

TIFFANY STAR

An Official
HIWG Publication

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12/89

STAFF: Mike Mikesh and Ed Edwards.

TIFFANY STAR is a monthly amateur periodical published in support of the History of the Imperium Working Group (HIWG). The activities of HIWG are devoted to the development of the setting for Game Designers' Workshop's (GDW) science fiction role playing game of the far future, TRAVELLER. TRAVELLER is the registered trademark of GDW and is used with permission only. Portions of this periodical are derived from other TRAVELLER materials published by GDW or Digest Group Publications and are the copyright of the

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TIFFANY STAR is available to History of the Imperium Working Group members at the single issue price of \$1.00. Members automatically receive subscriptions upon the payment of dues. Annual dues for HIWG membership are \$12.00 and are payable to Ed Edwards, HIWG, 1410 E. Boyd, Norman OK 73071. Stamps accepted.

Articles in specific format and illustrations are welcome. Send mail to Mike Mikesh, TIFFANY STAR, 3124 75th Ave #3, Landover MD 20785.

THUNDER FROM ABOVE

by Joe D. Fugate, Sr.

11/27/89

New Contributor's Topic Started (Breaking into print)

I have just started a new topic for contributors, number 34.

This topic is our official communication channel to those of you who are serious about wanting to get your writing and art published. If you are serious about being an official MegaTraveller contributor, you need to join GENIE. In effect, you get a direct line to this contributor topic which will be the ideal way for you to keep abreast of our needs.

If you are not on GENIE and you want to be a contributor, failing to have access to this topic means you are just plain missing out.

So check this new topic out. I think you'll find it worth your while.

--Joe, DGP

WHAT IN THE STARS

by Mike Mikesh

Get a computer, get a modem, get comm software, and get on GENIE! It is unfortunate the net must be emphasized so much, considering not everyone can have access to it. But keep in mind that DGP is a very small company in a very competitive industry. They're serious about making Traveller succeed, so they have to use to best advantage what modern information technology can offer.

As it is, however, this period we're in is a writer's market. Most of you would probably like to see your byline in the magazines, but you won't see it there unless you send material in. The time is now. Magazines are seriously thinking about stepping up the frequency of publication. They need to groom new writers to get the pace they need. Challenge in particular is looking for Rebellion adventures for their Amber Zone column. I'll be happy to advise anyone interested in writing.

James Holden is currently naming all the worlds to appear in Second Survey, and needs LOTS of help. Send him suggestions. *Analysts:* Please give thought to the history of your regions as it affects names. Was your area dominated by an interstellar culture before falling in the Consolidation War? Or rushed by immigrants of a particular culture after the Dawn? Little things help.





HIWG CHAIRSOPHONT LETTER

by Ed Edwards



Dear Fellow TRAVELLER: 12/6/89

HIWG appears to be at a nexus of opportunities. The interest in HIWG has never been greater than right now in respect both to fannish interest and professional interest. The opportunity for individual HIWGs to excel has never been so high.

To properly document the level of HIWG interest I levied the following mandatory HIWG assignment upon all HIWGs:

1990 GOALS

Write a single, clear, and concise sentence stating your personal goal for 1990 for each HIWG post that you hold.

MAKE A GOAL - ACHIEVE THE GOAL!!!

These goal allow all HIWGs to see where other HIWGs are going (maybe avoiding a few head-on collisions?). We as a group of HIWGs can see where the group is going.

abbreviated form:

<name>, <post title>: <goal phrase>.

Philip Athans, Vargr Center Faction Analyst: to provide FULL detail on specific combatants in the invasion of the Corridor Sector - including dates, events, personalities and forces.

Bill Carey, Delphi Sector Analyst: to provide article on Delphi Sector including library data entries, Margaret's Palace, Noble characters, and adventures set in Margaret's Realm.

Pete Celella, Solomani Left Faction Analyst: to write a HIWG Doc entitled, "The Past and Present Political Systems of the Spinward Regions of the Solomani Sphere".

