



AAB PROCEEDINGS

31 May, 1994

Issue 25

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.

A New Era, A New Beginning

Foremost, one of HIWG's co-founders has retired from gaming. Ed Edwards has sold his collection to Roger Sanger, and asks that his name be dropped from HIWG mailing lists. We shall miss him.

Second, thanks for corrections to the HIWG Membership Directory mailed last issue. I have all the changes in the database, and give out only the current info to new members.

Everyone if anyone wants a current copy of the HIWG Membership Directory, at any time, just send me a self-addressed, staffed envelope. I'll print one off just for you. (Please, please, use regular size envelopes. No one likes to receive those little 3 x 5 envelopes as SASEs, because they are hard to stuff.)

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HIWG continues

Recently some HIWGs have begun hearing that their correspondents thought HIWG no longer existed. To counter this, we're starting some advertising. My part has been sending in a new ad to Challenge classifieds, and sending an information-and-flyer file off into the Internet. I'll also be taking flyers to GenCon.

We're also confronting the question of what we exist for. Sector development has some validity in the New Era, so we are continuing it, but we are looking at other needs, niches, opportunities, and so forth that we can fill.

Bryan Borich has offered to head a technology special interest group. This would work with the standard and alternate technologies presented in *Fire, Fusion, and Steel*.

Andrew Moffat-Vallance has offered to head a classic Traveller special interest group. This would be for those people interested in continuing with the classic Traveller rules.

No one has--yet--expressed interest in heading a Rebellion special interest group.

Quadrant Editors

Along with this, there have been some organizational changes. Quadrants editors are discussed on the next page; these are the volunteer officers who actually run HIWG.

The dividing point of the four quadrants is Reference/Core 0140. This slight change divides the Domain of Sylea in half.

Conventions and What Goes into AABP

Few HIWG members go to conventions, and fewer go to the national conventions. This indicates something of what members want from HIWG. (By the way, I suggest that everyone try running events at conventions. It can be fun, you meet people, and you're exposed to new ideas. But I won't try to sell everyone on that idea in this column.)

(For anyone mildly interested in what it costs to attend GenCon: Going to GenCon in August will cost me \$420 + Plane fare + games purchased. [Registration: \$30. Hotel room, single rate \$270. Food \$80. Cab fares and leaving car at airport \$46.]

AABP has its first subsector on page 4, and will have technology again next issue. (Back to more Traveller-gaming, non-HIWG content.) I'm interested in tech submissions.

Chairsophont's Letter

This is Mike Mikesh sitting in for Geo Gelinas this issue. Geo is down with a case of reality, but should be back next issue.

Kerry Harrison has brought to our attention that many Traveller players are under the misperception that HIWG vanished along with MegaTraveller. Reacting to this, we're going to be more active in advertising for new members.

This will help "show the flag." But more importantly, there are probably a lot of very good people still out there that we'd want in the forum. As it is, we've picked up some excellent ones, like Kevin Knight and Roger Sanger, who have kind of dropped in out of the blue. This being almost serendipitous, my mouth waters to think who all we might get if we made a strong effort to recruit.

New blood is especially valuable at this time, now that we're into the New Era. HIWG was originally founded to support the Rebellion. Since that is no more, the injection of fresh ideas will help us better define the directions HIWG should take.

Speaking of new directions, Clay Bush and I have switched quadrant editor chairs by mutual agreement. Formally, I was coordinating HIWG activities involving those sectors coreward-trailing of Massilia (Quadrant 2). Clay now has that because of his interest on that side, particularly with the expansion of the RC and the Black Curtain.

Now, I am coordinating activities involving sectors spin-coreward of Zarushagar (Quadrant 1). This not only covers Dagudashaag (richly supported by HIWG-UK and SIGNAL GK magazine), but the areas behind-the-claw as well.

Currently, no one occupies the posts of Quadrant Editor 3 or 4. I should mention we only recently learned that Steven Schwartz died last year in an automobile accident. Steve was our QB3, and was very active in the Solomani side of the MT Aliens - Solomani & Aslan (DGP, 1991) project.

