

TIFFANY STAR



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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 Mikesh, TIFFANY STAR, 3124 75th Ave #3, Landover MD 20785.

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WHAT IN THE STARS

by Mike Mikesh

I'd like to express our gratitude to Marc Miller for his generosity with regards to the REBELLION SOURCEBOOK. I don't think the thought was mentioned anywhere in Working Group correspondence that we might be credited, and yet it happened. Additionally, a few people in the Working Group were mentioned by name.

The next thing on the horizon are the Turning Point adventures. If things work well, we'll have an even bigger impact on those.

By the way, I found the illo on page 8 of SOURCEBOOK very intriguing. Tom Peters tells me it wasn't mentioned in the art list. So, who killed Varian? Only two men alive know ... and maybe a woman.

TS#5 will be out in August before GenCon/Origins '88 (Aug 18-21). Hope to see you there.



by TOM PETERS

TURNING POINT ADVENTURES

by James Ward

Jim recently returned to Baltimore from Navy technical training. That makes him practically a neighbor. I've given each of his ideas below a working title for reference within HIWG. - MM

"Courier" -

One of the contenders for the Iridium Throne is seeking the allegiance of Duke Norris. No one can deny the relative strength that the Fleet elements of the Domain of Deneb would have over the Home Fleets of Dulnor or Lucan. The effects of such an allegiance would almost undeniably have an effect on the on-going Rebellion. As yet undecided is who is sending the message (Vland, Lucan, Dulnor?).

Obviously, due to the break down of power in the Corridor sector, the use of unarmed xboats to reach Norris would not be considered. Using a Scout courier would take too long. But the use of fleet couriers, with their jump-6 capability, would shorten the time and lessen the risk of interception, although not entirely.

Somewhere in the Corridor sector, while refueling from a gas giant, the courier was damaged by a wandering pack of Vargr corsairs. Enter your intrepid band of adventurers. The captain entrusts the message pouch into the custody of his First Officer, and the First Officer into the custody of the adventurers.

Now it becomes a gauntlet run across dozens of parsecs of space. Vargr corsair incursions are an everyday occurrence in the Corridor. Also, the enemies of the message sender are all for intercepting that message. And what of Norris?

Mike Mikesh came up with a subterfuge that never occurred to me. Suppose Norris knows that the message is on the way, but doesn't welcome it. He can't very well refuse delivery, can he? He certainly can't if he never received it. What if something terrible happened, like an unfortunate accident; nothing like getting the dog to go after the mail carrier laden with bills before he gets to your house.

"Heritage" -

The Vilani are reforming their Grand Empire, trying to restore the former glory that was Vland before the fall to the Terrans. The worlds in these areas are part of the inner core of the Imperium. Together they possess great wealth in terms of materials and manpower. They could easily secede and probably will if they haven't already. (Needs some work. I don't know enough about this area of space.)

(Excellent settings for further consideration are Answerin/Parsi and Lukham/Daangiilu. Both are high pop worlds and in rimward subsectors of Vland where most of Ziru Sirka's conflicts will be. DIGEST #5 notes Answerin's mercenaries, and Lukham's high tech and internal political conflicts. - MM)

"Interface" -

Norris needs to shore up the border to rimward. The Commonality of Kedzudh is a little too weak to stand alone as an ally. But the Thoengling Empire is a stable (even by human standards) state, and generally supports Imperial interests. They are also a great trading partner with Oberlindes Lines. Perhaps a diplomatic delegation could go along with the next trading voyage aboard the EMISSARY, a 60,000 ton Azhanti High Lightning class cruiser converted to merchant duties. That area of space covers part of the sector rimward of the trailing end of the Spinward Marches and the spinward edge of the Deneb Sector. That could take a little pressure of the Duke.

HIWG CHAIRSOPHONT LETTER

Dear Fellow Travellers:

The MegaTraveller REBELLION SOURCEBOOK (BDW,88) and TIFFANY STAR #3 (HIWG,88) were released in early May. The two sources contain some similar material, and REBELLION SOURCEBOOK (RS) contains some material published in earlier issues of TS. These overlaps are due to the fact that the very purpose of HIWG as expressed through TIFFANY STAR is to contribute to official TRAVELLER literature. In this respect, HIWG has been a success. I do appreciate Marc Miller for noting HIWG in the credits for US. I expect HIWG to continue to contribute to the furtherance of TRAVELLER. Onward and Upward: HIWGing toward a better TRAVELLER universe!

The REBELLION SOURCEBOOK (RS) is the official baseline against which future HIWG material will be developed. Access to RS is a HIWG must (buying your own copy(ies) is the best way to have access!).

The rest of this letter I will discuss what HIWG should do now. In general, HIWG should add details about the Rebellion beyond REBELLION SOURCEBOOK (RS). Top priority goes to Turning Point adventures (described in TS#2, page 1; examples in TS#3, pages 2, 4, and 20). In addition, the following needs to be done for each major faction (if the faction is listed in RS it is major) and some minor factions:

- 1) Develop leader personality profiles (examples TS#3, page 9-11). Develop longer profiles for the main leader (example: "Brzk", "Ahfgaard") shorter profiles for supporting characters (example "Pravel"). Supporting characters are Sector Admirals, some Numbered Fleet Admirals, leaders of government posts (see #2 below), senior nobles, faction leader family members, and people with whom the faction leader comes into daily contact. In general, if someone can someday take the place of the faction leader, they are a HIWG supporting character.

- 2) Using Mike Jackson's article, "Imperial Government" from THIRD IMPERIUM (TI) #8, pages 16 & 17, as a baseline; what changes are made in the faction's government? Here I assume that faction was formerly part of the Imperium.

- 3) Further develop (using RS as a baseline/starting point) the faction's viewpoint. Are all places within control of the faction in agreement with the faction's goals? No. What are the differences? Page 40 of RS uses the phrase: "large scale public relations campaigns designed to change opinions". That is what our side does; their side uses propaganda. What are the effects of your faction's propaganda on large planets within control of your faction and those outside your control? What are your faction's plans to secure their niche in the universe? To expand their ideals to other systems? What relations are established with your faction's neighbors?

- 4) Not all the driving causes of the Rebellion have been noted. Articles such as "Sophontism Versus Racism" (TS#3, p 15) are needed.

