

TIFFANY STAR



An Official
HIWG Publication

ISSUE #24

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.



HIWG CHAIRSOPHONT LETTER

by Ed Edwards



Dear Fellow TRAVELLER: 11/17/90

The Big Bang rended 'normal' space from hyperspace! 473,040,028,442,317,609 seconds later Ed was sitting at his computer. His challenge was to provide the 24th consecutive HIWG ChairSophont Letter (HCL). The HCL is to be inspiring, witty, exciting, and all other kinds of good things. Ed is a griper, full of dry humor, duller than beans, and all kinds of mediocre things. But all is not lost. There is the ultimate back-up: when in doubt clean your desk!

CLEAN DESK: The Ultimate Organization

1) a ping-pong-ball-less ping-pong ball shooter. (move to toy box). (be sure to summarily dispatch any unfriendly aliens lurking in the hall)

2) NEW AGE GLOBALISM by Dr. Ed Rowe — subtitle: "Humanist Agenda for Building a New World Without God". (move to 'read during the apocalypse' pile)

3) FRANKLIN SPELLING ACE (use more often)

4) Letter to Duncan Law-Green (mail it this time — Duncan isn't psionic)

5) Letter from GDW — personally addressed to "Ed". Oh I love the computer. With it you can mass mail and look personal at the same time. Anyway, it is good that Michelle Sturgeon remembers me. And the letter is chock full of inspiring news about CHALLENGE. The biggie is that CHALLENGE will go "monthly starting in July." This means that CHALLENGE can use even more good MT articles. What is called for is what I call the "adventurecentric article." Whatever else an article is, it must be usable for MT adventuring. The CHALLENGE submission guide was included in TS23. Michelle Sturgeon is the point of contact for MT articles submitted (despite all facts/rumors/opinions to the contrary). Send your good articles in soon!

A NEW LOOK

by John Meyers

This is the first issue of a new look for Tiffany Star. Hopefully, it's the first of many. In any case, please let Mike and Ed know what you think of this new image. Good, bad or indifferent, they want to hear from you. I'd like to hear from you too. If there is anything that we can do to make Tiffany Star better, please let us know. If your first complaint is timeliness, you're not alone! We are trying. (That's one reason why I'm doing the paste-up—it frees up some of Mike's precious time.)

Until next time, keep those cards, letters and bytes coming!



HCL

(continued from page 1)

6) Letter from Duncan. He has sold an article to CHALLENGE, look for it.

7) A letter from David Schneider of Australia. Yes David, I know it costs to get your dollars in my dollars. I also charge 15 cents (US) a page for HIWG Documents. It costs me six cents a page to copy a document and 15 cents a page to mail it overseas. Sure you can't use a disk copy of all HIWG documents? I hereby appoint David Schneider to the post of HIWG Australia. All Australian HIWGs wishing to buy HIWG products (HIWG Documents & HIWG dues) will send David their Australian dollars. David will tell Ed about the order. Ed will see that it is filled forthwith. Once or twice a year David will gather together all Australian dollars due to HIWG and convert them into US Dollars. This works well with HIWG UK. Kevin Parry is HIWG UK. Kevin, send me some US dollars so I can finance the Australian wing of HIWG. Other than the conversion problems, it looks like TRAVELLER is alive and well in Australia! Oh yes, David: your "new society" you describe for the Rebellion sounds similar to the Curators Corporation described in TS5. I'll send you a copy of TS5 forthwith

8) My printer died last week. Unless I get \$120 check in the mail I'll not be replacing my print head. That is a third one I need. I'll learn to live without a printer for awhile.

9) A letter requesting membership and all old issues of TS from Grant Sinclair of Australia; I cannot cash the check. Yes it is in US dollars, yes, it has the address of a US bank right on the cheque, but it is made out to "HIWG". HIWG doesn't have a checking account. Such an animal costs 5 or 6 dollars a month, and HIWG doesn't have funds like that lying around. Please send checks payable to "Ed Edwards."

10) One disk holder — my filing system is in deep trouble. Where is the disk that goes with it?

11) One each certification of completion of 25 hours of instruction in Adventure Writing. Fun course! Now you know why I wasn't on GENIE Tuesday nights for the past ten weeks.

12) 1/2 a Lego person — this stack is totally out of control!

13) A letter from James Maliszewski of D.C. — who will

share with him the interest in minor human races? Doesn't topic 45 on GENIE MT category speak to the minor races?

14) TD21 — nifty pictures drawings of the DGP people in TD character format. Anybody for pictures of the officers of HIWG in a future TS?

15) Letter from Thomas Campbell — Tom: I can design ships to any logical set of rules. But ships designed to one set of rules may not 'fit' ships designed to other sets of rules. Actually I cannot design ships, I've got to many letters to answer!?

16) A letter started 8/24/90 to Allan Hopkins — I need to finish letters! Allan: Thank you for the two cassette tapes, I really enjoyed them. If you don't get paid, send a reminder. If they are like me, they lost their list of who to do what for.

17) If there is a HIWGer participating in Desert Shield, I'm unaware of it. About 30% of HIWG members are in the military, about 27 people.

18) AAB PROCEEDINGS #11 — 8 pages of goodies edited by Clay Bush. Send Clay \$1.20 at: Clayton R. Bush; P.O.Box 85; Crowley, CO 81033. Wow! printed this time on 17" by 11" paper and folded to look like a real magazine. Goodies inside are an article by Duncan Law-Green on the INFORMATION DISSEMINATION SERVICE (INDISS) of the Dagudashaag Sector; some play notes on the game Karl Gaarsoe is developing (THE SHATTERED IMPERIUM); update on who is who in quadrant I (not to mention a lot of nifty sector names); and enough etc's to satisfy the most grognard TRAVELLER fan.

