

AAB PROCEEDINGS

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Issue 36

The newsletter of the History of the Imperium Working Group (HIWG).
Produced and distributed by Clayton R. Bush.

Contents

Chairsophont Letter	2
Survey Responses	3
TWG list	4
Citizens	5
Spinward Expansion	6
What to Buy?	7
Organizations	8
K'Kree Ships	9
Vacuum Settlement	10
Prison and Jail Layouts	11
Recommendations	12

News

This is the industry news I've managed to collect. I devoted the minimum space to HIWG's current organizational problems.

Imperium Games

The Citizens group has been discontinued. IG seems never to have settled on what to do with it. Marc says that titles and land grants have been awarded in the past, so the availability of rewards wasn't the issue. Tracking members activities and setting standards for winning rewards never got resolved.

JTAS has been put on hold. Marc got a stay from outright discontinuing it. The perceived problem was that material wasn't seen as supporting the game so much as publishing what came in.

There's no report of financial difficulties at IG, just that they don't feel the two programs (JTAS and CITIZENS) work for them. IG is, however, far behind on paying outside writers for published TRAVELLER products. They have also not communicated with the unpaid writers about any reason for the delay in paying.

Current Focus

Marc Miller is working on Traveller 4.1. Getting it done right seems to be his only focus; he has not announced a publication date, and has not finished the rewrite. Marc also wants to get adventures for T4.

Citizens or JTAS Restart

There has been discussion of HIWG/HIWGers offering to take over either or both. Bryan feels that Citizens would be more important, as it could be aimed at keeping and gaining new players.

Marc feels JTAS must be focused at players adventuring, and using the materials published. He feels any re-start should be entirely T4.1.

Outlets

Traveller Chronicle remains as a specifically Traveller outlet. *Signal GK* also counts a magazine, but is little known in the U.S.

Shadis is the only widely distributed magazine I know of that publishes materials for any game. I would like to hear of any others, as I am collecting writers' guidelines.

The world is wide, and I will not waste my life in Friction
when it could be turned into Momentum. -- Francis Willard

Temporary Chairsophont' Letter

--Bryan Borich, Temporary Chairsophont
Date: 97-12-20

HIWG is at a point where changes need to be made. To that end I've offered to takeover as CS on a temporary basis until such time as HIWG figures out what that new organization might be and then a new CS will be elected. The purpose of this editorial is to find out what we want as an organization. And that was part of the reason for the referendum in the previous issue. HIWG started many years ago, as a fan organization with the idea of developing the Imperium for Traveller and DGP. As part of the result from that, land grants were given out based on sector development, with Quadrant leaders providing some guidance. This was done in the hopes of eventual publication, or of guiding of events in the Rebellion Era. At that time it was an appropriate way to be organized. But things have changed since then.

Over the last few months I've had various discussions with the new batch of Traveller Writer's, Marc Miller, and various HIWG members. In those discussions I came up with several ideas. Some of which I've already done.

First I'd like to reorganize HIWG around SIGs or Guilds. To that effect, I've already started two. The first is the Traveller Writer's Guild, whose aim is to help in the writing of Traveller material by providing a forum for discussion and playtesting. To join this forum, you either need to have been a Traveller writer or want to be one. Kibbitzers can join at the permission of a writer. And it is somewhat of a working list (you work for your membership, no dues).

The second is the CD-Project SIG. The goal of this "Guild" currently is to digitize all the old GDW material and provide it to IG for possible publication on a CD. Somewhere along the way I want to try and expand those goals, but that's enough for now. Both of these Guilds currently have their own electronic mailing lists.

Several other "Guilds" are probably in the works pending discussions. One of them might be the "Citizens of the Imperium" which will be a fan organization with a newsletter.

Recently Imperium Games has dropped JTAS and Citizens of the Imperium, and offered subscribers either money back or a product. Imperium Games found that they did not have the time or talent to devote

to this project.

Toward that end we have been having preliminary discussions among some members about doing it for them. Under this new organization, there would be no Traveller dues, except for the Fan Guild or if your Guild should decide on a newsletter. Pretty much all the Guilds are working Guilds and so that would be your payment. Along with that, it might be time to decide on a more formal structure for HIWG, especially in regards to electing the CS and possibly the Guild heads.

In that vein I propose the following vague idea. First, Guilds can be started by anybody. Somewhere down the road there probably should be a vote as to who the guild head should be. Second, Guild heads then select a Chair. This format has problems, so I'd be interested in seeing any comments on it.

Another point, is that HIWG has pretty much gone electronic over the years. Because of this there have been problems communicating with our non-electronic members. There has never been any adequate way to get around this. I'd be interested in seeing if it's something we need to worry about any more, and if so what can be done about it.

HIWG Mailing list

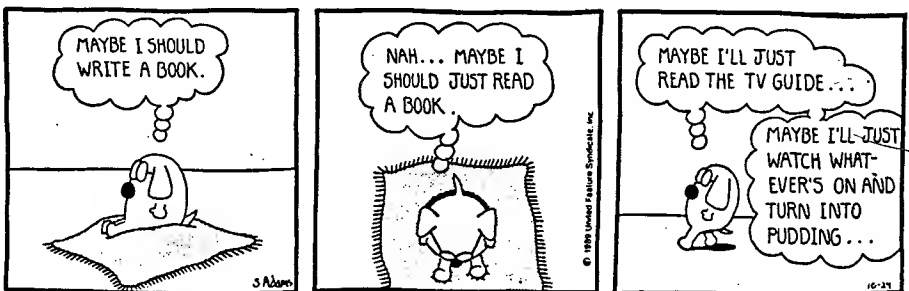
On another note, I now longer have access to the HIWG list @fwe.com. Several list members were kicked off because I started the TWG list, including myself. Since Andrew and Leroy have made no attempts to rectify the problem, I have at least temporarily started a new list.

