



# AAB PROCEEDINGS

31 January, 1993

Issue 20

The newsletter of the History of the Imperium Working Group (HIWG), a Traveller club using the official Traveller universe. Produced and distributed by Clayton R. Bush.

## General News

1. Stutterwarp will not be written into the Third Imperium universe. GDW was debating the idea, because it is neat for starship combat. The TNE rules will still include stutterwarp, but it will not be written into the Star Viking setting.
2. GDW has posted sections of the TNE draft in the GENie library for comments. This is part of playtesting before release, and copies have been distributed to the UK and Australian coordinators. Word is that the full product is just being tweaked now (especially the starship section), and will still be out in April.
3. *Challenge* has gone bimonthly, and GDW is not filling some empty positions now. GDW is NOT in trouble; they are acting to AVOID being in trouble. The gaming industry has been especially hard hit by the recession. *Journeys* will probably be produced between *Challenge* issues.

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### SHIPS

Ozarr Light Cruiser  
Darakha Merchant

## AABP And All That

**Question:** "TNE and all that - *what virus?* Did I miss something? While it is clear from various articles (in AABP #19) what is happening, where was this laid out for the body of HIWG?"--Karl Gaarsoe

**Answer:** It was laid out for the body of HIWG -- in AABP #19! That was a extra long issue to spread the word about the Virus & Crash and TNE & Star Vikings.

*AABP* is a newsletter for those interested in Traveller. *Imperial Lines* is the referee's resource that includes subsectors and adventures.

Likewise, in the United Kingdom, *White Noise* is the (new) newsletter for HIWG-UK, while *Signal GK* is a gamer's magazine that is sold by subscription and by hobby stores over there.

HIWG-Australia has *Starburst*, which is a newsletter distributed among those developing Yiklerzdzanzh. It includes materials that gamers can use (the last issue has a two-page sector map), but it has more of an internal focus than an external one.

I hope this helps explain what AABP provides you as part of your HIWG membership.

## Memberships

I have taken over handling HIWG memberships. The old officers handling this weren't accountants and didn't monitor renewals that well. (Naturally, they did other things far better than I could. It's just one aspect of what they were doing.) Each subscriber will find a note with this issue giving information on when your membership will (or did) run out.

If your membership has run out, do nothing and I won't send you any renewal letters--or future issues. I believe that an AABP issue is a better inducement to renew than any letter would be. I will not harass non-renewals. Promise!

So, I hope all readers enjoy the following pages.

Even though I had to cut the centerfold, because it didn't look good in black and white.

## **MORE THAN THE NAME IMPLIES**

--Geo Gelinas

Quite often, a company or organization will grow beyond what their original name implies. Take, for example, TSR, whose initials stood for Tactical Studies Rules. I think we all know that tactical rules are NOT their best seller these days. Or FASA. How many of you know that FASA stood for Freedomian Aeronautic and Space Administration? FASA started as a licensee making deck plans for Traveller! When was the last time you saw a Traveller product from them? Therefore we can see that it is possible for an organization to outgrow its original concept.

It is thus also for HIWG. The History of the Imperium Working Group was created about the time of the advent of MegaTraveller. Ed Edwards saw a need developing in the Traveller background and got together with Mike Mikesh to form HIWG to fill that need. Others, including myself, soon joined. As originally conceived, HIWG would expand on the history of the Imperium from the time of the assassination bringing the conditions to those shown on the "1125 Peace Map."

HIWG set about in earnest toward that goal, but very quickly expanded beyond that. Many people joining HIWG were interested in aspects of MegaTraveller other than its history. Thus were born a number of Special Interest Groups. So HIWG became

more than an organization creating history, it became an idea exchange. In that capacity, HIWG created a large volume of data.

Several people got their start as writers of Traveller material while creating material for HIWG. Both Digest Group Publications and Game Designers' Workshop, though under no obligation to do so, have used material developed by HIWG.

But that was then, this is now. It is evident to anyone who reads the Travellers' News Service in Challenge that the Imperium has passed 1125. Peace, as we expected it, is definitely not at hand. So, what is HIWG's role now? HIWG remains what it has become in recent years - an organization of Traveller players and referees. This is HIWG's most important role at the moment.

Game Designers' Workshop is still writing Traveller: The New Era. Player opinion has already given some shape to that product, and will continue to do so. That is not to say that HIWG no longer does development. Quite the contrary. HIWG is deeply involved in developing HubWorlds, a campaign background that will be used in ImperialLines. Then, once Traveller: The New Era is released, HIWG will once again be developing at full steam.

HIWG is an important organization, but we can't get hung up on the history part. HIWG is more than just a working group for Imperial history, and has been for a long time now.