Regarding those rimward areas, Harold Hale is deep into a project for GDW developing Terra and the surrounding space in

the New Era. I would like to see more people involved in that area, working on parallel projects, or corresponding with Harold to contribute ideas or review draft material.

Return to Quadrant 1, we have previously not opened sector analyst posts in the Domain of Deneb, leaving its development to GDW. I still don't plan to open these posts, but I am opening a Regency special interest group (SIG). The idea is that we go ahead and develop the setting anyway, being as credible and meticulous as possible.

Right now, GDW's focus is on the Reformation Coalition and the Imperial interior. It could be some time before they get to Regency, but, as with the HubWorlds, the GDW staff might be interested in adopting what we've done.

I plan to get in touch with GDW directly in a month or two. By this time, we should have a draft of at least some of the Regency data to show Dave Nilsen as demonstration. After that, we'll continue with refining and detailing, which could take a year or more.

If you're interested, please get in touch with me. Things are still at a very early stage. Currently Leroy Guatney has begun the process of updating data. Others are involved in the discussions. But, this is as far as the work has gone.

On the periodical front, all of you are probably aware that Kevin Knight's *Traveller Chronicle* is in its fourth issue. Its distribution is quite broad, even going to markets in Europe. But there's a strong indication that we'll soon have a second magazine and the possible restoration of a previous Traveller periodical. I won't offer any details since there have been no formal announcements from either of the new parties. But it looks good.

Mike Mikesh

3124 75th Ave, #3
Landover, Maryland
U.S.A. 20785-1920

Quadrant Editors in the New Era

--Clay Bush

To prevent overloading one person, HIWG divided charted space into four quadrants. Four pairs of eyes and hands are better than one; different views avoid anyone getting hung up on a party line. We have tried to have four quadrant editors at all times, but have not succeeded until now.

(Steve Schwartz was a recent QB4 appointee when he died. We did not learn he was dead until recently, as his family did not return our mail. Steve was enthusiastic, sent letters, answered letters, and played Traveller; I'll miss him.)

With interest in Traveller picking up now that TNE has been successfully launched, we've filled out to kick off a new era of contributing to Traveller.

Quadrant I: Vland Domain, the Domain of Deneb/Regency, and areas spinward and coreward. This region contains the high tech areas that survived or escaped the Virus.

New editor: Mike Mikesh. (See above for address.)

Quadrant II: Core sector and areas trailing and coreward. This region contains most of the Black Curtain and K'kree space.

New editor: Clayton R. Bush; PO Box 895; Limon, CO 80828.

Quadrant III: Illeish Domain and areas spinward and rimward. This region contains the Aslan Hierate.

New editor: Kerry Harrison; 11441 IH-35 North #10102; Austin, TX 78727.

Quadrant IV: Massilia sector and areas trailing and rimward. This area contains the Reformation Coalition, the Solomani Rim, and the Hiver Federation.

New editor: Leroy Guatney; 2750 S. Ingalls Way; Denver, CO 80227.

Yiklerdanzh Update

--Grant Sinclair

David Schneider wanted me to give you a status report on the Yiklerdanzh project.

We are making slow but sure progress, with an ever-slipping target date now of Mid May for release of the first draft. Kevin Knight somehow heard of us, and when I subscribed to TTC, he asked us to send him some material for consideration for his magazine. We don't want to submit anything until the first draft is done, but we have sent some pre-release printouts to him, and are waiting for comments on them. One other person has also expressed interest.

At the moment, people are supposedly tidying up their documents in readiness for release of the draft sector (or submission to a magazine, whatever). Whether they are really doing anything, I don't know.

Also, David wanted me to let you know that he is unlikely to get time to do the 1 or 2 page overview document of the project in the near future.

He and I are very busy on Yiklerdanzh (he and I have each spent 12-14 hours on the project in the last two days alone) and there is plenty more to do. He doesn't have time to work on Yiklerdanzh and do this document as well - please reply if this gives you a problem. We don't know how important this document is to you.

