

TIFFANY STAR



An Official
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STAFF: Mike Mikesh 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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TIFFANY STAR is available to History of the Imperium Working Group members at the single issue price of \$2.00. Members automatically receive subscriptions upon the payment of dues. Annual dues for HIWG membership are \$12.00 and are payable to Ed Edwards, HIWG, 1410 E. Boyd, Norman OK 73071. Stamps accepted.

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

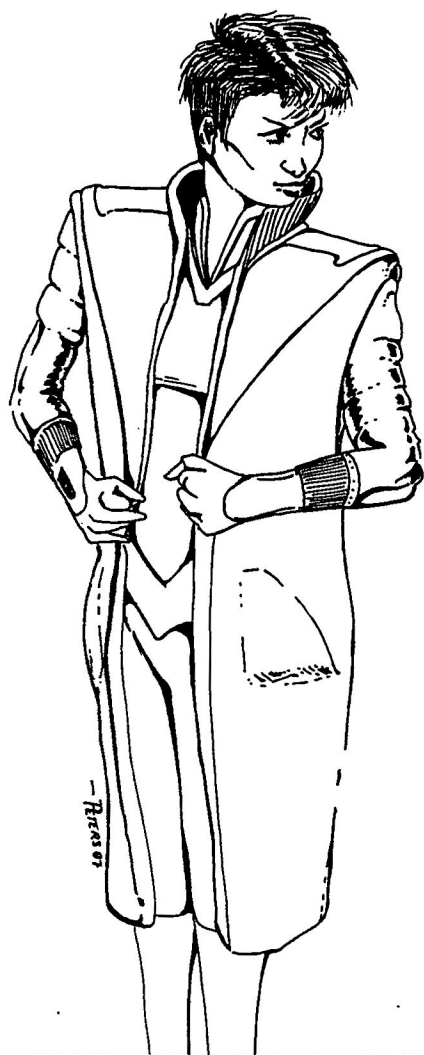
by Mike Mikesh

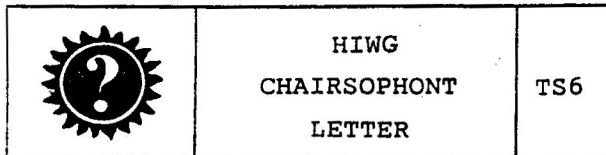
This issue is slightly later than planned. Ed and I were asked to do a review of STARSHIP OPERATOR'S MANUAL, so the TS schedule got slipped a bit. You'll be interested to know it has gone to press, and should be out not long after you receive this.

Other products on the horizon are SECOND SURVEY and COAC from GDW. From DGP are MEGATRAVELLER GM SCREEN & ACCESSORIES and WORLD SURVEY GUIDEBOOK. According to rumor, the former DGP product might be available for Christmas. The later is GRAND SURVEY and GRAND CENSUS in MegaTraveller format with added material.

As you're aware, the intent of HIWG is to serve as an organization through which its members can have an influence on the TRAVELLER setting. We've succeeded in this regard. And for this coming year, there are a couple of things in the wind that might increase HIWG's impact greatly. Unfortunately, they haven't solidified enough at this stage. So, instead of announcing the good news prematurely, I'll hold off till next issue when Ed or I can report something more concrete.

Continued on page 5





Dear Fellow TRAVELLER:

With this sixth issue of TIFFANY STAR, the History of the Imperium Working Group (HIWG) marks it's first complete year! A year ago, only a handful of people believed that HIWG was possible or even worth the effort. During the year, over sixty TRAVELLER fans have participated in HIWG projects. HIWG has helped produce REBELLION SOURCEBOOK (GDW,88), six issues of TS, and a host of HIWG Publications.

The purpose of HIWG is still to develop details of the History of the Imperium which occur after 1116. To serve this purpose, HIWG is publishing a fanzine (TS); working on assisting three Turning Point Adventures (TPAs); planning other publications, articles, and documents; and indulging in numerous correspondences. HIWG is going places: care to come along?

The aim of HIWG is to develop ideas about the Rebellion for Marc Miller without redundant development occurring. Currently our focus is the TPAs. As a ready source of ideas for TPAs, HIWG needs to continually think of ways to improve the communications flow. TIFFANY STAR provides an outlet for material of use to multiple TPAs, but is not large enough a vehicle for all development of all regions of the Imperia and all times of the Rebellion.

Working papers shared between the State/Faction Analysts, the Sector Analysts, and the Domain Analysts should include info copies to Ed, who will assure Marc receives the information.

To improve the general availability of working papers, they will be listed in "HIWG Publications". This will allow any interested HIWGer (even if not a known interested Analyst) to have access to such papers. Everything submitted for TS, but not used there will likely become a "HIWG Pub". A list of "New HIWG Pubs" will be carried in each issue of TS. The latest copy of HIWG PUB LIST (HPL) is always available for a SASE to Ed. A fuller description of HPL contents is available in HIWG PUBS DIRECTORY (HPD), which will always be listed in "New HIWG Pubs" (in case you are short on money and need to discriminate).

HIWG Pubs will be available to all HIWG members at the least possible cost (currently 10 cents a page to US and Canadian zips and 15 cents to European addresses). Note that this includes only photocopying and mailing costs and does not include administrative, or development costs. Nor, alas, is the overworked author/artist paid anything.

The length of "Personality" articles in TS should be in proportion to the importance of the personality in the Rebellion. Lengthy articles about secondary personalities should be grouped together in proposed HIWG Pubs:

Lucan's Lieutenants	Dulinor's Lieutenants
Norris' Lieutenants	Bzrk's Lieutenants
Adair's Lieutenants	Margaret's Curators
Ishuggi's Shadows	Oekhsos' Images
The further clones of the "real" Strephon etc.	

HIWG offers the following money back guarantee: if at any time (and for any reason), you wish your HIWG membership to cease, write to Ed and your remaining membership fee will be returned. Likewise, should HIWG ever fold (no such maneuver is currently planned), your remaining membership fees will be refunded.

Starting with TS6, the mailing list of HIWG has been computerized. The number before your name is in the form: NNNNEE. NNN is your membership number; EE is the last issue of TS which your current membership allows you to receive. If this last number is "06", then it is now time for you to renew your HIWG membership.

HIWG: Working together to enhance the Rebellion!

Ed Edwards

All HIWG Pubs are available from Ed Edwards; 1410 E. Boyd; Norman, OK 73071. Cost is US\$0.10 per page or page equivalent (pe) to US and Canadian addresses; US\$0.15 per page in Europe and Australia. US 25 cent stamps are welcome as are international response coupons. Round to the next stamp or unit of currency for convenience. Checks in non-US currency accepted (for orders in value over US\$5). For further details order the HIWG Pubs List (HPL) or HIWG Pubs Guide (HPG); both contain old items as well as the new items listed above.