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## **WHAT IN THE STARS**

--Mike Mikesh

"HIWG-UK: Dissolving? Dissolved?", in AABP#19, reported a serious morale problem among HIWGs in the United Kingdom. That alarmed me, as did a talk with Stuart Machin during his visit. HIWG(UK) is a phenomenally productive group and deserved a lot better.

Since AABP#19, I've been in frequent contact with HIWG(UK), chiefly to ask that they take on a new project. ImperialLines will use the space around Kaggushus (old Rule of Man capital) as the setting for most of its adventures. This will serve as a campaign example for the New Era.

I've asked HIWG(UK) to head up the development of the new setting because of the unparalleled work they did in creating Rebellion Dagudashaag. So far, the members of the Dagudashaag Development Team have been very receptive to the new project, although the arrangement has not yet been finalized.

## **SIGNAL GK**

Circulation of their Signal GK fanzine is probably thin over here, which is a real shame. This 40 page trimesterly periodical borders on being a fully professional publication. It has a pleasing look & feel, well thought out Traveller articles, and outstanding original artwork throughout.

Perhaps the only reason for its relative obscurity over here is the difficulty of sending British pounds over there (7.50 UK). (And they have similar problems sending U.S. dollars over here.) Hopefully we can establish a solution shortly.

## **AUSTRALIA**

HIWG(Australia) has also made great strides. David Schneider's recruitment drive has brought their count to at least 17 members, about a half dozen short of the number in the UK. HIWG(Australia) is supported by their fanzine, Starburst, which features the work they're doing in Yiklerzdanzh Sector (three sectors spinward of the Spinward Marches).

## Usdiki Location and Traveller Maps

—Clay Bush

David Burden wrote GDW suggesting ways to explain why Usdiki has changed its location in Mega Traveller. David Nilsen wrote the following reply. Please note that he did act on a HIWGer's suggestion (Greg Videll), and especially note the last sentence. With GDW creating fresh master maps, now is a good time to send David Nilsen any short notes on other problems.

Dear Mr. Burden,

Allow me to compliment the amount of creative thought that went into your set of solutions. I especially enjoyed the interesting permutations of solution 3.

Unfortunately, I received it too late to incorporate it into the solution that Greg Videll and I came up with to resolve the Usdiki migration. Rather than attempting to come up with an explanation internal to the game (which can be quite entertaining, as you know from working on your suggestions), we decided on a simple, straight-forward ruling on the correct location. Greg suggested, and I agreed, to simply swap the locations of Kamarinmur and Usdiki. This had the advantage of leaving a Hi-population world with a class-A starport in each location, so it would not disrupt any previously existing patterns of commerce, population distribution, etc. Most important, it used only those system locations already established, and did not require the appearance of a new system in what for eight years has clearly been portrayed as deep space.

I decided to go with Usdiki's spinward location because it was the better known of the two "official" locations. Its 2224 location was known from Atlas of the Imperium long out of print, and from the

UWP data on GENie. Although the GENie data is used by hard-core Traveller players, it is not official, in the sense of having seen print, as compared to the 13 maps in Rebellion Sourcebook and Hard Times. So in terms of published data, it was a vote of 13 more recent maps to 1 older, out-of-print map, which I rate as a mandate. And because its spinward location in the latter two products had a functional role in terms of the game's historical development, i.e. the ebb and flow of interstellar strategy and battles, the status of factional safes, frontiers, etc., which are very clearly and permanently established, there was really no question about its most correct placement.

This brings up an interesting point, though, about the creeping corruption of data over time. We have discussed the mysterious migration of Usdiki for which I have no explanation (it was before my time here), but you will also note that the locations of Libert and Liasdi got swapped

in the Hard Times map, apparently from a paste-up error in the art department. This has been corrected in subsequent maps, e.g. Astrogators' Guide to the Diaspora Sector (in your local gaming shoppe soon). The problem is that once

an error appears on one of these maps, they tend to persist and gain a life of their own. The same maps get modified and used again, then further modified and used again, and so on, repeating the error. This is why for TNE we will be scrapping all current Charted Space maps and starting fresh.

David Nilsen  
Traveller Line Manager

**"Greg suggested, and I agreed, to simply swap the locations of Kamarinmur and Usdiki."**

## AAB Proceedings

AAB Proceedings is distributed to all active HIWG members. All others may acquire copies at \$2.00 per issue.

Those interested in submitting material send it to: Clayton R. Bush, PO Box 895, Limon, CO 80828. All materials are copyrighted by AUTHOR, and printed for discussion by permission. (N.B. Copyright law protects words, not ideas.)

