



# AAB PROCEEDINGS

15 September, 1993

Issue 22

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.

## GenCon 26 Non-Seminar Report

A GDW reminar on their role-playing games was scheduled for Sunday, after the RPGA awards ceremony. The RPGA ceremony started so late, however; that it began when GDW's seminar was to have started. So there was no GDW seminar.

I did talk to Loren Wiseman and Dave Nilsen (and others) at the GDW booth during the convention.

TNE: Yes, they were going to do a generic rule book and a separate background book. Distributors (who are GDW's customers) had piles of data indicating the products wouldn't sell in that configuration. So GDW combined them--now the distributors say 300 pages is too big. GDW may still do supplements for other, non-Imperium settings. After all, they will soon have all their product lines up to the house system standards. So, 2300AD is still possible, and they would like to do it. Other products may appear, but not just yet. They have a full plate of future products right now.

Products:*Brilliant Lances* was printed just before GenCon. (Loren and someone else picked the materials up from the printers Tuesday, and stuffed boxes the night before GenCon.) Also, GDW printed Challenge 70 in time to have it on sale at GenCon.

Six RAFM ship miniatures were on sale at GenCon. Quality is good. You can detach the cutter from the free trader, and fly it separately. Loren had some samples of other ships, and they will presumably be on sale soon. (RAFM must have been testing their master molds to have produced those examples, so they must have molds, is Loren's reasoning.)

Future products: Readers should have received Challenge 70 by now. There is a product schedule in it, and I have little to add to that.

Technical Architecture was just a working title for the design rules. The new name is in the schedule as *Fire, Fusion, and Steel*.

Striker II is the new title for the miniatures game; it will be based on the Command Decision system. Star Viking, as a title, had the idea of pieces in the box and playing as soon as it was opened. Since they haven't pulled a good package around the idea, the name Star Viking may never see print.

Miniatures: GDW is negotiating for a line of TNE miniatures from RAFM. Planned size was 20mm. RAFM has since changed plans to the 25mm size common to fantasy and SF figures. (The old Traveller miniatures were 15mm. 20mm would have been compatible with HO scale models for kitbashing.)

The TNE illustrations consistently show Star Vikings having dark graments and light accoutrements. GDW hasn't set a color scheme; it's your call.

An aside: there was a model maker there--I lost the name--who produces miniatures for the period 1860-1880. (Several European wars occurred in that period, including the Crimean War and the Franco-Prussian War.) They approached GDW about making miniatures for *Space: 1889*. The Martians, etc. would fit with the rest of their line.

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### INSERT

A survey. It's time to update the membership directory and canvas members about what interests them.

The Interview with Dave Nilsen in AABP #21 was by Guy Garnett, who is not a HIWG member. I received it from a third party, and thought it a direct submission.

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## **"I'm a Chairsophont, not a Judge"**

Recently, I have been assailed from several sides by HIWG members whose projects have come in conflict with one another's. So as not to hurt any feelings, I am not going to give any specifics on this problem. However, because this problem exists, and others may arise, I feel it necessary to make a policy statement.

HIWG is not a Traveller licensee. We never have been, and probably never will be. As a group we have had considerable influence on GDW, and will probably continue to do so. A fair number of writers producing material for GDW today are HIWGs. Look at the credits of TNE. A sizable percentage of the "extras" are members of HIWG. The Kagusshus pocket empire in TNE is a HIWG product.

However, until anything we create is published by GDW (or an official licensee) then *nothing* we do can be considered official. I am not saying that we should stop producing. Quite the contrary. Now that we have TNE in hand, and some direction, we should move forward full bore with our creative efforts.

What I am saying is that if there is a conflict, we should try to work it out among ourselves as civilized beings. I am not going to look at two conflicting works and say one is "official" HIWG and one is not. If the conflict cannot be resolved, each side should continue to develop its own project as it sees fit for its own use, and the use of any other HIWGer who desires to use it. Should

one side get published, then its work becomes official, and the other side should concede at that point.

Remember, GDW is under no obligation to use anything that we create. This lesson was painfully brought home to a fellow HIWGer and me. We had some wonderful ideas for Diaspora, and then along came an outsider whose ideas conflicted with ours. Since his were published, ours were set by the way. Fortunately, with some persistence, some of our work did finally get published.

Are you looking for a direction? Detailed planets and good adventures are what the game needs most right at this moment.

Look to the Old Expanses. Find a world, take its UWP and bring it up to the New Era. Then detail it with a view toward creating adventures. Think about how the Collapse affected it, and what conditions are like on the world now. There are plenty of planets out there. Another good area to look at is the Solomani Rim. The Reformation Coalition is bound to expand that way soon, and each world is unique.

Another important thing to do right now is promote the game. Get a copy, learn the rules, and encourage new players to play. Even recruit the experienced Traveller players. I want to see this game succeed, and I believe that you do too.

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## **HIWG Mission Statement?**

--Clay Bush

I was asked to describe HIWG. This was my answer; I am interested in comments.

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Games Round Table

"HIWG is a multi-national organization of Traveller fans. That's as specific a definition as I've come up with.

"HIWG started when Mega Traveller came out, and was to develop Imperial history. It did a lot of this, and many ideas went into *Rebellion Sourcebook* and other products. It outgrew this focus, though, as people exchanged programs, wrote up sectors, and developed races.

"A good portion of MEMBERS' work has seen print. HIWG itself has several newsletters (AAB Proceedings is the general newsletter, STARBURST is the Australia-New Zealand newsletter, and WHITE NOISE is the current United Kingdom newsletter), but it does not and will not publish any supplements itself. No collection of 100+ scattered people can imitate a company successfully.

"Instead, there is a list of people who joined HIWG, wrote some documents, and developed their ideas enough that GDW (or DGP) chose to publish them.

