



AAB PROCEEDINGS

28 February, 1994

Issue 24

The newsletter of the History of the Imperium Working Group (HIWG), a Traveller club using the official Traveller universe. Produced and distributed by Clayton R. Bush.

Start Here

The Traveller line continues to grow; *Fire, Fusion, and Steel* has been out for two months; RAFM miniatures have been on sale in town for a month; *Smash & Grab* is shipping to distributors; and....the last page contains an announcement concerning the first TNE equipment book.

Why the first TNE equipment book? First, vehicles qualify for a book in themselves. Second, due to space limitations, GDW was unable to include robot design rules in *FF&S*. Third, due to the number of entries, GDW produced separate personal and heavy weapon supplements for *Twilight: 2000*. All of these factors indicate room for several supplements in the blasted post-Imperium.

An equal amount of work could be done with the Imperium. Guy Garnett's recent survey of TML (Traveller Mailing List, an internet exchange) found half the respondents used TNE, but half of all respondents also ran campaigns in the classic Third Imperium. Results of the HIWG survey (on page 3) show a similar stay-behind group who dislike the Rebellion and the Collapse.

Both groups, however, contain mainly long-time players. Neither survey purports to show when new purchasers are playing.

SUPPORT

What support exists for this variety? The best source for classic (and unique) campaigns continues to be articles in *Challenge* and other magazines. This includes ideas to steal along with dedicated articles.

GDW has committed itself to supporting the New Era setting, and is encouraging contributors to work around the Reformation Coalition. It has no resources to support alternate settings. It is also looking in-house for Traveller's direction. Outsiders are not writing rules or news items, because GDW learned from DGP that that lost control of the game system.

Traveller Chronicle is the only Traveller-dedicated magazine. Other gaming magazines (*Shadis, White Wolf, Dragon*) may publish Traveller adventures. These can provide ideas to referees, but will not establish alternative settings.

HIWG SUPPORT GROUPS?

The key element, TNE design rules, is now available to support alternate settings. Now, anyone can start a setting. The HIWG officers considered setting up "TWG" as a working subgroup developing alternate technology settings—but we all have full schedules already.

The categories are: classic Imperium, Rebellion, TNE, and Alternate. Since most HIWGs want to get published, we feel we need to go with the New Era. (Most stuff, like vehicles, could be taken to other settings anyway if the referee is using TNE rules.)

Does anyone want to be the coordinator for classic Imperium or Alternate technology (or continue MT work)? I will post announcements and progress reports, but the rest of the work in running a subgroup would be up to the coordinator(s).

I hope this issue and the current HMD start some conversations. Check page 8!

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HIWG Membership

Newest listing, 28-Feb-94.

Next Issue...

A look at Traveller computer programs.

Chairsophont's Letter

Things are moving along now. *Fire, Fusion and Steel* is in the stores about a month now, and sales are going well. I strongly recommend this book for all TRAVELLER referees.

Players who like the technical aspect of TRAVELLER will find this an excellent purchase as well.

FFS also presents an excellent opportunity for -you- to get published. How? The Workshop is preparing a supplement called "Reformation Coalition Equipment Guide". This "catalog" of equipment will include not only equipment for the RC, but also equipment that they might find in the ruins of the former Imperium. In creating this supplement, the Workshop is looking for designs from players and referees. I can't guarantee that anything you submit will be used, but there is that chance.

Some hints to help you get -your- equipment published:

-Use standard Imperial campaign technology. This book is intended for their standard background. Designs using the alternate technologies will probably not be considered.

-Be innovative. Instead of sending another version of the same old 5 mm assault rifle, think of interesting weapons or interesting ways to use the technology.

-Be practical. Sure, you could design some really incredible weapons, or bizarre equipment, but give it a reality check. Ask yourself honestly, if an army could practically use that weapon, or a person could practically use that piece of equipment. Practicality goes beyond just function, it extends to such concerns as price, portability, recoil, range, number of rounds carried, availability, and other such things.

