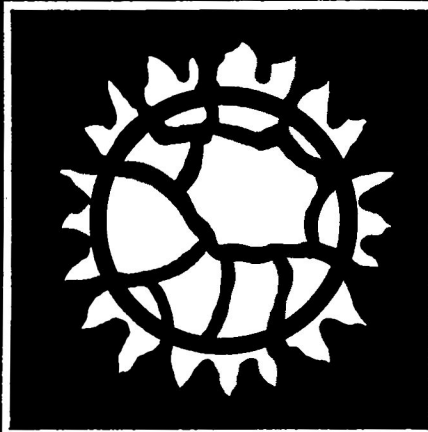




TIFFANY STAR



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STAFF: Mike Mikesch and Ed Edwards.

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

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Articles and illustrations are welcome and encouraged. Send mail to Mike Mikesch, TIFFANY STAR, 3124 75th Ave #3, Landover MD 20785.

CONTENTS

What in the Stars (Mike Mikesch)	1
Chairsophant Letter (Ed Edwards)	1
Solomani/Imperial Battle (art: Gregg Giles)	1
Turning Point Adventures	2
Lucan I (arts: Mike Jackson)	3
Vland Domain - 1125 (Ed Edwards)	5
Stronghold (Ed Edwards)	6
Depots (Mike Jackson)	6
Depot Map (Ed Edwards)	7
More Thoughts on Margaret (Jeff Swycaffer)	8
Personality: Ahfgaard (Barry Osser)	9
Ahfgaard (art, courtesy Barry Osser)	9
Personality: Adair (Ed Edwards)	9
Personality: Anson Pravel (Ed Edwards)	10
Personality: Quinn / Arcadia (Mike Jackson)	10
Personality: Brzk (Charles Scott Kimbal)	10
Strephon Theta (Ed Edwards)	12
No "Real" Strephon (Ed Edwards)	12
"Real" Strephon Symbol (Mike Mikesch)	13
Solomani Rim War (Gregg Giles)	14
Sophontism vs Racism (Ed Edwards)	15
Solomani Break-up (map: Ed Edwards)	15
Machiavelli and the Rebellion (Mike Mikesch)	19
(Sourcebook art, courtesy Marc Miller)	22

WHAT IN THE STARS

by Mike Mikesch

This issue is a bit later than originally planned. Along with a numerous minor delays, my group was playtesting the large-scale combat rules to appear in REFERENCE COMPANION (GenCon/Origins) for Joe Fugate. That couldn't be delayed. Plus, this issue has more pages. (No extra charge.) I'm only trying to clear my backlog of articles in preparation for the arrival of SOURCEBOOK, so its back to 12 pages hereafter.

Regarding the release date for REBELLION SOURCEBOOK, its imminent. Some HIWGs already got theirs' in the mail. And HIWG is credited!

Next issue of Tiffany Star will be sent out the end of June, before Atlanticon '88. This will give me a chance to catch up on all my overdue correspondence.

HIWG CHAIRSOPHONT LETTER

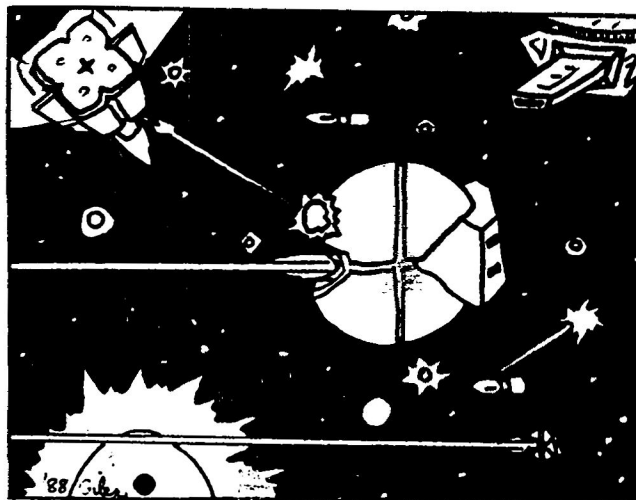
Dear Fellow Traveller:

As of 4/7/88 the History of the Imperium Working Group (HIWG) membership goal was 90% filled. At current new membership rates, the goal will be exceeded by the issue of this document. Still needed is for the Julian Protectorate Analyst and Ilelish Federation Analyst to join HIWG. Also needed are analysts for the Ley Sector, Old Expanses Sector, Restored Vilani Empire, and someone to oversee the graveyards of Zarushagar Sector.

In the last part of this letter I would like to mention the wars of the Rebellion. The dates are not fixed and are subject to change (especially the end dates), but the list is useful to help keep up with things. As usually, the entries and dates are open for discussion. I still live at 1410 E. Boyd, Norman OK 73071.

Ed Edwards

Continued on page 13



TURNING POINT ADVENTURES

Edited by Mike Mikesh

As of this writing, a few people were able to get some quick ideas in regarding the Rebellion Turning Point adventures. I'll present them in a raw form, then continue the discussion.

Mike Jackson -

Get stuff from abandoned depot at (Lishun 1219). *(Mike writes more about the Lishun depot in his article, "Depots", this issue. As a working title for HING reference, I'll call this "Scavengers". - MM)*

Ed Edwards -

Adventure Title: Exit Core

Purpose: To illustrate the harshness of Lucan's reign

Characters:

1. The daughter of a count in Vland sector refuses to participate in Capital debaucheries. Destination: Vland sector.

2. 3 female Vargr - all clones, outlawed by Lucan. Destination: Meshan sector.

3. 1 Virushi doctor, clonist outlawed by Lucan. Destination: Reavers' Deep.

4. Ex-navy, ex-prisoner. In jail for refusing to nuke his homeworld in Zarushagar sector. Destination: away.

Time: 1119 or 1120

Charles Scott Kimball -

A. Lady Isis. Dulinor's stunning daughter, is given in marriage to a noble in the Daibei sector as part of an alliance against Lucan. The players are the crew of the ship that is in charge of delivering her, and they must pass through the contested Zarushagar sector to accomplish their mission. *(Working title: "Escort".)*

B. The Vland and Antares sectors form an alliance against the Vargr, with the players as the go-between. Can they get through the Vargr-infested Lishun sector? Alternatively, the alliance may involve Norris & Vland, in an effort to clear out the Corridor sector. *("Jump Diplomacy")*

C. The players spy on an enemy's Naval depot to learn secrets that could change the course of the Rebellion. (This happened in Poul Anderson's novel, the Rebel Worlds.) *("Naval Secrets")*

And there were some ideas of my own:

Keligga Keep -

It was a practice that started early in Lucan's reign to take hostages (children, wives, sisters, etc) from off-world nobles whose loyalties might be in question. These hostages gradually became numerous, so he ordered a new grav suspended orb built and placed over Cleon/Capital as part of the Holiday celebrations of 1119. It was used to house the "guests" with accommodations ranging from crude to luxurious. This was also the headquarters of a special arm tasked to deal with disloyalties. Lucan frequently "entertained" and conducted his most secret meetings here.

Called Keligga Keep (and sometimes Lucan's Fist), it was just slightly smaller than Paulo's Annex. The surface was a solid black to make it stand out against the daytime sky. During the night it was light in red. The orb was positioned relatively close to the Moot Spire, obviously as a symbol and reminder to nobles abroad of the repercussions to disloyalty. Its construction was secluded, well away from populated areas under the most strict security. The secrets it contained were the subject of much speculation.

This is the site of many key events (secret meetings,

traitorous acts, debauchery, executions, assassinations, and daring rescues). A Traveller module would probably develop the Keep in detail (stats, layouts, cross-sections, encounter tables, NPCs, guard schedules), then provide many adventures using this setting. Keligga Keep can also be the site of Lucan's last stand, if desired by referees.

Mission of Mercy -

This idea was a result of an exchange of correspondence with Jeff Swycaffer. Player characters in this adventure could come from many different assistance foundations (Interstellar Red Cross, Curators Corps, TAS, etc) or be independent. However, all will be operating under Margaret's banner as part of her squadrons.

Margaret has no "war" fleets. She has, though, attracted many combat ships and people willing to fight for her claim to the throne. However, all ships in her service were either used to patrol spacelanes or assembled into relief squadrons. Most of the latter squadrons were sent to Zarushagar to lend aid to those peoples suffering from the worst of the battles between Lucan and Dulinor. The presence of Margaret's ships were often challenged early in their involvements. Later they were ignored as an accepted part of the background.

The player characters are an element of those squadrons, perhaps in command of a single 400 ton patrol cruiser. As Jeff expressed it, their objectives will be to, "Cure the sick; heal the wounded; feed the hungry; clothe the naked; bury the dead." Several types of missions are possible. They could work in direct conjunction with the main squadron, fly off on separate and specific missions, or patrol to lend assistance where they can. Such activities are unlikely to bring wealth to the characters. However, they might instead earn rank, esteem leading to nobility, membership in TAS, or full ownership of the cruiser.

This adventure will give the characters a ring-side seat in the titanic struggles between the fleets of Dian and Capital. And although direct involvement with combat might be incidental, they will face very dangerous situations (eg. taking a gcarrier into an urban nuclear firestorm). But all this is but preparation for a climactic involvement with one of Lucan's deceitful designs.

Lucan's spies have infiltrated Margaret's remote bases and squadrons, chiefly to learn the details of her activities. (One may even be on the party's ship.) The plan is for a squadron, falsely marked as belonging to Margaret, to slip into the Illeish Domain in a sneak attack to destroy critical centers, perhaps with outlawed weapons. In the mean time, false news releases by Lucan's infiltrators announce Margaret's total support of Lucan. The fleeing false squadron then leads Dulinor's pursuit fleet into a misdirected clash with Margaret's real squadrons. After Dulinor wastes his resources in attacking all ships displaying the Flying Grace, Lucan unleashes another major offensive, potentially collapsing Illeish defenses.

Secrecy, however, is crucial in this. The adventure is meant to give the characters advanced knowledge of these intrigues. If they can discover the plot early enough, without in turn being stopped by Lucan's agents, it would have to be abandoned. (If Capital fails abort in time, it could become a disaster.) If they learn of this a bit late, they might be early enough to reach their base so that orders can be sent withdrawing all squadrons from Zarushagar. Alternatively, the characters might somehow acquire absolute proof of the scheme to turn over to Dulinor's admirals. Failing all these, the adventure itself will simply become an effort to escape Zarushagar while being hunted by Dulinor's navy.



LUCAN I
By MIKE JACKSON

— 44th Emperor of the THIRD IMPERIUM

Project: Wolvesbane -

Vargr breeding is the subject of a lively discussion between Barry Osser and myself. If the Vargr are like terrestrial canines, their reproductive rate probably outstrips humans. This would have a large impact on interstellar populations. Consider the United States. There are many cultural groups within its boundaries. All are human, but some tend to have larger families than others, and the long term impact is not small. So, by extension, the Vargr could rise to dominance if only because there are too many of them.

By this logic, the Vargr are suffering from overpopulation. This may be a major impetus for the Vargr to "rush" into the Imperium during the chaos of the Rebellion. Examining the stats for Gvurrdon sector doesn't suggest that the sector is overpopulated, but this is from a human perspective. Vargr inability to sustain large and stable organizations might make any world population code effectively one level higher in terms of population pressure.