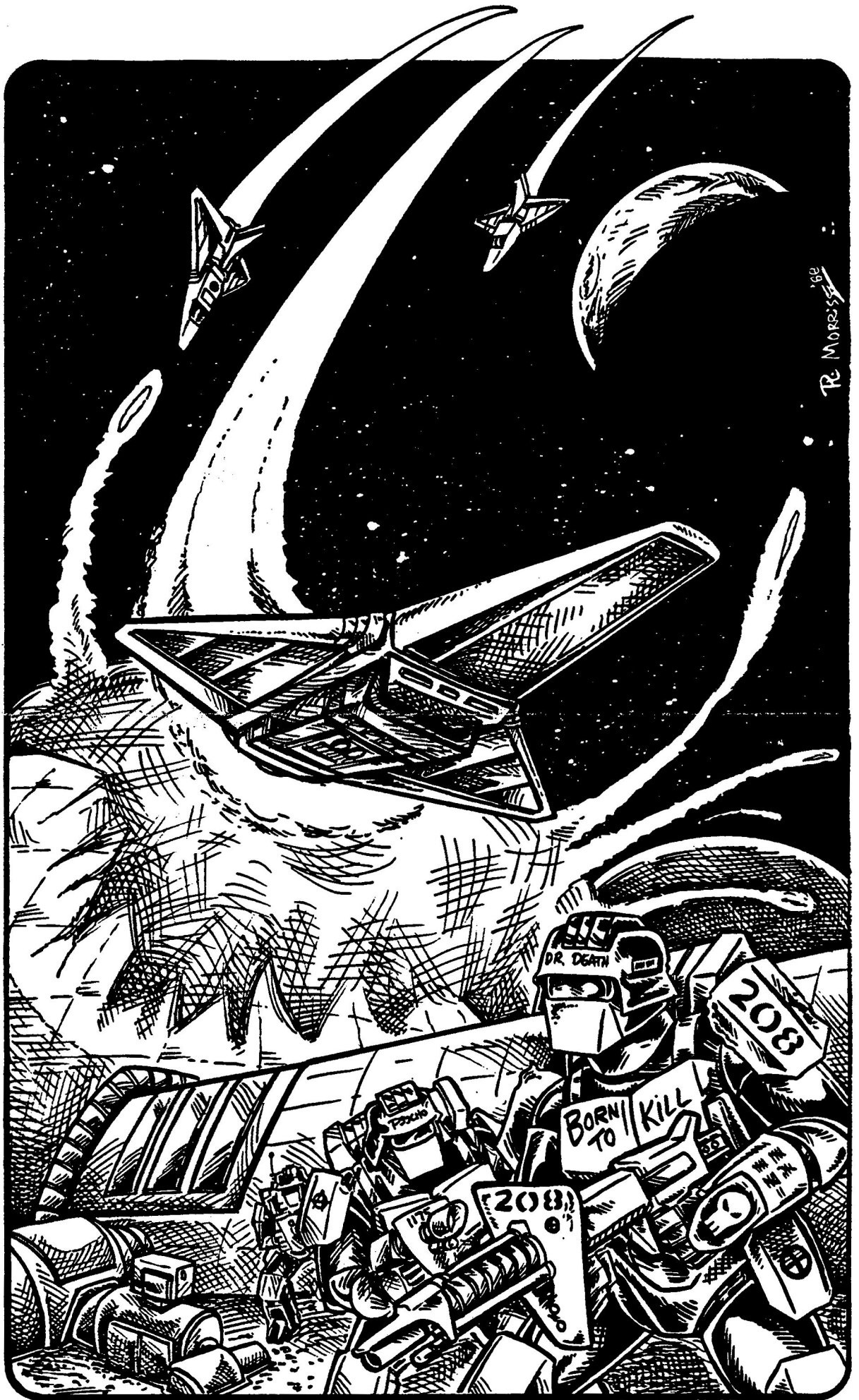
Your answers to these questions are welcome as TS articles or directly to: Ed Edwards; 1410 E. Boyd, Norman OK 73071.

HIWG: Working together to enhance the Rebellion!

Conversely, a potential enemy of the Duke could also try and enlist the aid of this most stable of Vargr states. And let us not forget Tukera Lines. They wouldn't mind it a bit if Oberlindes lost this market. Remember they are still smarting from lost markets in THE TRAVELLER ADVENTURE.

(I've heard suggested before, I think by Marc in a seminar, that while megacorporations will be in trouble by the Rebellion, the smaller corporations will flourish. It might be appropriate for this adventure to focus on Oberlindes and its emergence as a sector-wide corporation. -MM)

by Phil
Morrissey



THE STATUS OF WAR

Second Report

by Krag Schieler

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291-1122

The War of Reclamation has been going on for six years now. Ever since the death of the tyrant, Strephon, the warfleets of the Imperium have been beating one another to death, while Solomani fleets wait for the fools to exhaust themselves. The latest figures from the Home Office of Information place our forces at a 2:1 advantage over those of Emperor Lucan, and a 3:1 advantage locally, here in the Solomani Rim sector. So why haven't we crushed the Vegans for their audacity?

We CAN'T. We don't have the necessary ships to move in the forces. In my column of 006-1121 (TS#1), I explained just how much it takes to move troops. This didn't even begin to take into account the immense amount of bottomage needed to supply those troops!

Every shell, every package of rations, every scrap of records needed, must be hauled in to the battlefield. At the beginning of the war, merchant freighters of every stripe were commissioned into the Navy to carry supplies of all descriptions; this action allowed us to make rapid gains, supported by an immense fleet of supply ships following up the fleets and keeping them equipped. These merchant vessels were released from service when the warfront stabilized, so that they could return to commerce duties in Aldebaran and Canopus sectors.

Today, shipyards throughout the Confederation are packed to capacity, busily working on new ships for the war effort. Unfortunately, most of these ships take the better part of 1 1/2 years from laying of keel to insertion into the war effort. In the case of large warships, this figure creeps toward the two-year mark!

Our leaders are faced with tough decisions regarding allocation of tonnage: We don't have the ship-construction capacity to construct new battle fleets AND new transport fleets concurrently. The data gathered by this reporter indicates that they have chosen to manufacture new transports instead of rebuilding our battered battlefleets. Their reasoning becomes clear when one examines current tactics, which are concerned with raiding more than with toe-to-toe slugfests. Our fleets remain in port, ready to intercept any threats by the enemy, while SHARK-class assault ships cruise the spacelanes with their missiles and Power-Marines, sowing confusion and destruction to keep the enemy off-balance. With such a stalemate, large battleships are less necessary than multiple-purpose and transport ships.

This is not to say that we have abandoned battleship construction, nor that our fleets are suffering unduly. Closer to the battlelines, most shipyards are working on salvage operations, refurbishing recovered hulks for combat service. Due to our extensive emphasis on salvage operations and the high percentage of recovery tenders with our fleets, we have been able to recover and reclaim enough damaged ships to outfit our fleets at 65% of their original strength, despite official loss figures of 55%.

A ship taken out of action in a fleet battle usually suffers one of four fates: Loss of power, loss of control (either bridge, fire control, or enough crew to keep it running), loss of weaponry (it's been pounded into impotence), or complete destruction. Of the four, the first two are the most likely, and the last one extremely rare - normally, ships stop firing on a target when it stops firing, and they don't have time to annihilate it. The side which remains on the battlesite following the battle gets to salvage the wreckage, while the side which deserted the battlefield recovers nothing. This fact caused the majority of losses to our fleets, before we stopped attacking unholdable

battlefields with massive forces (such battlefields - planetary space, well-fortified areas, and other generally hostile territories - are now the target of the SHARK attacks, which are designed to evade massive retaliation). Salvage of our wreckage, along with the supply corridor from Emperor Lucan, is what has enabled the Vegans to hold out against us.

