



TIFFANY STAR

An Official
HIWG Publication

Issue #22

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TIFFANY STAR is a 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 \$1.00. 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.

Illustrations and photo-ready articles are welcome. Send mail to Mike Mikesh, TIFFANY STAR, 3124 75th Ave #3, Landover MD 20785.



HIWG CHAIRSOPHONT LETTER

by Ed Edwards



Dear Fellow TRAVELLER:

GENie: 9/15/90

The GENie prices are changing — in general downward. Now for \$4.95 a month (in the U.S., \$5.95 in Canada; prices for Japan and Europe have NOT been announced) a GENie user can use all the E-mail they wish during non-prime time (6pm to 8 pm local, week-ends, and announced holidays). Also included is a host of other services EXCLUDING the Games Round Table (where there is a TRAVELLER category). The price for services NOT covered by the \$4.95 is now \$6.00 per hour (U.S. only, Canada is \$8.00 per hour, rates for Japan and Europe have NOT been announced. This is changed from \$5 for 300 Baud modems, \$6 for 1200 baud modems, and \$10 for 2400 baud modems. The new price begins 1 Oct 90.

I take it personally. The past few months I've been using six hours a month (with a \$5 an hour 300 baud modem) of E-Mail and six hours a month of the Games RT. That runs $\$30 + \$30 = \$60$. Now it will cost $\$5 + \$36 = \$41$ (assuming I use GENie just like I do now) — a savings of about \$20 a month. I could probably save and additional \$28 a month if I had a 2400 baud modem — it would pay for itself in about two years (if I can find one for this machine of mine).

IF (and this is a big "if") I choose to only do E-mail then I can get by with \$5 a month.

The Science Fiction (SF) and Fantasy Round Table (SFRT) is included in the basic service. The SFRT includes categories for The Written Word, The Authors, Movies, SCA, Science Fact, a private category for the SFMA (evidently a group of professional authors), for the Fandow Wevrs of Pern, and even "Anything Goes" which has topics some lesser BBBs would be proud to have. The author Lawrence Watt-Evans is even developing a new novel right in front of everybody on the category: "The Craft of Writing Science Fiction and Fantasy".



The more I look at \$36 a month for myself (and much more for HIWgers as a group) on the Games RT versus "free" -- the more it seems that what HIWG is doing on GENie is related to developing a unique SF background and less related to playing a game. I discussed this with some people in the Games RT, Category 1, Topic 20. Jim Dunnigan says (#42) that "the experience on other services has been for there to be a migration to the least expensive form of service." Rick Mulligan, GENie Games says (#43): "... it it'S a game. please keep it here"(on the Games RT). There was also some talk about loyalty to GE. But I've donated over \$1000 of Mike's money to GENie and don't feel totally compelled to do so in the future.

Library uploads are still free -- downloads cost the on-line rate. Real-time discussion areas are still being charged the on-line rate everywhere.

Also in this category I discussion there was mention of enforcing sticking to the topics in the "free" SFRT. Yes, have they read the "Anything Goes" topic lately? Well, I guess they can stick to their guns if they want to. But I hear some IBM/Sears BBS is trying to raise their membership from 400,000 to 15 Million! They are charging a flat \$10.00 a month (I presume for non-prime time?).

Meanwhile: I see nothing to stop increasing dependence upon E-mail to carry the inter-HIWger communications. The drop in cost on GENie will also give me more money personally to renew my non-GENie communications (one or two have complained about that).

To use E-mail more we need to:

- 1) establish the HIWG Topics (HT) system, and
- 2) enhance the Special Interest Group (SIG) system.

The HT is basically a discussion with a specific end (time and action-wise) whereas a SIG is an open ended interest area. For example, there will always be an interest in TRAVELLER spacecraft building. There is a SIG on spacecraft lead by Bryan Borich. There might be an interest in developing a document called "SpaceCraft of the SpinMar". If so, a HT could be formed around that -- an HT that would cease once the document was printed.

Determining the difference between what should be a HT and what should be a SIG sometimes is difficult. I do know that SIGs should produce HTs (but anybody who wants to could produce an HT).

Here is a select group acting as a SIG:

SHORT TITLE: HML
TITLE: HIWG Membership List
OPR: E.EDWARDS
POC: GENie E-mail
MEMBERS: M.MIKESH,C.BUSH3
ABSTRACT: Provide HIWG member updates for TS circulation and the HIWG Membership Directory (HMD).

