

TIFFANY STAR

An Official HIWG Publication

Mar-Apr 1989
Issue #8

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

Last issue, I announced a rumor that remaining subscription funds after THIRD IMPERIUM #12 were being transferred to Gregg Giles at SECURITY LEAK. As it happens, SECURITY LEAK is closing down as well. Subscribers are being paid back the remaining subscription moneys. (Its getting lonely around here.)

Joe Fugate is appealing for ideas and input regarding Dulinor's faction and the Ilelish Domain, this for THE BLACK DUKE (see "Thunder From Above"). That manuscript was around even before MegaTraveller, I think originally as a trader's guide. Final development is to begin about the first of April. Unfortunately, I haven't seen the current manuscript or outline, so it'll be hard to figure out what's needed. However, interested members will probably want to consider things useful on an adventuring level. As examples:

- An Ilelish resistance to Dulinor's rule.
- Quasi-military patriotic groups.
- The "Black Knights", informal name for a Diani knighthood sworn to defend Dulinor.
- Avenging Aslan warriors helped across the rift by Lucan's Imperium.
- Further information about Isis or the Leedan Ring (see TS#3).
- Specific mercenary organizations.

Get imaginative. Send any material you have ASAP, and I'll forward it to Rob or Joe.

Actually, one HIWGer has already contributed to THE BLACK DUKE. Charles Scott Kimball wrote the Suerrat, an important human minor race from the Ilelish Sector. They will be introduced in DIGEST #16. Further information will appear in THE BLACK DUKE.

DGP is also looking for ideas (and perhaps even writers) for "Battles of the Rebellion", which evolved out of the TPAs. As of this writing, I have no further details other than what is in "Thunder From Above". I suspect no further details exist; its still too early in development. So, it looks as if people want to offer ideas, they have a free hand.

Joe probably wants a large-scale ground combat situation for DIGEST #17 based on the system presented

THUNDER FROM ABOVE

by Joe D. Fugate

03/10/89

Mike:

The new name for the Ilelish Campaign Sourcebook (from a brainstorming session at GAMA), is "The Black Duke". The book is the first of a six-part series on the archdukes and their regions.

For those who want to influence the rebellion, the TPA's have become our new column: Marc Miller's Battles of the Rebellion. In essence, the gamers get some political history, an order of battle, and the way things are on the eve of the battle. The gamers can play out the battle and then report the results to us, which we will tally. The result becomes the outcome of the battle.

For those with more of a roleplaying bent, we will also provide a simplistic battle resolution system and a key adventure where the outcome of the adventure serves as the input into one of the resolution tasks (gives the adventurers a chance to influence the outcome).

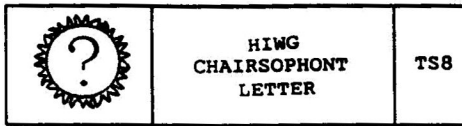
The first "Battle" episode is to debut in Digest #17 this July. Is HIWG interested in helping out? We can use all the help we can get!

Any HIWG person interested in helping Rob on "The Black Duke"?

Well?

--Joe

Continued on page 10



6) The history (pre-1116) of a faction, domain, sector, or area : [Working example: HP:1301: "Concise History of the Third Imperium" by Clay Bush - 26 pages]

Other possibilities exist: your imagination is the only limit!

GOAL #5:

ONE "APPROVED FOR TRAVELLER" DOCUMENT
The Turning Point Adventure (TPA) remains a viable (though possibly difficult) HIWGian effort. Other completed documents about the Rebellion are possible. I'd like to see at least one in print by the end of 1989.

GOAL #6: HMD

Only about 1/3 of the HIWGs have sent their entry for the HIWG Members' Directory. Even so, the draft HMD contains ten pages of information about HIWGs. Send \$1 to Ed for HIWG Pub 0530.

Send your personal data to Clayton R. Bush; 423 Nebraska; Sugar City, CO 81076. He has your name, address, and any HIWG positions you hold. What he needs is your family status (optional); your birthday (optional); how you got into gaming and into TRAVELLER; past contributions to developing TRAVELLER; current TRAVELLER interests; and what computer hardware/software you have. We even have TRAVELLERian symbols and letterheads for some HIWGs; feel free to develop one and send it to Clay.

READ IT AND WEEP DEPT.

My credit union has started charging \$5 each check to cash checks made on non-US banks. Talk about your basic barrier to free trade! The HIWG distributor in the U.K. is David Lai; 9 Fieldhead Close; Market Harborough, Leics. LE16 9DZ. The HIWG distributor in Canada is to be announced.

Send your money for HIWG membership renewals and HIWG Pubs to the address in your country. Exact prices will be announced next issue of TS.

HIWG = Helping International Wargaming GO
(despite my C.U.'s financial status)

HIWG Pubs

Serving HIWGs at a bare bones price. Send Ed (his address is on page 1) ten cents per page or page equivalent (pe). For small orders (5 pages or less) just send a SASE. U.K. HIWGs send 8 pence per page to David Lai (his address is on this page).