Humans in and near the Extents have had to face this for generations. Some have found temporary solutions, escaping the fate that befell most of Meshan sector. Still, trends moved only in the direction of the Vargr, signalling that Humaniti would one day be overwhelmed. The quest for a permanent solution had gone on for centuries, but yielded only one terrible answer: BIOLOGICAL GENOCIDE.

The Imperium had dismissed this from consideration long ago. But individual states, driven to desperation, might pursue such a plan. Even something as small as a militant racist group could attempt this, so long as they had full control over high tech bio-engineering laboratories.

The chaos of the Rebellion Era seems like a ripe time for someone to attempt the creation of a strain of alien microorganism that could potentially wipe out the Vargr race. It might even be engineered by the K'kree. Designed to be "incurable", 100% fatal, nearly undetectable, and with a long incubation period, it can spread out of control from ship to planet to ship to planet.

This isn't to say that the Vargr race will actually be wiped out. Vargr worlds with an adequate tech level could perhaps develop a cure given enough time. Or they might contract SuSAG, offering billions for a vaccine.

If nothing else saves them, one thing that will be the Windhorn Rift. While the disease spreads around the perimeter of the rift, someone will carry the news to Lair by hefting a lot of fuel and cutting straight across. Whoever arrived with the news first would be a hero with charisma 15 for life. The interstellar societies there could employ extremist quarantine laws stopping the progress of the bug. In any case, the demography of the Extents will be radically altered.

The most likely place for Project Wolvesbane is the Julian Protectorate. Since that will have a mix of Vargr and Humaniti, that area of space has perhaps the greatest potential of race hatred.

This has several possibilities for adventure.

Characters could be merchants subsidized by a confederation from within the Protectorate. While travelling the Extents, they are also collecting the most current intelligence on interstellar trade patterns for effective release of the "bug". Piracy and hostile populations are a constant threat.

The characters might be agents of Archduke Brzk. Although having joined the League of Antares with the Protectorate, there are curious activities that are hinted at but kept secret even from him. The characters are sent to investigate. Such an adventure will probably run much like a classical spy thriller.

Alternatively, the characters may be Vargr from a confederation in Meshan.

Another possibility is that the "bug" may already be spreading. The characters are operatives of SuSAG. They are to break into the facility that created the disease and capture technical notes. If they elude capture in getting the documents to SuSAG, they might then be used to deliver the vaccines to desperate Vargr worlds.

Ilelish Plot -

This one, Marc had expressed interest in and explicitly asked be included in Tiffany Star for HIWG review.

ISIS: Beautiful but naive, she was shocked into hard awareness of the realities of her world when she learned her father had killed her close friend, Ciencia Iphegenia, and her parents. No one noticed that a shrewd mind had awakened, and she kept herself low key to avoid the notice of enemies. All the while, she carefully educated herself and prepared for the day she must act.

BLACK LEEDAN: Also known as the Leedan Ring, or more abstractly as the Ilelish Power Bloc by Imperial power watchers. Its full name is the Twenty-four Black Rings of Leedan. This is an inconspicuous alliance of 24 individuals bent on advancing their own power. Membership requires each individual to be powerful in his own right and desire more power through mutual assistance. Their philosophy describes morality as an invention of the powerful to subjugate the masses. A moral person cannot achieve his potential.

Since his appointment as Grand Duke, Dulinor's closest advisors were members of the Leedan Ring and their acolytes (a little known fact, not given significant attention). They convinced Dulinor that Strephon was a serious danger to the Imperium. Just what they convinced him of is wide open. But one idea we can start kicking around follows:

Dulinor's situation may not be unlike that faced by Admiral Michael Devon in Jeff Swycaffer's novel, NOT IN OUR STARS, that there may be a conspiracy in the highest levels of interstellar government. Dulinor is lead to suspect the Imperial family are imposters (clones, robots, psionic shape shifters?) replacing the originals as a long term plot by a foreign power (Solomani?). There is never any conclusive evidence that this had happened, and so he must carry the responsibility alone.

All the evidence for the conspiracy was subtly supplied by his advisors. In fact, they might also have used hypnosis on him to be certain he reached the conclusions they wanted him to reach, and to look into the places they wanted him too. (In fact, Dulinor might be completely in the power of Black Leedan, unable to resist their subliminal direction.)

ISIS, on the other hand, suspected an Ilelish conspiracy, and spent years in carefully uncovering it. She rightly assumed it originated from the Leedan Ring, and quietly built her power base outside of that circle. In the mean time, she feigned trust and cooperation as they groomed her to succeed her father.

On a fateful day, Dulinor dies (kills himself, slain in battle, assassinated, or shot by the Ring). However, during the formalities of Leedan's coronation, she turns a decoration ceremony into a surprise execution of the members of Black Leedan.

An Ilelish conspiracy has also been used by other referees in devising their own Rebellion campaigns since it additionally provides good adventures leading to the Assassination and Rebellion Era. Deeper into the Era, ISIS could provide much material for an extended campaign.

Characters involved in such could reasonably start off as "freedom fighters to depose the assassin,

TIFFANY STAR #3 -- May-Jun 88 -- page 5

STRONGHOLD

THE DEPOT IN THE IMPERIUM

By Ed Edwards

John Meyers has extensively studied the ATLAS OF THE IMPERIUM (GDW,84) and noted 17 depots with the Imperium. Herb Petro noticed the depot in the Corridor Sector. The Antares depot is noted in the ATLAS addendum. The 19 depots are marked on the accompanying map.

According to the IMPERIAL ENCYCLOPEDIA (GDW,87), in the entry on Naval Depots, depots store and purchase all requirements for naval support, overhaul and repair naval ships, and test new ship designs. TRAVELLERS' DIGEST (DGP,86) notes an additional important function of a depot is the retention of aged ships for potential reuse or reconstruction if required for a major war.

During a war, the depot becomes a rallying point for naval forces. They are in fact the strongest points in the Imperium. The same holds true within the Imperia. While the political centers of power are important, so are the centers of military might.

Note the implied importance of the depot on the map. The Lishun depot is the holding point against the Vargr advance. The Rimward depot in the Delphi sector is the holding point against the Solomani advance. The drive against the Corridor depot has been successful, splitting the Imperium. In three sectors (Dagudashaag, Zarushagar, and Ley) the drive into Lucan's territory is directed at depots.

Sector	hex	star- port type	water world?	gas giant?	asteroid belt	ATLAS page
Deneb	1613	A	no	yes	no	5
Corridor	1511	A	yes	yes	no	6
Vland	2728	A	yes	yes	no	7
Lishun	1219	D	yes	yes	no	8
Antares	2021	B	yes	yes	no	9
Gushemege	3016	A	no	yes	no	13
Dagudashaag	3121	A	no	no	no	14
Core	1518	A	yes	yes	no	15
Fornast	1811	A	yes	yes	no	16
Ley	1420	A	yes	no	no	17
Ilelish	1022	B	yes	yes	no	20
Zarushagar	1920	A	yes	no	no	21
Massilia	0301	B	yes	no	no	22
Delphi	0832	A	yes	yes	no	23
Delphi	1205	A	yes	yes	no	23
Daibei	0326	A	no	yes	yes	28
Diaspora	2018	C	no	yes	yes	29
Old Expanses	1213	A	no	yes	yes	30
Solomani Rim	1911	A	no	yes	yes	36

The depot in Corridor was destroyed during the week starting 119-1120 to avoid falling into the hands of the Vargr.

DEPOTS

by Mike Jackson

In addition to the stunning portrait of Lucan, Mike also sent the following offering for Tiffany Star. - MM

Issue #1 of Tiffany Star included a listing of Imperial fleet strengths during the Rebellion. It explained who got what, and how quickly the ships were disposed of. However, fleets need bases, and the most important of these are the naval depots.

There are 19 depots in the Imperium, divided rather unequally among the domains. There is one in Deneb, four in Vland, two in Antares, five in Sylea, one in Gateway, three in Ilelish, and three in Sol. They are

the main support centers for the navy, with ship production and maintenance centers, naval training facilities, and weapons testing sites. But with the fragmentation of the Rebellion comes division of the Depots, and consequent effects on military actions.

Norris has only one depot, surprising for such a chaotic frontier area. Located at 1613 in the Deneb sector, it is a typical installation. It is heavily taxed by the Rebellion, and large amounts of funds are spent to enlarge and enhance its facilities. It is the main black globe processing center for the Imperium, which gives Norris an advantage over other Imperial factions.

The depot in Corridor (1511 A686353-F) was overworked by the first Vargr incursions. Most of the Corridor fleet was requisitioned by Lucan, leaving the entire sector defenseless. It was soon overrun by Vargr and the depot sacked. Several ships were being overhauled at the time and were seized by the Vargr, including a *Plankwell* class battle cruiser. Sector Admiral Marsh Kiran travelled with his fleet, which spent most of its time in engagements in Dagudashaag and Zarushagar sectors.

The restored Vilani Empire has a single depot (Vland 2728 A594677-9). The depot at (Lishun 1219) was abandoned when Vargr raiding became too intense. Its mothballed ships were reactivated, and now both the Lishun and Vland fleets work out of the Vilani depot.

Antares has a single depot at (Antares 2021). In 1117 and 1118, it was refurbished and expanded under the Julian Protectorate. But these new areas soon fell into disuse when the League of Antares again parted with the Julians.

Strephon's Worlds contain one depot, right on the border, (Gushemege 3016). However, most of Gushemege fleets came under the command of Dulinor, and so the depot supported only a few small squadrons. It was eventually taken by Lucan's Imperium.

Dulinor had only one depot under his control, which was heavily taxed by his four fleets. Located at (Ilelish 1022), it was a veritable beehive of activity. The depot at (Zarushagar 1920) changed hands several times between Dulinor and Lucan, and was eventually destroyed.

Daibei had one depot, at (Daibei 0326). It supports the Daibei and Reaver's fleets, and remained in good condition.

Margaret had one of the two depots in Delphi sector, at (Delphi 1205). It was her main command center, though half of the Delphi ships went to Lucan's control.

The depot at (Old Expanses 1213) became a Solomani Base when the rest of the sector joined the Confederation. Its high-tech shipbuilding facilities were put to good use by the lower-tech Solomani.

Vega managed to retain control of the depot at (Solomani Rim 1911 A000660-F). It made a good stronghold for the Imperial forces there, as they have much less territory to protect per ship than any other faction.