Salvage figures speak for themselves. If, in an engagement, fifty ships are lost between the combatants, perhaps ten will be unsalvageable - and most of them will provide parts to be scavenged for other repair jobs. Of the other forty, fifteen will be ready for redeployment in a month, and the other twenty-five will be returned to fleet duty inside of a year. Compared to the 1 1/2 to 2-year figure for new ships, the value of salvage becomes apparent.

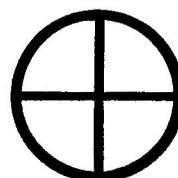
At the moment, we prevent the Vegans from salvaging ships; most of our fiercest engagement are fought AFTER the main engagement, over the wreckage! Attention to detail of this sort is vital to the survival and triumph of the Solomani Cause.

DISPOSITION OF SOLOMANI FLEETS

by Krag Schieler

The table below indicates the disposition of Solomani battleships (those carrying spinal mounts) throughout the progression of the War of Reclamation. Losses indicated are not necessarily due to combat: often, fleets were withdrawn by High Command for patrol duty in conquered territory or response to perceived threats from the Aslan Hierate or Hive Federation. Fleets were often taken from "less important" fronts to bolster the central thrust against the Vegans.

Sector..	1116	1117	1118	1119	1120	1121	1122	1123	1124	1125
-----	-----	-----	-----	-----	-----	-----	-----	-----	-----	-----
-----	-----	-----	-----	-----	-----	-----	-----	-----	-----	-----
Magyar...	800..	740..	640..	540..	520..	490..	500..	460..	480..	500
Solomani										
Rim.....	1000..	920..	790..	670..	725..	675..	630..	580..	605..	650
Alpha										
Crucis...	800..	730..	650..	650..	600..	560..	520..	480..	480..	500
-----	-----	-----	-----	-----	-----	-----	-----	-----	-----	-----
-----	-----	-----	-----	-----	-----	-----	-----	-----	-----	-----
Old Ex-										
pances..	1600.	1450.	1150.	840..	750..	700..	650..	610..	620..	650
-----	-----	-----	-----	-----	-----	-----	-----	-----	-----	-----
-----	-----	-----	-----	-----	-----	-----	-----	-----	-----	-----
Magyar...	600..	540..	560..	475..	485..	450..	420..	350..	340..	360
Dark										
Nebula...	320..	320..	220..	220..	200..	200..	120..	120..	120..	120
Ustral										
Quadrant..	80...	80...	80...	80...	60...	60...	40...	40...	40...	40



MANHATTAN PROJECTS

By Mike Mikesh

This is perhaps one of the more intriguing aspects of the Rebellion. Although discussed at the beginning of the "Agencies" section in the SOURCEBOOK, it goes into no detail. I will offer some specific ideas for consideration.

It is my expectation that Lucan is the most likely leader to pursue the development of secret "vengeance weapons". He might, for instance, revitalize illegal biological warfare techniques. With this, he can convert a high population world to a low population world without the effort and expense of massive nuclear bombardment.

Lucan might also order the fabrication of one (?) very large ship mounting an Antimatter-Particle Accelerator Weapon System (A-PAWS), also known as a V-gun. (See "Spinal Mounts Revisited" in JTAS #20.) The ship would specialize in planetary bombardment. Its primary mission would be as a terror weapon used to keep the worlds on the fringes loyal. Rather than cracking a planet, it could be used to just obliterate a moon or annihilate a megalopolis (and incidentally change the world climate) as an example to the rest of the inhabitants. If someone is interested in writing an article about the V-gun, upgrading Jim Cumber's tables to MegaTraveller, I'll be happy to print it. (As editorial policy, I generally don't accept rules articles otherwise. - MN)

A third possibility could also be worked into a good Turning Point adventure. Called "Stolen Fire," Lucan orders a contingent into the Marches to steal the Star Trigger from the Darrians. Player characters are sent on a pursuit mission to steal it back.

Margaret, through the cooperation of several tech-16 worlds in her realm, could put into operation the first

jump gates. (See "Jump Gates" in SECURITY LEAK #3 for details, or write me.) Based on an improved understanding of misjumps, such a device can insert starships into jump-12 flight at tech-16. It'd be the economic benefits that attract her to this "Manhattan Project". However, it also offers undeniable political and military advantages.

Brzk has an opportunity unique to the League of Antares. If he can win the cooperation, or otherwise conquer, Sabmiqys (Antares 2117 X160056-H), he would have a ready source of tech-17 equipment. (See "Contact: The Sabmiqys" in CHALLENGE #28.) This also offers possibilities as a Turning Point Adventure. Called "Sabmiqys", player characters are first used to collect intelligence on the world, rescuing living beings from the planet, and eventually attempt diplomatic contact.

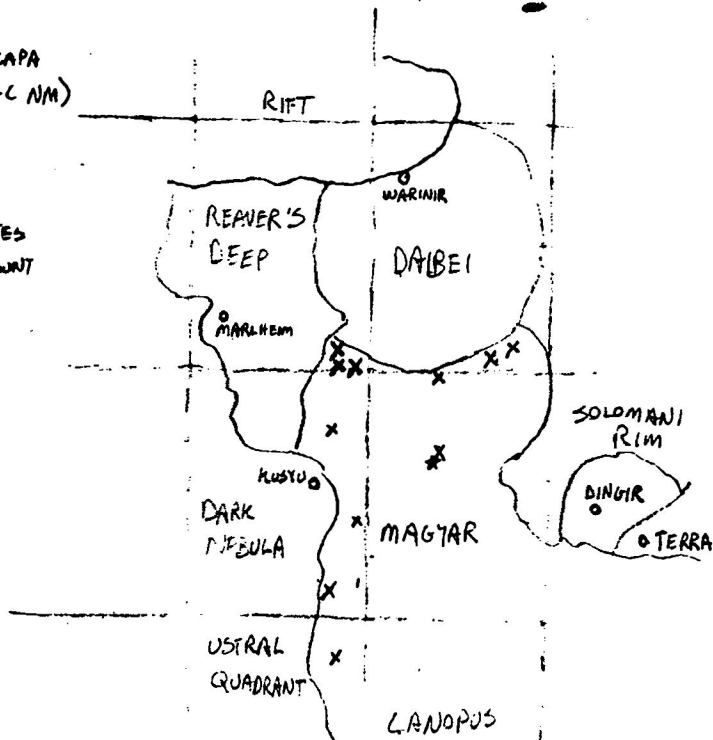
Psychohistorical techniques is also a possibility. But my expectation is that aliens will employ this rather than an Imperial faction. Even Marc speculated that, "Maybe Grandfather is still alive and dabbling in the real universe?" (See TS#1.) The Hivers could also become involved if only to use the instability of the conflict environment to ultimately break up the Solomani Confederation. I'll elaborate on this in the article, "Muehlenhort and the Hiver."

Norris' "Project 12" appeared in the adventure, "Nail Mission," included with the REBELLION SOURCEBOOK. Project Wolvesbane, under the auspices of a faction of the Julian Protectorate, was already discussed last issue. And there's the search for artifacts. As mentioned on page 40 of DIGEST #12, "That scientific mission into the jungle to find the legendary lost city of amazing technological wonders may find useful items that can help the ruling faction of the region win their battles against opposing factions."