19) An untyped E-mail to Dennis Myers. Dennis has since resigned as the Quadrant Four (Sol Domain and all rimward and trailing). I hope he didn't resign from that post cause I forgot to write him back.

20) Keep those cards and letters coming. I really do answer some of them. The others keep my desk from floating off!

HIWG - Enhancing the TRAVELLER Adventure!

Ed Edwards, HIWG Chair/Sophont

THUNDER FROM ABOVE

by Joe D. Fugate, Sr.

ANNOUNCEMENT GENIE: 11/17/90

DGP Adventure products are to be limited run.

Based on the lower pre-release demand from distributors for Flaming Eye, we are going to do adventures as a one-shot print run. Once they are sold out, they are gone.

We typically print a 6 month supply on our initial print runs, so that's all you'll have. If you want this product, you've got six months — less if we have misjudged the demand.

We feel this will bolster demand for adventure products, which will enable us to keep producing them. We feel adventures are needed to make a game system sell better, but the distributors don't seem to agree with us yet. Maybe this approach will help break the mold for them on how the demand for adventure material works.



WHAT IN THE STARS

by Mike Mikes 11/18/90

As most you are aware from TS21, Joe Fugate gets regularly hit with mail from Traveller players. A lot of it is in the form of questions. If you have a question, it might be best to send it through HIWG circles first. Someone in the organization could have the answer you need. If we don't, write Joe, but avoid writing him about something he may regard as trivial.

And if you do write Joe, give him more than your question. Give him your recommendation for the answer, support it, and point out possible alternatives. Be conscious of his time, though. Be concise and avoid long winded essays. A four page letter is much more daunting than a letter that's only one page.

Below are some remarks Joe made on the subject on GENIE to help clarify his position.

Answers GENIE: 11/11/90

With all that we have to do, when you discover a subtlety of the generation system like this, chances are we haven't thought anything about it. We're continually amazed at the things you guys find in these rules. If you discover a loophole or oversight, recommend something. You each have certain areas you like, and you live with it. We have to work with it all, so we can't pick one area and dwell

WHAT IN THE STARS (continued from page 2)

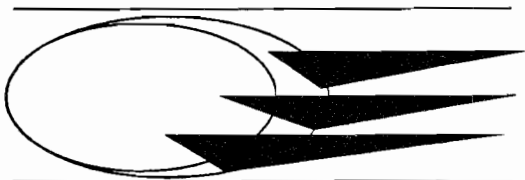
on it like you guys can. I know this may come as a shock, but we don't have all the answers, and there are lots of things we NEVER have even thought about in detail.

In fact we are in no hurry to detail anything, because we want to wait until we see a good reason. If you have a good reason, take the initiative, write us, and send us your recommendation. You probably know that area better than we do anyway, if you've been eating and sleeping it for the last 6 months. That makes you the expert, not us.

We'd lot rather be given a list of alternatives with pros and cons, than to be treated like we are some sort of all-knowing gods, because we are not. So go for it, proto-gods!

—Joe, DGP

Note that this was as part of a reply regarding the game system. Traveller background would generally be less a concern unless it, for instance, rectifies a glaring inconsistency or impacts on a current project. If it has something to do with the Domain of Deneb, don't be surprised if Joe asks for an article, especially if the subject matter could provide interesting new elements for adventuring.



TRAVELLER NEEDS YOU

by Mike Mikesh

Have you ever wished for a particular Traveller article? Is there a book or module you'd like to see? To assure having your wish come true, how about writing it yourself?

Both DGP and GDW need new writers. DGP is ever growing. Challenge is going monthly. And GDW wants to pursue an aggressive production schedule in support of Traveller, but from what I hear they don't have the people to write products.

Contributing to an already ripe situation, TSR seems engaged in a brain drain. GDW lost Tim Brown to TSR. DGP lost Bill Connors to TSR. And I understand other companies are experiencing similar losses.

So, if you have any desires to see your material in professional print, jump in there! Otherwise, there's going to be that much less Traveller material in circulation.

I'm sure a lot of you have considered writing up your ideas for publication. But you're still unsure of yourself. Well, you don't have to go it alone. Talk over your ideas with other HIWGs that have broken into print, and ask their advice. Pass your stuff around the organization for review. You could even invite someone to collaborate.

Worried about a rejection? Send a query to the editor first. If you're going in the wrong direction, he/she will tell you and clarify what they're looking for in your proposal. Being new, your first draft might be sent back for rewrite. Even if it is rejected (unlikely), there are other magazines that might have an interest in it, such as Voyages SF.

Even if you still don't see yourself as ready to do formal writing, an excellent stop gap would be to support the projects of other writers. Think about helping Bryan Borich on the Rebel's Tales project. That may be one of the single most important projects on the schedule, yet still suffers from a dearth of input for material. Write Bryan Borich and see what ideas you can offer.

SUPPORT REBEL'S TALES

By Mike Mikesh

If you look at all the other periods of Imperial history, the Rebellion will probably rank the highest as an interesting era for Traveller adventuring. It has an enormous number of facets, all contributing elements with which referees can build adventures. While the Rebellion is rich in material, though, no one has adequately addressed how to use the many parts to assemble a whole.

Traveller has suffered with this situation since 1987. Players have had to fumble through with minimal guidance, and MegaTraveller probably lost some of its following because of this. Fortunately, we have Rebel's Tales (RT) coming up. This one product, I'd hope, would answer once and for all how to run Rebellion adventuring.

Despite its enormous value, however, the project is moving forward only slowly. More help is needed. And if you think about it, where better to turn than to the History of the Imperium Working Group?

HIWG members have carefully considered the background for 3 years now. But also, many of us have actively used the Rebellion setting in our games, feeling our way through as it were. That experience is invaluable to RT. So, I strongly encourage you to get in touch with Bryan Borich and at least discuss aspects of the project with him.