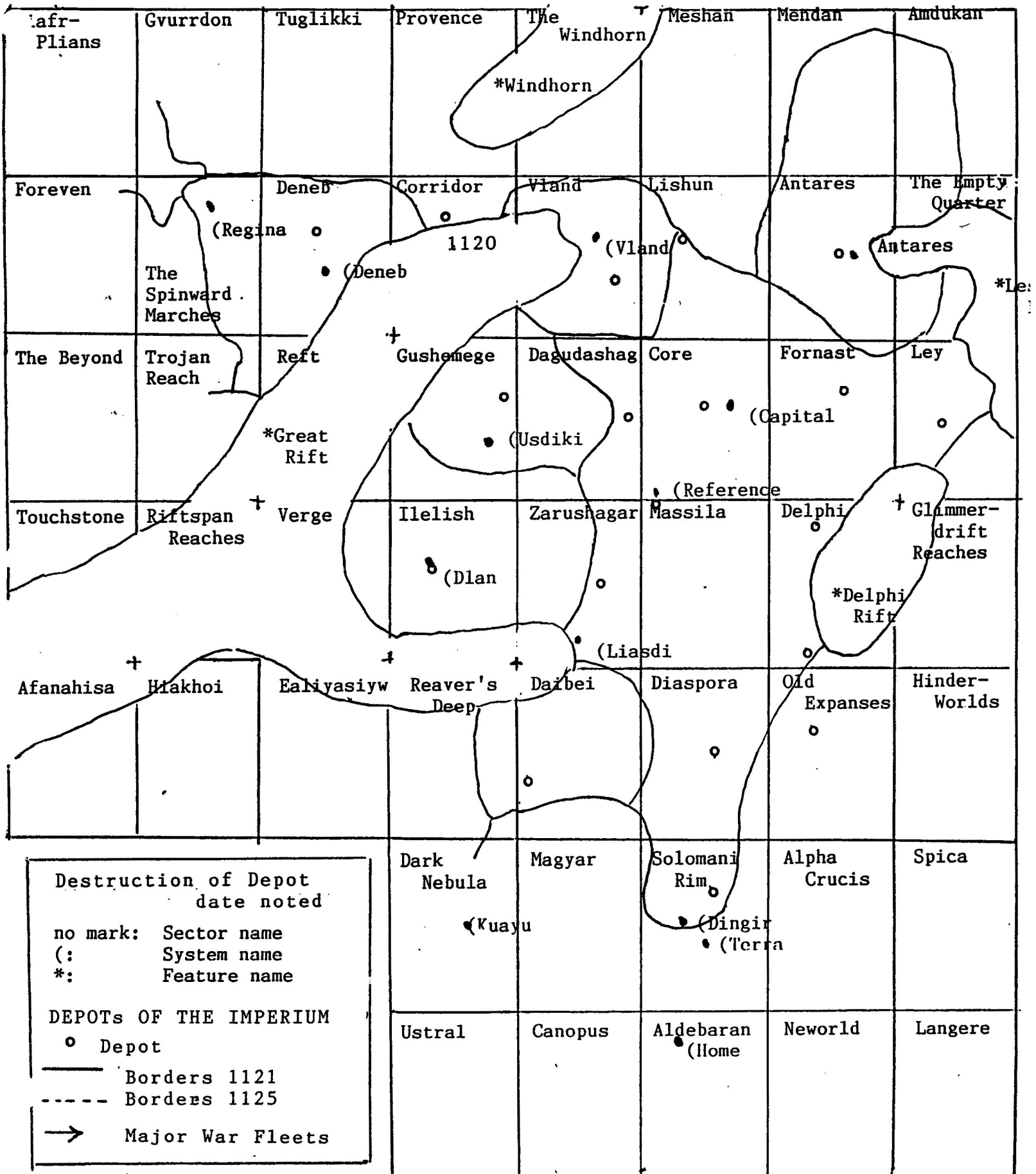
The depot at (Diaspora 2018) was reduced to a skeleton crew when the Diaspora fleets were sent to other areas by Lucan. By 1120, all the Diaspora ships were destroyed, and the depot was shut down.

Lucan retained control of more depots than any other leader. He controlled depots at (Dagudashaag 3121), (Core 1518), (Fornast 1811), (Ley 1420), (Massilia 0301), and (Delphi 0832). All of them experienced heavy use, though Delphi was reduced to a ghost world by 1118 with the destruction of all its fleets.

By 1125, four of the nineteen original depots no longer existed. By then, they had little to support, as by that time the shattered Imperium had lost 79% of its original naval forces.

DEPOT MAP

by Ed Edwards



More Thoughts on MARGARET

by Jefferson P. Swycaffer

Late words: Jeff's next book, THE EMPIRE'S LEGACY, is due out this summer from New Infinities, Inc (barring anything unforeseen). As were his previous books, this too was inspired by Traveller. - MM

Mike Mikesch wrote to me and explained some "options" that could be taken with the character of Margaret in the HING future history. (It feels oddly like "accessorizing" a new auto. Instead of power steering or power brakes, I'm looking at *power*, pure and simple ...)

The first option was "Margaret the Empress," all hope and glory, the shining woman on horseback who comes and restores the height of the Imperium. Everybody takes off their hats, we bask in the radiance, la de da. This is unutterably dull. If I wanted *Star Wars*, I'd watch *Star Wars*. It reeks of utopianism and messianism and white horseism. Someone will come along and save us, while we wait like Little Nell tied to the railroad tracks waiting for Dudley Do-Right ... except that sometimes Dudley does wrong. The Cavalry doesn't always come over the hill in time ... and sometimes the cavalry that *does* come over the hill is just more Tuaregs or Mongols or Hittites. And, sometimes when the cavalry comes over the hill, we find that their treatment of, say, the Sioux is nothing, *nothing* whatever to be admired. In 1936, Adolph Hitler was the gleaming knight on the white horse ... but is that the kind of story we want to tell?

"Leader Margaret" is another option Mike presented. She sits back, makes clever, incisive decisions, functions as an eminence grise, and grandmothers the fighting factions into common sense and peace. This is also pretty darned boring. Remember that this is the role that Jimmy Carter imagined for himself as a world leader. It's true that his emphasis on human rights did some good, but as a respected figure, he left something to be desired.

"Figurehead Margaret," now: this is starting to get interesting, and there are elements of it that I like a lot. The idea here is that she just sits and smiles, like Queen Victoria attending plays while the sober dogs of government were actually in the driver's seat. I'll come back to this ...

"Civil Service Margaret" was mostly what I had originally conceived. Boring and dull, a nice, careful gardener, filling the potholes in the roads. Nero fiddled while Rome burned, but Civil Service Margaret is out, active and energetic, revamping the postal system, caretaking the economy, and keeping her own interests limited. This, too, appeals to me, and I'd like to retain elements of it.

But Mike proposed the "Fireman Margaret," and this is probably my favorite. The Fireman Margaret goes in for rescues, for peace initiatives, for nonaligned confrontation, and for a genteel, humanistic neutrality. If there's a problem, then that problem must be addressed, within or without her borders.

And it gives player-characters a new horizon, too. Rescue. Margaret might try to create a new organization, something like the Red Cross. I don't know what the heck we should call it, but, if I may be permitted a slightly self-serving suggestion, the organization might be called the Curators Corps (or some variant thereof). This is a pun on Procurator, a Roman official with "fiscal or administrative power," (quotha the Random House Dictionary), but also is a bit of fun with regard to my Archive 'universe,' because what good is an archive without a curator? It's also an obvious pun on "cure" and "curative."

So, let's play with that idea. Margaret found the Curators Corps as a new training branch for Traveller player characters. The emphasis is on Medical, Diplomatic, and Survival skills. Also some sciences. Less emphasis on weapons. They get to go places; they have to be neutral; and their overall task is simply to make things better. Cure the sick; heal the wounded; feed the hungry; clothe the naked; bury the dead. Don't take sides in the local fights, a sadly counter-productive activity. Just ... help people.

(This very much appeals to me, and I'm sure as hell going to use it in my ongoing Traveller campaign.)

Using this approach, Margaret herself might be either the Civil Service Margaret or the Fireman Margaret, but the player characters who join the Curators Corps are definitely firemen. As the wars move on, shifting fronts and emphases, there will be ghastly scenes of destruction and misery; the Curators try to set it right. Think of the TV show *M*A*S*H*. The job is no damned fun, but it's got to be done. It's also a welcome change from the "Kill the bad guys, loot their camp," adventure concept that ought to have been passe long, long ago.

(Which is not to say, of course, that a team of, let us say, two Curators, two ex-Marines, and one Scientist might not be a really nice balance.)

Finally, Mike suggested "Machiavelli Margaret," a scheming and byzantine master diplomat who weaves the feuding factions into a tapestry of deceit. This doesn't appeal to me at all. It is, however, a very logical niche, and *someone* ought to fill it. Just not Margaret: *someone else*.

Because for me, personally, the dramatic tension that I want to work with is best served by Margaret as a pure, gentle, clean, decent woman, just one heck of a nice guy. The Civil Service Margaret, the Fireman Margaret, and, yes, the Figurehead Margaret, all rolled into one. Jimmy Carter is, again and again, the paradigm here. This version of Margaret is very attractive: you'd elect her mayor of your city in a hot second. As empress, however, she would be a disaster.

(But you know, I sometimes think that Strephon might have been assassinated for roughly the same reasons that Jimmy Carter wasn't re-elected. With a boring president, however we need only wait four years ...)

The Margaret that I envision simply can't take the time to see deeply enough into the issues, and hasn't the patience to listen to advisors who can. I see her having an enormous appeal to nearly everyone, moderates especially, but being, quite simply, *wrong* for the job. Wrong, but in ways that are subtle.

(A personal note: in this regard, she would be a caricature of myself. I tend to think simplistically, to get all caught up in minutiae, and to face difficult decisions with more bravado than insight. I'm an excellent secretary, but would be a lousy president.)

I envision Lucan and Dulinor both sneering at Margaret, and both working on ways to trick her. She won't be tricked quite so easily: honest people never are. She is without guile, and that confers a limited immunity to it upon her. She can be *ambushed*, however, quite easily, but will never double-cross anyone else. Think of playing a game of Diplomacy or Risk, and one of the players is a guy who simply can't bring himself to double-cross anyone. He's totally honorable. He doesn't like it if you double-cross him, but even if you do, he *won't* do it back to you. (He might not trust you a second time, and he isn't a sucker, but he won't smile, say sweet nothings, and then knife you.) Unfortunately, this is the kind of gentleman who will NOT win the game. At the same time, he's the fellow we all wish *would* win. There's a

Continued on page 20



PERSONALITY: AHFGAARD
by Barry Osser

More than being an avid HINGer, Barry is also a fanzine editor, that of NorthCoast Roleplaying (subscriptions: \$6). The periodical is not dedicated to Traveller, but does include it as a regular feature. Its a good value. - MM

Coreward Meshan Pack Counselor 58989(D)
AHFGAARD (pronounced "off-guard") MCr (liquid) 722
Born 1042 [Imperial Counting] Age 58 (74) [Imperial]
Career: College with Honors / Flight School / 12 terms
with Vargr Highguard
Skills: Leader-2, Pilot-2, Fleet Tactics-2, Jack-o-T-2,
Liaison-2, Navigation-1, Ship Tactics-1, Ships Boat-1,
Admin-2, History-1, Vacc Suit-1
Homeworld: Vaerdzoukha/Dhingzve (Meshan 0206)
B463773-B Vargr Naval Post
Starport B, Small, Standard, Wet World,
Mod Pop, Low Law, Average Stellar

Ahfgaard is one of those rare individuals, Vargr or otherwise, who simply has a knack for anything. He graduated from college with honors and Naval Officer's Training, attended Flight School and then entered the Vargr Highguard where he reached the rank of Fleet Admiral. While in Highguard employ, he received 2 Starbursts for Extreme Heroism, 1 Meritorious Conduct Under Fire, and numbers of Purple Hearts. However, Ahfgaard's tours became boring and a desk job was simply too routine, so he left the service.

