

TIFFANY STAR



An Official
HIWG Publication

Issue #25

WHAT IN THE STARS

by Mike Mikes

1/27/90

Wow! No floor scraps. No gooey fingers. John Meyers did a fantastic job in preparing these last two issues with the laser—it really looks professional. I just hope we never have to revert to the old format.

Thanks to this development, we can include even more article submissions. However, I need them in one of two formats, electronic medium or photo-ready. Electronic is ideal, and if you are on GENie, the problem of transfer is already solved. If you're not on GENie, then you can coordinate with Bryan Borich about getting it off your floppy. As alternative, you can send your material in a format I can use as a ready to photocopy page. (I'll add page numbers.) Feel free to leave blocks of white space into which I can add illos.

Which reminds me: if you submit illos, I'd prefer ones that are taller than wider, which makes it easier to insert into quarter page panels.

As you can see, John also has other good resources other than hardware. He has a number of interesting things on file that he plans to share with us from time to time.

Traveller Production

This year will be a dry year for Traveller products coming out of DGP. We can expect MegaTraveller Journal, MTA2 - Aslan & Solomani, and a book of Phil Athans' Onnesium Quest, things you already know about. Anything else is iffy.

DGP is busy with two things. First, the main office is settling into its new location in the suburbs of Portland, Oregon. Its new address is:

Digest Group Publications

515 Willow

Woodburn, OR 97071

Voice/Fax: (503) 981-4752

Second, DGP is putting a great effort into launching their new game, A.I. Once these 1991 growing pains are over, I'd expect their

Traveller pace to return to normal.

GDW, on the other hand, will probably be looking to start cranking out products. Boom sales of the Desert Shield Fact Book have put them into a position where they can consider becoming much more vigorous. Those of you who want to propose and write products should get your queries in.

And another positive note: the recession this country is facing also has a silver lining. I'm told that people refrain from spending money on one-shot things, like movies. But later in the recession, they loosen up their purse strings for forms of entertainment they can reuse. This means games. So, MegaTraveller and the gaming industry in general should come out ahead.

Rebel's Tales probably suits this situation quite well. RT offers several adventures under one cover, plus many adventure seeds and the means by which to create many more adventures. A frugal game buyer can get a lot of bang for the buck with this product. *



Submit Origins '91 Traveller Events

I know, its still winter (north of the equator), but preparations for the 1991 convention season have begun. So, I'd like to encourage everyone to run events at the major cons. Why? To give visibility to MegaTraveller. Lacking any other yardstick, many people put a lot of stock in the event count to judge whether something is a going game or dying out. And the people that attend cons are usually the ones that decide what their groups are going to play.

If you have an interest in running a Traveller game event at Origins (July 4-7; Baltimore, MD), you can get forms from:

GEMCO (Game Expo Management Co.)

P.O. Box 609

Randallstown, Maryland 21133

(301) 298-3135

Do let them know the kind of thing you want to do (game, demo, seminar) so they will know what best to send you. I don't have information on Gen Con, but you can write them for details at, Gen Con; P.O. Box 756; Lake Geneva, WI 53147.

Deadline for getting things into the Origins pre-registration form is technically February 9. But in speaking with Wess Coats at GEMCO, things are flexible, and he seems particularly willing to accommodate known games like MegaTraveller. If you want on the pre-reg form, call Wess at the above number. Explain what you want to do, and he can probably work it in.

Alternatively, you could just shoot for the second deadline, May 18. That's when forms need to be in to get into the Origins '91 program booklet.

STAFF: Mike Mikesh, Ed Edwards and John Meyers.

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.

The forms do have areas where you express your desire for particular times and dates. And if you're worried your event might be scheduled with something else you wanted to attend (eg. Traveller seminars), there's space where you could put down special requests.

Naturally, I'd think everyone would want to attend DGP's Traveller Potpourri seminars. These are a real treat. Joe and Gary have a way of sharing their enthusiasm with everyone, making these a lot more fun than mere lectures. And aside from the seminar itself, other Traveller writers and HIWGs will converge on these rooms as well. This is your chance to finally meet a lot of folks in the flesh.

I hope to see you there.

THUNDER FROM ABOVE

by Joe D. Fugate, Sr.

GENie: 1/3/90

Ship design

If some HIWGer would like to send us a revised manuscript of the starship design system with all the errata integrated into the text (on a computer disk, or here over GENie), that HIWGer will earn a standard text rate on every word in that document, and we will run it in a future issue of the Journal (ever wanted to get published...well this is one good way).



Dear Fellow TRAVELLER:

GENie: 1/26/91

New Q4 Editor

Steven Schwartz (S.SCHWARTZ4) is hereby appointed the HIWG Quadrant 4 (Sol Domain and all sectors trailing and rimward of it) Editor. He is to be afforded all the support proper to such a position and is free to perform all the actions necessary to perform the function. Please don't anybody ask me to write down what the support should be and the actions that are necessary—I'm swamped with things to do. Just look at what Clay Bush (Q1E) is doing and do part of that and one will be a good QE.

Please remember you now should address Steven as: Duke Schwartz, GOB (GOB—good 'ol boy)

Duke Steven: To get out of it now, you will have to scream & yell a lot.

