

# TIFFANY STAR

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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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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.

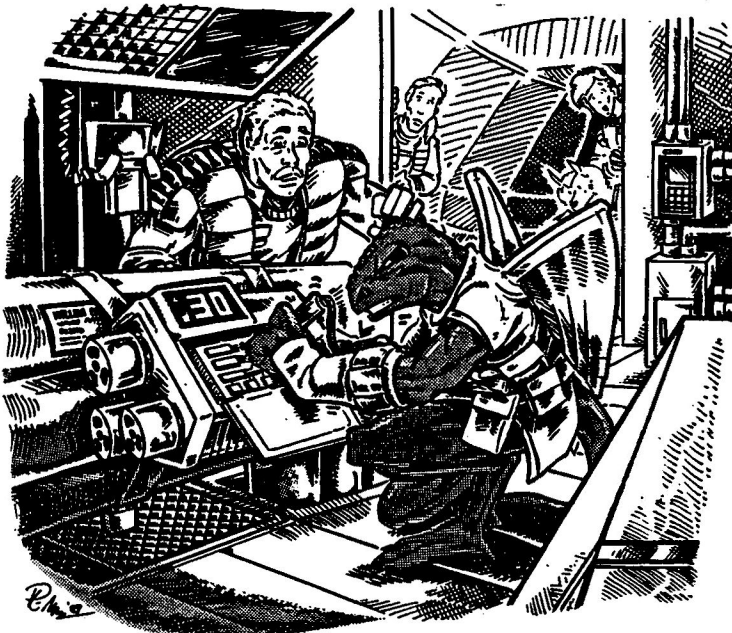
1/7/90

DGP Tentative 1990 Release Schedule (as of January 1990) definite 1990 titles...

1st Quarter	2nd Quarter
Travellers' Digest 18	Travellers' Digest 19
MTA, v1 Vilani/Vargr	Black Duke
Second Survey on Computer	Onnesium Quest, v1
	World Builder on Computer
3rd Quarter	4th Quarter
Travellers' Digest 20	Travellers' Digest 21
MTA, v2 Aslan/Solomani	Onnesium Quest, v2

other titles...

SOPM, v2	Late 90/Early '91
Grand Explorations	Late 90/Early '91
Robots & Cyborgs	Early 91



## NOTES:

DGP has been growing so much in the last 6 months of 1989 that Joe Fugate's and Rob Caswell's time has become overburdened with administrative responsibilities (trying to manage sales and marketing, overall planning for strategic direction in the next few years, finding new contributors, convention planning, answering mail, editing magazine material — and on and on...), leaving little time to do actual product development (the fun stuff: writing products, drawing illos, and toying with ideas.)

Plus, we lost Bill Connors to TSR.

As a result, all of our product releases for the last six months have slipped by varying degrees.

To alleviate this problem, we had to look at DGP's staff responsibilities this fall and see if we could add more "workers" to do product development, while allowing Rob Caswell and Joe Fugate more administrative time. To that end, we have added Deb Zeigler and James Holden to the staff.

Unfortunately, the last six months of DGP's effort have consisted of managing the explosive growth of our current in-print titles, rather than allowing us time to get the new titles done. BUT, with the new people on staff (and already their assistance is making a difference), we should be back on track on NEW product development, with most of the releases we planned in the last six months coming out in the next six months.

The revised release schedule given above has been scrutinized carefully, and I believe it is a realistic one for our new beefed-up staff to produce.

—Joe Fugate, DGP

## WHAT IN THE STARS

by Mike Mikesh

Yes, this is late. January and February were very bad months for Traveller work for me, however things are returning to normal. Now its back to a catch-up pace, which means a TS every 2 to 3 weeks again.

Joe Fugate reports GDW's FIGHTING SHIPS should be in the stores the first week in April, hot on the heels of MTA v1 — VILANI/VARGR. Several GENIE participants got their ship designs printed by GDW.

Want to break into print yourself? Help DGP with BLACK DUKE. See within.