As always, readers are encouraged to send additional thoughts.

★ HQ AT NEW SCAPA
LOGOB A788869-L NM)
(1418 MAYTAR)
AS OF 1123

EACH X INDICATES
A 40-SPINAL MOUNT
FLEET



**Solomani
Spinward
Front**
by Craig Sheeley

Personality: LUCAN
by Mike Mikesh

It is my expectation that Lucan will serve as a villain in the Rebellion and will move increasingly into that role as time goes on. These comments are based on that assumption. - MM

The central character in the Rebellion is Lucan Martin III Alkhalikoi. If any other personality were sitting on the Throne at this time, Strephon's assassination might otherwise not have raged into the catastrophic Rebellion.

Count Dresden Kiran and Princess Lydia Alkhalikoi, the parents of Lucan, were well suited to one another. In the years before they married, Dresden's travels ranged from Corridor to the Trojan Reach while he served as a special coordinator for the Navy. Although having earlier been a Captain, his authority followed the chain of noble supervision. Similarly, Lydia was on a continuous series of inspection tours taking her throughout the Imperium. Events brought Lydia and Kiran into a close relationship during the False War (1082-1084), and after the period of demobilization, they married. The twins were born in 1088.

However, the couple's experience with the False War gave them much value. By Imperial request they began touring Naval bases together in 1090. The first assignment was not intended to be long. But because of their dedication and enjoyment of such tasks, they did not decline later requests. The twins were thereafter never again with their parents for more than a year. Their care was left to governesses for most of their childhood and adolescence. Being so removed from their lives, the death of their parents in the Fifth Frontier War came only as a minor shock.

Varian and Lucan were identical twins. Never the less, they grew into two distinct individuals. This divergence was driven in no small way by a gift of a puppy from a nobleman of Terra. Two pharaoh hound pups were sent to be given them during the Holiday celebrations of 1094. Unfortunately, only one survived resuscitation from cold berth. That one was given to Varian by virtue of he being the older and thus the higher ranking of the twins. A fight soon developed, ending with Lucan seriously injuring the pup.

This incident taught them the significance of the mere five minutes between their births. Whereas before they were twins, hereafter they were ranked. Lucan undoubtedly regretted his attack on the pup. But for the blow of discovering the universe having forever placed him in the inferior position, he never recanted it. And the incident was made all the worse by it having been in full view of the public media. Lucan was ever after regarded as the "dark twin". This reputation did much to influence his behavior and mold his development.

After veterinary surgery, Varian nursed the pup back to health, for which the young boy received much praise. This firmly established the relationship between Varian and Abakaru, as he named the dog, and they became inseparable. The affection the two shared, Varian was later able to apply to other people, turning him into a very likeable young man.

Lucan, on the otherhand, lived a lonely childhood. The only person he was close to was Varian, but Lucan was also envious and spiteful of his brother's friends and pets. To compensate for his own lack, Lucan established numerous shallow associations. But his own pleasure of their company was in dominating them by virtue of his noble rank.

Among his acquaintances in adolescence was Csaikah Iss Keligga (nicknamed Kiss), the son of a Marine colonel. Csaikah, as he was called, had a substantial capacity for cruelty, as did Lucan. This lad was also very subtle, a talent Lucan much admired and often tried

to emulate. Being two years the prince's senior, Csaikah lead Lucan through many sordid adventures. Their association lasted only a year before Csaikah left planet, but his impression on Lucan was permanent. Csaikah later joined the Marines. News that he also died in the Fifth Frontier War was met with much greater remorse from Lucan than the death of his own parents.

In 1116, Elia Suki Damumdarsi was the latest of a series of Lucan's female acquaintances. She was of a respectable Cleon family and was initially attracted to Lucan by the glamour of his title. Their relationship, however, was a very negative one. Lucan nurtured her affections only as a lever by which to abuse and debase her.

Unfortunately for Lucan, their activities also brought her into occasional contact with Varian. He did not interfere with any of Lucan's relationships. But he displayed many qualities that attracted her none the less, among them simple respect. Their relationship never went past being cordial until Lucan's toying finally pushed Elia to her emotional limits. She called Varian before loosing consciousness to a drug overdose. Elia recovered, but from that time on, he actively encouraged her to break with Lucan and became romantically involved himself. Two weeks later, Lucan murdered Varian and Elia, and ascended the Iridium Throne.

As a new Emperor, Lucan was impatient and demanding. Many extremely able people surrounded Strephon. However, all eventually left the service of the Throne by means varying from voluntary resignation to execution for treason. The new body of ministers and advisors that developed were similarly capable, although extremely ambitious for power. To acquire power, they were willing to serve the Emperor in any manner.

Lucan well understood and appreciated these people. Perhaps his greatest gift was a talent for keeping them in line in doing their utmost to serve him. He kept them in fear of him, and never wanting for tasks. It became his secret game to pit them against one another if only to keep them from becoming too powerful. Lucan could not watch all of them. But they were only too anxious to watch each other and report deviations to him.

Among his many negative qualities, Lucan is vindictive. He spoke often and at length with his comptroller, Count Anson Pravel, about his desires for revenge against certain people. The orderly Pravel began maintaining a Death List for Lucan with Dulinor at the top (replacing Varian). The list consists of hundreds of people, most of whom are in some way out of Lucan's reach. It is very difficult for someone to be removed from the list other than by death. Doing a service to Lucan might reduce his place on the list. But its said that the only way to be restored to Lucan's graces is to deliver his vengeance on another higher up on the list.

The REBELLION SOURCEBOOK speaks of Lucan's philosophy, "Any means justify the end." This has perhaps no bounds. During a major Ilelish offensive, Lucan's fleets were under orders to surrender no high population worlds to Dulinor. Strategically it was impossible for the fleets to hold their line. So they bombarded the planets, reducing the populations on the high population worlds they had to withdraw from. This also had the immediate effect of forcing Dulinor's admirals to abort the offensive. Lucan rewarded well his fleet commanders although many billions died.

Lucan is a paranoid. Early in his reign, he was prudently conscious of security, particularly of assassins. But as time passed, he became increasingly irrational. He complained that the Imperial Palace was haunted by the ghosts of past Emperors and Empresses all denouncing him. But the most persistent ghost of all was that of Varian. These "visitations" were not common during the early years. Still, he avoided the Imperial

Palace more and more, often times visiting Keligga Keep instead.

Character Stats -

Lucan 67888F Age: 28 (1116)
Handgun-1, Computer-1, Foil-1, Gambling-1, Physics-1

Varian 68886F Age: 28 (1116)
Small Watercraft-2, Leader-1, Ship's Boat-1, Foil-1, Bribery-1, Gravitbelt-1

The above character stats were taken from DIGEST #10 page 32. Both Lucan and Varian have Foil-1. Their competitive drives directed against one another have brought them up to that level. But neither possessed the discipline necessary to advance any further. Lucan had a stronger tendency toward scholarly pursuits, thus attaining Computer, Physics, and a higher education score. During his association with Csaikah Keligga, he was introduced to Handgun and Gambling.