"We see our function as a meeting place for fans, and we expect good things to happen from people interacting. It's hard to predict what will develop in advance, as we've discovered. There's also the problem of turnover common to any organization; two inquiries have been about renewals.

"To encourage ownership and friendly competition, we allocated sectors and areas to "analysts." Some of this material has seen print as library data, some published sectors have had their worlds named by HIWGs, and others are very sketchy. HIWG got credits, but Fugate did end MTJ4 with a note that HIWG material was too much "why" and not enough start-adventure-here. Nevertheless, much of HIWG's material is about detailing sectors and their inhabitants. With the Virus leveling Imperial space, HIWG may develop some new organization; it's being

kicked around by members, but the discussion has been muted as everyone waited to see TNE when it came out.

"Membership gets you copies of AAB Proceedings, a membership directory, and a list of documents. Programs we exchange between people who have the same machines (Mac, IBM, Atari), and interest groups with their own newsletter form around interesting areas. Example: Bryan Borich's "Starships, Starports, and Vehicles" distributed MT craft designs. People contributed designs; Bryan verified, compiled, and distributed them. Bryan's been busy with work in that "real world" where we get paychecks, and the MT design system is being scrapped, but I expect a restart before the year is out.

"HIWG documents are available on disk or as hardcopy. If I pulled together all the documents and files that are on disk, I would fill eight 1.44MB disks.

## HIWG into the New Era

### Whither HIWG?

--Roger Myhre

I feel that we should take action to keep the interest of members. "and to map areas of interest among members. We should get a better picture of what kinds of projects that people are running or would like to see started."

*CRB: "Would like to see started" is a trap. Ask members what they will work on. Asking what they would like to see started creates an expectation of some kind of action, but does not require anyone's commitment. Let's not appear to promise too much.*

Myhre: AABP should introduce new members with name, address, and member number.

HMD should be updated. A membership survey is due; I expect to find many old names gone. (Not surprising when you think about the popularity of the news of the rules and campaign background changes announced 18 months ago.)

We should try for a member profile, where the members write some words about themselves. The last HMD did not say enough. It just asked for factions, aliens, and sectors. This time we have to ask about special interests. Measures of the results should be presented in AABP.

Encourage members to write in and tell about their interests and current projects. This will probably increase the flow of information between members with common interests. Adie and I are planning a Vargr campaign in the near future. My idea is an extension of the *Signal GK* adventure, placed on the rimward part of Gvurrdon, bordering on Spinward Marches.

### A New Name?

--Roger Myhre

I suggested a name change for HIWG, since the Imperium is no more. My suggestions are:

HiTWG = History of Traveller Working Group

TSS = Traveller Support Society

TSG = Traveller Support group

TG = Traveller's Guild  
I would like thoughts about my suggestions.

CRB: HIWG has the advantage of some name recognition, since it has been credited in some Mega Traveller products. If we change the organization's name, we should try to keep that. My suggestion would be to just drop the Imperium reference, and become the Traveller Working Group (TWG, or "twig").

Mikesh: I do not have strong feelings either way. TWG is more appropriate, but HIWG has name recognition. Given a choice, I'd favor reorganizing, but keeping the old name.

### Quadrant Editors

--Roger Myhre

Who are the QEs for quadrants 3 and 4? The last HMD lists two for quadrant 3, and none for quadrant 4.

CRB: Q3 (spinward-rimward, Aslan) is: Vaclav "Jim" Ujcik  
712 Eighth Street  
Hermosa Beach, CA 90524

Q4 (trailing-rimward, Hiver) is: Steve Schwartz  
1535 North Church Street  
Simi Valley, CA 93065

### Reorganize?

The existing structure of Quadrant Editors began to split up the workload of answering letters and bringing members together. It was set up, however, based on the old Imperial Domains. These are now gone, and HIWG may reorganize to recognize the new split between Regency, pocket empires, and the Reformation Coalition.

The discussion has been among the members involved in document distribution. There is a space on the enclosed survey to state your opinion on a name change and on any reorganization.

These topics were placed on the survey because they've been kicked around enough that wider discussion seems warranted.

## 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. He produces *AAB Proceedings*, which you are reading.

*HIWG-Australia*: Dave Schneider; 5 East Avenue; Allenby Gardens, S. Australia 5033; Australia. He produces *Starburst*, the HIWG-Australia newsletter.

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

### Computers

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

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

Atari, Amiga: There were groups working on these systems, but the members involved are now inactive.

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## TNE Working Notes

### THE STARS

There was one official change in system generation. TNE did not state there was a change, it just had the corrected rule. The system no longer generates Type VI stars. *Convert Type VI to Type V in your own sector files.*

GDW altered their files. There was one mistake in TNE; the Hub Worlds UWP file came from outside GDW, and still showed VI stars.

Why? Type VI are metal-poor Population II stars. These old stars evolved before the first supernovae seeded the universe with metal, have a luminosity 1/6th that of Type V stars, and will burn for much longer. However, they occur only in globular clusters and the Core! In the spiral arms, they are as rare as O and B stars.

Also, white dwarfs do have spectral types (as in TNE). The longer they burn, the redder they become, so their spectral class depends only on how long they have burned. I, and others, felt that any dwarf should just be noted "WD." I was wrong.

There is a problem with companion stars. Look at the subsector UWPs in TNE, and you'll see that almost every companion is a dwarf "D" star. This is contrary to observed fact.

(Leroy Guatney is working out a Challenge article for Dave Nilsen. I hope the collaboration sees print, as I trust Leroy's knowledge of stars.)

### THE WORLDS

Using the collapse system seriously reduces population, but by how much? Bertil Jonell used a program to collapse the systems in SEC files, and concluded that total population fell by 80-95%. (The one sector to fall only 80% was Gushemege.) For contrast, *T:2000* assumes a 50% population drop.

