

TIFFANY STAR

An Official
HIWG Publication

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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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HIWG CHAIRSOPHANT LETTER

December 1987
Normal, OK, USA, Terra

Dear Fellow Traveller:

I will try to add a note to each issue of this fanzine about the History of the Imperium Working Group (HIWG). The purpose of HIWG is to develop details of the history of the Imperium AFTER Emperor Strephon is slain in 132-1116. While this may seem like news reporting, once these events transpire, they become history. Another misnomer in the title might be "Imperium", the singular, as events after 1116 tend to create: "Imperia", the plural.

What ever the name, HIWG's purpose is to add details to the breakdown of the Imperia after 1116 and events that occur thereafter. Events, personalities, revolutions, battles, nobility details, fleet movements, and driving reasons will all be added. GDW, CHALLENGE Magazine, and Marc Miller will be outlining the broad picture; HIWG will be filling in details.

The reason for relating the details is to help the MegaTraveller referee to set adventures within the Imperia. The most interesting of the adventures coming out of the first ten years of TRAVELLER occurred in the border regions of the Spinward Marches and the Solomani Rim. Now, for

Continued on page 9

WHAT IN THE STARS

Welcome to HIWG and the first issue of TIFFANY STAR.

When Ed Edwards raised the HIWG flag some months ago, I'm glad to say I was among the early ones to salute it. I liked it because he had a good idea. But also because he was using a previously untapped creative resource, TRAVELLER's body of fans. I'm impressed with the number of fanzines springing up, and the imaginative ideas they contain. There's such a willingness to share thoughts and ideas that it has had to find its own outlets. What I saw in HIWG was the ability to harness this potential and channel it in the enrichment of Traveller products yet to come.

The general objective of HIWG is to add to the depth of the Imperium setting. TRAVELLER was the premier science fiction RP game, but it owes its continued success to Marc Miller's universe. Other game designers have picked up on this as well, fleshing out their own universes to a degree far surpassing TRAVELLER. But this gap can be closed to assure TRAVELLER's continued place in RP gaming.

The specific objective of HIWG is to detail the history ahead. We will build from the forth coming REBELLION SOURCEBOOK and other approved or official sources. Numerous contributors will be involved, in fact the members of HIWG. From the pool of ideas that cross the desks of the coordinators, integrated works will be assembled and sent back out for review and feedback from other HIWG members. Ultimately, the material will be presented to Marc Miller for his attention.

HIWG was billed to Marc as a source of ideas backed by the consensus of many fans. He expressed his support for the Working Group in December, and has since continued his interest. Although Marc does read the input sent to him by individuals, a group effort would reasonably have more influence.

Mike Mikesh

COMMENTS ON THE DOMAIN OF DENEK

Comments by John C. Meyers
Replies by Marc W. Miller

This was called "Comments on the Impending Chaos" when John Meyers circulated the article during Origins 87. He has enhanced it under this new title, and Marc Miller has inserted remarks of his own. - MM

ARDEN: The federation has a definite interest in expansion. By jumping into the buffer between the Imperium and the Zhodani, they have carved a small empire for their own. How long this empire can last is unknown. Between the obnoxious government and the Zhodani empire next door, Arden may have a very limited life span.

How long Arden lasts remains a good question (and an unanswered one). They do fill a need for a buffer state between the Imperial territories and the Zhodani. If they can establish themselves as a conduit between the two sides, they may be more valuable alive than dead. They are on the Spinward Main, which gives some trade advantages. See also Norris and Zhodani.

ASLAN: They will definitely be seeking to carve out some land as their own, particularly in the Rimward portion of Trojan Reach and Reft Sector. They are similar to the Vargr because of the apparent unorganization, but quite different because they are not out for plunder as much as territory. They are quite effective at what they are doing. Remember that the Aslan will take over any land, including what has been previously ignored. Because of this the Aslan are not always unwelcome. Once the Aslan move in, they try to carve out whatever they can, by force or otherwise. Of course while the men are out for territory, the women are out for economic gain. They are the real threat to any systems that they penetrate. Before too long, the Aslan will become a part of the local scene by virtue of the economic 'invasion'. They will continue to expand as long as allowed.

Aslan males are motivated by a need for territory. It has to do with their mating instincts. Females do not look for territory themselves, but they do require it in their mates, so the entire Aslan social structure is set up in support of this need for territory. Briefly, Aslan males want territory, and Aslan females want markets. The combined needs make them very effective conquerors.

Even after ihatei get land, they then produce their own ihatei who have to go out and find their own land.

Aslan are an irresistible force. But their conquest is not necessarily violent. They move in in hordes (organized, well equipped hordes) and take over unused land. They actually respect owned, utilized land, but they do not accept the concept of ownership without active use. When they find a world, they just move in.

The best worlds are actually occupied, settled worlds. That means there is land for the males and markets for the produce of the land for the females.

Aslan come under the government of the territory they occupy. While they maintain clan loyalties, they can and do accept the higher government of the region... provided it accepts them and is not oppressive.

BORDER WORLDS: They do not have a burning desire to expand, but have a fierce independence. They may try to reunite with the rest of the Sword Worlds if that is advantageous. In the mean time, they are simply try to survive and recover from the war.

