AAB *P*ROCEEDINGS

Start Map Here . . . .

This issue tries to report on what everyone is doing. The feature article is Geo Gelina's discussion of converting existing "Second Survey"data for use in the New Era. The rest of the issue is project updates.

Regency Project

I have been working on sector UWP listings for the former Domain of Deneb, which pushed back AABP. My part was Trojan Reach and Reft sectors; these draft files are available in the HIWG library.

The Regency dated will be dated 1202, and it represents the Regency when it is ready to expand back into the blasted zone. The available avenues are: into Vargr space, into Corridor, through Reft's Island Cluster subsectors, or through the Aslan colonies into the former Aslan Hierate.

Departures and Changes

Kerry Harrison, who was working on Quadrant III and starting an Internet mailing list for HIWG, has gotten a new job and resigned all HIWG responsibilities. He had a lot of energy, and started some good projects.

Leroy Guatney (and his friend Andy Patterson) is working on a new Internet mailing list for HIWG. This seems to be working as this goes to print. It does provide an international email connection.

Harold Hale will be taking over running Quadrant III.

Planning for Next Year

It is already time to begin planning for next year. Like many, I'm curious where 1994 went, but my calendar insists it's December.

GenCon is in next August, but they've already mailed tournament forms to previous judges. They want them mailed back by February 21, and they will not add events after that. With GenCon's attendance exceeding 20,000, they expect to run out of room this year!

Origins, in July, will have more room for role-players to stand out. I understand attendance there was under 10,000 all told, with a higher proportion of board gamers than role-players.

And, of course, there are plenty of local conventions you can start planning for

HIWG-LIST

The Internet HIWg mailing list has moved to: HIWG-LIST@FWB.COM. (That's a hyphen between HIWG and LIST.) It is now being administered by Andy Patterson, a long-time Traveller player.

Contents

Notes on Collapsing Worlds

by Mark "Geo" Gelinas

When collapsing worlds, I try to remain as faithful to the original sources as possible. My primary source of information is the Atlas of the Imperium (AOI), supplemented with information found in the Journal's, Challenge's, Traveller's Digest's, MegaTraveller Journal's, and High Passage's. I realize that not all of these sources may be available to you; you will have to use whatever data you have available.

Most people collapsing worlds will have gotten the raw sector data that has been made available by Digest Group Publications in various places and which I shall call Second Survey (SS) data. Some of the steps I describe here involve checking the accuracy of SS data, and some involve updating it to TNB standards.

Part I - Pre-Collapse Data

The first thing I do is break the SS data down to the subsector level. All current GDW products list each subsector individually, rather than use the sector as a whole. However, the numbering system remains that for the whole sector, i.e. subsector A uses columns 1 - 8, subsector D uses columns 25 - 32, subsector P uses rows 31 - 40, etc. For an example of this check Khulam in TNB.

-Pre-Collapse data is circa 1117

Title: the title section should follow the standard format listed below: X SUBSECTOR (Subsector Y of Z Sector) (Pre-Collapse data circa 1117)

-X: subsector name in all caps.

-Y the subsector's location within the sector, position A - P Page 181 of TNB shows these designations.

-Z's is the sector name.

Header: Each column should have an appropriate header. If your word processor has the capability, save a standardized header in a separate file and paste it in. Then standardize the column spacing for all the subsectors that you work on.

Name: Atlas of the Imperium (AOI) does not include the names of all worlds. Check that the names of Hi Pop worlds are consistent between AOI and SS.

Hex: Check the SS listing against AOI to see that all the worlds are present and in the proper places.

UWP: Under the atmosphere listing, change all type "E" atmospheres to type "F" and all type "F" atmospheres to type "B". This matches a change made to these atmosphere types in TNB.

Trade mods: SS data did not include several bits of information, and TNB changes some information that is found here. These modifications are noted below:

Barren Worlds: if a world is Barren, then its TL should be "0". (If a world actually has a few residents on it, disregard the modifications made here and remove the "Ba" code in the Trade column.) Barren worlds do not have the Trade codes of "Lo" or

"Ni", remove any that appear. Under PPG, the population multiplier should be "0", and the Allegiance column should have a "--".

Low Population worlds: TNB raised the UWP designation for "Lo" worlds from 3 to 4. Add the "Lo" designation to all worlds that have a population of 4.

Owned worlds: every world that has a government of 6 (this is pre-Collapse, and therefore standard government types) should have the owned designation (O:XXXX, where XXXX is the hex number of the owning world) in the Trade column. When selecting owning worlds, I use the following criteria:

-The owning world should be of equal or greater tech level

-The owning world should have an equal or greater population

-The owning world cannot have a captive government.

-The owning world should be relatively close to the captive world (1-4 parsecs is best).

-The owning world should have the same allegiance as the captive world. (This last one is tricky as Rebellion ownership lines can cut a subsector in half.)

-For convenience sake, I try to keep the owning world and the captive world in the same subsector, but this is not required.

- One world cannot own several other worlds. If several captive worlds are in the same area, it is convenient to have only one owning world.

Subsector/Sector Capitals (Cp/Cx): Each subsector should have a capital, and the sector should have an overall capital which also serves as the capital for the subsector in which it is located. SS data may not include this information, so you will have to determine which world is the subsector capital. In most cases, the subsector capital will have the highest TL in the subsector, and probably a Naval base. However, these are not hard and fast. The subsector's name might also contain a clue as to the capital, but again, that is not always true. If you have a map of the X-boat routes, they should touch the subsector capital. In any case use your best judgment. Fortunately, the sector capitals are shown on page 79 of TNB.

Research Stations (RsA, etc.): SS data may not contain this information. I include 1D6 + 2 research stations per sector as chrome. I try to find "interesting" locations, but their placement is pretty much random.

Droyne and Chirper worlds

The Droyne Alien Module has an extensive set of guidelines for determining the presence of Droyne or Chirpers on pre-generated worlds. These are fine if you only have a few worlds to do. However, you are probably collapsing several subsectors so this can get time consuming, and you may not have that Alien Module.

