



The Meshan Saga

**Issue 4
February 1998**

re-released April 1999

No 4, February 1998

re-released April 1999

Contents

Article	Writer	Page
HIWG NZ Members	<i>HIWG NZ - Martin Rait</i>	3
HIWG NZ Ad	<i>HIWG NZ - Martin Rait</i>	4
HIWG Internet Resources	<i>HIWG NZ - Martin Rait</i>	5
From the Quartermasters Cupboard	<i>Richard Fields</i>	6
Standard Powerplants on Serkur	<i>Philip Warnes</i>	8
Some more maps for Serkur	<i>Philip Warnes</i>	10
Storm Subsector - A Yiklerzdanzh Reject	<i>Martin Rait</i>	12

Disclaimer

This publication is not sanctioned by Marc Miller, Imperium Games or Far Future Enterprises. Individual contributors are solely responsible and solely liable for the content of their articles.

Trademarks:

Traveller is a registered trademark of Far Future Enterprises and is used without permission. All trademarks used in this publication are the property of their respective owners. The use of any trademarks in this publication is for identification purposes; no challenge to trademark status or ownership is intended or implied.

Copyrights:

Traveller game materials are copyrighted by Imperium Games, Far Future Enterprises, or other game publishing companies. Copyrighted game materials may have been duplicated within the contents of articles, but is intended for use in discussing, and extending the Traveller game system. No challenge to copyright status or ownership is intended or implied by such duplication. All remaining material remains the copyright of the publisher: FSpace Publications and the contributors to this publication. All rights reserved.

The Meshan Saga may be freely distributed and duplicated in its unaltered form. Duplication of any material presented in this publication for inclusion in any other publication is forbidden without the express permission of the copyright holders.

Publisher

FSpace Publications
PO Box 27-025
Wellington
NEW ZEALAND
email: fspace@ihug.co.nz
ph: +64-4-383 6149

Design: Martin Rait
Art: Aaron Barlow

Certain elements of this publication is the copyright of the publisher.

The contents of this publication is not edited by the publisher, and its content does not reflect the attitudes of the publisher.

ISSN 1174-8710

HIWG NZ Members

Membership List 6/1/98

NZ No.	Name	Rules Version	Email
001	Martin Rait	MT	fspace@actrix.gen.nz
002	Philip Warnes	CT	p.warnes@gns.cri.nz
003	Aaron Barlow	MT	-----
004	Malcolm Harbrow	TNE	idiot@sans.vuw.ac.nz
005	Richard Fields	CT or T4	rfields@actrix.gen.nz
006	Gary Ammundsen	Any	steiner@scfbbs.vuw.ac.nz
007	Michael Kerse	Any	-----
008	Andrew Moffatt-Vallance	T4 or CT	a.vallance@netaccess.co.nz
009	Dillon Burke	MT+	d.burke@ext.canterbury.ac.nz
010	Andrew Gall	?	slayer@ihug.co.nz

Int: playing

NOTE: Any member without email can be contacted via [fspace@actrix.gen.nz]

NZ No.	Name	Interests
001	Martin Rait	Publications, kibbitzing & Meshan work
002	Philip Warnes	High tech design freak, Intrigue Playing, Meshan work
003	Aaron Barlow	Graphic art and playing
004	Malcolm Harbrow	Gearheading w/ FF&S; developing the New Era; possible player
005	Richard Fields	Meshan Sector co-ordinator
006	Gary Ammundsen	Developing a low tech world, playing casual games
007	Michael Kerse	Playing action oriented games
008	Andrew Moffatt-Vallance	Greater Magellanic Clouds Campaign, Spinward Marches in M:0
009	Dillon Burke	Vargr, Solomani, really big ships with really big guns.
010	Andrew Gall	Playing

WANTED
Traveller GM
Wellington based

Plenty of player available!

