



AAB PROCEEDINGS 17

March 31, 1992 A Traveller Fanzine produced by Clayton R. Bush

Argushiigi Admegulasha Bilanidin: The "Vilani Repository of All Knowledge." A combined university, museum, and research center on Vland/Vland in the Restored Vilani Empire. The oldest such institution in charted space, the 11,000-year-old institute has an Imperium-wide reputation as a clearinghouse for patents and technology.

General News

Tiffany Star is going into hiatus, and *AAB Proceedings* will fill its role as the HIWG flagship newsletter. Mike Mikesh and Dennis Myers, who have been producing *Tiffany Star*, will be producing a Traveller newsletter, *ImperialLines*, for GDW. They do not have the time to produce both newsletters.

All HIWG members are included in the mailing list for the premier copy of *ImperialLines*. They may subscribe thereafter.

Dave Schneider writes, these changes "seem more like a redistribution of existing resources rather than an advance for Traveller. I also think that AAB Proceedings has been invaluable in the role of Quadrant One newsletter."

ImperialLines shows increased support for the Traveller line by GDW. GDW will distribute *ImperialLines* and the product will be approved Traveller material. It may be an outlet for material cut from official products, but it will include new material.

AAB Proceedings continues as a strictly HIWG newsletter. It will continue to include two TL14- ship designs in each issue. It will not include adventures, plot ideas, or new equipment. These will be available in *ImperialLines*. Thus, *ImperialLines* will be the newsletter that is useful to any Traveller referee.

Quadrant One will continue to be the main focus of AABP. This newsletter will include other material, if submitted, but I will expand the newsletter rather than reduce the page count on Quadrant One issues.

Other Newsletters

Quadrant One has three other fan newsletters. No other quadrant has a continuing newsletter (but I'll certainly help anyone interesting in running one!)

Signal GK, a UK production, focuses on Dagudashaag sector. The issues so far have been of excellent quality. It runs to 60 pages, including subsector listings, library data, and adventures

Starburst, an Australian production, focuses on Yiklerdanzh sector, on the Zhodani Consulate's rimward border. It runs six pages, photocopied, and comes out monthly; Dave Schneider's address is in the sidebar on page three.

STarport differs from the other two in that it is distributed on disk. Currently collected by Kevin Parry, it exchanges programs and data files between Atari ST users. Many contributors also contribute to Signal GK. Since the Atari can run IBM PC programs and read IBM PC disks, *STarport* materials are useful to a wide audience. Parry announced that he will stop with issue 20; regrettably, so far no one has volunteered to take over as coordinator.

Contents

Collected Notes	2
Zhodani World Questions	3
Expanded Zhodani Timetable	4
Major Plagues	5
Zhodani Clothing	6
Relocation from Zhdant	8
New HDs	8

Ships

- TL 9 Escort Carrier
- TL 9 Minimal Tanker for above

Collected Notes (Letters Column)

Droyne

-Angus Foster
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Australia

I wish to take the position of Droyne coordinator, Quadrant One. (Poof! You're it!-CRB) Michael and I hope to have the completed history of Meichntid Ibl out by the end of April.

Meichntid Ibl: State in Yiklerdanzh sector that borders the Zhodani Consulate. Dave Schneider coordinates development work there; detailed coverage can be found in *Starburst*.

FASA material

-Clay Bush

FASA's material was copyrighted. We could work around it, merely referring to it, to avoid copyright infringement. Ideas such as a hierarchical society of Fuzzies can be reused; the key is not to repeat the words. For example, no one can repeat published library data verbatim without infringing on its owner's copyright--unless you pay the copyright holder.

Chuck Kallenbach's Vanguard Reaches data was accepted for the dot map in *Salomani & Aslan*. What does this do with FASA's material on Far Frontiers? Well, under the law of supersession, the latest material is correct. The dot maps for *V&V* and *S&A* suggest the sector has been re-generated.

For Paul Ridgway, the problem is that the Salinaikin Concordance extended from Far Frontiers into Yiklerdanzh. Does he use the FASA/ARES version of Salinaikin Concordance or not? I suggest Paul use the description given, but change any worlds to fit the new map. If that is too much trouble, then create a new name and a new state.

I had an inquiry from a new member about developing Far Frontiers sector. If he is serious about the position, I will give it to him. Whether to use the FASA material would be up to him.

Action Required

Hard Times gives rules for changing world UWPs to reflect the economic recession and combat damage suffered during the Rebellion. I want to include a four-subsector map in the next issue showing the "four corners" region where Corridor, Vland, Gushemege, and Dagudashaag touch.