Since I have been collapsing whole sectors, I have adopted a variant of that system. If a world meets three of the following criteria, it is a candidate for a Droyne or Chirper population.

1. Size of 2 - 6
2. Atmosphere of 6 - 9
3. Hydrographics of 3 - 7
4. Population of 6 - 7

After scanning the subsector's UWP data and finding several candidates, I select several of them to have Droyne or Chirper populations (This is arbitrary, but you should use most worlds that meet all four criteria). For the selected worlds, a 6+ or 2D6 indicates that the alien population is Chirper, otherwise it is Droyne. Then roll 1D6 for the percentage multiplier. Add a trade notation of D:X for Droyne or C:X for Chirper; the X being the single digit representing tens of percent of the population. (For example, C:4 means that 40% of the world's population are Chirpers).

(If you own the Droyne Alien Module, it includes a map showing rough locations of Droyne and Chirper worlds; the map is good enough to get it down to a subsector. Droyne worlds on this map should have 90+ % Droyne population and a Droyne name.)

TPPG Section

Travel Zone: SS data has a space between the "A" or "R" designation and the PPG numbers. Eliminate the space; move the code over to the PPG numbers.

Planetoidbelts: In several cases, SS data has an Asteroid main world, but a "o" in this column which is inconsistent. Rather than turning to the Extended System Generation section, and rolling to see how many belts the system has, I usually put a "1" in this spot.

Gas Giants: AOI shows which systems in a subsector do *not* have gas giants. Accordingly this spot should have a "o". I use systems without gas giants as a reference because they are less common.

Allegiance: In the Allegiance column add three extra spaces between the allegiance code and the Stellar data. This will allow uniformity when you add the "Wi" designation to the 1201 data. The SS data lists all of the Third Imperium as "Im". The convention at GDW has been

to list it by the faction which held that world during the Rebellion. The best places to find that information are *Survival Margin* (page 11) or the *Rebellion Sourcebook*. Some of the adventures published for MegaTraveller may have more detailed information on certain sectors.

Faction Codes
As - Aslan
Bv - Brothers of Varian
Cs - Client State
Dd - Domain of Deneb
Dr - Droyne Dominated
Fd - Federation of Daibei
Fi - Federation of Illelish
Hi - Hiver Federation
Jp - Julian Protectorate
Kk - K'Kree Kk
Li - Lucan's Imperium
Ma - Margaret's Domain
Na - Non Aligned Na
So - Solomani Confederation
St - Strephon's Imperium
Rv - Restored Vilani Empire
Va, V_ - Vargr
Zh - Zhodani Consulate

This list is not intended to be all inclusive. There are codes for several of the smaller states in and about the Imperium; if you have source material for that state you very likely have the codes

There are a variety of codes which encompass each of the various Vargr groups involved. These are not widespread, so the generic "Va" will work as well.

Stellar Data

The following corrections make stellar data compatible with TNB upgrades. Further modifications, after collapsing the system, will be discussed under the New Era section.

1. Change all class D stars which are the systems' primary stars to class V stars.

2. Change all class VI stars to class V.

3. Check class IV stars. Change the class of any star which is "K5 IV" through "K9 IV" and all "M IV" stars to class "V" stars. These spectral ranges do not exist for the "IV" class of stars.

Notes - The note section at the end of each subsector should have certain basic information. Listed below is the standard format note that I use, which I derived from TNE:

-If the subsector does not have any captive governments or Droyne or Chirper worlds, those entries may be eliminated.

-Include all allegiances listed for that particular subsector.

-Explain any unusual entries in the Trade modifiers column.

-Note the abbreviations and explanation for any unusual base types.

Blurb: Following the notes should be a brief paragraph giving some important details about the subsector. Here is a standard format I derived from TNE:

XX Subsector: In 1117, XX subsector had a population of almost xx.x billion. Its highest population was x billion, on xxxxxxxxxx. Its highest tech level was xx(x), at xxx, xxx, and xxx.

-Use a numeral for the TL, then put its hexadecimal equivalent in the parenthesis.

-When counting population (and this applies for New Era data as well) only count worlds with populations of 1 million (UWP population code 6) or more. Populations of less than 1 million are generally incidental to the subsector's overall population.

-The highest tech level may exist on more or less than three worlds. List all worlds with the highest tech level.

-The 1117 blurb should have some statement about the allegiance of the worlds in the subsector.

-This paragraph is a good place to discuss unusual conditions which may exist on one or more planets in the subsector.

II. Collapsing Hints

1. Worksheet: When collapsing a subsector, print the 1117 data double-spaced.

2. Maximum Sustainable Population (MSP): Instead of automatically becoming Barren Worlds, worlds with atmospheres of D, E, and F have a -3 modifier to MSP. This is an official correction and should appear in the next printing of TNE.

3. Barren Worlds: A quick check through the UWP listings for atmospheres will quickly reveal those worlds which are Barren. I go ahead and change the starport to X, and the last four digits of the UWP to 000-0. Then, on my worksheet, I highlight the worlds which are not Barren. This way, I can concentrate on the surviving worlds, which require more work.

4. TL decline: Remember, if it suits your purpose, a certain amount of fudging is allowed. When I fudge, however, I try to stay within the ranges which the die rolls would allowed. (TL's 0 - 8: loss of 0 - 3; TL's 9 - A: loss of 1 -6; TL's B - D: loss of 2 - 12; TL's E and above; loss of 3 -18).

5. Starport decline: Time saving hint: If the TL decline is greater than 6, skip the roll, the Starport is X.

6. Balkanization: Time saving hint: if the balkanization number is 1 or 0 skip the roll, because the world cannot be balkanized. By the same token, if the balkanization number is 12 or more, skip the roll, because the world is balkanized. Note which worlds are balkanized; make a "B" notation in the TPPG column.