If members want to subscribe to the new list, they can do so by sending a message to Majordomo@qrc.com with the following in the message body:

subscribe hiwg <youraddress>

OR

subscribe hiwg-digest <youraddress>



Referendum

--Clay Bush

The referendum in the previous issue was the subject of some discussion on the Internet. It was meant to start people thinking.

o I collected several proposals made over the previous months.

o A referendum is more binding than a survey. A survey only measures opinions. A referendum majority can become binding, by indicating which way a group wants to go.

I received 12 responses from paid members, and three from people whose memberships have expired.

<u>Votes</u>	<u>HIWG Continuation</u>	<u>Unpaid</u>
0	HIWG should dissolve	0
4	Start a Traveller's Writers Group.	1
8	Support any period or version.	2
2	Support current version only	2
	<u>AAB Proceedings</u>	
9	Continue as HIWG flagship.	0
2	Run as TWG flagship.	1
0	Run independent.	2
	<u>Officers</u>	
0	No officers.	2
10	Continue with a chairsophont.	0
4	o Chosen by long-term members.	0
5	o Elected by paid membership.	0
7	o Internet connection required.	0
10	There should be officers for projects.	0
	<u>InterNet</u>	
8	Continue HIWG list.	2
4	o Require paid HIWG membership.	0
2	o Free list membership.	2
0	o No limitations	2
5	o Netiquette required.	0
1	o Support only current edition	0
6	o Support any TRAVELLER.	0
4	Start a TWG list with Netiquette.	1
	<u>Other Questions</u>	
Rules	2 CT; 2 MT; 3 TNE; 3 T4.	
When	3 Mileu: 0; 2 c, 1100; 1 New Era.	
Where	3 Spinward Marches; 1 Solomani Rim; rest 1 each.	
Writing?	4	

AAB Proceedings

AAB Proceedings is distributed to all HIWG members. quarterly All others may acquire copies at \$2.00 per issue (or \$12 at a time).

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 for the Traveller role-playing game. For membership information, write to:

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

HIWG-Australia: David Schneider; 5 East Avenue; Allenby Gardens, SA 5009; Australia.

HIWG-UK: C.N. Walker, Bankside, Reddish Road, Marsden, Hudders- field HD7- 6NF.

HIWG-NZ: Martin Rait; P.O. Box 27-025; Wellington, NZ.

Computers

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

MacIntosh: Rob Prior; 67 Greenbelt Road; Richmond Hill, Ontario, Canada L4C 5S1.

HIWG's *New Internet List: TWG

--Myhre

Ok we get a new list, but what to we gain by it? And does this mean that HIWG as an organization (or lack there of) is splitting up? As the HIWG web editor I would like to know what is happening. If HIWG is closing down (loosing too many of its key members) the purpose of the web pages for HIWG is also a waste of my time.

I would like to have clarification on that and several other things.

hiwg list and twg-hiwg-group

--Andrew Patterson

All,

I have been running this list on my system mostly as a favor to Leroy and Clay (whom I also know) and because I have a little interest in Traveler. However, after reading some of the discussion about the current coup, I feel a need to stir the pot.

I will continue to run hiwg on my system as long as there are no members subscribed to both lists with the exception of FarFuture. I will be begin removing violators of this policy on 11/25/97.

Feel free to start a another new list on the someone else's system. This list will continue to run as long as there are more than two members of hiwg@fwe.com.

See -- I can be dictatorial also.

Regards,
Andrew

Totally and completely inexcuseable. HIWG-list (or HIWG for that matter) is not suppose to be about Leroy and his friends having exclusive access to Marc, or having control of membership to anything.

--Harold

Is TWG a HIWG special interest group?

Bryan: Yes, at least at the moment. It might end up being the HIWG core group. But that's another discussion.

Does TWG cost anything?

Bryan: Yes, but not money. It will cost you work. You need to be either kibbitzing usefully on a project. Or working on a project for publication. Later on it might cost dues if a newsletter is decided on or if the list decides to do a fanzine and you want copies but that pretty much covers it.

Myhre: Works for me. I haven't been offically published yet, but I was mentioned in the TNE rulebook, I did influence the Challenge Wet Navy Articles to a degree. I was almost published by Imperial Lines before it went under. I have been published twice by Signal GK. Good enough?

Is TWG a seperate organization?

Bryan: Nope, it's an HIWG SIG right now. Once HIWG decides where it's going from here, I don't know. For instance, one of the options being bandied about is having a core group of HIWG concentrated around publishing (including a fanzine) and a looser organization just for fans.

How are things going to be organized?

Bryan: Technically old writer's get something like a two-year sub to the list if they request. New writer's a six-month sub as do kibbitzers (all are renewable based on performance). And I don't expect to be enforcing these rules too heavily to begin with at least.

What makes TWG stand out from HIWG?

Bryan: That's pretty hard to answer right now.

