawing the

Zhodani into the Core Expeditions.

## Zhdant

— William Dover

I have revised my UWP listing for Zhdant sector to limit Droyne presence there to twelve and eight worlds with Droyne and Chirper populations, respectively. I'm not going to spend any more time on this one issue.

I am still trying to decide the best way to represent conditions on the military-ruled worlds.

Farstar Kundert sent me Addaxur presence tables, and I will use them to examine the possibility of adding Addaxur presence to the UWP listing.

All worlds have been named. When the UWP listing issues are resolved, I will be working on library data. I have some ideas, but nothing on paper yet.

## Tavrchedl'

— Angus Foster

What would happen if the Tavrchedl' became dissatisfied with the way things were? Quis custodiet custodiet? ("Who guards the guardians?") Is there a self-monitoring body to ensure the Tavrchedl' don't revolt?

What if some Tavrchedl' went insane and changed the fabric of their local society? Or stage a bloodless coup like the psionic nobles consolidated power over their rivals, the technological nobles?

## Ziafrplians

— Clay Bush

This sector is transferred to Farstar Kundert, due to lack of communication from the old sector analyst.

## Far Frontiers

— Clay Bush

This sector is transferred to Geoff Kelly, due to lack of communication from the old sector analyst. %\*%

## Yiklerzdanzh Status Report - August 1992

-- Clay Bush

HIWG-Australia, headed by David Schneider, is developing Yiklerzdanzh sector for adventuring along the Zhodani borders. About 40% is part of the Zhodani Consulate.

The old Zhodani Alien Module indicated that Zhodani spinward expansion stopped when they encountered minor human states. The only race mentioned in print is the Vlazhdumecta, of Far Frontiers sector, who have been long absorbed into the Consulate. Schneider has approved two star-faring minor races in Yiklerzdanzh sector, and Zhodani, Solomani, Vilani, and (perhaps) Aslan presences.

### DIGEST GROUP

In discussion with Mike Mikesh, Joe Fugate said that "Imperial" settlement only extended as far as Far Frontiers. Anything beyond that was home grown or Zhodani influenced. Nothing specific was decided about the sector.

Several years ago, Tad Ringo was hired by Digest Group to develop Far Frontiers (as the edge of settlement). I presume DGP was looking at a "Library Data" article for a future issue of *Traveller's Digest*. Tad Ringo did not respond to my letter then, and nothing ever saw print.

Digest Group is leaving Traveller entirely after MTJ4. Nothing on the spinward areas ever saw print in *Digest*, and no one active in Traveller has copies. I've decided to consider Far Frontiers open to HIWG development, and Geoff Kelley can develop it to mesh with Yiklerzdanzh efforts.

### DEVELOPMENT

Coordinator: David Schneider.

A & D: Gustav Ness and David Schneider.

E & F: Angus Foster. This area includes the minor state Meichntid Ibl. It was settled by cultural Zhodani, perhaps technological nobles. As a meritocracy, and not based on psionics, it is not part of the Consulate.

It's secession caused an undeclared war with the Consulate, called the "Shadow War." Most of the war was covert on both sides. (One reason for creating the Shadow War is to make Consulate history less of a dry list of dates of peaceful achievements.)

G: Michael Butler. A recent appointment.

H, K & L: Paul Ridgway. Area includes part of the Salinaikin Concordance. Early ideas suggested that a small state in L might have been settled by Imperial refugees from the Psionic Suppressions. The state would be pro-psionics, but have an Imperium-based culture.

I & M: Grant Sinclair. His small state includes a marsupial minor race, the Talpaku. Xenophobic when encountered, they still *don't* like the Zhodani.

J: Corran Webster. A recent appointment.

N & O: David Thornell. He is working on a state called the "Vlazhdumecta," which he is extending into Fulani. The timeline used shows that the minor human race from Far Frontiers set up a colony state straddling the current border between these subsectors and Fulani sector.

P: Geoff Kelley. He has surveyed the UWPs, but no documents yet. An Aslan presence is probable, and may lead to a minor state. %%

## 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

# Traveller: The New Era

- James Maliszewski

Recently I had a long talk with David Nilson. The topic was the folio adventure I have been asked to write for TNE. As it stands, this will be the first supplement to TNE after the basic set is released. During the conversation we discussed a range of topics and what is needed to make Traveller a better game. While the details I know are confidential, I can pass on information from the general discussions.