Actually, things are changing so fast that probably Clay Bush is the only QE unchanged. Don has resigned from Q3 (I've got the

documents for paper distribution). Mike is working with a party for Q2 (James Maliszewski and Paul Drye). I worked with a party for Q4 (Dennis Myers has resigned) until Steve's ascension to Q4E.

HIWG in New Zealand!

HIWG continues it's worldwide coverage; the latest HIWGer is Paul Ridgeway of New Zealand.

HIWG — More Fun in '91!

We are going to do some great HIWGing in 1991. I can't do everything but we, as HIWGs, CAN do everything interesting and useful!

Late News—2/2/91

4 new HIWGs, 1 from Germany, 3 from the UK. HIWG is becoming an international club! As of TS25 there are 104 active HIWGs. Distributed nationally:

United States	78
United Kingdom	13
Canada	6
Australia	3
Finland	1
Germany	1
New Zealand	1
Norway	1

HIWG—International Service for the TRAVELLER Community!

Ed Edwards, HIWG Chairsophont

QUADRANT 4 EDITOR

by Steven Schwartz

Hello all HIWGs!

Allow me to reintroduce myself. I am Steven Eric Schwartz, the new Quadrant 4 Editor. I am also the Solomani Rim Sector Analyst and have helped with some of the background material for MTAv2. I have a pretty good footing in the activities in the Solomani Sphere.

My quadrant covers most of the sectors of the Solomani Sphere, along with parts of the Solomani-Hiver borders. Also under my 'wing' are the three Solomani factions (anti-Daibei, anti-Vega, anti-Old Expanses) and the Vegans.

Below I've listed each area of my quadrant, its present analyst, and their GENie mail address. Except for Jim and Pete, I do not know the current status of these people. If anyone has information about or have heard from any of them, please let me know. Once I have an idea of who is doing what and where, I can start organizing Q4 and/or assigning positions. If any of you might be interested in any of these posts, also let me know and I'll put your name on my list.

Well, that's it for now. But you'll all be hearing from me quite soon.

Happy HIWGing!

Duke Steven, GOB, SBE (Sentient Being Extraordinaire)

Solomani Sectors

<u>Sector</u>	<u>Analyst</u>	<u>GENie address</u>
Solomani Rim	Steven Eric Schwartz	S.SCHWARTZ4
Alpha Crucis	Jim Ujcik	V.UJCIK
Old Expanses	Scott Streibich	(none)
Diaspora	Geo Gelinas	(none)
Aldebaran	(open)	(??)
Newworld	(open)	(??)

Extra-"Imperial" Sectors

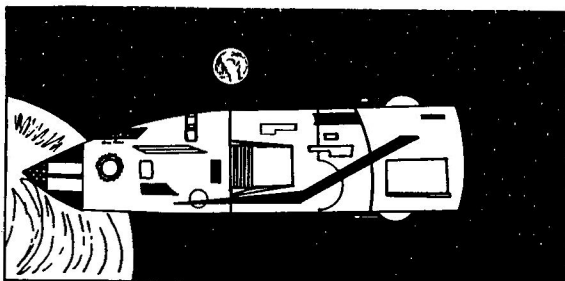
<u>Sector</u>	<u>Analyst</u>	<u>GENie address</u>
Hinterworlds	Challenge (???)	(none)
Spica	WREKT (??)	(none)
Langere	(open)	(???)
Leonidae	(open)	(???)
Phlask	(open)	(???)
Drakken	(open)	(???)

Factions

<u>Faction</u>	<u>Analyst</u>	<u>GENie address</u>
Sol Left (anti-Daibei)	Pete Celella	P.CELELLA
Sol Center (anti-Vega)	(open)	(???)
Sol Right (anti-Old Expanses)	Steven Kostoff	(none)
Vega	Mike Smith	(none)

NEW HIWG DOCUMENTS

Order Number: HD-6104 Cleon City by Ed Edwards. A well developed treatment of Cleon City, Capital, expanding on the information in Digest 9 & 10. Includes four maps. Order from Mike Mikesh.



REBEL'S TALES

by Mike Mikesch

To encourage even more HIWG participating in the Rebel's Tales (RT) project, I plan to keep it highly visible in Tiffany Star. After all, the organization has worked with the Rebellion setting for over 3 years now. This is the best opportunity for us to contribute something substantial as a group since Rebellion Sourcebook.

There's plenty of room for people to help. Following this article is an outline of the project. (The outline is unofficial, although Joe has responded favorably to it.) Look it over and see if there are things you'd like to contribute to.

Suggestions:

1) Random Nuggets. We will probably need these most of all. Review those in Digest #19 as examples of what we're looking for.

2) Adventures. We could use still more ideas. Those that hold the most promise we'd like to develop and offer for inclusion in RT. Others might be condensed to make exciting nuggets. Those we don't use at all will probably make good magazine submissions. People interested in actually doing the writing for selected adventures are welcome most of all.

3) Library Data. For those interested in adding to the background, this is where best to contribute. However, we are looking for material that implicitly suggest adventure ideas and provide inter-

esting elements. We cannot include things that just add to the Traveller chrome.

4) Personalities. The text must make the character interesting and implicitly suggest exciting ways it can contribute to adventures (as patron, villain, or catalyst). Stats, skills, and career breakdown are not as necessary and might not even appear in RT. But I suggest you do it anyway. This makes it easier for you to make the character seem more three dimensional as you write.