There's been some discussion among us old HIWG fogeys on where HIWG needs to concentrate and where it needs to go. Right now TWG gives HIWG some recognition again as an active group. It gets us new members (even if it's a limited membership, i.e. they get no newsletter since no dues are involved).

It provides a noise free and hopefully productive area for writer's to get together in that has restrictions on access (which should make it easier to post material without stepping on IG toes). And best of all maybe a chance to see that IG does the job right (nothing like a Writer's strike to give them the correct idea on when a product is done :). Not that I'm suggesting said you understand....)

Bryan

Continue Web Pages

Bryan: Nope HIWG isn't splitting up (just deciding on a new heading), so don't close your pages.

Myhre: OK, I'll go on as before with the pages, but I need some material for them explaining this new development of HIWG.

Citizens Re-Start: A HIWG Project?

Bryan: I am most concerned about *this* project. On the surface it seems like something that would be easy enough to do. Noble certificates could be printed using a standard laser printer (keeping track of dominions assigned a simple database exercise). Participation at Cons is easy enough too, since there are HIWG members who already attend Origins and GenCon.

However, who will prepare the fan letter? This would be a full time project for someone, and assuming we distribute it, how do we get reimbursed for our postage and other costs? Ditto the dog tags. IG does not have a good payment record. Our organization could be out several hundred dollars and have no way to recover the money short of taking IG to small claims court.

We might want to start a Con guild, who's purpose would be to run traveller adventures at Cons and try to arrange with IG a free product for the GM and winner.

This makes more sense. We're not out any money that we wouldn't normally be, and if IG comes through with some perks, great.

Proposals for Citizens

--ClayRBush

1. I suggest a **central registration of characters**, with each Citizen able to register a character for use in convention tournaments. This is something my players enjoyed. It might be the single most saleable aspect of Citizens.

2. Provide Citizens an **opportunity to purchase the scenarios** run at GenCon & Origins after they are over. (Say, in September.)

3. **Provide the newsletter on-line**, since a mailing list is cheaper for distribution.

4. Make the newsletter quarterly. Set a focus for each quarter, to make it easier to put something together.

First quarter: ?serious stuff? (in contrast to next suggestion). Adventure hooks.

Second quarter: April issue => humorous stuff. Misadventure hooks, strange aliens and their equipment, whatever.

Third Quarter: Origins/GenCon. A report on products (not done any other time) and announcements (similar to those made in the

convention seminars).

Villains, and/or PCs from events written for the cons. ("Written for cons" includes interesting, but cut from event as inappropriate.) Include event descriptions, and cost to order them (for delivery in September/October).

Fourth Quarter: Event reports (in the form of TAS-type news announcements.) Awards for bravery or achievement (for best players in con events). Complete with equipment items (also known as Christmas goodies).

Article Ideas (for Citizens Newsletter?)

--Clay Bush

Adventures

?: Are you interested in adventures in the style of *76 Patrons*? Or is it just the more detailed longer ones that you envisage?

Marc: I am interested in reasons for players to play Traveller. *76 Patrons* has always been popular. You do need to write a lot of them to fit into a book.

Small Unit OBs:

Boarding Parties: What does a 6-man boarding party carry? I have seen 4 marines, and engineer, and an ensign recur as breakouts for customs and other searches.

What would be standard size and gear for an insertion by a grav vehicle? For example, one air/raft can insert only three people (with the pilot needing to stay with the air/raft when it exits).

Police: What is the loadout for police patrols and SWAT units?

Robots: What will robotics do to police situations? A T4 police bot

seems appropriate. So does a surveillance "floater" as appeared early in the movie *Runaway*.

The Israelis have a negotiation robot. It has a small arm, with some ability to handle exchanges of notes or items (as well as grabbing bombs to carry someplace safe if things go bad).

Naval Campaigns

IG has released *Pocket Empires* and *Imperial Squadrons*.

1) Has anyone started working on a campaign or scenario book for:

Vargr Campaigns?

Aslan Border Wars?

Both of these involve small opponents which could be detailed with PE, either Vargr "states" in Corridor sector or Aslan Clans.

2) The First and Second Frontier Wars and the Civil War should be a later project, I think. They involve fleets drawn from larger economies than PE simulates. Except for the Sword Worlds and Darrians.

3) Formation of the various Sword Worlds Confederations have been marked by conflict.

Milieu 0 Project: Spinward Expansion

— Clay Bush

I am outlining what I will do with the spinward expansion in Milieu 0. It is an area IG products have not detailed, but the Spinward Marches sector's development is mapped at several intervals. Corridor and Deneb aren't mentioned at all, but I can work with that.

1. Collapse Data

The first step would be "collapsing" the sector listings to year 0 or

As Published by IG

The Imperium's population is 90% Vilani. The statement doesn't say exactly when this number was arrived at. (I believe the percentage will go down as the Imperium expands into the Solomani Sphere, but that's just my belief.) Regardless of dispersal pattern, the Vilani are described as the most numerous race in charted space.

Milieu 0 Campaign: The sector data shows only 50% of Vland and a mere 2% of Corridor were integrated into the Imperium by the year 100. The data presents a fertile field for running your own pocket empire for centuries.

An extensive Vargr state in Corridor is described. Piracy is extensive in the sector. Intrepid groups travel through this zone to reach the spinward areas beyond.