7. TBD determination: Time saving hint: if the TL loss on world with population code of 5+ is greater than 10, skip the roll, the world has a TBD.

8. Recovery determination: This is one of the most arbitrary parts of the collapsing process. Between two identical worlds, because of some intangible, one's population will grow quicker than the other's. We may not have time to work out the intangibles of each world. Here are some guidelines that I use:

-Worlds whose population code is equal to its MSP are unlikely to foster much growth, especially if the multiplier is a high number.

-TBDs will probably be repressive; I tend to give a lower growth rate to worlds with TED's.

-Balkanized worlds probably have less overall control of population growth. Governments may encourage large families (to help build large armies).

-Worlds with atmospheres that are breathable without any filter masks will tend to have a higher growth, especially ones with moderate hydrographics.

-Agricultural worlds will foster population growth unless that growth threatens to nullify the agricultural rating.

-Worlds with pre-industrial tech levels will probably not have a significant population growth. Lack of proper medications and facilities will contribute to a higher mortality rate.

STELLAR DATA

Now that you know which worlds have survived, see if those systems have a reasonable star. Anything above a class M star is good (because we have already eliminated dwarfs as primaries). A check of TNE page 193 reveals that a M0 V star has a habitable zone in orbit 0, but a M5 V star does not. I allow worlds with M0 V, M1 V, and M2 V to keep their stars unchanged. I reason that M3 V stars probably have a very marginal habitable zone, and will usually leave the star unchanged. If I feel the main world deserves a warmer star, I leave the number and luminosity class intact but change the letter class according to the following table:

DIE ROLL	STELLAR CLASS
1	K
2	K
3	K
4	G
5	G
6	F

For example, for a world which has survived the Collapse but has M8 V star, I roll a 3 and change the star to K8 V.

-Make sure you make these changes to stellar data in the 1117 data as well.

III. New Era Data

Title: The title of the subsector for the New Era Data is similar to that for 1117 and reads as follows:

X Subsector (Subsector Y of Z Sector) (New Era data, as of 001-1201)

-The x, y, and z are as described above.

-If the subsector has undergone some recovery through Hiver assistance or a pocket empire, the name of the subsector should be changed to reflect the most important world or political entity of that subsector.

Name: Feel free to change the names of a few worlds to reflect the fact that it is a whole New Era. The following are some suggestions with this regard:

-Dead worlds should not have a name change. -Cemetery worlds will probably have a new name.

-Worlds which were formerly captive may change their name to reflect their new, independent status.

-Worlds on which an alien culture has become dominant will probably change the name to one from their language.

-Worlds with only a number will probably take a name.

-A TBD might change the world's name to gain some glory.

Hex: there should be no changes here.

UWP: Make whatever changes are needed.

Bases

Eliminate destroyed bases. If dealing with an subsector which serves as a transit area between the Hiver Federation and the Reformation Coalition, there are two new base types:

H - Hiver support base. This is a base within relatively safe zone which has extensive facilities for maintenance and repair of ships transiting between the HF and the RC. These bases also serve as the base for the tenders which travel ahead of a convoy to the temporary bases. (A Hiver Support Base's map symbol is a filled hexagon)

T - Hiver temporary base. This is basically a designation for a system in which a convoy transiting between the HF the RC can expect to find a tender. These "bases" have no permanent facilities, but rather offer a place where ships making the transit can get repairs, supplies, fuel, medical treatment, and other such services. These bases are generally located so that a ship making a transit will enter a system with one of these bases just about every other jump. The tenders which operate at these sites are based at support bases. When a convoy stops at a support base, tenders will jump ahead of it and stop along its intended route. (A Hiver Temporary Base's map symbol is a open hexagon)

Trade Modifications:with the change in population on many worlds, many of the trade modifiers will change. Notes on these are as follow:

-Agricultural (Ag) [Atm 4-9, Hyd 4-8, Pop 5-7] - with a population drop, many worlds fall into the agricultural category.

-Barren (Ba) [Pop 0, Gov 0, LL 0] - a good number of worlds in each subsector will now be Barren. When listing a Ba code, do not list Lo or Ni.

-Cemetery worlds (Cm) - these are world whose original population has died, and all current residents are recent arrivals. These will only occur in areas which have seen some form of recovery such as in the Reformation Coalition. Please note that a world which was Barren in 1117 but receives a population does not get this code since it never had a population.

-Hi Population (Hi) [Pop 9+] - in most cases, worlds will lose their Hi status. However, some recovering worlds may break the 1 billion mark and become a Hi pop world.

-Industrial worlds (In) (Atm 2-, 4, 7, 9, Pop 9+) - Again, most worlds will lose industrial status due to lost population levels. However, if a recovering world's population goes over the 1 billion point, you should check its atmosphere to see if the world qualifies to be industrial.

-Low Population (Lo) (Pop 1-4) - As discussed under Barren, this only applies to worlds which have a population.

-Non-Agricultural (Na) (Atm 0-3, Hyd 0-3, Pop 6+) Because of the 3 or less atmosphere qualifier for this code, these are virtually nonexistent in the Wilds. While a recovering government may repopulate some of these worlds, they will generally not have populations of 6+ for a while.

-Non-Industrial (Ni) (Pop 6-) As discussed under Barren above, only worlds which actually have a population qualify for this code.

-Rich (Ri) (Atm 6 or 8, Pop 6 - 8, Gov 4 - 9) - Strip all classification of Rich from worlds using Wilds governments. Rich worlds are supposed to be nice places to visit, but some Wilds governments will make visiting rather unpleasant. Worlds in recovering areas (RC, pocket empires, etc.) use standard Traveller government codes, therefore can have the Rich classification.

-Owned worlds (O:xxxx) - with the loss of interstellar travel, this code is no longer applicable in the Wilds. Strip this code from all Wilds worlds possessing it.

-Droyne (D:X) or Chirper (C:X) worlds - how these populations fared during the Collapse is entirely an arbitrary decision. You will need to decide whether these populations increased or decreased with respect to the world's overall population and make appropriate entries or deletions.