The next thing you are likely to get from us is a document of library data of the sector (likely to be doc number 7C00). The current version is on my desk here - it runs to 15 pages of non-proportional ten point text, with some more to be added and some to be edited out. With any luck, it will be ready in the next couple of weeks, and (being a general document) can be released in advance of the main sector draft.

David is likely to move sometime soon (problems with his landlord), which will be a big set back if it happens. (If you have ever had to go house hunting, you will know how time consuming it is.)

Another problem is TNE. We want our stuff to be TNE compatible, but GDW keeps publishing new books and errata for old ones that make it difficult. Totally the

reverse of what was happening before! No one here has run TNE yet (as we all dislike the background) which doesn't make that task any easier. Do you have the expression "Aiming for moving goal posts"? That is how we feel. There is new stuff coming out faster than we can digest it (and afford it, it is expensive here), and "little" things that are nevertheless important. For instance, how the new fusion drives make jump-O very prevalent now (as discussed recently in TML) and how the Free Trader has fuel purification plants now (so why bother going to a gas giant, when it takes so long to get there now, and takes longer to harvest, and is more dangerous anyway, than ocean or ice refuelling or simply buying dirt cheap unrefined fuel? And if people won't need gas giants much now, why should pirates bother lurking there, unless they enjoying starving?).

There is also the new travel code column GDW has invented, which I have only just heard of, that I gather is to do with the balkanised problem for TEDs. If we follow this, and it is official, we have to change all our UWPs.

If we put off release of Yiklerdanzh until we are familiar with TNE, we will never get it out!

CRB: I'll wait until David has time to do a summary. Thanks for the information.

Never wait until you understand everything about Traveller! It's always been evolving, but more important: people who wait until something is perfect before submitting it generally end up submitting nothing!

Leroy Guatney also raised a ruckus about GDW changing the format without telling players they've done so! He dislikes inconsistencies. He's computerized sector generation, collapsing, and reporting, so he checks his output against the published listings. Then he gets on GENIE bulletin board and points out any differences between the published listing and the published rules.

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 please 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.

Zdiadlevepra Subsector (Ziafrplians P)

--James "Farstar" Kundert

Tlavl Ia	2532 A79589D-9			S0	204 Zh M3 V M4 D
Drants	2533 E210311-8	Lo Ni			205 Zh F1 III
Lavarblietl	2535 B426410-9	X Ni			402 Zh K3 V
Briptliesav	2536 C795100-6	Lo Ni			401 Zh F0 V
Zhdietsevre	2537 D9B2620-8	Fl Ni			404 Zh M6 V
Ongaeghz	2631 E749563-6	C Ni		S0	504 Va A9 IV M7 D
Plintspiedl	2633 CAC4759-9	Fl		S9	705 Zh M6 V M5 VI
Krpriachtie	2636 C585654-4	Z Ag Ni Ri			205 Zh M3 V
Qatliee'	2638 B889211-9	Lo Ni			814 Zh F6 IV
Vashtabl	2734 C495658-A	Ag Ni		S8	122 Zh K4 V M1 D
Zhdeeq	2735 B99869D-A	Ag Ni			314 Zh F0 IV
Fiaerrinzh	2736 C536234-6	Lo Ni			702 Zh M6 V
Lanse Sho'	2740 BA7A335-B	Lo Ni Wa			604 Zh M1 V
Adedrtlal	2833 A656797-9	Ag			804 Zh K0 V
Koavrtivr	2836 B8859BE-C	Hi			213 Zh M6 V
Shok Ons	2838 X8C4761-9	Fl		F	102 Zh F7 V
Anzchiefr	2839 E596778-6	Ag			732 Zh F4 V
Ogz	2931 B411574-8	H Ic Ni		Z0	224 Va F3 V
Sarsarz	2932 D336874-6			S1	112 Va G1 IV M3 V
Idliaosh	2933 B000303-A	Z As Lo Ni			614 Zh M6 V
Zhdoiesh	2934 A200532-E	Ni			702 Zh K8 V
Adltsap	2936 B526986-D	Hi In			220 Zh M3 II
Tliabr Ons	2937 B79A443-8	Ni Wa			805 Zh M5 V
Ants	2938 B0009BD-C	Z As Hi Na			313 Zh M5 V
Jablnishoz	2939 B595AAC-C	Hi In			910 Zh M9 V
Bartsel	3033 E549554-9	Ni		S6	522 Zh K7 V M9 D
Jdianzhili	3035 D655345-7	Lo Ni		S8	424 Zh M2 V M3 D
Anshdem	3037 B768465-B	Z Ni			400 Zh K7 V
Daflanzhr	3039 C340212-9	Z De Lo Ni Po		S2	202 Zh M8 V M9 VI
Stansinz	3040 D666034-6	Lo Ni			604 Zh M4 V
Zdi'chaf	3135 C000441-C	As Ni			405 Zh A6 V
Dalkr	3136 DAA6114-8	Z Fl Lo Ni		S1	304 Zh K4 V M2 D
Iadriefria	3138 C342420-6	Z Ni Po			700 Zh M0 V
Krianstabr	3140 D726634-7	Ni		SA	602 Zh M2 V M0 V
Kfaethugh	3231 E584645-5	Ag Ni Ri			310 Va M1 V
Qranchava	3232 D896336-7	Lo Ni		S3	810 Zh M4 V M5 VI
Eberish	3233 D78579A-5	Z Ag Ri		U	622 Zh K3 V
Shombrie'prak	3235 B473025-B	Lo Ni		SB	910 Zh M8 V M9 D
Yiranz	3237 E300578-7	Ni Va		S9	703 Zh M7 V G7 D
Iepriats	3240 D886698-1	X Ag Ni Ri			303 Zh G5 V

