

AAB PROCEEDINGS

31 December, 1998

Issue 39

The newsletter of the History of the Imperium Working Group (HIWG). Produced and distributed by Clayton R. Bush.

Planning for Next Year

I will be at GenCon, so I wrote Marc asking if he had any preference for what milieu I ran my events in. His response was to go with 204-99, one year after I.Y. 98, which was last year.

All of my events will be set in Corridor. I think that the background should add a larger picture and believability. Using the same background obviously saves work. It is secondary to having a workable adventure.

The problem of fitting an adventure into someplace appropriate is matched by the consideration that players cannot be assumed to have played a previous adventure in the common setting.

Publication

Marc *intends* to have T5 (a cleaned up and revised T4) on sale by GenCon. Anything else about his dealings is confidential. He has discussed a product for adventuring in the time of the Interstellar Wars (Terra-Vilani wars c. 2200 A.D.) He has thoughts about lots of other mileaus, but he doesn't expect the majority to ever get into a product.

JTAS has not re-started. I'm not sure what magazines are taking TRAVELLER adventures, although some on the TWG email list have talked about submitting to PYRAMID.

TRAVELLER as Hard Science

Watching a Next Generation episode I caught a science reference. Geordi was fabricating parts to repair a field power generator. The crew's discussion stated that a 4.6 gigawatt was enough to power a phaser array or a portable holo-projector. This is slightly better than the occasional references to terra-watt power ranges in the original Star Trek series.

And the point?

There's been occasional discussion about using TRAVELLER rules for specialty movie-related products. TRAVELLER does not, however, have spherical globes of energy or even prosaic electro-magnetic shields. Most show writers admit changing technology to suit the needs of the plot. TRAVELLER starts with rules about a narrow range of SF technology.

To insert a device into HIGH GUARD tables may seem to only require adding a column or row. The problem is to rebalance everything. If phasers replace lasers and have long range, then how designers balance them with missile batteries?

My conclusion: Adapting TRAVELLER to a specific universe comes down to redesigning the vehicles and starships from the ground up. Only the rules for personal interaction and combat and worlds carry between universes.

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"The moment you lose the ability to change the format and play and tip-over the whole thing, and do totally arbitrary things because they please you....you may as well find yourself a comely shroud, because creatively you're dead."

— J. Michael Straczynski on keeping *Babylon* 5 fresh, 24 July, 1998

Encounters: Diplomats and Bureaucrats

—Clay Bush

The following are for when players go to the authorities.

Vumin Guushniilikinigin

Bureaucrat 05

Age: 38 UPP: 596468

Contacting outside work: He has interests in archeology and history.

Background: Middle class background. His parents were murdered; he tries to forget it, but is nervous (-1) with any weapon.

Personality: Shy, secretive. He values knowledge. He expects his name to be pronounced correctly. He is neat, precise, and gets things both done and done by the book.

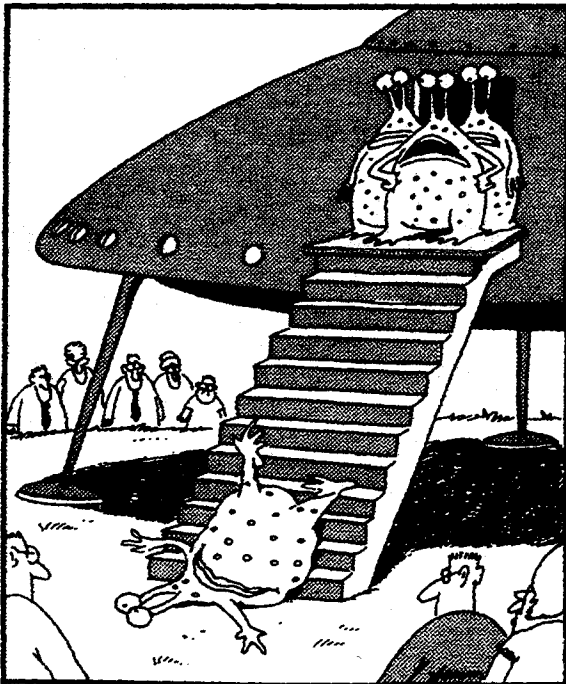
Skills: Admin-6, Archeology-1, Brawling-1, Broker-1, Carousing-2, Computer-1, Grav craft-1, Ground craft-1, History-1, Instruct-1, Interrogate-1, Leadership-1, Liaison-1, Perception-1, Streetwise-1

Roger O'Reilly

Diplomat E7

Age 34 UPP: 556BBA

Contacting outside work: Hanging out with a fast crowd has led to a some street experience and a duel. These experiences either help or hurt his standing with social



"Wonderful! Just wonderful! ... So much for instilling them with a sense of awe."

superiors.

Background: Lower middle class family. He studied at a local college, excelled, and got a recommendation to a family connection. His family has high hopes for him.

Personality: Friendly, helpful, and naive. He dislikes manual labor of any kind. A computer expert, he qualified only with the shotgun at mandatory firearms familiarization. He sometimes signs documents for his boss, but he isn't good at other signatures.

Skills: Admin-1, Art-1, Broker-2, Computer-3, Fencing-1, First aid-1, Forgery-1, Grav craft-1, Ground vehicle-1, Interrogate-1, Liaison-1, Perception-1, Shotgun-1, Streetwise-1, Vac suit-1, Vargr-1

Derrick Shaddirak

Diplomat 05

Age: 38 UPP: 648978

Contacting outside work: He has a local reputation as a good fencer.