It must be a banner for the Sword Worlds in general and the Border Worlds in particular to have lost the Fifth Frontier War. The self-importance of the SMers does not easily accept defeat and occupation.

At the same time, I think there is probably a self-perpetuation government in the Border Worlds. Why should the dominant worlds in BW press to give up their top seat in order to unite the SM?

DARRIANS: Their prime interest is in protecting the Federation from the Sword Worlds. If they can afford it, they will probably need to increase the defenses in the recently retaken Entrope cluster.

The rebellion has suddenly made it difficult for the Darrrians to maintain their ties to the Imperium. Officially, their alliance is with the Imperium; as a practical matter, it is with Norris. They can continue to maintain their ties with Norris, but they will probably back off, taking a wait and see attitude. When happens if Norris diverges from the Imperium and loses; would the Imperium (Dulinar, Lacan, or whoever) throw them to the wolves in retaliation? Or will Norris demand access to their star trigger?

DROYNE: As usual, they will continue to ignore most everyone else.

As a coherent, governmental force, the Droyne are nothing. As an ethnic group with widespread population throughout much of the Imperium, the Droyne are a force not to be ignored.

Why? Maybe Grandfather is still alive and dabbling in the real universe? Maybe some Droyne have (perhaps secretly) maintained some of the technology they had once upon a time!?

SWORD WORLDS: They are most interest in rebuilding themselves. First priority will be internal reconstruction and some introversion. Remember that this is a confederation and the individual worlds have much more meaning and control than the group. Any aggression will probably be against the Darrrians (at least until the Imperium has to pull back some) to regain what they used to have. They might try to bring the Border Worlds back into the Confederation, but only after the Imperial presence is reduced. They see this time as a great opportunity but realize that time is on their side, and they are going to be careful (of course the confederation also has some problems focusing on any one goal).

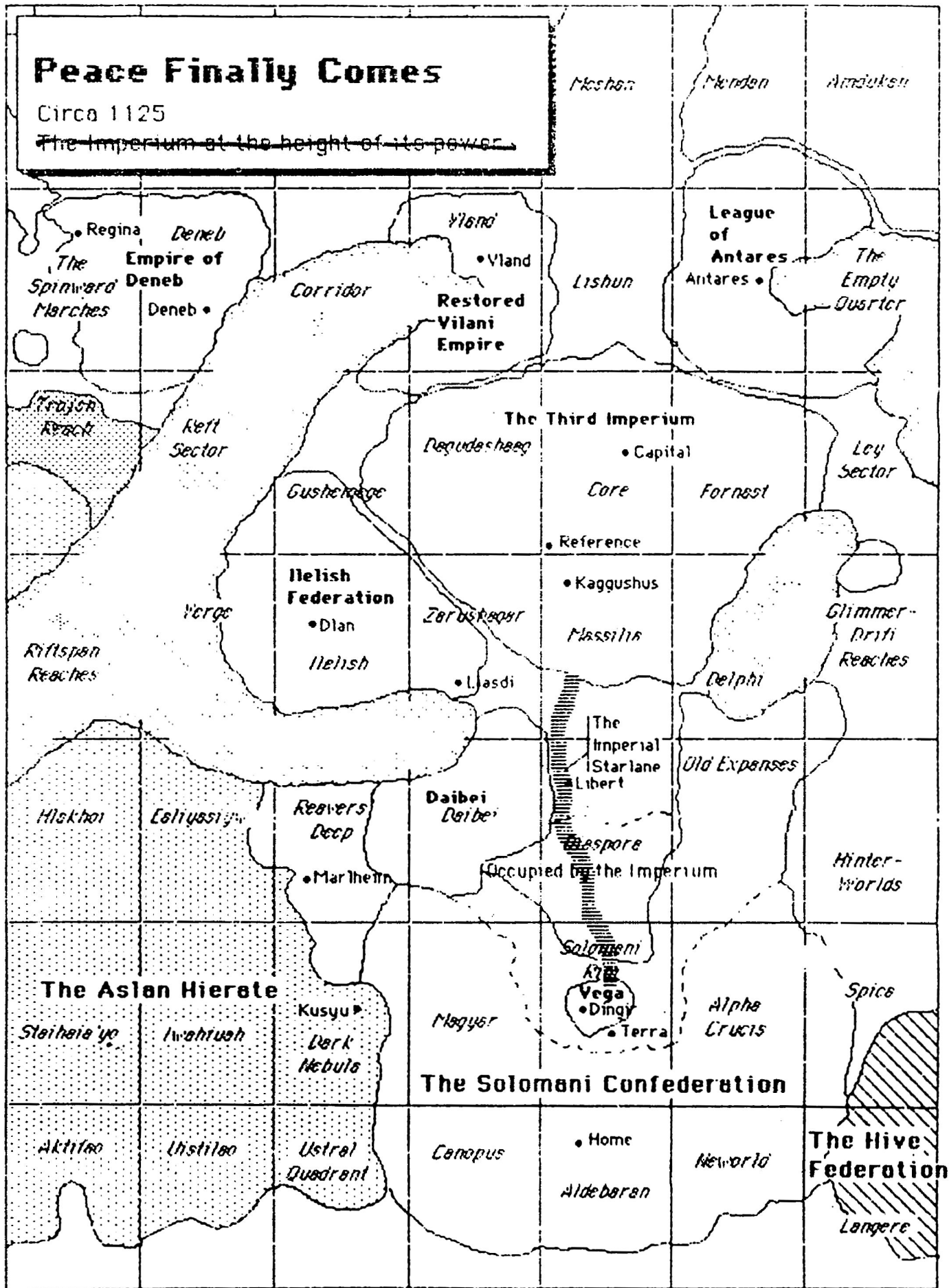
See also Border Worlds.