New New HIWG Pubs

HP#	pe	Editor	Title
0001	1	Edwards	HPL page 7 of 2/16/89
0307	20	Mikesh	TIFFANY STAR #7
0501*	4	Edwards	HIWG Members List 2/16/89
1211	1	Jackson	Known X-boat Routes Dec 88 (Dot Map base)
R004	2	Bush	Vilani Manifesto

T-TECH Announcement:

HIWG Pubs proudly announces the availability of all MEGATRAVELLER based T-TECH material! Send your orders for T-Tech material to Ed (or David Lai, if you live in the U.K.). Send your newly devised T-TECH material to T-TECH coordinator: Philip Athans; 7783 Kensington Lane; Hanover Park, IL 60103; USA.

pe	Title
1	T-TECH-index
(the index tells what is in the other T-TECH pubs)	
9	T-TECH-Q0
14	T-TECH-01
22	T-TECH-02

Older New HIWG Pubs

HP#	pe	Editor	Title
0001	6	Edwards	HIWG Publications List (HPL) of 1/12/89 (includes HIWG organizational structure)
0530*	10	Bush	draft HIWG Members Directory (HMD)
0706	1	Giles	Amiga Users
0707	2	Law-Green	STARport: for Atari-ST Users
1104	3	Bush	Coorections to REBELLION SOURCEBOOK
1411	5	Koors	Hist of Interstellar Wars: Vol I: Vilani Period (TL9-10)
1901	1	Edwards	Energless Drive Variant
3302	1	Law-Green	Personality: Skuissch*R
3303	2	Law-Green	S'Mrii Word Gen Table
JP01	20	Koehler	The Julian Protectorate
L001	14	Affeldt	Lucan's Lieutenants
057.01	6	Athans	What the Vargr Center Wants

Dear Fellow TRAVELLER:

After the revolutions discussed in TS7, I am not sure what to put in my HIWG Chairsophont Letter (HCL) page. What would be the best use? Some suggest that I review HIWG Pubs. That way a HIWGer could better judge which HIWG Pubs to buy now and which to wait for till next payday.

Others suggest that I denote the exciting projects and plans of HIWGs. HIWG is a highly cooperative effort and otherwise most HIWGs don't know what other HIWGs are working on. Even others suggest removing HCL from TS altogether: put in some more articles on the Rebellion.

Your feedback is solicited. Write Ed Edwards; 1410 E. Boyd; Norman, OK 73071. Likewise I'd like to know about the TTT column: "HIWG to Happiness".

Clay Bush has stressed the importance of setting goals to motivate HIWGian efforts. I propose the following HIWG goals for the last eight months of 1989. These goals are not listed by priority. I expect HIWG will achieve all of them and more. Enjoy the process.

GOAL #1: HAVE FUN

The Rebellion is the topic not the operation of HIWG. HIWGs should discuss battles, not conduct them. If a HIWGer has an idea you don't like, propose a better idea - don't attack the other HIWGer. All HIWGs have the right to enjoy HIWG's expression of their hobby.

I enjoy receiving and writing letters. Drop me a line.

I enjoy reading my bi-monthly copy of TIFFANY STAR. Keep sending articles to Mike Mikesh, the editor.

GOAL #2: FILL SECTOR ANALYST ROSTER

There are still HIWG jobs available; HIWG needs Sector Analysts for: Core Sector, The Empty Quarter, Lishun Sector, and Zarushagar Sector. When these Sector Analyst jobs are filled, non-Imperium sectors await. After that double jobbing among HIWGs can be eliminated. Charted Space is a big place and gives room enough for many more HIWGs. Take a job; contact Ed today.

GOAL #3: FORTY WORKING HIWG DOCUMENTS

Most HIWG Pubs are working documents being developed for some higher purpose (see goals 4 and 5 below). They are hardly an end to themselves. But as a pipeline to the higher purpose, they make a worthy goal. I hope HIWGs will keep working on them; deep devising new documents; keep buying HIWG Pubs; keep sending constructive comments to the author.

GOAL #4: TEN ARTICLES FOR CHALLENGE

Several HIWG working documents are destined for article submissions for CHALLENGE or for TRAVELLERS' DIGEST. I'd like to see ten in print or in the queue by the end of 1989. Articles from many potential series exist:

1) the "Lieutenant" articles: Who are the personalities surrounding leaders of the major factions? The "Lieutenant" series of documents will tell.

[Working example: HP:L001: "Lucan's Lieutenants" by Gary Affeldt - 14 pages.]

2) faction viewpoint documents: These articles go into more detail than REBELLION SOURCEBOOK. They might include changes in the basic Imperium pattern of government to suit the needs of individual factions.

[Working example: HP:R003: "The Vilani Specialty" by Clay Bush - 4 pages.]

3) Sectors not in ATLAS space: sector mapping outside ATLAS space.

[Working example: "Mendan Sector" in TS6 by Mike Mikesh.]

4) Subsector articles: Articles detailing specific subsectors.

[Working example: HP:6301: "Shiwonee (Massilai J)" by Edwards - 8 pages.]

5) A short TPA-like adventure:

[Working example: HP:RR02: "Grand Strategy Ref't" by Bill Hartley - 10 pages.]

MASSILIA PROJECT

by Mike Mikesh

The Rebellion might not be all that its cracked up to be. In recent discussions with Dan Beyer, its become clear the MegaTraveller setting suffers from a fundamental problem. Player characters find themselves hopelessly unable to influence Rebellion events, this for two reasons.

First of all, the Rebellion is too big. At best, player characters can only play a tiny role in the titanic conflicts except under exceptional circumstances. They are usually just buffeted in the chaos, and aren't the main characters.

Second, the outcome of the Rebellion is the province of the official Traveller press. Events are preset or still reserved for later determination. Unless a campaign declares itself as a variant, its not possible to kill Lucan, say.

A campaign cannot effectively interact with the Rebellion on the level as its presented in the REBELLION SOURCEBOOK. Even the STAR WARS RPG is confronted with the same problems. However, I see a solution available to Traveller that cannot as well be implemented in STAR WARS. Simply create an intermediate level interfacing the characters with the Rebellion.

Referees can rely on local politics in developing a Rebellion campaign setting. Instead of trying to keep pace with the see-saw struggle between Lucan and Dulinor, characters focus their efforts around the success or failure of an important noble house. Their roles might be similar to the fictional characters, Gurney Halleck and Duncan Idaho, with the Atreides family in DUNE. Its the noble family that deals with the political currents, but the characters are its right arm.