HIWG

New Zealand

Martin Rait
FSpace Publications
PO Box 27-025
Wellington
New Zealand

Enquiries:
Phone: (04) 383-6149
fspace@ihug.co.nz



© 1994 A. Barlow

HIWG supports the usage of **Game Designer's Workshop (GDW)**, **Imperium Games Traveller** and **Steve Jackson Games** oriented product usage. The group has a large array of alternative and supporting material for use with **Traveller, Megatraveller, Traveller: The New Era (TNE), T4** and **Gurps Traveller**.

If you would like to become a member or just want to get involved with other Traveller's then contact the New Zealand branch of **HIWG**.

HIWG New Zealand's mission is to:

- Free membership of the New Zealand organisation
- Maintain a database of contact details of all members in New Zealand.
- Maintain a database of all internet based resources for member use.
- Aid members to publish material if they lack the resources to do so.
- Distribute material received from overseas to local members.
- Aid members in subscribing to SIGs, Fanzines etc.
- Converting New Zealand writer's material into PDF format for easy archiving and international distribution.
- Maintain a data warehouse of various Traveller electronic documents.
- Foster Traveller's profile at New Zealand based conventions etc.
- Distribute an electronic newsletter relevant to New Zealand.

Membership to HIWG NZ is free.

HIWG Internet Resources

OFFICIAL HIWG MAILING LIST

message to Majordomo@qrc.com with the following in the message body:

subscribe hiwg <youraddress>

OR

subscribe hiwg-digest <youraddress>

WEB SITES

Imperium Games

<http://www.imperiumgames.com>

HIWG Australia Site

<http://dove.net.au/~grants/hiwg.html>

Roger Myhre's web site - The HIWG International Site

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

Bryan Borich's web site - HIWG Chairsophont

<Http://members.aol.com/kagekiha/traveller>

Traveller History page

<http://www.ultranet.com/~eclipse/SV/TRAV/travhist.html>

Harold Hale's Children Of Earth for TNE

<http://dopey.siscom.net/~hdhale/COE.htm>

Traveller library data

<http://www.pcug.org.au/~davidjw/>

NEW ZEALAND SITES

HIWG NZ - Your Site

<http://enterprise.shv.hb.se/~goeran/traveller/>

Andrew Moffatt-Vallance- Home of Greater Magellanic Clouds campaign

<http://users.netaccess.co.nz/amv/trav/traveller.htm>

From the Quartermasters Cupboard

A quick opinion on the the suitability of miniatures currently available for use in Traveller games. The points of reference I am judging from are the Rafm ship miniatures of the Gazelle close escort and Type S Scout. Both were produced for the TNE period ship combat games 'Brilliant Lances' and 'Battle Raider'. There is no intent to infringe on the copyright of non-Traveller products, only to suggest compatibility.

The Babylon 5™ & (C) ship miniatures are licensed by Warner Brothers, made by Dorda Toys(R) and available (in January 1998) in Wellington from Ground Zero, First Floor James Smith Market. There have been three releases of them in Key Rings (in stock) \$4.50 each, Pencil Sharpeners \$4.50 each and Bubble Buddies about \$6.50 each. Despite the style of the sales gimmick they appear to sell well. Several gamers are buying these as fleet auxiliaries for the Babylon 5™ Fighter table top game.

They are cast usually in one piece from a soft flexible plastic. The compound can suffer from some distortion if the miniatures where they are crushed in transit or packing. They have the advantage of coming pre-painted and in the case of the pencil sharpeners or, as I recall, the Bubble Buddies with a two prong circular base of almost the same size of the clear bases that come with Rafm ships. If this base is used I suggest painting it black. When basing with clear single prong stands either recut the top of the stand to accept the cast hole or drill a new, smaller one between the existing two. I favour the former option.