I have already processed Vland M (Parsi) subsector. I need updated UWPs for Corridor P, Gushemege D, and Dagudashaag A subsectors by June 1.

Anyone not working in the Domain of Vland wishing to work on a subsector is directed to Corridor. The UWP list is available (I'll send a printout on request), and it seems a good sector to develop in full. It adjoins the official Domain of Deneb, and has several major factions present. - CRB

Tienspevnekr

- "Farstar" Kundert

I have a complete sector listing with world names and naval relay stations. All subsectors are named and have council seats (the Zhodani equivalent of subsector capitals). Library data progresses. [I've received the sector listing, and it is now in the GENie library.-CRB]

Addaxur: As HIWG Analyst for the Addaxur's home sector, I've done a little work on them. The reservation is defined as ten worlds ruled solely by the Addaxur. Only the capital (Addax) has any Consulate presence, and that is limited to a joint naval base and an embassy. The other nine systems are "invitation only" to non-Addaxur.

Other races: I've also placed the two known Droyne worlds in Tienspevnekr (from the map in AM5: Droyne), and developed basic background. I have only placed one other minor race, but others will follow.

Ziafrplians

-Clay Bush

Have failed to answer my letters, Lubelski is removed as sector analyst for Ziafrplians.

Farstar asked to develop it, and I have given him the go ahead. We will continue to use the subsector names that Lubelski submitted, but that was all I ever received from him.

Gvurrdon

-Clay Bush

Roger Myhre sent me a revised Gvurrdon listing showing codes for minor race presence and for ownership. This 6F01 replaces the older one, which is already in the GENie library.

Gushemege

-Clay Bush

Thanks to David Burden for sending me a sector listing with world names. I've posted it on GENie, and sent copies to Australia and STarport.

The biggest problem facing David and Leighton Piper (his co-developer) is that the MegaTraveller books moved Usdiki. All the maps, through *Hard Times*, show it by the rift. The old *Atlas of the Imperium* and the sector listing have it at Gushemege 2224.

I suggested relocating Usdiki in the revised sector listing. David is working out his solution. If Usdiki moves, it will probably be to 1013. David suggests that if we assume all sources are right, we could have two worlds named Usdiki, the new location could have been renamed when old Usdiki was abandoned, or Usdiki is actually a space habitat that was moved. Another option is that Usdiki simply means *capital*.

David is developing a sourcebook for Gushemege, contributing to *Signal GK*, and studying *Hard Times*. % ^ %

Zhdoani World and System Questions

The Zhodani world generation is very similar to Imperial world generation. Rather than continuing the similarities, are there ways a Zhodani sector listing could be made different from an Imperial one? Here are some questions that have been asked.

Consular Resort Worlds

FARSTAR: In developing Tienpevnekr sector, I placed several subsector capitals on low-population, high-starpot worlds. This allows the subsector Council to meet in relative peace, and not have to deal with the concerns of the world they are on (unless such is subsector Council business). These resort worlds are often dedicated to supporting the council, and have few internal problems. Despite their status, resort worlds do have a Councilor on the subsector Council, and are full member worlds.

Does this idea clash with established view of the Zhodani? Does it clash with YOUR view of the Zhodani? Let's talk...

Hi-Pop Worlds

Ed Schmitt: If the Consulate has 6,000 worlds, why is it considered so much weaker than the Imperium? Proposes that:

1. Only 4-6% of worlds are hi-pop (versus 8.3% for Imperia).
2. Assumes one-third are non-human races staying in their own clusters. This includes Unabsorbed worlds.

Thus, the Zhodani could draw on perhaps 3 trillion Zhodani humans. With the Imperium having almost 16 trillion inhabitants, but limited to only having 20% of its effort in the Domain of Deneb, the sides were evenly matched.

Notes that Deneb still can draw on 1 trillion inhabitants. Even fragmented, that many people to control would keep the Zhodani from just walking in.

CRB: How many of those 6,000 worlds are in scattered colonies to

coreward? I figure about three full sectors on the core route versus eight sectors in the Consulate proper: that's close to one-third.

That 3/8s is probably less populated, but still reduces the core of the Consulate to 4,800 worlds.

FARSTAR: Well, Tienpevnekr is already up at about 1.35 trillion, but due to a foible of Zhodani world generation, about 10% of those are residents of Forbidden worlds (which generate population on 1d6+4), so the sector's *Zhodani* population is a bit lower (1.21 trillion). It drops even lower when client races are considered. Not all client races can or will contribute to a war effort.

