



AAB PROCEEDINGS

The Quadrant One Newsletter

31 December, 1991

Issue 16

Part of the
History of the Imperium Working Group
Family of Documents, Fanzines, and Newsletters

GenCon Information

This year will see Origins and Origins combined again in Milwaukee. (Normally Origins is the July 4 weekend, and changes locations. GenCon is in August and always in Milwaukee, Minnesota.) With everything happening in the world of Traveller, everyone should try to attend.

Send any mail to:

1992 GEN CON (R) Game Fair

P.O. Box 756

Lake Geneva, WI 53147

USA

Lodging

If you preregister, you can enter in a drawing for hotel rooms. When I went in 1989, there were seven hotels and motels involved. You listed your preferences (1 through 7), and when your registration form was drawn, you got your lowest numbered preference that still had a room open. (Due to a typo on my form, I missed the drawing. I did get a room, but it was two miles from the convention site and fairly high-priced.)

The pre-registration package gave information on room sizes available, rates, and distance to the MECCA center. There was even a map enclosed. You had all the information you needed to balance price and distance.

Events

GDW hopes to released the *Star Viking* miniatures game at GenCon. They hope that people will be able to play it within a half-hour after opening the box. The "Traveller 3rd Edition" rules (I keep seeing different ways of referring to the revision) should be very advanced by then. An advance copy of the rules may be available for very interested persons, and you can ask questions at the Traveller seminar.

DGP should have several AI products out, and will probably be pushing that line exclusively there. Of course, it may be the last good chance to get your hands on a *World Builders Handbook* or other DGP MT product.

There will be many other vendors as well. GenCon will celebrate the convention's 25th anniversary, the Call of Cthulhu people will celebrate H.P. Lovecraft's 100th birthday there, and who knows what else will go on with 10,000 gamers there? %^%

Contents

GenCon Info.....	1
Collected Notes (Letters).....	2
The MT Revision.....	4
To Do in 1992.....	6
New HIWG Documents.....	8
Zhodani Work Continues.....	8

Ships

TL 12 Tronskia Battleship

TL 13 Merchant

AAB Proceedings

Publication Information

AAB Proceedings is a fanzine for developing the Traveller universe. It is not an outlet for adventures and scenarios.

Produced and distributed by Clayton R. Bush, HIWG's Quadrant 1 Editor.

Subscriptions & Back Issues

It is distributed free to all active analysts in that region. All others may acquire copies at \$1.00 per issue.

Submissions

Anyone interested in submitting material should send it to:

Clayton R. Bush; PO Box 119;
Limon, CO 80828.

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HIWG Connection

HIWG ("History of the Imperium Working Group") is a fan organization detailing the official *MegaTraveller* universe. For information, write to:

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Australia

Collected Notes (Letters Column)

Dagudashaag (34xx) / 8Lxx

--Duncan Law-Green

"Apologies for not keeping up correspondence, and the brevity of this note. Sadly, my father died recently of cancer. This upset me greatly, and forced me to delay my college exams for a year, until May '92. I have an offer of a place in grad school, conducting research in radio astronomy at Jodrell Bank (you may have heard of it!) Until then, I'm working as a computer operator, and have little time for *Traveller* or related activities. The enclosed, with my contributions to "Signal GK #3," will probably be my last output for a while."

CRB: Sorry to hear about your father. I understand your reasons for taking an absence from gaming; job hunting and new jobs are major reasons people cut back on HIWG activities. Please, do come back though!

Knaeleng (4Lxx)

-Alic Stewart

Thanks for confirming my position as Knaeleng sector analyst. I have quite a lot of material to send you, but, sadly, finances have been tight of late. It's going to have to wait until after Christmas. I rolled up the stats for all of the systems (standard rolls, no weird worlds other than those generated by the dice.) The highest tech level is 14, and there is only one world that advanced in the whole sector.

I have also made sure that worlds orbiting stars fit the expanded system generation rules as presented in Book 6: Scouts. One more thing: I made sure that the stars are able to exist. (Where did those A-type subdwarf stars and M-type subgiant stars come from?) You'll see the entire sector when I have the finances to send a copy off to you or as soon as I find someone with an IBM.

Knoelligz (5Fxx)

--Bob Grob

Which map is correct on the location of Knoelligz sector? The Zhodani map shows it two sectors coreward from Deneb, while the Vargr map shows it two sectors coreward of Spinward Marches. Has this ever been addressed?