Penn Eckert, Verge Sector Analyst: to create a corporation war between two growing sector corporations; to promote exploration and discovery of Ancient's sites & technology within the sector.

Ed Edwards, HIWG Chairsophont: to have a well oiled HIWG machine which produces conflict-free Rebellion facts for the professional press.

Ed Edwards, HIWG General Docs Distributor: to distribute all general HIWG documents within three days of receiving an order and to have documented copies of new general HIWG docs within two weeks of receipt.

Ed Edwards, Sylea Domain Analyst: to have sufficient materials for the development of an approved plan for the Sylea Domain Adventure Sourcebook and to have the plan being worked by a professional writer.

Ed Edwards, Massilia Sector Analyst: to find another analysts who will complete the Massilia Project: a micro test bed for Rebellion conflict and adventure.

Jim Fetters, Core Sector Analyst: to define the personalities of the Nobility and Admiralty of Core and to detail the Vadin Culture.

Russ Fountain, Ilelish Sector Analyst: to coordinate with all sources of info on the Ilelish Sector; to embellish the history of the Ilelish Sector; to sketch all major players in the Leedan Ring; to interact with associated analysts.

Tom Hendrich, Tuglikki Sector Analyst: to generate basic UWP data and maps for the sector as well as enough basic data so someone could run a campaign into the sector.

Patrick Hoyer, Empty Quarter Sector Analyst: to breath life into this backwater sector and to incorporate the Rebellion and all it's repercussions into the worlds and citizens of the Empty Quarter.

Chuck Kallenbach II, Vanguard Reaches Sector Analyst: to complete the overall development of my sector to MT standards and contribute to the resolution of the Rebellion.

Charles S. Kimball, Antares Sector Analyst: to complete mapping/development of the Antares Sector, and present it as a complete sector for adventuring, along the Hinterworlds article in CHALLENGE #39. Also to complete a survey of the Antares system.

Charles S. Kimball, League of Antares Faction Analyst: to continue development of Brzk's government, what motivates him and his lieutenants, and how Antares interacts with the Julian Protectorate, Margaret, and the Vargr. I also plan to fill in missing details (if any) on the war of Antarian Liberation for the years 1117-1119.

Duncan Law-Green, Dagudashaag Sector Analyst: to produce an internally and externally consistent socio-economic, political and military profile for Dagudashaag AND GET IT PRINTED!

Duncan Law-Green, self-appointed Assistant Chief UK HIWG: to help David Lai help UK HIWGs.

Mike Mikesh, TIFFANY STAR Editor: to provide broad, timely, and meaningful communication between Traveller designer/writers and HIWG members, and within the HIWG organization itself, through the TIFFANY STAR newsletter.

Mike Mikesh, Quadrant 2 Editor: to coordinate and contribute to the development of a body of material regarding the Antares Domain for use by Traveller writers working in that domain.

Mike Mikesh, Antares HyperDomain Editor: to oversee all developments in the literature regarding the quarter of space coreward-trailing of Core Domain inclusive to assure consistency and credibility.

Mike Mikesh, Shattered Imperium Editor: to assure articles rich with Rebellion source material, drawing on HIWG developments where possible, are provided to Challenge on a cycle set by the managing editor.

Mike Mikesh, Mendan Sector Analyst: to continue the development of a body of material with enough richness and depth so as to make Mendan Sector an interesting backdrop as a Rebellion setting.

Marc Miller, TRAVELLER Guru: to increase GDW's MEGA-TRAVELLER publication schedule for 1990 from 2 products to 3 products.

Dennis Myers, Margaret Faction Analyst: to fully develop Margaret and her family and to begin a series of adventures dealing with the various organizations surrounding Margaret.

Mark Pernet, Zhodani Faction Analyst: to publish at least one Zhodani doc, probably on Consulate technology and industrial development during the period of the Rebellion.

Mark Pernet, OM Guru: to finish the "Naval and Marine Operations Manual" (finally!)