Psionics Institutes: A key change from the classic TRAVELER timeline is that the science of Psionics is presented as growing up everywhere. The Zhodani no longer transfer their science to a Imperium possessing only proof that psionic powers exist. There was no reference to the Zhodani in this book...so what drew settlers across Corridor? Apparently only the dream of unsettled land.

year 100. This would remove all the colonization, but leave the natives (from left to right: Darrians, Sword Worlds, and Vilani, with minor races at different locales.)

2. Vargr States

Second, I am considering how the Vargr worlds/states in Corridor should be developed. I'm thinking of fairly advanced states, like the Moors in Spain, which oppose the Imperium too often. Mixed Vilani/Vargr populations would have to be involved. Eventually I think the Imperium resorted to force to expel Vargr, as the Spanish expelled the Moors.

3. Nodal Locations

We have the link and branch system described in several places. So Deneb and Mora need development, but other systems

frequented enough to be worth developing will be worked out after the first two.

4. Vilani settlements

I actually plan to work out where Vilani populations survive after the above, so that it is in an interesting pattern. Besides any help in making adventures interesting, it avoids any long discussions of old discussions of how far the Vilani had settled.

I'll skip discussions of jump routes or economics or population pressure—which would be based on different assumptions anyway. I think these discussions have failed to reach any conclusion because there is no agreement on any of the necessary assumptions to arrive at a deterministic answer.

Data Format

Guatney: As I have recently said, an area of past HIWG specialization has been the development of sector statistics. I would suggest discussion of a new data standard. I think a new standard for the replacement of our old "SEC" files is needed, and one that is adaptive.

One of the things I am thinking about is a new mapping of data storage to incorporate the ULP and PE extensions as well. We have the expansions that occurred from Pocket Empires, ala the "World Character" info, and now MOC has given us the ULP. I was thinking it might make a good cover article for the E-zine.

Myhre: I don't think all the UWP extensions in PE are usable in normal game terms, and some of

them are poorly explained what kind of effects they have on a game. Not that PE is a bad product, it just not my type of game

Rob Prior: I've always regarded HIWG as a writers group anyway.

Bluntly, if someone has generated piles of system data but written no descriptions, I'll ignore it. It's the detailed descriptions that I find interesting and useful.

Bush: I proposed a standard file format for sector files, so that anyone wanting to write a mapping, analysis, conversion, or whatever program would know where the data started. We still don't have any common standards for data exchange. (The UWP lines in different editions differ after the tech level code.)

An Overview of IG Products

--Clay Bush

Several members of HIWG living outside of North America say that their stores do not stock all Imperium Games products, and that they are leery of special ordering everything sight unseen. The following is an overview of all T4 products intended for those who can not peruse the products in a store.

Given my own frustrations after special ordering anime products, I went ahead and grouped products for their necessity.

The opinions expressed are my own. I have tried to provide enough information for readers to decide if they must have something.

Core Products

Milieu 0 Campaign: A must. This double-size book describes the Imperium and its policies c. Year Zero, and provides several sector listings for Core, Vland, and adjoining sectors. It consolidates the products *Milieu 0* and *First Survey*, and even adds some unpublished pages from the first.

Central Supply Catalog: The equipment book for T4. It covers a variety of categories, including some weapons and personal armor.

Highly Recommended

Anomalies: Nine adventures for stand-alone use or as episodes in a campaign. Well recommended: if you want to run a tournament event, try one of these.

Emperor's Arsenal: Personal weaponry and armor through tech level 15. It suggests the Rule of Man may have reached TL15, and includes no crew or support weapons.

Long Way Home: A great adventure for Traveller. A ship is

transported across sectors to Gushemege through an ancient transjump system, and works to find its back through that system to Core sector. The section on distant survey of neighboring systems is easily transferred to any exploratory campaign.

Recommended

Aliens Archive: This book describes 12 minor races for use with any Traveller campaign. The minor races mentioned in the T4 rulebook are here; the others have not been developed before. The worst thing any critic said about it was he thought it less useful or creative as his own minor races—which criticism is worth exactly what?

Emperor's Vehicles: Vehicles for different tech levels and environments. It falls out of the core group because you can adventure quite well with only those vehicles in the basic rulebook.

It has been criticised for not listing the tech level(s) for each design; you have to decide which design(s) is appropriate for your need. The designs are otherwise said to be solid and usable.

Psionic Institutes: This falls out of the core group only because many campaigns don't deal much with psionics. It has 2 long adventures and 24 mini-adventures.

Pocket Empires: Rules for running a Great Game-style campaign, and resolving the fate of your own pocket empire competitively. Combat is abstract. Sidebars and text develop an example setting in Core. (The example polity is explicitly stated to not be an official addition to canon. You can use it as is if you want.)

It includes seven mini-adventures in the style of *76 Patrons*.

Fire, Fusion, and Steel: The systems for designing spacecraft, vehicles, and equipment. It follows (replaces) the TNE *FF&S* product, rather than starting from scratch or going back to *High Guard*.

FF&S is useful for modifying published designs, and creating your own from scratch. It is required for *Imperial Squadrons*.

Imperial Squadrons: This starts with an update of *Trillion Credit Squadron* in chapters 1-3. It does develop a pocket empire in Lishun.

Chapter 4 starts the subject of "role-playing while in naval service." Chapter 9 describes personalities for a squadron, and then 14 mini-adventures are quietly slipped in. Chapter 10 is a concluding, multi-page adventure.

Naval Architect Manual: This presents floor plans for different parts of spaceships. Bridges, staterooms, theater, etc. It would be useful for running shipboard adventures, but you don't need it to adventure anywhere else.