Here is a sample HT:

HT90001
SHORT TITLE: Topic Topic
TITLE: Elimination of Inactive GENie Topics
OPR: D.CHEEVER [Dave]
POC: GENie, Games RT, Cat 11, Topic 2
DEADLINE: 20 Sept 90
ABSTRACT: As regular users of the GENie Traveller Board know there are now over 50 separate topics on the board. I feel this to be very confusing/intimidating to newcomers and unduly cumbersome for "old-timers". I would like to compile a list of topics that could be archived (or just junked) and then cleaned from the board. In order to do that I need your help. Please.

I also suppose we could report in TS about the progress of a SIG or the completion of a HT:

Progress Report HML SIG:

TITLE: HIWG Membership List

OPR: E.EDWARDS

Ed is doing a fair job getting the membership data out -- but he could do it faster.

Well, the HML isn't too exciting -- but somebody has to do it. More about SIGs and HTs next HCL.

All orders of back issues of TS should go to Ed -- not to Mike. Mike has no spare issues of TS. Yes, he does mail the latest issue out to all members. But then he mails the excess to me.

There is a window from the time Mike mails the group TSs until I have a copy. If you pay your HIWG dues during that time (and had let your HIWG membership lapse -- shame!) then you might be missed for an issue. However, I'm very proficient and counted you getting that issue. You should get it. So, if you missed an issue that you should have gotten -- notify me & I will fix it. Also, about every issue one or two people don't get their mailed copy of TS. Write Ed, not Mike.

ATTENTION all 3 Commodore/HIWgers!!!

Bryan's HIWG Disk which starts on one IBM format 5.25" disk is now available on 15 each 5.25" disk sides in the COMMODORE format. Scott Olson, who has access to both an IBM and a C-64 (not to mention a couple of modems) has provided these disks to Ed. Write Ed for a copy of what is on which disk side. If you want all 15 disk sides send 8 disks to Ed (old style one-sided disks have always worked fine for me). Without reference to which disk side they are on, you can see what is one the disks in TS21, pages 7-10 (items dated 08/90 are NOT on the Commodore disk version).

HIWG - Enhancing The TRAVELLER Adventure!

Ed Edwards, HIWG Chairsophon

NEW HIWG DOCUMENTS

Order Number: HD-126.02 Computer Generation of Cities
4 pages by Rob Prior. The full title is: "Preliminary discussion paper on computer generation of cities". Rob skillfully weaves several divergent ideas together toward the goal of producing a computer program to produce various and sundry cities for TRAVELLER. These must range across a variety of Tech Levels and alien ideas. Order paper copies from Ed.

Order Number: HD-1502 ESIG Contributor by J.T.Wister.
3 pages JT revives the Espionage Special Interest Group (ESIG). He calls for input by the start of 91 -- followed by a three month combination round. Evidently he has met FTF with the ESIG former chairman: Charles Li. Charles is in Europe now -- has been ultra busy for the past year or so. So Charles has passed the ESIG mantle and JT is now the chair of the ESIG.



by Pete Celella

If a poll was taken to determine what MegaTraveller alien race fans find least interesting, I'd be willing to wager the Solomani get the most votes. I find this attitude most surprising. Most Traveller fans are by definition also Science-Fiction fans. These stories contain tales of the exploits of heroes from Terra among the stars. Sci-fi also abounds with interesting future histories of the events in mankind's possible futures. Yet, these same people who are fans of sci-fi literature seem to find the race in Traveller that represents our own descendants, the Solomani, most uninteresting.

This attitude might be partially explained by Traveller's portrayal of the Solomani up to this point. In the literature, the Solomani are seen as a monolithic racist people with a government that seems to be extrapolated from a drab Stalinist vision. This view of the Solomani seems too extreme and simplistic to me. Therefore, after an invitation from James Holden, I set to work to shed a different light on the Solomani. Other major contributors in the Solomani Development Group are Mike Mikesh, Stephen Schwartz, Jim Ujick, and Dennis Meyers.