I say that the Zhodani population of the Consulate proper is 4-5 trillion. As with the Imperium, however, only a part of the Consulate will be involved in a conflict like the Frontier Wars. Considering the Zhodani purpose in starting the Frontier Wars, they would not dump all of their resources into each war, but probably tailored their forces to match their objectives and the expected resistance. Their main weapons have been surprise and a well defined objective.

Naval Bases

Farstar: Is there a natural limit to the number of Zhodani Naval Depots in one sector? Since the Zhodani do not use the sector except for mapping, and their navy is the only entity which communicates constantly, they may need more per sector. The Zhodani module mentions no limit, but the die rolls dictate that you will get about four Depots per sector!

CRB: The only "natural" limit is the number of planets and asteroids the Zhodani can find.

Farstar: Aside from communication, interdiction of "Forbidden" worlds, and the occasional "boo" at the Imperials, what do the Zhodani do with all those bases in their space? There may be some

Go to page 7

AAB Proceedings

Publication Information

AAB Proceedings is a fanzine for developing the Traveller universe. It is a fan document, and discussions are meant to exchange ideas.

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

Subscriptions & Back Issues

It is distributed free to all active HIWG members. All others may acquire copies at \$1.00 per issue. Back issues cost \$1.00 per issue.

Submissions

Those interested in submitting material send it to: Clayton R. Bush; PO Box 119; Limon, CO 80828.

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Acknowledgements

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HIWG Connection

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Expanded Zhodani Timetable

- 5415 **Zhodani reach TL 9. Discovery of Jump technology.**
Within ten years, a fleet of jump ships was exploring space within 50 parsecs of Zhdant. *The farthest expedition in these ten years went out 50 parsecs. The Zhodani did not explore all worlds within that sphere for a long time. See the following entry.*
- 5120 **Contact with Addaxur in Tienpevnekr (40 parsecs from Zhdant.).**
- 5087 **Zhodani reach TL 10. Meshing of Zhodani and Addaxur research. [Farstar]**
- 5000 **Zhodani reach TL11. Development of Jump-2. Higher Jump excites the Consulate into further exploration. [Farstar]**
- 5000 **Outward Expansion**
- c. -5000 *A minor human race in Afachtibr sector, the Vlazhdumecta, absorb much culture and technology. Their widespread mercantile and commercial empire included most of the Far Frontiers sector. Consulate absorption of the homeworlds caused their interstellar civilization to break down.*
- c. -4300 **Sky Raiders active in Afachtibr/Far Frontiers sector.**
- c. -4300 **Zhodani discover map projector artifact. It shows system locations, stellar spectra, gas giants, and worlds along a 30-parsec-wide, more than 8000-parsec-long corridor aimed at the galactic core.**
- 4034 **The Zhodani discover the significance of the map projector artifact: it can foretell the future to a limited extent. It becomes a state secret. Decision made to explore coreward. Helped by the artifact, the first 100 parsecs have already been mapped.**
- c. -4000 **First Core Expedition.**
? Zhodani reach TL12. [Farstar suggests -4000.]
- 2800 **Contact with Vargr - in Gvurrdon sector.**
Expansion in the direction of the Vargr Extents stopped. *According to "Gvurrdon's Story" in Vargr Alien Module, the Vargr have jump-2, while the Zhodani traders have jump-3.*
- c -2500 **Zhodani establish toehold in Chronor sector of Spinward Marches, and that region becomes a trailing border. Frequent expeditions in the next 2,000 years concentrate in Gvurrdon, Corridor, and Provence sectors; none meet the Darrian.**
- c -2000 **Contact with Vilani Traders. Zhodani trade with the Vilani in Corridor and Provence sectors. Different references to Zhodani traders and Vilani traders being responsible.**
- 1000 **Zhodani Consulate reaches present size. It includes 4500 worlds in 143 subsectors within 100 parsecs of Zhdant, with other worlds to coreward.**
- 924 **Darrian's sun destabilized. Zhodani do not intercede afterwards.**
- c. -500 **Expeditions to trailing direction trail off.**
- c. -270 **Zhodani trading with Sword Worlders.**
- 187 **Zhodani contact Darrians.**
- 50 **Contact with Imperial traders in Spinward Marches.**
- c. 250 **Chtierabl sector, 250 parsecs coreard of Zhdant, is now a fully-settled sector.**
- 300 **Conflict with Imperium in Spinward Marches. Between 200 and 500, Imperial expansion expells the minor Zhodani settlements from Spinward Marches.**
- c. 300 **Imperium reaches TL 13.**
- c. 350 **Approximate date of Sixth Core Expedition. [Security Leak Magazine.]**
- 461 **Zho traders encounter Aslan in Trojan Reach.**
- c. 550 **Zhodani come into solid contact with the Imperium: war follows.**
- 589-620 **First Frontier War, Imperial Civil War, Second Frontier War**
- c. 600 **Zhodani reach TL 13. Jump-4 developed in the aftermath of the First Frontier War. [Farstar]**
- c. 700 **Imperium reaches TL 14.**
- 750 **Seventh Core Expedition. Fifty years for round trip, with ten years of exploring and research at the closest approach to the core, about 5,000 parsecs from Zhdant. (Small expeditions travel almost another 1,000 parsecs later.)**
- c. 750 **Zhodani reach TL 14.**
Covert operations within the Imperium produce data which pushes Zhodani capability to Jump-5. [Farstar]
- 950 **Third Frontier War.**
The roughly even TL of the Imperium and the Consulate leads to the nominal Zhodani victory in the 3rd Frontier War. [Farstar]
- 1082 **Fourth Frontier War.**
- c. 1000 **Imperium reaches TL15.**
- 1107 **Fifth Frontier War.**
- 1120 **Eighth Core Expedition being prepared. People have suggested planned starting dates of 1120 and 1150. No date is given in any official publication.**