### Acknowledgements

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### HIWG Connection

HIWG ("History of the Imperium Working Group") is a fan organization using the official Traveller universe. For membership information, write to:

**Membership Secretary:** Clay Bush, P.O. Box 895, Limon, CO 80828

**HIWG-Australia:** Dave Schneider, 5 East Avenue, Allenby Gardens, S Australia 5009. Australia. He produces *Starburst*, the HIWG-Australia newsletter.

**HIWG-UK:** Contact C.N. Walker, Bankside, Reddisher Road, Marsden, Huddersfield HD7-6NF. He produces *White Noise*, the HIWG-UK newsletter.

**IBM PC:** Brian Borich, 3890 50th Street, San Diego, CA 92105-3005

**MacIntosh:** Rob Prior, 262 Dunforest, Willowdale, Ontario M2N 4J9

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## Traveller: The New Era

--Mike Mikesh

I gave Dave Nilsen a call earlier this evening. Here's what we discussed.

### SETTING

Dave pictures adventuring taking place under two situations. In the first, the characters are moving outward from an already established interstellar community (a pocket empire). In the second, the characters are actually at the forefront of a world's return to space (thus might be flyers or scientists).

Pocket empires, at this time, are made up of 6-10 systems, led by worlds of TL11-12. (TL12 is a loose maximum for the setting. Worlds of higher tech are possible for the sake of story.) Other worlds in the pocket empire are about TL8-9. Their starports depend on technology imported from the leading worlds.

Adventuring opens here when the state has reached "critical mass." This is a point where interstellar commerce has passed the point below which ships are too important to afford the luxury of exploration or liberal wandering.

The New Era starts in the year 1200. Previously we've heard that it takes place 70 years in the future, but it wasn't clear from when.

An important consideration for the setting is how fast can a world "bounce back." Most worlds will have depressed tech levels.

But with an effort, a world can restore itself. Dave would like to see ideas for rules about the recovery of worlds (essentially *Hard Times* in reverse). What are the parameters that would determine this, how do they interact, and at what pace?

### ADVENTURES

In talking about possible adventures, Dave threw out an idea for a mystery. Ships traveling a particular route keep disappearing, in fact in a system that acts as a choke point (which is to say a system that cannot be easily avoided). When the characters investigate, the cause is a

vampire ship in permanent orbit around the system's only gas giant. The PCs must discover this (without getting killed) and find a way of dealing with it.

[Dave, I'll probably bring this up again at a latter time, but I'd like to offer a word of caution about adventures involving the Virus and malign automatons like vampire ships. Encounters with these are exciting and easy to create imaginative adventures for. But by the same token, it's too easy to over use them. I would not be surprised if eventually every other TNE submission to Challenge ends up using a malign automation as a plot device. So I'd like to suggest you guys be very selective. Otherwise, TNE could end up being about humanity's struggle to reclaim the stars from the automatons.]

Incidentally, it sounds like vampire ships will tend to be more common closer to the region around Lucan's Imperium.

I also brought up an idea from David Schneider (Australia).

This involves an operable ship at rest on a moon. It belongs to the world it orbits. The authorities know about and want to get it back, but no longer have the tech. Worse, the world had since become balkanized, and each government claims ownership. This is the situation when the PCs arrive in their own ship. The factions try to gain the players cooperation by various means.

### SOURCEBOOKS

Mike Mikesh provided two proposals, which appear on the following page.

Rob Prior: I like (*Flashback*), providing you target release for early '94. Why so late? Because this book, by definition, includes a *lot* of Imperial history, and using a lot of history is something TNE is trying to make unnecessary. Also, keeping the first few TNE projects in the same area would be a good idea.

Mike Mikesh: First year products should support and utilize what is in the basic set as much as possible, and avoid breaking much 'new' ground.

I wish, though, that I had a better idea of

what *would* be valuable as an early product. Back during MT, I could easily rattle off a dozen worthy product ideas. But TNE, ... ? The best I can come up with is a variation of *Grand Explorations*, slanted for star vikings instead of scouts. That could include contact strategies & diplomacy, space mishap tables, mission design, planet building, new equipment, and so on.

But as yet, I don't have a feel yet for who the star vikings are. Are they as organized as a space navy, or loosely organized like an association of privateers? Hivers aside, are they sponsored or sanctioned by a government, or technically independent? From what worlds do they come, and what are their cultures like? Specifically, what are their professed objectives? Who opposes them?

These are things GDW would probably want to create in-house. But until then, we have to wait or work around the gaps as best we can.