Note: The Stellar position notation is the same as I used for Tienspevnekr sector, with the hex digit following the "S" indicating the orbit of the companion star. Zero is a Contact Binary while "F" is in a Far orbit that may require a further roll.

Zdiadlevepra subsector contains 40 worlds, 36 of which are within the Zhodani Consulate. The remaining four are "independent" Vargr worlds sandwiched between the Consulate and the Thirz Empire. The Consulate is using one of these worlds, Ogz (2931), as a listening post and long-term cultural experiment in the mixing of Zhodani and Vargr peoples. While not within the Consulate itself, Ogz is considered an "Unabsorbed" world for the purposes of Consular travellers and traders.

Eberish (3233), declared "Unabsorbed" in 1034 Imperial, has suffered from "excessive exposure to Imperial ideals" to quote one Tavrchedl' report. How this came about, and what the Thought Police are doing about it, is a

question that some of the Provincial Council feel has not been answered to their satisfaction.

The highest population in the subsector is 90 billion at Jablnishoz (2939). The highest tech level is 14 at Zhdoiesh (2934). A dearth of natural raw materials required for jump drives hampered the subsector's development, resulting in only three A-ports (but 13 B-ports) in the area. All three A-ports are within Consulate territory. Conversely, the subsector supports four high population worlds and a total population of 97.6 billion with the help of eight agricultural worlds and two industrial worlds. Every system is used in some fashion and commerce is lively.

Most active extra-Consular trading companies have facilities here; many started here. Zdiadvepra subsector is the anchor for much of the commerce the Consulate carries on with the Imperium and its neighbors.

ZIAFPLIANS

--James Kundert

I've had little opportunity to develop Ziafrplians. Before other things cropped up, I was able to wrench a set of real star locations out of the dot map in V&V (which has a nasty shift across national boundaries, BTW), and assemble a dot map of my own like the one I did for Tienspevnekr (which I'm fairly sure I sent you one of). I have also done the UWP's for the Zhodani portion of the sector. A few worlds are named, but I got really sick of cut-and-paste world names right about then, so it hasn't been finished.

I also did a 'four-corners' dot map of a sector-sized area centered at the Ziafrplians-Marches-Gvurrdon-Foreven junction, containing four subsectors from each. The borders in this area really did wonders for my perception of "the Zhodani threat" to the Marches. I recently found time to "TNE" the sector's star types, and name most of the worlds in subsector P.

