

# TIFFANY STAR

An Official  
HIWG Publication

ISSUE 29

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 a 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 respective groups.

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.

Illustrations and photo-ready articles are welcome. Send mail to Mike Mikesh, TIFFANY STAR, 3124 75th Ave. #3, Landover, MD 20785.

## WHAT IN THE STARS by Mike Mikesh

There's a lot of news to relay. I hope you all will forgive the lack in Tiffany Star's usual crispness. Things keep changing, so I did this to avoid further delays in getting the news to you, and also I didn't want to put an additional burden on John Meyers at this time as we're putting together IMPERIAL LINES #1.

First, an overview. Details will appear in companion items that came via GENIE. (Keep in mind that what appears here is only the tip of the iceberg. Get on GENIE or even Internet if you possibly can. A lot is happening.)

Marc Miller has left GDW, at least for the next several years. This was a long time coming and not a real surprise. Marc is still one of the owners of the company.

Dave Nilsen at GDW has taken over responsibilities for overseeing the Traveller product line. He is also the new Traveller consultant to Challenge and in charge of the Travellers News Service. Chuck Gannon will continue as a key contributor of Traveller material.

Digest Group Publications has discontinued its line of Traveller products to focus on A.I. Joe Fugate has lost none of his affection for Traveller, rather he's having to respond to some realities. We're going to miss Joe. Some were occasionally critical of him, but he brought life to the game when it otherwise might well have died.

Joe has offered me their remaining material for MTJ and the Aliens series for HIWG to publish, assuming we purchase a Traveller license. Although we won't convert HIWG from an international club into a publishing house, I am exploring forming a separate company with some HIWG members. This process will take a while, and working capital (about the price of a new car) is the biggest problem.

GDW has announced a third revision of Traveller, projected for release in Fall of 1992. This will be based on the Twilight 2000 system. The new name is not settled on yet (but certainly won't be called GigaTraveller).

The background will break from its classical science fiction perspective and revolve around a 'dark future'. The setting will probably be Diaspora of the mid-1100's in the post-Rebellion ruins of the Imperium. Reaction to this from players on GENie has been poor, although this could potentially bring in new players. (See "The Light and the Night" later.)

Terry McInnes has called for a Writers' Conference to be held at GDW early 1992. If it comes off, its intent is to orient established contributors and perhaps schedule some new products.

HARD TIMES will come out in December, and will serve somewhat as a bridge between the Rebellion and the New Era.

This is the time of decision making at GDW. If you have an opinion on some aspect of what is going on, I suggest you send it right away to GDW. Don't send it to me -- HIWG is not a player advocate organization. Send it directly to GDW. And I don't mean to start a write-in campaign for anything. Its just that GDW welcomes player input, and this is the time for it.

Something else you can do is convert your Traveller campaign to the Twilight 2000 system now. Pioneer the way, and send your experiences and ideas to GDW.

Established players will probably demand material information on how to translate Traveller between the old and new systems. This way, what they invested in previous products won't go to waste.

We are forming a new special interest group (SIG) to coordinate this effort within HIWG. So that everyone doesn't have to keep reinventing the wheel, they can instead use information shared among the SIG. For now, I will called it T3SIG.

The craft design system, however, is a very big issue by itself. I doubt it will be published (at least in its entirety) until 1993. For this, I think we should form C3SIG to coordinate the revision of the craft design system (including COACC and Wet Navy), related systems like Book 8 - Robots and Striker, along with vehicle and space combat.

For both SIGS, until further notice, contact: Robert J. Prior; 262 Dunforest; Willowdale, Ontario; M2N 4J9; CANADA; (416) 225-8206  
GENie: ROB.PRIOR.

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DGP PUTS MT PRODUCTION ON HOLD DURING PRODUCTION OF AI  
by Joe D. Fugate, Sr

GENie: 11/9/91

After much thoughtful consideration, DGP's MegaTraveller production has been put on hold, pending the release of AI and gaining a better understanding of GDW's direction regarding MegaTraveller. After MTJ3 (due out in January), the next three releases from DGP will be the AI game and two support products for it. Onnesium Quest has been cancelled.

Onnesium quest was cancelled for two main reasons: 1) Adventures do not sell well, and with DGP's limited resources, it makes sense to maximize our returns for a given amount of work. MegaTraveller adventure products give us the WORST return for a unit of effort. Even

the magazine does better in terms of dollar sales than an adventure product. 2) We didn't feel right keeping Philip in the dark concerning our decision to put all MegaTraveller production on hold for the next year. So we told him our priority for the foreseeable future is AI, not MegaTraveller.