### START HERE

CRB: Most of these areas that Mike asks about are open for referees and writers to develop as they feel helps their adventure. If you send Challengean adventure featuring an evil scientist/dictator (like Dr. Doom) in subsector E of Fornast, *and they like it enough to publish it*, then it is official. If you wait for GDW to develop Fornast, you have no say in the results.

It is true that the post-Crash blank slate (labelled "Here there be vampire ships") doesn't provide an easy starting point. There's nothing that says, "start here." But if you have an adventure idea, then by all means jump into the cold water. What the star vikings are is up to the people who contribute to the story line.

From the discussions, I would say that the star vikings are merchant-adventurers whose exploration is supported in part by Hivers. They are not organized like a navy, but they recruit ex-military from their homeworlds. Think of New England sailing captains. Some operated their own ships; others ran a ship belonging to a company that financed 6-12 ships.

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## **New Grand Explorations - Explorer's Handbook**

--Mike Mikesh

For want of a better name at the moment, I think I'll just call this the Explorer's Handbook (EH). Here's a quick stab at the contents, excluding adventures.

**INTRODUCTION** - A discussion of the setting. Some have started returning to space. Why, and what motivates them?

**WHO'S OUT THERE?** - This describes the spacefaring powers to some depth (but not all). Until I hear differently, I'm going to assume they can range from world crashing raiders to those extremely careful about first contact. This will describe their individual objectives, methods, organization, policies, attitudes, sponsors, resources, members, relations with other spacefaring powers, and so on.

**EMPIRE BUILDING** - Resettlement & colonization, link and branch systems, client states, and the politics of empire. Colonization rules might be adapted from 2300AD, and could include a layout of a n exploration base (base code V).

**THE EXPLORATION MISSION** - The types of exploration missions, motivations, objectives, and requirements, including the need for back-ups, spares, supplies, field maintenance, medical considerations, and so on.

**PLANET BUILDING** - An adaptation of parts from World Builder's Handbook left out of the basic rules.

**EQUIPMENT SECTION** - New equipment, ship, vehicles, space probes & their use, and supplemental ship design rules (derived from Geo's labs and shops).

**ADVENTURE DESIGN** - How to plan a campaign and create adventures specifically for this setting. This covers space mishaps (Geo's "Weird Things in Space"), encounters with other ships (rare), and especially planetary adventuring from first contacts to gunboat diplomacy.

Thoughts?

=END=

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## **FLASHBACK: ADVENTURING IN THE IMPERIUM'S PAST**

-- Mike Mikesh

This is a proposal for a 96 page campaign/sourcebook for Traveller: The New Era (TNE).

Space travellers become time travellers in a bid for life. Caught in the same fate as a doomed Terran colony, the adventurers preserve themselves in cold berths to await the day science can save them. But, the future holds more than just hope. Entire new universes await them to explore.

*Flashback* revolves around suspended animation for travelling into the future, letting characters and players sample many different Imperial periods. A GDW seminar panel, in August 1992, expressed interest in products such as a First Imperium sourcebook. *Flashback* would serve well as the first of a possible 'historical' Traveller series, testing that market.

The contents of *Flashback* will include the following:

**Prologue:** This section discusses how to design a Traveller campaign for another time period. It offers such things as guidelines for adjusting world and character generation, backdating sector

data, and handling player actions affecting the future. This also has advice important to designing any Traveller campaign.

**Adventures:** Six to eight adventures occupy separate sections of the book. Each devotes itself to a specific time period, these being:

- o Interstellar Wars / Civil War
- o Rule of Man / Solomani Rim War
- o Long Night / Rebellion
- o Imperial Dawn / New Era

A brief introductory section precedes the adventures. All adventuring takes place in the coreward trailing quadrant of the Solomani Rim, so characters have a greater chance of encountering the fruits of earlier actions. The book's adventures have a loose tie-in with one another. The referee may play them as a series of associated one-shots, or bridge them with his own material for a more continuous campaign.

Each adventure section includes the adventure, supplemental adventuring ideas, and information about the time period. A discussion describes the flavor and mindset of adventuring in contrast to other eras. The adventure itself will be representative of the period.

**Imperial History:** This section includes maps of Imperial space and additional history. It emphasizes published Imperial history that might have been excluded from the basic TNE books. This material serves as a resource for other historical settings in other areas.

**Time Jumping:** Time travel using hibernation or freezing is a common theme in science fiction, but seldom used in Traveller until the advent of TNE. This section incorporates highlights from my article, "Suspended Animation," in Digest #21.

**Vegans:** This race is important to the adventure setting, but material on them is out of print.

**Inside Covers:** The front features a Terran trader, while the back shows a star chart of the coreward trailing quadrant of the Solomani Rim, circa 1065. The Second Survey data appears on the last page.