-Watch your Tech Level. The maximum TL of the Coalition is 12 (C) at Aubaine. A significant amount of equipment will probably be constructed at this TL. Some items may be constructed at TL 13 (D), but not many. Look at the TL modifiers for the piece of equipment that you are building, if there is a break point at a TL lower than 13, then use that TL for your equipment. Remember, the Coalition has to be practical, and use what resources they have. If you are building "Imperial" equipment, then limit yourself to TL 15 as a maximum. There may be some TL 16 equipment around, but those will be rare, and usually prototype and novelty items. If you absolutely must build a TL 16 item, then in the write-up, you should probably note it as either a novelty or prototype.

-Be neat. The staff at the Workshop are very busy. If you submit your idea in a scrawl on crumpled paper, they are very likely to -not- take the time to try to translate it. Instead, they will go on to the next submission.

-Submit your worksheets. The staff at the Workshop will want to check your design. A neatly arranged worksheet will greatly help this. It doesn't have to be a computer spreadsheet printout. Neatly

written numbers in labeled columns and rows are sufficient. Look in the back of FFS for examples.

-Remember that RC Equipment Guide is primarily for personal equipment. It may include some innovative vehicles. It will probably not include starships.

This is a good chance to get published. It is also a good chance for you to influence the shape of TRAVELLER.

CARDS AND LETTERS

Both Clay and I have received a good response to questions and surveys we have placed in recent AABP's. We appreciate everyone who has responded, whether by mail or electronic means, and rendered your opinions. We will still accept the input of those of you who haven't contacted us, and will even accept more input from those who already have. Keep those cards and letters coming folks.

DIVERSE BACKGROUNDS

One of the possibilities that TNE has opened up, particularly with the publication of FFS, is that of backgrounds other than the official "Imperial" background. It has been suggested that HIWG open up its coverage to consider such backgrounds.

For a variety of reasons, HIWG cannot throw its doors wide open to such backgrounds. That is not to say that its members should not use alternate backgrounds, quite the contrary is true. I, myself, have run games in an alternate universe of my own. I also encourage members to discuss their backgrounds with other members. In my case I am helping several of my players develop their own TRAVELLER universe. If someone is using the TRAVELLER rules, I am all for it.

It would be impractical, however, to try to represent all the possible varieties in the Proceedings.

Nonetheless, let me offer this for HIWG consideration: if a significant portion of the membership is interested, perhaps as a group we can design and develop a single alternate universe, and devote some space in the Proceedings to designs, history, background, adventures, or whatever for that universe.

Or perhaps you would like a column which contains suggestions on aspects of alternate technologies not covered in the book. Such things could include drawing maps of a universe which uses Stargates, combinations of alternate technologies that work well together, how to use alternate technology to

emulate a particular science fiction setting, and so forth.

Write to Clay Bush, Mike Mikesh, or myself and give us some feedback on these thoughts.

Yours for Traveller,

Geo

Survey Results

Organization Name

11 - Keep HIWG (Most common reason: name recognition, no reason to change)
 8 - Change to TWG
 6 - Who cares?
 2 - Suggested other names (one seriously)

	PCs	NPCs	Have Module
Aslan	20	38	24
Dr/Chp	11	34	22
Hiver	2	10	16
K'kree	0	2	14
Vargr	21	36	25
Zhodani	11	35	21

Favorite Adventure

4 - Twilight's Peak
 2 - Arrival Vengeance, Traveller Adventure, Secret of the Ancients
 2 - Traveller Adventure
 1 ea - Road Show (JTAS), Belter (JTAS), Loggerheads (JTAS), Alien Werewolf in London (White Dwarf), Rapid Repo (MTJ3), Expedition to Zhodane, Sky Raider trilogy, and the entire Traveller's Digest Adventure.

[Common elements to multiple nominees that I see: multiple worlds, took several sessions to resolve.]

