

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



TERRA ÜBER ALLES!

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What in the Stars by Michael Mikesh

Dan Beyer edited this issue of TS using techniques far surpassing the sophistication I can achieve. Instead of my usual cut and paste methods, much of what you see here is the product of special publishing software.

Depending on how things go, Dan might do a couple more issues before TS goes to Geo Gelinas at TERRA TRAVELLER TIMES. Geo will continue with TTT and pick up TS at the same time, but precisely when this will occur is uncertain. I will continue to assure that TS gets out. But who actually edits and prints each issue is a different matter. It's probable that I will do some myself.

Needless to say, this issue is late. DGP gave me responsibility for writing GRAND EXPLORATIONS last year, and that's had to be project #1 ever since. The writing staff also includes Tom Peters, and Geo Guinas. Steve Kostoff and Mike Jackson are technically in volunteering capacity with Ed Edwards and others kibitzing. It is no coincidence all of these people are HIWGs. They've already proven themselves as good people to have in a collaboration through their contributions to HIWG.

HIWG Publications is likely to expand in the near future. Currently, HIWG literature is distributed through HIWG Pubs, TIFFANY STAR, and TERRA TRAVELLER TIMES. But all of this material is unofficial until used in an official publication. Unfortunately, hard core rebellion material looks as though it will be scant in the foreseeable future. The TPAs are postponed indefinitely. So, we hope to publish an official source column, tentatively called, "Shattered Imperium". More news on this development in TS #8.

(cont. pg 4)



TS6's "What in the Stars" alludes to "a couple of things in the wind". Form the chairsophont's desk it appears more as a host of things in a tornado. I've been trying to bring only one major HIWGian revolution to each issue of the STAR. I'll bring several to this issue. But first, a recap of past revolutions.

In TS5 the revolution was organizing HIWG to produce Turning Point Adventures (TPAs). The call for TPA ideas lead to the greatest enhancement of HIWG correspondence I've see: more than any other idea proposed for HIWG.

In TS6 the revolution was the rise of HIWG Pubs. HIWG Pubs has increased beyond my expectations. The "new HIWG Pubs" list for this issue is longer than the whole HIWG Pubs list as recent as September. Over 84 pages were added to HIWG Pubs in November. 84 pages is bigger than TS is for a whole year.

Well, enough of past revolutions. On to the current HIWG turnings.

TURN ONE: Multiple grapevines with their roots in GDW combine at my desk to indicate that GDW will revert to their former schedule of two TRAVELLER products per year. Items already in the queue will last into 1991 precluding TPAs from being on the schedule. TPAs are such good drivers for HIWGian ideas that I refuse to give up on them. If they cannot be produced in the next two years by GDW, they can be produced by other "Approved for TRAVELLER" outlets or beyond 1991 by GDW. The heart of TRAVELLER is the interesting adventure. The Rebellion setting TPAs have the potential of being the most interesting of TRAVELLER adventures. HIWG policy is that TPAs will remain a focus for HIWGian effort.

TURN TWO: Internal HIWG pressures on the leadership of HIWG require that the leadership office of "Domain Analyst: be defused. Mike Mikesch and I should not get to have all the fun! I am therefore spreading the offices of "Domain Analyst: around to others. Mike Jackson is serving as the Sol Domain analyst. In October I appointed David Lai of England as the Vland Domain Analyst. As you can see from the rise of the 3400 series of HIWG Pubs, David is hard at work in the Vland Domain. Other Domain Analyst appointments will be made.

TURN THREE: I hereby proclaim Mark "Geo" Gelinas as First Vice-Chairsophont (FVC) of HIWG. If I fall over dead from HIWG related stress: Geo is Chairsophont. If he pulls a Dulinor and shoots me, don't let him be Chairsophont. Till then, Geo is responsible for fighting all HIWG fires Ed is to lazy to fight and to otherwise promote the ideals and goals of HIWG.

TURN FOUR: I hear (the multiple grapevines again) that the dearth of TRAVELLER material in CHALLENGE is due to a lack of good TRAVELLER material. HIWG is a source of good TRAVELLER material. HIWG can (and therefor should) provide material for CHALLENGE. HIWG policy is: produce material worthy of CHALLENGE articles. Note that CHALLENGE articles are of a length greater than can be usefully run in TIFFANY STAR. but proto CHALLENGE articles can be (and indeed, are) used as HIWG Pubs.

TURN FIVE: TERRA TRAVELLER TIMES (TTT) will be distributed to HIWG members as part of HIWG membership. Current HIWG fees will not be increased, they will remain \$12 per year. HIWG service will be increased. Your first copy of TTT (#20) should follow this issue of TS by one week. Mark "Geo" Gelinas, heir apparent to the HIWGian throne, edits TTT. Long Live the TIMES!

FINALLY: HIWG's objective is to create a body of information about the setting of the Rebellion. This body of information includes items of a historical prospective (from the view of the Rebellion time). While HIWG documents (TIFFANY STAR and HIWG Pubs) are not "approved for TRAVELLER", the intent of HIWG is for it's body of information to become included in "approved for TRAVELLER"

Known working HIWG documents are:

HP#	Editor	working title
HP6002	Affeldt	Lucan's Lieutenants
HP0502	Bush	HIWG Members Directory (HMD)
HP1301	Bush	Concise History of the Third Imperium
HP3002	Bush	Vilani Culture
HP6103	Edwards	Shiwonee (Massilia J)
HP6104	Edwards	Cleon City (Capital, Core)
	Gelinas	Dasporia: Starlane to the Core
HP5205	Kimball	War of Antarian Liberation 1116-1122
HP3404	Lai	VLDOM: Vland Domain History 1116-1122
HP1102	Meyers	Meyers' Trilogy
	Mikesch	Courier (see TS4, page 2)
HP1101	Osser	EVERYTHING TRAVELLER (ET)
	Osser	Mendan Sector
	Riddell	Vargr Attacks on Corridor
HP0601	York	Personality Index

Others exist, I could find them all given a week's work at my desk.