- On worlds with a 50 - 60 % population, these aliens may have gone on to dominate the world. Droyne are more likely to have done this than Chirpers. On worlds with a low population percentage, they are likely to have died out.

-On worlds which have repressive governments, the alien population may have been deliberately reduced or eliminated.

-On balkanized worlds, these races are likely to have their own government.They may remain at the same relative levels or thrive.

Subsector/SectorCapitals: Strip these from all worlds. If you have a pocket empire, it will have a capital (Cp).

Research Stations: Strip these from all worlds. Even if research continues there, it is no longer an Imperial facility.

TPPG: Some general notes:

-For all balkanized worlds, place a "B" in the Travel Zone column. Since the 1201 data will usually be for referees only this will provide more information about a particular world. After all, you went to the trouble of determining which worlds were balkanized, it should be noted somewhere.

-Barren worlds should have a population multiplier of "0".

-In the Wilds, there are no "A" or "R" codes.

-Numbers of planetoid belts and gas giants should not change because of the Collapse.

Allegiance: Some general notes: For all worlds with a Wilds government, add the notation "Wi" after the allegiance code.

-Most Wilds allegiances will be "Na" for non-aligned.

-Barren worlds will have a "--" in this column.

-Worlds which are Droyne dominated can be designated with a Dr in this column.

-Another useful code: Hc - Hiver Client State (Those "frontier" areas between the Hiver Federation and the Reformation Coalition [Page 79 of TNE] are not pocket empires. They are areas which the Hivers have helped recover (not to the same extent as the RC) to serve as stepping stones between the HF and the RC. The Hiver Support Bases are within these areas.

Stellar Data: this should have been corrected by this time. If not, make sure all corrections are also made for the 1117 data.

Note: I use the following general note for 1201 derived from TNE:

-If the subsector has cemetery worlds, you may wish to explain the designation here.

-If you are using H or T bases, you should explain the designation here.

-If there are any interstellar organization, explain the appropriate allegiance code here.

Blurb: The standard blurb, listed below, is similar to the one for 1117:

X Subsector: X subsector has a New Era population of just over XXX million, a decline of over X.XX billion from its pre-Collapse population. Its highest population is XXX million, at XXXXXXX, and its highest tech level is X, at X. These worlds have actually experienced a population increase over their pre-Collapse levels: X, X, and X.

-If the subsector has a new name, put the phrase "(changed from yyyy)" between the words "subsector" and "has". YYYY would be the previous name.

-After determining the New Era population as described before, subtract it from the pre-Collapse population to get the population decline. Fill the information in at the appropriate places.

-I use only a single digit for TL here, because in many cases, the maximum TL will be 8 or less. If it is above 9, use the same xx(y) notation as discussed under the 1117 blurb.

-If the highest TL exists on more than one world, list all applicable worlds.

-List all worlds whose populations have increased above their pre-Collapse levels.

IV. General Hints

1. Do all of your work on paper, then go to the word processor. Since your page will quickly be covered with numbers, you should develop your own set of notations so that you can quickly tell which number means what. For example, I circle the MSP and put a down arrow next to it if the world's population exceeds it. I put a minus sign next to the TL loss. The balkanization number I put in a triangle. When adjusting populations for recovery, I mark worlds which have exceeded their pre-Collapse population with an up arrow,

so when I need that information, I don't have to examine each world.

2. After you have collapsed the subsector on paper, you will know all of the stellar modifications that need to be made. Make all corrections to the 1117 data then use your word processor to make a copy of the 1117 data to use as raw 1201 data. It is easier to modify the data for 1201 than type it all.

3. If you are doing the work for publication by GDW, you should discuss the existence of any pocket empires with Dave Nilsen.

4. If you can obtain one, a sector map will help with the overall big picture of the sector, and the individual subsector's relations to it. Maps of individual subsectors might be useful, when color coded with important information, especially when setting up pocket empires.

5. This may seem like a long process, but with a little practice, a subsector can be collapsed in about 2 - 3 hours.

V. Notes on creating Hiver Client States.

1. Since worlds with populations remaining will form the core of any such areas, I take a look at the region and determine which worlds are Barren.

2. I will then create a subsector map showing the region with its various worlds. I may have to determine where some of the adjacent worlds lie in order to get a feel for interstellar traffic through the region. The traffic flow, together with the populated worlds, and the map on page 79 of TNE will help shape the area.

3. In these areas, the highest TL should be 11 (B) or less, the highest starport will be a "B" or less. Generally, the most important world in the state will be the only world to have these values.

4. To allow for some technological recovery, I tended to fudge toward the lower levels of technology loss allowed by the range of die rolls given for each TL.

5. When collapsing the starports, I used the following modified scale:

-If the Die roll was less than the TL loss, the starport is not automatically X, but rather reduced by 3 levels.

6. If a world was central enough, or would probably have a high volume of traffic, I increased the starport accordingly, within the limits stated above.

7. In these regions, recovery will be made to most, if not all of the Barren worlds. This recovery will generally be with the end of providing starports (recovery of relics and/or mining important minerals would be other considerations. However, these are not as easy to see or quantify as interstellar traffic). Accordingly, these will become cemetery worlds (Cm). I assign starports according to what I feel the traffic to that particular world will be like:

Traffic Level Starport UWP Population Code Minimal B 1 (Tens) Moderate D 2 (Hundreds) Heavy C 3 (Thousands)

-Roll a D10 for population multiplier.

-This method may give a world a better starport and TL than it originally had, but recovery is recovery.

8. When determining governments, I rerolled any result of 6. Although cemetery worlds technically belong to a supporting world, I wanted to avoid confusion with the Wilds government type 6 - TED.

9. For a TL on these cemetery worlds, I used the following guidelines, based on minimum technology for life support requirements:

Environment - Minimum TL
Desert World - 4
Very Thin or Very Thin Tainted - 5
Vacc, Trace or Exotic Atm - 7
Insidious Atm - 8

10. Hiver Support Bases will tend to be on habitable worlds at the edges of the region.

11. You might find some of these ideas useful when creating pocket empires.

I hope these guidelines and hints are useful in your collapsing work.