Last Adventure Session

18 refereed, 7 played
 5 met in last month, 4 over a year ago
 Date
 11 - Pre-Rebellion
 7 - Rebellion
 1 - Hard Times
 5 - New Era
 Themes
 8 - political
 6 - evacuation
 5 - merc ticket

RACES

Following table combines columns. PCs includes "I have played" and "PCs used", while NPCs includes "I have met" and "PCs have met." All positive responses counted as 1, all negative responses as 0. Highest possible character score with this method is 54; highest possible module score is 27.

CONVENTIONS

13 attended conventions in the last 12 months; 14 did not.

Only 4 each have ever gone to Origins or GenCon; no one to both.

Only 6 indicated they have run a Traveller event at a convention.

INTERESTS

18 - Regency
 5 - Imperial Core
 7 - RCES
 9 - Major Race interest: 1 - "All", 1 - "Aslan,Zho,Vargr,Droyne", 1 - "Zho, Solo"
 1 ea - Aslan, Vargr, Zho, Solomani, Droyne
 8 - Minor race interest: 1 - "All", 1 - "In general", 2 - Yiklerzdanzh races, 1 ea - Hybrid Droyne, Darrians, Vegans, Neucalifyorans
 17 - Ships and craft
 14 - Vehicles
 8 - Water vehicles
 15 - Robots
 11 - Firearms

[There was one vote *only* for water vehicles; the other water vehicle votes checked off all technology areas.]

PROJECTED BOOKS

By order of interest:
 14 - Vehicles book
 10 - Free Trader
 8 - Aliens of the Rim
 8 - TNE Armoury
 7 - Vampire Fleets

AAB Proceedings

AAB Proceedings is distributed to all active HIWG members. All others may acquire copies at \$2.00 per issue.

Those interested in submitting material send it to: Clayton R. Bush, PO Box 895, Limon, CO 80828. All materials are copyrighted by AUTHOR, and printed for discussion by permission. (N.B. Copyright law protects words, not ideas.)

Acknowledgements

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HIWG Connection

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

Membership Secretary: Clay Bush, P.O. Box 895, Limon, CO 80828. He produces *AAB Proceedings*, which you are reading.

HIWG-Australia: Dave Schneider, 5 East Avenue, Allenby Gardens, S. Australia 5033, Australia. He produces *Starburst*, the HIWG-Australia newsletter.

HIWG-UK: C.N. Walker, Bankside, Reddish Road, Marsden, Huddersfield HD7 6NF. He produces *White Noise*, the HIWG-UK newsletter.

Computers

IBM PC: Brian Borich, 3890 50th Street, San Diego, CA 92105-3005.

Macintosh: Rob Prior, 262 Dunforest, Willowdale, Ontario M2N 4J9.

Atari, Amiga: There were groups working on these systems, but the members involved are now inactive.

Collected Notes

RC-border Sectors

Geo Gelinas, who prepared Diaspora for GDW, also collapsed the rest of Old Expanses for them for unscheduled later publication. Geo is now collecting information on Alpha Crucis sector.

Harold Hale is collapsing the Solomani Rim.

Farstar Kundert has collapsed M, N, O, and P subsectors of Massilia. Learning of the above, he posted them to the GEnie bulletin board, and is considering collapsing the rest of Massilia.

Stuart Machin is working on his Spartan Hegemony pocket empire in Delphi sector.

Who is interested in Glimmerdrift Reaches, Hinterworlds, and Spica?

World Tamers

--Terry McInnes

In addition to the adventure, World Tamers is also a source book containing a comprehensive star and planetary system generation module, a wet ships design sequence module adapted from Wet Navy parts 1 and 2, an archaic weapons module, and a planetary infrastructure module. I'm nearly finished with archaic weapons (have to complete the section on designing pole arms). Next I move on to design sequences for infrastructures such as stationary power plants, industrial facilities, roads, and railroads.

FYI, the wet ships module has some sample designs including a TL-3 steam-powered sternwheel riverboat and a TL-3 full rigged clipper ship, among others.