New HIWG Pubs

#	pe	Date	Title
0001	2	10/5/88	HIWG Publications List (HPL)
0002	6	10/5/88	HIWG Pubs Guide (HPG)
0204	2	9/9/88	HIWG Stuff #4
0205	3	8/24/88	Mapping/Analysis letter
0501*	7	8/30/88	HIWG Members(hip List)
1001*	1	2/27/88	1125 Peace Map (TS1 excerpt)
1102	16	6/18/88	Meyers' Trilogy
1202	5	8/20/88	Dot map of ATLAS space
2001	6	12/30/88	TIMELINE TO DESTINY: Rift Republic
2002	10	8/11/88	Grand Strategy Reft
6001	2	x/xx/88	SMND
6101	6	8/26/88	Sylea Domain WG Letter #1
6102	3	9/22/88	Sylea Domain WG Letter #2
7101	2	8/xx/88	Sol Domain Questions
6002	10	9/xx/88	LUCAN'S LIEUTENANTS draft

Find fame but no fortune in HIWG Pubs. If you are starting a document you would like to include as a HIWG Pub, please write a short description of the document to Ed. Ed will grant you a HIWG Pub number and track the document as a HIWG Pub.

REBELLION CAST: First Draft, 10/6/88

Name	Title
Adair	Archduke of Sol Domain
Ahfgaard	Vargr Left Leader
Aikoho Earleatr	Ihatei Fleet Dispatcher (Asian)
Arcadia	Sector Duchess Trojan Reaches
Blaine Tukera	husband of Margaret
Brzk	Archduke of Antares
Craig	Sector Duke of Daibel
Damien	Assembly Leader
Djoulikian	Admiral of Antares Sector Fleet
Dulinor	Archduke of Ilelish Domain
Eneri	Sector Duke of Diaspora
Fomish	admiral in Corridor sector
Garin	Julian Protectorate Leader
Gerals	Commander of Honor Company of 2ed Imperial Marine
Hinchcliffe	Sector Admiral Old Expanses Fleet
Howard	Solomani Confederation Administrator
Hutara	Sector Admiral Ilelish Fleet
Ishuggi	Archduke of Vland Domain
Lakht Aorlakht	Lord of the new Lords (Asian)
Lucan	Emperor of Third Imperium from 1116
Lynx	Naval Info Officer, Corridor
Margaret	Duchess of Delphi Sector
Marsh	Sector Admiral of Corridor Fleet
Muehlenhort	Sector Duke of Old Expanses
Nile	Sector Admiral of Diaspora Fleet
Norris	Archduke of Deneb
Oekhsos	Leader Vargr Center
Pravel	Comptroller to Lucan
Quinn	Sector Duke of Trojan Reaches
"real" Strephon	Leader of Strephon's Worlds
Sines	Sector Admiral of Solomani Rim Fleet
Simair	Duke of Ushra
Strephon	Emperor Third Imperium to 1116
Tagge	Sector Admiral, Solomani Navy
Tranathiaf	Sector Admiral of Spinward Marches
Tranian	Archduke of Gateway Domain
Twahhuin	Chief Diplomat of Vega
Vlezpridliashau	Zhodani member of Qiomdlabr (Supreme ruling council) member from Marshes
Wainfrost	Sector Admiral Core Fleet
Yoshtiru	Imperial General on Terra
???	Sector Duke of Gushemege (Strephon's Brother-in-Law)

FRIENDS AND ENEMIES

by Mike Mikesch

Those of you familiar with the REBELLION SOURCEBOOK are probably aware of remarks on page 43 about a "Friends and Enemies table". However, it did not appear in the book. I developed such a table during the Summer and went over it with Marc Miller during GenCon/Origins '88. The result appear below.

The table does have "approved" status. But it only applies to the time period between 1117 to 1120. Note that "friendships" are very rare, and that attitudes are not necessarily mutual. Reading horizontally will tell you what the attitude of the named faction is toward each of the others.

FRIENDS & ENEMIES (1117-1120)

	Luc	Mar	Dul	Ant	Dab	Vln	Str	Van	Nor	Asl	Vrg	Zho	Sol
Lucan	-	e	e	e	e	e	e	e	.	.	e	e	e
Margaret	e	-	e	.	f	.	.	f	.	.	e	e	e
Dulinor	e	e	-	e	f	e	e	.	.	.	e	e	e
Antares	e	.	e	-	f	e	e	e
Daibei	e	f	f	f	-	e	e	e
Vland	e	.	e	.	.	-	e	.	.	.	e	e	e
Strephon	e	.	e	.	.	e	-	.	.	.	e	e	e
Varian	e	-	.	.	e	e	e
Norris	-	e	e	e	e
Aslan	.	.	e	e	-	.	.	e
Vargr	e	-	.	.
Zhodani	e	e	.	.	-	.
Solomani	e	e	e	e	e	e	e	e	e	e	.	e	-

e = enemy f = friend . = neutral

Lucan: Anyone that has not declared himself for Lucan is an enemy. Norris is an exception because he is too far and cut off from involvement.

Margaret: She vocally opposes both Lucan and Dulinor for their villainous acts that put them in power. Her sympathies are with the Brothers of Varian, although no formal alliances are established. Brzk similarly opposes Lucan and Dulinor, which is cause for some goodwill from Margaret. But since both are contenders for the Throne, no friendship exists.

Dulinor: He will oppose anyone competing directly against him for the Iridium Throne. Dulinor and Daibei are friends. The remark on the 1120 map, "Clashes Between Dulinor and Daibei," is really an interesting one time event, a possible subject for a Turning Point adventure.

Antares: As a candidate for the Throne, Brzk has declared himself against both Lucan and Dulinor. In his own sector, his fleets actively resist the Vargr raiders, but he has hopes of winning their cooperation through diplomacy.

Daibei: This federation has two established enemies, Lucan and the Solomani. Because Brzk is in active combat with Lucan, and Margaret is similarly defending against the Solomani, these are considered friends where the Ilelish faction is not involved.

Vland: This faction has committed itself to a separate direction, effectively turning its back on the Third Imperium. Its competing with neighboring factions for territory, while ignoring other factions too remote for concern. Conflict between Vland and the Vargr is minimized as ShaMaNa tries to expand its trading sphere coreward.

Strephon: He has no friends among other factions because of doubt regarding his validity. However, Strephon frequently finds favor among the Imperial worlds outside the spheres of control of the other factions.

Brothers of Varian: Margaret sympathizes with this faction and often lends it support. However, they

do not necessarily extend friendship to Margaret in turn. Elements within this group may support different factions.

Norris: He will stay as uninvolved with the Rebellion as he can for as long as he can. (See article this issue.)

Aslan: The clans are generally uninvolved in the Imperial Rebellion except with the invasion of Deneb. However, the drama that resulted in the death of the Aslan ambassador on Capital has moved Hierate feelings decidedly against Dulinor.

Vargr: The aggressions of the Vargr are being directed against the Third Imperium, which is now represented by Lucan. They have no particular antipathy against individual factions.

Zhodani: All Imperial factions and the Solomani will continue to mistrust the Zhodani because of psionic prejudice. The same attitude is not returned although the Zhodani do see a unified Imperium and Deneb as a threat.