5) Tables. If you have ideas for rule systems or tables that can aid referees in creating Rebellion adventures, please let us know. We can use the help.

6) Rebellion 1120-1125. What happen to Strephon's Worlds and Margaret's Stronghold? Got some ideas? Send them to Bryan Borich. The designers might have some secrets by now regarding the 1125 outcome. But until we hear otherwise, we're going to give this a shot and are open to your input.

7) Anything else. We don't have all the answers. If there are things you think we should include or exclude, communicate with Bryan. We'd even appreciate it if you'd share some of your experiences while refereeing Traveller in the Rebellion setting. Your insights might be of value in writing such things as the Adventure Guide.

REBEL'S TALES

Outline - Rev 1.4

Rebel's Tales is a guide to rebellion adventuring, with an emphasis on background and guidelines to encourage ADVENTURING.

1. INTRODUCTION (2 pages). An overview of the Rebellion. Includes a discussion of what the MegaTraveller system has to offer and provide a beginners list of where to find more.

2. REBELLION: 1120 -1125 (6 pages). A small section covering the BROAD sweep of the Rebellion from 1120 to 1125, including the conclusive 1125 map of the Shattered Imperium.

3. THE REBELLION SETTING (6 pages). A discussion clearly explaining what the Rebellion atmosphere is like from the adventurers' perspective. It will show how it differs from pre-Rebellion times, giving examples such as the role of passports and visas, and the rise of piracy. This section will clear up several misperceptions and uncertainties. For instance, a 'scorched earth' policy does not exist, making nuclear bombardment rare. Factions do not have firm

control over distant areas, despite allegiance codes. In fact, small pro-governments are beginning to emerge. Star charts show what factions predominate, but only in space. They do not reflect the affections of the individual worlds.

4. ADVENTURE GUIDE (6 pages). Referee guidelines on how to create, set up, and run Rebellion adventures. It will discuss various methods of introducing an adventure such as a patron, just 'stumbling in', as part of active duty, newspaper ads, and so on. This will also offer a potpourri of adventure types that will predominate during the Rebellion, things such as merc tickets, piracy, salvage, terrorism, smuggling/blockade running, espionage, assassination, political intrigue, and so on.

5. CAMPAIGN GUIDE (4 pages). A discussion on how to create an on-going campaign in the Shattered Imperium. The local setting provides a means for player characters to interact with the Rebellion. Adventurers cannot practically influence major Rebellion events or affect its official outcome. However, they can have an effective role on the local level, which itself is actively shaped by the Rebellion. This section will discuss how to create a setting sensitive

REBEL'S TALES

(continued from page 4)

to the Rebellion and involve player characters in the effects.

6. **ADVENTURES** (48 pages). Next, 4-6 sample adventures, each being a different type. Adventures will incorporate Rebellion elements, but remain independent of location within the Shattered Imperium. The introduction page could discuss how to alter the settings of the adventure if necessary. Some adventures we're considering are:

"Martyr's Minute". A 'suicide mission' where characters embark on a very high-risk mission of dire consequence, something like the "Dirty Dozen".

"Montezuma's Revenge". A mission to sway an alien world to 'your' side.

"Doppelganger". The player characters pursue a robot designed as a master of disguise, escape.

"Back Shot". Adventure leading to a rescue at a pirate haven.

"High Gee". Mission to capture a grav platform in a gas giant.

"Warriors Kin". The characters seek out and contact a marooned mercenary organization on a hostile world to offer them a ticket.

"Flaming City". In the midst of a pitch urban battle, the characters must find, capture, and escape with a known war criminal.

"Jewell Situation". Adventure involving terrorists.

"Trojan Horse". Characters smuggle warbots into an armory to capture an enemy base.

"Wraith". The adventurers must assassinate a corporate president only to find he does not exist.

"Arthur's Return". Quest to find a mythical warrior king still alive in a cold berth.

7. **RANDOM NUGGETS** (8 pages). Still more adventure material, ready to be expanded by the fertile imagination of the individual referee. It is possible to pack a lot of these into a small amount of space resulting in some very meaty pages. This could also include nuggets in the form of Mercenary tickets and the Small Cargos format used periodically in JTAS and Challenge.

8. **NON-PLAYER CHARACTER** (6 pages). Interesting non-player characters for the Rebellion setting, something like the Casual Encounters, to provide inspiration and useful building blocks for the creation of other adventures.

Such write-ups could include:

- Famous pirate
- Ambitious nobleman
- Successful smuggler
- Arms merchant

- Terrorist leader
- War correspondent
- Espionage agent
- A.G.E. 5

The point is to present characters that would be either good patrons, adventure catalysts, or campaign villains. These characters should not be given a specific location within the Shattered Imperium. The ideal situation is for them to be mobile, thus as likely to wind up in one place as another.