Available Sector UWP Files:

1120 Sector listings

Most have all worlds named. All have had size VI stars converted to size V stars. Where known or published, subsector names have been included in the file's header section.

Alpha Crucis 33606 04-28-94
Amdukan 28183 04-28-94
Antares 37222 04-28-94
Core 38067 04-28-94
Corridor 22263 04-30-94
Dagudashaag 37612 04-28-94
Daibei-1116 31069 04-28-94
Daibei-1120 31527 04-28-94
Dark Nebula 33764 04-28-94
Delphi 23389 04-28-94
Deneb 26174 04-28-94
Diaspora-1120 30747 04-28-94
Diaspora-1124 33903 04-28-94
Baliy 30233 04-28-94
Empty Quarter 21027 04-28-94
Fornast 35439 04-28-94
Glimmerdrift 23574 04-28-94
Gushemege 37025 04-28-94
Gvurrdon 26683 04-28-94
Hinterworlds 29566 04-28-94
Ley 26076 04-28-94
Lishun 40866 04-28-94
Magyar-1109 34819 05-02-94
Massilia 37862 04-28-94
Mendan 30074 04-28-94
Meshan 28991 04-28-94
Old Expanses 28983 04-28-94
Refit 8784 04-28-94
Riftspan 9488 04-28-94
Solomani Rim 28968 04-28-94
Spica 31267 04-28-94
Spinward Marches 29636 04-28-94
Tienspevnekr 42439 04-28-94
Trojan Reach 24220 04-28-94
Vland 35876 04-28-94
Zhdant 37181 04-28-94
39 file(s) 1102662bytes

Most of these files started from the GENIE library; some development work, such as naming worlds, was noted above. These retain their copyright notes.

A few (extra-Imperium) sector files are the original products of HIWG members.

1200 Files: Under Work

If anyone else is working on a subsector, just drop me a line!

Vland Domain

Clay Bush is developing the four sectors of Vland Domain, for use by campaigns expanding out of the Regency.

Corridor 19139
Dagudashaag 37485
Gushemege 35899
Vland 35675

Regency Space

Farstar Kundert has started, but not finished, updating Massilia to the New Era. These files only contain four subsectors to add to the HubWorlds published in the TNE rulebook.

MASSILIA.TXT 24,579

MASSILIAWP 25,835

Geo Gelinas has finished collapsing the Old Expanses.

Leroy Guatney collapsed the rest of Hinterworlds sector, for a Regency-to-Hiver space adventure.

Jeffrey Freeman, a new member, has started work on the Glimmerdrift Reaches. His address was not in the last HIWG Membership Directory, so here it is: 9423 Mixon #248; Dallas, TX 75220.

Solomani Rim

Harold Hale has worked up a full write-up of the Solomani Rim. Each subsector has notes and write-up in the same format as the original supplements for the Solomani Rim and Spinward Marches.

SOLORIM.TXT 74,783

SOLORIMWP 129,950

Traveller in the Net

This item explains the electronic services to those considering joining them, and to those who feel technophiles in HIWG are leaving everyone else out.

With President Clinton's emphasis on modern communications, computer bulletin board services have seen tremendous growth in just a few months. Computer manufacturers' growing practice of including a modem in their standard computer configurations fueled this growth; you may find yourself with email access whether you plan to or not. With the last Membership Survey, over half the respondents now had an electronic mail ID.

Bulletin Boards

On these services, a user logs in and specifies a page number. Each page number represents a different roundtable and has its own menu. For example, GENIE's page 200 is the electronic mail menu: check for new mail, send mail, send files, etc. Page 805 is the Games menu: Go to library of files, Go to discussion bulletin board, etc. (Page 225 is Japan; 725 is Germany; 365

is Groliers Encyclopedia; 1335 is Micro-Soft Windows.) Within the roundtables, there are categories: strategy games, role-playing games, Traveller, Avalon Hill, GDW. Each category has topics, to which users can read and append messages.