Varian, on the otherhand, enjoyed active forms of recreation. He was a wanderer and would have become a travelling adventurer had he not been a member of the Imperial family. Much time was spent captaining his sailing yacht (named after his first dog, Abakaru) for which he picked up Small Watercraft and Leader. Varian also learned Gravitbelt and Ship's Boat for similar reasons. The prince often moved about Cleon incognito using only his lesser titles, such as Baron Syrinx. These activities frequently led him to situations where Bribery was useful.

Lucan 67798H Age 36 (1124)
Leader-1, Admin-1, Liaison-1, Handgun-1, Computer-1, Foil-1, Gambling-1, Physics-1

As Emperor, Lucan had to learn much to function in that role. However, many of the things he learned were already latent, and his accumulated skills still fell far short of those possessed by Strephon.

Much more can be said about Lucan. But for now, I'll leave additional insights into his character to other writers.

Personality: CRAIG by Craig Sheeley

In this "Personality", Craig does not speak of his own mental make-up, rather on a character discussed in REBELLION SOURCEBOOK. But there may be no coincidence that these two bare the same name. (Below are official ATLAS stats for Warinir courtesy John Meyers.) - MM

Prime Minister of the Federation of Daibei
Duke Bucknell Craig of Warinir 579C8F Age 59
10 terms (Noble) Born 1064 BCr 90
Skills: Administration-3, Autopistol-1, Computer-1, Grav
Vehicle-1, Leader-4, Liaison-1, Navigation-1, Sword-2.
Homeworld: Warinir (Daibei 0507 A889978-F)
Starport A, Large, Dense, Wet World,
High Pop, High Law, High Stellar

Duke Craig is an old-world noble, raised believing in his duty to his people and to the Imperium. Breaking with the Imperium was on of the most difficult actions he has ever undertaken, but was necessary due to the situation in the Imperium. When the news of Strephon's death reached Warinir, he mobilized all available forces and sent them rimward to repel the Solomani invasion that was sure to follow. They arrived in time to repulse the first wave of Solomani, which would have otherwise conquered the Depot at Daibei 0326, loss of which would have doomed the sector to swift overrun. Unfortunately, the forces did not arrive in time to stop

the invasion of the high-pop world, Kimel. During the short battle for Kimel, Duke Craig's wife, Duchess May, was killed.

Duke Craig became the Prime Minister of the new Federation of Daibei by default - he was there, in charge, at the right time. To date, the Council of the Federation has seen no reason to relieve him of the post or its authority, since Duke Craig has done such a good job of defending and administering the Federation.

Duke Craig has some (what he would have thought) grandiose ideas concerning the further development of the Federation. Eventually, he predicts the incorporation of Reaver's Deep into the Federation, and possibly a territory acquisitive thrust into Diaspora to link up with the Domain of Sol to succor Duke Adair from the hated Solomani.

PERSONALITY: TAGGE by Craig Sheeley

Apologies to Craig. This article was sitting in my many notebooks of HING correspondence for almost half a year, overlooked. - MM

Sector Admiral (07) Wilhelm Byrne Tagge (1116)
679CCD Age 50 7 terms (Solomani Navy) Cr140,000
Skills: Academic (Administration-4, Linguistics-1:Aslan),
Combat (Battledress-1, Lasers-1, Pistols-1), Environ-
ment (Vacc Suit-1, Zero-6 Combat-2), Inborn (Leader-4,
Liaison-3), Misc (Fleet Tactics-4), Space Tech (Engi-
neering-1, Navigation-2, Pilot-2, Ship Tactics-2),
Vice (Bribery-2, Forgery-1)
Awards and Decorations: 2 Bloodcrests, 5 Solomani
Starbursts, 4 Order of Sol, Banner of Terra.
Homeworld: Clan (Magyar 0205 B340988-E)
Starport B, Small, Thin, Dry World,
High Pop, High Law, High Stellar

Careers:
Appointed Commander of Spinward Drive in 1116
Victorious Commander, Easyu Clan War to 1116
Psychological Warfare Branch in 1113
Commander, 11th Fleet (Ustral Quadrant
border war) from 1112
Party Secretary in 1108
Commanding with 11th Fleet (Dark Nebula/
Reaver's Deep) from 1107
Special service in Solomani Rim Sector from 1096
Service with 11th Fleet (Dark Nebula
border) from 1092
Honors Graduate Solomani Academy at Clan from 1088

Wilhelm Tagge has had a long and successful career in the Solomani Navy, a career distinguished by his loyalty, competence, and spotless record. Born on the Germano-Scot world of Clan, he easily understood Aslan customs and psychology, as well as the ways of the human cultures in Reaver's Deep. As a result, most of his career has been spent on the spinward side of the Solomani Confederation. During his 30s, he was a member of the Party Congress and served with SolSec as a military attache and agent; during this time, he was fully cleared by SolSec and classified as "extremely reliable."

Tagge would be recognized as a Solomani instantly: His bearing, close-cropped greying hair, and archaic-accented Solomani Anglic (with a slight burr from his homeworld) mark him. His manner is quiet and thoughtful, and he says little. His level of tolerance for incompetence is low, though, and subordinates find that the Admiral has a sharp tongue if they fail him - and, in one case, a quick temper: He executed a Lieutenant without court-martial during the Easyu clan war in 1114 for reckless endangerment of his men and mission. In the following inquiry, he was exonerated; support from the Party Monitor closed the case.

MUEHLENHORT AND THE HIVER

by Mike Mikes

This was submitted to Marc before HING really got started. Its hard telling if it had any influence since I meant for its impact to come in the post-Rebellion period. (Interesting, though, that the SOURCEBOOK speaks of a recent advancement in power of the SolSec Coordinator.) - MM

Soon after the message from Lucan refusing the return of the Old Expanses fleet, Sector Duke Muehlenhort met with M. Voonkis of the Hive Embassy, alone and seemingly by accident. Each component of Muehlenhort's staff believed him to be in the care of another component, and no one became the wiser even after Muehlenhort reappeared over an hour later.

The meeting was quite subtly arranged by M. Voonkis. It served a double purpose in not only providing a secret conference, but also demonstrated Voonkis's considerable talents as a Hiver manipulator.

Although Lucan's refusal to return the Old Expanses fleet was not yet made public, Voonkis was aware of it just from the superficial activities of the sector government. He therefore met with Muehlenhort to put forward a daring proposal that required complete trust and support.

M. Voonkis's objective was the removal of the Solomani Movement as a dominant force in interstellar affairs. By destroying SolSec's ability to enforce adherence to the Solomani Cause, the Movement could only fade thereafter, perhaps rapidly.

The Old Expanses was a tool by which this could be done. By Voonkis's plan, the sector was to defect to the Solomani Confederation. Muehlenhort himself was to feign at least cooperation in hopes of keeping his administration and freedom-of-action intact. The Solomani probably would accept this to keep the Old Expanses under control. Muehlenhort was also of pure Solomani extraction with bloodlines extending to early European aristocracy.