	Dimensions	Hull type	Tonnage	Streamlining	Tech Level Compatibility
Rafm Scout	30x17x5mm	Wedge	100t	Streamlined	TL9 Cannon
Rafm Gazelle	40x23x7mm	Dispersed	300t	Unstreamlined	TL14 Cannon
Babylon 5™ Space Station	68x21x13mm	Needle	400t	Unstreamlined	TL 7-9 Poor
Suggested use as a low tech sublight voyager. The fins have the look of solar panels.					
Narn Transport™	54x26x12mm	Slab plus Box	1000t	Streamlined	TL9+ Good
Star Fury™	28x38x20mm	Dispersed	200t	Airframe or Streamlined	TL10+ Poor
Narn Fighter™	50x27x13mm	Slab	400t	Streamlined	TL9+ Good
The two large cannon almost demand the designation of twin spinal mount SDB of attack craft.					
Green Ship™	52x40x17mm	Wedge	300t	Airframe	TL8-10 Acceptable

The airframe surfaces are rather chubby.

	Dimensions	Hull type	Tonnage	Streamlining	Tech Level Compatibility
Centauri Transport™	55x25x10mm	Disc plus twin Booms	600t	Streamlined or Airframe	TL12+ Good
	I've rated the TL at 12+ because the lower rudders must either fold for landing or use anti-grav to assist wet landing.				
Minbari Flyer™	55x25x10mm	Needle	250-300t	Airframe or Streamlined	TL ? Nil
	I'm aware of no race or culture in the Traveller universe that use anything like this design. For tonnage I've assumed the fins are Airframe/thin surfaces.				
Babylon 5™ Crew Shuttle	49x22x12mm	Slab	800t	Unstreamlined	TL9+ Excellent

Should anyone wish to expand upon this brief article or offer their opinions, please send in your comments or articles.



Aaron Barlow
Art Services

Aaron Barlow

Phone +64-4-389-1511

Contracting Artist
FSpace Publications
P O Box 27-025
Wellington
New Zealand
Answer Service 383 6149
Email conantiger@hotmail.com

Standard Powerplants on Serkur

ed: Using TNE rules

TYPE	OUTPUT (MW)	VOL. M ³	MASS	COST	FULE Kl/hr	MCr Fule/hr
IICE TL6	0.004	0.01	0.01	0.00002	0.001	0.0000002
IICE TL6	0.01	0.025	0.025	0.00005	0.0025	0.000000625
IICE TL6	0.1	0.25	0.25	0.0005	0.025	0.00000625
IICE TL6	0.4	1.0	1.0	0.002	0.1	0.000025
IICE TL6	0.5	1.25	1.25	0.0025	0.125	0.0000321
IICE TL6	0.75	1.875	1.875	0.00375	0.1875	0.0000468
IICE TL6	0.8	2	2	0.004	0.2	0.00005
IICE TL6	1	2.5	2.5	0.005	0.25	0.0000625
IICE TL6	1.5	3.75	3.75	0.0075	0.375	0.0000936
IICE TL6	2	5	5	0.1	0.5	0.000125
IICE TL6	4	10	10	0.02	1	0.00025
IICE TL6	5	12.5	12.5	0.025	1.25	0.000312
IICE TL6	10	25	25	0.05	2.25	0.000625
Gas Turbine TL7	0.25	0.5	0.5	0.0025	0.0075	0.0000187
Gas Turbine TL7	0.5	1	1	0.005	0.15	0.0000375
Gas Turbine TL7	1	2	2	0.01	0.3	0.000075
Gas Turbine TL7	2	4	4	0.02	0.6	0.00015
Gas Turbine TL7	4	8	8	0.04	1.2	0.0003
Gas Turbine TL7	5	10	10	0.05	1.5	0.000375
Gas Turbine TL7	10	20	20	0.1	3.0	0.00075
Gas Turbine TL7	20	40	40	0.2	6.0	0.0015
Gas Turbine TL7	50	100	100	0.5	15	0.00375
Gas Turbine TL7	100	200	200	1.0	30	0.0075
Steam Turb TL5	0.35	1	2	0.002	0.0525	0.0000131
Steam Turb TL5	0.7	2	4	0.004	0.105	0.0000262
Steam Turb TL5	1.0	2.86	5.72	0.00572	0.15	0.0000375
Steam Turb TL5	2.0	5.72	11.44	0.01144	0.3	0.000075
Steam Turb TL5	10	28.6	57.2	0.0572	1.5	0.000375
Steam Turb TL5	50	143	286	0.286	7.5	0.001875
Steam Turb TL5	60	171.5	343	0.343	9	0.00225
Steam Turb TL5	100	286	572	0.572	15	0.00375
Steam Turb TL5	600	1715	3430	3.43	90	0.0225
Steam Turb TL5	1000	2860	5720	5.72	150	0.0375
Nuc. TL7 57t	12	20	160	2.0	3Kl/yr	4.275Mcr/yr
Nuc. TL7 285t	60	100	800	10	15Kl/yr	21.375Mcr/yr
Nuc. TL7 2850t	600	1000	8000	100	150Kl/yr	213.75Mcr/yr