Ahfgaard's age is rather subjective. While in his last 4 terms with Highguard, he stumbled across Anit-agenics. With a bit of wheeling and dealing and a large cash outlay, he received the same monthly Anagathic treatments that members of IBIS get, keeping his age at 58. Even though he has left the service, he has maintained contact with his supplier and still receives the shots.

From his terms in Highguard, Ahfgaard has gained a large reputation and subsequent Charisma. His score of D is pretty secure within the Vargr Extents. Very little he can do will change his Charisma rating with his fellows; nothing short of the loss of a fleet under his direct command would lower it below a score of B.

Though his name is open to numerous jokes, this is in no ways a comical character. He is counsel to one of the strongest contingents of organized ships in the Rimward Trailing portion of the Vargr Extents (specifically; Windhorn and Meshan Sectors). Six corsair pack leaders use Ahfgaard's counsel on a regular basis for information on the simplest property disputes to raiding plans on major merchant lines. He gains proportional cuts on all plans he engineers from 15% to 65% of the take. Much of his money is sunk into securing old naval vessels from Imperial stockyards at a much inflated price (Imperials can be as mercenary as any Vargr). Ahfgaard then runs a complete overhaul of each ship with his own, highly experienced, ground crew.

After each overhaul, a full complement of weapons is added to each and the ships are sent out as his system defense.

Ahfgaard owns papers which deed him to 2 planetary systems in the Meshan Sector. The papers show him as sole owner with the selling outfit being a long defunct Vargr company. He has not sat on his laurels either. One of the planets in the Dhaeldzi system is a large producer of industrial crystals and iron, and for everything Ahfgaard does, he keeps a complete journal and ledger. His ledgers and journals are collected and printed in small numbers for his off-spring to study. The journal entries include much on Vargr history unknown to the Imperium.

Finally, Ahfgaard has a knack for being in the wrong place for everyone but himself, and this, quite simply, is what makes him such a dangerous character.



PERSONALITY: ADAIR
by Ed Edwards

Archduke Ronald Lynn Linn Chou Adair 574BAF Age 56
9 terms (Noble) Born 1060 BCr 140
Skills: Environment (Survival-1), Inborn (Leader-3,
Artisan-1), Space Tech (Communications-2), Academic
(History-1, Persuasion-2, Linguistics-1; Vegan), Vice
(Disguise-2, Gambling-1)
Homeworld: Eleusis (Solomani Rim 2109 A789831-E N)
Starport A, Medium, Dense, Wet World,
Mod Pop, Low Law, High Stellar

Career:
Archduke of the Domain of Sol from 1111 (at age 51)
Duke of Concord (and Vega) from 1104 (at age 44)
subsector from 1082 (at age 22)
Count of Eleusis from 1060 (at birth)
Marquis of Eleusis

Adair was picked in 1111 over sector dukes to be the Archduke of Sol Domain by Strephon because of his loyalty to idea of the Imperium. Adair considers a cosmopolitan Imperium to be superior to (and an antidote for) racist governments surrounding the Imperium. Although of the Solomani race himself, Adair prefers a cosmopolitan Imperium and recommended several non-humaniti for noble positions. As a Count, he addressed the Moot on two occasions: first to favor the knighthood for non-humaniti and second to favor the incorporation of the Vegan Autonomous District (which was not done) into the mainstream of Imperium government.

Adair's hobby is faces. He occasionally disguises himself as someone else in the court at Dingir to see how long he can get away with it. His gambling is more of a weakness than a skill. But Adair only indulges once or twice a year (usually disguised) and rarely loses over Cr30,000 (which he can easily afford).

Adair has taken de facto control of the Magyar sector during his time as Archduke. The Magyar sector is not officially part of the Sol Domain, but the Counts and Dukes of Magyar look to Adair for guidance and leadership.

(As the Imperium shatters, Adair has tough decisions to make. He has carefully balanced two major internal forces: the Solomani influence and the Vegan influence. However, external influences might well overwhelm him. Like the Imperium, Adair's Domain falls apart: the Old Expanses sector joins the Solomani Confederation; all of Magyar sector and Alpha Crucis sector fall to the advancing Solomani; Diaspora sector is isolated from Adair; over half the Solomani Rim sector falls to the Solomani. Yet Adair will hold on and hold on against all.)

PERSONALITY: ANSON PRAVEL

by Ed Edwards

Count Anson Pravel 675A9E Age 57
9 terms (Bureaucrat) Born 1059 MCr 160
Skills: Economic (Admin-2, Broker-1, Legal-2), Inborn
(Liaison-2, Jack-o-T-1), Interpersonal (Linguistics-2:
Aslan, Zhodani), Grav Vehicle-1
Homeworld: Capital (Core 2118 A5B6A98-F B)
Starport A, Medium, Dense, Wet World,
High Pop, High Law, High Stellar

Under Strephon, Anson worked in the Office of Naval Budget. From 1106-1116, he headed a section overseeing new naval construction. An acquaintance of Lucan, he was appointed a Count in 1116. He was selected to be The Emperor's Own Comptroller, in charge of Lucan's personal investments. Lucan granted Anson no County, so Anson is a Count at Large.

As a child and youth (1067-1078), Anson travelled with his family in the Spinward Marches and Trojan Reach sector. (His father was a business liaison with Aslan and Zhodani traders.) Unknown to Lucan, Anson still has active telepathy-5 (per Alien Module 4) at medium range. Usually Anson uses this skill instinctively along with his liaison skills.



PERSONALITY: QUINN / ARCADIA

by Mike Jackson

These Rebellion Era personalities are from Trojan Reach sector, a region Mike is developing. Subsectors of Trojan Reach are regularly offered in his own publication, THIRD IMPERIUM (see ad). - MM

Sector Duke Alexander Quinn of Tobia 6998AF Age 51
9 terms (3 Diplomat, 6 Noble) Born 1066 MCr 350
Skills: Leader-2, Liaison-2, Computer-2, Admin-1,
History-3, Grav Vehicle-1
Homeworld: Tobia (Trojan Reach 0206 A444A55-F N)
Starport A, Small, Standard, Wet World,
High Pop, Mod Law, High Stellar

Duke Quinn is "Sector" Duke for the Imperial territories in the Trojan Reach, and the areas of Reft sector "behind the claw". Originally a diplomat, he became Duke when his older brother abdicated in order to pursue his personal hobbies. Quinn is a good leader but is primarily a historian; his studies of the history of the Sindalian Empire (a long-gone state in the Trojan Reach) have received high praise.

Duke Quinn tries to keep in constant touch with the Archduke of Deneb, and at the beginning of the Rebellion sent half his fleets to help Norris against Vargr incursions. When the Aslan invaded, he was unprepared, and the Trojan Reach became extremely chaotic. Tobia itself was put under siege in early 1118, and was killed in the fighting. Later in the year, he was replaced by Duchess Arcadia of Gazulin (Gazulin 2708).

Duchess Sharik Arcadia, Countess Gazulin 775A9E Age 34
5 terms (Marines, rank:Major) Born 1083 MCr 63
Skills: Leader-1, Tactics-2, Grav Vehicle-1, Computer-0,
Combat Rifleman-2, Vacc Suit-0, Cutlass-1
Homeworld: Gazulin (Trojan Reach 2708 AAB6887-B A)
Starport A, Large, Dense, Wet World,
High Pop, High Law, Avg Stellar

Countess Arcadia was appointed Sector Duchess by Norris after Duke Quinn was killed. She spent most of her life in the Imperial Marines and had little experience in government. Her aptitude was such, however, that she took to her office like a K'kree to veggies.

Arcadia soon proved to be an accomplished Sector Duchess (ironic, as at the time she controlled only one subsector in the Trojan Reach). She managed to hold back the Aslan from taking any further territory and stabilized the areas of the Reach and Reft that were still free.

PERSONALITY: BRZK of ANTARES

by Charles Scott Kimball

Charles is a history major and our analyst for the League of Antares. I'd just received this in a letter where he was praising my promptness. He also sent regrets that it wasn't in time for TS#3. Well Charles, guess what?! - MM

Archduke Brzk (as of 001-1117) 7C4A9F Age 37
(Noble) Born 349-1079 Cr lots
Skills: Rifle-4, Hunting-1, Pilot-1, Computer-1,
Gambling-1, Admin-1, Leader-1, Grav Vehicle-0
Possession: 400-ton Desiree Keah class Yacht, Rifle.
Also a TAS member.

Continued on page 20

Archduke Brzk (as of 001-1125) 6B4A9E Age 45
(Noble) Born 349-1079 Cr--almost as much
Skills: Rifle-4, Laser Weapons-2, Hunting-2, Computer-1,
Pilot-1, Gambling-1, Admin-1, Leader-1, Infighting-1,
Grav Vehicle-0
Possession: As 1117, but also has a laser pistol.

Brzk was born on 349-1079 to Ngaz, the 10th Archduke of Antares to come from the family of Soegz, a hero from the Civil War. He succeeded his father in 1099, at the age of 19. At first he accepted the fact that he had risen as high in the Imperium as a Vargr could go; this changed when he heard the news of the assassination of Strephon.

Before the end of 1116, the new Emperor, Lucan, began drawing ships from the frontier sectors to deal with his rival to the throne, Dulinor. Brzk knew that leaving any part of the border undefended was an invitation to Vargr raids, and no ships from the Antares sector went rimward. At the same time, he secretly sent diplomats to the Julian Protectorate to negotiate the terms of an alliance. During the next few months, his warnings were confirmed as Vargr corsairs overran the Corridor and Lishun sectors. But Brzk also had other plans for his fleet ...

Forced to choose between several contenders for the Iridium throne, all of which had flawed claims of legitimacy, many of the Imperial nobility did not know who to support. It was to these that Brzk went, offering himself as a candidate for the throne with a record of honesty and good government. His campaign pitch did not go over well, though, because other contenders closer to Capital (Margaret, for instance) were claiming the same things for themselves. Only the nobles in the Antares and Empty Quarter sectors took him seriously, and soon Brzk realized that he did not have enough supporters in the Moot to make his claim to the throne stick. He attributed this to prejudice by humans against the idea of a non-human Emperor, and went ahead with his plans as if this didn't matter.

On 242-1117, a fleet courier arrived at Antares carrying an ultimatum from Capital: support the war against Dulinor wholeheartedly, or face the consequences. Brzk deliberated for a few days, considering the options he had left, and on 257-1117 he made his move. On that day, he renounced his oath of loyalty to the Emperor, and revealed the treaty his diplomats had signed, incorporating the Antares & Empty Quarter sectors into the Julian Protectorate.