Continued on page 4

Peace Finally Comes

Circa 1125

~~The Imperium at the height of its power~~



standard multi-sector grid

(COMMENTS - from p2)

VARGR: Both corsair bands and 'legitimate' governments are always on the lookout for expansion and plunder. Without ruling it out, it is safe to say that the push will be very unorganized. This has a disadvantage for the Imperium though, because the Vargr will be coming from many different directions all at once. The only bright spot is that the groups will tend to be rather small most of the time and an average Imperial fleet element should be able to chase it away. The sacking of the bordering worlds will be quite ruthless though. Also remember that there will be more raids than conquering invaders.

We can expect the Kforuzeng and many other (currently) nameless bands to be involved in the action. We don't know enough about the Worlds of Leader Rukh, the Anti-Rukh coalition, the 40th Squadron, the Commonality of Kedzudh, or the Thoengling Empire which are all adjacent to the Spinward Marches. We don't even have names for those adjacent to the Deneb and Corridor sectors. These groups need to be defined further if we want to try to understand more about what is going on.

Vargr are the "Vandals of the Void." They are uncontrollable in any real sense. What does control them is their own inability to remain cohesive or stable. Increased organization carries the seeds of its own destruction for the Vargr. The problem they create is that they generate chaos and disorder in the regions they enter. And they naturally move into any region that can't keep them out.

They have entered parts of Spinward, Deneb, much of Corridor, Lishun.

ZHODANI: They are at first still exhausted from the Fifth Frontier War. This fades with time, but it is immediately realized that Zhodani purposes do not rely on speed this time around. The Imperium is decaying and all the Zhodani want is space to rule their own without the threat of expanding empires. This will mean that they will probably not mount any strike; they won't have to attack. The Zhodani have little interest in expanding right now. They still have much consolidating to do with the worlds they already have. Since this takes generations, don't look for any major conflict for expansion. (It should be noted that the previous wars were not fought to expand the Zhodani Empire but rather to stem the Imperial expansion.) There will probably be some skirmishes though. The Federation of Arden may be moved upon if they become a threat. An interesting side note is that the Zhodani will probably be fending off quite a few Vargr as the latter try to take advantage of the whole situation.

The Zhodani are quite interesting. First, their Consulate contains some 90% of all racial Zhodani. They are not a cosmopolitan community, and they do not seek out the incorporation of non-Zhodani into their Empire. Their wars against the Imperium have been calculated to keep the expansionist Imperium from encroaching on their age-old territory. My own hypothesis is that the Zho have fought their many wars for just this long-term purpose... to teach the Imperium to stay out. Why else have they never made any real territorial gains?

IMPERIUM (Norris): The full brunt of everyone's efforts is directed toward the Imperials. Duke Norris has his work cut out for him. The first priority is to muster the defenses and take full control. The first trouble spot will be along the Vargr border. Corridor will be especially hard hit and with the stripping of the fleets will cause the Domain to be isolated from the rest of the Imperium. The Deneb border will be moderately secure along the coreward edge until Corridor is overrun. The collapse of Corridor will hurt an already attrited defense. The single greatest asset to the defense of Deneb is that the sector is fairly well established and has a significant industrial base. This will allow Deneb to survive after the onslaught. Reft Sector will have its biggest problem with the Asian. The Imperium will probably have to cede some territory in order to save more. Trojan Reach and the rimward portion of the Spinward Marches will have the same problem. There is an interesting possibility in this region. If Norris can put up a reasonable defense and appear to be in control, he may be able to grant land to some of the Ithatei in return for fealty. A very interesting scenario.

The action Norris is most concerned about will probably be in the Marches. Some pull back will probably be required, but will be postponed as long as possible. District 268 presents some difficult problems because there are many things that could have happened after the war and before the assassination. But eventually, most of the naval forces will have to be taken out of Five Sisters in favor of other areas. The subsectors nearest the Zhos will probably be heavily defended at first until needs develop elsewhere. Some pullback of naval forces may trigger the Zhos, but that may not be the case, as they will be watching very hard to see if they need to strike.

The real issue of all this is whether Norris can take effective control and retain it. If so, then he can gradually rebuild his losses and eventually stabilize the situation. If not, then the area will fragment heavily as trade breaks down completely and others move into the power vacuum.

The most difficult part for Norris will probably be when he must accept that his domain is no longer a part of the Imperium. He must work hard to keep it together without the whole Imperium behind him. If he can succeed in bringing together the many diverse elements within his domain he can build a strong empire that may be able to retake some of the former areas of the Imperium and its splendor.