Yours for Traveller,

Geo .

TRWORDS Program

--Leroy Guatney

The TrWords program is basically complete and debugged, though I would be interested in knowing if you find something that does not work as "advertised" with it. Along with TrWords, goes the TALPAKU.TBL which is a custom word file based upon the HIWG/Aus work. Both the program and the custom file may be considered *not ready for release to others* until I finalize the Gurvin generator in TrWords and a dialogue that Grant Sinclair and I have started regarding their language table. I'll give the go ahead signal in the event that the versions you have are the final ones.

VARGR LANGUAGES

Also, J.P. Sullivan (NOL) and I have put together an additional ten (10) Vargr regional languages. We did them to match the cultural regions from *Vilani & Vargr*. I can send some text along with them (or some at least) to provide an article, perhaps even a series if you would like.

These are part of the {TrWords} program (Traveller Alien Word Generator) I have written and am getting ready to place in the public domain. It is for PC users and has NO registration fee. Anyone not on GEnie wishing a copy should contact me directly via e-mail. When it is ready to fly, I will upload it to the RT library on GEnie.

I have worked out the final version of Ithklur for GDW and have some minor adjustments to make to the Gurvin generator (Mike?) as well, and then {TrWords} is ready to fly. It does every version of every published language for Traveller, and adds the above as well as providing the user a means whereby they may produce their own `C'ustom table(s). It is the product of a 12-week long spare-time effort filling a needed gap I saw.

Bush: I hope this is ready for general distribution by the start of 1995.

BULLETIN BOARD

David Bullock [75222,415]
Date: 30-Oct-94 12:06 CST
My partner and I run a 32 line BBS in San Diego, CA, and I am a long time Traveller fan.

We're maintaing a GDW/Traveller/MegaTraveller/TNE archive here, and thought I'ld offer it up as a repository for HIWG members, or anybody else who might be interested in it. I have as many of the Traveller Mailing List archives as I could retrieve from the Internet before I was lost my FTP connection to sunbane.engrg.uwo.ca

Yearly access is a flat fee of $15.00, which gets you 5 calls per day, 1 hour per call max, and 1000k per day download limit. We may be able to offer a better deal if we can get a large group interested, and even a very low lifetime membership fee isn't out of the question.

We have 32 14.4 lines, and 13,000 megs of disk space currently, and a full featured library, email and public mail system.

I'ld love to answer any questions if you're interested, and would definitely like to see our archives and availability to the Traveller community increase.

If you or any other senior member of the HIWG would like to give us a call I welcome EMAIL here on CIS (I check it several times a day) or they can logon to our system and start a new account and leave email for the Sysop.

Our System is:
FUNN BBS
(619) 857-FUNN(3866)
Best wishes to you and yours,
Dave Bullock, Sysop

Quadrant I Reports

HIWG-AUSTRALIA
--Mike Mikesh

Grant: The enthusiasm of David Schneider and myself (particularly me) was being rapidly eroded by irritation at having to pick up slabs of work not being done by other people, and by trying to get the people making promises to deliver. ... in practice, David and I did the lot, and had to keep HIWG Australia going, too. Unfortunately, the total work needed to finish the project off as we wanted is proving to be just too great. ... Anyway, the upshot of all this is that David and I are calling the project to a disappointing and premature close.

Mikesh: I'm really sorry to hear this. Your experiences are typical of what has happened within HIWG from the beginning. Anymore, we know to expect this, and plan accordingly, like shooting for something small at first, then expand later.

The way I like to handle things is to keep the organization and expectations loose. This way, if someone wants to do more, he can. If someone can only do a little (despite claims otherwise), that's good too. People get into these projects for the fun of it. Unfortunately, there's something about a "commitment" that takes the fun out of things, and when that happens, they go silent. But it may just be that only Americans have to be coddled in this way.

Grant: I think the final nail in the coffin was TNE. David and I (and most of the rest) were very disappointed by the Virus and the consequences of it.

Mikesh: You've described my feelings to a 'T'. I'd hoped I would feel better about the whole thing after doing The Hub Worlds, but no. So, I was quite motivated to swap quadrants and start the Regency Project for GDW. I aim to give the regions behind-the-claw a Classic Traveller mind- set, not this Twilight 2000 In Space stuff.

Grant: From the point of view of David and myself, it means that we have wasted a lot of work and all too much of our lives. We are going to cut our losses and get out while we can.

Mikesh: Its a shame. I would have thought you would have "downsized" instead, but you know your situation better than I do.

Grant: I doubt that there is any point in the existance of HIWG Australia any more, except as a convenient administrative unit for collection of subscriptions; nobody writes anything except the few of us on the Yiklerzdanzh project.

Mikesh: Are you sure you wouldn't rather consider a change rather than termination?

Grant: David Schneider is expecting more resignations, and it would appear likely to me, too. Is this happening to HIWG generally?

Mikesh: Things looked bleak a few months back, but we're over that. We're preparing a new membership drive. But already we've started getting some dynamite people in. Leroy Guatney and Kerry Harrison have taken the rimward quadrants. These areas did not have editors for a long time. And we've gotten at least one returnee -- David Johnson whom you might have seen on TML. He's now part of the Regency Project. And we're about to start our own (GDW friendly) Internet mailing list (but keep this under your hats for now).

Grant: Reading TML can be depressing, actually; all the things being mentioned just reinforces how far we are in Australia from where things are really happening.

Mikesh: I have to grin at this one. In recent discussions, TML is not where its at. Its HIWG. We've got a far better relationship with GDW. Their outside writers are generally in HIWG. We're the ones that did IL for them, along with Diaspora, The HubWorlds, Old Expanses, Solomani, and now the Regency. Kevin Knight (Traveller Chronicle) is HIWG as are the editor for the second potential periodical.