Hi-pop worlds are always hard hit. Kagusshus in the Hub Worlds survived. Bertil estimates that only one other former hi-pop world is the center of a pocket empire. The worlds most likely to form a pocket empire were earth-like worlds with a population of 8 and a tech level of 10. These would retain their industrial base, and 16.6% would be at tech level 9 in 1200.

Howard Hale looked for hi-pop worlds likely to be pocket empire centers. His list is: Cyril (Reft), Tremfora (Verge), Kagusshus (Massilia), Anaxias (Delphi), Havre (Zarushagar) and Terra. (He included the last strictly from personal preference. There's no way it avoided all the effects of fighting.)

Kagusshus also was saved from the effects of fighting and Hard Times because of its location. Havre/Zarushagar, on the above list, was in a war zone. Your campaign's needs can tell you which ones survived.

Remember, the referee chooses which world is the hub of his pocket empire. When I "collapsed" a four subsector area, the rolls left one TL9 world--with a population of one! It is up to me to make the setting interesting to players. I can run with the randomly generated result, which suggest a world with a jumpstart site, a pirate base, or "angels" who take mates from less

advanced worlds. I can also raise a tech level 7 or 8 world to 9 or A, and impose a pocket empire. In this case do I chauvinistically select a hi-pop world I developed, or do I go with a former second-tier world?

When you make your decision, run through the exercise of considering all the options available. This will suggest adventures you can run, whichever alternative you finally adopt. (What if I impose a pocket empire, and still run the pirates/angels outside it as an adventure hook?)

### DARK SETTING?

Many readers feel the setting is dark and ruins. Most of these people developed areas in the former Imperial Core, and are upset to see their beloved worlds ruined. (Most work centered on former hi-pop worlds, which were especially hard hit.) I know several HIWG-UK contributors who have left Traveller because of the devastation to Dagudashaag sector.

GDW emphasizes in response that it is dawn. The night is over. The characters have a chance to shape a new world.

Some people have left the dark setting camp. Others who like the new rules are depressed by the Imperial Core setting, because it is "picking over the ruins." I feel that most everyone has chosen their view of how dark the New Era is, and there is no consensus in what I read. Therefore, let us all go forward with whatever view we have, and write our adventures and worlds accordingly. Then we see who has the most fun and who publishes the most articles.

### REFORMATION COALITION

Correspondents are unsure how the Star Vikings work. Any development will be through the adventures that see print--which is how the Third Imperium developed. On the bright side, this approach is unlikely to clash with whatever structure you put in your own campaign.

The Star Vikings are the forward edge of recontact, and the Coalition follows afterward. This leaves plenty of room for political adventures on worlds a referee has already developed for Star Vikings operations. Political adventures will become even more common after Star Viking/Regency contact c. 1205. (Somewhere in Massilia?)

### BLACK CURTAIN

The map in TNE supersedes the map in Hard Times. The Black Curtain now rests on a rift.

What lies behind the curtain is a mystery. GDW says that starships that go into the zone do not return. The Reformation Coalition therefore does not know what it is, and we'll find out when the Coalition does. There are a lot of possibilities, ranging from Lucan to Virus Berserkers to Sabmiqys robots to K'kree to Grandfather. It depends on who you ask to list the possibilities.

Study of penetration and damage ratings permits you to

## TNE Combat Examples

intelligently select the beasties you pit against your players. In D&D players know a dragon is an overmatch for beginning characters; SF referee have to figure out the tools to know whether the Orks should have a LAW or a Dragon-PIP as their anti-tank weapon.

Most personal armor values are only one. This is easy to referee. The jump to combat armor (3/2) makes pistol rounds ineffective. The following are the personal weapons most effective against combat armor, and the expected number of damage points inflicted if they hit:

7mm ACR - DS shots: 5.28

7mm Assault Rifle: 9.0

LAG-8 DS shots: 16.85

The LAG falls behind the 7mm Assault Rifle in use, because of a lower rate of fire.

### DAMAGE VALUES

*Twilight: 2000* and *Dark Conspiracy* referees take note: NPCs now have 40 hit points instead of 20. This is a partial answer to the complaint that NPCs fell much sooner than PCs. However, now both are hard to kill. Advice:

1. Pay attention to the Knockdown rule. If a character takes damage points in excess of Agility, the character is knocked down and loses any actions until the end of

the turn. Against a lower initiative opponent, inflict lots of damage each turn until the opponent is unconscious or dead.

2. Roll many head hits. PCs check for Stun, and NPCs take double damage.

Here are some rules alternatives if you

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Such a lot of guns around town and so few brains.

--Humphrey Bogart

*The Big Sleep*

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feel characters are too hard to kill.

1. Use the quick kill rule.
3. Halve all damage points. This knocks NPCs back down to 20 hit points, and inconveniences PCs.
4. Use D10s, not D6s, when rolling damage. You already have the D20s for the hit rolls; you just won't need as many dice in your bag.

### CONCUSSION

The advent of the hand grenade eclipsed hand-to-hand combat skills--whatever you may see in ninja movies. Remember, Japanese saber-wielders with early martial

arts training lost WWII to farm boys with BARs, tanks, and flamethrowers. I've found only one reference to a successful Kendo master in WWII; saber-wielding Colonel Morita led his battalion in trench fights during a border incident. (A sniper ended his streak with one bullet.)

Somehow grenades were not included in the TNE book. GDW says to use T:2000 or DC grenades for now.

When in relic Imperial installations, characters use stairways rather than non-functioning elevators. These are excellent points to post sentries and lay ambushes. When tossing explosives into a stairwell, use the following guide. If the steps are concrete or slab, it is as an enclosed space and you double concussion damage. If the steps are metal mesh, you do not double the concussion damage.

If you referee, pre-generate lists of grenade damage. Play stops while you check for multiple fragments on each possible target, and so on.