Important Plagues in Zhodani History

Viepchakl Plague (DZAGTLAS)

Ed Schmitt: Due to the time between the Final War and the outbreak (some 193,000 years), bacteria would have mutated or died out. The specificity of the two strains troubles me. The plague had to be nanite-size "virus-robots."

Fear of similar outbreaks is present whenever the Zhodani visit new worlds (especially Droyne/Chirper worlds). This contributes to general view that Zhodani:

1. are very cautious and careful about contacting other races, and
2. take their time making contact.

It seems odd that the Viepchakl (Chirper) plague would be so effective against both Zhodani and Chirpers. Is it more than coincidence?

CRB: A good question without an answer. Since it relates to the Ancient's Final War, most conceivable answers are *possible*: a general-purpose weapon, specific bio-engineering, or even an adaptive plague agent.

Note that the disease was not equally effective against both Zhodani and Chirpers. The Chirpers were killed off. The Zhodani lost two-thirds of their population in a couple years. The latter is not impossible for a normal, virulent disease released into a population without immunities.

Farstar: The Viepchakl Plague has not been described in extreme detail, so we don't know HOW it killed. Discover that and you might get some clue about the vector. (Just ask any Zhodani; most have had the Viepchakl Flu at one time or another.)

Plague of Duskir (DZHAGSER)

Ed Schmitt: Contact with Terrans infected the Vilani Imperium with a variety of diseases to which they had no immunity. Was there a similar plague among the Zhodani after they contacted the Vilani c. -2000?

CRB: I say there was no general plague. However, the (promptly localized) outbreaks led the Zhodani to discontinue the contact and fall back on their outlying settlements in the Spinward Marches.

Serious contact did not occur again until the 100s. IISS procedures averted any serious outbreak, and the Zhodani were provided with necessary immunizations and medicines which they copied.

Farstar: The Zhodani history in print suggests that medical science was driven forward by the Viepchakl Plague, as this world-killing disease is currently as bad as the common cold is to us. The initial effects of the Plague suggest that the diseases native to Zhdant were either not too effective against man (despite the biologic compatibility), or were easily treated and didn't lead to an advanced medical field. Immunology was in

its infancy when the Zhodani visited Viepchakl.

This parallels the state of Vilani medicine when they met the Solomani. The effects were also very much alike: the first 'alien' disease to come along decimates the population.

Zhodani medicine eventually rose to the occasion, resulting in a medical science second only to Imperial medicine (with its Solomani-borne knowledge of all things Terran).

The point here is that I agree with Clay about the lack of a general epidemic following contact with the Vilani.

The Words

DZAGTLAS: The Great Plague/Death.

DZHAGSER: The Lesser Plague/Death.

Farstar: The Zhodani language has no "G" or "Dz". The only "g" to appear in a supposedly Zhodani word was in FASA's *Ordeal by Eshaar*. While the Zhodani language was not standardized for many centuries, we have to draw the line somewhere, and we already have a (very official) "th" that doesn't belong.

One possibility (if Ed insists on the G), is that this word originated with the Zhdant's Chirper. Being Chirpers, they did not speak Oynprith, and can use any language we give them. The Zhodani, who had (perhaps) never had a great plague, used the word available, and it carried forward when the language was standardized.