Solomani: All Imperial factions are technically at war with the Solomani, although only a few are involved at the front. The Aslan are regarded as enemies because of the disagreement about the overlap of the Solomani Sphere into the Hierate.

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PERSONALITY: KONRAD ABRAMS

by John D. Law-Green

Duncan, as he prefers to be called, is in England. Although not yet formally identified as an analyst for a particular area or faction, he's heavily involved in activities in the neighborhood of Antares. - MM

Konrad Johansen Abrams, Duke of Sarar 363BAF Age 70
13 (3 Navy, 10 Noble) Born 173-1045 MCr816
Skills: Pilot-3, Bribery-1, Laser Weapons-2, Computer-1,
Hunting-2, Electronics-1, Gambling-1, Grav Vehicle-2,
Handgun-1, Linguistics-2 (Gvegh, Vilani), Leader-3,
Admin-1

Rank: Lieutenant (03)

Awards and Decorations: 2 x MCLUF

Homeworld: Sarar (Antares 1115 A767AAB-F S)

Starport A, Medium, Standard, Wet World, High Pop, High
Law, High Stellar

Possessions: 200-ton New Horizons-class yacht ANASTASIA,
Laser Pistol, Travellers'

The Imperium's Second Survey (published in 1065)
gives Sarar's UPP listing as B767ABA-E. Thus, it is
clear that the Sarar region has undergone significant
changes in recent decades, and a great number of these
changes are due directly, or indirectly, to the Duke of
Sarar. It was never Abrams' intention to become a
"career noble"; his first love was the Imperial Navy.
He rose relatively quickly in the ranks of the 84th
Fleet, to become a lieutenant by the age of 30. He
showed courage in a number of actions against Vargr
corsair bands, receiving two awards for Meritorious
Conduct Under Fire.

However, the most abrupt change in his life occurred
in 1077; during one of his (rare) periods of shore leave
on Sarar, Abrams was confronted with a crisis. A number
of the system's lesser nobles presented claims to Abrams
that Sarar's Civil Service Bureaucracy was inherently
corrupt, and indeed in danger of collapsing under its
own weight. It was apparent that, from the evidence he
had seen, his father (then the subsector Duke) was
either incompetent in allowing such a situation to
arise, or that he had actively promoted the graft and
corruption endemic in the system government.

Abrams considered his situation carefully; the
evidence that the nobles had presented, was confirmed by
his corporate sources. After a few days of
deliberation, he decided to take action. Assembling a
group of loyal followers, including local nobles,
business executives, and also a number of civil
servants, he confronted leading bureaucrats with his
allegations. The events of the ensuing hours are
decidedly sketchy - this is partly due to the fact that
Abrams' agents disrupted the government's communications
networks. It is known that small-scale battles did
break out in the Central Government Complex in
Discovery, Sarar's capital city, but casualties were
minor.

By the following day, 097-1077, it became clear that
Abrams had emerged victorious from this temporary hiatus
(or "The Twelve-Hour War" as it came to be known by the
Sararian media) - he had affectively led what amounted
to a bloodless coup. By mid-morning on 097, he had
appeared on public holo-vision channels, stating that
he, as the highest-ranking noble on Sarar at that time,
had taken de jure control of the system government. He
then took steps to consolidate his position; he
dispatched a courier to Antares, taking a message to his
father (who was attending an economic conference there),
informing him of his actions, and he also sent a message
of Archduke Ngaz, explaining his motives, and detailing
the evidence he had assembled against his father.

However, Abrams was to suffer yet another twist of
fate; his father never lived to read the message he had

sent him - he was killed in an explosion on a
ground-to-orbit shuttle five days before the Sararian
courier arrived in the Antares system. Abrams was then
summoned to Antares by Ngaz, where he discussed his
future, and that of Sarar's subsector. On 153-1077,
Konrad Abrams' ascension to the Duchy was confirmed by
the Archduke, and a new chapter in Sararian history had
begun.

It was originally the Duke's intention to replace
Sarar's Civil Service Bureaucracy with a Representative
Democracy, but the sheer magnitude of the problem worked
against him; it was too difficult for him to reshape the
apparatus governing close on 17 billion people that
radically, over a reasonable timescale. So, he took
what some commentators regarded as the easy way out; he
concentrated a great deal of the executive power in what
he termed the 'Ring Council', a committee composed of
himself, and a number of his most able associates and
advisors.

Abrams had established a dictatorship, but luckily
for him, the populace Sarar saw him as a charismatic
leader. One of his first measures as 'president' of
Sarar was to undertake a number of drastic reforms of
the legal system, including freeing a number of
dissidents who had opposed the previous administration.
The overall law level was lowered from 10 to 8; this was
enough to ensure his popularity in the system for many
years to come.

The Duke then turned his attention to the system's
economic condition; although Sarar had been on a main
xboat route since 771, economic progress had been slow
at best. What Abrams undertook was basically a massive
advertising exercise, aggressively promoting the
region's trade interests throughout the surrounding
subsectors, and also investing extensively in
technological research and development. He also
conferred with the governments of the other systems in
the County of Sarar (1015, 1115, 1116, 1215, 1216, 1316,
1317 Antares), with a view to improving their economies
as well.

His plans succeeded - beyond the expectation of many
Imperial economists. By 1081, the Sarar region was in
the top three of the fastest growing economies of any of
the Counties in the Antares sector, and it stayed there.
Abrams was able to turn his attention to the other
worlds in Sarar's subsector, signing economic and
scientific treaties, and improving trade links.

However, for some of the members of the Ring Council,
this was not enough. They wanted to coordinate efforts
more closely with the other members of the County (which
forms the astrophysical region known as the Ring
Cluster). Abrams heeded their requests, and after a
period of consultation, he had formulated a plan for a
form of interstellar trading alliance, with minor
responsibilities in other areas, such as coordinating
diplomatic relations, and organizing the allocation of
system defence resources between the member systems.
This organization was also planned to have a limited
degree of autonomy (though not on the same scale as the
nearby League of Antares). The Duke petitioned the
Imperial government in 1085, and after several months
of discussions, both on Capital, and on Antares, his
proposals were finally accepted. The Antares Ring
Confederation (ARC) officially came into being on
049-1086.