Background: A tragic past. An only child, his family died in a accident while he was young and his wife is insane (and committed back home). He has little personal social life.

Personality: Serious demeanor, and very focused. He values frugality and getting good value (while not a miser).

Skills: Art-1, Broker-2, Computer-2, Diplomacy-4, Fencing-3, First aid-1, Forgery-1, Grav craft-1, Instruct-1, Interrogate-1, Intimidate-1, Liaison-2, Mechanical-1, Perception-1, Stealth-2, Vac suit-1, Vargr-1

Dame Rumiko Sharp

Diplomat 09

Age: 54 UPP 77D96B

Contacting outside work: Unlikely, but she does use her Instruct-2 to run in-house training sessions. She is most useful as the heavy who runs projects.

Background: She was born into minor nobility. This career professional has the depth and breadth of skills to run a diplomatic mission.

Personality: Stable, and a rock in a crisis. She values honor and ethical behavior. She was used and discarded by a power player, and intends to show him up by outperforming him in their chosen profession.

Skills: Admin-4, Carousing-3, Computer-5, Diplomacy-4, Disguise-1, Electronics-2, First aid-1, Grav craft-2, Instruct-2, Interrogate-1, Intimidate-1, Law-1, Liaison-2, Pistol-1, Perception-1, Vac suit-1, Vargr-2

Discovery consists of seeing what everybody else has seen and thinking what nobody has thought. -- Albert Szent-Gyorgyi

Lunar Notes

--Clay Bush

RESOURCES

Advantages: The crucial advantage that planetary masses and satellites have over asteroids is that geologic processes have concentrated elements. An asteroid will have some of all elements, but you must process the whole body with a high degree of proficiency to extract usable quantities of scarce elements. With planets, certain sites will have higher concentrations of either light or dense elements.

A planet's geo-magnetic field and atmosphere will protect from solar particle events and galactic cosmic rays.

A satellite's farside is permanently shielded from terrestrial radio noise.

Oxygen Harvesting on Luna:

The simplest and best method for extracting oxygen from lunar materials is the high-temperature reduction of iron oxide in lunar minerals and glass.

The chemical bond between oxygen and iron is weaker than that between oxygen and any other rock-forming element. Thus, the iron oxide (FeO) in lunar material should be the easiest source of oxygen to tap.

First, use hydrogen as catalyst to create water from iron oxide. Second, the water is electrolyzed. The oxygen is liquefied and stored, while the hydrogen is recycled back to the reactor.

Tests show that oxygen yield correlates to the total iron content. Lunar soil containing 10% ilmenite should yield 1% of its mass in oxygen. Iron-rich soil should yield 3% oxygen, and certain pyroclastic glasses yield up to 4%. These percentages suggest huge piles of processed soil to remove after processing. (It would be hard to hide a processing operation's existence, but could be difficult to detect the shape of the space used, because of the amount of dirt piled above.)

STRUCTURES

Lunar concrete is subject to glass impurities. However, the strength of glass is limited by hydration. If kept away from oxygen, glass on Luna may be made with the strength of steel. (Calcium constructs benefit similarly from vacuum. An artificial satellite made of calcium and glass, never exposed to water or atmosphere, would be as strong as steel.)

Habitats: The primary challenge is habitability. For protection from galactic and solar radiation, pile 3-5 meters of regolith atop the habitat.

Without fluids, radiators seemed best to control heat. These become inefficient about 300 K. Therefore, a heat pump or a refrigeration system must be imported. Siting

bases against the shadowed wall of a high-latitude crater help with the preceding two.

To Live: Survivability isn't enough. For humans to expand, they must prosper. Group dynamics and privacy are the important issues.

Most designs configure cylindrical modules. A 4.2m diameter is too small for quarters; 5.5m can work. (The Space Shuttle can carry 4.2m diameter cylinders; Energia aims for 5.5m diameter modules.)

Operations

Power: Science stations require 100 kW's. This amount is easily collected by solar power units, but battery storage weight and volume are excessive. Industrial sites require power in the megawatt range. These amounts require a power plant.

Use of Robots: People have too much faith in automated operations. "Rocks are hard, and they often win in arguments with machines." Mine operators dislike working with unions; if roboticizing was easy, it would have been done already.

"If God wanted Man to become a spacefaring species, he would have given Man a Moon. -- Krafft Ehrlicke



"Dear Henry: Where were you? We waited and waited, but finally decided that ..."