In preparation for, and during, the Solomani occupation, Voonkis would be at complete liberty to use the sector's covert resources. Precisely how the Hiver would use the resources would be kept secret from the Duke for three reasons. 1) The Duke himself might eventually be interrogated. 2) The methods Voonkis would use, the Hive Federation would want to keep secret unto themselves (psychohistory). And, 3) some of the activities Voonkis planned would be quite objectionable to the Duke. Of course, Voonkis did not mention this last reason to Muehlenhort.

Voonkis's intention was to encourage conflict between SolSec and the other branches of Confederation government in carefully planned steps. His best efforts were aimed at subversion of elements within the Solomani military and party arriving at the Old Expanses, and corrupting individuals inside of SolSec. But the subverted elements of the military and party were allowed to be discovered by SolSec and executed as traitors through their war powers. SolSec units credited for the discoveries (particularly those that were involved in corruption and selling information to Voonkis's organization) were naturally touted as war heroes. This advanced them in the hierarchy and encouraged SolSec in the activity of discovering traitors.

More elements were exposed to a SolSec blood purge to give the "witch hunt" more momentum. Next came elements in higher positions of the military and party. This bred fear of SolSec in the branches and encouraged SolSec further, even enhancing an attitude of elitism. The example of the Old Expanses spread to other war zone sectors, then later into the Confederation interior.

Benevolent and humane activities toward the non-Solomani and alien populace were naturally kept low

key because of the times. But those that were involved in such activities were next to become victims. The benevolence toward non-Solomani of these found traitors was made very public. Hereafter, anyone sympathetic toward non-Solomani was suspect, and an oppressive attitude was the best assurance of avoiding suspicion.

SolSec was then made to make mistakes. Innocent individuals were framed by Voonkis and as a result executed. As contradictory evidence was later brought forward, SolSec began gaining experience in cover-ups. When cover-ups entered common practice, SolSec became confident of its invulnerability and grew more reckless as few dared question SolSec.

M. Voonkis maintained SolSec's power through terror during the war and into the post-war period. Then at a critical phase in the Confederation's adjustment in administering its expanded territories, he brought SolSec down.

Key leaders in the Solomani military and party who were the least attentive of SolSec's will were framed by Voonkis and executed by SolSec. The branches were finally forced into reaction. A pitch political war began. SolSec was attacked for its practices, and SolSec checked it with its accumulated power.

The members of SolSec corrupted by Voonkis and protected for years were entering the highest levels. These were finally exposed to selected members of the Triumvirate resulting in a devastating backlash against SolSec. SolSec was in collapse.

(M. Voonkis was acting as his own agent when he entered Muehlenhort's employ, but at the unofficial desire of the Hive Federation. The Solomani Confederation is in ways the antithesis of the Hive Federation, the latter having been actively supportive and encouraging of all alien races. The Solomani's were therefore a dangerous element that had to be neutralized.)

THE REAL CAUSE OF THE WAR

by Professor P.A.R. Anoid
Department Head, Historical Section
Monty Python Memorial University, England, Terra

This piece by Craig Sheeley was slated for TS#5. But after canning a couple of articles, I brought this forward to accompany the preceding piece also on the Hivers. - MM

In this day and age of information transfer, sooner or later everyone learns how the present political situation came about. Yes, we all know the story, how Dulinor murdered Strephon and his family, how Lucan killed in brother, and all the rest about the general mess that everyone made of it after. That's not the point! The point is, does anyone ever think about WHY they did it?? WHY did everyone kill everyone else, and run around acting like idiots? The way the government and the system of the Imperium was set up, there should have been no questions as to who was Emperor and why. But it didn't work out that way! Instead, everyone and his monkey is claiming to be the Emperor, or at least close to the rightful claimant to the Iridium Throne.

After careful and dangerous research in the matter, the only thing I could conclude was that no-one was really profitting off of the mess enveloping known space. Since events don't happen that way - come, come; this is reality, folks! SOMEBODY ALWAYS profits! - I went looking to see just who would benefit from the whole bloody affair.

The Zhodani? If they wanted to profit off of the civil war, they should be doing SOMETHING: Negotiating with Norris of the Marches, sending conquering fleets into Vargr space or making friends with the Aslani - SOMETHING! Instead, they're sitting on their hands, watching. Hardly the thing to do if you started the whole mess in the first place, what?

The Aslani? Not their style - and they're not doing anything they wouldn't have been doing the first place, civil war or no civil war. Count them out.

The K'kree? They hardly even know that anything happens outside of their little patch of space! Forget 'em!

The Solomani? Never in a million years could they have done something this secret. And they'dve made sure that the Sphere was made more vulnerable. Uh uh.

The contestants? Hah! Dulinor, Margaret, Brzk, Lucan, the "real" Strephon - none of them has done anything but rack up impressive casualty lists and revive the art of total war. If any one of them had planned the war from the start, you'd think that they'd have won already, just from the surprise angle!

No, somebody set the whole thing up, Dulinor's madness was too well planned, as was Lucan's assassination of Varian. The sequence of events smacks of complete control, by someone controlling the principals as a chess master does his pawns. And who would do such a thing?

Sherlock Holmes has a saying: "When you've eliminated the impossible, whatever remains, however improbably, must be the truth." I eliminated all impossibilities and came up with the truth:

THE WAR WAS STARTED AS A RESULT OF A HIVER MANIPULATION CONTEST.

Such contests are well known, and well-documented! Some Hiver bet another that, say, it couldn't make the Third Imperium, one of the most stable governments in human history, go to pieces. The other replied, oh yes I can; they shook hands on it, and set to work. It would be a simple matter for one of the little devils to influence Dulinor and Lucan, and to set up the situation so that all the players would be in place for the starter's gun, so to speak. Think about it! Don't Dulinor's actions look a bit pat, a bit well-rehearsed? And stupid, too! Why, if he'd assumed the throne immediately and called the Moot, then there would have been no war! He might well be Emperor, instead of "Dulinor the Mad." No, someone directed his actions, against all logic and common sense.

Lucan was even easier to manage; he was never too sharp to begin with. It would be a simple matter to get him to shoot his brother and assume the throne as "King for a day."