Norris declared his own allegiance to the Imperium as soon as the problems began. In many ways, he treated events as if the Imperium were still operating properly and in full force. The only real problem was that the Imperium (from Capital) could not respond to him and his needs in a timely way (no real change from previous anyway).

Nevertheless, from the first day, the interests of Norris and the Marches diverged from the Imperium's interests. Gradually, Norris (who reasonably intends to maintain the Marches and Deneb in trust for the Imperium) finds that the two sectors are best run for their own good. And

APPROXIMATE FLEET STRENGTHS

The following is taken from Marc Miller's 15 April 87 package announcing MegaTraveller. Charts were created by Ed Edwards. - MM

And what are they fighting with? The Imperium rules the spaces between the stars; when that vast ocean of space is controlled, every world in it is touched. Space is ruled by starships, and this rebellion is being fought with starships.

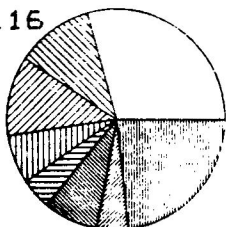
Ideally, every sector in the Imperium has a group of fleets numbering about 1,000 ships (including support ships, auxiliaries, and escorts). In the aftermath of the Fifth Frontier War, those numbers are not easily reached, and most sectors number fewer than 800 ships. Special sectors -- the Spinward Marches, the Rim border with the Solomani, Core -- are at ideal strength; sectors in the interior of the Imperium have lower strengths. With the assassination of Strephon, ships, squadrons, fleets, and worlds chose sides. Dulinor drew about 2500 ships; Vland assembled 1600, but at the cost of stripping Lishun sector and laying it open to Vargr invasions; the Domain of Deneb drew 2600; Antares assembled 1000 ships; Daibei fielded 1800; Vega got 1000; the "Real" Strephon rallied only 400; and the Emperor Lucan assembled 5800. The Solomani Confederation ultimately fields about 5000 ships.

The problem is that starships are relatively fragile in combat. In a single battle, the strength of a fleet can drop for 100 to 50 or 40 or 30. Early in the Rebellion, fleets do have 100 ships each, and they cruise the battle zones looking for targets; even two years into the war, a fleet is no more than 10 ships, and often only three or four -- and it stays in port as a threat, rather than cruising the star lanes.

Approximate Fleet Strengths (origins, not actual dispositions, shown)

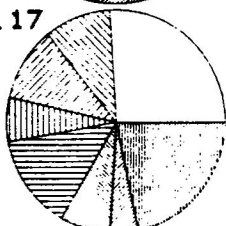
Leader	Sector	1116	1117	1118	1119	1120	1121	1122	1123
Lucan	Core	1000	900	800	700	600	500	400	300
	Fornast	800	700	600	500	400	300	200	100
	Dugudashaag	800	700	600	500	300	200	100	---
	Massilia	500	400	300	200	200	100	---	---
	Delphi	200	100	---	---	---	---	---	---
	Diaspora	400	300	200	100	---	---	---	---
	Old Expenses	1000	900	800	700	600	500	400	300
	Ley Sector	800	700	600	500	400	300	200	100
	Corridor	<u>1000</u>	<u>900</u>	<u>800</u>	<u>700</u>	<u>600</u>	<u>500</u>	<u>400</u>	<u>300</u>
			6500	5600	4700	3900	3100	2400	1700
Dulinor	Ilelish	1000	900	800	700	600	500	400	300
	Zarushagar	500	400	300	200	100	---	---	---
	Gushemege	800	700	600	500	400	300	200	100
	Verge	<u>200</u>	<u>100</u>	---	---	---	---	---	---
		2500	2100	1700	1400	1100	800	600	400
Marches	Spinward	1000	900	800	700	700	600	600	500
	Deneb	800	700	600	500	500	400	400	300
	Reach/Rift	<u>800</u>	<u>700</u>	<u>600</u>	<u>500</u>	<u>400</u>	<u>400</u>	<u>300</u>	<u>300</u>
		2600	2300	2000	1700	1600	1400	1300	1100
Vland	Vland	800	700	600	500	400	300	200	100
	Lishun	<u>800</u>	<u>700</u>	<u>600</u>	<u>500</u>	<u>400</u>	<u>300</u>	<u>200</u>	<u>100</u>
		1600	1400	1200	1000	800	600	400	200
Antares	Antares	800	700	600	500	400	300	200	100
	Empty Quarter	200	100	---	---	---	---	---	---
	Julian Fleets	---	<u>2200</u>	<u>2100</u>	---	---	---	---	---
		1000	2200	2800	500	400	300	200	100
Daibei	Daibei	1000	900	800	700	600	500	400	300
	Reavers	<u>800</u>	<u>700</u>	<u>600</u>	<u>500</u>	<u>500</u>	<u>400</u>	<u>300</u>	<u>200</u>
		1800	1600	1400	1200	1100	900	700	500
Vega	Solomani Rim	<u>1000</u>	<u>900</u>	<u>800</u>	<u>700</u>	<u>600</u>	<u>500</u>	<u>400</u>	<u>300</u>
		1000	900	800	700	600	500	400	300
Solomani	Main Fleet	4800	4400	3900	3200	3000	2800	2600	2400
	Old Expenses	<u>400</u>	<u>300</u>	<u>200</u>	<u>100</u>	---	---	---	---
		5200	4700	4000	3300	3000	2800	2600	2400