Thank you for your kind words regarding the Ontaru article. It is by no means finished, and I do intend a revision. I am still not satisfied with the linguistics, although I wrote a name generator patterned after the Vargr and Vilani name generators.

My problem is that I envision the language to be primarily tonal whistles and tail signs with no vowels or consonants to speak of--how do you symbolize a tonal whistle and tail sign? I finally decided that the use of vowels for separate tones and the use of consonants for separate tail signs would be appropriate. An alternative would be to use decimal numbers for tones and letters for tail signs with "v" and "f" for ascending or descending slides. What do you think would be the better method?

I intentionally put them at their current {distant} location as I plan more active minor races for nearer the Spinward Marches. I have corresponded with the Zhodani moderator, but I have not yet contacted Roger Myhre (Gvurrdon).

I contend that there should be more minor races in *MegaTraveller*. I intend that Knoelligz sector will have a large number of minor races, many psionic and some anti-psionic. Is there a standard for determining the number of minor races? I would appreciate any suggestions.

CRB: I say Knoelligz is coreward of Spinward Marches, not Deneb. Consider it a misprint in the Zhodani map.

The vowel/consonant system seems more acceptable, because it will permit Imperial humans to refer to individual

Ontaru--even if the "name" used bears no relationship to the Ontaru meaning. The numbers/letters system would appeal to a computer, and might work for a race that has tails, like the Vargr.

In an article in an AAB Proceedings a long time ago, I estimated that there were usually no more than one minor race per subsector. This refers to homeworlds only! It does not, for any subsector, rule out any number of colonies or "ghettos" with races even from several sectors. On the other hand, not all of these races will be starfaring, or even spacefaring.

I argued also for an average of 1.5 minor human races (MHRs) per sector. This is already shot down, as official sources have placed four MHRs in Vland sector. Since Vland is nearer the center of the Ancient Sphere, I have to say that sectors near the Spinward Marches have more than two, and those far away have one or none.

Zhdant (6Cxx)

William Dover and two compatriots were upset at the news in TS29. (Who wasn't?) They continue to develop the sector, however, and are concentrating on getting a sector listing together.

Yiklerdanzh (7Cxx)

--Dave Schneider

We (HIWG-Australia) have decided to go with Yiklerdanzh, a sector which is about 1/3 Zhodani. I have already generated a map of system locations and borders, based on the old Traveller map.

I'm kicking around the idea that Zhodani are planning to move rimward to cut off expansion from the DoD and Aslan, or at least establish a buffer zone. I see the Zhodani nobility of Yiklerdanzh as being a bit restless. The sectors to trailing get to fight the Frontier Wars, the ones coreward get Core Expeditions, and the ones to spinward are on the bounds of known space. They want something

important to do too!

I think that the large state in the middle of the map is anti-Zhodani, and its presence there stopped rimward Zhodani expansion in the sector. The Zhodani leadership couldn't be bothered with the trouble when it had the Core expeditions to play with.

Further reports on the sector will follow as we get organized over here.

Theta Borealis (9Bxx)

--Ian Sales, U.K.

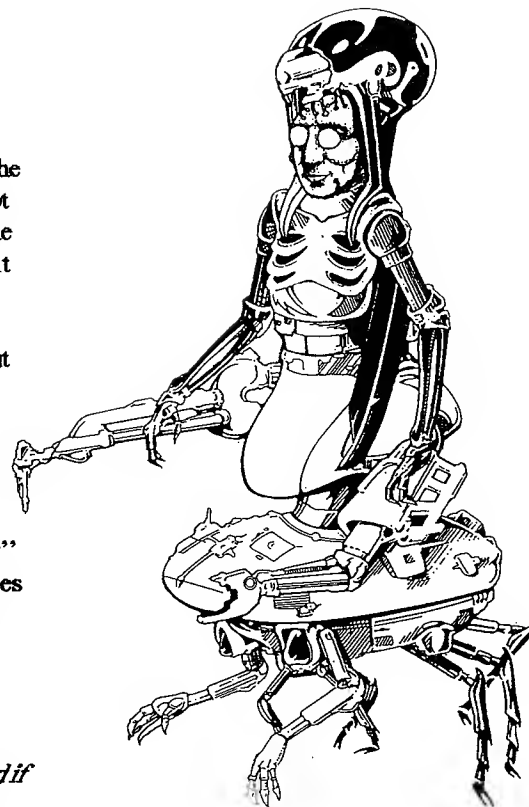
Oh dear. DGP has stopped producing any more Traveller?