# HIWG CHAIRSOPHONT LETTER

by Ed Edwards



Dear Fellow TRAVELLER:

2/2/89

I hereby appoint James Holden as the HIWG Quadrant Editor Extraordinary and Plenipotentiary (DEEP). Some days I have to bend over backwards to determine new titles for those inventing exciting original ways of HIWing. This time it is easy. "Extraordinary" refers to the fact there are only (by definition) four quadrants but now there are five quadrant editors. "Plenipotentiary" refers to the fact that James now has the HIWGian authority to form temporary working groups to accomplish the tasks noted below.

James Holden can be reached via GENie: J.HOLDEN2. By snail-mail he can be reached at: James Holden; 923 Clint Smith; Duncanville, TX 75137.

### Sector Analysts

You SAs have a place where you can contribute to official TRAVELLER literature. Though the jury is still out on the question posed in TRAVELLERS' DIGEST (TD) #18 as to whether sector write-ups should come one per TD or two per TD or in separate book(s) - there is a market for sector data. Look at TD18 and imitate for your sector.

SECOND SURVEY ON DISK is still scheduled for First Quarter of 90 delivery. James is still scrubbing the data for each sector. I'm not sure of his 'drop dead' date, but it has not happened yet. So if you wish to suggest changes to your sector's data - do it forthwith.

### The GENie/HIWG Connection

TS14 says "get on GENie". As far as I know, the UK and ships at sea cannot get on GENie. Also there are a few people in this world who cannot drop \$30-\$60 a month no matter how nifty a BBS might be. Unsolvable problem? Not really. Case in point: Clay Bush. Clay lives in rural Colorado - it would be a toll call to get on GENie - that doubles or triples the price of a GENie connection. His solution is to exchange disks in IBM format with Bryan Borich (GENie: B.BORICH). Clay helps Bryan on his GENie bill, Bryan posts messages and files for Clay. Go thou and do likewise!

For your convience the enclosed HIWG Membership Directory (HMD) notes those HIWgers on GENie. Also for many HIWgers the computer they use is also listed. Team up with somebody with a computer similar to yours. Look guys, I can't run HIWG and a GENie connection service at the same time - so make you own teams, your own agreements, your own terms.

Mega Good TRAVELLERing!!!  
(Signed: Ed Edwards)

**ONNESIUM? ... NEVER HEARD OF IT** 1/8/90  
by Phil Athans

You may or may not have heard of *The Onnesium Quest*. It's a new trilogy of *MegaTraveller* adventure modules from Digest Group, written by me (Philip Athans), which follows a group of adventurers across the Shattered Imperium in a quest for the Victory Belt. The Victory Belt, an asteroid belt composed exclusively of the rare and extraordinarily expensive natural metaconductor, onnesium, represents essentially limitless wealth for anyone lucky enough to find. Since it circles a long dead, cold black dwarf somewhere in the endless reaches of space - that's not so easy ...

Anyway, as I write the modules, I'm trying to maintain as much internal consistency with the Shattered Imperium

background as humanly possible. HIWG has already swung into action for the first installment, *The Onnesium Quest*, which is down and at DGP now. *Antares Down*, the next installment, is due August 6, 1990 and will take the adventurer to Antares circa 298-1122. From there they'll hit the coreward quarter of Massilia by 003-1123. Fleeing Massilia, they'll end up in Zarushagar around 172-1124 then on through Ilelish to Verge by 112-1125.

ANY THOUGHTS?? Time's ticking by. If you have *anything* to contribute, let me know asap. I can't promise that everything (or anything) you send to me will be included in the module background (etc.), but I have been told by Joe Fugate at DGP that I can promise two (2) copies of the finished volume to any "Additional Designers" credited. Sector, faction, quadrant, etc. analysts - LET ME HAVE IT???

Philip Athans; 7783 Kensington Lane; Hanover Park, IL 60103; (703) 289-4846.

### NEW HIWG DOCUMENTS

Order Number: HD-125.01 Suggested Deconflicting System Draft 1 2 pages Proposed by Andy Slack. A system of issue states for HIWG Documents is outlined with the intent of clarifying the deconflicting process and identifying exactly how 'approved' each document is. Order from Edwards.

Order Number: HD-130.02 In Support of Empress Margaret 2 pages by Chuck Kallenbach III. Who should be Emperor? Position document for duchess of Imperial client-state in the Vanguard Reaches. Support Margaret's Faction. Order from Edwards.