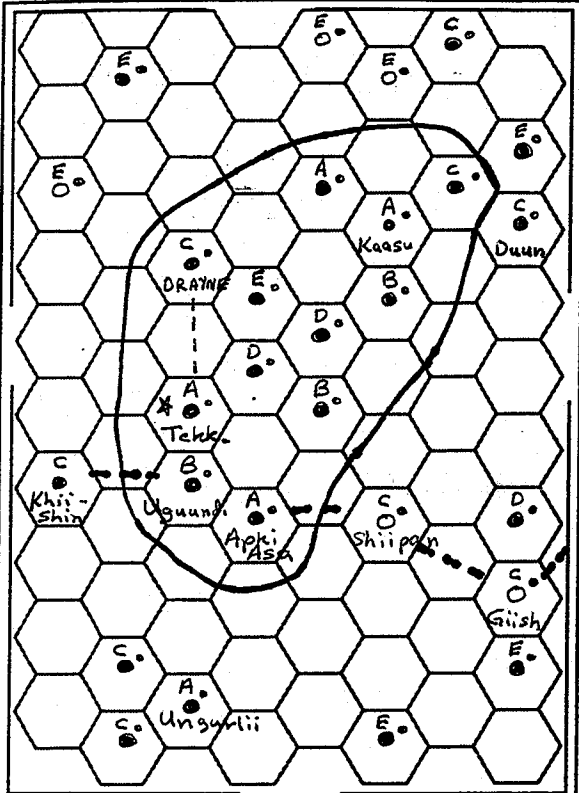
SUBSECTOR DATA

Empire of Freebooters **SUBSECTOR**

(Subsector ___ of Corridor ___ Sector)

Effective Date: 001-098

A	B	C	D
E	F	G	H
I	J	K	L
M	N	O	P



Name	Hex	UPP	Base	Trade	TPPG	Alg	Stellar
Arga	0709	E200000-0		Ba	011	-	A9V
Khiishin	0714	C438333-8		Lo Ni	910	Na	m3V m6V
Kiig'milii	0807	E5529AA-4		Po	002	-	K2V moV
Sumi Araark	0815	C494100-8		Lo Ni	901	Vs	m6V
Askizan	0816	C223333-B		Ni Po	214	Vs	F6V
DRAYNE	0910	C674A66-9	M	Hi In	801	V+	F3V m4V
Tekk'fakkh	0912	A366777-C	N	Ag Ri	901	V+	m2V m7V
Uguundi	0913	B3417AA-9		Po	822	V+	K9V m7V
Ungurlii	0916	A445633-A		Ag Ni	A624	Vs	F3V
Gauu Ushino	1010	E554255-5		Lo Ni	124	V+	F1V
Giuno	1011	D96A433-7		Ni Wa	901	V+	m2V m3V
Apki Asa	1013	A532555-B		Ni Po	702	V+	K6V
Gaargi Kii	1107	E511000-0		Ba Ic	004	Va	Ko III m6 IV
Shushaka	1109	A772699-B		Ni	815	V+	mo V K2 D
Mariir	1111	D849000-0		Ba	022	V+	A6 V
Khark	1112	B326413-9		Ni	923	V+	m1 V
	1207	E400000-0		Ba Va	001	-	mo V
Kaasu	1209	AA7A854-9		Wa	922	V+	A6 V
Ker	1210	BB7A100-A		Lo Ni Wa	402	V+	m4 V K4 V
Shiipan	1213	C200433-8		Ni Va	302	Nq	m9 V 65 V
	1216	E577000-0		Ba	001	-	m8 V
Meku	1307	C568344-4		Lo Ni	803	Va	K1 V
Imaga	1309	C556455-6		Lo Ni Cu	723	V+	K7 V
Kagii	1408	E87A588-3		Ni Wa	324	Va	m4 III
Duun	1409	C3728CC-7			922	Va	G6 V m2 V
Gamin	1413	D442610-7		Ni Po	902	Cs	F7 V
Giish	1414	C412000-6		Ba Ic	022	Cs	F7 V m9 V
Zudagim	1415	E682777-3		Ri	722	Na	F4 V

MAP LEGEND

Starport Type: Starport Type

Bases (None): Gas Giant

World Type: Earth

World Name: World Name

Travel Zones: Amber Zone, Red Zone

Population: Secundus under one billion, PRIMUS over one billion

Bases

Naval Base

Scout Base

Scout Way Station

World Characteristics

No Water Present

Water Present

Asteroid Belt

Other Symbols: Border, X-Boat Route

Base: N = Naval, S = Scout, W = Scout Way Station, A = Naval and Scout Bases, B = Naval Base and Way Station

Trade Classification and Other Notes: Ag = Agricultural, As = Asteroid, Ba = Barren, De = Desert, Fl = Fluid Oceans, Hi = High Population, Ic = Ice-Capped, In = Industrial, Lo = Low Population, Na = Nonagricultural, Ni = Nonindustrial, Po = Poor, Ri = Rich, Va = Vacuum, Wa = Water World, Cm = Cemetery World, Cp = Capital, Rs = Research Station, Xb = Xboat Station

TPPG: Travel Zone (A = Amber Zone, R = Red Zone, B = Balkanized World), Population Multiplier, Planetoid Belts, Gas Giants.

Alg: Political Allegiance; Wi = Wilds (no off-planet allegiance), -- = No Population

Notes This map was drawn to show the area of the Empire of Freebooters, and nearby systems.

The largest population is A at Drayne (ø91ø).

The highest tech level is C at Tekk'fakkh.

These are the two most important worlds in this pocket empire.

Ungurlii and Duun are the most important worlds outside the Empire. Since the Empire recently shrank from 17 to 12 worlds, Duun probably is an ex-member world.