Gateway: Sequel to *Long Way Home*.

Don't Need

Milieu 0: This was incorporated in the *Milieu 0 Campaign*, which included some extra pages.

First Survey: This was incorporated in the *Milieu 0 Campaign*. This gives sector listings, one version each for players and referees for the Imperial Core (out to Corridor).

Starships: Do not special order. The revised ship design system is available on the web. The ships given are inconsistent with the design system, and you can get as many ideas with the classic Traveller Starships book.

Publish Organizations

- Clay Bush

IG and FarFutures believes that describing organizations is important to establishing a milieu. They plan to continue with organization developments such as that AAB received in *Milieu 0*. How does this present an opportunity for publication?

The described organizations and megacorporations all exist openly and legitimately. They are most useful as patrons or competing 'lawful evil' forces.

I see a need for a opposing 'evil' organizations for player groups to fight. People who get 'lawful evil' corporations and personal rivals to work together. Something that the player group cannot defeat in a single episode, because its big.

Variety

An individual opponent can be defeated, or discredited. There are few natural successors except henchmen (weaker than then the original leader) or a family member. With an evil organization, someone else takes over *naturally*.

Individuals have practices and styles. The opposition can become repetitive. With an organization, different operatives permit a variety of threats and schemes against the players' interests.

Misdirection is also possible. That the organization exists may lead players to overlook the real *current* opponent. Meanwhile, the organization is pursuing its agenda, and uninterested in the group's current actions.

No Atrocities

The wrong angle to pursue is the 'evil' idea. Corporations are rarely run by cabals of immortal, satanic vampires. Instead, evil means opposed to the group's legitimate goals.

A good example of an opponent organization is an intelligence agency. Ruining an operation or exposing an agent will not get rid of the agency.

As An Article

For an article submission, aim for a page (1000 words) on the organization. Any additional space should be adventuring material. An org chart, or other graphic, takes space. Don't feel obliged to expand on every box in the chart in your write-up. (Logistics or Procurement is probably self-explanatory.)

As Library Data

I suggest limiting library data entries to one to three paragraphs. Putting a group in the data for a subsector provides a wide opening for referees to start their own adventures.

1. A group should be defined by its goals. The defining thing about NPCs is why they are shooting at or cooperating with characters.

2. There should be enough detail to develop the group. A bad example was a *Challenge* article on religions. They gave six examples, giving only one characteristic of each religion. For example, one is noted for its followers tattooing a blue rose on one hand. That is scarcely even a start on creating a playable NPC group. (In my library data for my campaigns, I combined the six into three, so that each had at least a belief and a practice.)

Pocket Empires the Commonest Organizations

--Clay Bush

IG publications present Imperial space as dotted by pocket empires. The big picture is of economic warfare followed by small-scale conflict. The Imperium is the big protagonist, built around Zhunastu and other megacorporations. Small trading corporations and pocket empires are fighting the tide.

The important decision is which side the players are on; it is so important that they should make it.

Assimilation: A campaign based on a pocket empire resisting the Imperium will be weighted against the pocket empire. The basic elements would be a pocket empire and a few trading companies supplying it with resources versus the Imperial officials and officers trying to incorporate it.

Initial adventuring would be about efforts to embargo the PE. Some skirmishing could develop, as the

Imperials try to liberate or outright annex resource worlds supplying the PE. A significant military clash ends this phase. A pause allows people and worlds to choose sides. More Imperial intervention follows, exploiting openings provided.

Another military clash ensues. After another calm, of evacuations and regrouping, comes the climactic effort against the PE's home worlds, or the replacement of the Imperial officials by a new batch.

Catfight: In this case, two pocket empires fight with each other. Both need development, because their resources are both finite. (The Imperial side above is easy to run, because the referee can fudge resources allocated *at this time* to whatever is appropriate.)

The Fish: Or, players can pursue a goal in an area. The PE conflict(s) are just news items behind whatever the PCs do.

K'Kree and Their Starships

?: K'Kree ships are just silly.

?: I agree. Having tried to recreate some of the K'kree ships from Alien Module 2 for TNE purposes, I discovered that their ships are very difficult to make. I don't see how the K'kree, as a starfaring race, could compete with the other races. Or even within their own worlds for that matter. Interstellar commerce would not be very lucrative when it takes a 2000-ton K'kree ship to transport the same amount of goods that a human 400-ton ship can carry. So much space is wasted on accommodations, that there's room for little else.

Glenn Goffin: I've decided (and I don't remember whether this is supported by canon) that the K'Kree mostly use helper races to do their interstellar transport. Any K'Kree ship with a military or governmental purpose would have at most a few K'Kree aboard, and their section of the ship would be designed with lots of space. Merchants would be entirely crewed by subject peoples -- er, willing helpers. There would also be some technological fix (like a computer program) that would prevent a non-K'Kree crewed ship from firing on other K'Kree ships or installations, or leaving a certain area.

Chris Griffen: It makes sense. The K'kree are so ill-suited for interstellar travel. I don't recall if the K'kree have subject races (like the Hiver do) that would provide an available, large freight service. I don't believe *Alien Module 2* describes any such races, however.

Guatney: You are right about subject races being present in the Two Thousand Worlds. We have the Gith'ukag (horribly mangled

spelling there, I'm sure) which were in the old JTAS with the Vargr on the cover (I don't recall the ish #, 23?, right now). Given that I think the K'kree would have no trouble with worrying too much about subject races. "You know, your family and friends are all back there on your homeworld, and you wouldn't want to disgrace them, or cause them any pain ..." hint, hint.