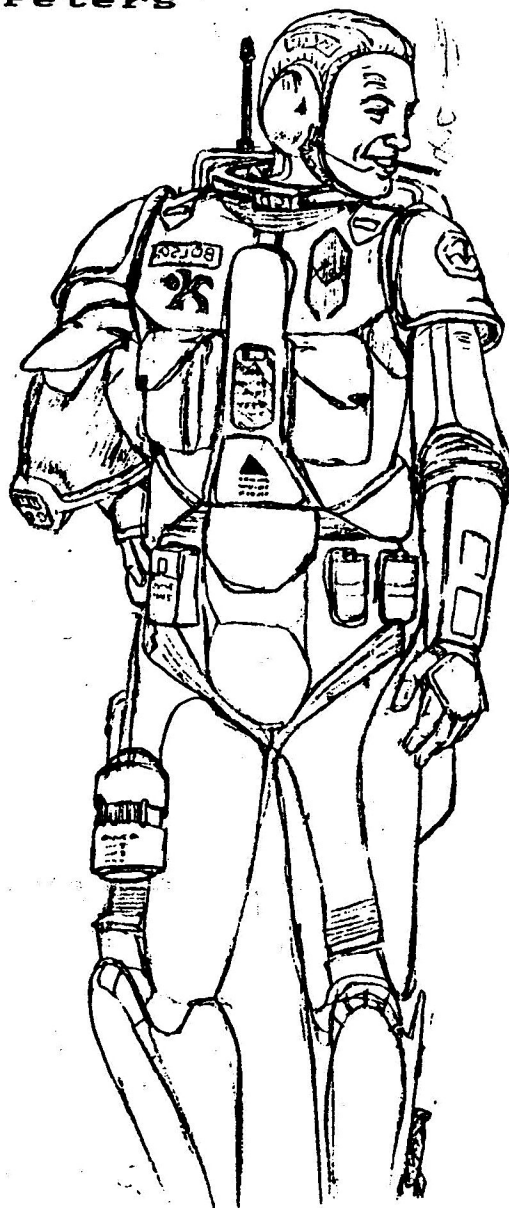
Since that day, nothing the Imperial candidates have done has gone right. All of them bumble around, goofing up and generally adding to the mess already made. Now, none of them (except for Lucan) was noted for weakness of intellect before the war, and some of them were rated as quite smart. Yet not one of them has managed to claim the throne with real backing, or accomplish anything else useful.

Somewhere in the background, there are a group of tentacled, bug-eyed manipulators getting it all on record, so they can go back and show the challengers what was done, how it was done, and when, in living color!

Some have labelled me a crackpot for publishing this theory. Most have referred to it as a load of "dingo's kidneys." But I made the theory, and I stand by it. Just look at what's going on, and think about it ... Some Hiver graduate student is going to be making his presentation someday: "How I toppled the Imperium: A Graduate Study in Manipulation."

Scoff if you like! Just don't blame me when they sell the holovid rights!!

by Tom
Peters



TNS

Vland (Vland/Vland 1717 A967A9A-F)

136-1125

P Some 12,000 refugees from the Third Imperium have illegally crossed the Vland border in the last 90 days. They report a reign of terror in Lucan's Third Imperium: midnight person nabbing by Office of Data Collection (ODC) troops; total news control by the Office of Imperium News (OIN); concentration camps run by the Office of Social Rehabilitation (OSR); promiscuous bombing of civilian places by the IISS; nobles held hostage by the Office of Protocol (OP); purges of Naval officers; and many more stories are being told by these refugees. The Travellers' Aid Society of Vland has declared the Third Imperium a Red Zone.

Ed Edwards

**TURNING POINTS
IN THE MARCHES**
by James B. King

This was not intended as an article, but was simply a letter from James King dated 6/17/88. However, I felt his thoughts, particularly regarding Turning Point ideas for the Marches, merited inclusion here. James is the editor of JUMPSPACE. (See ad on page 11.) - MN

I have been intending to write and express my satisfaction with TIFFANY STAR. I had supposed that the Rebellion would make a good back drop for my campaign, but really hadn't considered beyond that, as my players are in the Marches, which are not considerably affected by the rebellion, but instead by other events sparked by it. But "Turning Point Adventures" (TS 3) has me really thinking of putting them right in the middle of things! I particularly like the Lady Isis (Kimball) and Keligga Keep ideas - and especially the Illeish Plot outline. I personally would like to see this one fully developed and published.

One thing I would like to see addressed further is the political currents within the Marches. Influential nobles doubting the legitimacy of Norris' title of Archduke ... pressure from other nobles to cast off from the Imperium and form a new government ... nobles with family or power ties to other regions wanting Marches to support military campaigns ... naval personnel from other regions wanting to go home and support the cause - taking their ships with them, permission or no.

(TAGGE - from p7)

He views his opponents, the Imperials and the Aslani, with respect. He prefers to adhere to a kind of personal code of honor when dealing with his foes, particularly the Aslani. This has been helpful, as he is capable of understanding Aslani honor and returning it in kind, thus saving time and ships through "warlike diplomacy," as the Aslani call it. In turn, he has acquired the honor-name of Dalilreavekhi (Pink Chieftain - a reference to lack of fur) among the quarrelous Aslani clans of the Ustrul Quadrant sector. However, he is not above more subtle and deceptive measures, if need or opportunity arises.

Tagge was given control of the Spinward thrust over the heads of several senior officers, a tribute to his efficiency, loyalty to the Party, and knowledge of the area of conflict. This has the potential to cause him political problems in the even of failure ...

Only one detail of his personal life is subject to criticism: During the campaign against the Easyu clan, as a warning to other clans, Wilhelm ordered the complete destruction of the entire small clan, destroying their fleet and putting bounties on the heads of the fleeing survivors (bounties which have been largely filled by other clans). In true Aslan fashion, he made the last ember of the clan nobility prisoner, kept alive in memory of the clan's defeat. He keeps this last noble, the young female Ehlo, as a sort of body-slave, a practice which serves as a source for many rumors. Allegations of security breach have so far proven false.

Tagge's assignment is a tough one: Not only does he have to command the spearhead into the Daibei and Reaver's Deep sectors, but he must also keep fleet elements aligned against the Aslani clans who might interpret lack of ships as an invitation to raid or invade. Additionally, he must cover his back against political skulduggery from rivals and the relatives of the young Lieutenant he executed. What policies will be followed regarding the Imperials he faces? Will he adhere to the codes of humane war if they resist too long, or will he break them to begin unlimited war?

REPORT ON LUCAN

Vland AAB
by Ed Edwards

329-1120

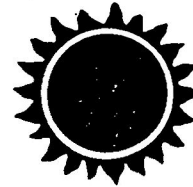
The following transcribed recording was made on 004-1120 in Capital, the Capital of the Third Imperium. The Office of Imperium News (OIN) reporter that recorded it was reported to later have been choked by Lucan personally and dragged off by Lucan's bodyguards. He has not been heard of since. These reports are impossible to confirm. The analysis which follows is by Staff Psychoanalyst Frederick Rolals.

For discreteness sake, expurgated expletives are denoted by: # = blasphemies; % = anti religious utterances; & = obscenities; \$ = anti sophont slurs; + sexual and parentage slurs; @ = racial slurs. Where the sense of a statement is destroyed by expurgated expletives; Parenthetical, non-offensive words are used.

Look at the & maps of the Third Imperium. I'm beset by #& on all sides. That #1* clone of a clone out in Bushemege is tying up 500 of my best & ships. That #+ (Shadow Emperor) @ in Vland #1 (almost) # took the #Dag(dashaag sector). But I #1% (beat) those @#. Those +@ (Vargr) have taken Lishun from the #+ (residents). Brzk, that +@, is a @ (undesirable). The Julian Protectorate wimps are no better. There may be a few + planets in Fornast sector loyal to be. The # Ley Sector Raiders are pouring in like +& (water). The #+ in Massilia sector (Margaret?) won't field a # ship against me, but she is the worst the 1% (group). And that is just the + good half of the Imperium. The other half is #** (worse). The & Old Expanses and # Daibei Senior Dukes have rebelled. &#*+@ (Solomani) are +& (present) all over the place. The +#@ (Vegans) are on my side but who # (cares)? Worse of all is Dulinor, who got me into this 1% (mess).