Lucan had expected Brzk to comply with his demands for more ships, and so was not entirely prepared. But by the end of the year he was able to assemble enough ships in the Fornast sector to begin an invasion of Antares. At first Lucan had the advantage; badly outnumbered by Lucan's fleet, Brzk had to wait for the arrival of the Julian fleet before he could launch an offensive himself. The first three months of 1118 saw steady gains for the Imperial fleets; because the open planet/closed planet rule was honored by both sides, planetary bombardment was avoided, and the course of the war was determined by fleet movements rather than attrition. During this time most of the Mukusi, Sakhag, and Celebes subsectors (Antares subsectors L, O, and P) were brought back under the rule of Capital. Then the Julian fleet arrived, and at the battle of Kirshad (Antares 2528) on 080-1118 the vanguard Imperial fleet blundered into a trap and was destroyed.

The Antarean/Julian counter-offensive quickly recovered the lost subsectors and carried the conflict rimward into the Fornast sector. Lucan responded by pulling his last ships out of the Ley sector. This

meant sacrificing that sector to "the trailing threat", but it succeeded in slowing, and eventually halting, the Antarean drive. As the Antarean ships captured more and more worlds they found their supply lines extending farther and opposition from Capital increasing. On 272-1118 a squadron of the 1st Antarean fleet entered the Core sector at Ziimurkin (Core 3015), only 9 parsecs from Capital. It was decimated by a battle rider squadron waiting there, and the forces of Lucan regained the initiative. Gradually they forced the Antarean & Julian fleets coreward again.

As if this was not enough bad news for Brzk, he was also having trouble with his own ally. The negotiations that brought the Antares & Empty Quarter sectors into the Protectorate were done without the consent of all the Protectorate's member governments. Some saw Brzk as a threat to the freedom of the other members; with as many worlds under his belt as all the other Julian states put together, he was in a position to turn the whole Protectorate into a centralized state. Others did not want Brzk because having him around would bring wars with the Imperium. Still others had prejudiced Vilani leaders who just did not want to deal with any Vargr on an equal basis. Whatever the reason, those members that opposed support of Brzk gained the ear of Garin Kaarishuu, regent of the Protectorate. Late in 1118 she gave in to the pressure and declared the alliance with Brzk to be nullified; he would have to fight on his own now. Brzk did have some support among the Julian worlds in the rimward edge of the Mendan sector (plus a few worlds in Amdukan), and those worlds went with Antares when the Antares-Julian rift occurred.

The continuing war with Lucan, the ever-increasing Vargr raids from the Lishun sector, and the possibility of a threat from the Ley sector "trailing threat" or from his enemies in the Julian Protectorate forced Brzk to the negotiating table. Lucan agreed to a temporary cease-fire along the front lines that stabilized in Fornast subsectors B, C, and D during 1119. The agreement itself was signed at Mikur (Fornast 1707) on 299-1120 by representatives of both sides; the cease-fire has lasted until the date of this writing (126-1125) because both Brzk and Lucan have been up to their armpits with trouble on other fronts, forcing them to postpone their own personal quarrel indefinitely.

As of 1125, Brzk is at the low point of his fortunes. His first attempt to take the Iridium Throne of Capital has failed miserably. His once-powerful fleet has shrunk from 1,000 ships to about 100 -- scarcely enough to defend the main worlds under his control. Vargr corsairs continue to raid the spinward frontier, and they have caused the loss of much of the Antares fleet since 1120. Brzk still wants a union with the Julian Protectorate, but the leadership of that state distrusts his ambitions. There is no fighting with Lucan at this time, but that could begin again if Lucan achieves a clear victory over Vland, Dulinor, Daibei, or the Solomani.

To cover up this vulnerability, Brzk must juggle several balls at the same time. First of all, he must prevent Lucan, the Vargr, and the Julians from joining up against him; this is probably the easiest of his many tasks to perform. To the Vargr he must appear as a capable and charismatic leader; with luck on his side he can win over some of the corsairs in the Lushun sector to his service. To the citizens of the Imperium he must show himself as a good administrator who can bring law and order to the Domain of Antares; only then will he have enough support to make another bid for the Iridium Throne. His past association with the Julian

STREPHON THETA

by Ed Edwards

I was in the Grand Palace of Arbellastra when Emperor Strephon Clone Beta was assassinated at 1517 hours 132-1116 by the Archduke Dulinor. Strephon Clones Epsilon and Zeta were killed in the Lucan ordered Anti-Strephon Clone War of 133-1116. Strephon LIVES!

A clone is the genetic equivalent of a sophont. That is, a clone has the same genes and thus the same capability of similar physical characteristics as the original sophont. A clone does not have the same knowledge as the original. The tech level 16 medical development of mind transfer from one brain to another allows a true clone to be developed: one with the exact genetic structure and mind structure of the original. Even with the same original genes, same body, same mind structure; unless the two are exposed to similar experiences, they begin to diverge. For a person and clone to be interchangeable, they must be exposed to similar circumstances.

The ultimate security for Strephon was created in 1101: true clones of Strephon Prime were developed at Capital. It is likely few know this. Dulinor did not know this. Lucan did.

The clones who were not acting the Strephon part generally observed what the acting Strephon was going. In so far as possible, each of the clones had similar knowledge and training.

As you likely know, several nations beyond the Imperium have agreed to attack the Imperium upon notice of the death of Strephon. As the signal reaches the naval headquarters near the Imperium border, the navies are to attack: without awaiting orders from the capital or coordination between the nations. The Zhodani war of 1107 was begun when the Zhodani received word of Strephon's death at Chronor. Although Strephon Prime did die in the hands of Zhodani agents on 351-1106, the other Strephons were able to carry on. Because the Zhodani received the news of Strephon's death through their own spy network, they began the war. The news of the death of Strephon did not go to the other nations of the pact, so they did not begin a war. This event proved the validity of Strephon clones. Two more clones were then generated.

I, Strephon Theta, was born 8 years ago and impressed with the mind of Strephon. As well, I was trained in psionics. On 132-1116, I was within 100 meters of Strephon Beta when he was slain by Archduke Dulinor. Evidently the opportunistic Lucan had standing orders to select guards to eliminate all Strephon clones should the acting Strephon ever be openly killed.

The battles of 132-1116 were largely between undirected forces. On 133-1116, Lucan started his war against the Strephon clones. Now all who were present except myself and Clone Alpha are dead. Only Strephon Eta was off planet during these events. Perhaps he survived Lucan's wrath.

Insofar as I know, there are no Lucan clones. I suspect Lucan will isolate himself from most human contact. Knowing what he has done to kill his own brother and the Strephon clones, he will fear being assassinated and will withdraw more and more from any sophont contact. From time to time he will feel the need to liquidate those sophonts who do work closely with him. Finally he will find himself so isolated from all contact with the Third Imperium that he will no longer rule it. He will then take his own life. Who or what agency will rule the Imperium at this time is beyond my psionic ability to predict.

Strephon outsmarted his enemies; Lucan will kill his enemies. In fact, if Lucan cannot find enemies to kill,

he will kill his friends.

There is a rumor about that Strephon Prime transferred his personality prior to the events of 132-1116. This is NOT correct. The mind transfer experiments done at Capital between dissimilar brains have been failures. Only transfers from one mind to a similar (cloned) mind have been successes. In any case, Strephon Prime died in 1106 at the hands of Zhodani agents.

There is a rumor about that Strephon's brain was transplanted shortly after the shooting. The capability to do this is present on Capital, but Strephon's brain is still in Strephon Alpha's body.

You are now asking yourself, where is Strephon Alpha's body with Strephon Prime's mind in it?

Archduke Dulinor of Ilelish carefully planned Strephon's assassination. His escape route of a series of jump-6 ships all the way back to Dian was known by 16 spy activities here on Capital of which I am aware. The Aslan ambassador caught in the firefight was trying to report this knowledge to Strephon.

The first jump of Dulinor's route home was a jump to the Core sector depot. Somewhere out in that direction is where Strephon Alpha is. I lost track of him (I was psionically tracking him, even 40,000 miles into space!) and lost him in the smash of space ripping apart: He jumped. Strephon Alpha got out of that mess. Can he ever overcome Lucan and Dulinor? How should I know, my psionic abilities are receptor and mind tracker, not predict.

This message is being drafted so the Universe can know the evil of Lucan. I, Strephon Theta, sense psionically the nearness of Lucan's agents and know my time of death is near. May the Empire prevail over it's enemies both foreign and domestic!

Strephons:

Name	Psionic	Born	Died
PRIME	no	202-1049	351-1106
Alpha	no	101-1101	LIVES!
Beta	no	108-1101	132-1116
Gamma	no	289-1101	342-1101
Delta	no	032-1102	124-1102
Epsilon	no	322-1102	133-1116
Zeta	no	045-1102	133-1116
Eta	yes	092-1108	Unknown
Theta	yes	098-1108	138-1116

No "REAL" STREPHON in Gushemege

by Ed Edwards

The following is the preliminary findings released 347-1118 by the special study group regarding the possible cloning of Strephon and the claims of the "real" Strephon in Gushemege sector. The special study group was lead by Ralphon Varist, Staff Propagandaologist to the Recent History Branch, Psychohistory Division, Research Directorate, AAB, Vland (Vland 1717).

Late in 1117, a person claiming to be Strephon, Emperor of the Third Imperium, arrived at Usdiki (Gushemege 2224). Strephon was slain on 132-1116 at Capital by Dulinor, Archduke of Ilelish Domain. A group of four dukes and six counts were present at Usdiki. The aristocracy has gathered to jointly determine whether to support Strephon's assassin: Dulinor, Lucan, or their rightful Grand Duchess in Vland. Strephon's wife, Iolanthe was the sister of one of the Dukes

present: her murderer was disfavored. Public feeling was against Lucan. The aristocracy in Gushemege sector have traditionally not followed the ruling house of Vland. Any reasonable fourth choice would have been better; then in walks "a Strephon".

Having good reason to follow the new leader, the group never-the-less required several tests of the claimant. A psychological profile indicated the Strephon claimant truly believed himself to be Strephon. However, the person, who had vivid memories up to 1116, seemed confused when discussing events of the year from mid-1116 to mid-1117. A second test, a genetic profile indicates a 98% genetic duplicate of Emperor Strephon on the Simpson/Colebert scale. The counts present, and Strephon's brother-in-law, believed this person to be the "real" Strephon and made him their leader.

We do not believe the validity of these reports. The Simpson/Colebert scale is very inaccurate, above 90%. It is typically used to compare unlike genetic types NOT similar. It is useful for genetic variance tracking, not identification. The person in Gushemege looks like Strephon, so it is expected he would have a similar genetic structure.

The results of the psychological profile are misleading. The believers in the "real" Strephon consider the profile to show how upset Strephon was that the assassination attempt was made. But a simpler explanation is available: for the past year, a person who looks like Strephon has been trained extensively to act like Strephon and versed in the events of Strephon's life.

Best bet: The person in Gushemege is NOT the real Strephon. Many devoted Strephon worshippers seriously want Strephon to be alive and want the unified Imperium. Both are now gone.

A related issue is rumors of cloning experiments at Capital. According to the rumors, Strephon himself was the party cloned. The "real" Strephon of Gushemege sector never claimed to be a clone; but others claim it for him.