The "Dzh" could represent the remnants of a once longer word, with the "d" having been the last letter of a (now lost) first syllable. It still sounds too much like Vargr to me, however.

CRB: I like the idea of Chirper words carrying forward, somewhat like Greek words in English. I'll let the words stand unless Ed wants to change them. Ed's best defense would be to create a word-creation chart for Qiknavrat Chirper that included G, Dz, and Th. (Hint, hint.) %'%

Zhodani Clothing: Turbans, Females, and Helmets

Turbans and Headbands

Farstar: Mike Cosgrave asks about the Zhodani practice of wearing turbans. Let's ask a few simple questions:

How much of the populace wears turbans (all, some, few)?

Who wears turbans (exclusive, fashion choice, class based)?

How much variety is there in turbans?

How is this variety distributed (who is different, and how)?

What are turbans made of?

Are turbans wrapped on or are they like hats? Has this changed over time?

When are turbans worn (all the time, special occasions, as weather dictates)?

Is there a social taboo involved with removing a turban in public, or is it just a symbol?

Loren Wiseman: The turban is worn only by the highest of Zhos. Intendants wear headbands, and proles wear no headgear at all. I don't know if this ever appeared in print, but it was in the original file for the Zhos.

Farstar: Perhaps it's just me, but I have trouble seeing all those Intendants running around wearing headbands. I grant that they are a badge of rank, but a headband is not in the same category as the noble turban.

Do you have any more on headbands? Most of the questions I had above for turbans also apply to the Intendant headband. The most important being: What are they made of?

Kevin Brennan: Turbans - Why Ask Why?

Seriously, this one isn't easy to pin down, especially since it's not too clear why turbans evolved here on Earth. The only idea I've had so far is based on a characteristic of Terran turbans that encouraged the Muslims to adopt them.

The turban must be worn so that the forehead is left uncovered and may touch the ground during prayer. The style could have been adopted by Zhodani for the same reason, and just retained as a cultural thing.

Though not illogical, that's a pretty bland reason, and I think I've got a better one. Psionics are more difficult at range. Therefore, telepathy should be easiest when the participants are in physical contact. While unnecessary, it would be fairly natural to touch the other person's head. The turban came into use as the form of headgear that made this easiest. It also became a symbol of the noble's psi ability and willingness to be contacted.

Even though Intendants can be as powerful as any noble, they are apprentice psionists in theory. The headband serves as a sign that the Intendant is "less skilled" and therefore care should be taken if telepathic communication is desired. (It covers the forehead, after all). Proles, by not wearing headgear, show that they are willing to serve the nobles in whatever way is necessary.

Symbolically, headgear could also be seen as a representation of the psi ability of the individual. Thus: nobles - big hat; intendants - headband (which can be seen as related to the turban); and proles - nothing.

Loren: We never determined what the turbans or headbands were made of or why they developed. We wanted a visual representation of the distinction between the classes, and that was what we (Marc Miller, John Harshman and I) came up with. Kevin's comments about them being indicative of the (ostensive) psi talent of the individual is pretty much on track. That was the intent.

Bill Keith executed the drawings from our descriptions, and is responsible for the specifics of their appearance. A few questions of Bill Keith might reveal why he drew the Zhos as he did.

Farstar: If turbans and headbands are a symbol more than anything, then do they vary from world to world?

I imagine that the noble turban is fairly standardized throughout the Consulate, though with some minor local variation.

Inhabitants of worlds with very active stars will take their turbans much more seriously, and might use materials which block UV, while cold-worlders will use a heavier and better insulating material. Nobles from highly controlled environs (vacc worlds or arcologies) will be more concerned with the turban as a symbol only.

Several pictures show a band or two of another color running from the forehead to over the right ear. It is possible that each of the old noble families has its own pattern or color for this band and the turban as a whole. I have yet to see a patterned turban, so any patterning would be limited to that band.

The overall turban color could be indicative of a number of things: noble rank, old family, world or Province of origin, individual or family honors, or personal preference. This needs to be decided so that (if necessary) we Sector Analysts can account for it from the start.

The above comments on turban color and patterning also apply to Intendants' headbands. Headbands are probably not nearly as ornate or varied as turbans. Based on the realities of headbands, I hazard that there are a fair number of balding intendants.

Loren: Turbans can be multicolored. Check out any uniform book of the British in India.