New HIWG Pubs for TS7:

#	pe	Editor	Title
0001	4	Edwards	HIWG Publications List (HPL)
0002	6	Edwards	HIWG Publications Guide (HPG)
0205	2	Edwards	HIWG Stuff #5
0501	2	Edwards	HIWG Members(ship List)
0601	2	York	Personality Index
0701	45	Morrissey	CANDI-2000, full color, 7.5"x13.5"
0702	2	"	Candi-2000, B&W 8.5"x11"
0703	2	Edwards	Segmented Letters note
0801	4	Edwards	HIWG Organizational Structure
0802	4	Gilas	ESIG Charter
1301	26	Bush	Concise History of the T.I.
2101	3	Lai	Drynel: Droyne Letter #1
3001	2	Edwards	Vland Domain Letter #1
3002	4	Bush	Vilani Culture
3101	4	Edwards	The "Real" Strophon is a Clone
3102	2	Edwards	The Failure of SMND
3401	6	Lai	Gush1: Gushemege Notes and Querys
3402	4	Lai	Gush2: Who is the "Real" Strophon?
3403	4	Lai	Gush3: What's the Lancian Culture?
3404	21	Lai	VLDOM1: Vland Domain 1116-1125
5204	1	Law-Green	Antares Sector X-boat Routes
5205	4	Kimball	Antarian Liberation War 1116-1122
6103	8	Edwards	Shiwonee (Massilia J) Letter #1
6104	8	Edwards	Cleon City (Capital, Core)

sources. In this way HIWgers have a significant impact on developments. REBELLION SOURCEBOOK (GDW,88) demonstrates this process. Data which appeared in TS1-3 is included in RS.

One element that suffers in the HIWG/"approved for TRAVELLER" process is pride of authorship. Individual elements get submerged in the whole. As I see it we call all build from ground zero and accomplish a bit. Or, we can all work together within HIWG and accomplish something significant and worthwhile. Before HIWG we were writing articles creating some social status (ss) 5 individual; with HIWG we are creating Counts (ss=E), Dukes (ss=F), etc. Before HIWG the sub-sector you created was not really in charted space; with HIWG the sub-sector you contine creating can well be within charted space. I guess the bottom line is: do you wish glory for your own unique creation or do you want to be part of a cooperative effort?

For example: take EVERYTHING TRAVELLER ET: Edwards started a document leading to ET back in 1984. Over a dozen TRAVELLER fans have contributed to it. At least three people have typed versions of it. The current form was typed by Barry Osser. Barry Osser is the current editor of it. If he could find someone to "buy" ET, who gets the money? My answer is Barry Osser.

So, I see HIWG working this way: one party who has the computer facility to do so, maintains each working document. Other HIWgers are solicited to comment on each working document (the very act of listing the document in HIWG Pubs is such a solicitation). The editor of the document might release it as a HIWG pub, soliciting comments. The editor will take the comments and issue revisions. This might include taking whole paragraphs word for word from letters. The final product might also include whole word for word paragraphs from TIFFANY STAR articles. Where possible, the editor should give credit to HIWG and/or differant individual HIWgers. This can be done (if your word processor supports the concept) with footnotes deonting the source. Those footnotes will probably go away prior to professional printing, but they are nice while they last.

What about Charted Space in 1300?
by Ed Edwards

Communique
August 2, 5635 AD

The events of 1100 to 1200 will occur in three phases each taking about 1/3 of a century.

- 1100-1133 The breakdown of the humanatii states
- 1133-1166 The union of humanatii and non-humanatii (e.g. League of Antares and some Vargr states; Solomani of Neoworld sector and the Hivers; and Daneb and the Zhodani)
- 1166-1200 Formation of the Sophant Unity (SU)

By 1300, the Sophant Unity systems are in the majority. Each system belonging to the SU would belong for the purposes of promoting commerce and advancing technology by the interchange of communications and information.

Because the SU includes all of Charted Space (as mapped by you), there is no danger of external attacks or threats. The only danger is that some system or sub-sector (perhaps even a whole sector) would go crazy and try to conquer their neighbors. In such a case, the SU members in that area would combine to respond to any internal threat in some dozen years or so — enough time to build the needed fleets to overcome the new threat.

So, when looking at Charted Space in 1300, it will be assumed that a system is a member of SU, though small states (say the size of a sub-sector or less) will exist. There will still be red zones and amber zones which are established to warn travellers. The only armed ships will be small ones such as the current scouts, or the lightly armed merchantmen. There will be pirates even then but if they become too successful in their raiding missions the local members of the SU will band together to destroy them.

Charted Space appears to be a rather dull place in regards to MAJOR wars. But the traveller still needs to carry a blade or handgun and be wary — just in case.

"Long Live the Sophant Unity, where all intelligence is treated equally whether clone, silicon, or biological," from the Sophant Proclamation of 1210.

To: COMmand/CONtrol, Kulkalkan, Solomani Rim
From: Sector Admiral Tagge, Commander 11th Fleet, New Soapa, Magyar
Subject: Spinward Drive into Daibei Sector

Gentlemen,

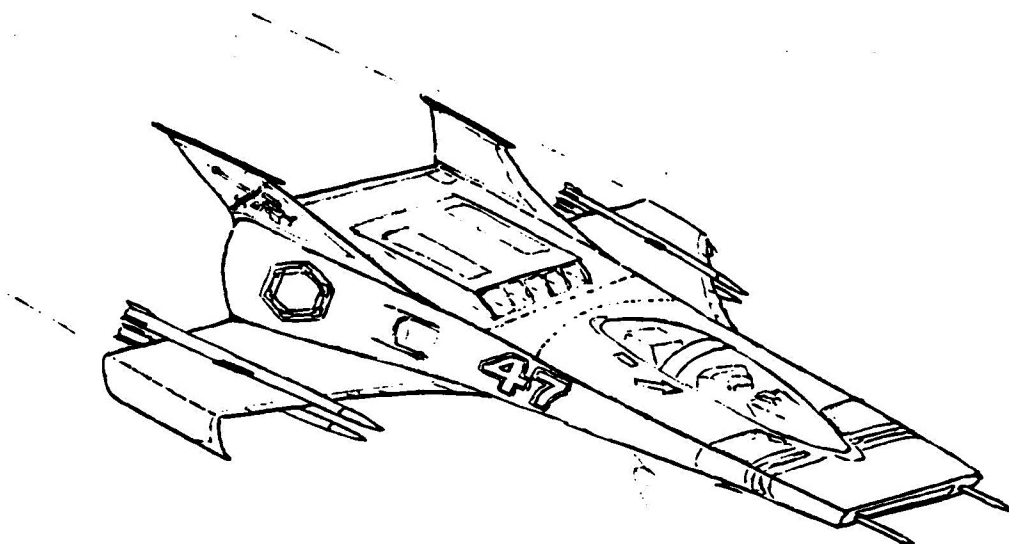
As this missive is sent into hyperspace, units of the Solomani Armed Forces are on their way into the spinward flank of Daibei Sector. The battle plan calls for the subjugation of the Uston, Gukurkhi, Damar, and Zheml systems as well as all other industrial high-technology systems in a triangular area extending from Nu Polis to Uston to Zheml. After consolidation of forces following completion of immediate goals, the second thrust will be aimed at Ashima and Depot, within five parsecs of Zheml (which will be used as a staging area). This thrust will be extended coreward to encompass Woomera and eventually Warinir. I intend to accomplish this by early 5637.