Several evidences exist to support the rumor of Strephon clones.

One evidence is the "Strephon Theta Confession". This document claims to be the story of a Strephon clone Theta as he dies before being slain by Lucan's forces.

The document is so sketchy, so anti-Lucan, that it resembles more poorly done fiction than any true account of anything. We suggest ignoring the whole document.

A better evidence comes from the bankruptcy hearing of Gail Reaton Chou of Capital on 004-1118. She claims on 162-1116 her crew removed certain furnishings from a room close to Strephon's throne room. Details of the furnishings indicate enough medical equipment to perform cloning experiments.

A third evidence comes from the scandal video market. The "Confessions of the Royal Undertaker" (Vidio Mass Market, 1117). In this video, an unnamed (therefore unverifiable) undertaker for the Imperium Emperor's household shows four Strephon looking bodies prior to cremation. All the bodies are seriously mutilated. This source claims that for several days after Dulinor's assassination, Lucan's forces conducted a "war" against the Strephon clones, which Lucan won. The video is so obviously anti-Lucan propaganda it can be safely disbelieved and is mentioned here only for the sake of completeness.

A fourth evidence seems valid, but highly inconclusive. Because it is short it is displayed here:

114-1118
WANTED >>>

<<< WANTED REWARD Cr120,000

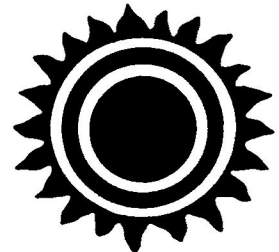
Dr. Contact Bell-lu
For conducting unlawful clone experiments and for other
Treason against the Third Imperium.
Dr. Bell-lu is a Virushi (see JTAS #12), age 42, and
resided on Capital 1108 to 1116. He has an old minor
wound consisting of a 12cm laser burn on the plate
above his second left forearm. He is not considered a
danger to arresting or handling officials. However,
he is a danger to the law and order within the Third
Imperium and other civilized places.

This wanted announcement does exist. It's meaning is unclear. Any cloning process would be governed by medical law. Strephon was the final lawmaker. Perhaps Lucan has outlawed cloning experiments since he took over. The reward seems excessive, perhaps some one in a high place was exceptionally offended?

Inspection of the evidence seems to lead to the conclusion that cloning experiments were indeed going on in the Imperium capital. That these experiments resulted in a true clone of Strephon is doubtful. A living Strephon is more the result of wishful thinking than concrete fact.

Proposed Emblem For
The "REAL" STREPHON

by Mike Mikesh



(CHAIRSOPHANT - from p1)

WARS OF THE REBELLION:

Arranged in order of lives (military and civilian) lost by the combatants, from the most deadly (assumed: 117 Billion) to least deadly (17,200).

TITLE	WINNER	LOOSER
Second Rim War 1117-1125	Solomani	Lucan, Daibei, Vega
War of the Ilelish Liberation 1116-1125	Ilelish Federation	Lucan
Gushemege Pacification Campaign 1117-1122	Lucan	"real" Strephon
1120-1122	Vland	"real" Strephon
1117-1122	Ilelish	"real" Strephon
War of Antarian Liberation 1118-1119	Antares	Lucan
War of Vilani Liberation 1117-1120	Vland	Lucan
Anti-Denebian War 1117-1124	Aslan, Vargr	Empire of Deneb
Lishun Sector War 1117-1124	Vargr	Lishun
Corridor Sector Raids 1117-1124	Vargr	Corridor
Ley Sector Raids 1118-1125	Trailing Threat	Lucan
Rift Sector War 1121-1124	Rift Republic	Aslan
War of Daibeian Liberation 1117-1121	Daibei	Lucan
Rift/Ilelish War 1119-1122	Rift Republic	Ilelish

The SECOND SOLOMANI RIM WAR

by Gregg Giles

The Solomani Confederation quickly took advantage of the growing chaos within the Imperium. Almost immediately, Confederation battle-fleets were being assembled to wartime strengths, and the reserves were called forward. Solomani fleets quickly swarmed into Imperial territory, striking deep and swiftly. Their ultimate goal and common bond was naturally Terra.

For over 110 years, the homeworld of the Solomani had lain in enemy hands, and the common spirit was that it must be liberated at all costs. Fleets rapidly drove upon Terra and the nearer systems of industrial and military importance. No mercy was given - this time the Solomani would not fail. By 1125, Terra and her sister worlds were again under the control of the Solomani. The war against the decaying Third Imperium was pushed further coreward by the relentless fleets. However, when the Vegans pledged their allegiance to the Third Imperium, it was realized that the battle to regain the entire Solomani Sphere would not be as simple as first expected. Instead of quick and crushing victories against the Vegans, the Solomani encounter fierce resistance, fed by an Imperial lifeline reaching over 50 parsecs through hostile space. Sieges became more common as the Solomani fleets began to shrink from combat losses. Reserves were often guided away from the immediate battles and main fronts to exposed and vulnerable areas in the Magyar and Alpha Crucis sectors.

In the Old Expanses, which had aligned itself with the Confederation only weeks before the war, fleets were quickly drained and pulled to the Diaspora sector fronts. The early tactic of striking deep and striking fast soon became a costly ploy, annihilating nearly a third of the Old Expanses forces. However, these efforts did not go unfelt. Throughout Diaspora and Massilia, infiltration teams were dropped off and immediately went to work disrupting communications and supply lines. As a whole, these deep strikes helped the Solomani maintain its fragile edge over the Imperium in the new war.

Yet as time wore on, troop and fleet strengths dwindled. Both the Imperial and Solomani economies had to completely retool for total war. Since the Solomani had a larger industrial base on which to immediately draw, it had the early advantage in the war. However, once the supply lifeline between the Third Imperium and Diaspora stronghold was established, the war turned into an immediate stalemate. Tactics gave way to fleet strengths and larger firepower. Battle rider squadrons entering an engagement with 10 ships often escaped with less than three.

Soon, the newly acquired Solomani territories in the Old Expanses, Solomani Rim, and Daibei sectors began to have a negative effect for the Solomani. With nearly 25% more worlds to defend than before, the Home Guard was forced to cut its stand-by forces by nearly one-half strength. Reserve units often found themselves facing combat-experienced Imperial squadrons.

Several major offensive efforts (some which almost seemed desperate) helped the Solomani ward off superior Imperial forces. When the war effort of the Third Imperium began to shift its focus to defeating Dulinor, activity along the Imperial Starlane eased. By this time, Solomani industry had the opportunity to begin large scale military production. New destroyers and escorts were rushed to defend the weakening borders along the Old Expanses and along Vega. Even worlds behind the Solomani border had to be reinforced after suffering Imperial deep-strikes (the Imperial Navy

having learned the effectiveness of the same tactic against themselves in Diaspora).

Quickly thereafter, Imperial and Solomani forces returned to conventional tactics, but with less starships to arrive at the same end. The typical naval fleet by this time was nearly half of what it was at the beginning of the war. At times, the Solomani Grand Fleet (assembled upon occasion for defensive actions) was rumored to be no more than 200 ships strong. By this time, dreadnoughts were becoming rare, having seen the brunt of the conflict during the first few years. The larger and more powerful line-ships were usually assigned to vital worlds, such as Terra, Krypton, and Prometheus. Major engagements soon were fought between heavy cruisers, destroyers, and suddenly the war was often left to escorts and system defense boats. Because smaller vessels could be constructed more rapidly than line-ships (and could also be in more places than a single line ship), destroyers and armed escorts became the main stay of the Solomani fleet by the end of the war.

Imperial forces fared worse. Often the Starlane keeping Diaspora and Vega alive was disrupted by "intimidator" squadrons, whose duty it was to more annoy the Imperial forces than to attack them. These squadrons nearly always carried infiltration drop-teams, but only one-half usually succeeded in arriving at their target (and then only a handful went unscathed). By the end of the war, Imperial escorts and system defense units were placed throughout the Starlane, effectively destroying the effectiveness of the intimidators. Generally, the Imperial navy would assign three "stations" in any given system, where system defense units would lay in waiting. By the time any Solomani craft were within striking range of the mainworld, they were already intercepted and destroyed or chased off (most resorted to immediate return to hyperspace). Many experts also give credit to the fact that the Starlane was shifted spinward inside Diaspora sector, further away from Solomani striking range.

By war's end, both the Solomani and Imperial naval and ground units were exhausted. The average reserve units on both sides were often made up of men no older than 19 or 20 years old, and munitions supply was at an all time low. Then the war finally ended, it was not from military defeat of one of the powers, but from mutual exhaustion. Both sides had literally beaten its opponent to death, and to continue such attempts would only weaken themselves. Most of the Solomani Rim and Diaspora laid in waste, and heavy damage was incurred in large portions of Daibei, Magyar, Alpha Crucis, and the Old Expanses. Although both sides still had the will to fight, neither had the ability to effectively do so. Happy from its obvious victories, the Solomani nestled themselves in for a very long and uneasy peace.

Although the Solomani now retain the largest single standing navy of any belligerent nation, it is also one of the largest nations in existence. The Solomani must now defend and additional two sectors with a weakened military force. With low supplies, heavy losses, destroyed industries, and more territory to protect, the Confederation is indeed in worse shape than it appears.

Within the Confederation, many leaders have argued that the Home Guard actually moved too fast, too soon. The general consensus is that the military over-extended itself. Home is now presented with the problems of additional populace, a potentially-vulnerable military, and a liberated Terra.

The Imperial Navy actually now has the ability to maneuver its remaining forces quickly within its confinements in Diaspora and Vega. Whereas the Solomani must attack from all around, the INS simply has to have

SOPHONTISM Versus RACISM

by Ed Edwards

Sophontism - the doctrine advocating social and political rights for all sophonts regardless of major or minor race or of natural or artificial origin (i.e. clones, robots, etc).

Racism - a doctrine that inherent differences among the various sophont races determine cultural or individual achievement, usually involving the idea that one's own race is superior.

One of the driving forces of the 1100's in Imperium Space is sophontism versus racism. The relation of states and leaders of states to this question frequently determines their status. Parochial racist thought weakens the interstellar state by limiting the number of worthwhile individuals who can participate within the state. By contract, sophontism strengthens the state and allows unlimited expansion capabilities.

Classical Sophontism taught "social and political rights for all sophonts regardless of major or minor race status". At Tech Level 16 both true cloning (memory duplication as well as genetic duplication) and artificial intelligence become possible. The first signs of TL16 are appearing in Imperium Space. Neo-Sophontism includes these new technological developments.

Strephon fostered sophontism by appointing members of non-humaniti races to high offices - most notably Brzk, Archduke of Antares. These appointments were an oft cited reason that Dulinor slew Strephon. Strephon was further accused of granting nobility to several artificial sophonts (i.e. robots).

Lucan, by contract, is a racist. His anti-clone directives show a definite bias toward natural sophonts only. Lucan was one of a set of twins: a de facto natural clone, and resented his twin, Varian.