GENIE has the longest Traveller usage. This is where GDW and DGP were found. GDW is still very active there, and they maintain their own category in the Games roundtable.

America On-Line is said to have a active Traveller area. GDW is active there, too.

CompuServe is the preferred board of most business users. I am told it is almost dead for Traveller or gaming discussions.

Delphi was the first bulletin board where players could talk to DGP and GDW, but the focus moved to GENIE when the two companies changed services. I have no report on how active it is now, but Bryan Borich says it provides the cheapest email and InterNet access.

Prodigy is disliked by most active modem users.

Internet

The U.S. government and academia developed Internet as a way to communicate between different locations. It is becoming the highway system where all networks talk to each. All the major bulletin board services now provide an Internet gateway. A location or network has an address, just like city & zip code (GENIE is "Genie.GEIS.com"). Individual user IDs precede this address. (My GENIE ID is C.BUSH13.) Anyone in the world with Internet access can send electronic mail to "C.BUSH13@GENIE.GEIS.COM" and I will get it when I next check my "mail box."

Mailing lists: The closest thing Internet has to a bulletin board is a mailing list. Some location agrees to keep the accumulated messages; users send electronic mail to the mailing list; everyone who has "subscribed" to the mailing list gets copies of everything. The Traveller Mailing List has been active for years. Some weeks the traffic is light, and other times the week's accumulated mail can exceed forty pages. To subscribe, send the electronic mail message "subscribe (mailing list) (your address)" to the keeper of the mailing list. They will start sending you the accumulated mail as one electronic mail message per week.

Appeal of Electronic Services

You can communicate quickly over oceanic distances. I can email to Australia overnight, while surface mail sometimes goes by boat and takes three months. Any postal mail I send overseas requires \$.50 postage; email is cheaper. You have a record of the discussion. Phone calls depend on powers of recall and scribbled notes by the phone; electronic files can be forever. Also, writing down a long message and sending it by email can take a minute of phone time rather than a half-hour phone discussion.

Disk, however, remain the cheapest way to send lots of files. For example, I can fit all sector files on 2/3 of one high-density disk.

Computer-Assisted Refereeing

There have been any number of personal sector- and character-generation programs. I looked for programs that went on to try to help referee's run campaigns.

NAVIGATOR

The only company licensed to produce computer referee aids is Planet III software with its *Traveller Navigator*. This has a subsector viewer, and can show what the codes mean. It seems very basic.

MGTMAID

There is a Traveller aid program in some software libraries called MGTMAID. It performs several functions; the most useful is a name generator. The character generator was for MegaTraveller, and there is a Hard Times section to change UWPs. The program has not been brought up to the New Era.

The program was distributed as freeware (no cost). The author, a Dennis G. Landsem, posted the latest version to GENIE in 1992. He did not respond to email sent to the listed Internet address: either he stopped supporting the program, or he moved.

DGP

DGP has ceased operations; Joe Fugate does not respond to any mail. Thus, the TRADER program and the Second Survey disk are out of circulation.

Elsewhere in this issue is a list of all sector files available from the HIWG library. This includes some extra-Imperium sectors. I have heard that DGP did generate other sectors—enough for the dot maps in V&V and S&A—but that they erased those files after generating their dot maps.

Fanzines and Newsletters

(I discuss 'zines in alphabetical order.)

ImperialLines

<Can you tell why GDW dropped IL?>

MikeMikesh: Circulation was not high enough to merit the effort of maintaining it. I suspect that being short staffed, they needed to reserve their resources for where it would count the most. Dave Nilsen was very sympathetic with the situation. He felt it should be kept alive long enough for the up and coming TNE crowd to latch on to it. He still thinks the time will come for a TNE 'zine (next year?), and when it does, he assured Geo and I that he'd give us a call. He wants a different name, though.

SIGNAL-GK

Professionally produced, 38-page, side stapled, and going strong. The issue contains several adventures, a minor race write-up, and assorted designs. There is also an supplement giving library data for Laraz subsector of Dagudashaag.