The purpose of this battle plan is twofold: It will deprive Daibei Sector of over half its ability to make war by removing high population and manufacturing world, not to mention the loss of the Depot. The second purpose is to isolate Reaver's Deep Sector from its possible ally, thereby spitting the fighting forces of both sectors while maintaining a cohesive salient.

See Data Appendix 1 for force compositions and rosters; Data Appendix 2 contains specific assignments and the projected Battle Plan TimeTable. Please bear in mind that the Probability Mathematics of the TimeTable have been adjusted greatly to take into account the patent unpredictability of warfare; this accounts for the lack of precision in the calculations.

Soiseo commerce raiders have succeeded in disrupting communications between Depot, Warinir, and Amdani as planned. Furthermore, civilian traffic has also been disrupted, resulting in confusion and consternation on the part of the citizens of the Sector. Vital escort forces have been diverted from fleet duty in response to the commerce raider threat.

(cont. page)



66 '88

Sol Domain Questions by Ed Edwards

Some questions I have about the Sol Domain in 1125 follow. No one particular person has to answer all them (why do you think I call HWG a "working group"?) But someday HWG and it's working group members should deal with all these questions.

1. What is the Imperial Starlane? A series of Naval bases totally controlled by the Third Imperium? A series of docking facility rental agreements?
2. The ATLAS shows a lot of "not aligned" states in the Alpha Crucis sector. By 1116 are these absorbed by the Solomani? By 1125 are these absorbed by the Solomani? (Flashback might explain why these states are NOT aligned with the Solomani — Hiver States? Worthless systems? Fill in the blanks with our own answers?)
3. Speaking of Solomani absorption. Do they successfully absorb portions of the Sol Domain after 1125? What is it's status in 1125?
4. What is the relation between the Vega enclave and the third Imperium?
5. What are the states of the Diaspora Sector? How did the Diaspora Sector split? Who is in charge of each state?
6. Who rules the Vega enclave? What is their relation with the Solomani state(s) surrounding them?
7. What is the stability of the Solomani Confederation? (See also TS3, page 13) Is there any truth in the article in TS4, page 8: MUELENHORT AND THE HIVER? If it is not a Hiver manipulation— is there any truth to the theory that the Old Expanses union with the Solomani Confederation will lead to the downfall of the Solomani Confederation? Does not the rapid expansion of the Solomani Confederation along with the large number of Solomani ships lost weaken the Confederation such that collapse is inevitable?
8. How stable are the Old Expanses? Consider both internal political and social structures as well as their relation with the Solomani Confederation.
9. What is the influence of Daibel within the Diaspora sector?
10. What of outside influences on the Solomani Confederation: the Hivers, the K'Kree, Lucan &/or the Third Imperium, Duinor, etc. ?

Stars (cont. from pg.1)

Ed Edwards and Jeff Swycatter are starting an exciting new HWG project, setting up a Rebellion "game" in Shiwonee subsector of Massilia. In effect, this is a study of Rebellion interactions on a less grandiose scale. I see some real possibilities in this period. The REBELLION SOURCEBOOK dealt with something that was too big. By narrowing the scope, we could arrive at a setting, rich in Rebellion politics, but more practical on an adventuring level. Ed will reveal more of the specifics.

THIRD IMPERIUM will fold after issue #12. By indirect word, subscription funds will be transferred to Gregg Giles at SECURITY LEAK. Mike Jackson it difficult to make time to keep it going so he is having to drop it. Instead, he plans to contribute more to the other fanzines in the way of art and written material. We will also probably see his byline more in professional print, much of which will be Traveller related.

TS will have to come out faster than the usual by monthly pulse to catch up. So, we'll be using up the available material faster. Keep the articles coming.

Communique (cont. from pg. 3)

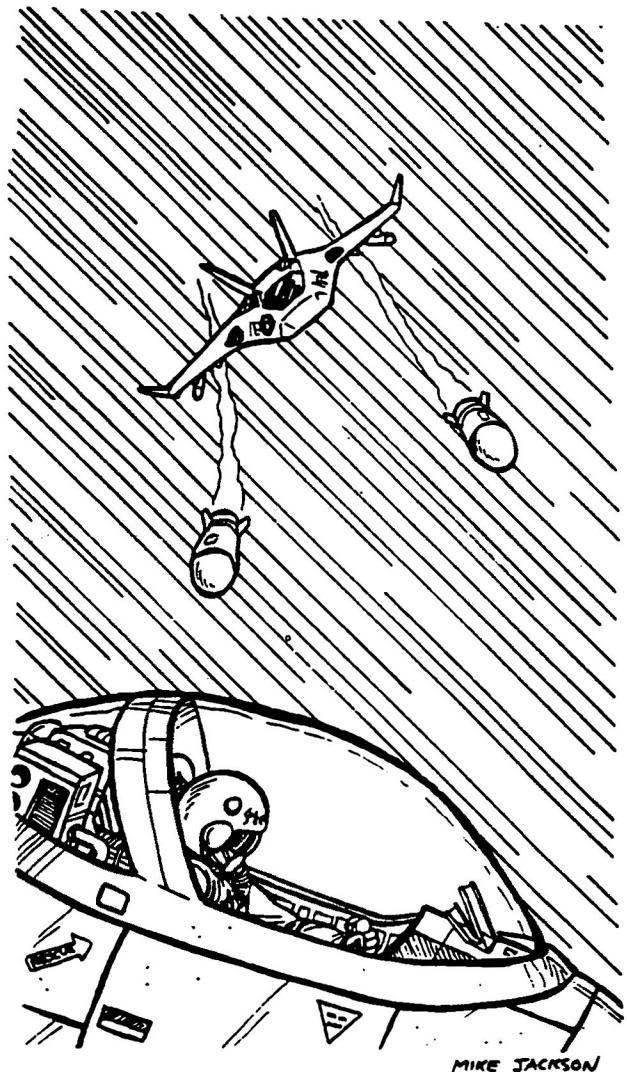
SolSec Intelligence has reported on two leaders of the Sector: Sector Duke Horvath of Amdani and duke Craig of Warinir. Of the two Duke Craig appears to be the greater threat, due to family training, experience, and a greater willingness to fight. I have therefore sent requests to SolSec Co-Ordination Department to concentrate commerce raider activity around Warinir in hopes of isolating Duke Craig from command, as well as an urgent request to SolSec OO Division to cancel the planned assassination of Duke Horvath. If the Sector Duke is killed, it is highly probable that Duke Craig will become the next Sector Duke given that the Craig family has provided over 75 % of the Sector Dukes in Daibel history. Since, the family is considered the "hereditary" ducal line, this is most certain. Rather, Duke Horvath should be protected and encouraged- he favors the cause of Duinor, Duke of Illeish. He is even considering sending fleets to support the would-be Emperor, against the wiser council of his advisors and the popular sentiment of the Daibel people. If allowed to carry out his plans, Duke Horvath could be one of the most effective weapons in the Solomani arsenal!