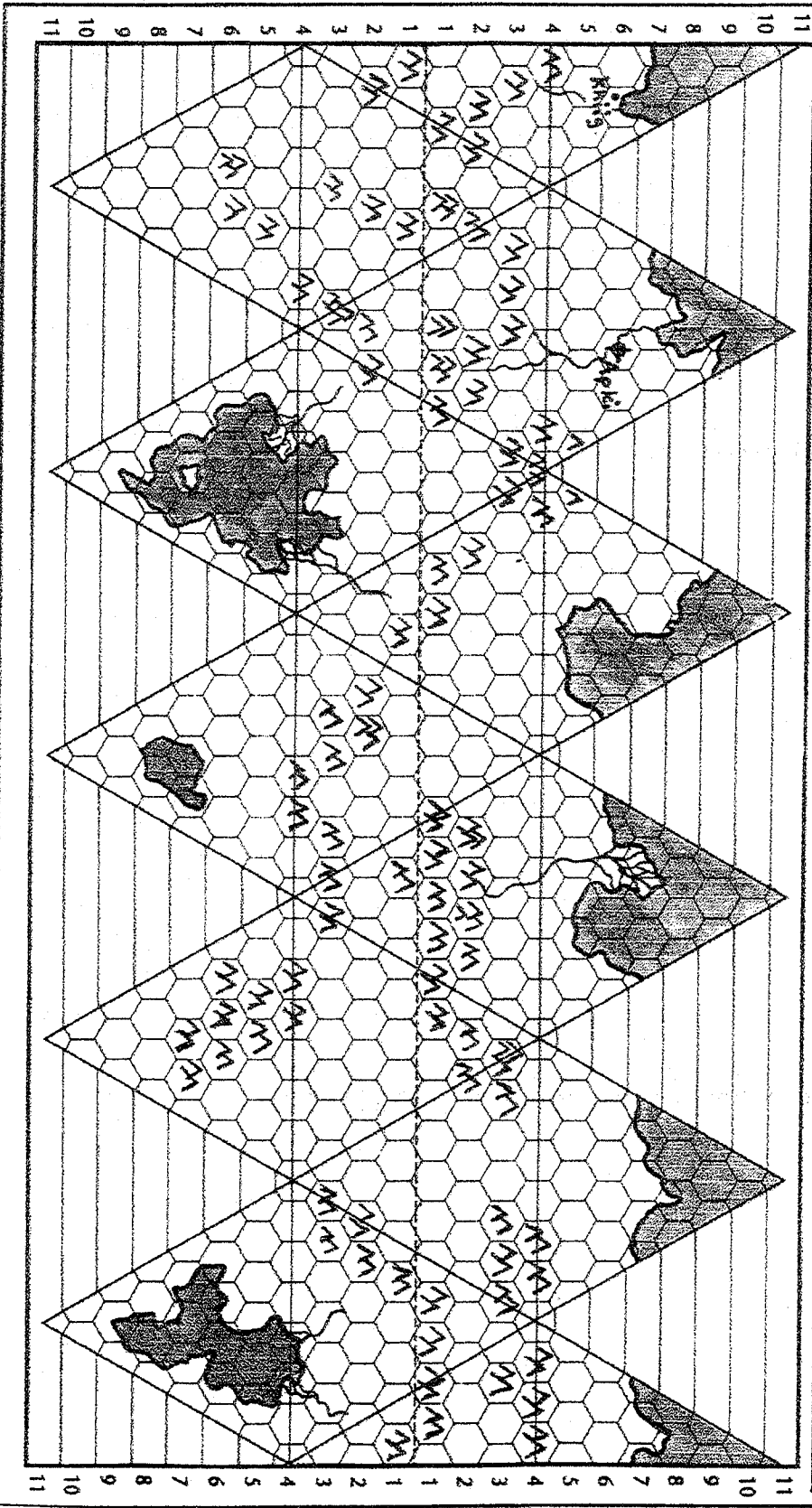
Date: 001-099
Subsector and Sector Location of World

World Name: Apki Asa
Corridor: 1813

UPP: A S 3 2 5 5 5 0

Hexagon Scale in Kilometers:

GLOBAL DATA VIEW



Starport

Town

Mountain

Adventure on Apki Asa

—Clay Bush

Starport Encounter

Apki downport is on a grassy plain near the polar sea.

The group is approached by Mazun Laragii, the businessman representing Naasirka on Apki Asa. He is looking for a few discrete individuals. (Player conduct may disqualify them at this point; referee's discretion.) He has been receiving information from an unknown source within Gaggakak, a Vargr monopoly in the Empire of Freebooters. There have been information drops, but no personal contact. What he wants to know is who is feeding him information. He can provide food and a local vehicle for a stake-out.

Pull: The ship may need maintenance. The factor has limited repair and part manufacture capability, but his machine shop is the only one available to offworlders. Without it, the party will be grounded, paying landing fees and not competing with Vargr ships, until a parts order can reach Imperial space and the parts arrive.

Push: The factor received orders to find someone with knowledge of the local economy, and induce him/her/it to travel to Imperial space for a full debriefing on the Empire's economy. The player group was recommended for the extraction. (This last came from Colonel Khadra {see AABP 36} who has retired from the Imperial military and taken a position in Naasirka.)

Briefing & Background

Planetary Situation: The primary settlement is Vargr. An Imperial enclave of a few thousand lies adjacent to it.

Khiig, a human boomtown, is distant from the starport. Its inhabitants come from the Vargr Extents, not the Imperial core.

Gaggakak Corporation: The largest planetary employer has considerable influence. This also means that many Vargr on the fringes will help player characters, to gain pack status by 'standing up' to Gaggakak.