Grant: HIWG was supposedly also to coordinate writing activities, so that people would not overwrite each other, but our experiences (and that of others) have shown that this has not worked well.

Mikesh: I presume you're referring to Harold Hale as a case in point. I wish I'd taken a more active hand in that, but I didn't want to step on peoples' toes. I'm the QB1 now, however, it sounds pretty academic at this point.

(Bush: I'm sorry, I'm sorry, I'm sorry! I did not pick up that HIWG-Australia wanted to expand beyond Yiklerdanzh; I gave an *adjoining* sector to Harold Hale; his work gave HIWG-Australia heartburn; he relocated it on his own. Still, it's not like I assigned Yiklerdanzh itself to two different people.)

Grant: It just occurred to me that David and I might have problems trying for "editorial privilege" over the work of some of the others. Do you think we can make changes without the author's consent?

Mikesh: To my experience, all people really want, when writing for Traveller, is to be acknowledged. If you can at least squeeze in a "With thanks to:" mention somewhere in there, I don't think any of them will ever give you flak even if you change things. (Artists might be a different story.)

Grant: How does copyright work for all this anyway? We intended to get published without releasing copyright (Kevin Knight provides for this), so who gets what copyright?

Mikesh: As I understand it, if Kevin gives you money for the material, he gets the copyright unless the two sides stipulate otherwise in writing.

Kevin's magazine, however, is not an authorized Traveller periodical. What he publishes carries no more weight than if it came out in Spacegamer or White Wolf. In fact, if GDW was to do anything in Yiklerzdanzh, they would likely invent something quite different so as to avoid any danger of copyright infringements with outside publishers. (They've had their own share of legal hassles.)

My suggestion (and this is only one man's opinion) is that you ask Kevin to include a statement with the article that you release all rights to that material to GDW. This would mean you would have no control, and GDW could do with it what they willed. But there are two more points. First, they would not have to be shy about incorporating your Yiklerzdanzh material into the official literature. Second, even though it is now their's, the GDW staff (especially Dave Nilsen) is considerate. If material should appear about areas beyond the Human Client States, they would be willing to at least give the Yiklerzdanzh coordination team credit mention.

PUBLISHING

Grant: Advice on publishing Yiklerzdanzh material. We were originally trying for a sourcebook but people are dropping out of the project, and we are left with an

amount of material that is not enough for a sourcebook, but way too much for a normal "Hinterworlds" or "Far Frontiers" writeup.

Anyway, we going to try to get TTC (or anyone else) to publish as much of it as we can. The problem comes with copyright. Since we are unlikely to do further development on the sector (if this was possible in any reasonable period of time, we would not be publishing now), Mike suggested that we consider handing copyright over to GDW after publication. This would reduce the possibility of GDW overwriting our material, and hopefully even using it, or staying compatible with it; this would at least give us some long term feeling of achievement.

One thing that occurred to me afterwards was to include them in the copyright but not to exclude ourselves. In this way, if David Schneider (say) does keeping doing bits of development here

and there, it will be possible.

Grant Sinclair, Data Coordinator
HIWG Australia

Bush: I am not in Traveller for the money, so I have no problem assigning the copyright to GDW as long as my name is on it.

When I posted collapsed (TNE-era) sector listings to the GEnie library I gave the copyright to GDW (and DGP), but I left my name in the document as the one responsible for deriving it from the old 1120 listing. I should get credit if they ever publish (parts of) it, because they have been good about giving credit. I do not expect any payment for a UWP listing, because they could as easily do their own.

For me, the fun was in providing a usable, common setting for referees and adventurers. UWP listings are just a starting point for adventure; I figured a common 1200 listing would *permit* writers to write in the same milieu.

Far Frontiers

--Chuck Kallenbach II

For the record, I do not support what has been done with Far Frontiers in either Ares Magazine or Traveller Chronicle. Kevin Knight did not consult with me, other than to ask for a submission of some type.

The data I have previously submitted to HIWG (I believe Clay has a copy) are a revision of Vanguard Reaches (the Paranoia Press booklet) and the worlds they detail in the Far Frontiers are the current versions as far as I am concerned.

It is my impression that, despite his "fanzine license" with GDW, Kevin Knight's Traveller Chronicle is not a part of the canon. I do not consider it so.

I have several documents that need some preparation before uploading to GEnie (and becoming otherwise available), and I don't know when I can get around to them. I have more freelance writing to do as a result of GenCon, so this seems like a more dim possibility than before.

Regency Project

--Clay Bush

GDW asked whether HIWg would be interested in submitting a draft of what the Regency's New Era UWP listing should look like. They reserved the right to alter the submission ordo their own.

Mike Mikesh, Leroy, Guatney, myself, and others have corresponded on sector UWP files for Spinward Marches, Deneb, Trojan Reach, and Reft. Most discussion was about the Spinward Marches, its allegiance borders, and stars.

I came late to the project, after completing several scenarios for local conventions. I worked on Reft and Trojan Reach, collapsing the Island Clusters and sorting out the Aslan ihatei.

The final product is going to GDW in December. Word is that GDW plans to publish all *internal* subsectors of the Regency. The complete sector files will be available in the HIWG library for those who wish to put adventures into a common setting.

Sale of Copyright

--Clay Bush

Copyright is not one thing that you sell or do not sell. Copyright represnts all the creator's rights to a given creation.

For years, GDW (and DGP) bought articles "with all rights." This avoided any discussions, because you sold everything.

GDW's current policy is that they will only exercise a right to publish, and all other rights remain with you. GDW does not, for example, keep *compilation rights.* This is indicates we won't be seeing any "Best of Challenge" compilations. On the other hand, we are less likely to see rules articles repeated in published adventures.

Basically, after Challenge publishes an article, anybody will afterward have to get the creator's permission to use the article in a compilation, a hypertext magazine, or in another magazine. Other rights (first publication, publication by country, and so on) figure in novel sales, not gaming.