The Twilight system did not consider fully enclosed armor suits. Some feel that full armor should reduce concussion. You can try the following (from Bertil Jonnell):

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### Gauss Weapons

In TNE, Gauss weapons are considerably less effective than they were in Traveller. This is due to GDW's experience working out combat damage for weapons in the last ten years. All weapons are now rated according to a physics-based formula, where prior statistics were based on guess work and impressions.

How justify military use of such weak weapons? Gauss weapons remain nearly silent. They are useful for killing unarmored sentries and personnel. They do this work at a longer range than knives.

It's not a pretty thought, but the need arises in military operations--and in criminal activity. Police won't like mercs who carry gauss weapons while on leave.

Rating	Asset	Aimed	Unaimed	Short	Medium
Elite	15	14	7	16.6	8.1
Veteran	13	11	5	12.7	5.8
Exper.	11	8	4	9.24	2.3
Novice	9	6	3	1.56	1.2

Notes and Conclusion:

The last two columns above shows the expected number of damage points inflicted on an unarmored NPC if another NPC fires two bursts from a gauss pistol at him without aiming: all six shots are quick shots. The damage numbers use an expected damage of 3.85 damage points per 1D of damage. A head hit does double damage. I ignored outstanding success, which doubles damage.

I computed damage for two bursts, because my imagined target was an unarmored sentry. When can he give an alarm? Damage from the first burst costs the target his next action (assuming it was his first wound of the day.) Two actions = two bursts.

A gauss pistol can fire five bursts of three shots each in one turn, but this silent barrage would have a total recoil of 45: only 1's would hit. As it is, the gauss pistol's high recoil hinders accuracy even for Elite NPCs firing one burst in an action

Conclusion: Contrast the damage above to an NPC's 40 hit points. The 4mm gauss pistol is ineffective against unarmored targets even at short range.

# Converting Vehicles to TNE: Quick and Dirty

## MAD GEO'S QUICK AND DIRTY GUIDELINES TO CONVERT MT VEHICLES TO TNE STANDARDS

The release of *Technical Architecture* (now *Fire, Fusion, and Steel*) is tentatively scheduled for late summer. When that is released, a more accurate vehicle conversion system can be devised. In the meantime, I offer the following means for Traveller referees to obtain more vehicles for use in their campaigns.

Remember, this is only a temporary, unofficial guideline. If you have other thoughts about vehicle conversion, please share them.

### TECH LEVEL

Use straight from the vehicle you are converting.

### SIZE

Multiply the vehicle's displacement tonnage by 14 for size in kiloliters. Also list the displacement tons. In parenthesis next to displacement tons is the size code for the vehicle which can be found in TNE page 324 center column. I will list it here for convenience. Sizes are displacement tons not gross weight.

SM - sub-micro - less than 1 ton.

MC - micro - 1 - 9 tons.

VS - very small - 10 - 99 tons.

SM - small - 100 - 999 tons.

There are sizes above this, but very few vehicles, other than starships, would fall in that category.

### WEIGHT

List the vehicle's empty and loaded weight in metric tons (spelled tonnes to differentiate from English weight tons.)

### POWER

List the type and output of the vehicle's powerplant. The conversion here might get a little sticky. If your vehicle has a fusion power plant, it will now use almost no fuel. However, most vehicles are using fuel cells. You might consider giving your vehicle a MT fuel cell instead. Also, if the vehicle is a grav vehicle, it will use reaction mass. Here is where you can use all that fuel that was being used for the fusion power plant.

### MAINT

(Maintenance) This represents the number of hours per week that should be spent maintaining this vehicle. *Striker* gives the following list of maintenance points requirements (Note: some have been adjusted). Add up the points and divide by 5 (round down). This is an approximate maintenance number. Rugged use vehicles generally require more, perhaps up to twice as many.

Wheeled Vehicle 5

Grav Vehicle 5

Air Cushion Vehicle 6

Tracked Vehicle 8

Aircraft 12

Computer 1

Fire Direction Center 5

Nuclear Damper 12

Point Defense Fire Control 12

Indirect Fire Control 10

Direct Fire Control 6

ECM, Radio, or Radar Jammer 5 each

RDF, Radar, Ladar, or Map Box 5 each

EMS array 10

Communicator (any type) 1 each

Night Vision Device 1

Meson Gun 10

Point Defense Weapon 12

Laser, Plasma Gun, or Fusion Gun 5 each

Mass Driver or Tac Missile Launcher 3 each

CPR Gun or MRL 2 each

Anti-personnel Weapon 1 each

### CONTROLS

For the computer model, look up the TL of the computers installed. This becomes the model number. Computers used by grav vehicles or aircraft are called flight computers. Computers used by spacecraft are called standard computers. No name is given for computers in ground vehicles, perhaps "vehicle computer" will serve. If the computer is fiber optic, add the notation "Fib (fiber optic)" in the text. List the type of controls.

### COMMO

In TNE, the commo ranges are roughly compatible to those in MT, but seem to be in decimal multiples of 3. It probably has to do with 1/10 of a light second (30,000 km) being 1 starship combat range band. Change the "5" in commo ranges to "3". List all communicators.

### SENSORS

In TNE, the listed sensor range is the short range. The extreme range is 8 times that number. Ranges seem to be "3" numbers for the most part. Therefore, I recommend using the following ranges for sensors:

MT Range	Active Sensor	Passive Sensor
Distant	300 meters	150 meters
V. Distant	3 kilometers	1.5 kilometers
Regional	30 kilometers	15 kilometers
Continental	300 kilometers	150 kilometers

Sensor more powerful than this are generally used only on starships, which seem to have the following sensor ranges.

Continued next page

EMS ACTIVE	EMS PASSIVE	VESSEL TYPE
3,000 km	(0) 150,000 km	(5) Civilian
30,000 km	(1) 180,000 km	(6) Small Military
300,000 km	(10) 240,000 km	(8) Military/Survey

For Active EMS, these probably represent Planetary, Far Orbit, and Extreme Orbit (a new range for Active Sensors). For Passive EMS, these probably represent Extreme Orbit, Interplanetary, and Interstellar.