Gaggakak has an industrial complex adjacent to the starport, with three checkpoints. Beyond the complex is CorpTown, a Gaggakak-owned residential area.

Anyone not dealing with Gaggakak goes through an official customs checkpoint which leads to a colorful Vargr town beyond.

The Stakeout

The next time to check the drop site will be the dedication of a new library in five days. Information drops have been made at a monument commemorating establishment of the Vargr settlement here. The monument

lies in the Vargr-populated area in which human visitors stand out. After 4 days, without local help, the PCs will see a human place a fake rock by the monument. (This is the night before the library dedication.)

Trailing and identifying him depends on player efforts.

Preferred solution: If the PCs hide to watch the drop site, roll daily for a Vargr beggar to spot them. Gakruuegh Kibgrak will then approach one about using his street contacts to find whatever they are looking for. Kibgrak is ex-army. He lost an arm and most use of one eye in maneuvers, and his superiors never had him healed fully before discharging him. He now harbors a strong anti-government bias. If the players recruit him, then Kibgrak's contacts will produce a report on the source.

Extraction

Several days after the source has been identified, Mazun Laragii will approach the players asking them to extract the source for shipment offworld. He will let the players think Mr. Shush wants to leave, if they want to think that. He is following Khadra's directions (see *Push*), although he does not know Khadra's name or involvement.

The Source

Rhinehold Shush, a minor human business manager. By leaking information, Shush permitted Naasirka to gain several bids. Having humans gain more contracts has increased his status with the Vargr in Gaggakak. He really doesn't want to leave.

He resides in the CorpTown area owned and secured by Gaggakak. The area is on the far side of Gaggakak's industrial complex, away from the starport.

Details of his residence are left to the individual referee.

Gaggakak Security

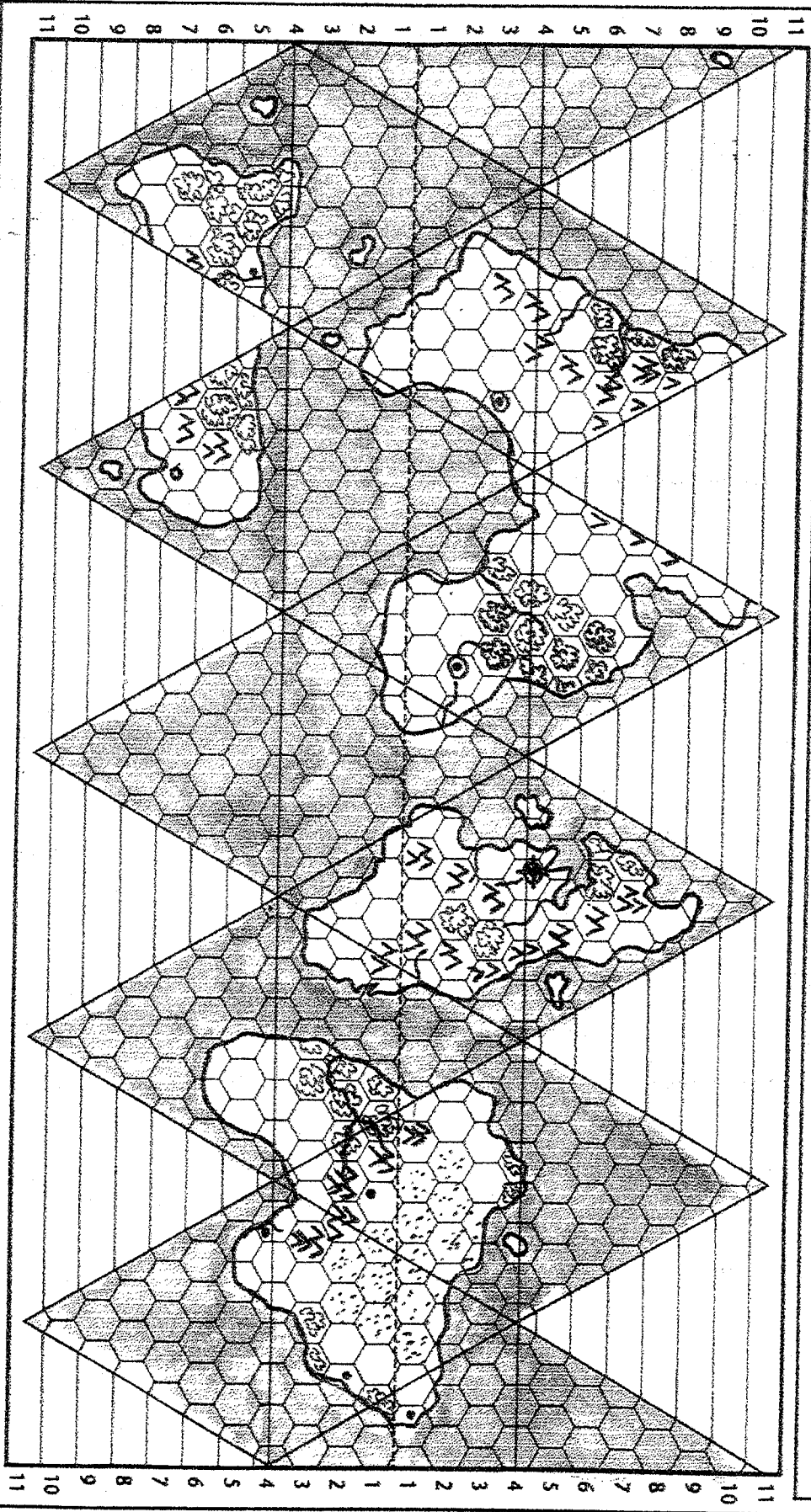
Gaggakak employs a minor race mercenary security battalion from within the Vargr Extents. The T'rirk are employed to patrol the perimeter of CorpTown and throughout Gaggakak's industrial complex.