Herb Petro, Foreven Sector Analyst: to update information on non-Zhodani Foreven; to produce more specific info on portions of Foreven; to develop WBH info for key Foreven worlds.

Rob Prior, Gvurrdon Sector Analyst: to map the sector's military and economic potentials!

David Redding, Glimmerdrift Reaches Sector Analyst: to completely develop all facets of the Glimmerdrift Reaches Sector.

David Riddell, Corridor Sector Analyst: to sort out the anarchy that is Corridor and explain why and how it falls to the Vargr.

Jim Ujcik, Alpha Crucis Sector Analyst: to make Alpha Crucis a "major" sector in MT adventuring.

Greg Videll, Zarushagar Sector Analyst: to continue work on a definitive sector background for use by HIWGs and professional writers while getting a start on detailing post-Rebellion Zaru.

Mega Good HIWGing!!

AAB PROCEEDINGS

Issue 6

25 November, 1989



The **FLAMING EYE** of
Vilani Pirates
Reference: *SO PM*, p. 31

COLLECTED NOTES

In compiling *THE EARLY ADVENTURES*, DGP dropped the entry on the right from Adventure 3. I repeat it here for other analysts in *Vland Domain*. I think the *Corridor* analyst already has it.

MTA1 and *THE BLACK DUKE* were pushed back to Winter from Fall. Sigh. The Vilani chapter was finished when #5 went to press: Terrence McInnes had used my existing *HIWG Documents* as source materials, but I have not seen what he wrote. (Yes, *HIWG Documents* are seen by the powers that be.)

Tim Koors is working on a Rebellion boardgame: he calls the project *MegaRebellion*. The figures in the last issue were manipulations of statistics he's extracted from the sector listings.

Peter Cerella is working on how much shipping there is in the Imperium and surrounds. How much civilian, military, and scout tonnage? This is an example of two issues that interrelate. This is - or was - a heavy topic on *GENie*. Cerella is working on his spreadsheets, and may come out with an updated *MECHANICS OF THE IMPERIUM* document (and now you know what the title means.) - Clay Bush

SHURGI MAIN: The Shurgi Main is a branch of the *Vland Main*, and was settled during the First Imperium. The *Corridor* sector was first entered at the world *Sharkagu* (*Corridor* 3235) by ships of the *Sharurshid Merchant Company* out of *Sakin* (*Vland* 0135). *Sharkagu*, only one jump away, strongly resembled *Sakin* and the colony there has maintained close relations with the mother planet throughout its history; indeed, it never requested independence throughout the Long Night, and remains a *Sakin* colony to this day.

At *Cafad* (*Corridor* 3135), a low-tech human population was discovered. The Vilani efforts to integrate the *Cafad* humans into their Grand Imperium progressed slowly. The world relapsed into barbarism at the onset of the Long Night. After centuries of contact with the Third Imperium, *Cafad* has only now started to re-embrace technology.

Igudi (*Corridor* 2836) discarded most technology during the Long Night. Its climate is quite hospitable to humans, and the inhabitants prefer an essentially pastoral existence. Certain native animals have been domesticated for food and wool. The populace has shown very little inclination to technological advancement since the original contact by the Third Imperium in the first century. Interstellar merchants occasionally visit the world to trade with the locals.

Palama (*Corridor* 3240) was only recently colonized because its resources were not detected until the Tech Level 15 density survey. Its dense, tainted atmosphere made it unattractive to ordinary colonists.

The *Shurgi Main* is commercially and psychologically part of the central Imperium.

WRITING GUIDELINES

by Joe D. Fugate, Sr.

11/30/89

The easiest way to "break into" writing for us is through our magazine, *The Travellers' Digest*. (Once we know your quality, we can consider you for other products.) We will not take anything too "far out". Remember that everything we publish must be officially approved by Game Designers' Workshop.

MATERIAL USED

Query letters: Send a query letter first, not a complete manuscript. Tell us what subject you would like to write about, the "slant" you would take, and a proposed length. If we like your idea, we will invite you to submit a finished article for consideration.