I shall send further information as it becomes available.

TERRA UBER ALLES

Wilhelm Tagge
Sector Admiral

(Communique intercepted and reported to us from agent Craig Sheeley)



Outpost Vega The Second Solomani Rim War by Mike Jackson

News of the death of Strophon arrived at Terra on 036-1117. It was immediately greeted by rioting and rebellion, and an immediate rise in Solomani terrorism. Then on 150-1117, only four months later, The Solomani Confederation invaded.

It is perhaps one of the shortest invasions in history. In just 60 days the three Solomani fleets captured Terra, half of Sol and Dingir subsectors, and all of Albadawi and Arcturus subsectors. By the end of the year they had captured 90% of all the territory they would gain during the war. By the end of 1119, they had completely surrounded the only remaining Imperial territory in the Solomani Rim, now known simply as Vega.

The Solomani invasion was planned well prepared, thanks to advance warning of Strophon's assassination. The 12 major Solomani fleets were already massed at the borders and poised for attack when official news arrived.

There is no doubt that the primary goal of the Solomani invasion was the recapturing of Terra, their homeworld. The secondary goal was simply to grab as much territory as possible.

There are three major fronts in the Solomani invasion. Each of which will be discussed separately.

Daibei

The Solomani First Column, consisting of the Second, Third, and Fifth Solomani Grand Fleets, moved to conquer the Imperial Territory in Magyar and Daibei sectors. And secondarily, should it prove necessary, it would provide spinward support to the forces in the Solomani Rim.

Magyar fell quickly with it's three fleets either destroyed or retreated. There are very few major worlds in Magyar. And they failed to muster support from with Vega or Daibei. There was much terrorism in the sector directed against the invaders, but it had little if any effect.

In 1119, the remnants of the 20th Imperial Fleet set up operations against the Solomani in Magyar. It had little effect on the Solomani in the sector, but contributed to the chaotic "no-mans-land" spinward of Vega. In 1124 the Fleet was finally destroyed and the spinward edge of the Solomani Rim put under control.

The initial attacks against Daibei swallowed half the sector but resistance was strong. In early 1118, the Imperial forces in the sector regrouped and by 1119 had completely ousted the invaders. Raiding remained constant between the two states. Very few fleet actions took place as the Solomani devoted their forces to pacification of their conquered states and their new war with Vega.

Old Expanses

The Solomani Second Column consisting of the sixth, seventh, and ninth Solomani Grand Fleets, directed their advance towards Alpha Crucis and the Old Expanses. These areas were known to have many Solomani supporters and were considered an easier target.

The Solomani met only minimal resistance in these areas. One by one, worlds and even whole subsectors voluntarily joined the Confederation. There was some resistance, based at the Old Expanses depot, but faced with overwhelming odds the Imperial Fleets there eventually surrendered and joined the invaders.

In 1118, Margaret's forces seeing the Solomani threat

literally inches from their border began a campaign to halt the Solomani invasion. They received only minimal support from the Imperial worlds in the sector, but they managed to hold the Solomani Confederation back.

It is ironic that the forces initially committed to fighting Margaret were not the original Solomani Fleets but the old expanses forces. By the end of 1119, they had been completely destroyed and the Solomani ships had to pull out of Diaspora to carry on the fight. Little was gained by either side in the Old Expanses. the Solomani foothold in Diaspora was lost.

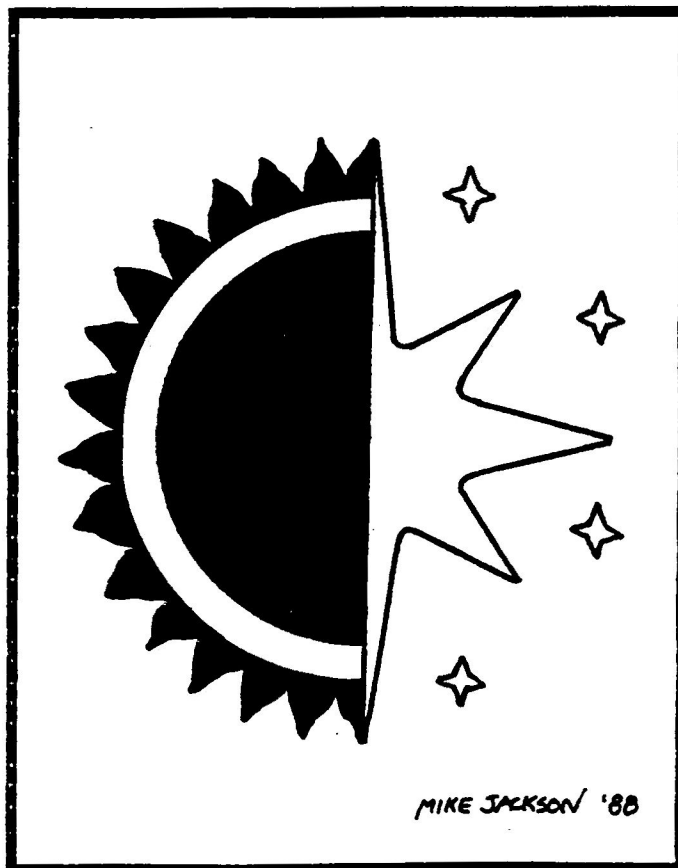
Solomani Rim

The Solomani Second Column, consisting of the First, Fourth, and Eighth Grand Fleets, strove to capture Terra and to finally drive the Imperials from Solomani Rim. It was supported by the Tenth, Eleventh, and Twelfth Reserve Fleets.

The Solomani Rim is an area of extremes. It has a high number of violent pro-Solomani as well as an equal number of violent pro-Imperials. On many worlds the invaders either received massive support or encountered massive resistance; especially those worlds close to Vega. There were not many worlds in the middle.

The Solomani quickly captured Terra. Soon after this victory they had control of the entire trailing quarter of the sector from Harlequin to Arcturus. In the mean time, Imperial forces had pulled back to a more defensible position. They formed a sphere around the Vegan Autonomous District. Controlled by the Imperial sector Admiralty and several Vegan representatives, "Outpost Vega" fought to hold off the Solomani forces while keeping a corridor open to the rest of the Imperium.