The black powder weapons design sequence I've worked on so far only allows for the design of small arms. I looked at the CPR Gun chapter in Fire, Fusion, and Steel and found that with only a very little adaptation, this can be used to design black powder cannon. Mostly, I think, this involves adding two values to the CPR Gun Tech Level table:

TL 3 x0.6, TL 2 x0.4

This reflects the lack of efficiency in the crude gun powder at those tech levels. Gun length should be limited to something like 30 calibers, and ammo to solid shot. Should work, give it a try (if you have FF&S) and let me know what happens.

The book is at 35,000 words and counting.

Adventures

Mikesh: I brought up Lee's Guides as a possible type of short article for Challenge. Dave said that while the format is good, he'd rather not include the mention of A. P. Lee or his descendants. The intent here is to deliberately break the thread of continuity with Classic Traveller. I really liked, though, the idea of given a range of suitable world stats and let the ref plug the adventure onto an appropriate world in his campaign.

Dave also mentioned that they will revive "Just Detected" in Challenge.

Gregory Lee: Aramais is NOT integral to the concept. You thought I would be offended?

When I pitched "Lee's Guide" to Gamelords, oh yea so many moons ago, I wanted to call it "Amber Travel Zone." It was a direct descendant of the old "Amber Zones." The two twists I would add were specific references to particular alternative worlds, and a less definitive adventure outline; in addition, unlike many if not most Amber Zones, it would be directly derived from a world's situation, not some other aspect of Traveller.

Aramais was a good idea, but he is not central to the concept. In addition, I think I've told you that I actually had to fight against naming him as my "grandfather," based on my deep personal affection for the one grandfather I knew.

I think, though, that (space permitting) a "character commentary" remains appropriate. It doesn't have to be Aramais (who, in my opinion, is in cold-sleep somewhere, possibly on a ship that misjumped due to the Virus, and is too selfish to have descendants intentionally); rather, it could just as easily be an appropriate "guest star."

Solomani Rim

--Harold Hale

I am continuing the development of the Solomani Rim. Yes, I have delayed in posting the sector to the Games Library, but not because I haven't wanted to post it. I was hoping first to get some feedback from others (in particular Dave Nilsen) regarding the changes I have made regarding stellar data. As those of you who have seen the Solomani Rim, c.1202 stats are aware, I have eliminated all of the type 'D' M spectral class stars, and replaced them in most cases with main sequence M spectral class types. This was done so that the stellar information would be more reflective of what we on 20th century Earth know the stars in the local vicinity to look like. I felt that such an approach was a bit on the radical side, and it might be best to keep them from the general public's view, but perhaps I have misjudged. In the meantime, I'll be happy to send Mike Mikesh a copy via GEnie, and anyone else who wants one as well.

I've been playing with the sector map of the Solomani Rim, and I could see very easily where there could be upwards of 5 or more such governments. Here's my list of possibilities:

- The Terran Republic (which includes Terra, Prometheus, etc.)
- Dingir (which includes portions of the Dingir subsector)
- The Bootean League (which actually would be most involved in the Aldebaran Sector)
- The Vegan Collective (5-6 systems centered on their homeworld)
- The Nation (a Virus empire centered on Cymbelline)

-Unnamed pocket empire in the Suleiman, Concord or Harlequin subsectors

Allowing for more than two pocket empires allows for some real political intrigue, with each power trying to gain domination (or keep from being dominated).

Also, no one said that the pocket empires had to exist all at the same time. For example, the Booteans using salvaged starships may have dominated a large section of space from 1150-85. Then, because they lacked the ability to fabricate new jump coils (or whatever reason you can fill in), slowly fell from space. Now, using one of their last working starships, they make contact with the Terrans, hoping to buy jump technology from them.

Borich: I like this scenario in a lot of respects. While the normal TCS campaign had only two empire builders. This option allows 2-5, this type of scenario would be better appreciated by groups like some I've played with (who like empire/kingdom type games) and to those types of players doing Star Fleet Battles campaigns.

My only other concerns are whether the economic system for this game can be applied to the rest of the TNE universe.