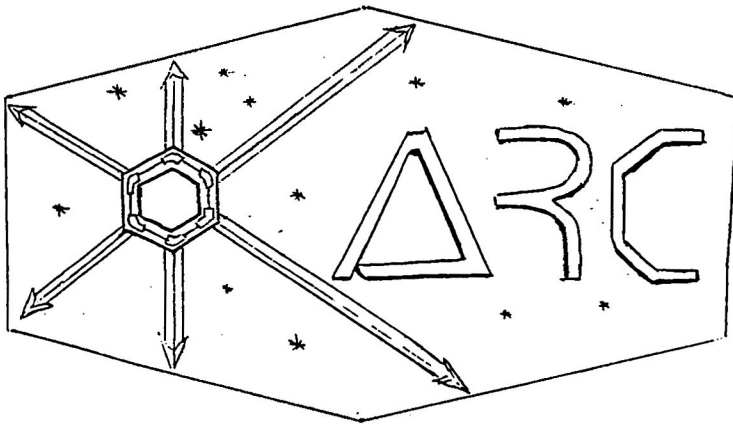
The story of the region since that time has been one
of continuing economic success. The starport facilities
of two of the member systems, Sarar and Taira (1115 and
1215) have been upgraded since 1077, and the Ring
Council has been expanded to form an intersystem forum
for economic planning and debate. This success has also
helped to restore some of the cultural identity that the
region had previously lost under the Third Imperium -
the people of the Ring Cluster feel a common bond of

loyalty to the ARC government.

(This article was drafted by the Department of Information, Central Discovery, Sarar, on 230-1116.)

(How the Rebellion will affect the ARC region is, at best, decidedly unclear. Konrad Abrams is now an old man, and has handed much of the responsibility for the administration of the Confederation to his son, the Count of Sarar, and the Duke now follows primarily a diplomatic role in working with the other worlds of the subsector.)

The population of the Confederation is primarily Solomani, and with the newly-discovered cultural identity of the region, it could well find itself at odds with Archduke Brzk, not least because, for historical reasons, the ARCers oppose Brzk's alliance with the Julians.)



PERSONALITY: KARL ABRAMS

by John D. Law-Green

Karl Abrams, Count of Sarar 797C9E Age 29
2.75 terms (Noble) Born 161-1087 MCR219

Skills: Leader-2, Admin-2, Computer-1, Grav Vehicle-0,
Pilot-1, Gambling-1, Sensor Ops-1, Handgun-1

Homeworld: Sarar (Antares 1115 A767AAB-F S)

Starport A, Medium, Standard, Wet World, High Pop, High
Law, High Stellar

Possessions: 200-ton New Horizons-class yacht QUICKSILVER
Gauss Pistol, Speeder, Travellers'

Karl Abrams' full title is President of the Antares Ring Confederation, Leader of the Ring Council, Count of Sarar, Marquis of Sarar. He has been in the public eye since childhood, and has been most carefully groomed since then to succeed his father. He became Count of Sarar, and President of the ARC in 1114, and since then has proved to be a very capable leader.

While his father, the Duke, can best be described as an idealist, Karl Abrams is far more realistic in his outlook. His is far too shrewd a politician merely to bask in his father's reflected glory. He is fully aware of the surge in nationalistic sentiment in the ARC region, and intends to harness those feelings to further his own objectives. His overriding desire is to keep the Ring Cluster system intact, and to maintain, or increase the ARC's influence with Antares Sector.

Relations between the Count and Archduke Brzk have been cool, at best, since an acrimonious series of trading disputes between the ARC and the League of Antares early in 1115. So, from Karl Abrams' point of view, if, to ensure the survival of the ARC systems, he has to oppose Brzk's leadership, then so be it.

(WHAT STARS - from p1)

GenCon/Origins '88 was another very productive con. The things that involve HIWG you can find in this issue. Everything else regarding TRAVELLER was reported to Geo Gelinas and is coming out in TIDEWATER TRAVELLER TIMES.

Mike Jackson's BACKLASH is now called FLASHBACK, and is being treated with much enthusiasm by Marc Miller. Several HIWGs have sent, or are preparing to send, ideas and material in support of this project. But Mike can still use more.

Perhaps the most common submissions I receive for TS are personalities. So, I'd like to make a few comments about appropriate length. As I see it, there are three classes of personalities, minor, major, and central. The former should be kept short, while the latter should be long.

The central characters are, not surprisingly, Lucan, Dulinor, and Margaret as they have the strongest claims to the Iridium Throne. These personality articles need to go into substantial depth, as did "Personality: Lucan" in TS#4. Two full pages can be merited. Norris, Brzk, and Ishuggi can arguably also be identified as central characters.

Major character are other faction leaders, such as Duke Craig, Archduke Adair, and the Coordinator of SolSec. These should be about the length of a column.

Minor characters are the lesser personalities, such as Count Pravel, and Admiral Marsh. These are about two paragraphs in length, plus UPP. Ed's Admiral Marsh in TS#1 is an excellent example. I'd like to print minor characters in sets, for instance a collection of Brzk's staff or Lucan's Lieutenants. But this isn't required.

TIFFANY STAR #7 is tentatively a Solomani issue. It will be out by the end of the Holiday Season.

REMINDER: For many of you, membership fees are due for the next year. Send to Ed. Dues haven't increased.

HAPPY HOLIDAY!

MENDAN SECTOR

by Mike Mikesh

Mendan sector was prepared in anticipation that it, along with Meshan (being prepared by Barry Osser) might be included in SECOND SURVEY. Unfortunately, their inclusion seems very unlikely at this date.

JULIAN PROTECTORATE CONFEDERATION CODES:

Ja - Asimikigir Confederation	Jp - Pirbarish Starlane
Jb - Confederation of Bammesuka	Jr - Rukadukaz Republic
Jl - Lumda Dower	Js - Sarkan Constellation
Jm - Commonwealth of Mendan	Ju - Ukhanzi Coordinate
Jn - Principality of Neniis	Jv - Vugurar Dominion
	Jz - Zuugabish Tripartite

SUBSECTORS:

A - ZUUGABISH	B - GAINLA	C - ARMI	D - MENDAN
E - BAMESUKA	F - KUPID	G - UDINIDIR	H - TOZUS GANOK
I - SARKAN	J - LUMDA	K - VALOSAK	L - KAASAM
M - IKDALON	N - LASLA	O - MAIDZA	P - NAEM

Every system on the map is marked by a letter representing the class of starport. Uppercase characters indicate high population worlds. Base codes appear to the left, which are:

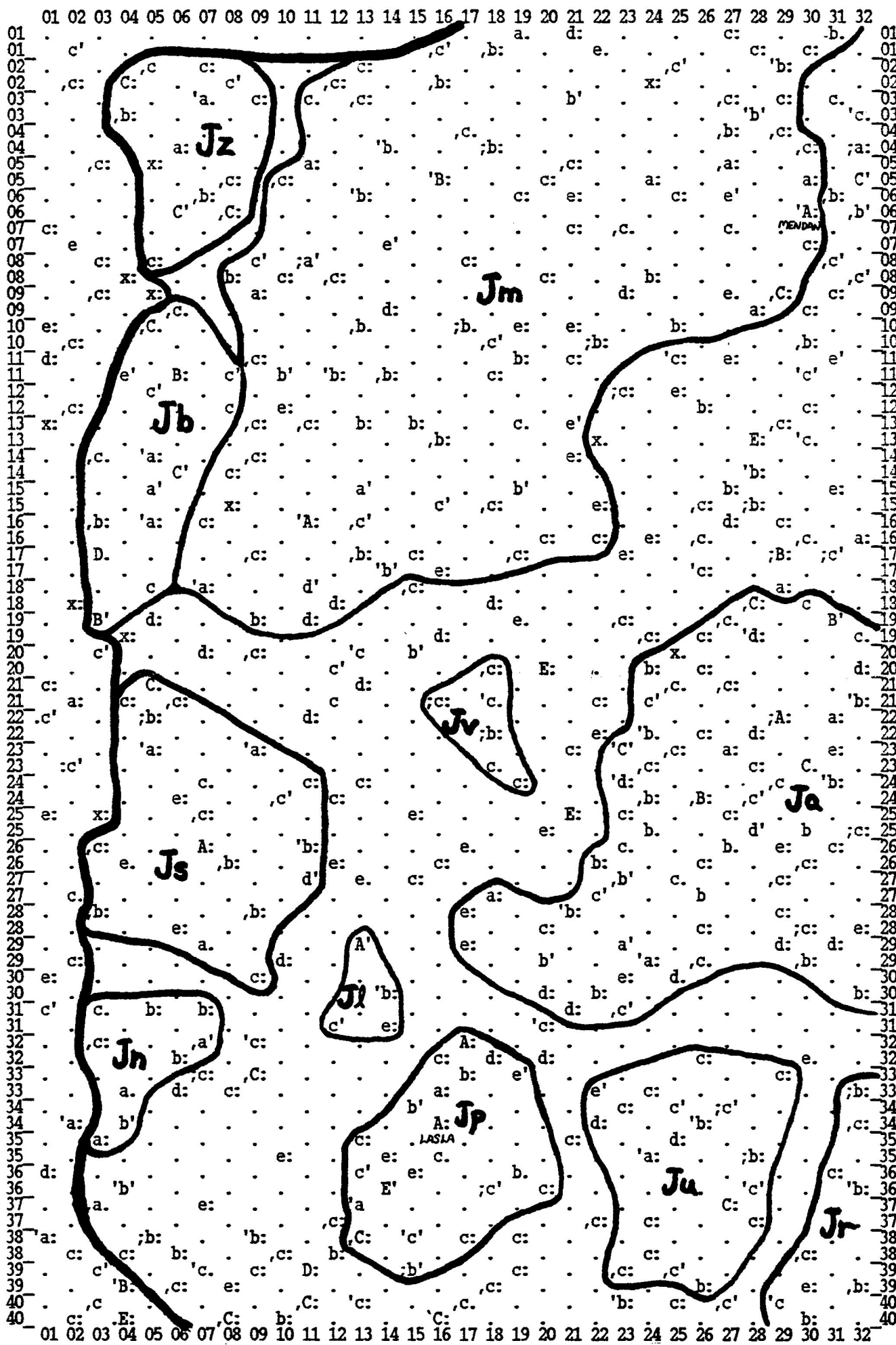
(')	J	Non-Imperial Naval Base
(,)	M	Military Base
(;)	A	Naval and Military Base
(')	G	Vargr Naval Base
(.)	C	Corsair Base
(:)	H	Naval and Corsair Base
()		No Base

To the right are symbols representing the presence of gas giants or water.

(:)	Gas Giant and Water Present
(')	Gas Giant Present, No Water
(.)	Water Present, No Gas Giant
()	No Gas Giant, No Water

MENDAN SECTOR

JULIAN PROTECTORATE



BRZK - A Second Look

by Mike Mikesch

During the discussions with Marc Miller at Atlanticon '88, I suggested an enhancement to the Brzk proposed by Charles Kimball in TS#3. Marc found this approach to the Archduke appealing and added some thoughts of his own. This article extends from that. - MM

Soegz rose to greatness during the Second Frontier and Civil Wars (615-622), and for his reward, Arbellastra placed his line at the head of the Antares Domain. As archdukes, however, his descendants were mediocre. But this was well since power rested mostly with the sector dukes. Until Strephon ascended the Throne, archdukes were principally figure heads with few powers. Still, under the new order, Archduke Ngaez and later Brzk remained Imperial leaders of little note.

This changed, however, with the advent of the Rebellion. Brzk quickly distinguished himself as a diplomatic genius with an uncanny ability to maneuver and manipulate the political elements. Instead of being buffeted helplessly by political winds, he's very much in control. Others must react to events. Brzk, on the other hand, creates events.

The reason for Brzk's brilliant success has much to do with his Vargr heritage. The political climate of the Extents is almost continually turbulent. Soegz came from a family whose traditions and training often resulted in strong and capable Vargr leaders. Soegz was such a leader, but also had a talent for dealing with humans, allowing him to excel in his service to Arbellastra.

With each generation, the title of Archduke was not passed to the first child, as with most human noble families. Instead, it always went to the offspring or grandchild that best displayed the talents and inclinations that brought the family to power. But Brzk was more than the end result of this, as Ngaez recognized quite early. He gave special attention to Brzk's training, and sent the young Vargr into Meshan to be tutored under other Vargr leaders. When Brzk returned, Ngaez stepped down in favor of his son for reasons that remain unclear.

Brzk is truly a political genius perfectly suited for the times of the Imperial Rebellion. He also has an almost single minded ambition to ascend the Iridium Throne. But his Vargr heritage, the very thing that has given him his great advantage, also permanently blocks his ascension because of Anti-Vargr prejudice. I see him as a frustrated character. Throughout the Rebellion, he succeeds in nearly every endeavor, but fails each time he is ready to try for the Throne.

The League of Antares joined with the Julian Protectorate on 012-1118. Although the REBELLION SOURCEBOOK implies that he turning his back on the Imperium, there is perhaps much more involved. His abandonment is only an illusion he wanted to present to the Protectorate. He is really rejecting only Lucan's leadership. Brzk sincerely believes in the concept of the Imperium, and fully intends to rejoin. Until that time, however, he is accumulating power within the Imperium, and also in Meshan and the Protectorate.

The Julian Protectorate is an important element in this. In the time when the League of Antares was a part of the Protectorate, the union provided a defense against Lucan's naval strength. But this also established himself politically in the Mendan and Amdukan sectors. Even when he withdrew from the Protectorate, he still maintained those ties to exploit in the future. Ultimately, he envisions a renewed Imperium with Meshan, Mendan, and Amdukan fully incorporated into it.

Turning Point Adventures -

I don't see Brzk ever rising to Emperor. From HIWG and DGP surveys, I think we should rule him out as a possibility. However, I do see Brzk as potentially having enormous influence over the Rebellion's outcome. If he himself cannot become Emperor, he could be the deciding factor in raising someone else to the Throne.

The ANTARES Turning Point Adventure could use several things as subjects:

- 1) The Vargr:
 - a) Stop Vargr invasions into Antares.
 - b) Pacify Lishun sector.
 - c) Establish alliances with political factions in Meshan.
- 2) Win the hearts and good will of the peoples in the Julian Protectorate.
- 3) Open trade relations with Sabmiqys.