(Cont. on pg 6)



Outpost Vega (cont. from pg. 5)

The Diaspora fleet was one of the first to be recalled by Lucan for his war against Duinor. When he did, the entire sector began to break up into independent worlds and petty states. Each of these entities began to vie for a piece of territory and a reserve fleet. The largest of these are the Republic of Trent and the Pirate Kingdom of Goroth Hassan. The Solomani found these petty states extremely difficult to digest. So when pressures in other areas built up they withdrew a large part of their military influence in these regions.

The lawless area extends down into the coreward and spinward edges of the Solomani Rim. It is an area of constant chaos and petty wars; an area rife with piracy and smuggling. Throughout this time the fleets of Vega and the Solomani battle continuously.

Vega fights a war on all fronts. By 1125, Vega was almost completely surrounded by the Solomani Confederation. The only things that kept the resistance alive were the occasional convoys from the Imperium and the fact that the solomani were busy pacifying and integrating their new territory into the Confederation.

The Imperial Starlane

The Imperial Starlane was gradually established over the years and was firmly in place by 1125. Running through the independent worlds of Diaspora and the solomani territory of the Rim, it is a trade and support route linking Vega to the remnants of the Third Imperium.

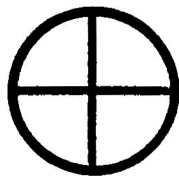
The Imperial Starlane is line of worlds that allow and often aid trade shipments between the Imperium and Vega. Some are actual members of the Imperium, some have formed alliance treaties with either state, and other simply allow trade ships to use their facilities. The Starlane is patrolled by ships from it's various "member" worlds. Thus piracy is kept to minimum along this route.

The Future of Vega

Most of the Vegan area will stabilize by 1125 and the Second Solomani Rim war (though never officially declared) will be over. The expanded Solomani Confederation is now the largest existing human state, and devotes most of its time to running its new territory. Warfare with the Imperium has ceased, and only the occasional raid at Vega continues the hostilities.

Vega, thought almost completely surrounded, has managed to hold off the Solomani and begins to settle down to a more moderate mode of operation. Trade is resumed and life for the individual returns to normal. Border patrols are still heavy and military action is quite common where the Imperial Starlane passes through the Solomani Confederation.

In 1124, the Solomani Confederation under various pressures makes Terra a secondary capitol with plans to gradually move government operations from Home to there. Things are stable and peaceful; The Solomanis have resumed their aggressive stance towards the Asian and Hivers. Rumors of future action on the part of both major races are becoming common. Could a Solomani Rebellion be far away?



Personality: Lom Twahhuin by Mike Jackson

Chief Diplomat of Vega 493AAE Age 106
Terms 18 (Diplomatic) Born 1014 Cr lots

Skills:
Liaison-6 Admin-3 Linguistics-2
Leader-2 Computer-1 Grav Vehicle-1
Bribery-1 Vacc Suit-1 Persuasion-1

Homeworld: Muan Gwi (Solomani Rim 1717 A456A86-F)
Starport A, Small, Dense, Dry World, High Population,
Moderate Law, High Stellar

Career:

Lom Twahhuin is the Chief Diplomat for the Vegan Autonomous District. The District itself is run by a complex bureaucracy, with no single identifiable leader. The Chief Diplomat is essentially the "frontman" for the government, handling all the basic wheeling and dealing and general interaction with the heads of other governments.

Twahhuin is a relatively old Vegan, in the equivalent of his early sixties for a 20th Century human. He has been in the Vegan Diplomatic corps for 72 years, 20 as Chief Diplomat.

Twahhuin is the primary liaison with the Imperial Admiralty in Vega during the Rebellion. He and three other Vegan sit with 8 Naval personnel and Archduke Adair on the Vegan government council, with he, the Sector Admiral, and Adair acting as top officials. The Vegan bureaucracy runs most planetary affairs with the government council and its own bureaucracy in charge of military and interworld operations.

Twahhuin is a typical Vegan. He is quiet, cool, calculating, and very practical. he is old enough to have seen the direct effects of the Solomani government of Vega (pre 1002) and will do anything in his power to prevent it happening again.

Personality: Yuri Zelmyatin by Steve Kostoff

(Solomani Right/Old Expenses Analyst)

Admiral-010 (Solomani Navy) 566ADB Age 58 (58)
10 terms (Solomani Navy) Born 1062 (Sept. 1, 5693)

Skills:
Leader-3 FI Tactics-4 Liaison-1 Admin-1
Computer-1 Navigation-2 Engineering-1 History-2
Sh. Tactics-1 Vacc Suit-1 ZeroG Envir-1 Pilot-1
Grav Vehicle-0

Homeworld: Turin (Alpha Crucis 0630)

Awards:

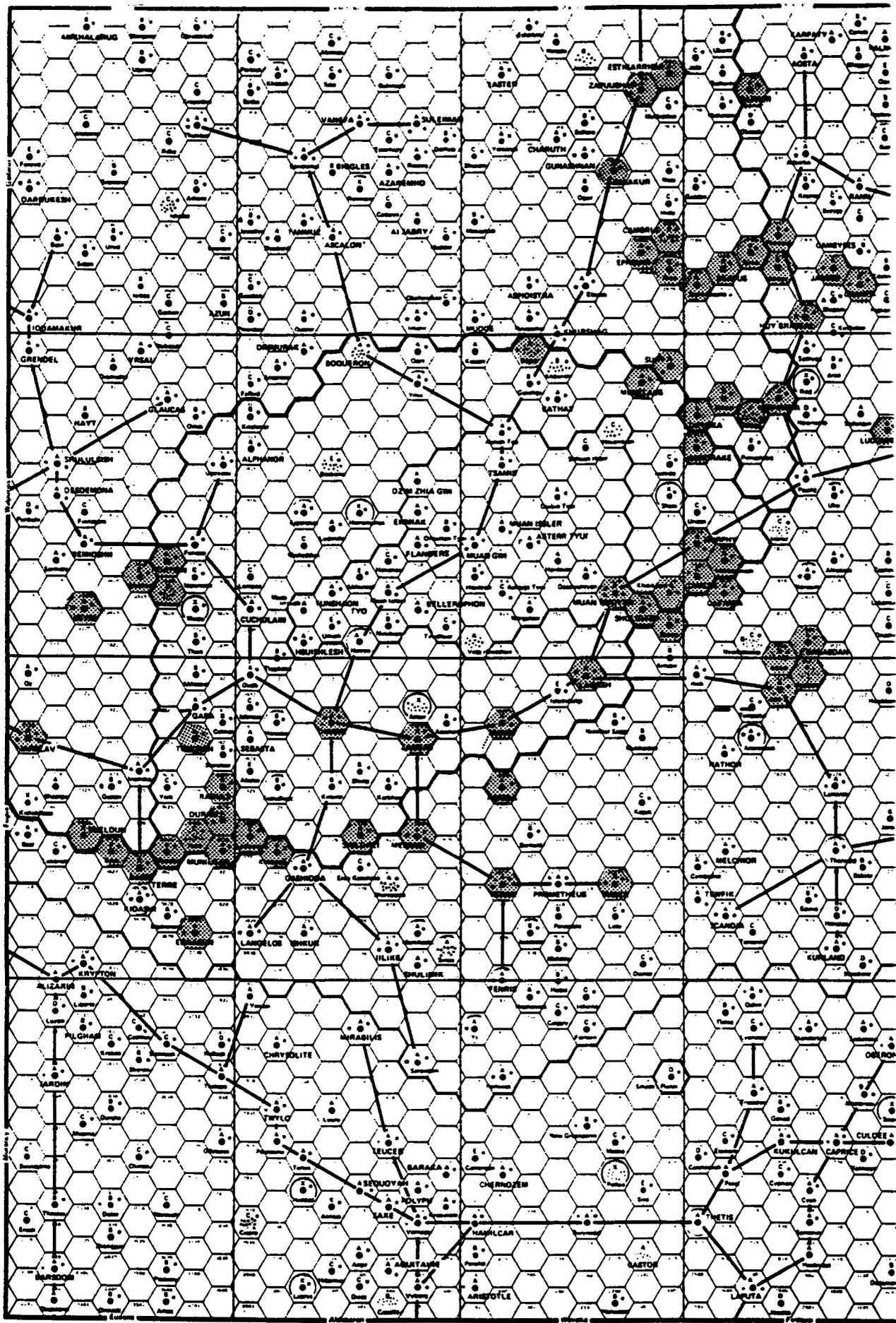
12 Combat Service Ribbons, with 9 Command Clusters, 4 Solomani Starbursts, 3 Order of Sol, 2 Blood Crests