Played at this level, the Rebellion still dominates events. But now, the characters have an anchor, and it becomes personal. They have a stake in it other than aimlessly wandering and hoping to avoid disaster. It matters less who actually sits on the Iridium Throne, so long as the noble house prospers.

Running the Campaign

The start of such a campaign can be spectacular. For instance, adventurers might be hired to secretly evacuate the noble family to the home seat in the midst of a planetary invasion. Or it could begin by a series of minor adventures such as security, gun running, or espionage.

The key, however, is that the noble family, and those in their current employ, show their respect and appreciation of the group so as to earn player endearment. Credits won't do it. In fact, it may be better the family be bordering on bankruptcy when they meet. Instead, let the non-player characters be impressed with their past deeds. Compliment their talents or the individual personality attributes important to the players. Establishing friendships among characters and interesting family employees is also effective.

To cement the bond, it may not even be necessary for the family to formally offer them permanent employment as retainers. Instead, let the characters be attacked by family enemies for what is PERCEIVED as a relationship, and let the noble family be their refuge. If not already decided, this should settle their place in the setting once and for all, even if they technically remain free agents.

Characters may or may not have a clearly defined rank within the family organization. But more important is their standing rather than rank. This can be communicated by the degree of familiarity and frequency of direct interactions with various family members. At

first, most interactions will be pleasant but formal. Much later, depending on events, they could become key advisors and confidants. Standing should be communicated through role playing between adventures. But its best not to explicitly state what's going on.

The crucial thing to remember about the setting is that its very dynamic. Change is almost constant, but it should not truly be "chaotic". Everything has a reason.

To give a sense of evolution, much of the original Imperial bureaucratic system should still survive early in the campaign. There's a hierarchy from the sector duke leading down, and the navy has its chain of command largely intact. Player character adventures will generally be like those in the pre-Rebellion period. Groups strong in combat skills might take security or escort assignments. If they have a ship, they might do courier, transport, and delivery missions. Corporate trouble-shooting is also likely as the family will have a lot of commercial investments.

However, the situation will already be changing. As the Imperial structure fails, local factions will arise and grow in power. "Dirty tricks" will become more common from the more aggressive factions.

General Example

To illustrate the dynamics, the noble head might be one that acts with caution and reserve, which was appropriate while the Imperial structure is intact. But the desire to remain forthright and honorable starts costing the family dearly in the face of subtle aggressions.

The eldest son, however, sees clearly what's coming, and adapts. Between the player characters' routine assignments, he sends them on covert missions to "fight fire with fire." Beside the gamut of espionage activities, adventures might involve hostage rescue and minor trade war missions.

A crucial turn for the campaign comes with the death of the family head, either through assassination or terrorism. Ideally, the death should be directly connected with player character activities rather than news handed them upon returning from an assignment.

This event marks the transition from local political squabbles to overt feuds and conflict. The governing hand of the Imperium is gone. Those houses that do not adjust, die. Those that adapt usually survive. Those that swiftly respond to opportunity stand the best chance to prosper.

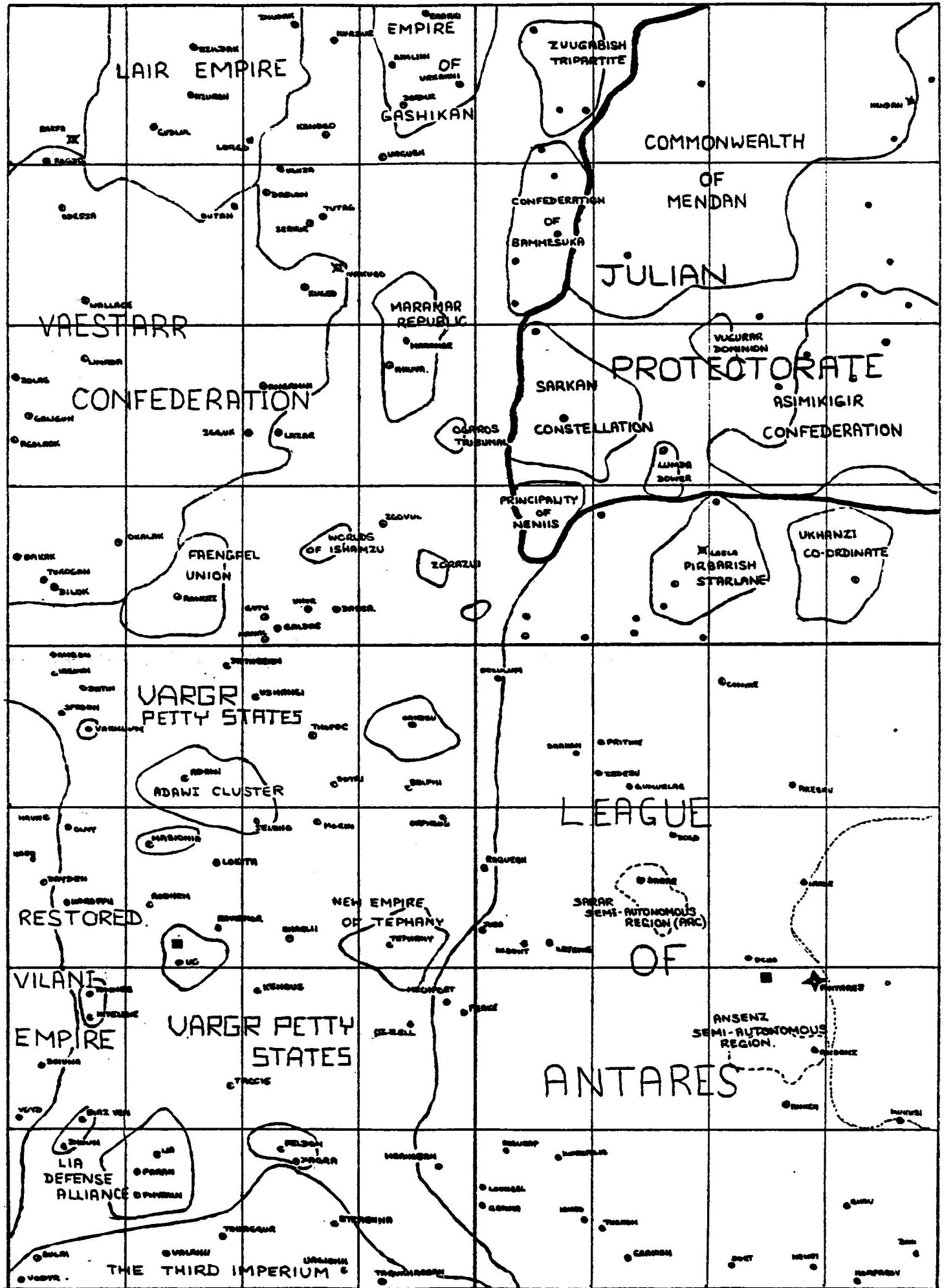
The new lord is daring and willing to use the player characters to good effect. Where necessary, they might raid, steal enemy ships, recruit militia, in addition to the types of assignments they previously performed.