All the T'rirk stand 1.9m tall, weigh 83kg, and are in good physical shape. They seem to be clones. (The troopers are; the officers and most NCOs are natural born.) Training emphasizes personal combat, security and contraband control, and tracking operations. (For example, they have no crew-served artillery.)

A lack of female T'rirk prevents them 'establishing' a minor race colony here. Any T'rirk who risks losing his employment contract better have a good plan for getting back to the T'rirk homeworld.

Date: 45-099 World Name: Tekk fakkh UPP A 3 6 6 7 7 7 -C Hexagon Scale in Kilometers

Subsector and Sector Location of World Corridor 0912 / GLOBAL DATA VIEW



Starport Settlement Desert
 City Forest
 Town Mountain

Adventure on Tekkfakkh

—Clay Bush

Starport Encounter

The players are approached by a Vargr businessman and his entourage. A human aide, Kevin Gallaga, asks each character, "Who are you?" After getting answers from each, he will insist on seeing credentials to verify identities and qualifications. He will check these against public records electronically before making an offer.

Mr. Gallaga will start by saying that Mr. Vakacheef wants to recover a vehicle. He is involved in a messy divorce, and in Vargr courts possession can be the law. His wife has no special legal claim to the vehicle, but she and the driver have kept it.

Mr. Vakacheef will interrupt, and take over the conversation. The vehicle was modified to hold specialized computing and communication gear. He used it as his secure office. When they recover the vehicle, he wants the devices intact. The devices have security locks; don't try to penetrate them as recorded intrusion attempts will reduce his after-success payment.

Vakacheef can offer payment in Imperial credits on delivery of the vehicle to the starport grounds. He can also make introductions to influential Vargr if the characters impress him.

Background & Investigation

Planetary Situation: This is the government center of the Empire of Freebooters. The population is Vargr. The political climate is calm.

Mr. Gallaga: Such public records as the characters can find show that Gallaga immigrated from the Imperium five years ago. There is an outstanding warrant to question him regarding some financial irregularities at a previous job. An addendum states that no funds were missing at the time of the warrant, but that he had liquidated his possessions and emigrated suddenly.

Mr. Vakacheef: Players can only find out that he runs a nation-wide recycling corporation which has only a small subsidiary corporation exporting goods off-planet. That subsidiary has an office at the starport.

Players may deduce that he wants the vehicle back to access his local accounts, the ones that aren't in Imperial credits. If pressed for a reason, that is the one he will give.

The Limousine

The vehicle has a driver section, a passenger section, and a storage section. The driver section seats two, has two doors, and is separated from the passenger section by a bulletproof wall with a small bulletproof window.

The passenger section has two long seats facing each other. The front seat seats three facing back, and the rear seat seats two facing forward. A computer station with a chair and a second, fold-down chair is behind the rear seat.

Capturing the Vehicle

The stretch limousine is grav capable, and capable of traveling at 200 kph. It can travel most anywhere in the nation.

The players' best chance to locate the limousine, a necessary precondition to re-possessing it, is to get it to come to them.

As it can outrun an air/raft, the players will need to use something faster. Anything faster than 200 kph will draw the attention of the local Vargr military, who monitor atmospheric wakes from orbital sensors.

Inertial Locator

Built into the dashboard is a standard inertial locator, and it is not secured. It is a simple task to access previous trips.

One destination is hundreds of miles off the beaten track in a mountainous region. If the players investigate it, they will find an old mine shaft. In a side shaft, behind a concealment wall, are six low berths. Three are occupied by two former business Vargr associates and a human engineer. The other three are empty.

Communication Array

A laser communicator maintains alignment with an orbital satellite. It is a private service, but physical possession will permit cracking the orbit and Vakacheef's access code. What use the players make of his account is up to them. If he loses the service due to misuse, the players are the second group he will suspect.

Meeting Records

Audio-visual recorders in the passenger section feed into the computer directly. They are worth a few hundred credits is physically removed.

The Computer

Cracking the security system is an impossible task. Tools are required to make cracking feasible.

- a) Meeting records. The most significant is a meeting between Mrs. Vakacheef and a gangster discussing using waste transporters to help prisoners escape.
- b) financial records running back several years, and
- c) a complete equipment listing for Vakacheef Industries.

Stand at Patrinator

—Clay Bush

This adventure is best used in a campaign, to establish or develop contacts.

Background

The following is easily adaptable to most habitable worlds. Names are provided to save the referee's creative energy.

Patrinator is a Freeport area near the minor, provincial city of Oriweis in the nation of Amantea. It comprises a peninsula across from the dockyards of Oriweis.

The national government acceded to the Freeport idea, but located it away from major population centers. The President's concern was that a political faction might foment disturbances to embarrass his party internationally. The Freeport has been marginally successful, transshipping resources and tools primarily to arsenals.