Quadrant II Report

-Clayton R. Bush

MESHAN, MENDAN, AMDUKAN

--Mike Mikesh

I worked up Meshan, Mendan, and Amdukan some years ago, and we used them in our writing. By "we", I mean the writers involved in producing material in the Antares quadrant, specifically, James Maliszewski, Phil Athans, Kevin Brennan, Paul Drye, Charles Kimball, and myself. James, Kevin, and Paul planned a Challenge adventure series based on a proposal of mine, Project Wolvesbane (which I later put into MTA-Vargr). That saw one adventure, maybe two, before they drifted away. "Contact! Hhkar" came out around the same time, and was related to the effort, as was "Mendan."

The original sectors I put up were not fully named. I did complete them as Joe was putting together the MT Ref's Screen, but in the end he couldn't use them. But I thought I'd since put up the most current versions.

GASHIKAN

--Mike Mikesh

The reason I called Gashikan-P, "Gashilean", was because of a typo in Imperial Encyclopedia. When Joe Fugate keyed Mike Jackson's chronology in from Third Imperium, he inadvertently called the Sack of Gashikan, "Sack of Gashilean." So, I took that as the subsector.

In locating Gashikan, I adopted the largest paint splot in Gashikan-P on the old Charted Space map in Supplement 8. After talking with Charles Kimball, I thought it might be interesting to also make it X Ophiuchi, although I wasn't sure if a variable star wouldn't preclude a habitable world.

Gashikan (Gashikan 2732): Its primary was known as a 334 day variable by Terran astronomers, who originally called it X Ophiuchi. The star cycles

drives the planetary seasons more than do the world's orbit. Hostility toward Vargr is a cultural imperative on Gashikan. The world constitution still calls for active efforts to eliminate the Vargr race, although the interstellar government no longer does.

Yileans: Minor human race from Gashikan (Gashikan 2732) described as tall with long features, black hair and "bluish" skin. After the coming of the Vilani and later the waves of colonists during the Rule of Man, no racially pure Yileans remain on Gashikan. However, Yilean features run strongest among the Gashikan aristocracy.

LISHUN

CRB: Kevin Brennan is no longer active, so this sector has no analyst. All the worlds have been named. The only issue I have with this sector is the world of Marhaban.

A Contact! article names the homeworld of the Bwapt (Newt) minor race. There is a hi-pop world with this name in Lishun, but it is a near-desert world. There is another Marhaban in Antares, but it is not hi-pop. (Most starfaring minor race homeworlds should be hi-pop.) Either choice requires some explanation.

ANTARES

CRB: This sector was entirely named by James Maliszewski, but only one subsector has seen print (in Challenge). No one has provided a copy of the fully named sector to the HIWG library, and I may have to re-name the worlds.

FORNAST

CRB: Mike Watson is developing this sector. He has copies of some work done on one corner by Stuart Machin.

Quadrant III Report

--Clay Bush

Due to the demands of a new job, Kevin Harrison resigned as Quadrant III editor; Harold Hale is taking over. This mixed Solomani-Aslan area has seen the most turnover.

WORK ALREADY DONE

Daibei sector: fully developed by Robert Range.

Reaver's Deep: the Traveller Mailing List people developed a pocket empire, and Kevin Knight published it in Traveller Chronicle. This area has also been the site of several published aventures by Traveller licenseees.

Verge sector: All worlds have been named by Penn Eckert or Clay Bush.

Ilelish sector: subsectors named, but not the worlds. The original 1120 UWP file has not been developed at all.

Zarushagar sector: Two subsectors have appeared in Challenge. The rest of the sector is unkown territory.

ASLAN HIERATE

This area was also collapsed by the Virus. However, distance from the epicenter of the Virus' appearance may have prevented large areas from crashing.

Clan rivalries and intermixed borders would make cooperation against the Virus less likely and effective. Alien computers and reduced use of computers would, however, slow down the Virus. Kevin and I felt there are probably numerous pocket empires developing, but no strong central state

SOLOMANI

Harold Hale has already developed human pocket empires in the Solomani Rim, which neighbors this quadrant. There's plenty of room for other development.

QUADRANT IV Report

--Leroy Guatney

SECTORS

Massilia - no analyst; Hub Worlds complete and the rest of the sector Collapsed stats have been finished (by three people).

Delphi - Stuart Machin; Spartan Empire - a force to be reckoned with by 1215 spanning many subsectors - lookout RC and TN.

Glimmerdrift Reaches - Jeff Freeman; Taskaeri Nation has shown to be a colorful pocket. Jeff and I will be working together to name the sector (only one of two from the old Atlas grid to still be named).

Crucis Margin - no analyst; see notes below.

Kaa Gi!'kul Sector - no analyst; I have generated the stats for this sector, including the K'righeek subsector, setting for an adventurette from Alien Module #2 and an Amber Zone from Challenge Magazine. It also includes the Discord/Regal subsector as detailed in the Imperium Staple (a fanzine) provided by Mike Mikesh. The K'kree and Hiver systems have been named. Generic allegiance codes have been laid out ready for some analyst to sink his/her teeth into.

Diaspora - Geo Gelinas; with the listing that appeared in the boxed TNE set, we now have four epochs for this sector's data - 1117, 1124, 1129 and 1201. All have been published.

The Old Expanses - Geo Gelinas; while Geo has finished the New Era stats for the sector, GDW has only published the four in the Spin-rimward corner.

Hinterworlds - no analyst; this sector for 1120 has been fully detailed and named having appeared in Challenge 39. No work has been done for the New Era.

Leonidae - no analyst; see notes below.

Extolian - no analyst; see notes below.

Solomani Rim - Harold D. Hale; Harold has put some work into detailing the Dingir League as a good-sized pocket by 1202(?) and has been holding for

some information from Dave Nilsen regarding star types. I expect to be told we have a finished product any day now that Harold talked to Dave at GenCon. Oh yeah, there is a second pocket in the SR - the Terran Republic.