Order Number: HD-3308 The Rebellion Strikes Daguda-shaag by Duncan Law-Green. A short illustrated history of the Dagudashaaag Sector from 1114 to 1120. Includes effects of Dulinor's preparations on the sector, how Duke Simalr of Ushra escapes Lucan's grasp, how sector Duchess Karyn reacts to the assassination, and give an account of the unsuccessful assault on Medurma by Lucan's forces and the formation of the Free Medurma Faction (kindly to the Brothers of Varian). Order from Clay Bush.

Order Number: HD-3508 AAB PROCEEDINGS #8 -- 23 Feb 90. 8 pages Edited by Clay Bush. That other HIWG Fanzine Strikes again with articles: "Cold Fusion Fallout" by Clay; "A Right to Panic" by Edwards; three from Scott Olson: "Booster Plants", "Paladin-Class BB", and "FS-1320 Strike Fighter"; "Vland Campaign Sourcebook" by David Lai and David Riddell (this is the proposal Joe Fugate discusses in message #207, this topic); and "Vland and the Minor Races" by Clay. Order from Clay Bush.

Order Number: HD-52.01 Non-Imperial Megacorporations 2 pages by Clay Bush. Ponderings upon the Megacorporations by major race. Order from Clay: (Clayton R. Bush; P.O.Box 85; Crowley, CO 81033)

Order Number: HD-6401 A Chronology of Margaret's Faction 7 pages 1117-1120 by William Carey. This includes a detailed chronology that also deals with internal events, an essay called "Court Politics of the Ivory Tower," eighteen personality profile with individual illos, and a map of Margaret's Stronghold 1120 locating the important nobles. Order from Mike Mikesh.

Order Number: HD-8202 Expansion of Decline of the 1 page Imperium (map) in the Glimmer-drift Reaches (and Ley, Fornast, and Delphi Sectors) by David Redding. This document visually summarizes border changes that have occurred in the area centered on the Delphi Rift. Order from Mikesh.

## WHAT'S UP WITH BLACK DUKE?

by Joe D. Fugate, Sr.

2/24/90

Good question. As Rob has put it, Black Duke has become DGP's "hot potato" with no DGP staffer willing to write it. Originally, we thought we could adapt Terry McInnes' TARIFFS manuscript, but that was over optimistic thinking on my (Joe's) part.

Terry wrote TARIFFS before the rebellion even happened and very little of TARIFFS even mentions the rebellion. Gamers who buy BLACK DUKE will want a REBELLION product, stuffed with rebellion material. As it turns out, we figure we could use maybe 20% of Terry's TARIFFS manuscript in what we think BLACK DUKE ought to be. That leaves an unplanned for 80% (yikes!) that needs to be written yet.

SO! A proposal to all you would-be writers out there. Here's your chance to get published, and to win our favor to boot by saving our hide on this project. If you can write decent prose, give your characters believable motivations, and you have refereed enough to be able to give referees useful advice on how to run the adventure you write, we'd like to talk to you.

Black Duke consists of 8 adventure scenarios averaging 6-8 pages each (6,000 to 8,000 words — that's about 14 to 20 computer word processing pages, single spaced). I want to "farm out" six of those adventures to outside writers. Any takers?

—Joe Fugate, DGP

P.S. Please distribute this message as far and as wide as possible. Any HINGER's out there who are willing to take up this opportunity? Now's your chance to "put your money where your mouth is" by actually making your mark on a professional MegaTraveller publication.

### BLACK DUKE WORKING OUTLINE (96-PAGE BOOK)

#### I. Introduction

##### A. What's in this book?

1. Background data & maps on Dulinors factionary turf
2. Campaign adventure material for extended play with interlinked small adventures
3. New minor race information
4. New starship information

##### B. How do you use the material herein?

1. PC type usable for this campaign
2. Improved Cinematic nugget version of adventure material
  - a. Scene & Action
3. Use of the background material for further campaigning

#### II. The Campaign

##### A. Fiction/Introduction to the Campaign

1. What the initial situation is and where it will lead
  - a. Itinerary of the campaign (map of the route)
    - i. variations possible in itinerary
2. Description of the Lady Jo
  - a. The Lady Jo will be an Alexandria class free trader
3. Description of the Tukera Lines freighter
  - a. The Tukera freighter is a type AT freighter
  - b. Deckplans of the Tukera Lines freighter
  - c. Description of freighter's layout/compartments