Career:

Yuri Fyodorovich Zelmyatin was born into a successful Party family that wielded a fair amount of influence in the Party bureaucracy of the Alpha Crucis sector. Yuri was primed for this role as a youth, but as he was growing up, he was attracted to the military service because of his uncle's exploits in the Solomani Navy. At age 18 he entered the Solomani Naval Academy at Turin, graduating undistinguishedly as an ensign in the line. He soon gained in the fleet a reputation for dogged efficiency and unrelenting determination. He was soon sent to the Naval Staff College.

(cont. pg 8)

THE GREAT GAME, 1119-1122



Zelmyatin (cont. from pg. 6)

After this assignment, he was sent to the Langere sector, where he commanded various ships and carried out border "incidents" and commerce raiding on the Hiver border. His excellence in planning and carrying out larger-scale operations earned him a posting at Command College. After Command College, Zelmyatin was given larger and larger commands, culminating in a destroyer task force in the Old Expanses.

At this point, Zelmyatin's mandatory Party service came up, and he was sent to the Party Secretariat in his sector. Soon after, he was a SolSec military liaison and he became intensively trained in covert operations and insurgency support of military invasions. This would become useful later in his life.

Zelmyatin attained flag rank, and assumed command of the 18th Fleet in the Spica sector, where he took action against Hiver and non-aligned Hiver client states. Much of these fleet actions involved close cooperation with SolSec. Later, Zelmyatin assumed command of all fleets in the Alpha Crucis, Spica, and Langere sectors, and remained in this position until shortly before the Second Rim War, when he was appointed commander of the Third Grand Fleet and made responsible for the entire Solomani Right Flank/Trailing war effort.

Zelmyatin is a master of details and possess great determination. These factors, combined with his background of great military history, makes him an extremely talented commander. As a historian, he studies not only wars and their nature, but of their significance in the larger political framework. He also studies war's significance in the larger political framework making him very adept politically. He approaches war with a scientific demeanor, and does not believe in such abstract concepts as "mercy" and "honor" in battle.

This translated means that he will apply whatever force he feels necessary to achieve an objective, even if that means using weapons of mass destruction against civilian populations. He is ruthless, calculating, and has very highly developed political skills. It is exactly this combination of skills that has allowed Zelmyatin to achieve his outstanding successes in the Old Expanses sector: first, he utilizes his war-making and covert operations abilities to win the sector and then his political sense to govern and absorb the new territory.

Personality: Thwat Hinkel by Mike Jackson

UFTA President 79AA59 Age 59 Cr considerable
Terms 9 (Merchant) Born 1068

Skills:

Admin-4 Pilot-1 Forgery-2 Legal-2
Engineering-1 Broker-1 Leader-1 Brawling-1
Bribery-2

Homeworld: Neumann (Trojan Reach 2305)

Career:

Thwat Hinkel (or "Think" to his friends) is the current President of the United Free Traders Association in the Trojan Reach. The UFTA is a loose Union of independent merchants providing mutual support and protection. Members, for percentage of all profits, are given privileges such as discount fuel, brokers on worlds with UFTA offices, emergency loans, and protection from piracy and local governments. This protection is provided by the UFTA's small but effective fleet of escort ships.

Thwat, a free trader since his teens, was elected President in 1104 and has since proved to be amazingly popular and successful. Under his guidance (and that of the small bureaucracy that truly runs the UFTA), the UFTA has doubled in size and resources. It has established safe trade throughout the Trojan Region. Until this time, this region has had a history of being chaotic and dangerous.

When the Asian invaded, Thwat preached calm. "The Asian," he said, "are merely another market waiting for our humble services." When the Imperium began fighting back and the Asian sieged Tobia, Thwat's attitude began to change. Interstellar commerce was slowing down. Worlds stopped trading or refused to honor trade agreements. Many merchants left the UFTA.

To fight against this, Thwat began a campaign he called "Militant Promotion of Commerce." The UFTA warships began escorting convoys from world to world; goods were traded (at extremely high profit) and shipments delivered in any way possible. This meant the use of bribery, trickery, blockade running, and even full military action. UFTA convoys now travel throughout the Reach, ensuring continued transport and services to all worlds of any government.

Thwat is rather rotund. He is quite friendly and jovial, very charismatic. He is a popular figure amongst the merchants of the sector and is often found leading convoys into dangerous territory.

Notes of the Trojan Reaches

It should be noted that though the Asian "invasion" is itself non-violent; violence is a common result. When residents of invaded world decide to evict the Asian colonists this could and would lead to violence. This has led to wide-spread chaos and confusion as two competing factions vie for complete control on almost every world in the sector.