Also, in the K'kree world generation system, there was a provision for non-K'kree races and nothing said that they couldn't have starports. As long as you are vegetarian, you are "basically" tolerated.

J.P. Sullivan: Think about it; as paranoid as the K'Kree appear to be, would they allow an interstellar naval vessel to exist without the direct personal supervision of a responsible K'Kree noble? Does anyone really believe that *any* K'Kree noble would allow an armed craft to come within range of a K'Kree planet/herd? Don't both of these violate the basic definitions in the alien module as to how K'Kree think?

Robots

Myhre: I do remember that the K'kree made extended use of robots as crew for cramped spaces. Like the Hivers, the K'kree have special expert robots for independent work in cramped spaces.

<http://home.sn.no/~starwolf>

Transport by Who?

Steve Bonneville: As I recall, the K'kree do much of their own transport, since they trust few of their subject races to be anywhere near starships. This goes triple for military vessels; those things have nuclear weapons on them!

Interstellar transport of cargo is

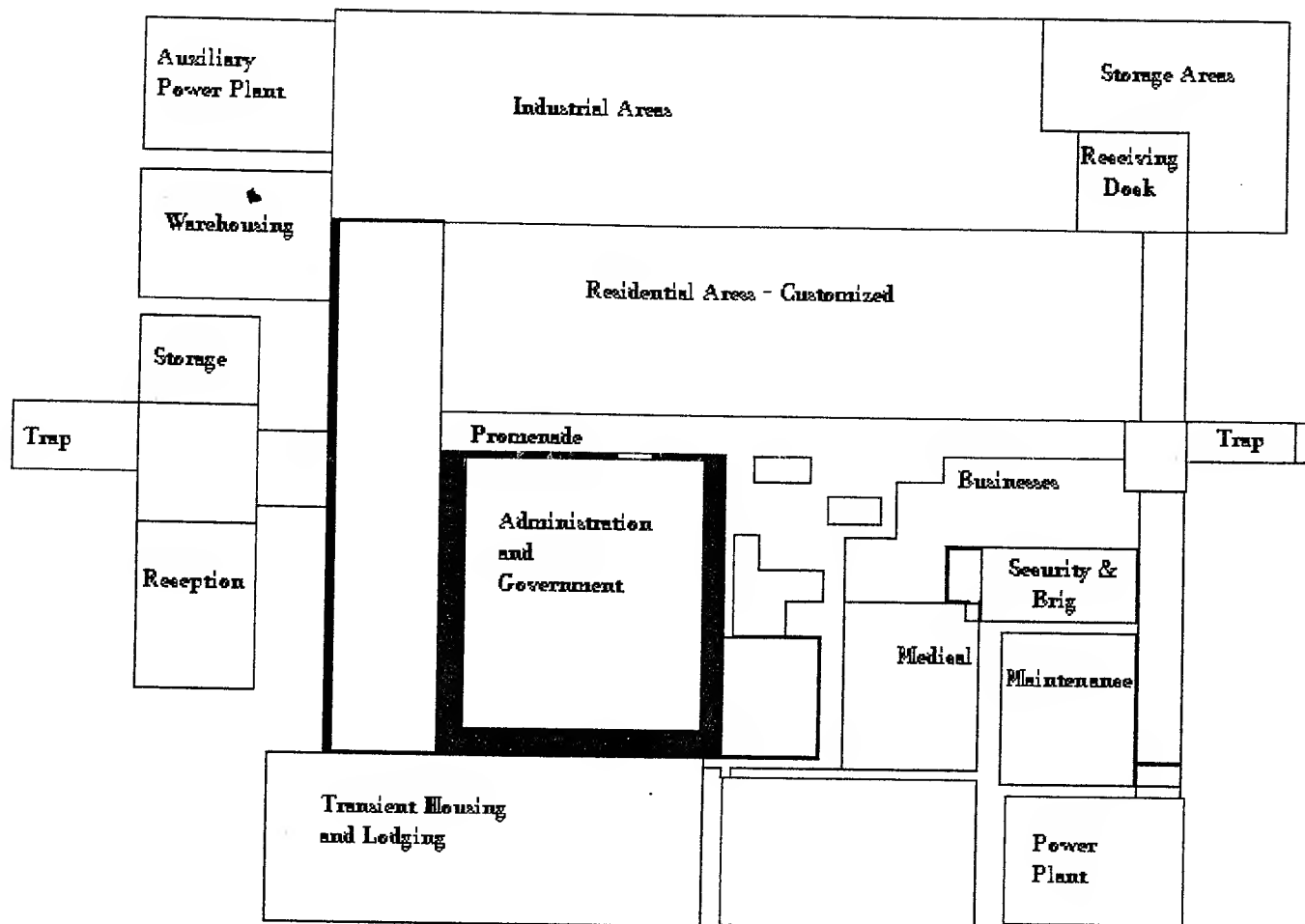
much more expensive in K'kree space; AM2 put it closer to kCr 10 per ton. Presumably, this offsets the high cost of the ships somewhat. I get the impression that movements of most foreign vessels are carefully controlled by the K'kree government as well, especially further from the K'kree frontier.