##### B. Crew NPC's of the Tukera freighter

1. NPC illos, stats, and descriptive blurb on each detailing background & status
2. Another NPC (or 2 crew NPC's) might be an Ael Yael for alien fun
3. Putting two Suerrat (mates?) on the ship might be good, too

##### C. Scenario #1 - A Prequel: We love our ship (5 pages)

1. This is designed to get the PCs attached to their ship so that when they have to leave it, they'll still want to get it back (therefore they'll go off to make money for repairs)

#### D. Scenario #2 - Into the Drink on a Planet

##### 1. Players' set-up info:

- a. Setting out on board their ship, the Lady Jo, the characters get hit by commerce raiders and must head for the nearest world in order to make repairs. The ship doesn't quite make it to the spaceport, and instead lands in the shallows off-shore from the spaceport. Ship needs to be pulled out and have major repairs done on it - all of which will cost major bucks that the PC's don't have.

##### 2. Referee's notes on this scenario:

- a. World description with spaceport map
- b. Need to provide notes on getting the PCs successfully into this pickle
  - i. Notes on running the raider combat
  - ii. Where the Lady Jo should/shouldn't get damage
  - iii. Coming in for the landing
    - (1). Power plant/thruster plates failure?
    - (2). Navigation / attitude thrusters out of control?
    - (3). Somehow, they should end up in the drink

#### E. Scenario #3 - Gaining the Suspicions of Dulinor's or Lucan's intelligence branch (3 pages)

##### 1. Players' set-up info:

- a. Somehow the PC's will get the attention of an intelligence officer of Dulinor's or Lucan's (not sure which to use; maybe both?). Being on a Tukera ship in Ilelish will be bad enough (in the Dulinor's case), but something else should happen here to make them seem all the more suspicious.

##### 3. Referee's notes on this scenario:

- a. Some sort of location map for this scenario
- b. Background information on Tukera/Dulinor relationship at present

#### F. Scenario #4 - Fun with Aliens (8 pages)

1. This scenario should involve at least one of the new minor races of this sourcebook. Perhaps a visit to the race's homeworld would be in order. Ref's info should include alien NPC info, a map of the homeworld region visited (maybe a map of the whole world, too), and maybe some info/stats on some sort of alien vehicle/equipment used by the PC's. The aliens should play a fairly major role here, and overall, the tone should be one of discovery (perhaps enigma) rather than peril.
2. Having a planet where you must procure and wear a specific type of business garb in order to be taken seriously in trading could be fun
  - a. These outfits would be ridiculous, uncomfortable and hard to move in - but if you don't wear them no one takes you seriously as a business-sophont

3. Something Suerratian might also be good here, perhaps with some other aliens also being prominent

#### G. Scenario #5 - Something with a Mercenary Company (5 pages)

1. What might happen here is some meeting-up with a mercenary company (maybe hired/commandeered to transport supplies/troops somewhere). This is mainly to tie in with the Mercenary interview; it may also add some Rebellion shoot-out type excitement. Perhaps the Unification Day raid (Unification Day=Soviet May Day) could be fit in here with the major attack force being mercenaries hired by an anti-Dulinor/pro-Lucan underground resistance on this world in the heart of Dulinor's Domain. PC's would be caught in the crossfire action, maybe some captured by the mercenaries and held as prisoners for ransom of some sort (mistaken iden-

tity type thing?). Perhaps a passenger from the Tukera ship could be used as the catalyst here.

#### H. Scenario #6 - Fun with Gas Giants (5 pages)

1. The PCs come into a system known to have a fuel depot only to find when they arrive that the depot has been hit by commerce raiders and the fuel taken/destroyed
2. An x-boat has been dispatched but it will be another week and a half for new supplies to reach the depot
3. The depot is located on an airless world and was just a drop-off depot with no on-world fuel supplies
4. PCs can wait around (no fun?) or can try fuel-skimming an in-system gas giant with their shuttle for fuel
5. If they opt to skim:
  - a. There are lifeforms in the atmosphere of the Jovian in-system
  - b. These lifeforms are intelligent and know about humankind, but haven't been able to figure out any way to contact us
  - c. They have finally found a method to communicate with humans and are dying to try it out
  - d. Our PCs are the first ones to come along and end up being the guinea pigs for these aliens (it will happen during the fuel-skimming)
  - e. PCs get to deal with the aliens and their method of communication