As reminder, a discussion of Rebel's Tales appeared in TS21. Bryan's address is: Bryan J. Borich; 3890 50th Street; San Diego, CA 92105-3005.

WILL TRAVELLER SURVIVE TO THE YEAR 2000?

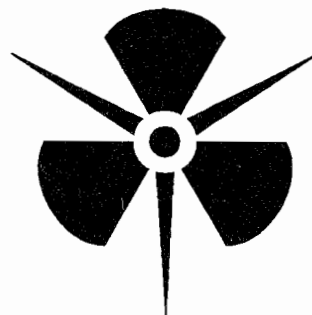
by Mike Mikesh

I'd say yes, assuming the owners of Traveller continue to support it. I don't see why not otherwise. But what shape will it be in? Will it enjoy even more popularity than it does today, or will it have faded to the status of a fourth rate game?

Plans and strategies laid in this upcoming year could decide the state Traveller will be in by the year 2000. I ask that each of you consider the following questions and write me about what you think.

- What are Traveller's strengths?
- What are Traveller's weaknesses?
- What are the decision makers doing right?
- What have they done wrong?
- What does Traveller need so it may continue into the next century?

I'll compile the thoughts and ideas, and publish what results from this in the next issue or two, then continue the discussion from there.



NAME THAT MEGA

by John Meyers and Mike Mikesh

Did you recognize the corporate symbol at the bottom of page 3? You didn't? Don't feel so bad, many won't. But it is official! That is the symbol for the Mega SuSAG. These symbols are one of the fun things about Traveller. Many government, faction and corporation have logos that are immediately identifiable to us all. This little bit of chrome helps to make the Traveller universe seem more real. The only problem is that we only have some of the major symbols defined. We would like to change that.

If you have an idea for a logo, put it on paper and send it to us. We will gather them all together and judge which one(s) are the best. If your logog is judged a winner, you will receive a free extension to your HIWG membership. (The exact amount is yet to be decided, but will be at least half a year; the final

decision will be made based on the total number of submissions, but limited to a one year extension.)

What are we looking for? While this is titled Name That Mega, we are looking for just about anything that has not been done yet. That includes a few MegaCorporations, smaller corporations, mercenary bands, governments, or just about anything else that might come to mind.

Who will judge the entries? The panel will consist of Ed Edwards, Mike Mikesh, Marc Miller and John Meyers (chair).

When are entries due? We need to have all entries in hand by the end of March 91. That should give everyone a good two months (or more) to work up some ideas. We expect to judge the entries by the end of April 91 and report the results in the next available Tiffany Star.

Any other details? Hitches? Not really. We will accept almost anything from all of you out there. We will even allow multiple entries. So get moving on this!

MINOR RACE LISTS

by Clayton R. Bush

I've compiled a list of all the minor races, building upon an earlier list put out by DGP (I think). A printout of that list follows. I've invented the abbreviation 'MHR' to denote a minor human race. You can't tell them from the others just by their names.

The Number of MHRs: Traveller materials (pre-MT) often said that the Ancients "transported human stock to more than 90 worlds, and humans survived on more than forty." Phrasing changed from source to source, but that gist remained unchanged...until the Solomani Alien Module. "There are currently forty-six known and identified human subspecies within explored human space" [p3]. World Builder's Handbook referred to 46 known and identified subspecies within explored human space [p15]. Naturally, the Imperial Encyclopedia's entry on humans is quite general. The Ancients entry, however, states, "Humans from Terra were

transported to many worlds by the Ancients; their descendents became the Vilani and the Zhodani, as well as the 46 known minor human races."

The Extent of MHRs: TD5 said that the Vilani First Imperium knew of more than 30 MHRs. This suggests that the above number contains 10-15 MHRs located outside First Imperium borders. The Hiver Alien Module stated that several MHRs inhabit worlds along the spinward border of the Hiver Federation's current sphere of influence. [p13] This is out of 170 member races in that Federation, but is more valuable in its implication of a trailing limit to where MHRs are found.

No other Alien Module referred to minor human races.

(I've taken the liberty of making some minor changes to Clay's list. Those changes are mostly cosmetic, and as such I don't list where they are made. Look for more on this subject in the next issue of Tiffany Star. —John)

<u>MINOR HUMAN RACE</u>	<u>SOURCE</u>	<u>HEMOWORLD</u>	
Answerin	TD 5	Vland 0431	Answerin/Parsi
Cafadans	TD 3	Corridor 3135	Cafad/Sashrakusha
Darrians	Alien Module 8	Spinward Marches 0627	Darrian/Darrian
Darmine†	Darmine cultural region		
Dynchia	JTAS 24	Leonidae 0633	Melantris/Yuddunn
Floriani	TD 23	Trojan Reach 0213	Floria/Yggdrasil
Geonee	TD 11	Massilia 1430	Shiwonee/Shiwonee
Halkans	TD 20 p8	Trojan Reach 0510	Halka/Menorial
Happirhva	FT 2	Reaver's Deep 1218	Rejhappur/Scotian Deep
Irhadre	Grand Census?	Lishun	??
Issugur	Alien Realms p3	lakr	Parthinia
Kaggusgus†	Clay Bush		
Lancia	Imperial Encyclopedia	Gushemege 2207	Irkhi/Taapv
Liberts†	Clay Bush	Old Expanses	Nullia
Loeskalth	Sky Raiders Trilogy	Gushemege	Subsector M
Otrai	JTAS 13 p10		
Suerrat	Alien Module 8	Illeish 1710	Volomil/Miitan
Syleans	TD 9	Core	Capital
Tapazmal	Travellers' Digest 20	Reft 3134	Dlaeken/Moibin
Thaggeshi	Vilani & Vargr p18	Vland 2530	Thaggesh/Anakod
Vlazhdumecta	Sky Raiders Trilogy		Far Frontiers
Yileans†	Mike Mikesh	Gashikan 2732	Gashikan/Gashikan
Ziadd†	Duncan Law-Green	Dagudashaag 0721	Zeda/Zeda
Unnamed	Library Data A-M	Antares	Urunishu/??
Unnamed	Sky Raiders Trilogy	Far Frontiers 1833	Qarant/Jungleblut