I would be less than honest if I didn't admit that Marc Miller leaving GDW has had an effect on this decision to put MT production on hold. Marc gave the game a sense of wonder and direction as its inventor. Without him closely involved in the game's direction, a lot of my own personal pleasure from working with the game is gone -- but that's just me and I know that others don't necessarily feel the same way.

DGP has suffered to some extent over the years because of our tendency to think like fans rather than like owners of a business. Our accountant has cringed at some of our decisions -- like our insistence on producing the magazine even though it took just as much effort to produce as any product, and yet our unit take was only HALF of what we would get for a product. A small business typically has a very slim profit margin, and our accountant would also ask time and again when we were going to get out of a royalty arrangement with some other game company. "Do your own game" she would say over and over. "NO, we like Traveller," we would say.

That time has come to an end. We have decided to do something different this time and to treat DGP like a business, not as a fan organization that sells stuff. AI is already getting a lot of good response. A case in point is the situation this last summer when Rob was flying to GENCON and he sat next to an individual from Milton-Bradley, also going to GENCON as it turned out. When Rob told this person he was with Digest Group, this person's response was "Oh yeah? When's AI coming out?"

We've never seen that level of interest or notariety from Traveller.

--Joe Fugate, Owner, DGP

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TRAVELLER THE NEW ERA  
by Dave Nilsen

Genie: 11/14/91

Just in time for its 15th anniversary, Traveller is back! Coming in the Fall of 1992, Traveller will burst back onto the gaming scene with revamped streamlined, state of the art rules, compatible with GDW's Twilight/ Dark Con/Cads&Dinos rules system. The rules will remain faithful to the precepts established in the original Traveller and MegaTraveller, but will be made more accessible to the first time player. The New Rules will be accompanied by an updated campaign setting, which will be contemporary with the Star Viking miniatures rules. What became of the Imperium? How did the Rebellion end? Who are these Viking guys, and was that a Hiver we just saw? Like they say, it's always darkest before the dawn.

Traveller is 15...its never been this good.

In response to the firestorm of controversy, we would like to present the following outline of the thrust of the Traveller revision.

-- First things first: THIS IS NOT A WHOLESAL TRASHING OF EVERYTHING WE'VE EVER PUT OUT. It is an evolutionary development that will be as true as possible to everything that has gone before.

-- Why the Twilight System? Because other extremely popular GDW games use the system, and this will allow more people to try other games in our line without having to learn an entirely new rules system. Once you know the system, you'll be able to pick up any of our RPGs and get playing quickly.

Also, and this is of real benefit to you players, it will allow us to put out more role-playing modules and variant settings along the lines of Cadillacs and Dinosaurs. If we have to design a new system from scratch every time we want to create a new RPG setting, there's no way we could make the time to do very many. However, if we can build on an established system that is already well-known among our players, it makes it possible for us to produce more fun stuff for you to play without having to mortgage the farm on long development times and costs.

And, once you know the new system, playing Dark Con or Twilight with your friends, even if you don't do it more than once a year, will be as easy as falling off a bicycle.

Certainly the New Traveller will make evolutionary modifications to the Twilight system, just as Dark Con did. We will add things that will allow it to retain that unique Traveller flavor.

-- Of course we will modify the way Traveller skills are quantified in order to make them work with the Twilight system, and of course we will provide conversion table so you can make your current character compatible with the new system. What do you think we are, communists?

-- What "using the Twilight system" does not mean, is that we will be adopting that historical background (that was 2300, remember?), and adopting the MIAI as the new Imperial MBT. Get real.

-- Vehicle designs will replicate as much as possible the general results of current vehicle design, as much as MT designs gave results demonstrably similar to earlier takes on Traveller. However, the system will not require you to buy time on the MIT mainframe to generate a fleet of starships.

-- Starship combat will be more fun and more detailed.

-- One major thrust of the revision is to make the game accessible to first-time players, without requiring them to become disciples of someone who's been playing since 1977 in order to get the hang of it, which MT, unfortunately does.

-- Your subsector data will still be useful. We are not leaving Imperial space. We will be retaining varying levels of technology in different regions to allow current players to continue play in various socio-technological environments, according to their tastes.

-- Aircraft carriers are not obsolete! (I'm sorry, that slipped in here from the Troubled Waters blurb that Loren was writing today.)