#### I. Scenario #7 - Space-diving (8 pages)

1. One of the NPCs aboard the Tukera ship is a member of the ISRA (Inter-Sector Re-entry Association), a club similar to today's parachuting clubs except these guys jump from space using atmospheric re-entry kits
2. The PCs will be talked into participating in a jump by this NPC
  - a. If they seem reluctant to try this, another NPC who just recently tried this for the first time (and who seems like a very rational sort of individual) can help in coaxing them
    - i. Emphasize the safety of the technique and equipment
      - (1). Do up an equipment sheet on the re-entry kit
3. Equipment can be rented at the ISRA club-house located near the spaceport
  - a. The PCs equipment is designed and set-up for first-time / beginning space-jumpers and is equipped with numerous fail-safes/extra margins of safety
    - i. These re-entry kits would be top-of-the-line, very expensive units if purchased, but the ISRA club makes good money off rentals with these so that the cost is made back easily
4. This should be a fairly safe activity - potential problems might include:
  - a. Equipment failure - should not be catastrophic
    - i. minor burn-through in the heat shield
      - (1). There is an extra thickness of foam on the PCs kits, so chance of burn-through should be minimal
    - ii. problem with initial de-orbit burn
      - (1). burn of incorrect duration or magnitude: end up back in orbit - can either try again (fuel permitting) or get picked up by OTV from orbit
      - (2). burn starts at wrong point in orbit: end up going down in the wrong area on the planet
    - iii. parachute troubles
      - (1). tear in one of the chutes (pilot, drogue, or main)
      - (2). shroud line gives way
      - (3). pilot/drogue/main chute fails to deploy on

first try

- (a). have to use a manual release (indicator light will inform you of the chute's failure to deploy
- iv. computer trouble
  - (1). kit's controlling computer malfunctions and ends up sending you down to the wrong landing spot
- b. motion sickness
  - i. offer the PCs motion sickness prevention drugs before the trip down—if they refuse, get them to roll task on whether they get queasy or not
  - ii. have an emergency vomit-vac suction tube within the vacc suit's helmet to prevent suffocation (standard equipment with rental re-entry kits)
- c. Weather/atmospheric conditions become unfavorable
  - i. need to abort to a secondary site
  - ii. need to make it through the weather conditions
    - (1). will probably end up off-course and landing in an un-planned location
      - (a). getting back to where they can be picked up could pose some challenges (meet some new aliens or alien critters?)

#### J. Scenario #8 - The Major Confrontation (12 pages)

1. This should be the climactic scenario of the Campaign, with everything coming to a head....  
\*\*\*\*\*  
...well, now, we don't want to give away everything, now do we? If anyone wants to work on this project as a writer, we are interested in talking to you. You must, however, have practical experience as a Traveller referee and be able to address the problems the referee will have in administering a scenario with practical, helpful advice.  
\*\*\*\*\*

#### K. Conclusions/continuances

1. Put some notes in here on what can happen after this point
    - a. Getting the Lady Jo back
    - b. Continuing a little further with the Tukera Liner
    - c. Further fun in Ilelish sector
- #### III. Campaign Background
- ##### A. The Domain of Dulinor
1. History of the region
    - a. Ilelish Domain in the historical context
      - i. The traditional Domain
      - ii. The Domain in terms of the Rebellion & Dulinor's loyal turf
    - b. Timeline of Ilelish's history in a sidebar
  2. Description of Dulinor's Territory
    - a. Highlights/major worlds of the region
    - b. Status of trade/xboat routes in the region
    - c. Minor races of the region - who's where & why
  3. Sector data for Ilelish and maps of Dulinor's Territory

#### IV. Miscellaneous Items

- ##### A. Interviews
1. Dulinor - Whys of what he has done; what is he doing now, what will he do next
  2. Mercenary - why Dulinor as Emperor is bad for business
- ##### B. Essays/reports (pseudo-historicals)
1. Tukera Lines info as a PC handout
  2. Propaganda flyers of the Rebellion (more handouts)
    - a. Dulinor
    - b. Isis Underground
    - c. Lucan
    - d. Mercenary company