<u>RACE</u>	<u>SOURCE</u>	<u>HEMISPHERE</u>	<u>HOMEWORLD</u>
Addaxur	Alien Module 4	??/Subsector G	??/Subsector G
Ael Yael	JTAS 15	Jaeyelya/??	Jaeyelya/??
Ahetaowa	Book 8	??	??
Blimps†	Greg Videll	Bondi/Lagaar	Bondi/Lagaar
Blotches	Third Imperium 8	Acrid/Borderland	Acrid/Borderland
Brinn	TD 12	Divad/	Divad/
Bwaps (Newts)	JTAS 11	Marhaban/Lentuli	Marhaban/Lentuli
Chinmaya†	Greg Videll	Glomar/Liasdi	Glomar/Liasdi
Chirpers	Alien Module 5	??	??
Dolphins	TD 13 p15	Terra	Terra
Ebokin	Traveller Adventure	Yebab/Aramis	Yebab/Aramis
Eliyoh	Imperial Encyclopedia	??	??
Eshaar Ashah	Ordeal by Eshaar	Eshaar/Taemerlyk	Eshaar/Taemerlyk
Girug'kagh	JTAS 21	Kagh'kir/Kirarurr'ka	Kagh'kir/Kirarurr'ka
Githiaskio	JTAS 16	Githiaski/Dartho	Githiaski/Dartho
Gl'lu	TD 1	Kubishush/Inar	Kubishush/Inar
Gurvin	Alien Module 7	Ofilaq/Sub A	Ofilaq/Sub A
H'Oskhikhil	Space Gamer (series)	Storm/Riftdeep	Storm/Riftdeep
Hhkar†	Mike Mikesh	Skkyhrk/Hikaru	Skkyhrk/Hikaru
Hlanssai	JTAS 22	Vrihlanz	Vrihlanz
Hlatoi†	Greg Videll	Quantum/Wolf	Quantum/Wolf
Huosua	TD 18 p36	Iraisafeie	Iraisafeie
Ilraki	TD 11	Gasha/Arar	Gasha/Arar
Ilthara	PG Drexilthar	Drexilthar/Derexilthar	Drexilthar/Derexilthar
Irdu	TD 3	Ishirdu/Two Worlds	Ishirdu/Two Worlds
Ithklur	Alien Module 7	Tryylin/Sub H	Tryylin/Sub H
J'aadje	Double Adventure 6	Gaajpadje/Ea	Gaajpadje/Ea
Jessa	Rescue on Galatea	Galatea/Inverness	Galatea/Inverness
Jgd-Il-Jagd	JTAS 17	Jagd/Sotri	Jagd/Sotri
Jonkeereen	TD 19	Jonkeer	Jonkeer
Kidulans	Grand Census	Kidulaar	Kidulaar
Kolzalr	TD 5	Wimorel/Anakod	Wimorel/Anakod
Lalendrians	JTAS 26	Lalendriss	Lalendriss
Languljigee	PG Drexilthar	Lajanjigal/Drexilthar	Lajanjigal/Drexilthar
Larianz	Spinward Marches Cmpn	Byret/Mora	Byret/Mora
Llellewyloly	Traveller Adventure	Junidy/Aramis/	Junidy/Aramis/
Menetha†	J. Kundert	??	??
Minlad (barely sentient)	Travellers' Digest 6	Lishun 0621	Lishun 0621
Mwawmbijebe	Alien Realms p37	??	??
Ojehshodu	TD 18 p34	Corridor 2804	Corridor 2804
Opheides	TCS p43	Reft 1429	Reft 1429
Ormine	TD 17	Dark Nebula ??	Dark Nebula ??
Prt†	JTAS 26	Spica	Spica
Raynirjik	Sky Raiders Trilogy	Far Frontiers 2134	Far Frontiers 2134
Sabmiqys	JTAS 28	Antares 2117	Antares 2117
Saie	TD 16 p28	Reavers' Deep	Reavers' Deep
Satha	Rescue on Galatea	Far Frontiers 3228	Far Frontiers 3228
Selika	TD 19	Riftspan Reaches, etc.	Riftspan Reaches, etc.
Shi'awei	TD 19 p26	Deneb 0130	Deneb 0130
Shriekers	Adventure 10	Spinward Marches 1031	Spinward Marches 1031
S'mrii†	Law-Green	Dagudashaag	Dagudashaag
Tahavi	TD 5	Vland 2017	Vland 2017
Tentrassi†	Greg Videll	Zarushagar ??	Zarushagar ??
Thaki (The Others)†	Greg Videll	limii 0518	limii 0518
Thorellians	TD 12 p34	Old Expanses 0231	Old Expanses 0231
Ulane	TD 17 p31	Dark Nebula 0603	Dark Nebula 0603
Vegan	Library Data N-Z	Solomani Rim 1717	Solomani Rim 1717
Virushi	JTAS 12	Reaver's Deep 2724	Reaver's Deep 2724
Xander†	J. Kundert	Deneb 1319	Deneb 1319
Xapoqi	TD 18 p34	Corridor 3131	Corridor 3131
Za'tachk	Alien Module 7	Wrenton ??	Wrenton ??
Unnamed	101 Vehicles p35	Vland 3206	Vland 3206

Notes: † indicates the entry is not "official"

? indicates the item is not yet named

SOFTWARE

All disks checked for viruses. Stuffit (shareware) is used to keep mailing costs down. Stuffit and anti-virus stuff takes one disk.