Personality: Criston Lans Rehman by David Riddell and John D. Law-Green

Duke of Corridor 879BAF Age 49 Mcr 2085
Terms 7 (Noble) Born 264-1068

Skills:

Leader-4 Persuasion-3 Liaison-2
Computer-2 Gauss Pistol-2 Grav Vehicle-1
Blade-2 Navigation-1 Pilot-1
Linguistics (Ullari)-2

Homeworld: Kaasu (Corridor 1209 AA7A9CD-G)
Starport A, Large, Standard, Water World, High
Population, Extreme Law, and High Stellar.

Possessions:

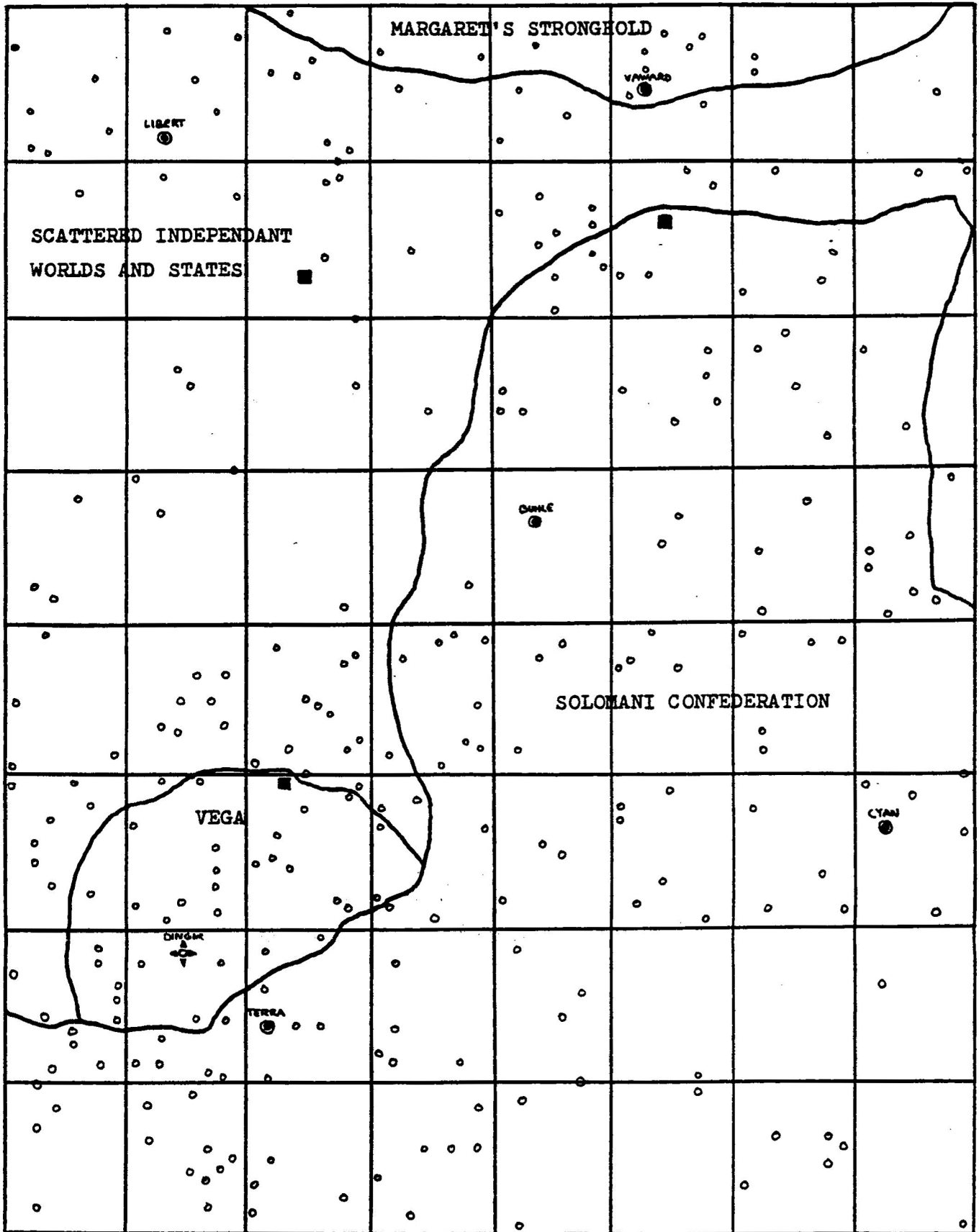
250 ton "Juniper"-class yacht named HIFTRUNNER,
a Gauss Pistol, and Travellers

Career:

Sector Duke of Corridor from 083-1101
Duke of a Subsector from 105-1094
Count of Kaasu from 264-1078

Duke Criston Lans Rehman is Sector Duke of Corridor. Brought up in the close-knit ruling family of Kaasu, he was soon recognized as an accomplished leader. His diplomatic skills became apparent after several local trade agreements, based upon his initiative, were concluded to the benefit of Kaasu.

Lucan's Transfer Order arriving on 221-1117 ordering Corridor's main fleets to Gushemega against Dulnor was a shock; but the nobility, people, and naval personnel alike all had a great faith in the strung reserve fleets and the aura of power surrounding Corridor in the minds of the Vargr. Who could have
(cont. pg. 10)



*Personality: General Jonathan J. Mace
by Michael Smith*

General/mercenary BCEB9D Age 43 Mcr 245
5 Terms (4 Army and 1 Mercenary) Born 1079

Skills:

Pistol-3 Hvy Weapons-1 Tactics-2 Survival-1
Admin-2 Recruiting-1 Leader-2 Interrogation-1
Battle Dress-2

Homeworld: Gram (Spinward Marches O403 A895957-B B)
Starport A, Large, Dense(tainted), Wet world, High
Population, High Law, and Average Stellar.

Career:

At the end of his fourth term with the Army, Colonel Mace gathered together with the help of an unknown patron, an Armored Mercenary Regiment with organic interstellar transportation and combat support. Mace's Maelstrom, as the unit came to be known, was a top notch outfit, equipped to Tech 15 standards.

In the following years, Mace's exploits earned him and his unit the reputation of "can do" once a contract was accepted. Mace studied the tickets offered and did not take the impossible or truly suicidal missions. If there was a chance for success he would accept the ticket and time and time again his unit accomplished these selected missions. These successes and his looking out for his unit's welfare earned him great respect and admiration from the men and women in his command. The soldiers, in return, gave him undying loyalty. They knew he would always look out for their best interests.

J.J. Mace commanded this unit for four years, after which time (255-1099), his unit became enlisted into the Imperial Armed Forces as a regular unit. They were designated the 3155th Armored Regiment (Mace's Maelstrom). The 3155th was deployed to the Solomani Rim sector to assist in the suppression of insurgents.