SHIPS 1116



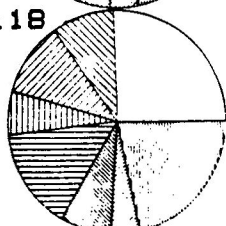
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SHIPS 1117



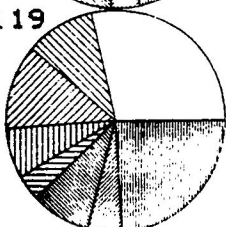
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SHIPS 1118



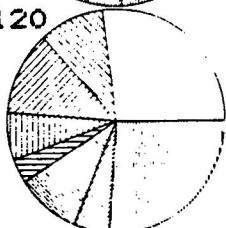
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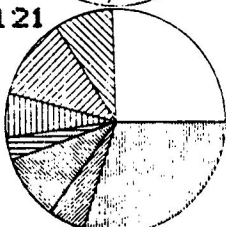
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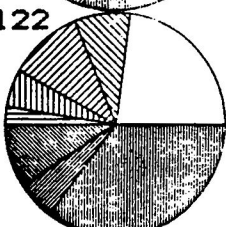
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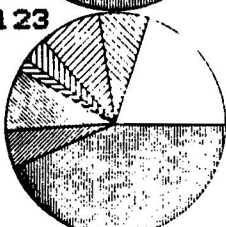
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- △ Antares
- △ Daibei
- △ Vega
- △ Solomani

SHIPS 1122



- △ Lucan
- △ Dulinor
- △ Marches
- △ Vland
- △ Antares
- △ Daibei
- △ Vega
- △ Solomani

SHIPS 1123



- △ Lucan
- △ Dulinor
- △ Marches
- △ Vland
- △ Antares
- △ Daibei
- △ Vega
- △ Solomani

(COMMENTS - from p4)

as they are, he (and its citizens) will develop a rightful resentment of the Imperium and its non-involvement. There will come a day when the Domain of Deneb feels itself independent. There will come a day when the Imperium tries to reassert its claim on the Domain, and the Domain will resist.

GENERAL

Trade is going to become more risky and more expensive. Many 'accidents' are going to occur as weapons fire before questions are asked. Starships are going to become more valuable as more are lost and fewer built. Inflation is going to cripple some of the struggling economies. The governments that can help beat these conditions are going to be the survivors.

How do the (Mega)Corporations fit into the new scheme of things? It would seem that they must continue to play a major role in affairs of state. It will be interesting to see how these companies can hold on to their former markets and areas of influence. Can the Megas keep the star lanes open to all of their previous possessions? Probably not. Will the Vilani Megas be able to keep their Mega 'status' and still function as a government in the original Vilani area? Probably not. Will any of the Megas be able to keep open continuous communications between Deneb and the rest of the former Imperium? Probably not.

Conflicts of interest for the Megacorporations will be common. The same MegaCorp will be supplying arms to Dulinor, Lucan, and others; they will have to establish split personalities, or standards of conduct, or give up some safe territory.

The Vilani MegaCorporations (Sharurshid, Makhidkarun, Naasirka) long ago gave up their governmental functions. Indeed, the Julian Protectorate is a descendant of the Sharurshid government of that particular area. When Uland declares its reestablished Empire, I think it will draw on the personnel and expertise of Sh, Na, and Na to help run their territory. This creates a conflict...

I have answered 'probably not' to the previous questions, but of course we don't know yet. I believe that the problem of maintaining communications between the vast Mega holdings to be downright impossible. After all the Imperium collapsed partly for the very same reasons. Remember that the Megas must break into pieces also, but probably not always along the exact same lines as the governments they work with. They will help to soften the borders between some areas where possible. I also think that the 'who's side are you on' question will play a major role in determining the market's reaction to corporations and the Megas in particular. People won't want to deal with those they cannot trust.

Of course this does not mean that businesses and Megas will suddenly go away. Far from it. But what will happen is that the larger corporations will be forced to operate with each of its components acting even more autonomously than ever before. This also represents some great

opportunities for the smaller, regional companies to jump in and sell the stability they have due to their size. I wonder how the Oberlindes' (Marc and Sergei) will fare in his environment. I would expect that we will see a lot of them in the time to come.

The biggest thing to remember about the break-up of the Imperium is that this is not a Long Night situation. This may make it easier for a new Cleon to reorganize the Imperium in say 20-50 years. Time will tell.

GOVERNMENT NOTES

Where do your Imperial tax credits go? The first thing that comes to mind is the defense of the Imperium. This is most important to the regions near the frontiers, but those 'away from the action' also need help against piracy and the like. The forces used for protection are predominantly naval, but also include marine and army units. Remember that these units need bases and these bases are spread through the Imperium. That way all of the regions of the Imperium can benefit from the economic boon of government contracts.