World Builders Disk – A collection of Excel spreadsheets for detailing stellar systems and planets. Extensive use of macros greatly reduces disk and memory space. Includes master macro sheet, and the following spreadsheets: *Star System Builder* creates standard star systems; *World Builder* generates physical data according to *World Builders Handbook*; *World Census* does same for government and cities, as well as adding cultural background, GNP, defence battalions, etc. from earlier Traveller materials; *World Temperature* creates seasonal temperature and weather charts; *Animal Encounters* generates 18 tables per planet.

Starship Disk 1 – Includes an Excel spreadsheet for designing starships, and many examples including deck plans. *Donosev* Survey Scout, XBoat, XBoat Tender, *Suliemani* Scout/Courier, *Monitor* Armoured Scout, *Annic Nova*, *Kugashin* Lab Ship, *Nishemani* Corsair, *Rock*, *Animal* Safari Ship, *Broadsword* Mercenary Cruiser, *Empress Marava* Far Trader, *Leviathan* Merchant Cruiser, *Pride of Vland* Long Liner, *Seeker*, *Maru* Merchant, *Triad* Merchant Vessel, *Neekr'kir* Merchant, *Akkigish* Subsidized Merchant, *Azhanti High Lightning* Frontier Cruiser, *Dragon* SDB, *Storm* Strike Troop Carrier.

Starship Disk 2 – Includes an Excel spreadsheet for designing starships, and examples including deck plans. *Lucifer* Destroyer Escort, *Valor* Missile Corvette, *Lurushaar Kilaalum* Patrol Cruiser, *Sloan* Fleet Escort, *Endeavor* Patrol Frigate, *Daganstur* Heavy SDB.

Subsector Disks – Contain data on systems in various subsectors, generated using spreadsheets in World Builders Starships

I collect MegaTraveller starships, both new designs and deck plans. If you have a new ship you'd like to pass around please include a design worksheet. First, it lets people check to see if you made any mistakes (unlikely, but possible). Second, it lets any interested referee create variants if they want.

I have permission to distribute GDW and Fasa deck plans free-of-charge. Please respect their copyrights by only copying them for your own use (ie. treat them the same way you would a deck plan you bought at the shop).

Federated Suns Destroyer (TL16, 1d)
Federated Suns Fleet Escort (TL16, 1d)
Solomani SDB (TL14, 1d)
Vargr Assault Cutter (TL14, 1d)
Yacht (TL14, 1d)
A-30 X Boat (Trav, 1p)
Aek'Naz Battle Cruiser (TL11, 1d)
Alexandris Free Trader (TL15, OS)
Animal Safari Ship (TL15, 1d, 3p)
Arzshel' Battle Rider (TL15, 1d)
Argon Star Free Trader (TL13, 1d)
Azhanti High Lightning
Frontier Cruiser (TL15, 1d, OS)
Jel' Zhodani Strike Cruiser (TL14, 1d)
Broadsword
Mercenary Cruiser (TL15, 1d, 11p)
CB-001 Common Imperial Transport (TL15, 1d)
Chal' Leader Scout (Trav, OS)
Chamellee Commerce Raider (Trav, OS)
Chasab Raider Cruiser (TL15, 1d)
Condor System Defense Boat (Trav, OS)
Daganstur Heavy SDB (TL15, 1d)

Dartmoose Solomani Naval Scout (TL14, 1d)
Dartlingar Battle Cruiser (TL15, 1d)
Destree Feab Yacht (Trav, OS)
Donosev Survey Scout (TL15, 4p)
Durbels Large Transport
Dragon System Defense Boat (TL15, 1d, 3p)
Empress Marava Far Trader (TL15, 5p)
Endeavor Patrol Frigate (Trav, OS)
Endspar Orbital Facility (Trav, OS)
Explorer Survey Cruiser (Trav, OS)
Fanzhahar Far Trader (Trav, OS)
FL-145JAJ Light Aerospace Fighter (TL14, 1d)
Fogbels Heavy Cruiser (TL11, 1d)
Gangawadhar Corsair Hunter (TL14, 1d)
Gazelle Close Escort (TL14, 1d, 4p)
Girkandi Strike Destroyer (TL15, 1d)
Hochiman Strike Cruiser (TL15, 1d)
Huustipochthi Solomani Fighter (TL15, 1d)
Jakaatur Dreadnought (TL14, 1d)
Jris Armoured Packet (Trav, OS)

Irkoaglopoo Jump Ship (TL15, 1d)
Karbars Transport (TL14, 1d)
Khaaboi Colonial Carrier (TL14, 1d)
Khuks Battle Cruiser (TL11, 1d)
Khyrao Battleship (TL21, 1d)
Kunuir Colonial Cruiser (TL15, 1d, 16p)
Kugashin Lab Ship (TL15, 1d, 6p)
Kurglesh Medical Scout (Trav, OS)
Lady of Shallott Type Y Yacht (Trav, OS)
Levsthan Merchant Cruiser (Trav, 16p)
Lord Seamseset Type M Subsidized Liner (TL12, 1d, OS)
Lucifer Destroyer Escort (Trav, OS)
Lurushaar Kilaalum Type T Patrol Cruiser (TL15, OS)
Magnedon Provincial Merchant (Trav, OS)
Maru Merchant (Trav, OS)
Monitor Armed Scout (TL13, 1d, 1p)
Morning Star Interplanetary Transport (TL8, 1d)
Nightrunner Bounty Hunter (TL14, 1d)
Niaz Zhodani Type S Scout (Trav, OS)