-- We will be returning to many of the themes of pre-Rebellion Traveller, so it will be kind of like a ten-year reunion. (Except if you drink, you should drink responsibly.)

Please allow us to assure you that we have been reading your comments and concerns, and that these have been very reassuring to us, as the things you have been talking about have reconfirmed to us that our assessment of what we want to do with the revision is right on target with our audience. Many of the things you've discussed are things we are already planning, but it's nice to get the positive feedback so quickly.

However, since we are still in the fairly early stages of nailing down specifics, this will be the last bean-spilling we'll be able to indulge in for a while. We just need time to fully form our work. But keep the comments coming, we do read them.

This is Free Trader Beowulf . . . Mayday . . . .  
Dave Nilsen

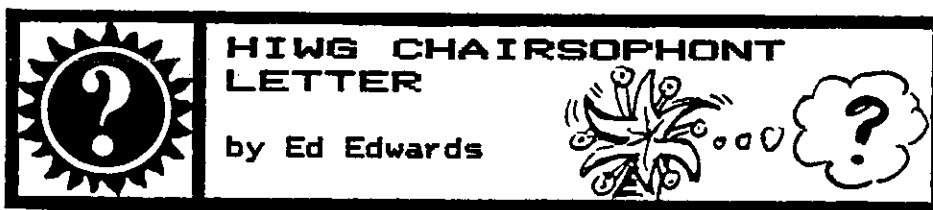
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SOLOMANI & ASLAN  
by Joe D. Fugate, Sr.

Gosh, were that we were perfect... Well, here's the latest in our continuing series of errata. This is for Solomani & Aslan, which, if it's not in your local stores yet, should arrive any second.

These are mostly illustration misplacements. The pictures of the Aslan Courier (page 93) and the Aslan Escort (page 94) were swapped. The illustrations of the Grand Conclave (page 92) and a pair of Aslan storytelling on an interstellar journey (page 64) were switched. And lastly, the illustrations of Solomani Chairman Desmond Trinoch (shown on page 33) should trade places with the Solomani investigative journalist (page 12).

Beyond that, let us make some clarifications. The two women on page 9 are Wuans. Page 84 shows an Aslan sitting before a very ornate Shrine of Heroes. Finally, the man shown in the Dark Nebula Library Data (page 99) is Kimson Earle, while the aliens shown on the next page are the Ormine.

Left out of Solomani & Aslan's credits was Deb Zeigler, who did some last minute revisions to the Aslan History section.



Dear Fellow Travellers:

11/1/91

To the far-flung minions of HIWG International:

ArchDuke Kevin Parry of HIWG UK  
ArchDuke David Schneider of HIWG DownUnder  
ArchDuke Selectee Richard Bool of HIWG NZ

All rise, for your Emperor, Ed the Last (ETL) doth address you!

<flourish of trumpets>

or, alternately:

The shaggy Vargr slunk from shadow to shadow in the lite-industrial area which was deserted at night. With his tail between his legs, he entered a sleazy bar. He went up to a triad of smoking card players and said in a musky wisper: "Arrve kgot a virrd for chew" (I've got a word for you).

Richard Bool of New Zealand has sent me the membership fees for three new HIWG members from New Zealand. With that is a request for HIWG NZ to be independent of HIWG DownUnder (formerly, and possibly in the future: HIWG Australia). I hereby grant that request and appoint Richard Bool as the high potentate and ruling boss-man of HIWG New Zealand.

I hope this will help not only the HIWgers in New Zealand, but also those in Australia. HIWG succeeded in the UK so much that Kevin Parry is suffering from the deluge of new people. He has given notice that as of STARPORT 20 time (he just last month put out STARPORT 15) he will no longer be the editor of Starport. I hope, Parry, that you will consider remaining the pound/dollar man for HIWG UK. I understand giving up the editorship of STARPORT, but please remain the pound/dollar man.

The reason I appointed a HIWG UK representative in the first place was to consolidate the conversion of currency. You, Kevin, have taken it upon yourself to start a group of computer TRAVELLER folks in the UK and being editor of the HIWG UK newsletter. It was a good move, and I applaud it. The important thing though, is for the transfer of funds.

David Schneider has started a newsletter. David -- Kevin charges HIWG UK folks more than he sends me. You might try the same thing -- after all, it is expensive to send a newsletter about. It assures that where there are too many people in the group -- you will be going broke (not that you are overly blessed with funds now).