Thoughts?

=END=

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## Some Positive Thoughts on the Virus

CRB: Give the tide against the Virus's plausibility, I thought the following an interesting essay with a new viewpoint. It seemed more newsworthy than printing the 20-40 pages of letters against the Virus.

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-- Rob Prior

The more I study the field of Artificial Life, the more I'm struck by how *possible* the Virus is.

Not, to be honest, as the sapient chips from *Signal GK*. That's one of the few classic adventures I couldn't run. (One of my players makes chips, and there were enough inaccuracies in the process description, not to mention flaky physics, for me not to use the adventure).

However, look at the field of genetic algorithms. Right now large software systems are maintained by patchwork. (Not officially, but I used to work writing software for the telephone system, at over five million lines of code running on

millions of distributed processors the most complex software system currently in use, and I've seen how that software is created and maintained.) Increasingly, software engineering tools are taking over the straight coding, leaving only the higher-level decisions to human programmers. Genetic algorithms take this process one step further.

In essence, the algorithm is expressed as a series of partial steps, which are stored as genes (all possible algorithms are encoded, not just the 'most likely'). These genes are randomly selected, and the resulting code evaluated for 'fitness'. The most fit programs have their genes passed on to succeeding generations (with sexual breeding to keep the gene pool from getting stuck in local optima).

Genetic algorithms were used to create the software that runs oil pipelines (very complicated stuff -- response times can be measured in *days*).

Humans can follow the programs, but the *reason* that these algorithms are better is simply 'they survived'.

Another useful feature of programs produced with genetic algorithms is that they are more robust than 'hand-crafted' code. You can blast parts of the system memory and the program still functions -- possibly degraded, but still producing some results. This robustness is another major attraction for this programming technique.

Thus, if you imagine that in the Traveller universe programs are not so much written as *bred* from existing algorithmic stock then you have a software ecology that the Virus could spread in. Because these 'bred' programs would each be somewhat different (they adapt to different hardware configurations, processor speeds, etc.) you could have resistant computers when required by the plot-line (i.e. not every exposed computer is infected), as well as computers that are carriers but not themselves diseased.

This biological analogy can be carried further. A population of parasitic programs keeps the genetic variation of the host systems high, thus making them better able to respond to changing environmental conditions. Versions of the Virus will eventually evolve into Symbionts -- performing useful functions and being incorporated into the 'standard' software.

The biggest dangers will be when travelling beyond the regions your computer system has acquired immunities for. I can see the computer tech having a role similar to ship's doctor when quarantine regulations are involved.

Hope this helps.

=END=

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## The Virus in Plotting

--Duncan Green & Mike Mikesh

Duncan: As I understand it, GDW intend the Virus to be an \*active\* and major plot element in TNE.

Mike: I'd call it a minor plot element. It will enter in to adventures on occasion in the beginning. But in the long run, it probably won't emerge anymore often than the Ancients were used as a plot element.

Duncan: You're going to \*have\* to delve into it whether you like it or not. \*It's still around, remember?\*

Mike: I suspect TNE will have about half a page, if that much, for guidelines as to how to use the Virus in adventuring. The rest of the space will go toward what they really mean to focus on in the game (eg. space vikings). (Actually, the Virus has so much potential, it could fill a complete adventure/sourcebook. But the Virus is not the focus GDW intends.) \*\*

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## Crash and Burn

--Clay Bush

One aspect of the Virus (in its role as a historical plot device to get us from Mega Traveller to TNE) is that it started with carnivore/hunter Cymbeline chips. These chips had developed the ability to force other chips to realign themselves as copies of the attacking chip. This permits the Virus, in some of its myriad forms, to destroy (overwrite) ROM chips.

Although it hit some semi-intelligent equipment and personal computers, the Virus aimed and worked to crash data networks. It was loss of power and other systems that made the Crash.

Programmed to be destructive (and guilt-ridden), the Virus, in most cases, trashed its own chips in its final act. *Some* strains may have left "eggs" behind.

One very simple precaution eliminates most worries: if the artifact has burned ROM chips, destroy all of the chips, even the "good ones." Of course, now you have to find replacements. \*\*

# An Open Letter from a Traveller Programmer

--Leroy Guatney

Dear Fellow Traveller Enthusiasts:

I have done extensive development of software designed to keep a database of Traveller sectors as a support tool for referees administering a relatively large campaign (sector size or greater).

Clay Bush has kindly provided me with the SEC files you have all worked so hard to produce. I don't want in any way diminish the work that you have done, but I would like to bring up some points to remember when putting your work together in the form of an SEC file.