9. **LIBRARY DATA** (10 pages). The point of this material is to provide inspiration and solid building blocks for more adventures. These discuss subjects that could apply to adventuring in any of several sectors, if not anywhere in the Shattered Imperium. Some of these may be expanded into short essays to appear with the adventures. Essays under consideration include:

a) **Black Squires of Ilelish**. The Squires are Dulinor's long right arm, and could be involved anywhere.

b) **Planet Killer**. Remember the APAWS spinal mount from JTAS #20? Lucan's Imperium could build a few ships around these, each so large as to look like a small moon from the ground, and carry the same bombardment firepower as the fleet that sterilized Ilelish. Meant to intimidate, one of these could serve quite well in a Death Star role for adventures.

c) **Theta Squad**. An elite team from Lucan's Imperium equipped with Ancient artifacts secreted by the Navy for centuries. While they might be assigned to a particular sector, it hints similar squads might be placed in other sectors for referee development.

d) **Barbarian Warriors the Celestial God/Emperor (Strephon)**. While Strephon still hold broad support across the Shattered Imperium, its strongest among low tech worlds, some of whom revere him as a heavenly being. From a few of these worlds come fanatics who seek to fight for his cause.

e) **Imperial Starlane**. A route that runs through Core, Massilia, Diaspora, and into the Solomani Rim. Imperial forces desperately fight to preserve that lifeline while Solomani forces struggle to sever it.

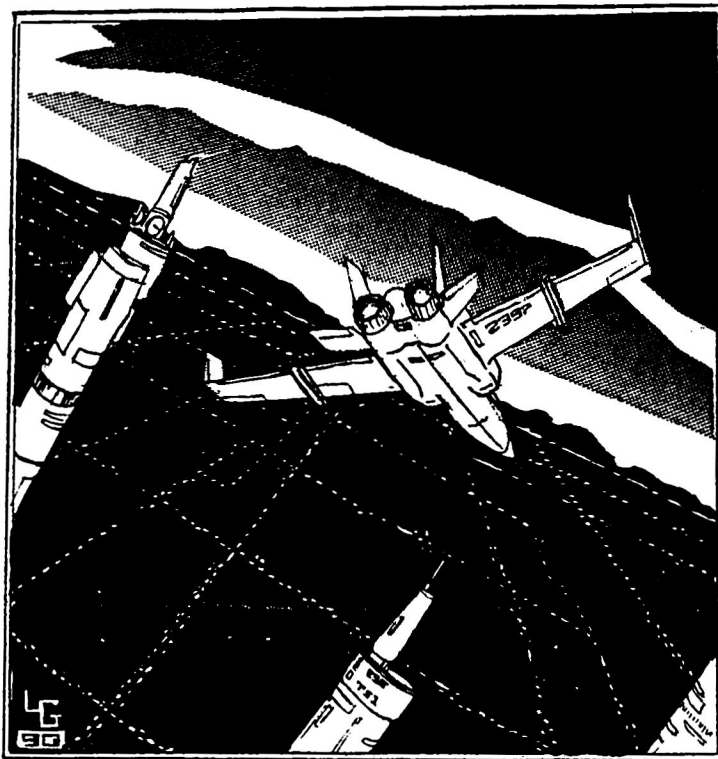
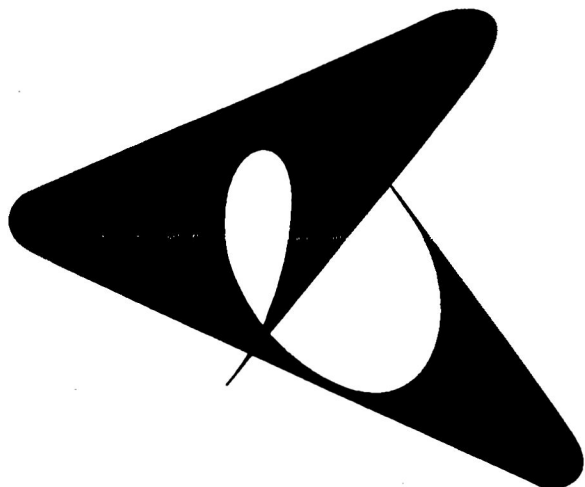
f) **Pirate Bands of Fornast**. This briefly describes the havens of Fornast and the network of tenders servicing the pirates. Fornast provides a good model for pirates elsewhere in the in Shattered Imperium.

g) **Cyborg Terrorists Among Margaret's Worlds**. The war has caused soldiers to lose organs and limbs, many of whom have replaced them with artificial components. An Imperial prejudice has made them outcasts. But they still possess their combat skills turning them into a serious social threat.

REBEL'S TALES

(continued from page 4)

10. ENCOUNTER TABLES (6 pages). This could include tables similar to those in the Referee's Manual, but enhanced for Rebellion play. And perhaps we can add new table types that can serve more directly in adventure development along with appropriate flow charts. This section might also include extracts from the TCS campaign rules and the Small Cargos system from JTAS #18.



TWILIGHT FLIGHT

NAME THAT MEGA

by Mike Mikesh

The first submissions to this contest are already in, but there's still time before the April 30 deadline. If you have a good idea for a symbol for a megacorporation without a symbol as yet, or any other organization is the Traveller universe for that matter, then send them to John Meyers; 539B Forney Loop; Fort Belvoir, VA 22060.

In creating new emblems, they should be kept rather abstract to remain consistent with the others. This is not absolutely mandatory since some faction symbols in Referee's Manual depart from this. But they should always be kept black and white; no colors or tones.

Examine the library data in The Traveller Adventure. That shows the emblems for Tukera, Naasirka, Oberlindes, LSP, and others. These are typical of what we're looking for, at least for corporations. As you can probably tell, these were created with a computer graphics program. Sweeping designs, like that for Oberlindes, are surprisingly easy to describe to a computer. But if you do not have such software, take your best shot and send them off the John anyway.