Gregory Lee: This is the RC with a different flavor. Start from that premise, so that you don't have to repeat all of the writing already in TNE: "The mission types and profiles used in RC campaigns can be used in campaigns based in Terra. However, the unique faith of the Gabrealites, which permeates Terran society, colors all such missions (just as the unique world-view of the RC and its Hiver patrons colors all RC missions)."

Then get to the attitudinal differences which will allow role-players to determine how their characters to react to a given situation.

For example, a world may be under a TED's rule. The RC approaches this problem, perhaps, by "out-TEDing" him. "Hey, TED has FGMPs, but so do we -- and we have more." The Gabrealite-driven Terran forces may take a longer view. "Teach them the Faith, and they will join." The adventure then flows from either escorting (or BEING) the priests (you really should write up the Gabrealite priest class if you're going to do this right), helping a priest-group in distress, or so on.

Why each group is hunting for junk is the question, not *whether* they are hunting for junk.

Harold Hale: Actually, *WHY* isn't a question either, since each group is looking for "junk" for the same limited list of reasons. Given the expense of starship operations, I doubt anyone this side of the Great Rift goes tooling around space looking for nick-nacks for the mantle in their study.

I added the "Vampire Hunter" mission as a variation on a theme. Sure, everyone tries to kill off Virus infected stuff, but what if you went out and deliberately searched for it instead. It makes sense to me that the navy of a pocket empire would eventually go from an

essentially defensive stance (desperately trying to stop the assaults of vampire ships on the mainworld of the PE's primary system) to an offensive one, in which the focus of the mission becomes "getting them before they get us".

Solomani Rim Timeline

Mikesh: Hivers, psionics, and vampire ships in the Earth setting bother me, and I've been struggling to explain it in words. The image of putting ketchup, mustard, and relish on prime stake keeps coming to mind. The setting is starting to sound too busy. More to the point, they might not be doing Earth justice as a setting.

Consider this simple scenario: The PC's have something valuable, so an underworld kingpin sends a team of Aslan to fight them and take it away. Why Aslan? Because Traveller players generally like aliens. But a dozen thugs would do just as well. Using something that's supposed to be exotic where its not needed puts a tax on credibility.

On the other hand, if the theme of the adventure is an Imperial Aslan clan trying to redeem its honor, and at the same time acquire funds to migrate to the Hierate, then there's excellent cause for leaving the attackers as Aslan.

This is an instance where the two mesh well. Aslan as thugs and Bwaps questing for honor feel weak. The parts lack cohesion. Psionics and Earth also lack cohesion. I still think that a religion based on precognitive psionics is a good idea. But I believe it should be used for a different setting, making room in the Terran setting for elements that have better cohesion with Earth.

Earth is the human homeworld, founder of the Second Imperium, the Holy Grail of the Second Solomani Rim War, etc. To do the setting justice, I feel things fundamental to Earth, rather than superficially related or generic to TNE, should be used wherever possible.

Missing Skills

—Bryan Borich

Skills missed are Botany and Xeno-botany for Physical sciences also.

Interesting variant: Allow the character to pick up two 0 level skills instead of a skill level as his secondary activity for the term. But he can't improve them further until game play. This would represent a character expressing an interest in a couple of subjects, but finding out they are not really interested in the subject after all. In game play maybe allow the level to rise to one for 1/2 a point, instead of 1, but this last part is an afterthought.

Tsadr Sectors Ceded to HIWG-Australia

--Harold Hale

I have reached a decision regarding the Neucalifornyan Federation, and the other states that I had located in the Tsadras (that is the Tsadra and the Tsadra Davr Sectors). I have decided that they will be moved to the Magellan Sector (location TBA), rimward of the Solomani Rim, outside the old boundary of the Solomani Confederation. The reasons for my decision are many, but the primary ones are listed below:

1) It is unlikely that GDW will publish any materials on any of the sectors spinward of the Spinward Marches. From what I've seen of the GDW publishing schedule, even if a decision were made to go ahead with some kind of "Spinward States" supplement that included areas that far spinward (chances are it wouldn't), it probably wouldn't see a store shelf for at least another two years or more. My goal for sometime now has been to see the Neucalifornyan setting in print, and as it stands right now, the best hope of that lies with GDW and moving the setting.