Tech Level

Steve Bonneville: I've thought a bit about K'kree military ships, and their capabilities. The fact is, with TL13/14, they've got problems anyway. Their two big neighbors, the Imperium and Federation, are TL15/16. Then again, they appear to be using them more on two-bit pocket empires and internally.

K'kree ships are a challenge, but I think they're fun and a definite change of pace. If you're using FF&S to build them, try to keep the power consumption low; this helps keep crew size under control.

Guatney: AM2 had the K'kree at a TL15 maximum. Did this get revised somewhere along the line? (I do seem to recall that the MT crew was mucking around with the TL max of all the Majors.) Hivers were TL15 max like the Imperium and the Vargr, and the Solomani, the Zhodani and Aslan were all TL14, though supplement 8 did place the tech of Zhodane at TL 15.



Generic Underground Settlement for Vacuum Worlds

Since players tend to travel where you don't expect, referees experience a sudden need to detail unplanned areas. Generic maps for houses and other terrestrial buildings exist. Terrestrial settlements can be improvised from personal experience. Asteroids (and small moons) depend on the shape. Some plans for orbital stations occur in fiction (*Downbelow Station*). The above tries to fill the remaining gap.

A domed surface settlement permits use of terrestrial experience by merely shoving a town under an artificial sky. It is, however, inefficient shielding from cosmic radiation and meteorites. The low-cost approach is to put up a bubble dome quickly, then fusion tunnel down below.

Area Maps

Area maps have several advantages. First, you don't have to detail every building up front. This speedier set-up matters when players wander somewhere unprepared. Second, if it matters, you can re-use the named settlement by inserting building locations "the players just hadn't seen last time." The disadvantage is that the referee still needs to create detail to make settings real to players.

Functional Arrangement

The map has been guided to arrange functions by proximity to functions they interact with. The passageway pattern provides multiple access points, while providing chokepoints. (These

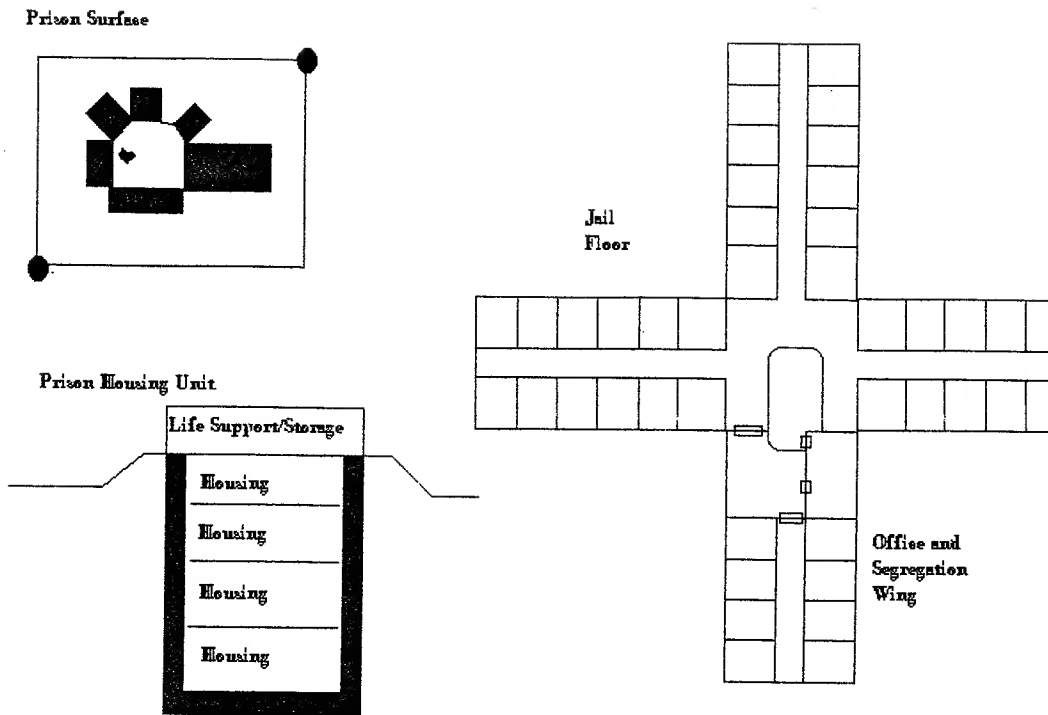
are more important for controlling atmosphere loss than for security.)

Duty Zone: The large hall between receiving and the promenade can be empty, goods kiosks, or even temporary barracks.

Transients: Whether for quarantine, security, or control of priority for quarters, separate housing for new arrivals is a useful buffer. It can be simply quarters, or have its own food, laundry, and recreation areas.

Medical: This important area has easy access from the mall common area and transient quarters, and has an accessway from the brig behind Security.

Special: Below Medical is an area which can be diplomatic quarters, college campus, psionics, or whatever.



Maximum and Medium Prison Establishment

With the simple availability of grav vehicles and fusion tools, open air buildings are inherently insecure. Those who don't want a prison "in their backyard" rejoice as secure facilities' need for a controlled no-fly zone distances them from established settlements.

Minimum (work release) facilities let inmates work a nearby community during the day. Consequently, they do not have no-fly zones and can locate inside or beside a settlement.

Surface Features

Surface establishment is within a square or rectangular perimeter fence, an arrangement which two corner towers can watch. Towers cost more to operate than a lethal electrical fence, but are necessary to monitor the no-fly zone. (A dome will not keep out armed groups.) A catwalk around the tower permits firing of anti-air rockets.