HIWG participants must deal with the sophontism versus racism question. If a random roll is in order, use a 1D6 and refer to the postures in the following table:

1. Neo-Sophontism
2. Classical Sophontism including artificial sophonts
3. Classical Sophontism including true clones
4. Racism against a few races
5. Racism against most races
6. Racism against all races except own

Questions of Sophontism versus Racism:

Does Dulinor hire Aslan Mercenaries?

What is the relation of Daibei to the Reavers' Deep aliens?

Is Grandfather a racist?

Will Vegans ever get along with the Solomani?

Are Hivers best served by fostering Neo-Sophontism or Racism?

Can Deneb, Vland, or Antares ever get along with Aslan?

Are the Ley sector raiders bigots?

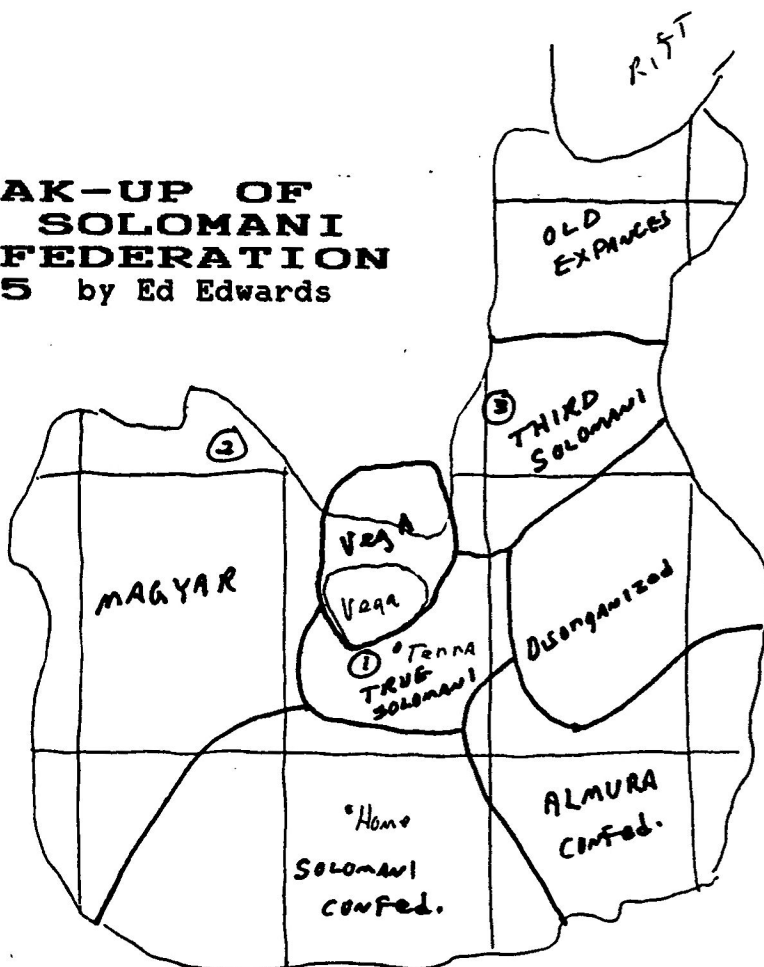
Can a K'Kree ever be Emperor of the Imperium?

Will Norris ever rule Chronor?

Are the New Lords destined to rule a state of Humaniti?

Any reunion of the Imperium must be Cosmopolitan!!!

BREAK-UP OF THE SOLOMANI CONFEDERATION 1135 by Ed Edwards



POWER AND INFLUENCE

1.29.88

-Ed Edwards

Entries from the Galanglic Dictionary:

ASTRO- prefix meaning "stars" (can replace "geo-" in most usage to expand meaning)

ASTROGRAPHY 1. The science dealing with the character, arrangement, and interrelations of the stars, planets, and other features of stellar systems
2. the science dealing with inhavited portions of stellar systems
3. the study of this science

ASTROPOLITICS the study or application of the influence of political and economic astrology on the national power, forien policy, etc. of a state
INFLUENCE ...

2. The power of persons or things to affect others, seen only in its effects

POWER ...

3. The ability to control others; authority

...

STATE ...

3. A politically unified population occupying a specific area of a planet, stellar system, or star region.

Astropolitics becomes an important subject now that the Imperium is shattering. HIWG will use an indicator to compare the relative importance of a system/planet in the affairs of the Imperia. Proposed here is the TRAVELLER Power Index (TPI), a number used to compare the power of various systems at the same time or the same system at various times. Also proposed is the TRAVELLER Influence Index (TII) which can be computed from one system for all other systems. The TPI is particular to a system for a given time; the TII is computed from the TPI. The TPI is largely based on the Universal World Profile (UWP), see MEGATRAVELLER REFEREE'S MANUAL (GDW,87), page 16+. Reference to astrology information such as in ATLAS (GDW,84) and other sources is also required.

The TPI is a simple product ranging from 1 to about 25,000.

TRAVELLER POWER INDEX (TPI)

$$TPI = ST \times POP \times TL \times AI$$

None of the numbers: ST, POP, TL, or AI can ever be less than one.

The first key product, ST, is determined from the Starport Type (ST) of the UWP. Only the major (highest rated) starport should be figured, and only the one highest number should be used. Use the following table to convert alphabetic starport type to the numeric ST:

A. 16	C. 8	E. 2
B. 12	D. 4	X. 1

The ability to control other star systems is directly proportional to the adequacy of the starport as measured by the Starport Type.

The second key product, POP, is the Population from the UWP. The ability to control others is a function of the population. Without adequate population there is no one to take the message of what to do to other places; not enough people to build the space ships required to communicate; etc. IF the UWP figure is zero: use a one.

The third key product, TL, is the Tech Level from the UWP. The higher the tech level, the more one is capable of either physical power or political power. Tech Levels under 6 are incapable of space flight so use the following conversion chart:

Pre-Industrial (Tech Levels 0 to 3)	1
Industrial (Tech Levels 4 to 5)	2
Pre Steller (Tech Levels 6 to 8)	3
Tech Level 9	4
Tech Level N	N-5

The fourth key product, AI, is the Authority Index which is computed from the UWP and other astrography and astropolitical sources. There are two parts to the AI: the base and the modifiers. The base is computed from known authority over other systems data and the modifiers indicate other recognition forms.

The base AI should be assigned from the following table:

1	Government Code 7 (Balkanized) or code 0 (no government)	
2	planet wide government (Government Code 1 to 6 or 8+)	
3	2 to 4 planets ruled (small Imperium County)	
4	5 to 10 planets ruled (large Imperium County)	
5	sub-sector capital (Imperium Duke)	
6	sector capital (Imperium Senior Duke)	
7	2 to 3 sectors	
8	4 sectors (Imperium ArchDuke)	example: Dingir (Sol Domain)
9	5 to 9 sectors	example: Home (Solomani Confederation)
10	10 to 14 sectors	example: Kirur (K'Kree)
11	15 to 19 sectors	example: Glea (Hive Federation)
12	20 to 24 sectors	
13	25 or more sectors	example: Capital under Strephon

Only one base AI should be assigned even though in the Imperium the same place may well be a County capital, a sub-sector capital, a Sector capital, and a Domain Capital. Use the highest AI base applicable.

AI modifiers (as many as are applicable) should be added to or subtracted from the base to compute the final AI. Modifiers are based on the recognition of other systems of the authority of the given system. Modifiers are:

+1 if one or more bases (waystation, naval, depot)
+1 if a link on an X-boat route

-1 if a captive government or colony (Government Code 6)
-1 if no water world or gas giant is present in the system
-1 if an amber zone (Zhodani Unabsorbed World)
-2 if a red zone (Zhodani Forbidden World)
-1 if the ruling government is a minority race on the planet

Additional modifiers may be assigned judiciously: for example: add one to Shudusham for the Robotics Conference; add one to Terra for being the home of the Solomani; add four if there is an active black globe factory on the planet.

The red or amber zone status can be applied without regard prior to 1118. After 1118 each segment of the Imperium was declared a red zone by some other segment, so that data is inapplicable. No matter how many negative modifiers are applicable, the final AI should be 1 or more.

Example: Capital to 1116 (data based on TRAVELLERS' DIGEST #8 /DGP,87/):

ST=A (16), POP=A (10), TL=F (10), AI base is 13 because Strephon rules over 25 sectors from here, add one for a naval base, add one for an X-boat route: Total AI=15.

TPI for Capital to 1116 = (16)(10)(10)(15) = 24,000

Capital from 1116: ST, POP, and TL are the same; but Lucan only rules 10 or 11 sectors: base AI is 10 with +2 modifiers: AI=12.

TPI for Capital 1116+ = (16)(10)(10)(12) = 19,200

(note the 20% decrease: Capital only has 80% of the power under Lucan that it had under Strephon.)

Example: Regina 1105 (based on THE SPINWARD MARCHES /GDW,79/):

ST=a(16), POP=8; TL=A(5); base AI is 5 (subsector capital), modifiers are +1 for a scout and naval base, +1 for an X-boat route: AI=7.

TPI for Regina 1105: (16)(8)(5)(7) = 4480.

After the Rebellion starts and Norris is isolated from Lucan: the AI changes: the base is now 8 (archduke's capital) and two is still added making AI=10.

TPI for Regina 1117-1120: (16)(8)(5)(10) = 6400.

Note the 43% increase for Regina. These examples show that prior to the Rebellion, Capital was five (5.36 to be technical) times as important as Regina; after the rebellion, only three times as important.

However, if you live in the SpinMar (Spinward Marches), Regina is more important in either case. The power of Capital is reduced by the time it takes to get information over trans-stellar distances.

Influence is Power divided by "distance". The "distance" is the measure of how many weeks it takes for general news and information to arrive. In the Imperium, "distance" can be measured in X-boat links. Where no regular X-boat link exists, "distance" is measured in parsecs. For the system of origin, use a distance of 1.

The TRAVELLER Influence Index (TII) is the TPI divided by "distance".

Because X-boat information is not available for most of the Imperium, when going long distances, use a "distance" of 10 per sector. When crossing borders the following additions should be used:

- +5 Amber zone
- +10 Red zone
- +5 friendly national border
- +10 unfriendly national border
- +25 war border

Example: Capital as seen at Regina to 1116 (data based on CHALLENGE 30 /GDW,87/):

300 days is required for the news of the death of Strephon or 43 weeks.

At Regina 1116, Capital TII = 24000/43 = 558.

At Regina 1116, Regina TII = 4480/1 = 4480.

In 1120 the situation is different: a message from Capital to Regina has a "distance" as follows:

- 8 links Capital to Vland border
- 25 war border between Lucan and Vland
- 12 links across Vland to Corridor
- 25 war border between Vland and Vargr
- 30 parsec across Corridor
- 25 war border Deneb versus Vargr
- 12 links across Deneb Domain

The total is 137, for a "distance" of 137 (note this is about 2.5 years).

At Regina 1120, Capital TII = $19200/137 = 140$.

At Regina 1120, Regina TII = $6400/1 = 6400$.

Prior to the Rebellion, Regina is 8 times more influential than Capital (at Regina):
early in the Rebellion, Regina is 46 times more influential than Capital!