If you're looking for ideas, here's a couple of thoughts.

First, the Traveller Adventure shows the emblem for Tukera Lines, LIC. It also names its Aramis Subsector subsidiary, Akerut, and gives its symbol. Note that Akerut is merely an anagram of the

name, Tukera, and its symbol is just a variation of the Tukera symbol. One might therefore assume that Tukera has a total of from 8 to 12 subsidiaries in the Marches, each whose name is an anagram of Tukera with a symbol derived from that of the parent corporation.

Second, the literature displays only one current emblem for any of the three Vilani megacorporations collectively referred to as ShaMaNa, that being for Naasirka. The remaining two would conceivably have symbols similarly styled. The component of Zirunkariish that joined with Ziru Sirkaa might also have a new emblem that fits this pattern.

Anyone want to tackle either of these?

Rob Prior asks that we extend to contest to include computer icons of Traveller careers and professions. He already has an interesting collection of them. Although we have not decided on how we're going to handle this, Rob does ask that people send him career icons or icons representing aliens, including alien career types. His address is

Rob Prior
205 Toronto Street
Kingston, Ontario
CANADA K7L 4A9.

WHO'S DOING WHAT

by Mike Mikesch

There's so much Traveller work going on that, inevitably, the works of one writer will collide with another. This has already happened on a few occasions. It threatens to disrupt progress and generate inconsistencies in the official literature. HIWG has helped promote better coordination to prevent this, but we need to do more.

The point of this new column is simply to let everyone know what is going on. It does not necessarily include hard and fast production schedules or release dates. That's for other columns and articles. But it does include enough information so that other writers will know with whom they should coordinate about what they themselves are doing or preparing to do.

So, I'd very much like to know what Traveller projects all of you have in the mill or plan for the near future. I'll report them in this column. This way, we can better avoid collisions, and perhaps even help one another make better products.

To start things off, I'll go over what I'm doing.

Mike Mikesch

"Contact! Hhkar": This article is due to GDW by April 1 for Challenge 52, the "Bestiary Issue." The species is a "lizardoid" or "saurian" race with an intriguing history. (Hint: see "Shadows" in The Traveller Book.) While they look like large "lizardmen", there is much about their physiology and psychology that make them quite alien.

"Traveller's Aid Society": This is the single most important article I have in progress. The organization is mentioned from time to time, TNS in particular. But who knows anything about it? This article fleshes TAS out to the same depth that Challenge treated some 2300AD foundations a few years back. It focuses on TAS's value as a catalyst for adventures and motivator for campaigns. For want of time, I've invited Greg Videll as a collaborator.

The rest are on stand-by, probably until Rebel's Tales is finished.

"Travellers of Pern.": One of Traveller's greatest strengths is that so many published SF settings can be adapted to it, something I will clearly demonstrate in this article intended for White Wolf magazine. Here, I describe a slight variation of Anne McCaffrey's Pern setting in Traveller terms and offer ideas for adventuring. (Check out Digest #20, Reft 1314 in Sagittarian Subsector.)

"Medical Digest: Xenomedicine": Not all citizens of the Imperium are human, nor the same species of humaniti. This article will discuss how the Imperium and Solomani Confederation manage to

handle the diversity of organisms. It will also encompass such things as alien drugs, the role of alien doctors, exotic diseases, game rules, and new equipment. I have not yet queried DGP of their interest.

"Vargr Quarter": The characters must venture into a dangerous Vargr "Chinatown" on Junidy to discretely contact an agent from the Thoengling Empire. Reaching him, however, is not easy—he's always on the move and surrounded by Vargr motorcycle gangs. The PCs' only contact is the agent's precocious son. The pup takes every advantage of the characters and leads them into plenty of trouble. But the group must succeed if they are to prevent a war, beginning with a major Vargr raid on Junidy and an Oberlindes depot.

"Raid on Lobok": The players run a Vargr team, part of a large cooperative alliance to raid a rich world in Corridor. The adventure is comprised of random, timed, and location specific events. The group confronts these as they race across their agreed upon district on a dangerous quest for plunder.

Now for some others:

Dave Cheever

Dave is writing a Vargr adventure for which he has been working up details about The 17th Disjuncture. In this Rebellion adventure he postulates that The 17th Disjuncture originally encouraged troublesome corsair bands in their area to move on by sponsoring their raids on Ziru Sirkaa.

Problems started, however, when the corsair leaders began to gain more popularity than the governmental leaders in the eyes of the local population. Threatened with civil unrest, The 17th Disjuncture considered Ziru Sirkaa offers of alliance so as to destroy and be rid of the corsairs.

Terry McInnes

Everyone is probably aware of Terry's book, COACC (GDW, 1989). Since that time, he's been hard at work, assisted by HIWGers on GENIE, on the Wet Navy rules as a Challenge article series. As of November, Wet Navy is planned as a 5-part series. Part 1 covers Wet Navy background, history, characters and careers. Part 2 covers ship construction. Part 3 covers naval weapons and their addition to vessels under construction. Part 4 covers the maritime environment and naval combat, including naval air. Part 5 is the naval tasks library and naval weapons tables.

As of mid-January, Challenge has scheduled the series to begin in issue 51 and run consecutively in the following four issues. Chuck Gannon will first review the Wet Navy rules to assure its all

WHO'S DOING WHAT (continued from page 7)

in sync with other MegaTraveller rules.