Select a sensor strength appropriate to your vehicle's purpose.

For Densitometers list type of penetration (HI or LO) and penetration depth.

For Neutrino sensors list the TL.

List other sensors by name, TL (if multiple levels are possible), and range (if one is available for conversion).

List any Avionics by TL.

## LIFE SUPPORT

Basic Environment - Heat, Lights

Basic Life Support - Sealed Environment

Extended Life Support - Extended Life Support

Air/Lock - Note if Vehicle has one or more

TNE lists Pressurized which roughly equates to the old *Striker* Overpressure. Since MT did not have Overpressure, this might apply to Basic Life Support rather than sealed Environment. It's your call.

## LOAD

List the vehicles load in tonnes. This is cargo only -- it does not include fuel weight. For the weight of cargo, assume one metric ton per kiloliter.

## CREW

List the number of crew members. If the crew includes more than a driver, list the crew positions in parenthesis.

## PASSENGERS

List the number of passengers the vehicle was designed to carry.

## FIRE CONTROL

These seem to range from +1 to +4. If you have a high tech vehicle, it will probably be +4. TL's less than 8, and "export" models seem to have lower FC's. Use your judgement.

## STABILIZATION

Basic, Good, or Advanced. TL's 5 or 6 can have Basic, 7 can have Good, 8+ can have Advanced. Grav Vehicles automatically have Advanced.

## ARMAMENT

List types, numbers, and mounts of each weapon the vehicle has.

## AMMO

List the type and number of rounds available for all weapons on the vehicle.

## TRAVEL MOVE

Multiply the vehicle's cruise speed by 2 for the number to the left of the slash, its cross country speed by 4 for the number to the right of the slash.

## COMBAT MOVE

Divide the above numbers by 8.8 for combat movement. Adjust to reasonable looking numbers. If the vehicle is a grav vehicle or aircraft, divide this number by 10 and round to the nearest whole number to give the number of 10 meter squares per combat turn.

## FUEL CAPACITY

List the vehicle's fuel capacity in liters. Multiply kiloliters by 1000 to convert to liters.

## FUEL CONSUMPTION

List the fuel consumption in liters per hour of operation. Also list the vehicle's endurance in hours. Here you will have to be a little subjective. Fusion power plants use very little fuel, consequently their consumption does not need to be listed. For other vehicles, use the consumption rate as derived from MT.

For reaction mass, use the following:

For vehicles which are unstreamlined, divide the vehicle's loaded weight by 4 to determine mass/hour required. If the vehicle is streamlined divide the vehicle's loaded weight by 8 to determine mass/hour required. If the vehicle has an airframe, divide the vehicle's loaded weight by 16 to determine mass/hour required.

<Note: the above figures are extrapolated from the only two examples of fusion powered flying vehicles in TNE. I did not take into account actual speed. I postulate that contra-gravity provides the lift and fusion rockets provide the thrust. If you feel you have a more workable system to determine reaction mass, by all means use it, and submit it for the benefit of others.>

## COMBAT STATISTICS:

Config: At present, TNE only includes three types of configurations: Standard, which has no notation, Small Turret (abbreviated ST), and Turreted.

The speeder, which is the closest TNE offers to an aircraft is standard configuration. If you have an aircraft designed using COACC, and have T:2000 available, you may treat it as an aircraft according to that system.

Susp: Refer to the first page of the TNE vehicles for the abbreviations of vehicle suspension types.

## Vehicle Conversion (Con.)

Type Damage Value Range

Wheels (1) <road> - (6) <rugged cross country>

Track 2 <light tracks> - 6 <MBT's>  
ACV (4) - (8) although exceptionally large ACV suspensions can take proportionately more damage.

Grav Does not list a separate damage listing

Legs Not listed in TNE, recommend 1/4 to 1/3 of thickest armor value up to a maximum value of 12.

### ARMOR

Since TNE does not use uniform value armor <and is therefore more realistic> you will have to do some calculation here.

Step A. Find the thickness of your vehicle's armor by looking up the Armor value on page 63 of MT. The associated modifier is the thickness of armor in centimeters of hard steel.

Step B. Determine the actual thickness in the material which composes your vehicle's armor. Divide the value derived in step A above by the following:

Light Composites 2

Composite Laminates 3

Crystaliron 4

Superdense 7

Bonded Superdense 14

Coherent Superdense 20

Step C. Determine the TNE armor value of the vehicle's armor. Divide the thickness of armor determined in Step B, by the value listed on the Armor Equivalency Table on Page 298 of TNE. This will yield the armor value of the toughest part of the vehicle, usually the vehicle's chassis front and turret front.

Step D. Allocate the armor proportionately around the vehicle. A rule of thumb is to halve the value from Step C for the sides, quarter it for the rear and deck, and eighth for the belly. Armor values should be at least 1. If the vehicle is open topped, put the AV's for front, sides, and rear in brackets [ ] to denote incomplete coverage.

Of course, this type of armor would actually weigh *much* less than a uniform

thickness armor. There are three basic approaches you can take.

1. Ignore the difference completely
2. Find the MT armor weight and multiply by .67 to get the difference in TNE weight. Subtract this value from vehicle loaded and unloaded weights
3. Guesstimate the vehicle's dimensions and then using *Striker* determine what the vehicle's armor would actually weigh with that configuration. Then subtract this value from the MT armor weight to determine how much less the vehicle should weigh. (I recommend this option only to perfectionists who have *Striker*.)

A reduced vehicle weight will probably have an affect on its performance. You may wish to go back and recalculate this.