Anyone who has written a program of any complexity can tell how hard it is to code for every contingency. Many programs (I suspect) will run right if the programmer or knowledgeable user runs the program right. I try to code so that every conceivable opportunity for something to go wrong is covered by my code.

An exception to this rule is my recent attempt to write a conversion program to take your SEC files and store them in my own database format. I will later add the routines necessary to unload back to SEC format, adding yet another means with which my software can communicate the information about a sector to a reader (online or hardcopy).

## Follow the Format

The start of each SEC file lays down some rules which I have found are sometimes ignored or avoided. This creates a problem if you extend the codes/comments fields so that they overlap with the travel zone field. It becomes possible in an extreme situation, a research station (Rs) for example, having been pushed out such that R gets read as a Red Zone.

It is not easy to code for such possibilities, and in my opinion is not worth the time to try to code for. I leave it up to the user of my program to visually edit the data provided to spare the amount of post-conversion corrections that would need to be made. The human computer is already programmed to spot these kinds of problems.

I believe the ownership data, i.e. O:2240 is responsible. I wrote a program that unloads data from my databases to print for the players a listing of the subsector requested. I used the print format that was developed, first I believe, for Gvurrdon Sector in GDW's AM3: The Vargr. As I recall, I computed the maximum possible combination of Trade Classification/World notes using two-letter codes, V<sub>2</sub>, Ni, Hi, Ag, etc.. It came out at 15 characters, which, interestingly enough, is the amount allotted by a "standard" SEC file.

The O:xxxx throws this all off. I don't have a proposal for you except the possibility that you as a group get together to logically and methodically derive standards for your file formats so that anybody who does develop a program, no matter what its function, will be able to share it with others.

A population summary program that went through a sector file for example, and produced a report of population by subsector broken down by allegiance codes could be of use to many people. Having non-standard files makes the work harder for anybody who would like to work in that way and share with others the programming time they have spent.

## Racial Codes

Another area is in the coding of Droyne/Chirper systems, and not referring to the sub-populations. In all of the files I have looked at, I have seen these worlds coded two ways. For a Droyne world, I have seen the allegiance coded Dr or a trade classification/comment coded Dw. If HIWG has a standard regarding this treatment, either it is inconsistently applied or HIWG has no standard and needs one.

## Continue With 1120

On the subject of my observations about HIWG, it seems to me that many of you are simply waiting idle for TNE. I feel it would be highly relevant to continue documenting the Imperium at the 1120 level for two reasons.

First, since there is not a lot to do except

write fanzines right now, why not continue with the work? We are still documenting a period in time of the Imperium. Who cares if it is no longer the present time? It could still be useful have the details of a hundred years ago to give perspective on how things came to be now (in the New Era).

Second, I plan to write a program which would automatically update or index a sector for Hard Times. If the New Era were to use a similar system or one were devised, it would not be hard to bring the UWPs with some extra work from 1120 into the New Era.

## Projects

I have spoken to "Jim" Ujcik about becoming the MAGYAR sector analyst, among other things. I plan to get involved more with HIWG and offer my services as a standards analyst. It is an easy task for me since I work with software, which by its very nature demands consistency.

I hope that my observations have been on-target and that my ideas do not fall on deaf ears. I don't think people should be discouraged because GDW didn't go their way with the universe. I have managed quite well with a campaign started in 1107 (1982 surreal time). I assassinated my Strephon in 1109, and have brought about a slower fall into Hard Times where the onslaught of Night is in 1180, just becoming recognized for what it is.

Admittedly, I may have had the jump on things because I told Marc Miller what had been going on in my campaign and that might have given him an idea. In some ways, you could say I am HIWG #0.

DM.Guatney  
(Data Manipulator, not Dungeon Master, aka LWL)

Leroy Guatney  
2750 S. Ingalls Way  
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(303) 986-7916

His campaign has mapped Hadji (Avior) to Iyiyukhtoi/Banners and rimward. His TREDIT system of programs run on IBM compatibles.



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## Collected Notes

### The Tsadras

--Harold Hale

I am interested in developing Tsadra and Tsadra Davr Sectors. I expect to use most (if not all) subsectors in both Tsadras.

Actually I've moved some existing cultures I've developed to that area from another sector. I have begun transferring an ongoing story line to the Tsadra and Tsadra Davr sectors. This is the California Federation some of you may have heard about from Mike Mikesh. (No, they don't look like Ken and Barbie clones and ride around in spaceships that look like giant surfboards... You'll probably want to more about the Federation et al. I'll send that to you as soon as I can sort through my notes.)