Terry still hopes GDW will eventually publish Wet Navy as a book (which I think is likely).

The other major project is a series including DGP's Robots & Cyborgs and Clones & Constructs (androids). (Bryan Borich suggests calling this the Artificial Beings (AB) series.) These books are in collaboration with James Holden. Serious writing is expected to begin on the first book in February, during which Terry will probably do most of this work.

Terrence R. McInnes
39951-B Parada Street
Newark, CA 94560-5313
phone: 415-490-3332

Michael Stackpole

Mike is currently absorbed in writing novels, among them Dark Conspiracy for GDW. After these are done, however, he will go on to do a Traveller booklet of adventures. It was originally slated for completion this year, but was pushed back by the novels. He adds, "When I start into the process of learning how the universe lives and breathes, I'll be in touch with you guys."

Liz Danforth, who illustrated many of GDW's products, is a close friend of his.

SPINWARD HO

by Mike Mikesh

DGP intends to put a particular emphasis on the Domain of Deneb in MegaTraveller Journal, leaving matters involving the Imperial interior largely to GDW and Challenge.

Strictly speculating, they just might expand to give us other sectors behind the claw as well. I would certainly favor this especially now. The Rebellion has brought a change in climate to the Domain. Whereas previously, the outlying sectors had little import, and then only in the context of the Frontier Wars, today they could in part decide Denebian survival.

Prior to the Rebellion, the Domain was tied to the Imperium and vigorously traded with its core sectors via Corridor. That route has since been indefinitely blocked. Deneb stands alone, cut off from the support of the Imperium and its mighty megacorporations. The domain must look elsewhere for opportunities, or flounder and die. It can no longer afford to be introspective.

I speculate Norris will lead Deneb in a shift from trailing to

spinward to replace lost Imperial markets and resources. While the Navy remains close to the home, fending off the Vargr and dealing with the Aslan, the Scouts will venture outward, particularly into the Human Client states, to strengthen ties. Their role might be little different from that the Scouts performed as Cleon I built the Third Imperium.

Following the Scouts, and occasionally ahead of them, will come the Denebian corporations. Rich branches of Imperial megacorporations, such as LSP, SuSAG, and Tukera, were cut off behind the claw. These could well invest much of their resources with Norris so as to build scout bases, way stations, and even exploration bases far outside the Denebian border, perhaps soon to be followed by xboat routes. Together, the scouts and merchants will forge a new empire in all but name.

This could lead to a Denebian Empire in fact, extending as far as the Vanguard Reaches within 200 years. A look at the new domain borders, displayed in MTA - Vilani & Vargr, suggests this process has already begun.

But it won't be without resistance, particularly from the Zhodani. While the Rebellion ended the Imperium as a threat, it also unleashed the Denebians to expand spinward unchecked. From there, they could ever hound the Consulate's rimward flank in a series of new Frontier Wars. For the present, though, the Zho fleets are remarkably absent and in no position to challenge a Denebian move other than through covert operations. (Curiously, one sighting of Zho naval ships showed recent battle damage...)

The Denebian frontier is going to be an exciting place.

A number of people are already involved in developing these spinward sectors. Below are the names and addresses of each if you have a desire to contact any of them about aspects of their sectors.

ZIAFRPLIANS
William Lubelski
3735 McCann Drive
Alexandria, LA 71302

GVURRDON
Rob Prior
205 Toronto Street
Kingston, Ontario
Canada K7L 4A9
(613) 820-2550

FOREVEN
Greg Videll
9110-B Tumbleweed Run
Laurel, MD 20723

(301) 490-0694
TROJAN REACH
Mike Jackson
b-3617 W. 3rd Avenue
Vancouver, British Columbia
Canada V6M 1R1
(604) 731-6454

MALIKHAR CRESCENT
(BEYOND)
Tad Ringo
3850 Fawn Drive, #2A
Indianapolis, IN 46254
(317) 290-0361

SPINWARD HO

(continued from page 7)

VANGUARD REACHES

Chuck Kallenbach II
9525 Miriam Avenue
Overland, MO 63114
(314) 423-9634

FAR FRONTIERS

Stephen Madjanovich
247 St Andrews
Cambridge, Ontario
CANADA N1S 1N6
(519) 622-4607

TOUCHSTONE

Thomas Campbell
1617 23rd Street
Sacramento, CA 95816-6810

FULANI

Mark (Geo) Gelinas
Box 50014
Ladson, SC 29456
(Two versions of Fulani exist. The one created by Geo is featured in his Terra Traveller Times. The other, my own, was created for Grand Explorations.)

WILL TRAVELLER SURVIVE TO THE YEAR 2000?

by Mike Mikesh

So far, the response to my request for input in TS24 has been good. What follows are some of the comments I've received. As you can see, a lot came from outside the U.S.

Matti Laakso (Finland)

What are Traveller's weaknesses?

Failure to advertise adequately.

Setting is in the FAR future and in a tremendously large area of space.

Traveller material is too widely disperse.

Traveller is too romanticized sci-fi. I think serious role players don't want to see any larger-than-life heros, but want to play a "sand-between-the-teeth" game. Why do you thing cyberpunk is "in"?

Too few character creation options. An alternative point-based character creation system (Rolemaster, Champions) should be developed. (I'm working on it already).