### WEAPONS VALUES

Some weapons you will be able to extract straight from TNE. Others will not be so easy. You should first try to look through other House Rule products to see if there is a similar weapon listed. If so, use those weapons statistics, perhaps modified somewhat for a higher TL. If you cannot find something compatible, try the processes listed below.

Penetrators: HEAP and KEAP rounds, Lasers, Plasma and Fusion weapons. Take the weapon's greatest penetration, to Page 63 of the *Referee's Manual*. Find that value under the Armor column of the Armor Table (Step 9). The corresponding number under the Mod column represents the thickness in centimeters of plate steel that the weapon can penetrate. Double this number, subtract seven, and round to the nearest whole number. This is the weapons penetration at close and short range. For damage use the penetration value. Halve the penetration for long, and halve it again for extreme range. If the penetration at any range falls below 1, then it is Nil for that range and all further ranges.

HE weapons: Take MT penetration and refer to the table below. (Note: this was derived based on relative mass of explosive in the warhead. Higher TL HE rounds give you more boom for your buck, and

subsequently higher penetrations. This is factored into the MT design process, however, so don't adjust for tech level.)

MT PEN	TNE C/P	Burst Radius in Meters
1	1	2
5	2	5
7	3	8
9	4	10
10	5	12
12	6	15
14	7	20
15	9	22
16	11	24
18	12	26
19	13	28
20	14	30
21	15	33
22	16	35
23	17	38
24	18	40
25	20	41
26	21	42
27	23	43
28	24	44
30	25	45
31	30	46
32	40	50
33	45	55
34	50	60
35	52	65
36	58	70
37	60	72
38	63	75
39	68	78
40	77	85
41	79	87
42	82	90
43	86	94
44	92	100



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## UWP Data

To: Leroy Guatney  
From: Roger Myhre

In response to your open letter in AABP#20, I understand how frustrating it can be work with data that doesn't fit one's own format. I think that the UWP listing is dated. It's not outdated, but new things pop up, making it necessary to lengthen the trade code field.

With the UWP listing I use in my database, which is Superbase Pro 4, I use the following fields:

Field Length

Name 26

Hex 5

UWP 10

Bases 2

Codes 20

Zone 2

PBG 4

Allegiance 4

Star 1 7

Star 2 7

Star 3 7

Subsector 24

Sector 20

The length of all the fields are one more than actually required, so that I get space

between the fields when I do a fixed length export.

The world name is outrageously long, but Vargr names get outrageously long. I had one that was more than 35 letters long, but I shortened it.

The allegiance field is four letters long, because I plan to use three letters in codes. All the codes have been used for the Vargr that are two letters long, and I'm going to fragment some of the allegiances in Gvurrdon. If I can find a better solution, I will reset it to a two letter code.

Dividing the stellar field into three separate fields simplifies the search for special star configurations.

Sector and subsector entries were also necessary when I did import different sector data into one database.

I also use the ownership code. To increase frustration, I also invented two new ownership codes. "Si" stands for an independent minor race, while "Sv" stands for a minor race under Vargr control. (This could be expanded to "Ss" for under Solomani control, "Sz" for under Zhodani control, and so on.) A third digit could show the percentage of the minor race in

the world's population.

The problem: who is the minor race? It is up to the referee running a campaign in the given sector. However, there are a lot of minor races out there. I don't know where the majority of them originated (sector and world). We could devise codes for all the races (e.g., Vi = Virushi, Jj = Jgd-II-Jgd, and so on.)

I don't think the problem lies with the contents of the fields, so far as the developers say what the codes stand for. I think we should find a data/field format that everyone can use. We can define what fields to use and how long the different fields should be.

Output must be configurable to a single format, but private databases can look like what the individual wants. If the private format differs from the standard, then a paragraph before the data fields should explain all the differences.

UWP listings should be available in both fixed length delimited and comma delimited. The former looks better when viewed or printed, while the latter is easier to import.

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## Combat Notes (con.)

GP and tailored vac suits: halve concussion.

Hostile environment and combat armor: halve concussion and subtract one from blunt trauma (per hit).

Battle dress: Quarter concussion and halve all blunt trauma.

Battle dress with strengthened joints: quarter all concussion and all blunt trauma.

## WEAPON NOTES

Players have commented on the "backwards" penetration rating of some weapons, such as the plasma bazooka. Weapons with declining penetration or with a "C" after the rating are penetrators. Compare the rated penetration *plus 2D6* to the target's armor, and resolve damage under the vehicle combat rules.

The laser rifle-9 should have a penetration of Nil/3-Nil. The laser rifle-13 should have a penetration of 3.

## GUN DESIGN

*Guns, Guns, Guns* (GGG) is a Weapon Design system written by Greg Porter of BTRC (Blacksburg Tactical Research Center)

now based in Richmond, Virginia. The third edition and features essays on converting weapons designed by the book to T:2000 stats. [BTRC; 1925 Airy Circle; Richmond, VA 23233.]

*Fire, Fusion, and Steel* is said to include sequences for designing weapons. Several preliminary weapon designs (based on GGG) are in the GENie Traveller category. (More when they are better established.) They fall into two classes:

1. MegaTraveller weapons that were not in the TNE book. These include the 13mm hunting rifle (an elephant gun with a three round magazine) and a 9mm ACR.

2. Better gauss weapons. The listed ones have very low damage, because GDW got low results running the weapon's stats through their formulas. One answer is to use larger rounds than 4mm. A preliminary 6mm VRF Gauss (equivalent to a machine gun) has damage of 6 and penetration of 2-3-Nil, but weighs 40kg.

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## Fanzines and Newsletters

--Clay Bush

I discuss fanzines in alphabetical order.

### IMPERIAL LINES

GDW fell behind in publishing this newsletter. They will produce what was #6 as #3. Issues #3, #4, and #5 were mostly MegaTraveller material, and are outdated by the release of TNE.

The editor has left the military during the current defense cutbacks, and the production staff are reorganizing somewhat. They are looking for TNE material aimed at referees.