Farstar: The covers of the Zhodani Module and *Solomani and Aslan* are the only color pictures I know of. The noble on the Zhodani Module is wearing an off-white turban with blue trim. The turban on the cover of *Solomani and Aslan* is solid blue, matching his cloak.

Many line drawings suggest that different colored trim is fairly common, but not universal. We can assume Zhodani turbans have some variety in color and trim. My guess as to why is either home province, rank, or personal fashion preference.

The Zhodani pictured in JTAS #23 (page 42) isn't wearing a turban, but

something which looks like a fez. This suggests one of two things: either he knows that a turban would get him lynched by the public, or turbans are merely the most common (but not the only) style of noble headgear. I prefer the second alternative. It allows more variation in noble dress.

The artwork in *Alien Realms* is a bit annoying because the Zhodani (pages 14 and 16) look mostly alike, with no variation (though one lacks a moustache).

Dave Cheever: I have long used colored turbans. In my campaign the noble's turban is his patent of nobility. It is given to him by family members upon his formal acceptance into the family after his education and training are finished and represents his rank and position with the family. Not only color but method of winding or tying etc. is important and has real meaning that the educated can read and understand. The headband serves a similar purpose and tells of why and how the owner was raised from the ranks. As may be surmised from the above I do not make either nobility or intendant status automatically inheritable and also young immature members, or hopefuls, for both groups do not wear turbans or

headbands.

Farstar: I'm not sure I'd want to get quite this involved, but it does sound like a good idea. Are these colors and methods unique to a family, or are they dependant on reason for nobility?

I noticed is that some turbans in the illustrations have a band starting over the eyes and heading over the right temple. The band is not present on all turbans, but is always in the same place when it does appear. This could be an indication of either "old family" or psionic nobility.

Zhodani Women

Farstar: The cover of *S&A* has the first clear picture of a Zhodani woman that I know of. While we (the public) know little about Zhodani styles of dress, all such knowledge involves mens' clothes.

Is the woman with the two nobles (page 25, *Alien Realms*) also Zhodani? If so, she is one of only two Zhodani women ever seen in print. Is she noble?

Those Funny Helmets

Farstar: Mike Cosgrave asks about the origins of the unique Zhodani armor and its insectile appearance. Most of this is due to the helmet, with its double teardrop faceplate and vertical seal. My answer involves the history of the Zhodani. The Zhodani spent many of their cultures' formative years in the presence of "Chirpers. Due to their huge eyes, Chirpers have to design any headgear to avoid damaging those eyes. A full head-enclosing helmet would be difficult to make in one piece. Among the Chirpers of Zhdant, one solution was a vertically split face plate built onto a solid cap.

When the Zhodani developed their distinctive combat armor, they probably looked at the armor of their past for ideas. High-tech materials and production made it more practical to run the split along the entire length of the helmet, and also solved the problem of keeping the helmet handy, yet out of the way, when it was not being worn.

Loren: Bill Keith is the source of the shape of the Zho helmet on their combat armor. It splits down the middle like a clam-shell. %`%

World Questions (con.)

customs duty at Unabsorbed worlds, but since all Zhodani are trustworthy there will be little customs work elsewhere. By definition, there is no inter-district friction which would call for military action.

The borders of the Consulate are where the action is. This may lead to the interior stations being primarily training and shipyard facilities, while the border bases are primarily "active duty" battle-ready watchposts. During the Rebellion and after, I imagine the bases along the Vargr "border" would be the most active, with some possible action in Foreven/Iakr as the Aslan stretch along the Imperial border. The Aslan are looking for worlds already partly settled, and the entire rimward border of the Consulate fits the bill.

CRB: What about the number of depots? They do serve the same functions as Imperial depots, but are less centralized. So

the Zhodani have an average of four "major naval bases" to sustain the fleets, where the Imperials have one "humongous naval base" to sustain all the fleets in a sector.

Bob Range wonders if spinal mount production is concentrated at depots. If other places do not have the factories, the central government has an edge in a revolt. There are probably few civilian uses for spinal mount technology anyway.

Farstar mentions client races. Should there be provision for generating independent military bases within the Consulate? Should there be a separate procedure for generating worlds along the corridor toward the galactic core? %`%

Zhdant Relocation

Ed Schmitt: To develop the industry and technology to develop jump drive, Zhdant must have been a hi-pop world. It now has a population under 100 million. At some point the government instituted forced relocation of population and industry. This must have taken centuries or caused incredible disruption of the economy and society. The only benefit of this relocation was that Zhdant was now totally available to be divided into estates for the nobles.