What are Traveller's strengths?

Incredibly simple and realistic rules (better than 2300AD, but that's my opinion).

Well-detailed background and history.

Lots of material if you know where to look from.

David Schneider (Australia)

What are Traveller's strengths?

Its flexibility.

Its detailed history background.

What are Traveller's weaknesses?

The Rebellion.

The universal craft generation system (come back High Guard, all is forgiven!).

The new presentation with shoddy books that fall apart.

Historical data previously available in 'old' Traveller is no longer available in MT products.

There are no more miniatures available (my kingdom for a citadel boxed set!)

What are the decision makers doing right?

Letting small companies such as DGP & Seeker produce 'old style' material.

Letting HIWG assist them, even if its potential is being wasted with the Rebellion.

What have they done wrong?

Too many changes at once (MegaTraveller & Rebellion at the same time).

Trying to replace the vast amount of Traveller material with just the MT boxed set and a couple of manuals.

Axeing boxed sets such as Tarsus, Azhanti High Lightning, etc.

No more 15mm miniatures.

What does Traveller need so it may continue into the next century?

Give us more information on the 'minor' and 'major' races.

End the Rebellion.

Rob Prior (Canada)

Traveller's main strength is an enormous wealth of background information, which presents a rich playing environment. This is also its greatest weakness because this information is not indexed at all — much of it is composed of "throw-away" references in articles on other places (eg. what is the name of the eye storm in Regina's gas giant?). For an experienced referee like myself (I've been here since Traveller began) this can be frustrating; for a newcomer it is down right daunting.

What are the bosses doing right? They are publishing equipment sheets. Why is this so important? Equipment sheets are modular rules — everything you need to use the equipment is on that page. This is perfect for special case situations, and I'd like to see more of it. Ideally, all rules would be like this (many are already): the player could stick the appropriate sheet in her binder, and refer to it when necessary. The Digest (now the Journal) is publishing adventures. This is very important — after all, Traveller is an "adventure game"!

WILL TRAVELLER SURVIVE? (cont. from page 9)

I'm not certain I like buying huge adventures. I already have an established campaign, and fitting in a large adventure is a lot of work. I'd prefer an anthology of smaller adventures (1-2 evenings each) which I can fit in whenever my own imagination runs dry. "On the Edge" looks like a step in the right direction by GDW.

What are they doing wrong? Not enough products to keep the game on the shelves. Adventures still don't contain everything needed to play (maps must be drawn. NPCs generated—I HATE the phrase: "the referee should draw a map of..."). I have both Knightfall and Flaming Eye, and while both contain maps there is still a lot of work that has to be done before they can be used. There is a real perception here that GDW has abandoned Traveller and that DGP might (yes, Joe promised the wouldn't, but we were promised that Challenge would not abandon Traveller either, and look what happened to it last year).

Our local games shopkeeper says that the basic sets rarely move—he thinks that the core of Traveller players is static, and new gamers are choosing other games. If Traveller is to survive we need to encourage new gamers to join. This means more adventures and less background (lord knows we've got enough background). What background there is much be more accessible to newcomers.

Adventures should be more complete. I'd like to see an adventure that I could run the same day I got it. I don't like the new one-page world summaries. They are too skimpy to be of much use, and detailed enough that further expanding the system is a lot of work. The orbital charts are a particular waste of space. Even in a magazine adventure, I'd like to see all the floor plans, NPCs, maps, etc. that I'll need to run the adventure.

Closing Comments

Joe didn't "promise" not to abandon Traveller. Things change, so conceivable he might eventually drop Traveller. However, my

point in TS23 was that this seems highly unlikely considering his visible affection for the game and his track record.

Matti saw the enormity of charted space and distance in time as a weakness. I see it, however, as an asset. Think how much easier it is to borrow imaginative worlds from science fiction and fit them into the official setting. You couldn't do that with, say, 2300AD without straining its credibility.

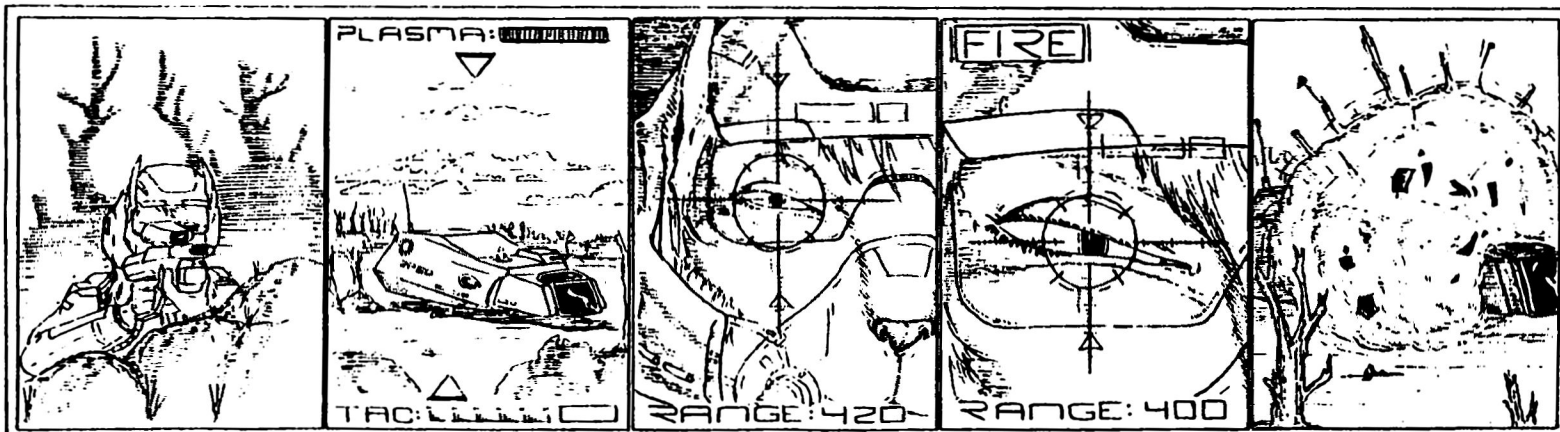
He also mentions cyberpunk. While Traveller can accommodate cyberpunk, for those who want it, I don't think its consistent with the game's particular charm. Traveller's roots reach into the stories of traditional science fiction authors, like Niven, Asimov, White, Pournelle, and Anderson rather than the cyberpunk genre. Throwing Traveller onto the heap of games already riding the cyberpunk band wagon sounds like a mistake to me.