GDW may include issue #3 in the boxed edition of TNE, due out this fall. I'm not sure whether the producers met GDW's deadline.

There is some possibility the newsletter may stop production if it does not gain readers. Paid subscription is less than 100 right now. Of course, the only two issues mailed were a while ago, so regular production may increase readership.

### KU#3

--Roger Myhre

Ain't I a nasty person? Soon as you write that KU #3 won't be released due before TNE, I release a new issue.

KU #4 I scheduled for when I receive my copy of TNE, depending on how much I have to write myself. Size will increase with four more pages. As I have a scanner, I

think the interior art will improve. If anyone has unpublished black and white pictures, the pay is one free issue and your name in print. Not much, but that's all I have to offer.

I also plan two special issues. The first special issue will be a subsector issue, where all the subsectors are presented with UWP stats and maps. There will also be a one-page description of the sector.

The second special issue will be a news update, using the news format I used in the previous two issues. It will inform players of major changes in the sector, both UWP and political, plus some odd bits for adventure flavor.

### KU#4

--Clay Bush

KU#4 appeared after TNE was released. It included an evaluation of TNE versus what players feared. It also includes articles on Vargr body language, Vargr character generation notes for TNE, a Gvurrdon adventure. The news items carry Gvurrdon sector from 1130 to 1200.

Interior art has improved, and consists of emblems of Vargr polities. Roger is looking for art.

The most interesting thing is a second page for TNE characters. It provides spaces for equipment, weapon statistics, and appropriate combat notes.

Overall quality continues to be excellent.

(Better printing than most AABP issues, I have to admit.) Roger has some trouble with English grammar (he's Norwegian), but I understood every sentence.

Kfan Unzangu

c/o Roger Myhre

Ammerudgrenda 168

0960 Oslo, Norway

### Starburst 21

News items, an outline of TNE, a list of all Yiklerdanzh documents, notes on current projects, and a one-page sector dot map. A 12" x 18" sector map with standard world symbols and showing xboat routes is enclosed.

### Starburst 22

Planning to convert Yikerldanzh work to 1201 date of TNE, Vanguard Reaches update: Von Ryans' War.

Starburst

c/o David Schneider

5 East Avenue

Allenby Gardens, SA 5009

Australia

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## Computer Products

Roger Myhre

"Clay, you mentioned that I had computer drawn maps of subsectors. I do have computer drawn maps, but not the way you made it sound. I draw them myself manually. I don't have a program that draws them from a SEC file."

CRB: sorry for any confusion.

Leroy Guatney

Leroy is adapting his IBM-based Traveller database system to produce SECTOR UWP reports that match the TNE

standards (as well as his individual variant). Leroy is working on a license to distribute his software, preferably bundled with something that produces maps. He is contacting Jeff Davies of Planet 3 Software, who is said to produce sector and subsector maps from UWP files for GDW.

Rob Prior

Continues to develop his planet mapper, city mapper, and animal description generator. (MacIntosh.)

GDW Licensees

The planned MegaTraveller 3 game and the GENIE message-RPG are reportedly off the Paragon product list. Both were being monitored by Marc Miller.

A Twilight: 2001 product also seems to have been dropped.

Planet 3 Software

They advertised in Challenge 70. This was the first I've heard of them.

## New HIWG Documents

### Sidiadl Sector

224.09 *Sidiadl: Background Data*

by Ed Schmitt. 14 pages.

Intro, timeline, subsector data, 9 local minor races, data on 5 starfaring races in sector, Ancient sites, history essays, fleet strengths (in squadrons), and present situation.

224.09.1 *Sidiadl Sector Data*

by Ed Schmitt. 6 pages.

UWP listing

224.09.2 *Sidiadl Sector map*

by Ed Schmitt. 1 page.

### California Federation Preview

11 pages

Sector map

Tsadr Davr Sector

Antioch Subsector (H). 3 pages

Gateway Subsector (L). 3 pages

Santa Cruz (P). 3 pages

Tsadr Sector

Shtara March Subsector (E). 3 pages

Lancaster Subsector (F). 3 pages

New California Subsector (I). 3 pages

Valkarian March Subsector (J). 3 pages

Valkaria Subsector (K). 3 pages

Nalumar Subsector (M). 3 pages

New Arizona Subsector (N). 3 pages

Outland Subsector (O). 3 pages

### Yiklerdanzh

7C01 - *Alien Module: Talpaku*

by Grant Sinclair. 18 pages.

Draft developing a minor race in Alien Module format.

7C02 - *Talpaku Subsector*

by Grant Sinclair. 4 pages.

UWPs, library data, map of Yiklerdanzh I.

7C03 - *String of Pearls Subsector*

by Grant Sinclair. 4 pages

UWPs, library data, map of Yiklerdanzh M.

7C04 - *The Vlazhdumecta*

by David Thornell. 20 pages.

Describes the minor human race from Far Frontiers which settled many Yiklerdanzh worlds. Physiology, history, Izhrats Kriezhlas Unity, descriptions and map of worlds in the Unity.

7C05 - *Stellar Chorus*

by Corran Webster. 7 pages.

UWPs, world notes, subsector map, and fairly detailed write-ups of the three most important worlds.

7C06 - *The Carillon*

5 pages.

Non-human minor race. Psychology, history, and notes.

7C07 - *Contact: Srakk*

by Paul O'Grady. 5 pages.

Replaces the Sulfrid document which previously had this number. Srakk psychology, society, timeline, and homeworld.

7C08 - *Rom's Loch (F) Library Data*

by Geoff Kelly. 11 pages.

UWPs, library data, world write ups, and subsector map.

7C09 - *Yiklerdanzh Sector Data*

by David Schneider (2-Mar-1993). 8 Pages

Yiklerdanzh sector UWP listing. Updated periodically as development continues.