I'm still hoping for a MHR SIG, although one of the reasons for its existence has just vanished; DGP and the MT Alien Book on minor races. I've not heard back from Mike Mikesh yet on the subject, so again I shall just have to wait and see.

As for the ESIG, I'll send my stuff to both Gregg Giles and James Cooke. But with Chuck Gannon in charge of Challenge's MT department, his IRIS (originally a variant) appears to be becoming official. Certainly it's appeared in recent TAS news briefs. This could be jealousy--I still like "my" intelligence agency, and think it deserves a shot at "official dom." Anyway, I'll see what happens--i.e., if the ESIG can get back together.

CRB: Ian is developing Theta Borealis, which is in Quadrant III.

Espionage material can get published if it is connected to espionage-oriented adventures. IRIS has gotten the play it has largely because Chuck Gannon used it in published adventures.



Scanlon, by Paul A., 90
Dagudashaag Bio-
Engineered Race



The MegaTraveller Revision: Neo-Traveller?

--Clay Bush

A FIRM FOUNDATION

One thing needs to dominate any discussion of the conversion:

GDW has already committed to doing it. That Traveller will convert to the T:2000 system is set in stone. Yes, this is rather soon after the major Mega-Traveller revision, but all the pluses line up with doing the revision. Discussion about the merits of the T:2000 system or whether a MT revision is needed is moot.

Actual mechanics and areas to be covered in the rules are what is open to discussion. Joe Fugate admits that he made many mistakes in the MT upgrade from Traveller; a new edition to fix problems was due regardless of the T:2000 conversion idea. Everyone agrees parts need reworking, but disagree on which parts must be kept--*someone* will be unhappy with the product.

The revised MT rules are scheduled for late 1992. Some may get an look at an advance draft at GenCon in August. (That statement is meant more at what the timeline is than at anything else! Please do not write GDW or mob their counter at GenCon!)

There is discussion at GDW about returning to the name "Traveller." Commentators have used terms such as "Traveller: 5600," "Neo-Traveller," "Traveller: The Next Generation," and "Traveller 3." There is no established name yet, so I refer to it at the revision.

CONSISTENCY

GDW emphasizes the advantages of having a consistent set of rules across their product line. (At least, it usually the first thing they mention.) This will permit players to play other products with minimal set-up time. This would probably be mainly along the lines of taking a break from MT campaigns to

play a brief *Dark Conspiracy* adventure or such. That need for a break is how I once found myself in Alpha Complex.

The limited data available indicates that having a set of consistent rules doesn't help sales across the line. Companies with consistent product lines have good sellers and poor sellers, just like other lines.

I feel it will mainly help GDW's ability to produce material. It should also help referees translate ideas. I've translated scenarios and ideas from other game systems over to Traveller. Neither benefit applies to the conversion project itself, though.

STAR VIKING

The Star Viking miniatures rules are still go. The last word is to expect a GenCon release. GDW hopes buyers can play the game within a half-hour of opening the box.

How significant these rules will be to the role-playing game is an unknown. *Mayday*, *Snapshot*, *Azhanti High Lightning*, and *Striker* all contributed to the development of Traveller.

THE VIRUS

Part of the background for going from MT to the Star Viking era (1140? 1180?) is that a virus ruined most computers in Charted Space. Detractors have emphasized the negative aspects of the virus. The virus may be unnecessary, but it is headed for publication. GDW asks that we wait until we hear the specifics before we judge the idea.

I suspect a bacteria as in the book *Ringworld* a fungus evolves that ruins a variety of silicon wafers, finds plenty of food, and spreads. You could build new computers around new arrangements, but the initial crash would be destructive.

Gallo-arsenide-silicon wafers are a specialized diet, however. Ed Edwards suggests someone seeded Lucan's computer factories with a virus virus; a

"Every act of creation is first of all an act of destruction."

-- Pablo Picasso

The solution changes the nature of the problem.

The main cause of problems is solutions.

"You can introduce all the technology you want. At the end of the day, the consumer is going to decide how it is used."

-- Mike Tracy

bacteria that carries a logical virus within it.

You may place your own bets privately before the virus hits print, and we learn the details.