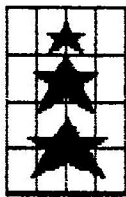
Brzk, as I described him here, could potentially succeed in all of these things. Player character activities should be used to gauge, either directly or indirectly, his degree of success. If the feedback cards indicate several failures, it could be interpreted that Brzk is devoting too much of his attention and resources toward his own ascension. When the time becomes ripe for him to have a hand in promoting someone else, he will not do so and fail even there to have influence.

Brzk could potentially become a great historical figure and legendary Imperial hero surpassing in renown his ancestor, Soegz. He can remain an Imperial Archduke of a domain perhaps more than doubled its original size. Or he might try to raise himself too high and fall completely from power. The ANTARES Turning Point Adventure could decide this fate.



JULIAN PROTECTORATE

Phil Morrissey and Craig Sheeley



DIASPORA: STARLANE TO THE CORE

DIASPORA: A SECTOR ANALYSIS
BY MARK GELINAS, EDITOR TIDEWATER TRAVELLER TIMES,
HMG'S DIASPORA SECTOR ANALYST

Refer to a map of the Shattered Imperium. Rimward of Lucan's holdings and coreward of the Solomani Rim Sector is a large track of space. That space contains part of the Massila Sector and all of the Diaspora Sector. This area is without any significant grouping of systems. As the Diaspora Sector analyst, I will attempt to explain why that sector fragmented when other sectors have held together. Diaspora is dispersed for a number of key factors which I shall list.

LONG HISTORY

Diaspora is one of the older sectors of the Imperium. It originally existed as an outback of the First Imperium, almost to the edges of Vilani controlled space. As such, it became the battlefield during the latter series of Interstellar Wars between the First Imperium and the Terran Confederation. It enjoyed a brief period of prosperity during the Second Imperium. At that time it was along the trade and communication routes between the Solomani Rim and the coreward sectors of that government. However, prosperity soon passed, because the Long Night arrived and governments neglected the sector. Third Imperium regained the sector several centuries after its founding. Things were going well for the Solomani nobles until Emperor Zakirov broke the strength of the Solomani at the core in 679. During the formation of the Solomani Autonomous District, Diaspora suffered its first division. Half of the sector went to the "Solomani Sphere" and the coreward half remained with the Imperium. When the Solomani Rim War occurred, the Imperium regained the Solomani portions of the sector as they pushed on toward Terra. This long history has made Diaspora unique among the sectors and probably contributes to its present condition.

LEGACY

The history of the Diaspora Sector has left a strong legacy. The control of the sector shifted between Vilani, Solomani, and Imperial governments during its history. Strong sentiments for all societies remain among its citizens, with no one gaining dominance.

LOCATION

When one looks at a map of the rebellion and locates Diaspora, one can see factions all around the sector. There are the Solomani encroaching to the rimward and trailing sides of the sector. Margaret is on the coreward trailing corner. Toward the core lies Lucan and his Vengeance Fleet. At the coreward spinward corner is a section of Dulinor's territory. Finally, to the spinward side is Daibei standing independent of the Imperium and defending its territory against the Solomani. With all these factions around, there were no easy choices who to join, and inevitably the sector chose none.

LEADERSHIP

The leadership of the sector had a lot to do with its present condition. First, there is the Sector Duke Eneri Aakiragemar. Although he is a very skilled Duke, and a fairly likeable fellow, he is not a strong leader. Had the Imperium not shattered, he would have led his sector at least as well as any other Sector Duke could. However, when the bullets flew at Capital, he had only recently gained his position and had not really strengthened it. When the Imperium shattered, he faltered. The nobility of the sector then made their own choices, many of them opposing those of other nobles. Duke Eneri remains in control of only a small portion of the sector in the vicinity of Liberi, the sector capital. The rest of the sector is under control of Dukes or Counts, depending on how it fragmented. In many cases, a world will stand alone. With no strong noble to unite them, the sector remains a dispersed grouping of duchies, counties, and individual worlds. With this condition, the Solomani should be able to move through the sector in a piecemeal fashion. It probably would except the one strong personality in the sector: Sector Admiral Jessica Nile. Admiral Nile is a strong leader with a lot of charisma. She also has a very good intuition which probably accounts for the Solomani's defeat. She prepared her fleets for a Solomani attack along the Old Expanses border long before that sector capitulated to the Solomani. Admiral Nile believes very strongly in the principle of the Imperium. She has not declared for any of the contenders for the Iridium Throne. In the absence of a central sector government, Admiral Nile controls the space above the worlds in the name of the Imperium. She has met with little

resistance from the nobility of the sector. Even though the nobility may not agree with her principles, they recognize the need for a strong navy to patrol space. Admiral Nile is not popular with Emperor Lucan, but he has too many other concerns to attack the sector. Jessica Nile may not survive the rebellion. However, her efforts to occupy space for the Imperium will aid the reintegration of Diaspora after the conflict has ended.

LUCAN'S INTERESTS (OR LACK OF INTEREST)

Lucan I is the Emperor of the largest portion of the Shattered Imperium. His interests have had an effect on the condition of Diaspora. They are in brief:

Revenge against Dulinor- This seems to be Lucan's major drive. It is almost to the point of obsession, or beyond. Lucan has directed the bulk of his fleets and armies toward the assassin of Strephon (did Dulinor double cross Lucan?). He has allowed several sectors to suffer and caused several more to secede because of his desire for revenge.

Reborn Vilani Empire- In removing themselves from "his" empire, the Vilani have made his enemies list. As such they warrant some attention in the form of attacks against them. Yet Lucan will still devote more attention to the Usurper.

"Real" Strephon- Regardless of his legitimacy, this man and his little sphere of space are at least a minor threat to Lucan. Therefore he must deal with him accordingly.

Righteous Margaret- Although her interests are not in attacking Lucan directly, she does have some legitimacy. Therefore, Lucan must prevent her from gaining too much of a power base.

Resistive Daibei- Lucan abandoned Corridor and Lishun to the Vargr, and the Old Expanses to the Solomani. He apparently would have done the same to Daibei, but they resisted him and withdrew from the Imperium. Although they are keeping the Solomani at bay, they could side with Dulinor should the Rim War die down. Lucan will probably use whatever means to keep them from doing so.

Regressive Antares- Bigotry and a desire for revenge have Lucan attacking Antares. Archduke Brzk has a large power block, and if applied to the wrong side, could turn the rebellion against Lucan. Therefore Lucan must keep him off balance.

Roguish Vargr- They have taken Corridor, but there is little Lucan can do about that now. That's the problem of Norris and the Vilani. The Vargr have also taken Lishun, and could push further. Lucan must direct some of his forces to counter this threat.

Ruffian Solomani- The Solomani can not directly attack Lucan's area of space. He does, however, have a very loyal supporter in the Sector Duke of the Solomani Rim Sector. The Solomani are attacking that duke's region in what has become a bitter struggle. Lucan will probably offer at least token reinforcements to them, but they must travel through Massila and Diaspora to get there.