Additional Discussion

Through all this, the Rebellion itself is a wild card. An envoy from Dulinor may turn an ally into an enemy sympathizer. Sabotage by the Solomani or Brothers of Varian might result in a temporary commercial windfall or political edge for the family. Or the arrival of a major fleet could flip-flop political alignments throughout the sector. If the noble house is about to die out or is becoming too powerful, its very easy for the referee to reshuffle the deck.

Simultaneous with all this, the campaign could mix in gaming on a larger scale, such as Striker/Mercenary tickets and Trillion Credit Squadron (TCS) activities adapted for MegaTraveller. With the Shattered Imperium, the referee has a free hand in designing situations subject to campaign events. All levels, from that of role playing to TCS can be interdependent making for an exceptionally rich campaign.

Continued on page 10



▲▲▲ THE DOMAIN OF ANTARES ~ 1125 ▲▲▲

OLD EXPANSES SECTOR AND SOLOMANI RIGHT FLANK ANALYSIS

By Steve Kostoff, State Analyst
for the Solomani Right Flank

Looking at the loyalties map in the REBELLION SOURCEBOOK, one sees that in the Solomani-conquered territory of the Old Expanses, which comprises the majority of the sector, the region is solidly loyal to the Solomani Confederation. Soon after the fleets went to the Core, a deal was made by the sector nobles to the Solomani, who already controlled large areas of the sector. Suddenly, the sector was integrated into the Confederation. What were the details of this deal? How did it come about? What are its future consequences? How will it affect the Rebellion?

History

The Old Expanses were a part of the First Imperium that was on the peripheries and thus sparsely populated. When the Terran Confederation took it in the Interstellar Wars, plans were made to heavily colonize the area. During the Rule of Man, it became, indeed, the target of heavy Solomani colonization efforts. This had the effect of absorbing the indigenous Vilani population and thoroughly giving the sector a Solomani character, with the exceptions of some pockets of Vilani culture which moved toward the coreward areas of the sector. Later, in the Long Night, the Old Expanses suffered as all sectors did, but this was alleviated somewhat by the high population and heavy industrialization of the sector. Small multi-system states and mercantile leagues sprung up, gravitating around such areas as the Vaward Main, the Frallsord sphere (5 parsecs around Frallsord), and the Cobham cluster. When the Third Imperium was established, the entirety of the sector was integrated within two centuries. When the Solomani Sphere was formed, a division of the sector was brought about; the Solomani side traced itself to the largest waves of Solomani Second Imperium colonization, and the Imperial side include those areas where Vilani inhabitants had fled Solomani colonization. During the Rim War, Solomani naval power was broken in this non-Solomani area of the Old Expanses, where it encountered near-fanatical resistance. Most of the sector was returned to the Imperium as a result of the war. In the post-war years, tensions flared from time to time, but economic prosperity sapped the intensity of these tensions, which eventually died down. However, the Solomani party remained very active and influential in Old Expanses politics, and Solomani sympathies remained strong. During the Imperial years, the sector became the second most highly populated sector of the Imperium, behind the Solomani Rim, and it had one of the most highly developed industrial bases as well.

The Rebellion

When Strephon was assassinated by Dulinor, Solomani agents raced to Home to spread the news. The Government kept the news a secret, and debated the ramifications of the act. The Military, the Party, and SolSec all unveiled plans to invade the Imperium and take advantage of the succession crisis. Here was the long-awaited opportunity to take back Terra and the lost territory of the old Solomani Sphere. Soon, sealed packets of orders reached border commanders to be opened in the event of the Emperor's death. And on 037-1117, public news of Strephon's death reached Terra, and almost immediately Solomani fleets along the Left, Center, and Right flanks crossed the Imperial border and began a rapid advance, pushing Imperial fleets back system after system and inflicting horrendous losses.