Civil disturbances have broken out. With the national government concentrated on fighting in the capital, Espiria, and its surrounding province, Firstin, Oriweis is edgy.

Involvement

The problems at Patrinator stem from the local factions interest in weaponry. Some secure warehouses present hold weapons (from disarmament and/or re-equipping).

Pull: Foreign and Imperial currency have rising value. Since goods are currently cheap, a shopping trip to an area with local taxes or fees may be in order.

Pull: The players learn that weapons are available there if an approved buyer agrees to transport them away.

Push: The players' ship (or small craft) is hired (or commandeered) to transport weapons and civilians away from Patrinator. (A continuing adversary, such as Colonel Khadra, may be behind the group's selection.)

Revenge: The players learn that an old has surfaced near Patrinator. He was hired to acquire weapons illegally, and if players catch him in the act they can use the Law to get their revenge.

Contacts: Someone who has helped them wants information on or help for family working at Patrinator.

The Afternoon

Players are pulled to the city of Oriweis by the prospect of cheap prices. I do not advocate using this just to rob players but instead to reward them for taking risks.

a) The referee should decide whether the locals block access to Patrinator. The option to just leave can be blocked by commandeering transports for an emergency evacuation.

b) Any characters in the city will have to either find ways to hide, safely return, or endure confinement and search. Goods can be stored or hidden.

The Long Night

During the night, tensions will be high. The idea is to recreate that one period of high concern among the long, boring preparing and assembling during a crisis. Anyone not loose will be:

a) In the infirmary. There may be wounded, and people with medical or first aid training will be needed here. Their behavior here will matter later because of anything the authorities put in their permanent record.

b) Former military types will be recalled to service, and put someplace. The small para-military garrison knows that militia work best if placed in a building with orders just to defend it and its approaches. PCs may be assigned to guard 1-2 warehouses with boxes of weapons.

c) Anyone else will be placed with unskilled business, social, and government people in basements. Do they stockpile food, seek company, or play cards?

d) There is always maintenance to do. And fortifying.

The Infiltration

During the night, the local military will attempt to infiltrate the peninsula. The garrison and militia were ordered to fire warning shots.

At 11:10 P.M., a civilian in the base will radio a coded report. (It describes the defender's dispositions and where the civilians have been assembled.) Any PCs with the police will have a chance to detect the transmission and may try to triangulate and prosecute it.

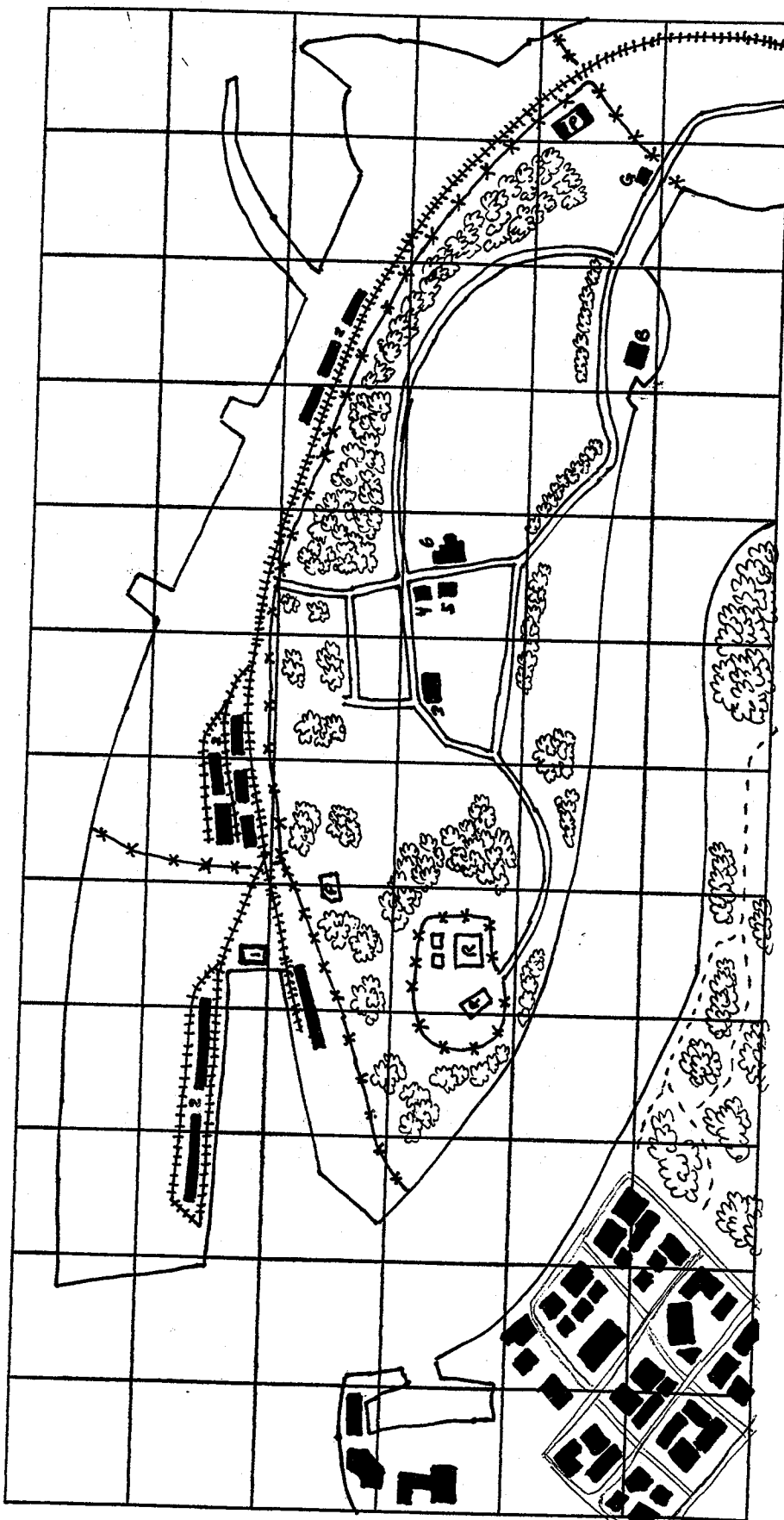
At 12:22, ten squads in rubber boats launch in the inner harbor. Their mission is to test the defender's resolve. There is a 95% chance of sentries seeing them, and a 95% chance of firing warning shots. If shots are fired, the boats will turn around. Player characters may be in a position to fire, and may initiate a larger firefight.