The second thing that an interstellar government gives its member states is a stable trade system. A universal currency, standard trading procedures, and safe spacelanes all help to keep trade going and economies moving. In addition, the Imperium (and other small governments) can subsidize portions of the trade routes. This helps to spread the wealth and encourage development in otherwise back water areas.

Third, communications between worlds is maintained by the Scout service. They map out the worlds, keep up the X-boat system, and generally ensure that information is passed between the worlds. Note that this information is not just news and letters. Of particular interest is the technology transfer program maintained by the scouts. This helps to spread ideas and goodwill. Once again, the large number of scout bases throughout the Imperium ensures many worlds will have an economic boost.

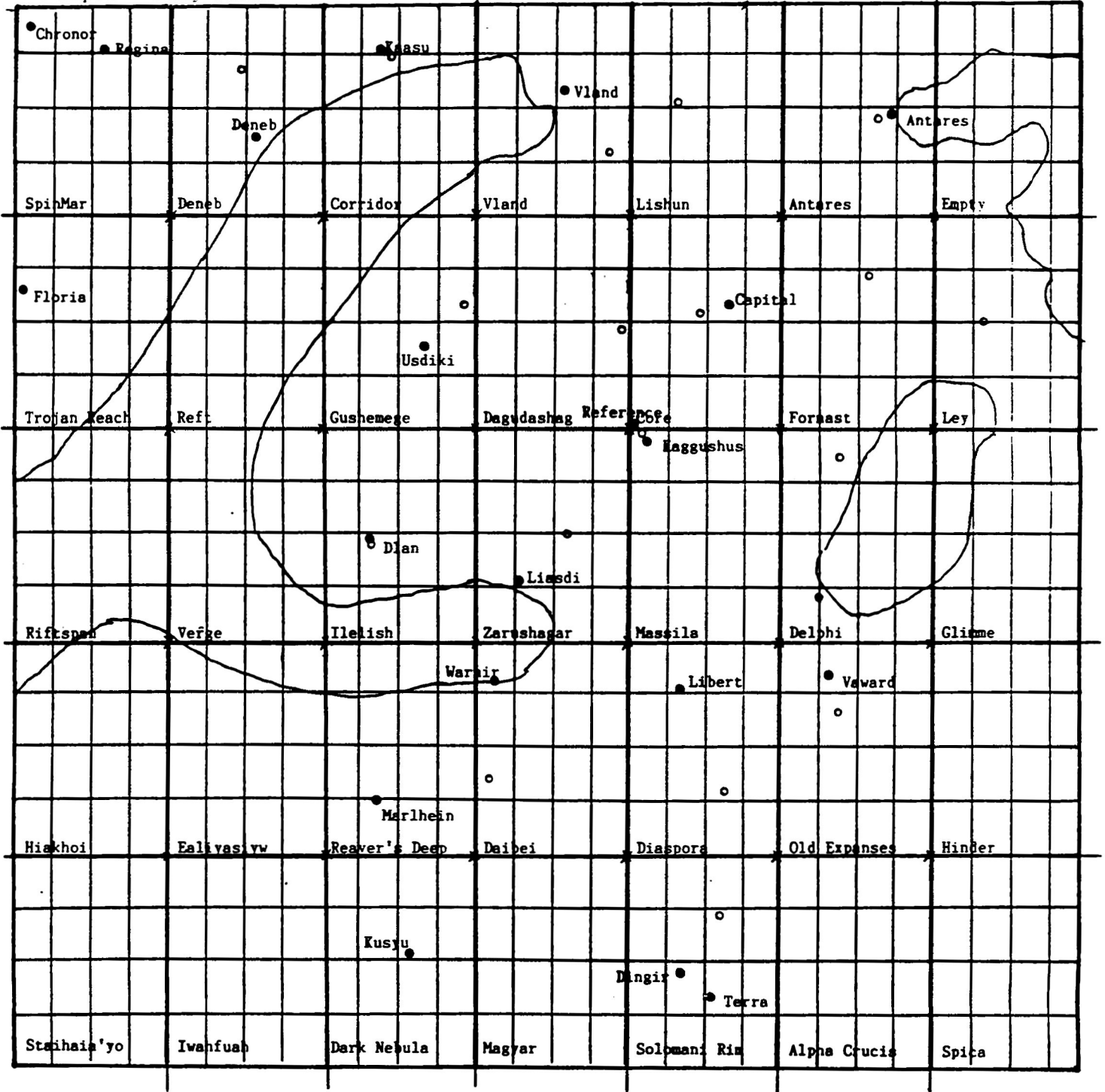
There are a few more benefits but those three are the most important.

Where do the taxes come from? The majority of all tax collected comes from corporate taxation. The average individual pays taxes but most of the money collected goes toward the local levels of government. Interstellar corporations pay the tax but that is the price of going business. These taxes are more or less transparent to the average individual. As a matter of fact, the average person does not even worry about Imperial taxes, just local taxes.