Pelican Gunned Merchant (TL15, 1d, 3p)
Plankwell Battleship (TL15, 1d)
Pride of Vland Long Liner (TL15, 2d, 15p)
Parcell XBoat Tender (TL15, 1d, 5p)
Pegal Battle Cruiser (TL14, 1d)
Rack Asteroid Ship (Trav, 3p)
Seeker Armoured Merchant (Trav, OS)
SD-001 Light Fighter (TL15, 1d)
Star Merchant Liner (Trav, OS)
Starfaw Combat Scout (Trav, OS)
Shadrs SDB (Trav, OS)
Starm Strike Troop Carrier (TL15, 2d, 9p)
Suliemani Scout/Courier (TL15, 1d, 2p)
Thunderstreak Solomani Heavy Fighter/Interceptor (TL14, 1d)
Tisbe Large Transport (TL14, 1d)
Tsiingahar Strike Carrier (TL15, 1d)
Trader Provincial Transport (Trav, OS)
Triad Merchant Vessel (TL15, 1d, OS)
Vekkr Missile Corvette (Trav, OS)

Vestabr Zhodani Heavy Fighter (TL14, 1d)
Vizhdal' Zhodani Strike Cruiser (Trav, TL14, OS)
Weese! Raider Destroyer (TL15, 1d)
World Battle Tender (TL14, 1d)
Yokr'zir' Merchant (Trav, 24p)
Valkyrie Battle Cruiser (TL21, 1d)
Zhdits Destroyer Escort (Trav, OS)
Zimswey Battle Rider (TL14, 1d)
Zuunkler Subsidized Merchant (TL13, 1d)

T-Tech Ships

Deep Salvage Vessel (TL15, 1d)
Heavy Load Vehicle (TL15, 1d)
Long Range Shuttle (TL16, 1d)
Galko Transport (TL11, 1d)
Imperial Heavy Gunboat (TL15, 2s)
Maurunner Light Liner (TL15, 1d)
Rabbit LSP Transport (TL12, 1d)
Rosturgane Armoured Cruiser (TL11, 1d)
Sartikva Far Scout (TL14, 1d)
Sourz Fighter (TL15, 6d)
Zargurr Vargr Seeker (TL13, 1d)

Key: Trav – classic Traveller design. TLnn – tech level nn; nd – n pages data sheets; nnp – nn pages deck plans; OS – oversize deck plans

adventure situations included. Some information on most subsectors within Spinward Marches and Gvurrdon Sectors. Number of disks increases as more worlds detailed. Note: descriptions in Spinward Marches are not official and may be superceded by published material.

HyperCard Disk – *Characters* stack generates human and Vargr character in all official and 20 new careers. *Languages* creates random words. The *Imperial Encyclopedia* is a hypertext compendium of library data (alpha version).

Vehicles Disk – Contains two Excel spreadsheets for designing vehicles, and a selection of new vehicles (mainly civilian).

Background Disk – Contains an assortment of items. *Trade Summary* gives freight and passenger rolls for all worlds within jump distance; *Water Pressure* prints chart and graph of water pressure; *Freight Contents* gives displacement and contents of freight; *Navigation* shows locations of all planets in system on any date. Excel spreadsheets generate 100 words/pg in all Major Race languages.

Marc Millar's disk – a disk full for drawings, deck plans, charts, and programs from Marc Millar. Includes MegaTraveller art, a calendar conversion program, deck plans for an Imperial fleet escort, and more.

Michael Derry's disk – notes and plots for running an IRIS campaign. Includes personalities, bases, equipment, organizations, and notes on worlds (but not complete systems).

???'s disk – really detailed deck plans. MegaTraveller ship designs will follow. Unfortunately, I can't find the name of the chap who sent these (I'm a disorganized mover) but if he's reading this, please send more!

All deck plans are available as MacDraw files and/or hardcopy. Normal deck plans are drawn on a 0.5" grid and laserprinted on 8.5" x 11" paper. Oversize plans are drawn on larger sheets, they can be xeroxed with reduction to make them cheaper or full-sized on several pages – inquire for rates. When a deckplan doesn't fit on a single sheet, which is most of the time, it is printed on several sheets; you'll have to use scissors and glue to assemble it.

I welcome any submissions. Don't worry if you aren't a draftsman, I can always draw your plans up myself. Of course, given my limited time I'd rather get them already in MacDraw, but I'm not fussy.

- Aerial Moped (TL10, G)
- Armoured Car (Striker, TL6, 2p)
- Armoured Combat Sled (TL12, G)
- Armoured Fuel Tanker (Striker, TL8, W)
- Cheap Air/raft (TL10, G)
- Gram APC (Striker, TL11, G, 2p)
- Grav Cycle (Striker, TL10, G)
- Ground Car (Striker, TL6, W)
- Imperial Marine APC (Striker, TL15, G, 2p)
- Infantry Combat Sled (TL12, G)
- Laser Grav Tank (Striker, TL9, G, 2p)
- Light APC (Striker, TL9, W)
- Light Patrol Vehicle (Striker, TL9, W, 2p)
- Light Recon Vehicle (Striker, TL5)
- Light Troop Carrier (Striker, TL7, T, 2p)
- Luxury Air/raft (TL10, G)
- Main Battle Tank (Striker, TL5, T, 3p)
- Main Battle Tank (Striker, TL6, T, 3p)
- Mecon Artillery Vehicle (Striker, TL15, G)
- Motorcycle (Striker, TL7, W)
- Motorcycle with Sidecar (Striker, TL6, W)
- Recon Vehicle (Striker, TL7, W, 2p)
- Self-Propelled Auto Cannon (Striker, TL9, G, 2p)
- VTOL Tactical Support Fighter (Striker, TL7, A, 2p)
- Atrex T-6 Transport (Striker, TL5, A)
- Asyn Land Rover (TL5, W)
- Asyn II Land Rover (TL6, W)