2) A long time friend asked an important question a couple of months ago during a gaming session. "Will the Neucalifornyans ever run into the Gabreelists of the Terran

Republic?" "Not very likely, there's just too much space between them" was my reply, but then I began to think about it. I had designed the Gabreelists to be the antithesis of the Neucalifornyans. How would they react to each other? As most of you are aware, thinking can become a dangerous habit, and soon enough I began to toy with the idea of "transplanting" the Neucalifornyans closer to Terra. The subsector maps and much of the storyline could remain basically unchanged, though I would have to write the Zhodani out of the plot. A ton of work to be sure, but it was possible. This would also allow me to introduce the Neucalifornyans into the New Era, and accomplish the goal I stated previously (to get them into print).

3) Moving the Neucalifornyan setting would also allow the folks at HIWG-Australia to develop the Tsadra Sector as they saw fit, without worrying about potential conflicts with my work. They had always seen Tsadra as being virtually uninhabited, and it would become that way again.

I would therefore like to announce in my capacity as Sector Analyst of the Tsadra Sector for HIWG and self-appointed Sector Analyst for the Tsadra Davr Sector

that effective March 1st, 1994, the History of the Imperium Working Group Australia is in undisputed creative control of the Tsadra Sector, with all the rights, privileges, and responsibilities that go along with it.

I would further like to announce that I am officially (subject to HIWG approval) becoming the Sector Analyst of the Magellan Sector, location of which to be published in the near future, and (subject to HIWG approval) the Sector Analyst of the Solomani Rim Sector for the New Era.

CRB:Magellan sector works best as a working title; a number of border sectors have already been named in print. How far from Terra do you want to be?

AUSTRALIAN RESPONSE

--Grant Sinclair

Thanks for the note you sent me a few days ago about Harold Hale's move. This solves many problems for us. Apart from the incompatibility between our work and his, it gives Geoff Kelly of Melbourne a place to move the work he was doing on Far Frontiers. I have given your information to David Schneider, who was jubilant. He will contact Geoff Kelly and talk about things and I will let you know what transpires.

Oh yes, the reason that Geoff Kelly needs a place to move his Far Frontiers stuff is that Kevin Knight is going for "official" status for his Traveller Chronicle magazine (as you probably know), preferably retrospectively. If that happens (and even if it doesn't, with the number of subscribers Kevin will have), then the Far Frontiers stuff will become official. I don't know what date the Far Frontiers stuff is supposed to be official at, though; as it stands it appears to contradict the map of Solomani and Aslan and clashes with Chuck Kallenbach's work. This is because it dates back to 1982 or whatever

CRB:I was told that Knight's version is consistent with the version of Far Frontiers published in Ares magazine. I do not have any copies of that defunct magazine available to check.

Available Traveller Miniatures

- 5801 Scout/Courier
- 5802 System Defense Boat
- 5803 Close Escort
- 5804 Patrol Cruiser
- 5805 Free Trader
- 5806 Far Trader
- 5807 Lab Ship w/Pinnace
- 5808 Subsidized Merchant & Launch
- 5809 Yacht
- 5810 Launch
- 5811 Ship's Boat
- 5812 Modular Cutter
- 5813 Shuttle

Fanzines and Newsletters

ImperialLines

-Mike Mikesh

GDW was later with ImperialLines, and it kept getting further behind. Finally GDW pulled the plug, and cancelled the fanzine. Below is the list of unpublished material which may appear in other publications.

Imperial Lines #3/4

XLINK by Mark "Geo" Gelinias - Editorial (400 words).

LOOT! by Mike Mikesh - Adventure guide, PCs as Vargr raiders (2200). Cartoon by Phil Morrissey of Vargr Corsairs.

EARLY VILANI/TERRAN CONTACTS by Terrence R. McInnes - Essay (1100).