#### NEW HIWgers

#### HIWG Distribution

207 Dominic Reynolds, Kent, UK	Country	Start	Added	Total
208 Richard Bool, New Zealand				
209 Dillon Burke, New Zealand	US	60	12	72
210 Shane Murphy, New Zealand	UK	10	12	22
211 Genichi Nishio, Tokyo, Japan	Australia	3	6	9
212 Frank Chadwick, IL	N Zealand	1	4	5
213 Guy Saults, KS	Canada	5	2	7
214 Mike Dooley, New Zealand	Other	3	1	5
215 Raymond White, Australia				
216 Adam Grey, Australia	TOTAL	82	34	119
217 Morgan R. Peer, Canada				
218 Stephen Madjanovich, Canada	Other = one each from Japan, Germany, Finland, Norway.			

Give these folks a big ol' HIWG Howdy!

## NEW HIWG DOCUMENTS

STARBURST, edited by David Schneider. All issues include news and projects from HIWG Downunder, art, cartoons, TRAVELLER jokes, and news items regarding the Brothers of Varian. Order paper copies from Ed.

STARBURST #5, 2 Sep 91, (6 pages, \$1.20). David has appointed Grant Sinclair as the Regional HIWG Data Coordinator -- I guess he coordinates with the Worldwide HIWG Data Coordinator, Bryan Borich. The 'zine has a 3 page list of all the goodies on the DownUnder Disk.

STARBURST #6, Oct 91, (6 pages, \$1.20). Includes deck plans for a scout/courier variant.

STARBURST #7, Nov 91, (8 pages, \$1.60). Includes the HIWG computer Data Index (3 pages) and Yiklerzdanzh Sector dot map  
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## WHO'S DOING WHAT

Terry McInnes

10/31/91 - 11/14/91

As you know Silent Wings has already been accepted by Challenge.

I've submitted The Equalizer Project (my Wet Navy adventure set on Aramax featuring big guns and large wet warships at TL6) for the Challenge Heavy Metal issue. [ Although he had not yet heard from Michelle, he was gratified to hear the Dave Nilsen liked it. -- Mike ]

Right now I'm working on a Ship's Locker-type article for the Very Light Surface To Air Missile. (Imagine a Stinger with an optional grav homer guidance system.). When that's done I'll work on the tac missile article you've seen discussed, i.e. bringing the Striker tac missile design system into MegaTraveller. That will probably be my last story for a while because I am returning to technical writing full time beginning next week with a three-to-six month contract assignment. Tac Missiles will have to be written at night and on weekends.

Further development of Wet Navy (beyond the five parts already written, I do hope Challenge at least runs the combat system) and any Robots work will have to wait for further developments in the Traveller system. I want to be sure they are compatible with any new system before more time and effort is expended.

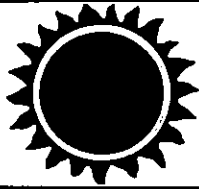
Richard Artis

10/19/91

I have recently completed a supplement (HIWG Doc JP-2) to Coreward, the Quadrant 2 fanzine. This first contains designs for vehicles and ships of the Julian Star Legion. Designs range in size from the 3-ton reconnaissance vehicles to the 200,000 ton KONGO class battleships with much in between. Cover price is \$2.00 U.S. or Canadian and contains 24 pages.

I am also working on a second supplement, this one containing small ships and vehicles more useful for characters, as well as equipment. I will take submissions from anyone who would like to contribute. Illustrations are especially welcome. Those interested in submitting equipment or designs can contact me at:

Richard Artis; 151 G. Meadow Place; Hope, IN 47246 USA (812) 546-0338



### THE LIGHT AND THE NIGHT

By Mike Mikesh

One of the biggest fears players have about the upcoming revision is the alteration of the background to a 'dark future'.

Classic Traveller is rooted in stories by such science fiction authors as Asimov and Niven. Their works picture a positive future, usually involving vigorous interstellar societies.