NOTES:

IICE TL6:	Tech Level 6 Improved Internal Combustion Engine powered by hydrocarbon distillates
Gas Turbine TL7:	Tech Level 7 Gas Turbine powered by hydrocarbon distillates
Steam Turb TL5:	Tech Level 5 Steam Turbine powered by hydrocarbon distillates
Nuc. TL7 57t:	Tech Level 7 Nuclear Fission Power Plant - consumes 57 tonnes of radioactives fule per year
OUTPUT (MW):	The power output of the particular engine in MW
VOL M3:	The volume of the powerplant in cubic metres
COST:	The cost of the powerplant in MCr
FULE kl/hr:	Fule consumption of the powerplant in kiloliters of fule per hour
MCr Fule/hr:	Cost of fuel for a particular powerplant on a per hour basis - very usefule if ypu want running costs!

DISCUSSION OF SERKUR POWERPLANTS

The above is a selection of standard powerplants used on the planet Serker. The smaller ones may be used to power certain vheicals; the larger powerplants may be used to pump electricity in to the national (planetry!) grid. This table was produced with the intention of having a selection of pre-generated powerplants that could be plugged into any vheical designed for this planet. It is my intention in future to also put together similar tables of standard hulls for AFV's etc and weapons, wich should greatly speed up any future vheical designs.

DISCUSSION ON ELECTRICITY GENERATION

An interestin eccersise was to compare the relative generation costs for some of the powerplants to see if they were reasonable.

TL5 Steam Turbine 600MW

Running cost/year = 197.1MCr (thats 788400kl/year, 2365200tonnes HCD per year)
(assumes 8760hrs/standard year)

Cost to build: 3.43MCr

TL7 Nuclar 600MW

Running cost/year = 213.75MCr (see table above)