CRB: Relocation must have occurred. Advocates of negative population growth would not insist on going below one billion, by any calculation I can make.

New worlds with rich cropland and ores would have pulled many away from the Zhodani homeworld. (The American

Midwest depopulated entire towns on the Atlantic seaboard.) Depleted resources would compel others to leave. (The Irish Potato Famine.) However, not everyone would want to leave.

As the homeworld population dropped, the relatively-increasing non-productive classes made Zhdant a drain on the interstellar economy. Coordinated efforts by Tavrchedl' and government agencies convinced large blocks of people to relocate to established colonies. The effort continued for centuries (Zhodani are conservative), and became so ingrained that it went well beyond initial plans. Now the population is under 100 million.

Farstar: I like the Tavrchedl' scenario, but feel compelled to note that the

population of the US is currently only 250,000,000 or so, and supports a fair amount of technological advancement. Zhdant need never have had multiple billions. There would still have been mass migrations (think about getting 'only' 100,000 people to move), but reduction of only one order of magnitude would be necessary. It might even have become a semi-regular event (a Migration Lottery every ten Olympiads).

CRB: The US supports a fair amount of technological development, but it depends on the other billions of the world for many things. We could not maintain our current tech level, much less improve it, by ourselves. I cannot accept that Zhdant's population never exceeded at least two billion. % ^ %

New HIWG Documents

- ◆ 6F01 - Gvurrdon Sector Listing
Roger Myhre, 4 pages (Mar-92)
Revised to show minor race presence and ownership.
- ◆ 6F05 - Gvurrdon Library Data
Roger Myhre, 4 pages (Mar-92)
- ◆ 7C01 - Talpaku Working Document
David Schneider, 15 pages.
Focus on subsector I of Yiklerdanzh.
- ◆ 8D01 - Vanguard Reaches
Chuck Kallenbach, 10 pages.
Sector map and write up.
- ◆ 130.03 - Vanguard Reaches Library Data
Chuck Kallenbach, 5 pages.
- ◆ 166.09 - Communications Society and Brothers of Varian in Hard Times
David Schneider, 2 pages. (Feb-92)
Discusses the effect of Hard Times (disruption, attacks on civilian targets) of one of the Rebellion's shadow factions.
- ◆ 173.01 - Zhodani Expansion
Paul Ridgway, 4 pages. (Mar-92)
An interesting contrast to 224.04 (below).
- ◆ 180.01 - The Ontauru
Bob Grob, 5 pages. (No date.)
Discusses minor race in Knoellighz sector. Gives racial description, charts for generating characters.
- ◆ 224.01 - History of Dzhager (Lesser Death)
Ed Schmitt, 2 pages (Feb-92).
- Discussions spread of Terran diseases into Zhodani space c. -2,000, after the Zhodani contacted the Vilani.
- ◆ 224.02 - Final War and Dzhagtlas (Great Death)
Ed Schmitt, 2 pages (Feb-92).
Discusses the "moon plague" that devastated pre-stellar Zhdant. Argues it was robot viruses.
- ◆ 224.03 - Overview of Zhodani Consulate
Ed Schmitt, 2 pages (Feb-92).
Discusses numbers of systems, habitable worlds, and number of Zhodani citizens.
- ◆ 224.04 - Phases of Zhodani Expansion and Exploration
Ed Schmitt, 4 pages (Feb-92).
Looks at historical periods and discusses Zhodani external attitudes during each.
- ◆ 224.05 - Zhodani Timetable
Ed Schmitt, 2 pages (Feb-92).
One proposed timetable.
- ◆ 224.06 - Background on Meqlemianz Province
Ed Schmitt, 2 pages (Feb-92).
Discusses the rimward Zhodani "province," (an administrative unit the Zhodani use instead of the Imperial sectors.)
- ◆ 224.07 - Zhodani Ships Troops
Ed Schmitt, 2 pages (Feb-92).
Upset that Zhodani army provided ship troops, Ed wrote a variant for a marine organization. % ^

Tahiti Escort Carrier

--Robert Crowe, 1992

CraftID: Tahiti-class Escort Carrier, Type CVE, TL 9, MCr=267.8 (212 discounted)