The Right Flank

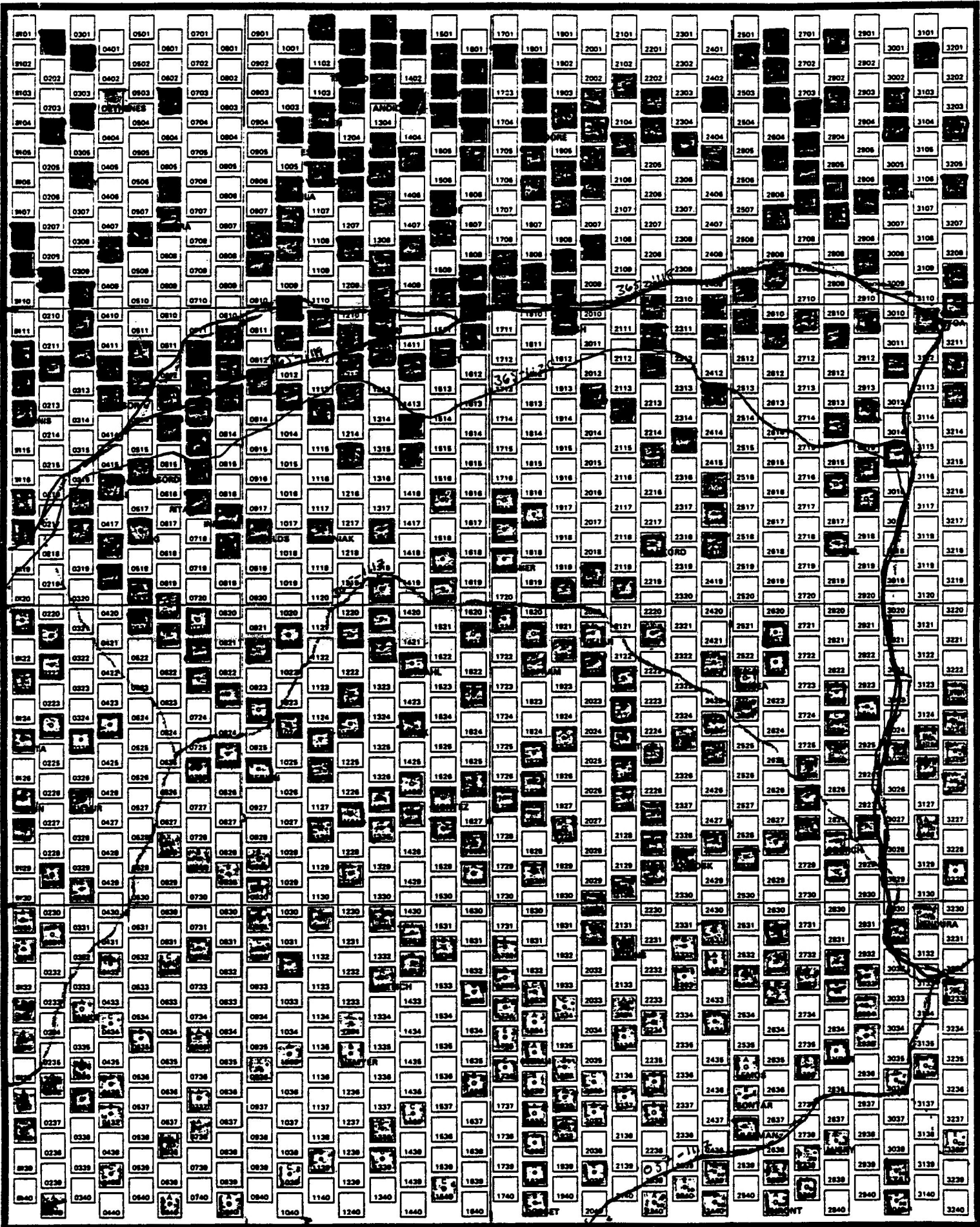
The Solomani Third Grand Fleet was charged by the military with the mission of taking first the Old Expanses, and then using the sector as a springboard into the Diaspora sector, to link up with the fleets of the Second Grand Fleet, and thus completely recover the Old Solomani Sphere and seal the Imperium off from the highly populated rich Solomani Rim sector. The architect of the military campaign against the Old Expanses was one Admiral Yuri Zelmyatin, chief of the Alpha Crucis Fleet, third-ranking man in the Solomani Navy, and recently named commander of the active duty Naval and Military assets of the Alpha Crucis, Spica, and Old Expanses sectors and moved them into strategic systems along the Imperial Old Expanses sector. He did not mobilize the Imperial side of the border. Excessive public interest in the early mobilization was squashed by SolSec (nuff said). Strategic and operational plans were drawn by targeting the high population worlds of the sector.

The Secret War

While Zelmyatin marshalled his fleets inside the Confederation, the secret warriors of SolSec were already loosed upon the Old Expanses. Area Coordinator Michael Shurmarin devised the most extensive psyops campaign ever known. All throughout the sector, Party cells were activated and instructed to begin producing agitprop (agitation and propaganda). Pro-Solomani media began turning out massive amounts of propaganda; riots were incited; "incidents" were staged to make the Imperial authorities' reputation to suffer in the public eye. This Imperial succession crisis came about, the public began to see the now-divided Imperium as a threat to stability, and the pro-Solomani sympathies held by much of the population, combined with this agitation, swayed popular support to the Solomani. Sleeper agents were activated throughout the sector and Infiltration Teams arrived at key strategic facilities, in order to support the coming invasion with a widespread sabotage and espionage effort. Most importantly, a clandestine meeting was arranged between top SolSec officials (including Shurmarin himself) and key Imperial nobles and business leaders of the Rimward regions of the sector, led by Duke Charles Francois Dalmarn of Cobham. The meeting produced a deal; the Solomani would leave the civil power structure intact and refrain from attacking business interests of these leaders, and in return these leaders would not resist the Solomani invasion and would deny use of their facilities to the Imperium. The region would become part of the Confederation after the Imperium was driven out, and these leaders would assume posts in the new order (not a hard pill to swallow, as these men were all members of the Party). The gate lay open for the Solomani to enter.