But the + map doesn't show +& about the # incompetence and & rebellion inside the Third Imperium. Thank you for listening to me. I need to +@* (work). Get the + out.

The part of the OIN report filed on the air stated "Lucan's depth of concern for the Third Imperium is unparalleled by historical precedent". This musing of Lucan shows a person desperate, overworked, and bordering upon he irrational. However, supplemental information indicates that Lucan's utterances are taken for law by his underlings. Mental confusion represented by literal interpretation of figurative speech seems present in he Third Imperium of Lucan. Evidently at one time all known homosexuals in the Vardaru subsector were summarily executed at the perceived request of Lucan. Lucan does seem to have charge of the Iridium Throne, but it is his lackeys that do the actual ruling of the country.



Lucan's Imperium

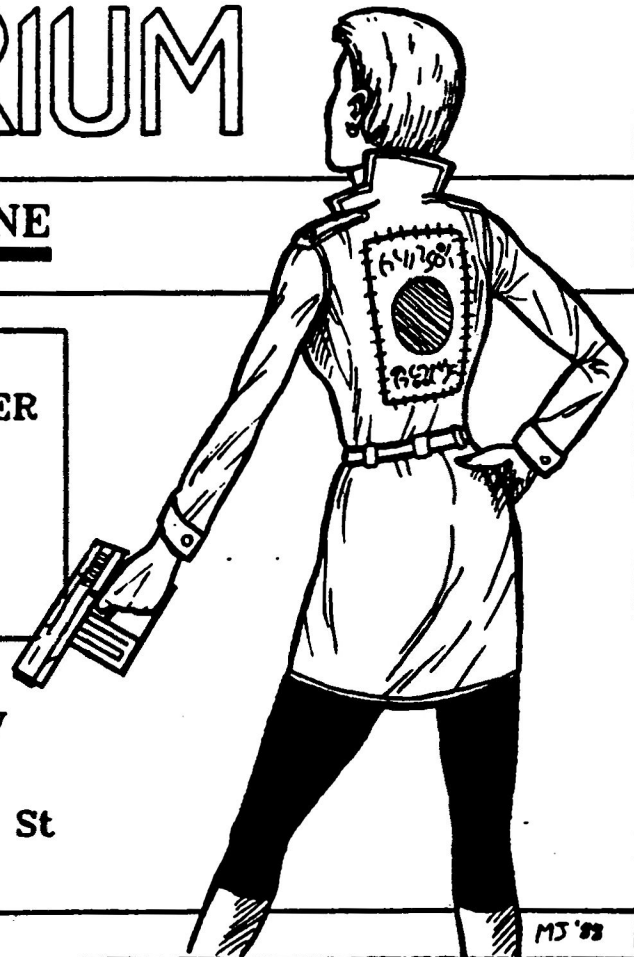
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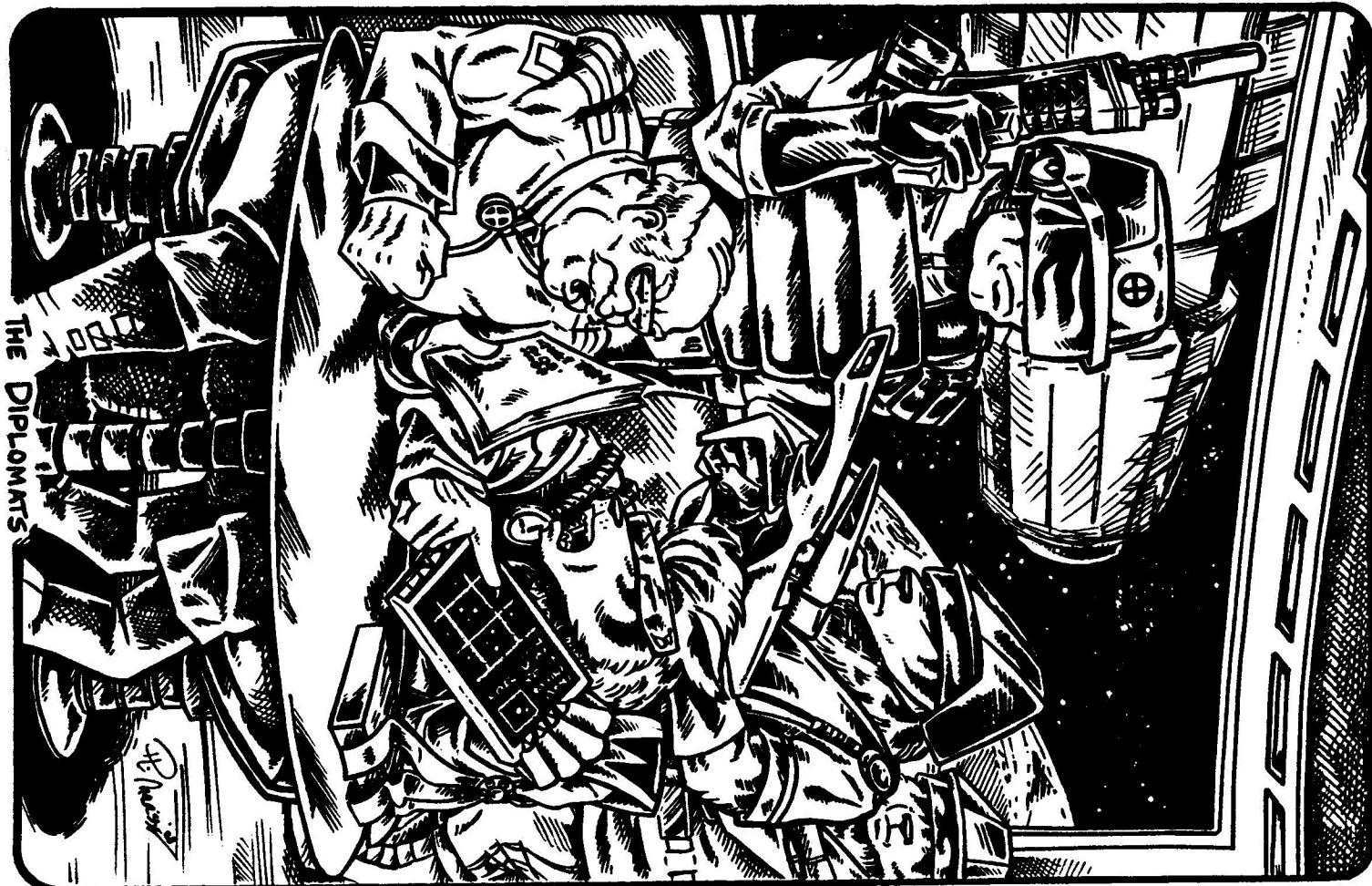
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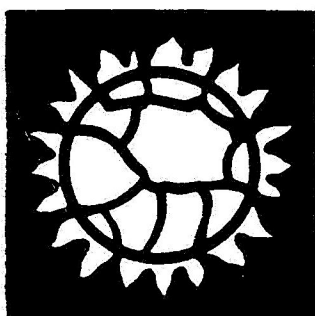
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