WHAT IS AT STAKE

The revision will probably convert to T:2000 character generation and combat, use D10 rolls to resolve tasks, keep the planet-generation rules, and heavily revise ship combat and/or design.

Characters and skills are intertwined. A revision to the T:2000 system *must* change character generation and skills. One plus is the ability to change careers during generation. A minus is needing to convert current characters.

There has been virtual unanimity (so far) in saying, "Don't change the world generation rules!" Too many people have too much effort invested in sector listings. Any change would create major discontinuities with the past.

This involves the data format more than anything else. Even there, one commentator wants to record the orbits occupied by companion stars in the UWP.

One change I would like to see is rolling for starport type after generating the UWP and technology. I always found it hard to explain class-A starports on barren worlds while a hi-pop progressive world of TL13 had a D starport. The tail was wagging the dog.

Starship design heads every list of things to change that I've seen but one. Most players have at least fiddled with designing ships: many people had libraries of *High Guard* designs. Most players who have worked their way through the current rules once do not do so again. "Farstar" Kundert said, "People shouldn't have to use a spreadsheet to design ships."

Starship/vehicle combat calls for a thorough reworking. Most of the rules were copied from *High Guard*, but there

are problems from applying an abstract system to a hexgrid. Roger Myhre wants to roll once for damage; he feels rolling umpteen times when a spinal mount hits is a ridiculous practice.

Several people suggest putting ship design and combat sequences in a separate supplement, like *Star Cruiser* for 2300AD, that comes out shortly after the revised rules do. Many players use such rules (at least one per group), but many others don't. Those that do may regard it as a scheme to make them buy two products.

This last is a business decision that GDW will have to make. They have to balance what they can fit into the role-playing books versus what the market expects. It illustrates the difference between divided fan input (split on both sides) and the business aspects of running a game company. That's why I am inclined to give GDW the benefit of the doubt on the need for a revision.

DO IT RIGHT, ONCE

The overriding consideration is that the revision cannot be as errata-ridden as the first edition MegaTraveller rules. It would confirm many players' suspicions that GDW creates new versions merely to milk players of money.

If the rules are well-written, work, and not accompanied by eight pages of errata (including a new task for hand-to-hand combat, a RPG basic element if there is one), then it can win players over.

I will note here that the 2300AD product and the T:2000 second edition are very clean, and GDW has certainly improved its performance. They can't afford to drop the ball now though.

Lastly, I hope GDW revises the rules **once**. Make any and all changes in the first edition. Any second edition should only need to include additions based on user input. %^%

Siddhartha Principle:

*You cannot cross a river
in two strides.*

Juhani's Law

*The compromise will
always be more
expensive than either of
the suggestions it is
compromising.*

*The single most
important factor in
completing projects on
time tends to be a careful
definition of the project at
the outset.*

What To Do in 1992

Principle of Design Inertia:

*Any change looks terrible
at first.*

*You will save yourself a
great deal of needless
worry if you don't burn
your bridges until you
come to them.*

--Clay Bush

One proposal for the revision is to make the rules generic again; they would not be tied to the Third Imperium universe. This would involve moving Third-Imperium-universe material to the Encyclopedia en masse: any sidebars in the other products would be examples or such. With FASA losing its Star Trek license, maybe now is the time for GDW to reassert general leadership in science fiction role-playing.

Still, most discussion assumes the revision will be set in the Star Viking period, well after the Rebellion. This would eliminate any outlet for HIWGers from developing faction-based materials. The virus and its effects will undermine most other current efforts.

STAR VIKING SETTING

Given the Rebellion's progress to date and TNS items emphasizing that Lucan's Gushemege assaults would be the last major campaigns, who expected a re-united Imperium in 1140s? A fragmented future has been in the works for several years, and GDW is describing that fragmented future for the next generation.

The setting does not repeat T:2000. The crash occurred decades before, and now worlds and successor states can expand again--or not, as the case may be. There will be room for explorers and merchant princes as well as mercs and vikings and empire builders. Players characters are a new generation not scarred by the collapse. Their personalities reflect other scars, but that's up to the playing group.

It will probably use small ships and small squadrons re-exploring Imperial space and working to reunite pieces of it. The central Imperial Navy and Army are history, but there are several successor states and the surrounding aliens.

SPECULATION

First, 2300AD's background was developed by several people at GDW playing the different Earth powers in five- and ten-year turns from 2000AD to 2300AD. They referred to it as "The Game." (This information was in the 2300AD *Adventurers' Guide*.)