War

On 037-1117, Solomani fleets crossed the Imperial border. On the Right Flank, Zelmyatin's fleets pushed rapidly and deeply into the sector. Their targets: high-population worlds. The fleet took its Imperial opponents almost completely by surprise, thanks to some strategic misdirection from SolSec. Solomani numerical superiority and surprise played against the Imperials; they reeled from the shock and soon found themselves pushed back over a subsector in distance. Moreover, to the Imperial commanders' horror, they discovered that in many cases, local industry and system defense squadrons refused to assist in the defense, and in some cases, even joined the Solomani side! All of this added to the increasing confusion on the Imperial side. Meanwhile, the recall order was issued by Lucan and arrived on



Old Expenses

BATTLE LINES MAP SHOWING ANNUAL SOLOMANI BORDER

224-1117. Lucan was unaware of the desperate situation in Old Expanses when he issued the order (and probably wouldn't have cared anyway). When the order arrived, the Imperial commander was faced with a choice: obey the order, and abandon the sector to the Solomani, or disobey and stay on to fight a possibly losing battle against superior numbers and an increasingly hostile public. He chose the former, and within 60 days, all main Imperial fleets were gone.

Decision, Decisions...

With the Imperial fleets gone to the Core, and the reserve fleet left with the task of defending against the Third Grand Fleet, Sector Duke Muehlenhort was faced with a tremendous dilemma: does he continue to resist the Solomani, and suffer perhaps grievous losses to his civil and economic infrastructure in a struggle that would probably be lost anyway, or should he surrender his sector to the Solomani? In the rimward 70% of the sector, there was heavy grass-roots Solomani political activity, already thrown in their reserve assets to the Solomani side. The Solomani offered potential peace and stability as well (or so they said), while all the Imperium could offer was chaos. The issue was decided on 300-1117 (or October 27, 5635 depending on your political loyalties) when Duke Muehlenhort met with Admiral Zelmyatin's negotiators and an agreement was reached. The agreement was not simply a surrender, but an incorporation of the Old Expanses into the Solomani Confederation. The local governments remained intact, with the exception of Solomani Party officials being moved into key leadership positions (where they were not already held by the Party). The sector's reserve fleets, armies, and military facilities (including the naval depot) were absorbed into the Third Grand Fleet. The Duke himself retained leadership of the sector, but this was largely symbolic as Duke Dalmarn, now sector Party leader, held the real power in civil leadership (though, of course, Home oversaw all activity through SolSec).

Whither the Grand Fleet

The Third Grand Fleet now faced no opposition from the Old Expanses. The mission it was charged with was now half completed; the first part, conquering the Old Expanses, was a tremendous success. Imperial fleets were routed, at very low losses for the Solomani, and not only was the Old Expanses conquered, but it actually joined the Confederation and contributed its assets to the war effort. Political support for the Solomani was solid Grand Fleet to take their half of the Diaspora and link up with the Second Grand Fleet. A new development added urgency to this mission: the Imperium retained a stronghold in the Vegan Autonomous District and this stronghold was being supplied by the Core through the "Starlane" which ran through the Diaspora. It was essential to cut this "Starlane: and Diaspora must fall in order to achieve this. Zelmyatin now plotted his campaign against the Diaspora.

Target Diaspora

In 1117, advance elements of the Third and First Grand Fleets had already entered the rimward/trailing fringes of the Diaspora. SolSec had planned extensive operations there, playing on the intense Solomani sympathies that existed in much of the area. SolSec subverted much of the trailing areas of Diaspora, but failed in its attempt to subvert the Imperial Naval forces in the sector. This was due to the advanced planning and foresight of Sector Admiral Nile, who began preparations for a defense from a Solomani attack from Old Expanses long before it was generally expected. When, on 036-1118, the Third Grand Fleet crossed the completely unexpected for the high degree of internal

fragmentation that currently characterized the Diaspora. Nile's defense was skillfully executed, and only the sheer mass of the Solomani fleets, augmented by the Old Expanses, allowed the Solomani the meager subsector gain that it made. The fighting was unusually fierce and the worlds along the trailing border were devastated by the fighting. All throughout 1118 the war went on like this, with the Imperium relying on mass and deep sabotage and psyops by SolSec. Near the later half of 118, Zelmyatin plotted a new campaign to break the back of Nile's fleet, and began marshalling his forces to begin the attack. But then he was faced with a new problem:

Shumakilli

Count Edward Akiida Shumakilli of Lhmoore was a leader of a group of nobles representing the worlds of the coreward subsectors of the Old Expanses. This region's background contains a large Vilani heritage from the days of the Rule of Man, and has declared for the Solomani, they felt betrayed, but they kept quiet because of their lack of power. Instead, they watched and waited. When Margaret established her faction in Delphi and Massilia, they saw a potential ally. At the time, the Solomani four coreward subsectors of the Old Expanses, and taking advantage of this fact, Count Edward petitioned Margaret for help against the Solomani. Margaret agreed, and on 226-1118, her fleets pushed into the sector.