Jae Campbell has not arranged for U.S. distribution of his 'zine. (His deal with Traveller Chronicle has been cancelled.) I have written asking about getting rights to distribute it in the U.S., but I haven't received a response yet.

Starburst 24&25

HIWG-Australia continues its rush to have the highest issue number of any Traveller 'zine. Page counts are 8 and 10 pages; all materials focus on the Zhodani and on Yiklerdanzh sectors. (Emphasis is about equal on both topics.)

Terra Traveller Times

Issue 41 is out now. Traveller's longest running zine was stuck at 40, while Geo handled move between the two coasts and a new position. Now its back.

Opening article is on beefing up TNE characters created using the MegaTraveller-to-TNE section in *Survival Margin*. The second long article gives Hard Times versions of Harlequin subsector in the Solomani Rim.

A New Zine?

--Bryan Borich

Roger Sanger and I are seriously looking at starting a magazine like JTAS/TTC.

Roger wants to cover the Regency.

MikeMikesh:

I have mixed feelings on covering the Regency: namely GDW stomping on our toes. In other respects it would be nice. If I know Norris he's busy sticking out feelers into the collapsed areas trying to find out what's going on out there. In the meantime, I've asked Leroy if he'd care to collapse

Deneb, with all the fun that entails.

Regarding Sparklers, I think we ought to consult Dave before investing a lot of time in this direction.

Also, on Regency getting J-7+: despite articles suggesting J-7 is in reach, Marc and Joe have long insisted that it was not possibly in the Imperium universe until TL21+, although the size of jump drives would go down in the meantime. Frank and Dave might have different ideas, but I doubt it.

World Tamers Guide

--Terrence R. McInnes

Greetings,

World Tamers is in the GDW 1994 catalog scheduled for a July release. It is now named the World Tamers Handbook. However, it will be a lot larger and have a different focus than I originally anticipated. During a meeting with Dave Nilsen and Frank Chadwick it was decided that World Tamers, rather than be a generic product, will clearly focus on being set in the Reform Coalition. The way it's going to be done is this:

The WT Handbook is to be a sourcebook for anyone dealing with worlds and their technologies, and the efforts to increase technological levels. Several adventure campaign possibilities are to be included. However, the key focus has shifted away from colonizing virgin worlds toward focusing on bootstrap operations. The main adventure campaign is where a world taming team is sent by the RC to a population group on a low tech world with orders to raise them up to a higher tech level through improved agricultural practices, improved medical technology, and development of mineral resources and basic industries. The goal is to bring a leading group on the planet toward membership in the interstellar community as trading partners. Also, by setting an example, this leading group should inspire others on the planet to improve their agricultural and technology base. In some ways, this will have the flavor of U.S. Special Forces civic action work with the Montengards in the Vietnamese and Laotian highlands.

There will also be a colonizing adventure set specifically in the Reform Coalition where the players are hired by the RC to lead or participate in the colonization of a specific world. In addition, there will be a "Generic" colonization campaign that the referee can set anywhere. You can even play this one from Barth as it attempts to expand out into the stars again.

Other sections in the book include one on planetary surveys--what players find on the ground as they run core samples, geological surveys, soil tests, and much more. A section on detail star system generation is in the book as well. This integrates the best from Traveller, MegaTraveller, World Builders Handbook, and 2300 into the TNE setting. Still other sections detail planetary infrastructure, primitive weapons, wet ships, and vehicles.

What I have to do between now and mid-May is reorganize what I've written to date and add huge new chunks of material to it. We are looking for a 128-page book that will be a sourcebook for many things and stay in print for a long time.

If you don't hear from me for a while after this, it's because I'm buried. I'll try to keep checking the mail from time to time, so please keep me in the loop.

HIWG Documents

Given TNE, the librarians are experimenting with not including documents written for the Rebellion era. (The list ran to ten pages, but had documents dated 1989.) Write me about any documents you think should have been carried forward, and we'll act on your suggestion.