- Continued Family Aircar (TL15, G)
- Chwika Family Car (TL5, W)
- Chwika II Family Car (TL6, W)
- Delite Mini Van (TL7, W)
- Divine Thunder Combat Lander (TL14, G)
- Rozhound Fighter (Striker, TL7, A, 2p)
- Gwazal Sports Car (TL5, W)
- Gwazal II Sports Car (TL5, W)
- Hueck HK-14a Troop Carrier (Striker, TL7, H)
- JU-1501 Recon Probe (TL15, R)
- East Container Carrier (TL10, G)
- East II Container Carrier (TL13, G)
- Kirves Assault Strider (TL9, L)
- Lloyds Bank Lorry (TL5, W)
- Loran Heavy Bomber (TL7, A)
- Lufthyttvogn Airvan (TL10, G)

- Mainmassota Battle Strider (TL10, L)
- Men A Wyrol Family Airvan (TL15, G)
- Munk's Heavy Strider (TL6, L)
- Mirav JC-4 Light Day Fighter (Striker, TL6, A)
- Mugi Sports Car (TL5, W)
- Mugi II Sports Car (TL6, W)
- Mugi III Sports Car (TL7, W)
- Mugi IV Sports Car (TL8, W)
- Muskral Recon Vehicle (TL5, T)
- Muskral II Recon Vehicle (TL6, T)
- Okara Grav Car (TL10, G)
- Pantber MBT (Striker, TL6, T)
- Pratchett Delivery Van (TL5, W)
- Pratchett II Delivery Van (TL7, W)
- Raskal Gunship (TL13, H)
- Bio de Jaxoiro Rigid Airship (TL5, Z)
- Skudder Swamp Scooter (TL7, AC)

- Salamander Swamp Buggy (TL5, T)
- Salamander II Swamp Buggy (TL6, T)
- Screaming Eagle Solomani Grav Tank (TL14, G)
- Takts Recon Vehicle (Striker, TL10, G)
- Thor II TacNuc Missile (Striker, TL10)
- Tylwyth Family Aircar (TL10, G)
- Tylwyth II Family Aircar (TL13, G)
- Vagar Light Interceptor (TL12, A)
- Victoria Cargo Airship (TL5, Z)
- Vimy Landsup (TL5, T)
- Vimy II Landship (TL6, T)

Key: Striker - class; Striker design; Tlnn - tech level nn; A - aircraft; AC - air cushion; G - grav; H - helicopter; R - Rocket; T - tracked; W - wheeled; Z - LTA (All vehicle 1 page unless otherwise noted)

Equipment

This is a catch-all for anything that isn't a vehicle or a starship. Note that unless a piece of equipment was created using a recognized design system it is *unofficial* and may be superseded by the official press.

- 2cm Infantry Gun (Striker, TL7)
- 4cm Infantry Mortar (Striker, TL8)
- 5cm Field Gun (Striker, TL5)
- 14cm Siege Gun (Striker, TL8)
- 20cm Field Gun (Striker, TL5)
- 45mm Anti-Tank Gun (Striker, TL6)
- 7mm Autopistol (ES)
- 81mm Mortar (Striker, TL12)
- 9mm Autopistol (ES)
- Cold Weather Clothing (ES)
- Depth Gauge (ES)
- Plasma Gun, Man Portable (ES)
- Wet Suit (ES)
- Pechwar Tac Missile (Striker, TL10)

- Ragnarok TacNuc Missile (Striker, TL10)
- T-Tech Equipment**
- Deep Space Salvage Assistant (TL15, R)
- Jump Packs (TL13, E)
- Mooring Cannons (TL8-9, E)
- Power Overload Enabler (E)

- Retail Droid (TL13, R)
- Vargr Prospecting Droid (TL13, R)
- V.C.R.I. General Maintenance Assistant Droid (TL16, R)
- V.C.R.I. Multi-Purpose Robot (TL16, R)
- V.C.R.I. Security Robot (TL16, R)
- Video Sensor/Scope (TL10, E)
- B8-R1 Experimental Droid (TL8, R)

- GD-15 Guard Droid (TL15, R)
- MO-55 Heavy Maintenance Droid (TL12, R)
- UT-10 Utility Droid (TL15, R)
- Wasp Deep Diving Suit (TL6, R)

Key: Tlnn - tech level nn; E - equipment; ES - equipment sheet; TL varies; R - robot (All equipment 1 page unless otherwise noted)

Worlds

I've been running campaigns in the Spinward Marches for over a decade. As well, George MacLure and I are Sector Analysts for Gurrdon Sector, and are gradually detailing it. If you want data on a world in either of these sectors, ask for it by name and location. If you have a Mac get the subsector disk(s), it's cheaper than photocopying.

I've done my best to keep formats consistent, but because I incorporate suggestions from readers (ie. you) this isn't always possible. In general, every system has the MegaTraveller basic system chart (with all worlds named). Anything I've created since I finished my World Builders Handbook spreadsheet has WBH Profiles for all worlds in the system. If there's native life then I've created animal encounter tables.

I welcome any additions you can make to my collection. Don't worry if they're in a different part of space—all referees move planets. Any maps (of worlds, starports, cities, etc.) will be gratefully accepted.

Art

All art is suitable for xeroxing. Also have detailed instructions one making MegaTraveller starship models (thanks to master modeller Wayne Crow).

For the Mac I have quite a few digitized images out of various publications (PICT format). These are poorer quality than xeroxes (about equal to a mid-range fax) but are quite useful for spicing up software. Before using these you need permission from the publishers.

If you are an artist yourself I can digitize your drawings. Good contrast is essential.