Hull: 1080/2700 Displacement=1200, Configuration=4SL, Armor=40B

Unloaded weight= 15,309tons, Loaded weight= 24,751 tons

Power: 29/38 Main Fusion= 1,650Mw, Duration= 30/90

2/2 Battery= 2 Mwh

Loco: 33/44 Jump=1,33/44 Maneuver=1

Top=1200Km/h, Cruise=900Km/h, NOE=40Km/h

Agility=0

Commo: Radio=System x2, Laser=System x8, Maser=Regional x2

Sensors: RDF, Radar=Planetary, Laser sensor, Magnetic= Very Distant

ActObjScan=Diff, ActObjPin=Diff

PasEngScan=Rout, PasEngPin=NA

Off: Missiles=x70

Batt 1

Bear 1

Def: DefDM=+3, Sandcasters=xx3

Batt 2

Bear 2

Control: Computer=3fib*3, Panel=Computer-linked*950

Environment= BasEnv, Basic & Extended LS, 40 airlocks

Accomm: Crew=27 (19*50); Stateroom=13, Small Staterooms=64, LowBerth=6

[Bridge=2, Engineer=2, Maintenance=0, Gunnery=8, Flight=6,

Command=3, Stewards=4, Medic=2] + [wing=20 pilots, 20 techs, 10 other]

Subcraft=giglet (10 ton) x2, 10-ton light fighters x20, launch tube

Other: Fuel=594 kl, Cargo=48.324 kl, Magazine = 10 battery rounds of fire

Fuel scoops, PurificationPlant=49Hrs for jump

ObjSize=Large, EMlevel=Moderate, Electronic Circuit Protection

Design Notes

A light, low-tech escort carrier often found at the core of a convoy escort group. Carries twenty 10-ton light fighters.

10-ton Light Fighter

Craft ID: Light Fighter, Type FL, TL= 9, MCr= 58.6 (46.4)

Hull: 9/23, Disp=10, Config=1AF, Armor= 43D

Unloaded= 441, Loaded= 442

Power: 8/10, Fusion= 414 Mw, Duration= .5/1.5

Loco: 3/4, Maneuver=6, NOE= 130, Cruise= 3150, Top= 4200, Agility = 3

Commo: Radio= System, Laser= Far Orbit, Maser= Regional

Sensors: EMMasking, ROF, Adv. Act. IR, Radar= Planetary all-weather, Lader= Far Orbit

laser sensor, Adv. Image Enhancement

ActObjScan= Rout, ActObjPin= Rout

PasEngScan= Rout

Off: Missile= xx2, (1 battery, 7 reloads)
Def: DefDM= 8, Pulse laser with point defense targeting
Pen/Atten= 49/4, Dmg= 50, MaxRng= Regional (.125), Auto= 3, Sig= H
Control: Computer= 3 x3, Pannels= computer-linked x164
Environ: BasEnv, BasLS, ExtLS.
Accom: Crew= 1 (pilot), no access seat x1
Other: Cargo= 0.005 kl, Fuel capacity= 2.984
Fuel scoops
ObjSize= Average, EMLevel= Faint

Minimal Tanker

--Robert Crowe, 1992

CraftID: Tronskia, Type AO912, TL 9, MCr 249.6 (199.7 discounted)
Hull: 1080/2700, Disp= 1200, Config= 4SL, Armor= 40B
Unloaded= 15,333 tons, Loaded= 176,361 tons
Power: 29/38, Fusion= 1,638 MW, Duration= 30/90 + 439/1218 (if use cargo)
Loco: 33/44, Maneuver= 1
33/44, Jump= 1
NOE= 40, Cruise= 900, Top= 1200, Vacuum=
Agility= 0
Commo: Radio= System, Laser= Continental
Sensors: RDF, Radar= planetary, laser sensor, Magnetic= very distant
ActObjScan= Diff, ActObjPin= Diff
PasEngScan= Rout, PasEngPin= NA
Off: Missiles= x7x
Batt 1
Bear 1
Def: DefDM= +3, SizeCd= S, Sandcaster= xx3
Batt 2
Bear 2
Control: Computer= Model/3fib x3, Panels= computer-linked x992
BasEnv, Bas LS, Ext LS, 10 airlocks
Accom: Crew= 18 (9 x2), Small Staterooms= 18
Bridge= 2, Engrng= 2, Mtce= 0, Gunnery= 8, Flight= 2
Command= 2, Stewards= 1, Medical= 1
SubCraft: Gig
Other: Fuel= 3829 kliters + 76.95 collapsible + cargo of 8650 kliters
Cargo= 0 kliters +76.95 collapsible
Fuel scoops, PurificationPlant (24hours for jump)
ObjSize= Large, EmLevel= Moderate

Design Notes

A minimal low-tech tanker, able to support operations at some distance. Often paired with a CVE-9 to provide four Jump-1 mobility to the pair.