Second, there was mention of someone at GDW doing a macro-economic model of Imperial space to determine fall-out from the Rebellion Era fighting. Which worlds lost technology or maintained it? Which hi-pop worlds are now largely deserted ruins? Interstellar macro-economics is a touchy subject: Marc Miller said to ignore the *Trillion Credit Squadron* rules that permit building of 100-billion ton fleets. So I don't expect to see this model itself anywhere (if it was ever finished!)

Putting the two together, I expect some logically-supported decisions about which factions survived the Rebellion, and some clear indications of which areas kept their interstellar technology and which regressed. Whether it's done by a computer model, a paper game, or several people with calculators and a sketchpad, it will be part of the Star Viking setting.

And I'm certain GDW will do it in-house.

T: 2000 RULES

T:2000 should be as available as MT. (Let your retailer know if you can't find a copy. GDW might want the retailer's name as well.) The main criticism of T:2000 is that the rules deal almost exclusively with combat and supply: "a role-playing version of a SNIPER man-to-man combat game."

Dinosaurs & Cadillacs is a (weird?) variant of the T:2000 rules. Although I've not gotten it, owners say it is an improved version. It is still heavily oriented toward combat, but so are most RPGs and games. (Star Trek was usually

about understanding aliens, and look at the game: *Star Fleet Battles*.)

2300AD (not the original *Traveller: 2300*) was modified toward the T:2000 rules. Its tables and charts are better organized than the T:2000 book, and follow T:2000 closely. It is not a direct extrapolation, however: tasks are defined as in MT, and difficulty levels are not expressed as multiples of skill or attribute levels. Except for this, and the technology, 2300AD seems largely what the revision aims to be.

QUICK AND CHEAP

I suggest the following conversion for those willing to try T:2000 rules with existing characters. Use it to rerun an adventure with existing characters, but pick an adventure that isn't combat oriented, because I don't deal with tables and task revisions here.

Step 1: Convert characters. Reduce all attributes in the UPP by two. Double all skill levels.

Step 2: For setting tasks, the format is:
Difficulty: Asset.

Asset is one skill or one attribute. If two are listed with "or," then use the higher value. If the connection is "and," use the lower value.

Difficulty levels are Easy, Average, and Difficult. (I insert "Really Easy" at the start to get the mnemonic "READ.") Easy is double the asset's numeric value, Average is the value, and difficult is one-half the value. ("Really Easy" is automatic.)

If you run any combat, a "1" always hits while "9" and "0" always miss. Barring exceptional circumstances, of course. Referee's should always make things fun.

Step 3: If generating T:2000-compatible characters interests you, send \$2.00 to Geo Gelinus for copies of *Terra Traveller Times* #34 and #35. His multi-page write-up seems to cover most of the angles: TERRA TRAVELLER

TIMES; c/o Mark Gelinus; Box 39163
Northbridge Station; Charleston, SC
29407-5035.

OPPORTUNITIES

First, I would like to see sector listings completed. It may be fun to generate new library data for 1180, but naming 500+ worlds in a sector drains energy. I've posted a revised VLAND sector file, including all the changes to match the listing in *Vilani & Vargr* (which had all my world names). I'll tackle the Domain of Deneb listings and Zhdant, but other HIW Gers can type as well as I can.

Other sector-wide work is probably unpublishable. But do read the next paragraph.

Second, continue working on localities and organizations; they can probably be used in--or translated into--the new setting. For example, one of Myhre's HDs describes the psionic commando force of the Thirz Empire, a Vargr state bordering the Zhodani Consulate. Even if the Thirz Empire is gone in 1180, other Vargr states will border the Consulate. Adventures or a campaign written in that Empire can be translated to a new state.

Third, now is an excellent time for working problem areas in the rules. Several people have said the output for power plants is too low by a large factor. Others have worked out space combat (Roger Myhre) and psionics (Duncan Law-Green). These scribbles may either influence the revision or become publishable when it comes out.

