



AAB PROCEEDINGS

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Issue 28

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.

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Attachments

HIWG Membership List
HIWG Document List

Getting Caught Up

Attached is the annual mailing of a Membership list and a document list. The membership list shows fewer members (although several have joined in the last two months), and the document list shows many Mega-Traveller era documents.

Since the last mailing of these, HIWH has initiated an Internet mailing list, and many members now have Internet numbers. GENie has declined in importance to match.

Documents

The main change in this listing is a new document numbering system. Instead of two character codes for sectors, the first four characters identify the sector. This developed from two concerns:

1. Trying to make the document name easy to understand at a glance. The old codes required a map and an idea where we started our numbering from.
2. The first four characters of each sector's name is a unique identifier: within Imperial space and using Imperial names.

Sector Files

Looking at different versions of a sector file prompted a search for ways to identify the different versions. How to add the dates? This was the search that led to the determination that the first four characters of sector names were unique.

GUSH1120.SEC is the starting file uploaded to GENie by GDP or GDW. GUSH1200 would be the New Era version, collapsed and with worlds named.

SEC or NSC?

I am using the SEC extension for files with the *stellar data* originally uploaded. The Mod 1 revision of the TNE rules reduced the frequency of dwarf stars, and analysts have regenerated stellar data for some sectors using Hale's system (see *last AABP*) or their own system. These files have a NSC ("new sector") UWP listing: GUSH1120.SEC vs. GUSH1200.NSC.

Aslan I hatei Notes

—Clayton R. Bush

OVERVIEW

Land-hungry Aslan in the Hierate moved quickly to capitalize on Imperial weakness. I hatei fleets quickly took by worlds along the Imperial fringe. Great fleets crossed the Great Rift, leaving behind the Hierate for the ripe markets of Trojan Reach and the Spinward Marches. The i hatei overran parts of the Domain of Deneb in 1119 and 1120, but were halted by 1122. After that, they were pushed back beyond the former Imperial border, but they retained the formerly independent buffer zone.

Participants: The Aokhalte clan and its allies, the Ouokhoi and the Sahao', desperately needed new lands to relieve overpopulation. Under the direction of the self-proclaimed Lakht Aorlakht ("Lord of New Lands"), Aokhalte colonization fleets swarmed to Imperial territory. Defended by the finest Sahao' ground troops and Ouokhol fighter pilots, the i hatei fleets seized world after world on the Rift's far side.

Objectors: The Ikhtealyo, Tlerleariyo, and Yetahikh clans stood only to lose by increased Aslan expansion. These clans and their vassals were heavy investors in merchant operations. War between the Aokhalte and the Ikhtealyo loomed darkly in the immediate future.

Aokhalte also faced a threat from the Tralyeaeawi, fourth-ranked among the Tlaukhu, who dominate Eallyaslym sector. Sahao' legions defeated their Yahloiri allies, and Tralyeaeawi swore to avenge themselves on the entire Aokhalte bloc.

Finally, to the dismay of the Fteweyekh and Aroaye'l, the Riftspan Reaches had ceased to be an important sector in its own right. Now it was merely a path of stepping stones leading to the promise of land and foreign wealth. Fteweyekh interests became subordinate to other issues, despite the clan's seat on the Tlaukhu. Khu Su'ikh's "monopoly" on cross-Rift traffic was forgotten amid the great stream of I hatei traffic.

The Incursions

Start: The landless i hatei of the trans-Rift colonies were first to seize the opportunity to expand. They swept out of Aslan territory into the vast no-man's-land of the Reach's central subsectors. As they pressed onward into Imperial territory, lesser powers were overrun.

By the end of 1117, most of the Florian league's worlds in Nora's subsector had fallen. The Aslan were apparently content with these holdings.

Minor clans began to encroach on Glorious Empire territory in 1117. By the end of 1118, Aslan settlers had taken over three worlds from the Empire, and land seekers surrounded the Empire.

In 1118, Aslan settlers staked out much of Tobla subsector, including the sector capital itself. The new admiral turned from open confrontation and moved the fleet to hold the region's unoccupied worlds. Efforts to exploit factional differences between the clans began, and seem to coincide with the Aslan all but stopping their quest for new "unoccupied lands."

Aokhalte main body: In 1119, a full-fledged attack absorbed the Glorious Empire back into the Aslan

Hierate. Goertal was driven into submission after planetary bombardment by nuclear weapons poisoned its atmosphere.

The main body, held together by the Lakht Aoriakht, and strongly

Aokhalte in composition, advanced into Pax Rullin and Glisten subsectors.

Other Aorlakht (in Tobla) wrested control of seven Rift systems, and their expansion showed no sign of slowing. Supported by the Imperial military, independent Tonnurad (0416) stood alone amid a sea of I hatei. Former Imperial bases on Bastion and Aldaya supported the Hreakhari clan's operations against Tonnurad and Deneb.

Trekkyar: Norris initiated the Patrol, or Trekkyar, as part of an effort to handle the Aslan incursion. There was never any reference as to how successful it was in recruiting Aslan.

Peace with the Zhodani released naval and military assets to deal with both Vargr and Aslan incursions.

Expansion Stopped

In 1120 and 1121, the Regency fought a series of small wars with different i hatei clans. These conflicts halted their advance and created a no man's land between the Domain and the Aslan holdings.

The major war zones were Glisten (Spinward Marches O) and Pax Rullin (Trojan Reach C) subsectors.

With their expansion drive blunted by Norris in the

Continued on page 4

Those who can write, write;
those who can't, talk about it.

Ernest Hemingway

Miniatures and RPG Advice: Audacity!