Other Stuff

I'm running an ongoing discussion on computer-generated city maps (which has spread to discussing the nature of high-tech cities). The goal is to come up with a method of creating generalized city maps that is transferable between many different types of computer. Rather than mapping each street we are

more vehicles arrive every week. As with starships, please enclose a design worksheet. Of course, I won't reject anything just because you don't, but it would be nice to see one.

If you're sending in robots (using the original *Book 8: Robots* or a combination of that book and MegaTraveller rules) please include a design worksheet so that other referees can check your work. For equipment I prefer the format used by Digest Group Publications (equipment sheets).

concentrating on determining the predominate zoning within an area.

To participate just request the latest copy. Updated copies will be sent to you whenever I receive your comments.

How do you get all this?

Simple. Just send me a stamped self addressed envelope, a list of what you want, and 10¢ per page for xeroxing. Send an inquiry letter to find out page numbers if they aren't listed here (for example, worlds keep growing as my group adventures on them). If you're sending me something then don't worry about postage or xeroxing (as long as you aren't swapping one page for 10!).

T-Tech address
 Phillip Athans
 7783 Kensington Lane
 Hanover Park, IL 60103
 USA

A note for Americans: Canada Post does not take American stamps! You can get an

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

International Reply Coupon at your local post office. Even easier, you can send me some stuff.

To get computer stuff send *formatted* 3.5" disks, and \$2.00 to cover wear-and-tear (skip the money if you send me something on the disks). I can't offer a premium for American currency, as the banks charge me to change it to Canadian currency.

To get anything from the T-Tech Exchange write to Phil Athans.

A note on copyright

Everything in the exchange is copyrighted! You have permission to copy it for your own use only. Please respect this.

If you send me something I will attach the following notice before sending it to anyone else: "©your name, 19nn. Used with permission." GDW and Fasa have given me permission to distribute their material free-of-charge (which was very nice of them).

Tiffany Star
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ANNOUNCING

One of the problems with understanding the rebellion is that much of the work being done is at the Sector analyst level, with some work on the Domain level. To really understand the strategy of the factions, you need to look at a really big map. Because of the delay in the publication of Second Survey I have peiced together two different 24" x 36" maps from the maps in the old Atlas of the Imperium (GDW, 1984). It let's you look at the "big" picture in a big way, and still has a useful amount of detail for analysts to consider the strategic options. Analysis of them has already lead to two documents being submitted as HIWG working documents.

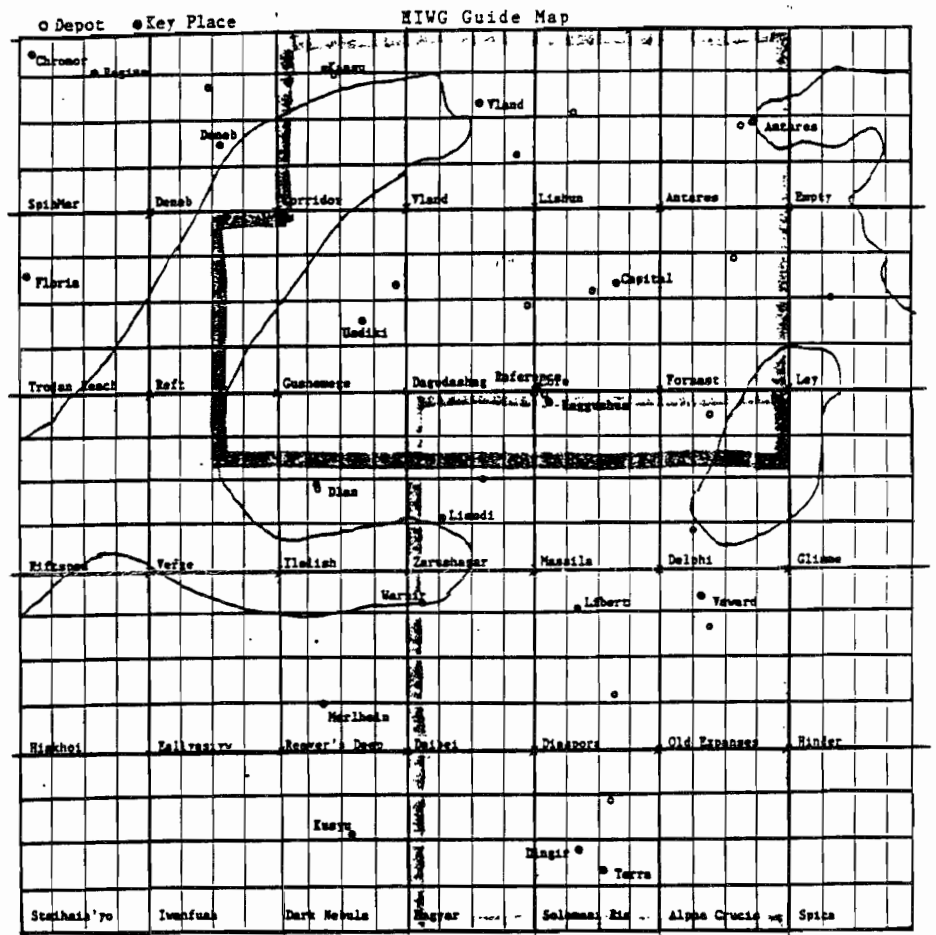
1. "The Imperial Interior", Eight full sectors (Corridor, Vland, Lishun, Antares, Gushemege, Dagudashaag, Core and Fornast) and parts of Six others (Reft, Verge, Ilelish, Zarushagar, Massila and Delphi); The package includes a supplemental sheet to complete Verge and Ilelish sectors, and explanatory material.

2. "The Solomani Sphere", Nine complete sectors (Zarushagar, Massila, Delphi, Daibe, Diaspora, Old Expanses, Magyar, Solomani Rim and Alpha Crucis), and explanatory material. This map can be linked with "The Imperial Interior" for one really big map.

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