Fourth, referee and work on adventures. Adventures supporting the new rules system will be popular with GDW in the months following the release. This may be a window of opportunity for aspiring writers to break into print in CHALLENGE. Other adventures may see print in supplements the size of T:2000 modules, and could include rules sections. %^%

*"Between the great things
that we cannot do and
the small things that we
will not do, the danger is
that we shall do nothing."*

--Adolph Monod

New HIWG Documents

- ◆ 4101 - *Intro to Knaeleng Sector*
3 pages. Adie Stewart (Nov-91).
Subsector names, overview, and sector map.
- ◆ 6F04 - *Oruelaen: Psionic Special Forces of Thirz Empire*
5 pages. Roger Myhre (Oct-91).
Uses and character generation tables.
- ◆ 6F05 - *Gvurdon Library Data*
6 pages. Roger Myhre (Nov-91).
- ◆ 142.08 - *Tirrokolaegz: System Survey*
11 pages. Roger Myhre (Nov-91).
System and world profiles, write-up, animal encounter tables, and planetary map.
- ◆ 167.01 - *Imperial Shipping*
6 pages. Grant Sinclair (Oct-91).
Analyzes merchant shipping from published ship designs, effects of trade

tables, and the modern world as a model. Considers effects on encounter tables.

- ◆ 180.01 - *Contact: Ontaru*
5 pages. Bob Grob (Nov-91)
A very well-written, Contact!-style writeup of a minor race of Knoellighz sector. Includes character generation tables.
- ◆ 181.07 - *Solomani Battle Dress*
1 page. Stuart Machin (Sep-91).
- ◆ 181.13 - *Uniforms of the Solomani Confederation Navy*
2 pages. Stuart Machin (Sep-91).
- ◆ 185.01 - *X-Boats Routes of Empty Quarter*
1 page. (rec'd Nov-91)
- ◆ 5301 - *Lishun UWP Listing*.
K. Brennan. (Nov-91).

Zhodani Work Continues

Looking at recent postings, I'd say that the Zhodani/Droyne Book has been shot in the foot. (The wound is not fatal, but will certainly slow it down and make life miserable for a while.)

I find this discouraging, and I must remind myself that the overall mission of HIWG is to "fill the gaps" in the future-history of the Third Imperium. With that in mind, I will not abandon this topic! When (or if) DGP or GDW (or even SEEKER) decides to redo the Zhodani, I intend to have a great deal of material waiting for them.

A great deal remains to be said about the Zhodani, and a great many questions remain unanswered (or even unasked). The essays and discussions produced by HIWGs Zhodani Gang have a slight chance of becoming official, but such material has NO chance if it does not get written.

Farstar (Sector Analyst: Tienspev-nekr), Nov-91.

Coming next issue:

Architecture: do Zhodani architects favor geodesic domes? Does this relate to why their building use minarets?

GDW was just trying for a different look--but worse racial characteristics have started that way. Geodesic domes require higher tolerances than low tech levels can provide, but the Zhodani could easily use them now.

Clothing: We've never seen Zhodani woman depicted. Any ideas?

Turbans in illustrations present some problems: Why did the practice evolve? How common are they?

GDW decided that nobles wear turbans, intendants wear headbands, and proles wear neither. This never saw print, and no illustration shows headbands. Probably an oversight by artists.

More: Plus notes on Zhodani society and government, the core road, and other topics. (It all got bumped this issue for wider news.) -- Clay Bush

Elaezoe Battle Cruiser

-Roger Myhre, 1991

CraftID: Battle Cruiser, Type BC, TL 11, Mcr=94,214

Hull: 67500/168750 Displacement=75,000, Configuration=1SL, Armor=55E

Unloaded weight=2,562,512tons,

Loaded weight=2,616,125tons

Power: 39999/53333 Fusion=2,400,000Mw

Cruise duration (no weapons and agility)=24/72, Combat duration=5/15

Loco: 3037/4049 Jump=2

8099/10799 Maneuver=3

Top=1000Km/h, Cruise=750Km/h, NOE=140Km/h

Agility=3

Commo: Radio=System x4, Laser=System x8, Maser=System x4

Sensors: EMM, Densimeter= 1m/HPD x4, Neutrino= 1Gw x4

Act EMS= FarOrbit x4, Pas EMS= INT x4, EMS Jammer= FO x4

ActObjScan=Rout,ActObjPin=Rout

PasObjScan=Form,PasObjPin=Form

PasEngScan=Rout, PasEngPin=Form

Off: Mesongun=A0x, Plasmagun=x50, Part Acc=070, Missiles=x80, Blaser=xx8

Batt	1	10	10	20	20
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Bear	1	8	8	15	15
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Def: DefDM=+7,Repulsors=x4x, Sandcasters=xx9