I do think Matti is correct about the Traveller random character generation system. Talking with former Traveller players, they regularly cite that concept as sorely outdated.

David Schneider apparently feels that the Rebellion was a big negative. I've heard this from a number people, but I'm not sure if the real problem wasn't in the failure to support it adequately. Many expectations were raised, but they bore no fruit. Since the Rebellion will continue to be the corner stone of MegaTraveller, Rebel's Tales looks even more like a step in the right direction.

I like Rob Prior's point. The enormous amount of history and information about the Imperium setting needs to be indexed and cross referenced. Otherwise conflicts in the literature arise when writers overlook items that had come before.

Fans haven't been idle in this regard. Brian Sarver compiled a thorough index of JTAS several years ago. Clay Bush wrote "A Concise History of the Imperium," which appeared in Digest #18. Joe applauded that because it condensed the subject into one reference. The Traveller Database Project also helps in this regard. But I'd like to see HIWG expand on these efforts.



'TIGER TEAM'

©1990, J/BL-G.

COREWARD

by Paul J. Drye

GENie: 12/19/90

[Coreward is now the Quadrant 2 newsletter. What follows was written prior to this move. —MM]

Good Morning/Afternoon/Evening/Whatever!

My name is Paul J. Drye, and I'm a new member of both the HIWG and GENie. I'm also the new analyst for the Julian Protectorate and the editor and (to this point) the sole contributor to Coreward. Coreward is a fanzine that is dedicated to MegaTraveller, and the Julian Protectorate and environs in particular.

Coreward is 16 pages (more or less), quarterly (more or less) and FREE. If you'd like a copy, send a SASE to me (12 Muirlands Drive, Scarborough, Ontario, Canada, M1V 2B2). Please note that the Canadian post office does not accept US stamps, your self-addressed envelope should have either Canadian stamps on it, or an international reply coupon. If you can't get either, send it with American stamps anyway and I'll trade them for Canadian ones. Postage here for a regular sized envelope with 16 pages in it is \$0.76, or \$1.00 for an 8 1/2x11 envelope. Subscriptions are not available as I can't ever guarantee when the next issue will be out. If you want to send more than one envelope+stamps, though, I will keep a hold of the extras and send you issues as they come ready. Please don't go overboard with this: anyone sending more than a half dozen envelopes gets them mailed back in one of said envelopes. (That wasn't a bad "tough guy" impersonation wouldn't you say?)

As I said, I'm Coreward's sole contributor, but I hope some of you will help change this situation. I will look at any and all submissions sent my way (same address as above). To maximize your chances (pretty good in any case, anything good gets published), though, I've got a few tips.

1. Please word process or type your article if you can (double spaced please). Disk submissions are also appreciated but not necessary. If you do go for the disk route, 5 1/4 and 3 1/2 are both OK, but the disk has to be IBM readable.

2. Articles on equipment and spacecraft have a better chance of being published than other types, mainly because I'm hopeless at designing either. Drawings are a sure bet as well for the same reason.

3. Stick to writing about the Julian Protectorate and the Third Empire of Gashikan, at least peripherally. Articles about other areas

get rejected summarily, no matter how interesting.

4. As always, if you would like anything of yours returned, enclose a self-addressed envelope and enough postage (Canadian stamps or IRC).

Why would you WANT to submit to Coreward? There are several reasons:

1. I know your type. You've got writer's disease, just like me, and can't resist an opportunity to see your name in print (Paul Drye, PAUL DRYE, PaUl DrYe).

2. Copies of each issue of Coreward are sent to GDW and Digest Group. If you don't feel confident enough to submit to either company, why not get your name at least noticed via Coreward?

3. One free copy of the issue of Coreward your article is in so you can impress your friends and family.

Right! Now that the commercials are over, I'll let you know a little about myself. I'm an English student at the University of Toronto in the mornings, and a computer manager in the afternoons. My particular interest with MegaTraveller is more in its campaign background more than the game itself. I'm more into historical articles, alien races and world profiles than equipment and spacecraft. And, while I have some interest in military and tactical matters, my experience with them stems entirely from Jerry Pournelle, H.