Cost to build: 100 MCr

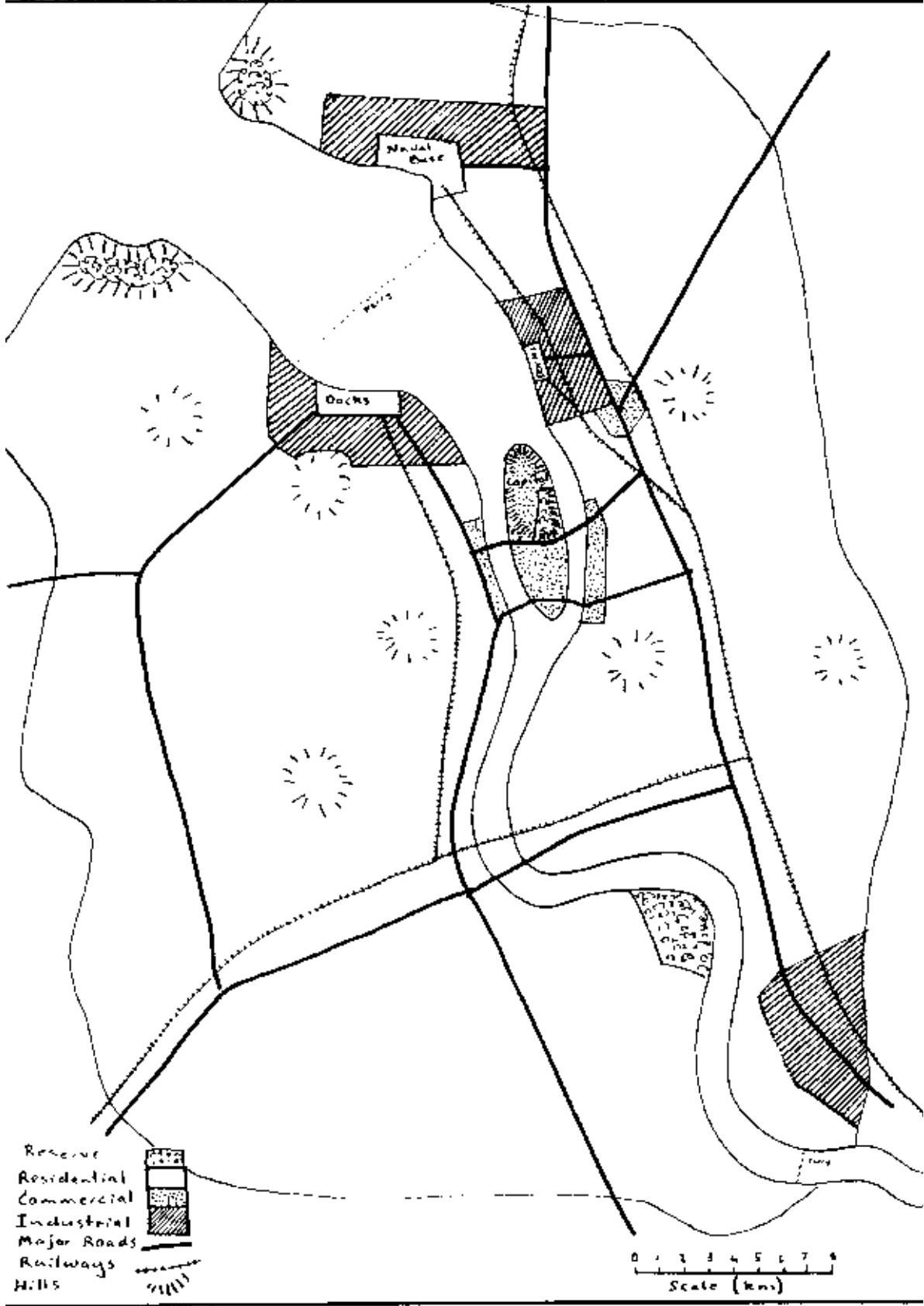
Nuclear powerplants are more expensive to build and run!

Lets take the worst case scenario - a nuclear plant costing 100MCr to build and 231.75MCr/year to run. Running costs alone are 0.0000406MCr/ MegawattHoure (0.0406Cr/KWahr or 4.06cents per kWahr (are there 100 cents to the credit?!))