Enter Margaret

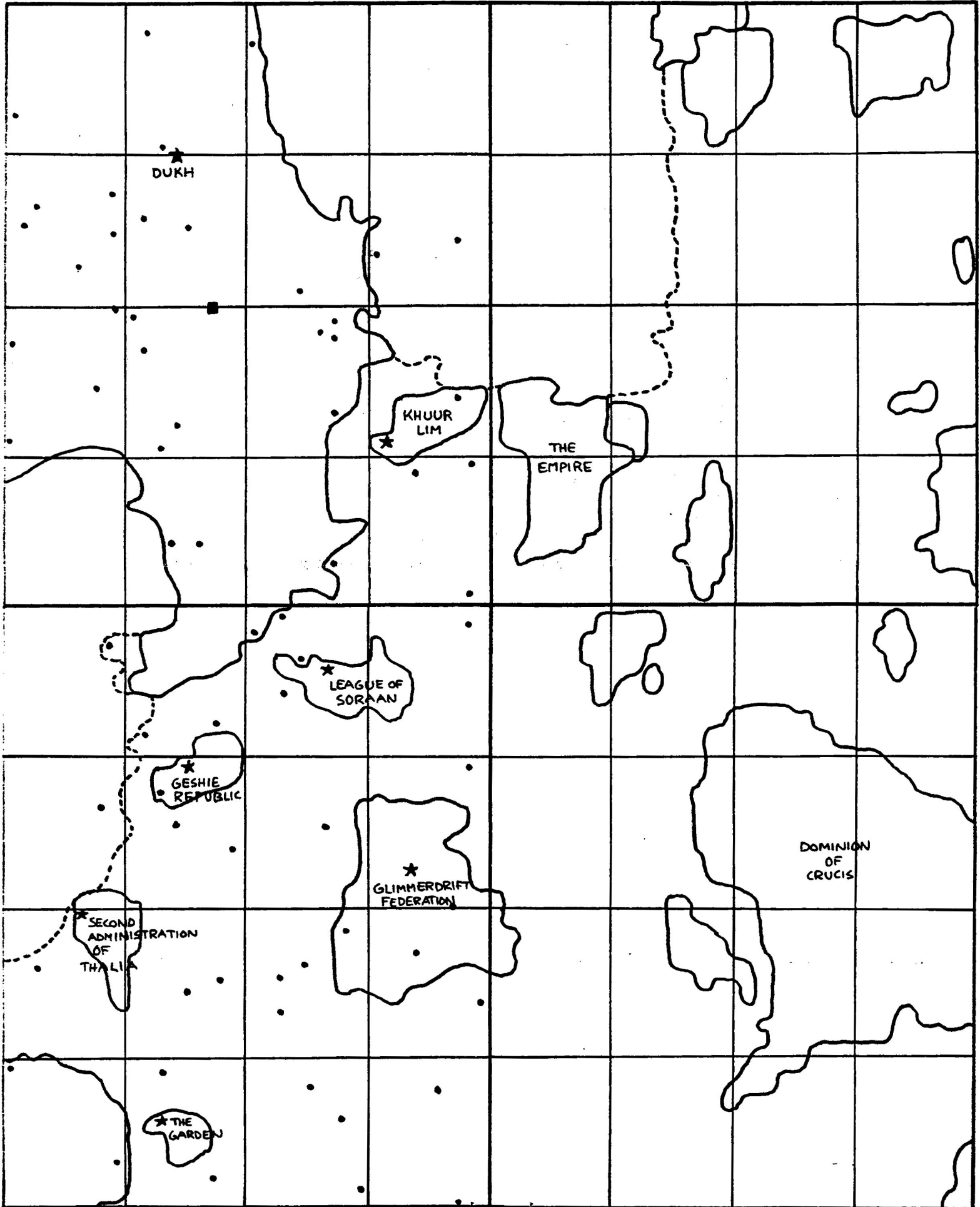
Margaret's faction felt threatened by the encroaching Solomani, and the support of nobles in the Old Expanses could be valuable for her in the future. As Solomani attentions were turned elsewhere, she felt that the time was right for an attack. Although she was outnumbered and outgunned by the Third Grand Fleet, she believed that a successful campaign in the Old Expanses would win her allies in other parts of the Imperium, and their support combined with the drain that Diaspora was causing on the Solomani would lead to reclaiming the Old Expanses for the Imperium.

Zelmyatin's Dilemma

In the midst of mounting a major campaign in the Diaspora, Zelmyatin's Third Grand Fleet was attacked by the fleets of Margaret. His fleets were initially surprised, but good coordination and Zelmyatin's expertise minimized the loss to only a few subsectors. Now his fleets were over stretched; he pulled some of his assets out of the Diaspora and moved them to the border with Margaret. Initially, there was much jockeying for position, so fighting was limited to some deep raids in each other's territory. By 1119, fighting intensified. The conflicts were centered around Vaward and its surrounding subsectors, with deep strikes occurring in rimward Old Expanses and Delphi. Meanwhile, in Diaspora, Solomani fleet elements made another subsector gain, despite reductions in force size and the cancellation of the planned mass offensive. SolSec waged a behind-the-lines offensive against the pro-Margaret coalition in the Old Expanses, and on 151-1119, Count Edward was assassinated by a SolSec hit team. Again, SolSec's activities caused much disruption in its target area, but nevertheless, Margaret's forces fought on.

1120

1120 saw a winding down of combat in the Diaspora and Old Expanses, mainly due to exhaustion and dwindling war materials on all sides. Zelmyatin was forced to reduce his operations in the Diaspora to holding what was already gained, and using that as a forward base for sending in Infiltration Teams and raiding squadrons



(MASSILIA - from p4)

Using local politics as a means of adapting the Imperial Rebellion for use as an adventuring campaign has much potential. Such an approach brings the Rebellion into much better scope for role playing, thus making Traveller a better game.

To promote this, I propose HIWG focuses some of its attention on developing a sector for use in such a campaign. I further suggest it be Massilia for two reasons. 1) No other sector is exposed to as many different Rebellion factions. 2) Ed Edwards has already started preliminary work on a complimentary project set in Shiwonee subsector.

Several Rebellion factions will have influence in Massilia:

1) Margaret's Stronghold reaches slightly into Massilia. From earlier literature, it may be interpreted that she has corporate investments in Massilia equal to, or perhaps exceeding, those that she has in Delphi.