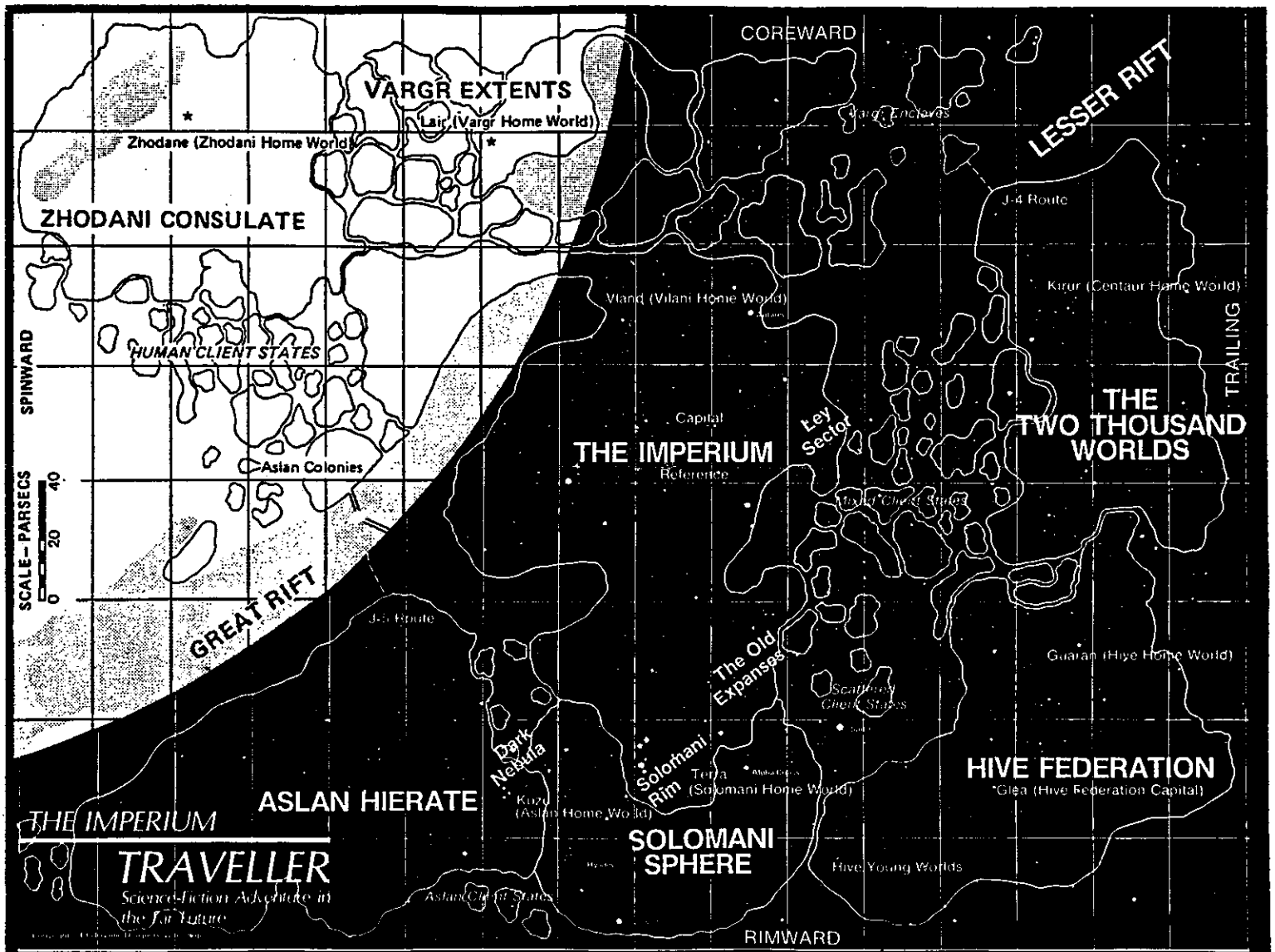
The revised Traveller will present a negative future more in line with the cyberpunk genre. It will rely on the ruin and decay of the Shattered Imperium as a backdrop.

The former will retain the established players. The latter could draw in new players. GDW can support both by segregating the two backgrounds with the Great Rift. This arrangement is consistent with the evolution of the Traveller universe.

Spinward of the Corridor, the positive backdrop prevails. This region (which includes the classical Spinward Marches) was the most recently colonized and retains a progressive outlook and vitality. Its ties to the old Imperial interior are all that held it back. Now, without restraints, it can pursue a stronger bond with its descendants in the Human Client States.

Trailing of the Corridor, however, the worlds have been established for millennia. Introverted and stagnant, the region became unstable after over 1000 years. It collapsed during the Rebellion, and in the new era borders on entering another Long Night.

To introduce the revised Traveller, I anticipate GDW would initially tout the 'dark future' side to appeal to new players. But I strongly urge the decision-makers not to do anything to disrupt the positive backdrop of the setting to spinward. Once the revised Traveller has taken hold, then balance support between the spinward and trailing areas. With this promise, GDW should succeed in keeping most of its current players.



MAP OF THE IMPERIUM, 1105

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