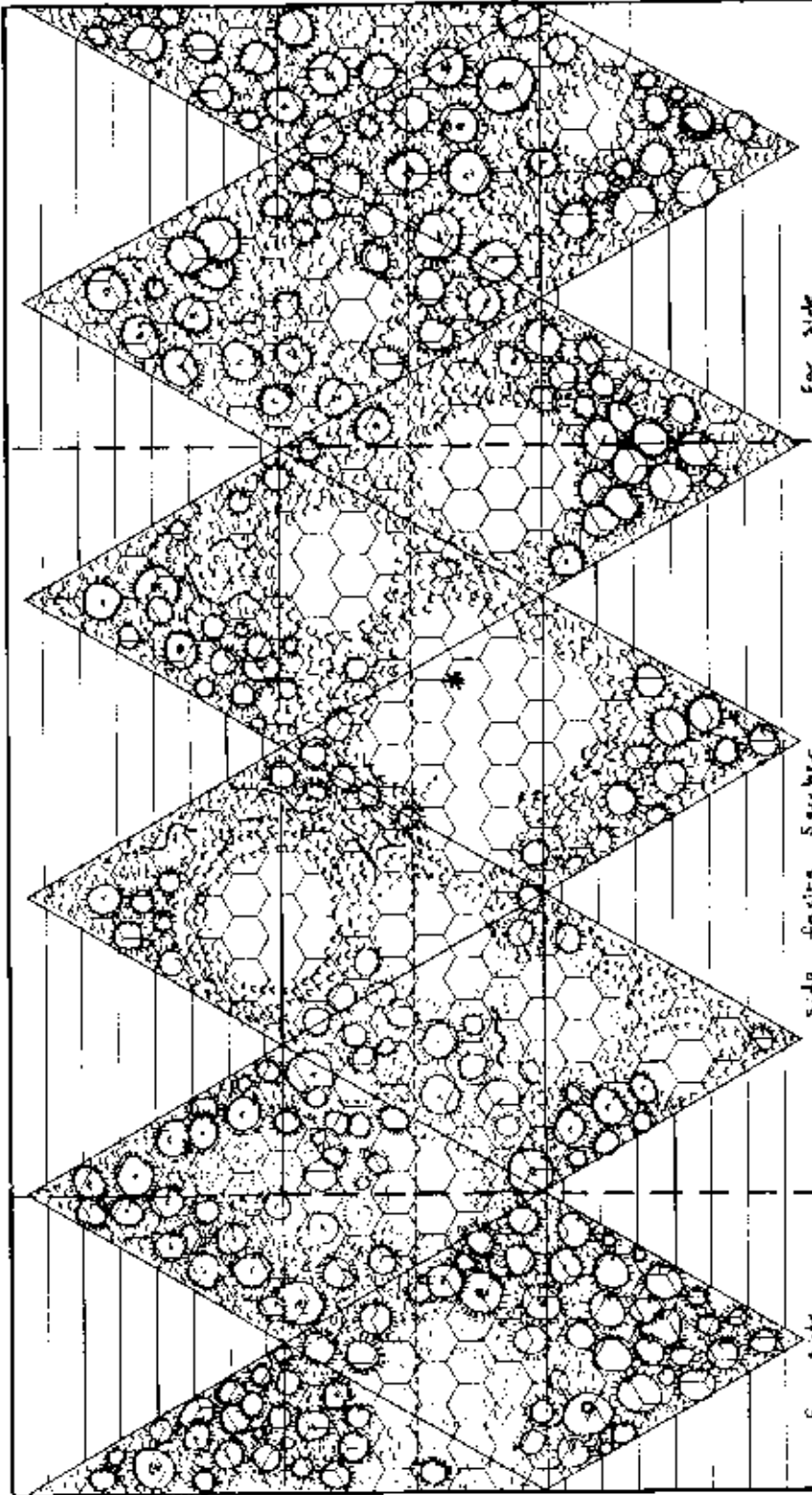
Adding in the cost of building the plant averaged over 20years life expectancy plus interest and other running and maintenance costs (eg: wages) one would expect a generation cost of about 10c per kWahr which is about what we pay today!

Some more maps for Serkur

Rhylos City



WORLD MAP



World Name
Tarrro
 (Sunless Moon)

UWP
Y 100000 - 0
 Tide locked.