If we don't like your idea, we'll let you know before you've invested hours on something we can't use. What usually happens is that we like some of your suggestions, but not others. Remember first impressions count, so make those query letters sizzle!

"MegaTraveller Adventure": These adventures take place after Strepthon's assassination; length runs from 2,000 to 8,000 words. Opportunities are rife here. Adventures for other products like campaign sourcebooks -- heavy on adventure and background -- can run as long as 100,000 words, but we publish fewer of these.

"Gaming Digest": A regular column dealing with aspects of roleplaying in general and MegaTraveller in particular, running from 1,500 to 6,000 words.

"Traveller Tech Briefs": A regular column dealing with new and exciting technology for players and referees to include in their games. Length runs from 1,000 to 4,000 words typically, but longer articles are sometimes used for special topics. These are written from the point of view of the Third Imperium, not present-day Earth.

"Medical Digest": A regular column, like "Tech Briefs"

but dealing with issues relating to high-tech medicine. Length runs from 2,000 to 6,000 words.

"Sector Maps, Library Data for the Sector": This is usually written in-house, but exceptions (especially with library data) can occur. Query first.

"Travellers' Cache (formerly Traveller Arsenal)": A regular feature, giving equipment stats, a description, a task library, and an illustration for various weapons and equipment available to characters in the game.

Ship Plans: "Innovative" is the key word here. Always query first.

Other Traveller material: Query first.

2300AD material: Adventures, colony descriptions, rule enhancements, character encounters, technology, starships, and whatever...

MANUSCRIPT STYLE

Your entire manuscript should be typed, double-spaced, on 8-1/2 x 11-inch paper with ample margins on either side. Please include your name, address, and phone number (very important) and the approximate number of words. Remember to number the pages.

You may also submit articles on a Macintosh disk, in MacWrite format (12-point Geneva, ordinary margins), or on an IBM-PC disk in ASCII text format. We also accept ASCII text sent to us via e-mail on GEnie or Compuserve.

PAYMENT RATES

We pay one cent per word (a word is 5 characters, including spaces) for all rights at time of publication. This rate is negotiable if you are previously published and well-known. We will also send you two complimentary copies of whatever product your work appears in.

We are willing and eager to help non-published writers break into print, but they must be serious.

If you have questions, feel free to contact Joe Fugate, Editor, Digest Group Publications, 8979 Mandan Ct., Boise, Idaho 83709-5850; (208) 362-3094. E-mail address on GEnie is J.FUGATE.

Grist For the Rumor Mill

by Joe D. Fugate, Sr.

12/3/89

Remember the Aslan revelation, and how it was a long held secret? There is another secret -- not a radical change of established facts, mind you -- but a secret just the same. And there is an formerly unknown IT in this secret. And they have starships like no one's ever seen before. And they're making their first appearance in Digest #22.

--Joe, DGP

Sector Data Wanted

by James A. Holden

12/6/89

During December, I'm going to be finalizing the SECOND SURVEY data for DGP. That entails naming worlds, verifying and updating UWPs, and changing allegiance codes to reflect the political situation as of 001-1120.

That's a big job, and I'd like some help. If you're a sector analyst, send me what you have on your sector NOW. I'm especially interested in world names and requests for UWP revisions, but I'll look at anything you send me.

Background information -- profiles of local nobles, minor races, and extra-Imperial states, for instance -- may eventually see print as well, although I'm not sure exactly where.

Remember, world names and UWP revisions must reach me by December 31, 1989. (I apologize for the rush.) Background information can be sent as it's created. Naturally, if any of your material is published, you'll get credit.

Thanks.

James A. Holden

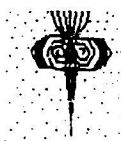
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Terra Traveller TIMES



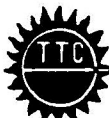
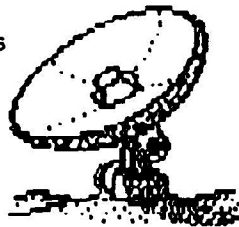
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GAMING IN THE FUTURE