MACHIAVELLI and the REBELLION

By Mike Mikesch

HiWGs, read Machiavelli's, THE PRINCE. Its short, easy to read, and offers much insight into the understanding of what's going on during the Rebellion. My original thought was that this was the handbook for the stereotypical amoral or immoral leader. Its not. Rather, its a definitive study for the political realist. And though what he has to say was meant for Renaissance Europe rather than the latter 20th century, a parallel setting has reemerged in Imperial space.

To speak of the Rebellion's main characters from Machiavelli's perspective, both Lucan and Dulinor are most certainly villainous. Each of them killed the rightful heirs to the throne in order to attain their position. But Machiavelli talks of two types of villains in their actions after attaining power.

Well committed [cruelties] may be called those ... which are perpetrated once for the need of securing one's self, and which afterwards are not persisted in, but are exchanged for measures as useful to the subjects as possible. Cruelties ill committed are those which, although at first few, increase rather than diminish with time.

It is my feeling that Dulinor is the former type. The assassination of Strephon was meant to be well for the Imperium. A continuing purge thereafter, for instance, was never a consideration had he succeeded in securing the throne.

Lucan, on the otherhand, is probably of the latter sort, in keeping with a personality that would willfully kill his own brother with but brief deliberation. With that murder left unproven, the rest of the Imperium might still have sided with Lucan, eager to thrash Dulinor, thrash the Solomani, and get back to business. Instead, Lucan may have continued with a chain of villainous "cruelties" (eg. property seizures, executions without cause), thinking himself above any law, especially with the fleets at his command. As a result, there was a rapid falling away of the frontiers and his own assassination became a growing threat.

Margaret, as depicted by Jeff Swycaffer, is possibly riding a wave of popular support in trying to attain the throne. To the thinking of Machiavelli, the support of the populace is one of the necessities of maintaining power. But far more crucial is arms, and Margaret effectively has none. Instead, her concern is to provide good government.

A prince should therefore have no other aim or thought, nor take up any other thing for his study, but war and its organization and discipline, for that is the only art that is necessary to one who commands, ...

She may be portrayed as particularly good and virtuous, which is also a trait of small political worth to Machiavelli.

A man who wishes to make a profession of goodness in everything must necessarily come to grief among so many who are not good.

It is only necessary to avoid vices that might cause ruin (eg. psionics). Other vices may be quietly pursued if the scandal of their discover will not bring ruin.

Norris will probably be voted by Machiavelli most likely to succeed. He broke the rules where he had to, whereby he advanced himself from Duke of Regina to Archduke of the Domain of Deneb. He has the support of the people as hero of the Fifth Frontier War. He has sizeable forces that are his own and directly under his commands. And I've so far found no faults that Machiavelli warned of. Norris is dangerous.

Much more can be said, but this must wait for future articles and perhaps other writers. In the mean time, I strongly encourage you to read THE PRINCE. Form your own ideas and share them.

(By the way, can someone suggest other such works of value to HiWG?)

(TURNING POINT - from p4)

Dulinor." In this role, they might have some occasion to encounter Isis. One possibility is they kidnap her. Believing her to be harmlessly passive and spoiled, and remaining unaware that she has very effective people working for her in the shadows, the adventurers could be in for a shock. This might best come at a time when they learn that news of Lucan's atrocities are much more than just Ilkish propaganda. As their will to support the forces of Capital wanes, they could be recruited by Isis at this juncture.

From this point on, they are secret operatives of Isis. Some adventures may parallel those of Zorro. While Isis may outwardly appear dependent on her father's advisors for guidance in everything, she is in fact quite wily, surreptitiously manipulating the advisors either directly or through the activities of her operatives.

Most player adventures will probably be remote, collecting intelligence, ferrying her representatives, or undermining the objectives of Black Leedan. If Charles Scott Kimball's "Escort" is incorporated into this, the characters would again have direct interaction with her.

Although promised in marriage, probably to a highly placed member of Black Leedan, she has no plans of letting the marriage take place. While en route, a mid-space ambush is staged, and the player characters fake a "misjump" (ie. they navigate her yacht to someplace other than the intended route). For many weeks, her ship is alone in dangerous space as she secretly moves from meeting to meeting with noblemen, underground leaders, and high ranking officers.

She eventually arrives at her intended destination. While putting on an act of great joy that her wedding day draws nigh, the player characters are sent on a mission to terminate the proceedings. A certain way is to kill her betrothed. However, it may be more appropriate to the flavor of the adventures to end it by some other means. The characters might steal the sealed purse with the brideprice, or somehow create a public scandal of her groom's infidelity. This keeps that member of Black Leedan around as a continuing villain.

Keep the ideas coming in. We can also use much feedback, enhancements, and extensions for the ideas already presented here.



(MARGARET - from p8)

great strength in this position, and the strategy tends to end up a second or third place with comforting regularity. Nice Guys don't necessarily finish last: often times, they Place and Show. And once in a while, when the wind is right ...

Hey, sometimes we win.



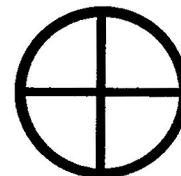
(BRZK - from p10)

Protectorate may still be profitable, but here he has a particularly difficult challenge: he must at the same time become the champion of the Vargr minority and remind the Vilani majority of the glories they had when their worlds were part of the First Imperium. If he can do all of these things, he will be in a very good position to become the next Emperor of the Imperium -- at worst he will be ruler of the whole Domain of Antares, instead of just the rimward half of it.



(SOLOMANI - from page 14)

its ships in the right place at the right time. Reinforcements can be moved to any area much faster than before, and fleets are actually larger in size than a few months earlier (although there are now fewer fleets). However, the lifeline to Diaspora, the Imperial Starlane, is now the only obstacle holding back the Solomani from capturing Vega, Diaspora, and striking into the very heart of the Third Imperium in Massilia.



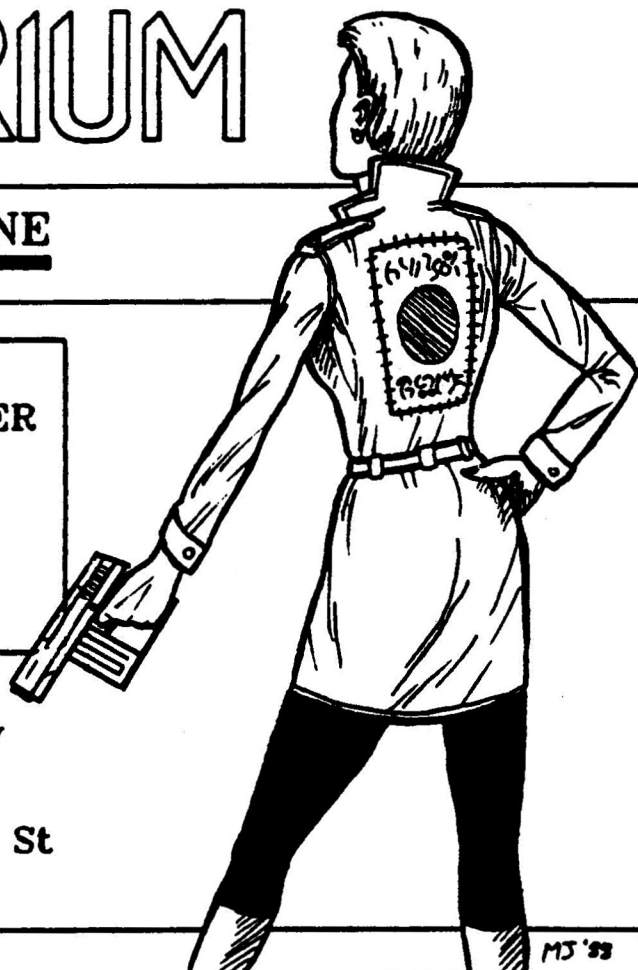
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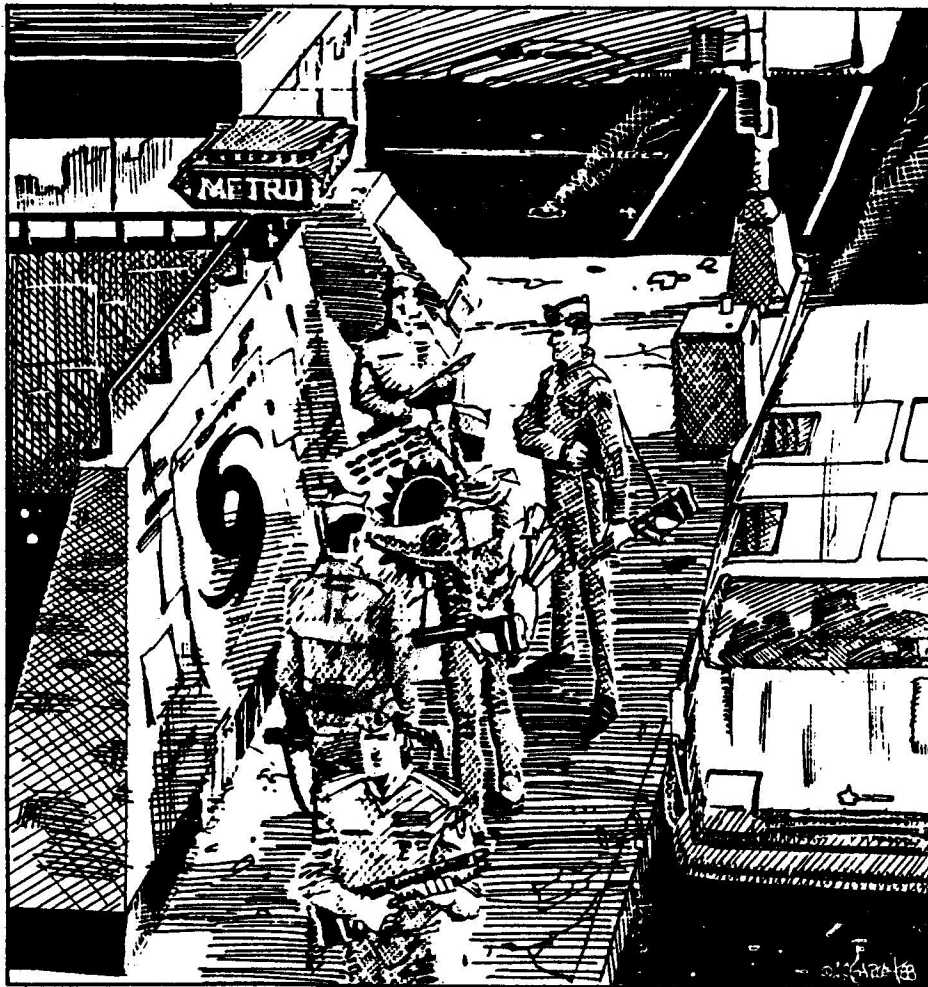
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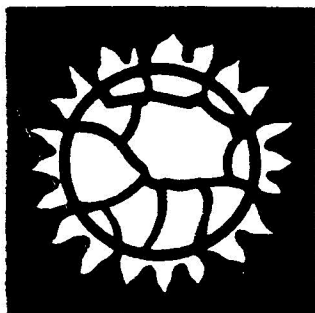
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