Hex Scale in km
 160 km/hex (25.9 km/mm)

- * Volcanic basin
- Maria (Volcanic plains)
- ☼ Craters
- ⊘ Highlands etc.
- ~ Rills

Storm Subsector - A Yiklerzdanzh Reject

Work on Storm Subsector (M) that was rejected as part of Yiklerzdanzh project. This subsector was partially based on the Trantil Subsector (see the FSpace RPG section of my website). After being rejected some of the work was transferred to the Storm system 0401 of Wyld Worlds subsector within Yiklerzdanzh sector.

Storm Subsector

0104 Xenophon	B-ABA720-C		Wa,Fl			CsF
0110 Es-1	E-876000-0		Ba,Lo,Ni	A		Ind
0201 Anthrax	A-668765-C	P	Ag,Ri		G	Fed 4
0205 Foozle	A-78657A-B		Ag,Ni		G	Ind
0206 Thracian	D-686331-4		Lo,Ni			Ind
0207 NCAILAD	B-5799CE-9		Hi,In		G	Ind
0302 Gideon	B-796566-B	P	Ag,Ni		G	Fed 3
0303 Irian	B-860667-A	P	De,Ni,Ri		G	Fed 6
0306 Latron	E-353240-4		Po,Ni,Lo		G	Ind
0309 Es-2	X-000000-0		As,Ba,Lo,Ni	R		Ind
0401 Storm	A-967777-C	P	Ag,Ri,An,Cp		G	Fed
0407 Retinol	C-AE756A-A		Fl,Ni	A	G	0207
0409 Ihtastaz	D-300104-8		Lo,Ni,Va		G	CsZ
0508 Elechon	E-816112-4		Ni,Ic			Ind
0601 Juggin	C-857445-6					Ind
0605 Es-3	X-8A9000-0		Ba,Lo,Ni	R		Ind
0607 Qlenazh	C-A98510-9		Fl,Ag,NI			ZhC
0608 Mia'brinrnz	C-4128CF-8	Z	Ic,Ni,Na		G	ZhC
0701 Solano	C-7A3656-8		Ni,Fl			CsZ
0702 Auric	D-310548-6		Ni			Ind
0707 Pielshiketl	D-364541-6		Ni	U		ZhC
0708 Eench	D-434200-7		Ni		G	ZhC
0801 Noesis	D-737558-5		Ni		G	Ind
0802 ENOC	E-120975-8		De,Po,Hi,Na	A	G	Ind
0806 Pria'vrll	B-7B9476-9		Ni			ZhC
0809 Iashtaf'l	E-549445-5		Ni			ZhC

NOTE:

- P Federation Patrol Base and Civil Defence Corp facilities
- Cp Federation Capital
- Fed Federation System
- CsF Client state of the Federation
- ZhC Zhodani Colonial Region
- CsZ Client state of the Zhodani Colonial Region
- Ind Independant System
- 0207 Owner System
- 6 Federation National Territorial System
- A Amber Zone
- R Red Zone
- U Unabsorbed World

BLANK SUBSECTOR MAP GRID

Storm Subsector
 Subsector N
 Yikbrzdanzh Sector

Symbols
 P Federation Patrol Base
 ○ Amber Zone (Unsuburbed)
 ● Red Zone
 Z Zhodani Naval Base

Colonial Powers
 The Federation
 Capital located at Storm 0401

Client state of Xenophon 0104

NCAILAD 0207
 Caphne System Rctrol 0407

Zhodani Colonial Region
 Z Zhodani Naval Base

Client state of Intastaz 0409
 Client state of Solano 0701

MAPPING SUBSECTORS

STARPORT

- A Best
- B Better
- C Good
- D Poor
- E Rudimentary
- X None

BASES

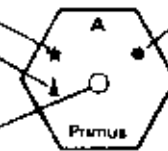
- ★ Naval Base
- ▲ Scout Base
- △ Way Station
- Naval Depot

WORLD TYPE

- Desert and Vacuum Worlds
- Most Worlds
- ☄ Asteroid Belt

GAS GIANT

- If Present



WORLD NAME

- Primus for most worlds
- PRIMUS if High Population World