Region of Diaspora- They have not declared for Lucan as a sector, but neither have they declared against him. Although Admiral Nile has resisted his orders on several occasions, she is keeping the Solomani at bay and the starlane open. The fleets of Admiral Nile occupy the sector in the name of the Imperium. A significant number of systems considers Lucan the Emperor of the Imperium, therefore he lets them be. After all, he has a long list of other concerns.

LINE OF COMMUNICATION

We have seen that Diaspora is a link between Core and the Solomani Rim. It is significant that it lies on the most direct path between the two. It also provides the path of least resistance. Admiral Nile is very aware of these facts and uses system defense boats to protect the Imperial Starlane from raiders and marauders. Any merchant vessel may pass in peace if it is not hostile. The Diaspora Fleet will drive away warships not bearing the Imperium's colors, by force if necessary. They also periodically board vessels to be sure that they are not spreading the rebellion to Diaspora.

LIVELY SOL-SEC AGENTS

With as much Solomani influence as Diaspora has had, it is a natural breeding ground for Solomani sentiments. With such sentiments come that infamous branch of the Solomani government: Sol-Sec. Sol-Sec has contributed significantly to the condition of Diaspora, spreading propaganda quite liberally, and damaging the war effort where they could. Fortunately, Admiral Nile's Naval Intelligence was able to ferret the majority of the Sol-Sec agents out of the fleet. Therefore there was little defection or dissent in that quarter. Nevertheless, Sol-Sec did damage the sector's cohesiveness.

This then is the condition of Diaspora and the factors that contributed to that condition. I will be filling more in on the personalities of the Sector Duke and Sector Admiral in later articles. If you have any questions, comments, or opinions, please feel free to write me. My address is 1302 Riverfront Court Suite 302, Virginia Beach, VA 23451.

PERSONALITY: NORRIS
by Mike Mikes

During GenCon/Origins, Marc Miller made some interesting remarks about Dulinor, Lucan, and Norris. Although his comments were not fully developed, this article is derived from them intending to flesh them out with a particular focus on Norris. In fact, this material about Norris is presently being worked into an article for CHALLENGE.

One of Marc's comments was that all three men are similar in that they will do anything they have to to achieve their ends. This means to me that illegal, even immoral, activities are not beyond any of them. But this isn't to suggest they are necessarily villainous or that they are each incarnations of the same corrupt character type. Each one is still quite different in their style, personality, and objectives.

The label of "villain" is perhaps most applicable in the case of Lucan. Lucan was discussed at greater length in TS#4, and so won't be dealt with further here.

Dulinor, on the other hand, isn't so simple. As suggested by Marc, Dulinor was a talented manager and economist seeking power in the name of prosperity. He was believed by many and as a result was advanced in rank step by step. However, his real interest (whether conscious or subconscious) was in power for himself. His programs were not entirely successful, but where they did fail he convincingly blamed them on his lack of authority to affect certain changes. In result, he was given more power so that he might succeed in the delivery of his promises. Finally, as Archduke, he made Strephon his scapegoat, accusing him before the people of the Illeish Domain as being an impedance. He then tried to elevate himself that final step by assassinating the Emperor.

Lucan and Dulinor are similar in that both want to be the ruler. Norris differs in that he wants to succeed at being a ruler. His methods are often questionable, and in some instances blatantly illegal. But his are meant more to bring benefit to those under his authority than necessarily enhance his power.

The first example of this was published in THE SPINWARD MARCHES CAMPAIGN, page 11. A warrant giving him command of Imperial forces during the Fifth Frontier War was suspected lost on an interdicted world. He gambled his career by violating the interdiction. Fortunately, the warrant was there which gave him the legal authority to be on the world. He thereafter took command and turned the tide of the war.

The second remains so far unpublished. Norris was NEVER appointed as Archduke of Deneb. When he received advanced word that Strephon was assassinated, he created a forged document establishing himself as the Archduke. He publicly announced his elevation, and took full control of the domain before public word (at J-4) of Strephon's death arrived. Had Norris not done this, the domain would have fragmented in the ensuing chaos of the Rebellion.

The third example was an extension of my discussions with James Ward (see TS#4 page 2, "Courier"). Below is a reprint of my 7/16/88 letter to Marc Miller about it, which we discussed at GenCon/Origins.

In examining Deneb's situation in the context of the Rebellion, I can appreciate how lucky it was the Vargr cut off Corridor. Norris is probably hoping it stays that way. In fact, he has every reason to actively keep it closed, although covertly.

What do you think of this scenario? The Vargr began raiding and pillaging, and even captured Depot. The Depot Naval personnel initially refused to aid the Vargr with technical support. Later the commanding officers "succumbed to pressures", but

Depot. The Depot Naval personnel initially refused to aid the Vargr with technical support. Later the commanding officers "succumbed to pressures", but all is not what it seems. The Vargr could not force their cooperation. Norris arranged it for them.

Vland doesn't want to "waste" its resources needlessly during the effort to restore the Zirru Sirka, so they have little concern for what happens in Corridor. Norris, however, also has troubles of his own, and cannot spare fleets to patrol that sector. So, with the cooperation of the Depot commander, he established a secret alliance with one Vargr faction, the one he feels he can trust the most.

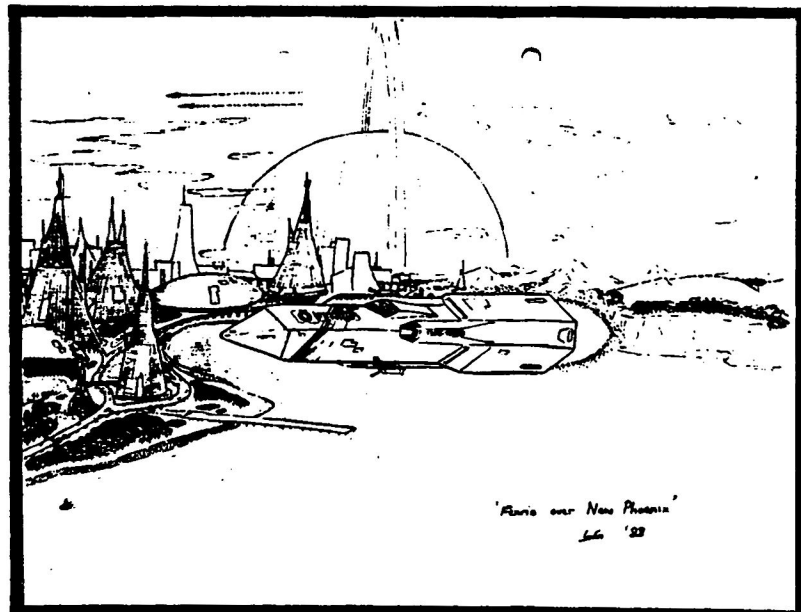
This one faction, given the support of Depot, will rise to leadership and quickly absorb all the other factions. There are, however, two stipulations. 1) The destruction and killing must be minimized. (Evolution toward a constructive state is encouraged. Extortion and ransom payments become tributes which become taxes.) 2) All traffic through Corridor must be stopped except by special arrangement.