Surface buildings include Administra-

tion, Kitchen, Medical, Warehouse, Training, and the tops of housing blocks. Their edges abut to form a cohesive inner wall around a courtyard. All buildings have precast exteriors, to prevent tunneling.

Recreation Yards

The security level of the facility determines whether a recreation yard is present.

A maximum, locked-down facility will not. Maximum inmates will see the open sky only through a skylight until their release.

Medium security facilities will have a recreation yard. Inmates are moved there in groups once per day, with specific times varied randomly to prevent anyone knowing exactly when someone will be on the surface.

Housing Units

First, a big hole is excavated for each housing unit. Drainage to a water

recycling center eliminates drain pipes, a common means of movie escapes.

Second, a solid, pre-cast exterior shell is lowered into the hole. It includes sensors to detect efforts to breach the shell.

Third, housing is built upward one floor at a time. No more than 150 inmates will be housed on a floor. Each floor will have an office for meetings and a multi-use classroom seating 10-20; it is more secure to provide classes there than to bring inmates from different units together in a large, faceless mob at an Education building.

Jails

Usually less secure than prisons, jail housing can be built on the surface. An X shape with 16-20 cells on each wing permits one control officer to control access to 64-80 cells. The layout would be similar to that of Princess Leia's holding block, but with the controls behind walls and shatterproof glass.

Recommended Sources, Reading, and Tools

Guns, Guns, Guns

Greg Porter (BTRC@aol.com): It isn't Traveller, but the CORPS vehicle design system (VDS) should be out in .pdf form within a month.

Derek Wildstar: Cool! Looking forward to it! Those of you on this list who **don't** have 3G3 are missing something useful, and if Greg produces CORPS VDS to his usual standard of excellence, it'll be well worth having.

ObTrav: The current edition of 3G3 contains T4 conversion information, and will produce designs compatible with CSC and EA. Note that the armor scale for FF&S2 vehicles (and heavy weapons) is different from 3G3/CSC/EA and will need converting if you intend to mix the two systems. Either system is compatible with the materials presented in the T4 basic book.

Shadow Empires: Faith Conquers

Chris Griffen: If anyone picked up this Dark Horse four-issue series a couple years ago, there will be a sequel next summer, renamed Iron Empires: Sheva's War, from DC's Helix sci-fi line. I would like Chris Moeller to become the cover artist for T4 if Foss is let go. Go to <http://www.lm.com/~moeller/> to look at his artwork. It is perfect for Traveller.

I bought it. This book was the most Travelleresque comic I've ever seen. Moeller **must** have played Traveller at some point. The artwork was beautiful. Now, if he could just learn to write! I found myself extremely confused trying to keep up with his plot.

Doug: A direct quote from when I talked to Chris Moeller should answer that question, "I ove

Traveller." In fact, the basis of the Shadow Empires was his personal Traveller universe. He tossed out everything but character generation and went from there.

I used to have some Shadow Empire background info that Moeller posted on AOL a few years back, but it was lost in a HD crash. I remember just a few little tidbits. Irons are the battledress. Space forces are called Hammers. Ground Forces are Anvils. Combined forces are called Forged. FTL is 2 ly/week.

Oh, the list of the Hotok Temple Guards (Inside back cover of issue 4) are people who signed up their names to be used at some comic cons. back when issue 1 first came out. Look for my name in 1st platoon.

Babylon 5 Rulebook

Cklay Buish: The majority of the rulebook is a discussion of how to run a campaign. It discusses story structure, use of enigmas, pushes, pulls, and about how many gaming sessions should be spent on each part of the story.

The rules sections on character generation are skimpy. (The choice of careers and skills are both limited.) World generation is almost skipped entirely, and the map of near space is laughable.

Character Names

Clay Bush: As a long-time convention referee, I continually need for new names for pre-generated characters and NPCs. I found my answer at GenCon.

The Everyone Everywhere List provides numbered lists of the most common first and last names for over 100 nationalities. The cover shows six names with illustrations drawn for them:

Uljana Baranova, Russian spy
Thakur Bathagar, Indic magician.
Kijuro Kanazawa, samurai
Ermanno Scardino, Italian gangster

Rafira Taranu, Romanian vampire
You can also generate Blair Hooper, of Great Britain. Using it is a lot easier than my old practice of scanning the foreign news section of the paper.

This product is available for \$5.00 from Magic & Tactics Unlimited; 1521 South Bavarian Pass; Minneapolis, MN 55432. If your store can't find it, you could also try MagTac @ix.netcom.com.

TableMaster

Clay Bush: There are several products that automate rolling on tables. I find this one easy to use. If you don't have Windows 95 or DOS, I suggest looking for a similar application for your system.

There is nothing wrong with rolling up random encounters ahead of time, out of player sight, as long as the results are indeed random. An automated approach also permits generating appearance details, reactions, and so on that you would tend to skip if rolling them up during a gaming session.

TableMaster cost me \$30.00 at GenCon. Wintertree offers table packages for fantasy and sci-fi gaming. The address is Wintertree Software; PO Box 924; Rindge, NH 03461. Their web site is at <http://www.io.com/~wtsoft>.

Mapping Software

There is a proposal to exchange sector maps using *Aide d'Camp*. This is a commonly available program. It seems to be the best package for that use, but it seems as ill-suited to geodesic world maps as other mapping programs.