Maps of the area I've developed will be on their way sometime next week. I'm currently converting my old TAS Form 5 & 6 maps to MacDraw format (I own a Mac Classic II and have access to a PC which is in my office at work- for your future reference).

I'm very curious as to what HIWG-Australia is doing with the Yiklerzdanzh Sector. Is there anything they're doing that I might want to incorporate in the Tsadras (here I speak of both sectors)? Are they considering references to the governments in the sectors I'm developing?

I've been continuing work on the Drone Module (now up to version 3.0). The Drone Module I am completing as a writing exercise (with the hope that elements of it will be incorporated into TNE).

### Zhdant

- William Dover

He will get out in September at the latest. For now, however, he plans to postpone any TNE updating until after getting home and regaining use of his computer.

He has been accepted into a college program. He may get out early, on a home release, in which case he will have hours each day at home to work on Traveller projects.

### Vargr

--Roger Myhre

Due to job hunting, production of *Kfan Uzangou #3* has been put off until TNE is released. Roger intends to continue putting his available time and effort into Vargr topics rather than redirecting them into human space after the Crash. "If I wanted to a sector or world with humans I would have requested an Imperial sector in the first place."

### Verge

Penn Eckert is recirculating his work on Verge sector. He is interested in comments. Anyone interested in this sector, where the Aslan Hierate, Dulinor, and an autonomy movement can all be found is encouraged to write him.

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### Gushemege

David Burden was waiting for Arrival of Vengeance before updating his HDs on this war-torn sector. This was a good idea; that the hi-pop world of Kamurinmur is now a lifeless, radioactive globe will certainly affect library data!

### Subsector Mapping

Two people have written programs that draw subsector maps from SEC files. James Kundert has one for the MacIntosh, and Roger Myhre has also produced maps on his Amiga. If anyone has one for the IBM, I have not seen it.

### Newt Homeworld?

--Leroy Guatney

A couple of things I have noted in the various materials I have viewed since you generously provided them to me. The Newt homeworld is Marhaban/Lentuli. Did you notice another Marhaban in the Lishun sector, barely five subsectors away from where you/HIWG have sighted them in the Empty Quarter? Has this been considered or rationalized? As far as I know, Lentuli subsector was mentioned in the Journal writeup, but there was no mention of the Empty Quarter. The article vaguely indicated that it was a religious dictatorship trailing and coreward of Capital, which the location in Lishun matches.

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## Imperial Dates: the Terran Equivalents

Leroy Guatney uses Terran dates for his rimward exploration campaign. He felt this region called for months and years A.D. When he remarked that the dates in the Encyclopedia are wrong (something about

leap years), I asked for his dates.

What follows is his opinion of how several dates convert. I selected the dates, and made up the day for some of them. What follows is fan opinion.

100-800	26-Sep-5321	Psionic Suppressions start
001-1100	3-Apr-5621	Start date of Imperial Fringe adventure
187-1107	4-Oct-5628	Fifth Frontier War starts
091-1116	28-Jun-5637	Norris elevated to Archduke
132-1116	8-Aug-5637	Strephon assassinated
036-1117	4-May-5638	Assassination announced on Terra
204-1117	19-Oct-5638	"Real" Strephon appears in Gushemege
242-1117	26-Nov-5638	Solomani forces invade Terra
289-1117	13-Jan-5639	Daibei declares independence
001-1190	12-Mar-5711	Estimated start date of New Era
001-1200	9-Mar-5721	Okay, so I guessed wrong. GDW picked this date.

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## **Vilani MAKHIDKARUN-class Transport from GBV series**

CraftID: Darakha, Type MT, TL 14, MCr 2,669  
Hull: 9000/22500, Disp= 10,000, Config= 4USL, Armor= 40G  
Unloaded= 5,004 tons; Loaded= 96,670 tons  
Power: 160/320, Fusion= 21,600MW, Duration= 28/84  
Loco: 180/360, Maneuver= 1  
450/900, Jump= 4  
Cruise= 225, Top= 300, Vacuum= 1200  
Agility= 0  
Commo: Radio= System x2, Laser= System x2, Maser= System  
Sensors: PasEMS= Interstellar, ActEMS= FarOrbit x2  
Densitometer= LowPen/100m, Neutrino= min 10kW  
ActObjScan= Rout, ActObjPin= Rout  
PasObjScan= Rout, PasObjPin= Rout  
PasEngScan= Simp, PasEngPin= Rout  
Off: Missiles= xx4  
Batt 5  
Bear 5  
Def: DefDM= +3, ArmorDM=0, SizeCd=K  
Sandoaster= xx5  
Batt 5  
Bear 5  
Control: Computer= Model/4 x3, Panels= HoloLink x5,054  
Special: HeadsUpDisplay x5, LgHoloDisplay x2, HeadsUpHoloDisp x5  
BasEnv, Bas LS, Ext LS, Grav plates  
Accom: Crew= 154 (10 x15), Stateroom= 2, SmallStateroom=170  
Bridge= 12, Engrng= 25, Mtce= 3, Gunnery= 2, Flight= 3, Command= 7  
Stewards= 2, Medical= 100, MidPass= 18, LowPass= 2000, Low Berth= 2000  
Subcraft: Launch  
Other: Fuel= 41,814 kliters, Cargo= 43,739 kliters  
Fuel scoops, Purification Plant (72 hours)  
ObjSize= Large, EMLevel= Moderate  
25 battery-rounds (750 missiles) in magazines