LEE'S GUIDE: CONSENSUS OR FAMINE by Gregory P. Lee - Vilani adventure (1300). OPERATION OVERWATCH by Roger Myhre (Norway) - Vargr adventure (1000).

VILANI COMMENTS by Clayton R. Bush - Vilani supplement (1400).

THE GIANT GURAAN by Mike Mikesh, illo P. Sanders - Animal, V&V p17 (100). LIBRARY DATA - KAGAMIRA SUBSECTOR by Robert Bates (UK) - Vilani setting (400). LEE'S GUIDE: THE INTENDANT by Gregory P. Lee - Vilani adventure (1100).

MORE PSI-DRUGS FOR MEGATRAVELLER by Gregory P. Lee - Supplement (1800). PSIONIC ACTIVITY DETECTOR by Gregory P. Lee - Equipment (800).

CARGO; BARTENK RESIN by Leighton Piper (UK) - Cargo adventures (700). NOQL-CLASS ZHODANI FREE TRADER by James Kundert & Paul Sanders - Ship stats, background, illo, 3 full page deck plans.

Imperial Lines #5

X-LINK - THE HEART OF TRAVELLER - Editorial by Mark Gelinias (400 words). WINTER COAT - Adventure by Bertil K. Jonell (Sweden) (1500). Vargr Trader deck plans for "Winter Coat" by Bertil Jonell. Vargr Trader exterior illustration by Paul Sanders.

Vargr Trader MegaTraveller ship stats.

Illustration, Vargr with Laser Pike, by Kate Lebherz-Gelinias.

INTERSTELLAR PIRACY - Essay by Mike Mikesh (1500).

LASER PIKE - Equipment article by Scott D. Olson (400).

LEE'S GUIDE: HARSH MISTRESS - Adventure by Gregory P. Lee (1600).

LARAA SUBSECTOR IN HARD TIMES - Library Data by HIWG (UK) (1100). "Laraa Subsector" star chart - Data by HIWG (UK).

OPTIONAL SPACE EVENTS - Essay and tables by Mark 'Geo' Gelinias (1100).

Imperial Lines #6

X-LINK - Discuss of the different ways TNE can be used (1000).

SALVAGE by Mike Mikesh - Discussion of salvage operations and their relations with the governments of worlds and pocket empires (1000).

WORLD SHEET: KAGGUSHUS by Mark "Geo" Gelinias - Details an important world and system in the HubWorlds. (1000 words plus some extra material in Scouts format if needed.)

LEE'S GUIDE: RALTON (Adventure) by Gregory P. Lee - Since Ralton was a Doomed World in Hard Times, many refugees left, often with little more than what they were wearing. The characters must figure out the mysterious message they get which will eventually lead them to the surface of this now barren and hostile world (1000).

MESSAGE BOX by Gregory P. Lee - An interesting device which referees can use to launch many an adventure. One such box starts the adventure mentioned above (500).

SALVAGE DANGERS by Mark "Geo" Gelinias - Essay (2000).

James Kundert's Ship and Text - Deck plans for a scout ship with a 2 METER deck grid. They are nicely done (2 pages), and have a beautiful accompanying piece of art by Paul Sanders (1/4 to 1/3 page).

Kfan Uzangou

Roger Myhre suspended his Vargr-centric publication with issue 5, because of increased demand for his time by schoolwork. (He is a relatively recent ex-serviceman.) He does plan to resume at a later date.

Issue 5 features Roger's work on developing Gvurrdon sector. You know, that sector bordering the Spinward Marches. It includes travell notes, history, aliens, states, insignias, and a complete UWP listing (which reconciles published discrepancies).

Traveller Chronicle

Issues two and three show professional publication standards, like the earliest Travellers' Digest issues, and High Passage. Kevin Knight is seeking official license or recognition of his work.

Issue 2 started detailing the Far Frontiers sector, and included Gannon's notes expanding on Astrogator's Guide to Diaspora, and two adventures. 56 pages total.