—Clay Bush

I discussed miniatures events with several GDW staff. They have a multi-level starbase they have used to run Traveller demos, and they have run it several times at conventions. They had one strong impression.

Players are over cautious. Often fatally so.

The normal demonstration is the attempted seizure of the base. The attackers have *never* succeeded.

1. Players' usual approach, even knowing they have surprise is to land at one location, proceed in one group, and take objectives one at a time. The chosen movement speed is cautious, sneaky, rather than racing to critical points.

Eventually surprise is lost. The group continues advancing up one corridor. Only the first two players can fire at defenders, and they do so until shot themselves. Then the next two players take their place, and the group leaves a trail of dead PCs until no one is left.

2. The same cautious approach governs in miniatures events. Very aggressive moves are very uncommon, even though they are a stand-alone event.

Also, told to hold a sector, player commanders put the minimum

force possible on the firing line. A brigade was behind a hill while a single scout vehicle was in position to see and shoot at the enemy during their approach.

At the **Striker II** demonstration, the Regency marine commanders landed everything together to quickly seize a landing zone for reinforcements. It worked, but it was the same one-thing-at-a-time problem. When the Regency landed in one place, the defenders were able to bottle them up.

3. At last year's GenCon, GDW designed the **Command Decision** event so that the Germans had to be bold to win. Referees planning to run **Striker II** events may want to try a similar design philosophy.

Give players only a few options at start. This speeds up the starting process, and permits pacing the action, and you can organize things to guarantee several command roles.

Staying in one group leaves only one leader making command decisions—no matter how much initiative others exercise, they still defer the big decisions to one leader. Consider starting the scenario with two or more separate groups, or a situation that requires splitting up after landing.

Take No Hostages! Lose no troops!

Surrounded by attacking off-world troops, the planetary defenders reported that they would soon be overrun. What came back over the radio was not an exhortation or a recognition of their sacrifice. The defending commander radioed to take hostages to keep the off-worlders from firing on the position.

Striker II will not include rules on hostages. It may be a RPG event, but it is not anything GDW wants to

consider in their miniatures rules. Their suggestion was that if the defenders wanted to try taking civilian hostages, they would have to check all units' morale immediately. Failure would mean immediate surrender.

The other situation to consider is civilian casualties. Certain players chose to shoot at civilian counters; referees should not let this go unnoticed when evaluating performance and awarding prizes.

AAB Proceedings

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

To submit material, please 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 Traveller role-playing game. 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 5009; 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.

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Quick Year and Temperature Tables

-Clayton R. Bush
-Version date: 7-Jan-95

ORBIT IN DAYS OF HABITABLE ORBITS

Spectral Luminosity Class

Type	II	III	IV	V
A0	23,589	9,148	4,715	6,456
A5	9,555	3,850	2,165	2,988
F0	10,021	1,531	2,739	1,312
F5	11,135	1,937	1,210	648
G0	11,135	2,739	1,293	358
G5	10,021	6,456	1,210	221
K0	26,612	5,774	487	236
K5	23,589	14,172	--	43
M0	61,929	12,625	--	47
M5	174,483	32,446	--	--

TEMPERATURE TABLES FOR HABITABLE ORBIT

BASE TEMPERATURE (Kelvin)

Spectral Luminosity Class

Type	II	III	V	V
A0	411.3	345.5	417.5	364.3
A5	456.2	364.3	405.1	328.0
F0	418.2	442.9	342.8	377.8
F5	401.3	419.9	415.8	405.1
G0	410.6	436.3	357.6	392.7
G5	441.0	347.7	333.0	402.3
K0	327.9	369.0	434.7	362.1
K5	422.7	357.4	--	443.3
M0	350.8	392.9	--	376.4
M5	333.0	414.9	--	--

This part of the calculation depends only on star type and orbit number.

ENERGY ABS. AND GREENHOUSE FOR ATMOS 4-9

Hydro	<u>Atmosphere UWP Code</u>		
<u>Code</u>	<u>4,5</u>	<u>6,7,E</u>	<u>8,9,D</u>
0,1	0.945	0.990	1.035
2,3	0.903	0.946	0.989
4	0.861	0.902	0.943
5	0.819	0.858	0.897
6	0.777	0.814	0.851
7	0.735	0.770	0.805
8	0.693	0.726	0.759
9	0.651	0.682	0.713
A	0.650	0.681	0.712

This part of the calculation depends solely on the UWP.
If the atmosphere is 0-3 or A+, or the world is outside the habitable zone, PCs should be in protective suits of some kind.

If you can dream it,
you can do it.
Walt Disney

Aslan (con.)

Domain of Deneb, a large portion of the still unlanded ihatei did not journey across the Great Rift after 1122. They still sought new lands; some moved to rimward, but there was general turmoil within the Hierate about what to do with its unlanded sons.

More volatile sons talked about incursions to trailing, into the Solomani Sphere. The threat did draw Solomani naval assets away from expansion into the old Imperium.

Virus to present: The spread of Virus into the Hierate in 1131 ended the major support of the Aslan colonies. Unsupported, forward Aorlakht were forced to leave Regency space or swear allegiance to it. Riftspan changed from a transit sector to the end of the line, and trade fell severely. Both pressures led to new settlement in the former buffer zone, and the Aslan are now firmly entrenched throughout Trojan Reach.

The Trekkyar was not mentioned in the TNE rulebook, and its status in the New Era is unsure. It may have been absorbed by the Quarantine Service. Also, Aokhalte clan's relations with the Ikhtealyo and Tralyeeawwi after 1120 were not mentioned in TNE.

'I am not indecisive. Am I
Indecisive?

Emprewror Lucan