2) Lucan's Imperium and the Ilelish Federation are also close, making them key powers in influencing Massilian high population worlds.

3) The Imperial Starlane (see Marc's 1125 map) runs through here. Solomani terrorists and agents will try to harass shipping to Vega with sabotage. Task forces will probably venture this far coreward along the lane to find a weakness they can exploit.

4) Daibei is also close. Communication and assistance from Margaret's Stronghold will have to cross Massilia.

5) Strephon and the Brothers of Varian are likely to have widely scattered support, meaning these will

also influence events in Massilia. CHALLENGE #37, page 14, suggests worlds supporting Strephon will often be of a lower tech level.

6) Vland is also likely to have widely scattered support. Its conceivable that Massilia has a high population world of almost 100% Vilani extraction that still strongly identifies with its Vilani roots. This would be the hub of Vilani sympathy.

7) There may be at least one instance where a disgruntled non-human minor race could declare itself for Antares.

8) There will be piracy, megacorporate activities, and things peculiar to Margaret's Stronghold such as androids and cyborgs mentioned in Travellers' Digest.

This necessarily excludes Norris, Zhodani, Vargr, and Aslan, but Massilia comes as close to involving everything as you'll likely find.

With these broader factions in mind, I suggest it become a HIWG project to develop source material for Massilia as a Rebellion campaign setting. The types of things we'll need are counties, corporations, organizations, personalities, ship and troop strengths, and so on. Perhaps the most useful things we can use right off at Library Data-like entries, similar to those found in THE TRAVELLER ADVENTURE.

The HIWG coordinators will arbitrate what is "HIWG Approved" and compile the material into a document useful for campaign play. Because the setting is so dynamic, it may be best to just deal with a "snap shot" of the sector, perhaps 365-1118.

Also in this issue is the raw Massilia sector data for use in conjunction with the ATLAS OF THE IMPERIUM. Contributors should also review DIGEST #11, as that has a lot of Massilia material.

(OLD EXPANSSES - p8)

against the Starlane. In the Old Expanses, efforts were concentrated on consolidating the Solomani grip on society and ferreting out those anti-Solomani factions still left. Margaret's forces were unable to conduct any more deep raids behind Solomani lines (and vice versa), so fighting took place mainly as isolated border skirmishes. Zelmyatin took to the task of rebuilding his shipyards at his disposal. He also planned a new campaign to commence in the first half of 1122 to drive Margaret out of the Expanses for good.

Well, that brings us up to the present. In general, it can be said that the rimward 12 subsectors of the Old Expanses are pretty solidly pro-Solomani and the transfer of loyalties went smoothly. By 1125 the Solomani will be firmly entrenched there, with the possible exception of the area encompassed by the Count Edward's coalition; this will undoubtedly be the subject of intense pacification campaigns once Solomani control is undisputed there. Old Expanses are remarkable stable for this period of the Imperium's history (the Solomani part, that is), as large parts were spared devastation from the war. Solomani power is entrenched there, not only because of long prevalent sympathies, but also because the Solomani Confederation offers the one, clear choice that the Imperium's factions cannot: peace, stability, and prosperity. Very shortly, I will have a personalities and stats developed for those important figures mentioned in the analysis above, and later I plan to develop a detailed account of the military campaign in the Old Expanses, secret operations there (probably after CLOAK AND DAGGER is released), and a post-1120 analysis. Comments, suggestions, etc. for me should be sent to this address:

Cadet John S. Kostoff
Box 798
VMI
Lexington, VA 24450

Don't look for a phone #; its not that I don't like to receive phone calls, but we have a distinct lack of

telephones at the Institute, so this is an impossibility. However, if you have any correspondence for me over May 15 - Aug 22, send it to my home address:

John S. Kostoff
11 Rivergate Dr.
Poquoson, Va. 23662

Drop a line; remember, this is only speculation by me, and I need to coordinate my efforts with the rest of you Sol Domain folks so everyone's on the same sheet of music. Auf Wiedersehn!

(WHAT STARS - from p1)

in REFEREE'S COMPANION. Subsequent battles can be ground, or space combat, perhaps on the scale of TRILLION CREDIT SQUADRON. Keep in mind these battles will probably not decide borders; those are already determined. They will decide, however, the state of affairs as they will exist in 1125. For all we know, Strephon might again rule the "Third Imperium" by that time, with Lucan a wandering exile.

With inclusion of the HIWG ad in DIGEST, we're starting to get quite a few new members. For their benefit (and welcome aboard, by the way), I'll explain a bit of what HIWG is about.

The specific objective of HIWG is to detail the history ahead. Since its founding by Ed Edwards, HIWG members have generated source material to be drawn upon by Marc Miller and other Traveller writers for such things as the REBELLION SOURCEBOOK. Most of HIWG work takes the form of postal correspondence. TIFFANY STAR only represents the tip of the iceberg.

Beside a club newsletter, TIFFANY STAR also serves as a fan voice. There are a lot of ideas among the fans deserving of incorporation into the Rebellion literature. Unfortunately, GDW and D&G can give little attention to the many letters offering ideas. Ed Edwards serves as the hub for Rebellion correspondence. Essays that evolve from this appear as articles in TIFFANY STAR, which is sent free of charge to Marc Miller, Joe Fugate, Gary Thomas, and Stafford Greene.

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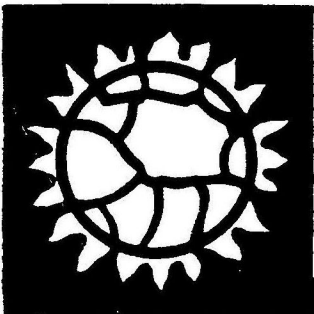


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