At 01:10, a team of eight commandos lands on the north coast in two fours. If a character is on patrol, that character should meet them. Roll to see who has surprise, and a surprised commando can avoid the encounter. Otherwise, the commandos scout out the warehouses that hold weapons. They want to verify those are still there.

Morning Resolution

Subsequent events depend on both sides' perception of each other's resolve. The locals intended to announce that all flights could leave at 9:00 A.M., then at 11:20 A.M. send in an occupation force slowly up the land approach to the peninsula, to push the Imperial into a full evacuation.

The referee must determine subsequent events. (My idea was that surveillance during the night detected odd transits, which players investigate to find a smuggling lair...)



Guide

1. Railroad administration building

A simple office building with a fallout shelter in its basement. There are iron rations for 200 people for six months .

2. Warehouses

Solid brick construction with barred windows. An Imperial security unit (of draftees primarily) patrols the area, with the unit's cadre manning consoles monitoring high-tech sensor arrays.

3. Barracks

4. Officer quarters

5. Mess

6. Villa

An official residence of the Imperial count, which he intends to give to whoever is named Baron for this area after things settle down.

B. Boathouse

Two sailboats, four inflatable boats, and boating gear are stored here.

G. Guardhouse

Constantly manned by the Freeport Police. It's crystal-iron-and-concrete construction can withstand a car bomb (and rust).

P. Power plant

A small fusion plant generates 200 kW of electrical energy. A standby diesel generator provides 2kW, enough for heating and lighting.

R. Research buildings

These are Imperial offices working on agricultural and husbandry issues for this region of this planet. The referee may add a basement lab with whatever interests the players.

Calendar Dates

-- Clayton Bush

During Halloween, I realized the Imperial Calendar lacked any recognized day but New Years. The role-playing possibilities of Valentine's Day and Halloween can add to character development. Herewith, suggestions from the Calendar Committee of the Imperial Moot:

- 001 New Years Day
- 014 Diversity Day (parades, cultural arts and crafts shows, etc.)
- 042 Valentines Day (Do not forget if involved!)
- 070 Arbor Day (agricultural interests are strong)
- 080 Professional Secretaries Day (not on Sixday)
- 098 Armed Forces Day
- 112 Mothers Day
- 140 Memorial Day
- 154 Fathers Day
- 182 World Government Day
(speeches about how unity ended the local world's wars, and a time for violent or non-violent dissent with that government.)
- 210 Explorers Day
- 238 Labor Day
- 266 Thanksgiving Day
- 294 Halloween
- 336 Election Day
- 364 Boxing Day (present exchange)

From Boulton:

- Date Event
- 001 Holiday. First Day Of Year.
- 009 School Year Starts. At least, the Imperial Academies and Universities.
- 090 Armed Forces Day. Parades. Commemoration of the dead.
- 181 Mid-Year Break. 181 is official. Often joined with local holidays, and often extended to the full week.
- 328 School Year Ends (Graduation)
- 356 Year End Break (to 365).
- 359 Christmas (for those of us who care.)
varies The Emperor's Birthday.
{CRB: Nobility patents usually issued on that day by the Emperor.}

Cards as Randomizers

Referees often benefit from a random prod. A lot of good ideas have gone into card names (which are more important for this purpose than the card text). SimCity, for example, provides a huge variety of buildings.

I suggest that with the plethora of card games, all those surplus common cards can be mixed into a draw deck. A very thick stack can result if a group pools unused cards from several games; specifically, a deck too thick to shuffle.

Those who use die rolling software can easily make tables, and all you need in that case is a list of card names. Visit some websites for card lists, run them through a word processor to consolidate them and delete character names, and put a probability for each event.

AAB Proceedings

AAB Proceedings is distributed to all HIWG members bi-monthly. Membership rates are \$10/year in the U.S.A. and \$18.00/year overseas. (The difference goes entirely to the postal service.)

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Acknowledgements

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HIWG Connection

HIWG ("History of the Imperium Working Group") is a fan organization for the *Traveller* role-playing game. For membership information, write to:

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