What happens to the tax rules and benefits in a chaotic situation like this? The first thing that happens is: nothing. Everything goes on as normal. Problems arise when there are questions that need to be fielded from a higher level or those at the lower levels question the higher levels. Services may begin to trail off, but most things should run as before. The major problem area is in long term capital investments such as

○ Depot ● Key Place

HIWG Guide Map



(This map was drawn by Ed Edwards for use in HIWG discussions. Political boundaries were removed so as to not interfere with new data. This may be photocopied freely. - MM)

This next article was written before anything was known of what course the new Rim War would take. Still, its a worthy piece. - MM

THE STATUS OF WAR

by Krag Schieler

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006-1121

Combat rages but mere parsecs from Earth: Fleets of starships slug at one another with huge, ship-shattering weapons and the lightning destruction of fusion missiles. Thousands of valiant men perish in the airlessness of dying ships, often without ever having known what killed them. A push of a button and a foe is exterminated, unseen and unknown. Meanwhile, "beneath" the mighty conflict, a peaceful planet seemingly witnesses the fatal encounter, secure in the knowledge that it will not be attacked ...

Rather than addressing the estimated locations and intentions of fleets, forces, and armies, in this month's column, I examine the causes of the curious phenomenon outlined above - war in space, and undisturbed planets, planets which are the goal of the space war in the first place.

In the war being fought for the destiny of the Solomani, planets just to coreward are doing just what I described earlier: Watching smugly while good men die in space, without the threat of invasion - knowing that, if our forces are triumphant, they can't invade, and can't afford the time and energy to lay waste to the undefended worlds. Gone are the days of invasion, even for the might Home Fleet. To a grandson of a survivor of the hated Imperial Invasion of Earth in 1002, this state of affairs seems somehow wrong. The Imperials certainly had enough strength to invade then, yet today, they cannot. Why not?

The answer lies in simple economics. The standard Imperial military transport, a 10,000-ton, J4 ship, hauls two battalions of men and machines and costs roughly MCr 7,500. It takes 10 of these ships to move a division, and 250 of them to transport a corps, the largest operative unit of the ground forces. (During the invasion of Earth, approximately five corps-equivalents were brought to Earth.) The cost in ships for transport alone reaches MCr 1,875,000 - and this doesn't count the supplies, spares, munitions, and other items that make an army run. To ship those, another fleet of similar tonnage must be allocated, just to enable a corps to survive on a planet with a friendly biosphere (many times more for hostile environments). So, the minimum cost to move a corps is MCr 3,750,000 - enough to build 40 large battlecruisers, a handful of which would be powerful enough to destroy all 500 transports, requiring that the transports be escorted by capital ships ... An expensive operation, to say the least.

Merely getting the troops to the invasion world isn't the end of the matter. Many planets can raise a sizable army, well-supported and supplied, in a matter of months, to repulse invaders. Invaders need to out-firepower the defenders by a factor of 5 to 1 to ensure success of their mission, and must do so swiftly, before their supplies run out or defender fleet elements arrive.

So why have so many planets changed hands in the past few years?

OPEN PLANETS

A planet stripped of its space defenses lies open to bombardment from space, wreaking terrible damage on the ecology and economy. Of course, the bombers run the risk of fire from planetary defenses - the wreck of the dreadnought *Azimuth*, lying in the North Asian Tundra Plains, bears mute testimony to the effectiveness of anti-ship ground fire. But such defenses are rare, and even more rarely used. Often, the planet is simply declared "open," the prize of the victor in space.

The "open planet/closed planet" custom was first established in General Cleon's war of conquest, where he preferred to take a planet's resources rather than destroy them from orbit. When he declared himself Emperor (with enough power to make the title stick), he incorporated it into the laws of the Third Imperium. Simply stated, if a planet declared itself "open," it would surrender to the possessor of its space, and escape the horrors of war that could be visited on it. The planet and invader were honor-bound to follow this surrender - of course, some worlds used it as an excuse to lure fleets close and attack. There are only a few cases of this that were successful, and those all concerned fleets too weak after the battle to destroy the betrayers. Any world firing upon a fleet is, of course, considered "closed".

Another advantage of being "open" is that time and resources do not have to be spent building and maintaining planetary defenses. Since a fleet can easily reduce a world to rubble, even if there are massive defenses - admitted, the defenses will take out the fleet if there are enough of them, but the fleet will still inflict considerable damage on the planet - there is little reason to have those defenses around. Ground defenses are only useful against small numbers of targets, or against invasion, since their range and traverse are usually quite limited. Most consider them to be "sitting elephants," a phrase conveying their cost and lack of mobility.

This is not to say that money isn't spent for defense at all. Since planets like the "open" classification, it means that space defense is the norm. However, this does not mean that every system has a massive fleet of boats and ships just waiting to repulse enemy fleets! Quite the opposite; relatively few systems possess much in the way of a system navy. The reasons for this are both economic and political: Interstellar governments are not fond of navies not under their control, since these navies represent the ability to defy said interstellar governments! And they are not as useful in wartime as regular fleets are, due to differences in training, equipment, and quality. When pressed into wartime service, these "colonial" fleets seldom perform up to regular standard. Interstellar governments, as a rule, prefer to handle spacial defense with regular forces.

And local governments are more than happy to oblige them. Space fleets are very expensive to build and maintain, and if the larger government will provide almost as much protection for a fraction of the price in taxes, then it keeps the taxpayers happy.