7C13 - *Meichntid Ibl War of Independance*

by Ben Arnall. 7 pages.

Details war when Meichntid Ibl seceded from Zho Consulate.

### Gushemege

3420- Gushemege Sector Guide

by David Burden. 22 full pages.

A half-page booklet consolidating all subsector write-ups and general maps for the casual traveller. A must have for visitors!

### Numbered Documents

187.SPA - *SPA and Hard Times*

by Robert Bates. 6 pages.

This is an update of the JTAS 19 article on the Starport Authority, revised from Traveller to megaTraveller.

200.01 - *Zhodani-Galangic Dictionary and Glossary*

by James Kundert. 11 pages.

Compilation of all printed Zhodani words.

206.03 *Zhodani Philosophical Mindset*

Angus Foster 2 pages.

Argues that Zhodani emphasis on psionics leads them to use technology to emulate the effects of psionics.

206.04 *Meichntid Ibl Working Document*

by Angus Foster. 7 pages.

224.10 *Standard Turret Weapons*

by Ed Schmitt. 13 pages.

224.22 *Dead Fall Ordnance*

by Ed Schmitt. 9 pages.

224.24 *System Defense Forces*

by Ed Schmitt. 9 pages.

224.25 *Navy of the Darrian Confederation*

by Ed Schmitt. 9 pages.

### Quadrant III

*Exodus: the Human Trailing Edge*

by Bertiglia Paolo. 6 pages

Develops the sector the K'kree call Kaa Gl'kul. Includes timeline, cultural notes, and a sector map.

## Recorded GDW Messages

August 31, 1993

As promised, here is our notional 1994 release schedule. Items with asterisk (\*) will need outside submissions in the way of adventures, additional background, etc.

December 1993

*Path of Tears*, Star Viking Sourcebook

January 1994

*Smash and Grab\**

Sourcebook and adventures about Star Viking opposed recovery operations

February 1994

*Vampire Fleets\**

Sourcebook and adventures about vampire ships and other virus infested things, their psychology, ecology, etc.

March 1994

*Vehicles Book\**

Book of many different Traveller vehicles for all purposes designed using the Technical architecture book.

April 1994

*Brilliant Lances Express*

Simplified Fleet Combat version of Brilliant Lances

May 1994

*The Longships*

Detailed "owner's manual" to the Star Viking clipper ships.

June 1994

*Striker II*

Miniatures rules for TNE

July 1994

*Vampire Ship*

Boxed boardgame (a la Azhanti High Lightning) with deckplans of a big vampire ship and multiple scenarios involving boarding operations, etc.

September 1994

*Free Trader\**

Sourcebook and adventures for free traders tooling around through the wilds in their rickety old ships

October 1994

*Aliens of the Rim\**

Sourcebook and adventures about the aliens in the Diaspora/Old Expanses neck of the woods, including Hivers, Ithklur, Ormine, Vegans, maybe Aslan, etc.

November 1994

*TNE Armory\**

Weapons book, small arms, heavy weapons, etc., designed for TNE with the *Fire, Fusion, & Steel* rules.

December 1994

*World Tamer's thingie*

Terry McInnes' project about building new societies/colonies on post-Collapse worlds

### MAKE IT INTERESTING

--Dave Nilsen

*This was in response to a discussion of a proposed pocket empire centered on Terra. As background, Hale proposed that a new religious movement reunited Terra.*

Based on what I've seen so far, I have the following comments. There are always two different ways of coming up with these things, 1) what is logical and 2) what is fun? Because this is a game, we always need to bear in mind that the ultimate goal is the following formulation: What will be fun, but will still be fairly logical?

Imagine a series of adventures, say in Challenge, about an expedition to find out what became of Terra. It is a better movie if once you get to Terra, things are kind of different, rather than too recognizable.

What kind of different?

Terran history as already written will not change too radically, but any number of things in *Solomani & Aslan* can be changed or tweaked if there is an interesting enough reason. Never forget that one of the best things about Traveller is that things are not always what they seem. (TNS reports and library data entries can be left intact, but the truth underlying those items can be something other than what we expected.) There will naturally be very strong cultural and historical forces that will shape the society of 1201. However, these forces may be expressed in ways that we would not have expected.

The re-assertion of a western-style global government would be reasonable, but is not all that unusual or exciting. Harold's religious movement, based on very deep-seated spiritual and religious cultural forces is also reasonable, and is more exciting, because it is different. Let's

go even further. What if one or more viruses took over various electronic nodes on earth tried to enslave the local populace, and used them to attack other vampire nations? What if the current global government is descended from the resistance movements? What if the overthrow is not yet complete, or has not happened at all? What if the new government had to reach some kind of accommodation with the vampires to use the very valuable and perhaps irreplaceable technology that the vampire controlled? What if portions of Terra have "sold their souls," so to speak, to a vampire to keep the factories running, while groups in other areas of the Earth have sworn undying enmity to those human Quislings? What if the future Terran society was forged in the crucible of that kind of white-hot hatred and conflict?

Logic only gets us partway there. This has to be fun, this has to be exciting, this has to be cool. Better yet, it has to be worth the wait. The truth of what has become of the earth ought to be some wonder-ful (and I mean that literally -- full of wonder) present that we can gift-wrap inside mysteries and adventures. The Imperium was about stasis and predictable things that work and have worked for millennia, and a reliable economy, and all of that.

The New Era is about a universe renewed by a single universe-changing event that took place across thousands of parsecs, and everyone alive experienced that single, huge event in one way or another. The Collapse is a line drawn across history, and on the other side of that line everything is changed. People's minds and dreams and beliefs and worldviews are changed.

The New Era is not the Third Imperium take Two. There will be plenty of time for settling into normalcy in a century or so. But right now, in 1201, everything is bubbling with forces that humanity may not have seen before.

My point is this:

**Think exciting.**