Issue 3 continued detailing Far Frontiers and Gannon's notes, and included one long adventure by Geo Gelinias.

Terra Traveller Times

Geo Gelinias has run off a few copies of issue #40 for a local convention, RUSTYCON. This keeps it the highest numbered Traveller fanzine.

Announcing the FF&S/RCEG Design Search

GDW is seeking designs for items of equipment to be featured in their upcoming product, the *Reformation Coalition Equipment Guide*. This book will deal with the standard personal equipment of the Reformation Coalition Exploration Service, as well as the equipment they are likely to encounter on the various worlds they contact, as well as recovered Imperial equipment.

There are, of course, some ground rules:

1. We don't need very many more small arms. If you have a really neat gun that you think will beat out everything else under the sun, go ahead and submit it, but bear in mind that we already have designs for a great many small arms, and we are likely to get a lot more. This applies less to heavy weapons, tac missiles and such weapon systems. We are primarily looking for personal equipment, although small vehicles, non-starships, or similar designs will be considered. Likewise, we are not looking for starships, but we will consider non-jump spacecraft that are particularly

interesting or innovative.

2. All designs must use the standard Imperial campaign technology as described in *FF&S*. Designs using optional or

We are primarily looking for personal equipment...

alternative technologies (even though included in *FF&S*) cannot be considered. Likewise, all designs must follow the rules in *FF&S* to the letter. No house rules or variants will be acceptable.

3. The highest tech level of the coalition is 12 (C for you folks who insist on alphanumerics). Equipment in the hands of other groups will probably be lower than this. "Remnant" Imperial equipment will be TL 13 to 15 (D to F).

4. Show your worksheets. We need to see every calculation: simply printing out a spreadsheet design will not be adequate, as

we cannot always tell from such things which values you have used for various variables, where and when you rounded, etc. Be neat and legible. E-mail entries are OK, provided we can decipher them.

5. The only payment you will receive is the inner sense of well-being resulting from a job well-done, your name on the credits page of the *RCEG*, the fawning adulation of your peers for getting your name in print, and a free copy of the book if we use one or more of your designs.

6. If you want to send a sketch or drawing to help our artists illustrate your brainchild(ren) feel free. GDW's art staff is unable to decode electronic sketches, so these will have to be sent to us on paper...sorry.

7. All submissions become the property of GDW, Inc., and cannot be returned (but we will try to acknowledge receipt of each). GDW reserves the right edit and/or alter any design as we deem necessary.

Loren K. Wiseman
for GDW, Inc.

Project Interest List

Names in bold indicated project as their first interest.

VEHICLES

Geo Gelinias

Kelly Harrison

Andrew Boulton

Bryan Borich

James Gilly

Roger Myhre

Stuart Machin

James Kundert

Django Upton

Peter Bodley

Harold Hale

Jeffrey Bodley

Richard Fields

David Jacques-Watson

TNEARMOURY

Kelly Harrison

Andrew Boulton

Bryan Borich

Roger Myhre

Stuart Machin

Django Upton

Harold Hale

Jeffrey Malone

FREE TRADER

Geo Gelinias

Penn Eckert

Andrew Boulton

James Gilly

David Schneider

Leighton Piper

Peter Bodley

Richard Fields

Kerry Mould

Richard Novy

ALIENS of the RIM

Geo Gelinias

Bryan Borich

David Schneider

James Kundert

Django Upton

Peter Bodley

Jeffrey Bodley

Richard Novy

VAMPIRE FLEETS

Bryan Borich

Roger Myhre

Leighton Piper

James Kundert

Harold Hale

David Jacques-Watson

Kerry Mould

Spinward Supplement?

"Wuld anyone be interested in a spinward sourcebook for Yiklerzdanzh, Far Frontiers, and Vanguard Reaches detailing adventures as Regency jockeys for position with Zhodani?"—David Schneider

CRB: I think people would be interested. GDW would not have a place on its schedule for it for several years, which, however, can be considered just the right amount of time to develop it. Such product proposals will require patience and long-term commitment to have a chance to be published.