1. Foremost, GDW really is interested and concerned about Traveller. They have decided to invest a lot of effort into making the game as good as it deserves to be. Sure, we are skeptical. We have a lot of reason to be. Still, I want to tell you that GDW is serious. They've really thought things out and they have high hopes for TNE. They want the game to succeed, and they're working hard to ensure that that happens.

Unlike some changes in Traveller's past, the New Era is the result of careful deliberation and thought. They know just what they are getting into. TNE will be different from both classical and rebellion Traveller, but never assume that different must mean worse.

2. Dave Nilson is a wonderful person to talk to. He really knows Traveller and its problems. He has definitely been paying attention. He admits he may be unable to eliminate all of Traveller's problems, but he is at least aware of them.

I was genuinely impressed by his fresh and optimistic attitude about the game. He sees TNE as the next step in the game's evolution. He is a good guy from what I can tell. He deserves our respect and support.

3. Certain aspects of the New Era might not be received well by some long-term Traveller players, especially HIWGers. This is unavoidable. Everyone has their own version of the Traveller universe. So does GDW. I find it rather arrogant of anyone to suggest that GDW has a false vision of Traveller. Their vision may not be everyone's, but they deserve the benefit of the doubt.

There is no good reason why GDW should not follow its own way. This does not mean that they're not concerned with fan's wishes. Far from it! The whole reason for the New Era is to stimulate interest in the game again. MegaTraveller is accessible only to a shrinking number of old-time gamers. That does not bode well for either the game or GDW.

TNE may not be what everyone is expecting in terms of specific details, but it is what everyone interested in saving Traveller from an undeserved fate should want. It brings back what has been missing: a sense of an unfolding story and a level of direction and guidance. All of this will make TNE a boon.

4. TNE is an effort to recapture the spirit of the old days. It's starting from a fairly clean slate. Hard Times and the much-aligned computer virus are efforts to allow GDW to use the Traveller milieu in a new way. An element of mystery and the unknown can be added again. Like the Ancients of the old days, the New Era will have its long-standing mysteries and enigmas. GDW has thought about these carefully.

The New Era will not be a static setting. It is intended to be dynamic and changing.

It is not a dark setting. It is about rebuilding a civilization, but not one slavishly dependent on the old. The Third Imperium was a failure. The New Era will bring about a new civilization, one that will not die in a titanic rebellion.

The New Era seeks to explore these issues. Why did the Imperium self-destruct? What can we do to ensure it never happens again? That doesn't sound bleak to me, but exciting.

5. Please do not encourage people to write me for details. I don't have them all, and I would not break a trust to tell what I do know. TNE's novelty is its new setting. Things must remain in the dark if there is to be suspense and excitement. Those elements help make TNE wonderful.

This HIWGer is impressed with Dave Nilson and with GDW's renewed commitment to Traveller. Traveller will live again. Support TNE and you can be sure it will succeed. The last thing GDW needs right now is self-righteous fans giving them flak.

I am very excited. I hope that this letter properly conveys my excitement. Please do your best to pass along my enthusiasm. I suggest that anyone interested in saving Traveller from the abyss of obscurity support GDW's mammoth undertaking. %^%

# Aslan YAKTEOY-class Modular Starship

-- Roger Myhre

CraftID: Yakteoy, Type ZN, TL 13, MCr 31423

Hull: 90000/225000, Disp= 100000, Config= 3SL, Armor= 40F  
Unloaded= 760076 tons, Loaded= 1378953 tons

Power: 5660/7547, Fusion= 509400 MW, Duration= 30/90

Loco: 6750/9000, Maneuver= 2  
5400/7200, Jump= 3  
NOE= 170, Cruise= 750, Top= 1000, Vacuum= 2120  
Agility= 0