### **Design Notes**

Two 50-ton bays. 20 turrets.  
344 MW surplus power with weapons above.  
MCr 2,134.9 in quantity.  
Design by Clayton R. Bush.

This ship appears in my series of Mega Traveller adventures, "The Good, the Bad, and the Vilani." This is the last issue of AAB Proceedings before the last convention where I will run my GBV adventure under Mega Traveller rules.

All GBV adventures use the 18 pre-generated characters in the Player's Manual. (Note the number of middle passengers allowed.) The players select the ones they want to use for this adventure's landing party, and proceed to the planet's surface in the pinnace (stored in a shuttle-size hangar along with an air/raft). The low berths, installed to contribute to the Vilani exodus back to Vland sector, provide an opportunity to use any other character desired. That character is simply ruled to be awake for medical check up and conditioning, and willing to join the excursion.

## **Kforuzeng OZARR Cruiser**

CraftID: Ozarr, Type CR, TL 13, MCr 28,911

Hull: 36000/90000, Disp= 40,000, Config= 1SL, Armor= 60G

Unloaded= 925,236 tons; Loaded= 948,608 tons

Power: 4100/8200, Fusion= 553,500MW, Duration= 25/75

Loco: 2880/5760, Maneuver= 3

1440/2880, Jump= 3

NOE= 170Cruise= 750, Top= 1000, Vacuum= 2850

Agility= 0

Commo: Radio= System x2, Laser= System x10, Maser= System x3

Sensors: EMM Package, EMSjammer= FarOrbit

PasEMS= Interstellar x2, AotEMS= FarOrbit x2

Densitometer= LowPen/50m x1, HighPen/100m x3 Neutrino= min 100kW x3

AotObjSoan= Rout, AotObjPin= Rout

PasObjScan= Diff, PasObjPin= Diff

PasEngScan= Rout, PasEngPin= Diff

Off: MesonGun= Fxx, PartAcc= x4x, Missiles= x94, PlasmaGun= xx3, BLaser= xx5

Batt	S	6	65	20	10
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Bear	S	6	65	18	9
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Def: DefDM= +6, NucDamper= 3, ArmorDM= -6, SizeCd= N

Repulsor= x7x, Sandoaster= xx9

Batt	6	15
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Bear	6	13
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Control: Computer= Model/7 x3, Panels= HoloLink x24,988

Special: HeadsUpDisplay x20, LgHoloDisplay x10, HeadsUpHoloDisp x20

BasEnv, Bas LS, Ext LS, Grav plates, Inertial comp

Accom: Crew= 362 (40 x9), Stateroom= 10, SmallStateroom= 362

Bridge= 18, Engrng= 97, Mtce= 6, Gunnery= 57, Flight= 12, Troops=100, Command= 48

Stewards= 12, Medical= 12, MidPass= 10, LowPass= 100, Low Berth= 100

Subcraft:Launch, Pinnacle x2, Shuttle

Other: Fuel= 292,500 kliters, Cargo= 2,897 kliters

Fuel scoops, Purification Plant (24 hours)

ObjSize= Large, EMLevel= Strong

Backup computer= Model/3 x3

25 battery-rounds (15,750 missiles) in magazines

### **Design Notes**

Twelve 100-ton bays. Six 50-ton bays. 200 turrets. Spinal mount (20 hardpoints).

1442 MW surplus power with weapons above.

MCr 23,128.8 in quantity.

Design by Clayton R. Bush

Another design tied to a story line from before the Crash. The Kforuzeng did complete their new flagship during the Rebellion. I can think of no better climax to a pre-Crash adventure in Gvurrdon than a clash between the *Ozarr* and the Oberlindes' ship *Emissary*. This is my version of the completed *Ozarr*. Other versions exist, with different spinal mounts or at different tech levels.