Batt	10	10
------	----	----

Bear	8	8
------	---	---

Control: Computer=5fib*6, Panel=Dynalinked*15,037, Special=HUD*7000,

Environment= BasEnv, Basic & Extended LS, Grav Plates, Inertial Compensators

Accomm: Crew=1450 (19*50); Bunks=1241, Small Staterooms=209

[Bridge=14, Engineer=715, Maintenance=6, Gunnery=122, Flight=36,

Troops=300, Command=198, Stewards=48, Medic=11]

Subcraft=20ton*5, 50ton*5, 100ton*2

Other: Fuel=295,875Kl, Cargo=22,000Kl + 4000Kl usually assigned for missile storage:

Magazine: 40000 missiles = 400 battery rounds of fire [20 batteries]

Electronic Circuit Protection

Fuel scoops, PurificationPlant=48Hrs

ObjSize=Large, EMlevel=Moderate

Comments

Kforuzeng acquired this craft in late 1119, when it was found drifting helplessly around a moon in Angasac system (Gvurrdon 2025). It was apparent that the crew had died from a busted environment system. Autopsies indicated they died more than 500 years ago.

Kforuzeng immediately started to fix the ship. The ship had much surface damage, but the internal damage was superficial, except for the spinal mount and the environment system. The environment system was fixed in less than 2 week. Getting a new spinal mount for the craft proved more difficult.

To ease repair, the ship was moved to Kforuzeng's main base at Ueghrrozue (Gvurrdon 2339). During the move, however, the craft developed new faults. Currently the craft is mothballed, with the cargo bay used as a prison camp under sharp surveillance.

The craft is under repair, but it may take as long as 2 years before it is in fighting shape. Upgrading of different systems are expected, but nothing is certain when Kforuzeng is busy with other things, and they lack all the funds needed.

Imperial TRONSKIA-class Dreadnought

-Richard Artis

CraftID: Tronskia, Type BB, TL 13, MCr 180044

Hull: 180000/450000, Disp= 200000, Config= 5SL, Armor= 65F
 Unloaded= 4439964 tons, Loaded= 4602883 tons

Power: 35700/71400, Fusion= 3213000 MW, Duration= 15/45

Loco: 37800/75600, Maneuver= 5
 10800/21600, Jump= 3
 NOE= 170, Cruise= 750, Top= 1000, Vacuum= 3840
 Agility= 0

Commo: Radio= System x3, Laser= System x3, Maser= System x3

Sensors: EMM Package, PasEMS= Interstellar x4, ActEMS= Far Orbit x4
 Densitometer= HighPen/100m x3
 Neutrino= min 100kW x3, EMSjammer= Far Orbit x4
 ActObjScan= Rout, ActObjPin= Rout
 PasObjScan= Diff, PasObjPin= Diff
 PasEngScan= Rout, PasEngPin= Diff

Off: MesonGun= Pxx, PartAcc= x8x, Missiles= x8x

Batt	S	20	80
Bear	S	14	53

FusionGun= xx6, BLaser= xx7

Batt	24	40
Bear	16	27

Def: DefDM= +5, MesonScrn=3 x3, NucDamper=3 x3, ArmorDM= -8, SizeCd= S
 Repulsors= x7x, Sandcaster= xx9

Batt	30	30
Bear	20	20

Control: Computer= Model/7fib x5, Panels= HoloLink x255
 Special: LgHoloDisp x255
 BasEnv, Bas LS, Ext LS, Grav plates, Inertial comp

Accom: Crew= 1497 (200 x 7), Staterooms= 749
 Bridge= 58, Engrng= 576, Mtce= 162, Gunnery= 85, Flight= 80
 Troops= 200, Command= 193, Stewards= 47, Frozen= 1700, Medical= 96

SubCraft: 50-ton Fighter x20

Other: Fuel= 1182600 kliters, Cargo= 80136 kliters
 Fuel scoops, PurificationPlant (24hours)
 ObjSize= Large, EmLevel= Moderate
 Electronic Circuit Protection.
 100 battery-rounds (400000 missiles) in magazines.

Design Notes

Spinal mount (80 hardpoints)
 50 100-ton bays. 80 50-ton bays. 620 turrets.
 2239 MW surplus power with weapons above.
 Non-combat duration (without weapons, agility, or screens) = 21/63
 MCr 144035.0 in quantity.