Commo: Radio= System x2, Laser= System x2

Sensors: PasEMS= Interstellar x2, ActEMS= Far Orbit x2

Densitometer= HighPen/100m x2

Neutrino= min 100kW x2, EMSjammer= Far Orbit x2

ActObjScan= Rout, ActObjPin= Rout

PasObjScan= Diff, PasObjPin= Diff

PasEngScan= Rout, PasEngPin= Diff

Off: PartAcc= x8x, Missiles= x8x

Batt 2 2

Bear 2 2

Def: DefDM= +5, ArmorDM= 0, SizeCd= R

Repulsors= x7x

Batt 2

Bear 2

Control: Computer= Model/7fib x3, Panels= HoloLink x1813, LgHoloDisp x40

BasEnv, Bas LS, Ext LS, Grav plates, Inertial comp

Accom: Crew= 328 (100 x 3), Staterooms= 170

Bridge= 19, Engrng= 135, Mtce= 13, Gunnery= 22, Command= 31,

Stewards= 7, Medical= 101, LowPass= 1000, LowBerth= 1000

Other: Fuel= 473760 kliters, Cargo= 585714 kliters

Fuel scoops, PurificationPlant (24hours)

ObjSize= Large, EmLevel= Moderate

Electronic Circuit Protection.

25 battery-rounds (2500 missiles) in magazines.

## Design Notes

4 100-ton bays. 2 50-ton bays. 25304 MW surplus power with weapons above. MCr 25138.1 in quantity.

This ship carries a module of 30,000 displacement tons between systems. The module can contain anything, including weapons and screens. It may not have locomotion or fuel scoops, but it can fit a fuel tank and fuel purification plant. The module's configuration is 4USL and its armor value 40F. Modules can be designed so that multiple cmodules could be connected to a space station, fortification, or city.

Loaded weight is with an empty module.

## Vargr Knonue-class Courier

CraftID: Anghaekhi, Type XK, TL 14, MCr 218  
Hull: 180/450, Disp= 200, Config= 1SL, Armor= 50G  
Unloaded= 3210 tons, Loaded= 3357 tons  
Power: 27/54, Fusion= 3600 MW, Duration= 13/39  
LifeSupport & Controls; M-0 = 300 MW, Duration= 7/21  
Loco: 9/18, Maneuver= 2  
11/22, Jump= 5  
NOE= 180, Cruise= 750, Top= 1000, Vacuum= 2120  
Agility= 2  
Commo: Radio= System x5, Laser= System x2  
Sensors: PasEMS= Interstellar x2, ActEMS= Far Orbit x2  
Densitometer= HighPen/250m x2  
Neutrino= min 10kW x2, EMSjammer= Far Orbit x2  
ActObjScan= Rout, ActObjPin= Rout  
PasObjScan= Rout, PasObjPin= Rout  
PasEngScan= Simp, PasEngPin= Rout  
Off: PartAcc= xx1, PLaser= xx2  
Batt 1 1  
Bear 1 1  
Def: DefDM= +9, ArmorDM= -3, SizeCd= 2  
Control: Computer= Model/6fib x3, Panels= HoloLink x200  
Special: HeadsUpDisplay x5  
BasEnv, Bas LS, Ext LS, Grav plates, Inertial comp  
Accom: Crew= 4 (1 x 4), Bunks= 5  
Bridge= 2, Engng= 1, Gunnery= 1  
Other: Fuel= 1462 kliters, Cargo= 45 kliters  
Fuel scoops, PurificationPlant (12hours)  
ObjSize= Average, EMLevel= Moderate

### Design Notes

2 turrets. 1196 MW surplus power with weapons above. MCr 174.4 in quantity.

The Thizr empire decided to serve a few courier routes with long jump instead of taking the long way around. Only ten were built to meet a limited need. They were built at Ksethu (Gvurdon 1112). The class entered service in 1108.

Sudden attack by the Society of Equals in 1111 nearly collapsed the communication network. To increase and hasten information flow, the Thizr Empire high command requested 50 more of this class. They got permission to purchase 20 more, but only 18 were complete when the war ended in 1116.

Seven craft were lost in the war. These losses may be due to the high agility and the good armor and equipment. Frequently in combat during the war, the craft earned the name Knonue ("Hard Nails").

Original design by Roger Myhre. Revised by Clay Bush 15-Aug-92.