Norris can afford to be very generous with his concessions and sincerity because the Vargr faction will only grow so big before it collapses. Its life expectancy should be just long enough to suit Norris's designs.

Marc viewed this idea with approval. Of the multiple choice responses I offered, he circled, "A) Sounds like a good idea. Assume this is what's happening for now."

These last two examples are still unofficial until they see professional print. However, they are demonstrative of Marc's current view of the Archduke. Norris is a leader who's first concern is his subjects. He's a hero to the people of Deneb, and it probably quite deserving of the label. He is very daring, a quality well suited for the times.

But Marc acknowledges that he could eventually meet with catastrophic ruin. Norris may well be on the road to becoming the man that reunites the Imperium. However, I can see yet another somewhat dramatic role. His entire career is based on loyalty to his subjects. But when he finally confronts Capital, he forgets this and fails, following the road of many a classical tragic character.



The first line of defense of the THIRD IMPERIUM at its height was often claimed to be the Imperial Navy. But even the Navy admitted at times that the Navy was the second line of defense: the first line was the sheer size of the Imperium. For a message to traverse the Third Imperium between two points on the border could well require a year. For a message to travel from the same source to the same destination travelling outside the Imperium would take at least two years: if by rare occurrence, Jump Boat service was actually available along the intended route. Realistic times of travel were more like four or five years. This size assured that any trouble occurring on one border of the Third Imperium could be dealt with adequately by the Navy before alien support from another front could be applied.

About 1075-1080, however, there occurred the phenomenon called the Grand Outworld Conspiracy (GOC). The GOC is the AAB designation of an agreement, rarely formal, among many non-Imperium states to attack the Imperium upon word of the death of Strephon. Because of the magnitude of the number of states bordering the Imperium, and the number of dissatisfied groups within the Imperium, the GOC could never be a carefully guarded secret. Thousands of documents at Vland relate to this conspiracy ranging from speculation to formerly classified data from several governments and spy organizations.

The GOC exposed a flaw in the first line of defense of the Third Imperium. Because the Imperium might fall to a coordinated attack on all fronts, there was deep concern within Naval Intelligence to do something about it. An organization, SMND, was formed in 1082 to formulate policy and to take action to prevent the defeat of the Imperium by GOC coordinated external and internal forces. "Source of Mainline Naval Defense" is the most frequent meaning listed for the acronym: SMND. But the deepest meaning is: "Strephon Must Never Die!" The direction of the policy and actions developed was to assure that Strephon's death would be unknown when it did occur.

While many naval defense postures and policies were modified due to pressure exerted by the GOC, the key work to defend against his external threat was done by the SMND to assure that Strephon did not die. Four main groups existed within SMND. First was the policy group which tracked the record of the GOC, and set policy to overcome it. The small group was the only one aware of the other three branches of the SMND. In fact, it was the only group to be aware of and using the name "SMND". The early formation of this key part of SMND considered three projects worthy of serious consideration: replacing Strephon with a clone, with a computer simulation, or with a robot. All three of these methods were indeed tried.

In each of the three methods tried, method of fooling the GOC was by replacing Strephon when he did die. Unfortunately, the schemes failed, for Strephon was publicly slain by Dulinor who has every reason for wanting his deed to be known by all. The consideration of the guiding group for SMND assumed Strephon would die (either by assassination or natural causes) in private. Few sources exist for detailed study of this group; the few sources which do exist are in agreement on the above stated details.

The second group worked on developing cloning technology in relation to Strephon. When first formed, the technology was not available to adequately create true clones. It was available before Strephon died in 1116. No source independent of the documents stated above exist for this group. However, some of the results are rumored at in the data concerning the "real"

Strephon of Gushemege.

A third group investigated was using computer simulation to replace/supersede Strephon. Over three dozen independent documents witness to the success of this group. They did indeed develop an adequate computer simulation of Strephon. However, they were never able to successfully determine how their simulation could replace the real Strephon. The simulation could independently act in all ways like the real Strephon. Unfortunately, its obvious limitation defeated it: it could never be like Strephon face to face. It could only be like Strephon via communications channels.

Of the documented 126,870 video tapes of Strephon catalogued here at Vland, 24 are known to be products of this simulation of Strephon. No known instrumentation has determined any significant difference between the simulated Strephon and the main body of these videos. Note here that there are the group of 38 Veleoan (named after the Vilani discoverer) tapes which do differ significantly from the main body and are probably either forged Strephon Videos or possibly the product of the next group's success.

The fourth and final group worked on robotic replacements for Strephon. Data significant enough to determine the success of this project is still unavailable. However, the technology available by 1110 should have been sufficient to solve all technical problems. Literature after 1110 from several Imperium places indicate the presence of robots capable of fooling unaided sophonts into believing the robot was a real sophont. Even as late as 1116, however, one using technical equipment would have been able to determine the difference between a robot and a real sophont in a face to face encounter.

There are several independent proofs that one or all three of these methods were applied (and with the approval of the real Strephon). A short discussion of two of these proofs follows:

The appearance of the "real" Strephon in Gushemege Sector in 1117 could well have been due to the efforts of one of these groups which worked in secret within the Imperium from 1083 to 1116. Which of the three groups is still a matter of speculation. We note here that the cataloguers at Vland document the 847 "real" Strephon videos separate from the Strephon of Core videos. In fact it has been tested with 27 students of Strephon from the AAB that they can distinguish 97% of the time between "real" Strephon videos and Strephon Videos (Amserdan Study, 1137). If the "real" Strephon of Gushemege Sector was a result of SMND activities, it was not a fully successful result.

The 1107-1111 Fifth Frontier War is believed to have been begun by the Zhodani to implement GOC agreements. There was indeed an attempted assassination of Strephon early in 1107, the news of which could have reached the Zhodani before the war started. According to the unverified story, the Zhodani intelligence on Capital did get the message of the attempted assassination to the Zhodani officials in the Consulate. But the word came as a successful assassination. The Zhodani were the only outworld agency to get the word that Strephon was dead. The Zhodani were the only ones to start a war as specified by the GOC principles. Other states involved in the Fifth Frontier War were involved because the Zhodani could not stop it once it was begun; and the other states were required to go along with the war. Insufficient data exists to prove or disprove this account. The purposes of SMND would have been served if this account is true: even though Strephon "died", the universe goes on as though he did not. If indeed the real Strephon died at this time, the SMND was undeniably successful: even in face to face encounters with those who know Strephon well, the replacement "Strephon" was indistinguishable from the real Strephon.

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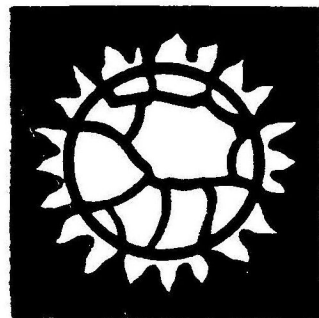


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