(CHAIRSOPHANT - from p1)

the second ten years, MegaTraveller will have many border regions among the Imperia elements and alien states.

As for my role in HIWG, I list myself as "correspondent" of HIWG in my letterhead. "Chairman" sounds sexist. "Chairperson" is too humaniti oriented. "Chairsophant" is stupid. "Boss" is too bossy. "Guru" sounds like I smoke the wrong stuff. "Facilitator" is descriptive; I will try to make things easier. "Correspondent" is O.K.; I will answer my mail (sooner or later).

Earlier, I had considered HIWG as a meeting place for adversaries that needed an arbitrator to settle differences. But now I see HIWG not as a game requiring a referee, but as a forum for determining additional details. This fanzine will provide a forum for presentation of the details; but anyone is welcome to contribute HIWG-like detail articles to any TRAVELLER fanzine or magazine.

One of the more serious problems within both the unified Imperium of Strephon and the Imperia that follow is the lethargic pace of the propagation of information. A week per jump is TOO slow! But this IS the rule that makes TRAVELLER what it is. So, to be correct, each article written for HIWG needs to be dated and located. Example, if you are in Home, capital of the Solomani Confederation on 311-1116, you can hope Strephon is dead, you can want Strephon to die, you can order that Strephon be slain; but you cannot KNOW he died on 132-1116. The word just hasn't arrived yet. This time lag will and MUST dominate all articles that are part of the HIWG movement. Might as well put it up front with the title of the article. At the same time we know this problem exists; HIWG workers will be shifting viewpoint from time to time and location to location. Keep it straight!!

In addition to my article about the current status of HIWG, in each future edition of this fanzine I will try to have an article proposing areas in which future HIWG action might take place, articles that need to be written, questions that have not been answered.

HIWG and this fanzine are a forum for discussion of events following the 132-1116 death of Strephon. Propose ideas to me at my address below. Send articles to either myself or the editor of this fanzine. Discussion of old articles is welcome.

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Norman, OK 73071

(COMMENTS - from p6)

new bases and ships. With the uncertainty of the times, these investments are harder to make. As things settle down this situation will begin to reverse itself as confidence is gained and the economies return to their previous (or better) states.

The hard part is in how the various levels of government will interact. Because of regional differences, subsector, sector, and domain boundaries may not be as valid as before. Until the realignment of these areas, services will be disjointed at best. This invites troubles such as piracy. Fortunately for Norris, the domain of Deneb is fairly self-contained and does not have to worry about fragmentation, just conflict with outside forces.

(STATUS - from p8)

Unfortunately for most systems, this frugality often extends to system defense boats, too. Most interstellar governments don't mind local systems having a system defense fleet capable of making a good stand and holding off intruders until the main fleet can arrive; SDBs take some of the heat off of their more expensive star-spanning brethren, and do a good job of denying the enemy fueling and port facilities in the field. But cost-conscious local governments see them as costly luxuries; after all, spacial defense is the Navy's job - that's what they're there for. Why pay their way twice? In the end, the "naval" forces of most worlds consist of customer cutters, patrol ships, and small SDBs serving as armored backup. (Students of the Fifth Frontier War may refute my claim, pointing out that most planets in the Spinward Marches boast SDB fleets, and some true starship squadrons. In preemptive reply I point out that the Marches have had five major wars in the space of 500 years, and to the inhabitants, good defenses aren't a luxury - they're a necessity!)

At the present time, the codes of humane warfare are still being honored. "Open" planets are not bombed, and surrender to the victors. However, the Arch-duke Adair of the Imperium has opened the way to full-scale total war with his "closed planet" policies of defense. How long our brave starmen will continue to bear the brunt of total war without replying in kind remains to be seen.



Personality: MARSH

Sector Admiral Count Marsh Gashema Kiran 14th of Kiran
463ACF Age 82 (84) Born 1032 MCr146
16 terms (2 noble, 14 navy)
Academic (History-2)
Inborn (Leader-2)
Interpers (Admin-3, Liaison-2)
Space (Pilot-2, Vacc Suit-2)
Space Combat (Ship Tactics-1, Tactics-4)
Homeworld: Kiran (Corridor 0112 A354856-F N)
Starport A, Small, Thin, Wet World, Mod Pop,
Mod Law, High Stellar

Marsh is Admiral of the Corridor Fleet. Born in 1032, at age 18 he entered the Naval Academy. He then completed six terms (two years frozen time) in the Navy rising to the rank of Commodore. At age 40, in 1074, he was appointed Count of Kiran by Emperor Strephon. He returned to Kiran and served as Count. In 1080, at (physical) age 46, he was recalled to the Navy as a Captain during the Fourth Frontier War. He rose to Commodore again in 1084 and to Fleet Admiral in 1092. In 1107 he was appointed as Sector Admiral of the Corridor Fleet.

Marsh's brother, Dresden Kiran, married Princess Lydia, daughter of Emperor Paulo III (emperor 1031-1071). Their sons, Varian and Lucan (Marsh's nephews), take their surnames from their mother, the highest ranking noble of the parents.