In 1117, J.J. Mace's right-hand man and personal friend, Major Ivan Stiner, brought a X-boat message that had been sent by special messenger. It was from Nobleman (and self-appointed Emperor) Lucan. The message ordered Stiner to arrest and execute Mace for treason. This along with the outbreak of the Rebellion caused Mace to pledge his allegiance to Countess Regina Sines, Grand Admiral, Solomani Rim Fleets. Admiral Sines, upon accepting Mace and his unit, promoted Mace to Acting General and Stiner to Lt. Colonel.

Mace's Maelstrom was responsible to defend and retake captured planetary systems along his section of the defensive line. General Mace has been conducting operations on the Meshan (1526) section of the Solomani Rim Sector defensive line per Admiral Sines orders.

On several occasions, Mace's unit has had to retake captured planets from the Solomani Armed Forces and engage enemy squadrons attempting to drive into their assigned sector. To date General Mace has held his defensive line section with a minimum of losses.



Rehman (cont. from pg. 8)

for seven individual systems recalling their own fleets after the nearby raid on Khukish on 311-1117? Their actions utterly destroyed any possible cohesive defense against the corsars. Forced to deal with attacks on his home system, Rehman rallied Kaabu's powerful reserve fleet and repulsed attack after attack by the eager corsars.

On 347-1119, Rehman was at Depot attempting to reactivate some of the mothballed fleet when he was attacked

by a combined force of Uargr and Kaabu ships led by his own younger brother. This act of treachery forced Rehman to flee to Ashima with his few remaining loyal ships. From here he eventually reached Corridor 2311.

The loyal men of the Duke of Ashima established refueling stations so that a constant trickle of loyalists could round the "Uargr Fang" to join Rehman.

FLASHBACK OUTLINE

by Mike Jackson

96 page GDW supplement. Consists of the following sections:

- Introduction - 2 pages.
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The following people have already helped contribute to FLASHBACK: Marc W. Miller, Joe D. Fugate, David W. New, Clayton R. Bush, Mike Mikesh, Ed Edwards, and Charles Scott Kimball.

Flashback is currently in mid-writing. The first draft should be completed at the end of February. It is due out late 1989.

Anyone with ideas (especially scenarios), are invited to write:

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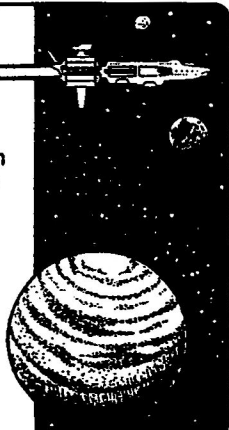
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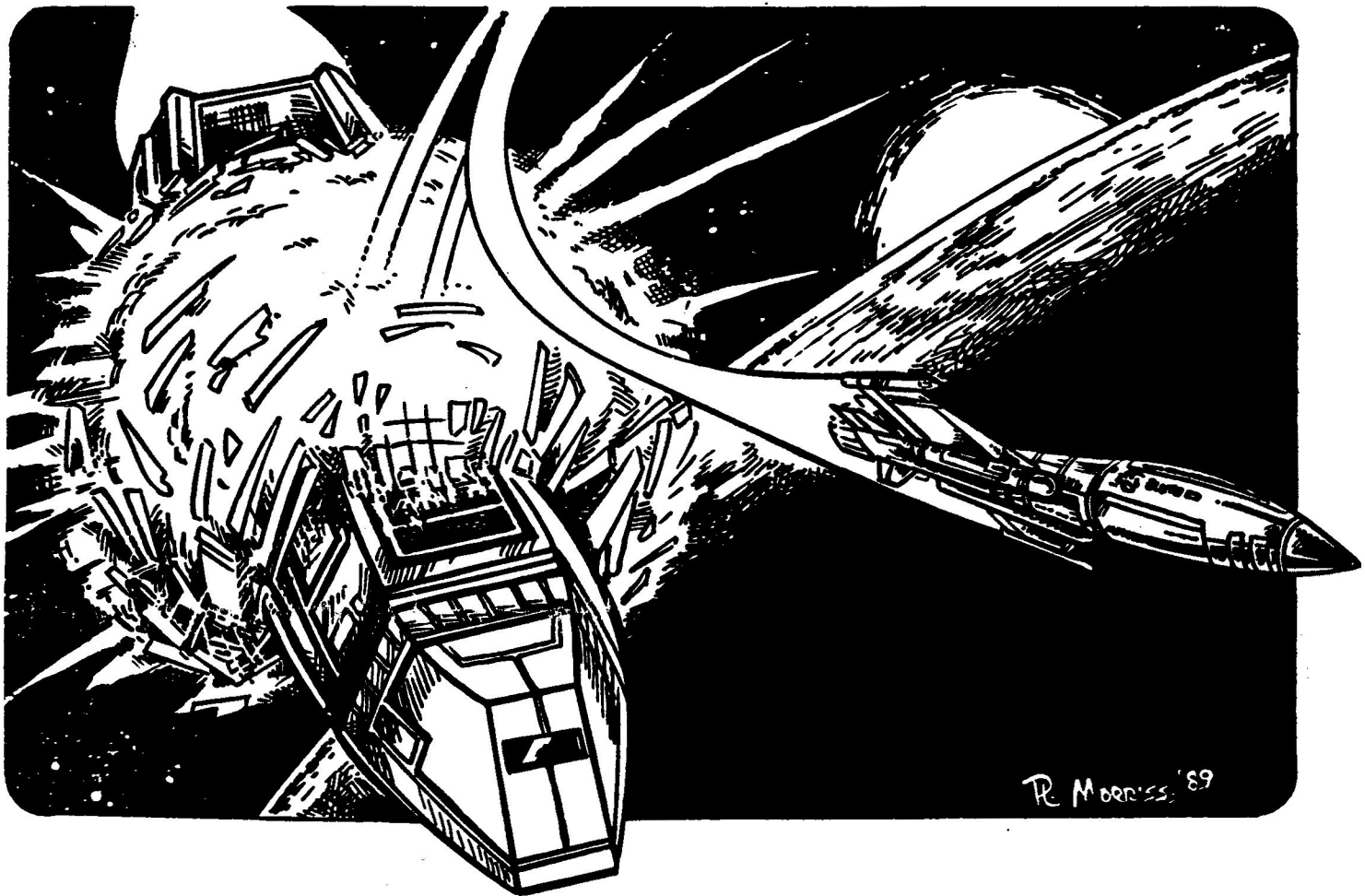
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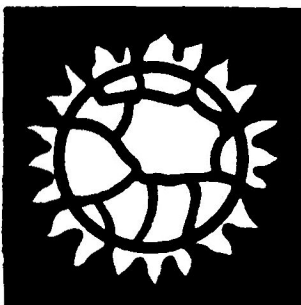


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