Specify *September, 1993* HIWG document list if you write for the pre-TNE document list.

General Documents

--Clay Bush

HIWG.TXT (4788) HIWG flyer and information file.

HMD9402.TXT (10943) HIWG Membership directory. (Current version printed in response to any requires with SASE.)

Personal Documents

--Roger Myhre

0142_13.TXT (7457) Starship lasers; FF&S designs.

0142_14.TXT (16654) Building the Perfect Dog; generating Vargr characters for TNE.

0142_15.TXT (6400) Personal Weapons for TNE; FF&S designs.

0142_16.TXT (6385) Have Starship-Will Travel; Starships for Vargr in TNE character generation.

Spartan Hegemony

--Stuart Machin

181_19.TXT (11502) 1115 listing for six subsectors around Sparta. (Delphi and Fornast.)

181_20.TXT (11502) 1201 listing for six subsectors around Sparta. (Delphi and Fornast.)

181_21.TXT (3128) Sparta: system data.

181_22.TXT (2179) Sparta: world data.

181_23.TXT (7690) Spartan Hegemony timeline.

181_24.TXT (12037) Government of the Spartan Hegemony.

181_25.TXT (4422) Future events (1201-1215) for Spartan Hegemony.

181_28.TXT (24570) 1215 UWPs for members worlds of the Spartan Hegemony.

181_29.TXT (6826) 1115 listing for eight more subsectors around Sparta.

Gvurrdon Documents

--Roger Myhre

6FO1.TXT (37562) TNE sector data; world UWPs and

statistics.

6FO9.TXT (15832) Contact: Tirrils, an avian race in Gvurrdon.

6FOB.TXT (7984) Fractions and allegiances in 1200 Gvurrdon.

6FOC.TXT (14028) Alien races in Gvurrdon.

6FOD.TXT (7879) Travelling in Gvurrdon in 1200.

6FOE.TXT (7241) Update history for Gvurrdon; events between 1130 and 1200.

Yiklerdzanzh Documents

--HIWG-Australia

7CO1.DOC (97024) & 7CO1.TXT (83184) Contact: Talpaku minor race.

7CO2.DOC (19456) & 7CO2.TXT (16054) Subsector I of Yiklerdzanzh.

7CO3.DOC (66560) & 7CO3.TXT (62814) Subsector M of Yiklerdzanzh.

7CO5.DOC (17920) & 7CO5.TXT (21696) Subsector J of Yiklerdzanzh.

7CO6.DOC (29824) & 7CO6.TXT (26412) Contact: Carillon minor race.

7CO9V6.TXT (36790) Yiklerdzanzh sector data: UWP listing with notes.

7C10.DOC (74496) & 7C10.TXT (50194) Subsector N of Yiklerdzanzh: UWP listing, world notes.

7C12V4.DOC (16384) & 7C12V4.TXT (11972) Compiled Yiklerdzanzh timeline.

7C14B.GIF (60502)

7C14C.GIF (66558)

7C15.GIF (26472)

Daibei Documents

--Robert Range

1-RULES.DOC (41436)

2-RULES.DOC (44959)

3-RULES.DOC (44997)

CHAP-1.DOC (14049)

DAIBEI-1.DOC (41916)

DAIBEI-2.DOC (41269)

DAIBEI-3.DOC (40529)

SRT1.WP (12220)

HIWG-Australia

David Schneider did not move to the address given in the last Membership Directory. Continue to send mail to:
David Schneider
5 East Avenue
Allenby Gardens
South Australia
5009

HIWG-UK

While not listed on the last Membership Directory as such, Nick Law is head of HIWG-UK. (See sidebar on page 3.) Please send any dues, renewals, and other correspondence regarding HIWG-UK to him, and to no one else.
(Sorry about the misdirected mail, Jae.)

WANTED

MegaTraveller players interested in strategic level role playing by mail in the Daibei Federation circa 1120-1125. Play will focus on political intrigue and military campaigning during the decline of the sector and the rise of the new era. Contact Bob Range; PSC #5 Box 768; APO AE 09057.