Alpha Crucis - Geo Gelinas; Geo is working on this sector for the New Era and pre-Rebellion. Despite past work in this sector, Geo is starting from a clean slate perspective, as I understand it.

Spica - Leroy Guatney; I started on this sector from the basic Atlas level of information. Fortunately, Spica has never appeared in print, except for a few systems by name. I had to conduct a major overhaul of much of the UWP data in Hiver space. I also adjusted Hiver high populations. I have written a 4,400 word article for Challenge on Collapse effects for Hiver space. Dave Nilsen told me that he liked the article and gave approval to expand it to 5,000 words to catch some things that I had not the space to include in the first version.

Phlask - no analyst; see notes below.

Aldebaran - Kerry Harrison; Kerry had gone to some lengths to take some world stats I had generated for him to match them to the dot-map in *Solomani & Aslan*.

HIVER FEDERATION

I have been working to develop the Quadrant toward its Trailing edges. I generated Centrax and Wrenton as a start on generating the *entire* Hiver Federation pre-Collapse. I have already done Langere, Drakken, and Lorspane for my campaign and have a little conversion work and some naming to do. I have developed two Hiver language tables (Ithklur and Gurvin) and am working on a Za'tachk language table. Mike Mikesh had forgotten he had a Gurvin generator until I had already developed mine. Fortunately, little was required to integrate the two tables as mine had already incorporated words that his had produced for the Discord subsector listing. When I am finished generating

the Hiver Federation, I will move to the coreward border of my Quadrant and start on the Two Thousand Worlds (K'kree). Clay will start on this later and we'll meet somewhere out there - "Clayton Bush I presume, I'm Leroy Guatney of the National Geographic Society." We'll finally put to rest the question of just how many worlds are in the Two Thousand Worlds.

Hiver Federation Worlds

I have assigned the following named worlds positions as they have appeared in print in the Hiver Federation (the map in Alien Module #7):

Bethk*klaa [Tryylin] (Extolian 2514) AA86765-A Ithklur homeworld

Glea (Centrax 2619) A6658T1-F Federation Capital

Guaran (Ricenden 0827) A6678T3-F Hiver homeworld

Loza'tch (Wrenton 2330) A664AW7-A Za'tachk homeworld

Ofilaq (Folgore 0305) A8679S6-A Gurvin homeworld

NOTES

I am working to provide base-line sector listings, named where I have a language generator to provide randomly rolled names. I am making available to the public domain my TrWords program for DOS.

It generates all published languages (and all of their versions as well). It includes 10 new Vargr languages that J.P. Sullivan and I have developed as well. Send me a diskette plus postage and I'll send it to you. To use it, I only ask that you register it (no charge) and if it is redistributed, that it be done at no charge, reasonable mailing fees excluded. I ask that people register it because I am curious to know how many people use TrWords, not to mention notification of any news regarding the program. I have

Continued on bottom of next page.

thoroughly tested it, but you know how bugs go! It will be available in the GEnie software library as well.

AN OLD FRIEND

I recently made a trek to Chicago, Wisconsin and Minnesota. Marc Miller's house was along the way, so I looked him up. He is doing fine. He's been married now about as long as I have - five years. I wasn't going to make it to GenCon, so we had to settle for a few hours chat at Denny's. He asked my opinion of New Era and I told him. We talked alot about the old days and some of the new.

Back when plain old Traveller was hot off the store shelves, though I had worked on a few Traveller projects with the Workshop and had frequent phone chats with Marc as well as one visit to Normal, I never had a chance to tell him just how much I appreciated his having designed the game in the first place.

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GDW's Product Release List

--Loren K. Wiseman

January
Aliens of the Rim
Challenge 76
Command Post Quarterly #8

February
Vampire Fleets

March
Regency Sourcebook
Challenge 77
Command Post Quarterly #9

April
G-Shooters (TNE Vehicles)
Great Battles of the Civil War (V&B campaign sourcebook)

May
The Vistula Campaign (Twilight: 2000)
Challenge 78

June
Armor 21
Command Post Quarterly #10

July
Traveller Player's Manual
Challenge #79

August:
The Dark Beyond (Regency Adventure)
Hit & Run (Armor 21)
Command Post Quarterly #11

September
Guntracks (TNE Vehicles), Challenge #80

October
Starship Combat ministures rules (TNE)
Armies of WWII, vol. 2, (CD II)
Command Post Quarterly #12

November
Crossroads: The Massillia Sector Sourcebook (TNE)
Challenge #81

December
Balkan Campaign (Twilight: 2000)

PUBLISHING

--Mike Mikesh

A bit of philosophy comes to mind that Joe Fugate told me some years back. He said that "writing is 10% inspiration and 90% perspiration." Its easy enough to come up with good ideas, but an awful lot of bother to polish it and produce an acceptable manuscript that an editor doesn't have to labor excessively over.

Publishers are really paying for that 90% since they've got a lot of great ideas themselves. Our reward, however, comes from the 10%.

In thinking back, I have to feel a little sorry for Joe. He had a vision of Digest Group, and as we all know, he pretty much achieved that vision in full. His products far exceeded in quality those

being produced by GDW, and will ever be cherished by Traveller fans.

But the sweat that it took was monumental. Almost all of his time was involved in editing, paste-up, marketing, bills, and a myriad of other hassles on almost no sleep. (He kept a day job, but lot of his email was time-stamped like 2, 3, or 4 AM. And, boy, did he get grouchy!)

He wanted to be able to do lots of Traveller writing. He wanted to be able to present his ideas for Traveller and talk with others at length about them. He thought DGP would give him all this. In fact, all it did was enslave him, and we got all the fun, writing the adventures, presenting ideas in Tech Briefs, etc. We

had a great time, all at Joe's expense.

Everything has a price to get you where you want to be. If you want to be a professor of anthropology, you have to spend a few years as a grad shoveling dirt in Africa. And if you want to be a successful publisher, you have to make the sacrifices Joe made.