The consensus of the Group has been that the Solomani must be such a complex and diverse than the previous literature has seemed to imply. We know that the Solomani Confederation's government is an oppressive state, and that there are many unattractive racial attitudes held by the Solomani, but does that explain the whole picture? What we have done is try to extrapolate the history and development of our own human race 3500 years into the future. We have come up with a picture of the Solomani, that although it doesn't conflict with background developed in the past, does view things with a fresh perspective.

The Solomani now can be recognized as the most diverse and independent-minded of the human races. They are also masters of genetic engineering. They are resourceful and willing to try any new ideas and technologies. The Solomani have a respect for the environment and genetic material, that derives from tragedies in their past. Contrary to the Vilani, the Solomani are known for the lone, solitary merchant. The Confederation, rather than being under a central ruling authority such as the Imperium's, is actually in theory composed of groups of semi-autonomous, multi-world political systems.

In order to reassure anyone who might think we are turning the Solomani into "good" guys when they were the "bad" guys, don't worry, SolSec is still around and as nasty as ever. The Confederation government, although it was originally conceived as a loose coalition, is moving to a greater degree of centralization. There are still strong racist trends within Solomani culture, and the Solomani remain opposed to the Imperium. It is simply important to realize that the Confederation government operates mainly on an interstellar level, and it doesn't in itself explain the many diverse facets of Solomani culture. Nor does the attitudes of the central government necessarily represent the wide spectrum of possible viewpoints an individual Solomani may hold.

In trying to imagine what our descendants will be like, the topics we have covered are:

1. Physiology. The Solomani are unique among the human races in their diversity. There are many sub-races among the Solomani - both those existing at the time of their entrance into space, and those that have developed since.

2. History. A extensive, detailed, although not complete history of the Solomani peoples has been written. This offers more insight into the Rule of Man, the Long Night, and the founding of the Confederation. It also looks at the Solomani Rim War from the Solomani point of view.

3. Government. The political system of the Confederation has been developed in detail. The major innovation is the concept of member-states which are semi-autonomous parts of the Confederation. The tri-partrite structure of the Confederation has been explained as including the Secretariat, the Military, and SolSec. The Confederation interferes in interstellar affairs to a greater extent than the Imperium, however there is a large degree of independent action and policy at the local level. The offices of the Solomani High Council have been defined, and personality profiles of six Councillors have been written while four others have been outlined.

4. The Reform Movement. Yes, there is resistance to the growing centralization of the Confederation government and the authority of SolSec. The Movement was originally only active among intellectuals, but it has grown from grassroots to a point where even some members of the High Council are party to it. Some of this was inferred in the Rebel Reporter article in the Traveller's Digest.

5. Psychology. The Solomani are independent - socially, politically, and technologically. They try new things. Their mindset is in direct contrast to the Vilani. They are also infused with racial pride and identity. Unfortunately they are also paranoid of other races.

6. Religion. Even though they have achieved high levels of technology, in many ways the Solomani remain a spiritual people. Their organized religions still hold an important place in their culture, and they have become more numerous and diverse since their Exodus onto the interstellar scene.

7. The Military. A short essay has been written describing the Solomani Armed Forces - both the army and navy. What is different is that it is now seen that the militias or Home Guards play a much greater role. Although there is a central Confederation military command, the member-states have their own independent militaries that make up a significant portion of the armed forces.

8. Technology and Corporations. The Solomani don't have mega-corporations. Their mindset is for smaller organizations acting independently. Technology isn't restricted and research is constantly being conducted. The Solomani are experts at biotech and genetic engineering. Yet their overall tech level lags behind the Imperium. Some of this is due to the effect of the Rim War and the Solomani system results in redundant research and a duplication of efforts.

9. Peoples of the Confederation. No, the Solomani Sphere isn't composed just of the Solomani. There is a surprising diversity of races. Genetic Solomani, genetically enhanced humans, non-Solomani humans, uplifted races, aliens, androids, and sentient machines. That list isn't complete either. Of course, races have varying degrees of acceptance within the Confederation.

The above is a very brief synopsis of the stuff that has been developed. Most of it is available to read in HMG documents, or can be found in the Genie libraries. I would love to hear comments from any interested parties. I can be contacted at 55 Brunswick Ave., West Hartford, Ct 06107, or e-mail at PCELELLA on Genie.

What I hope we have accomplished is a clearer picture of the Solomani that will be interesting for adventurers. I also hope it is a more realistic portrayal of our descendants. And remember, regardless of your feelings about the Solomani, they are presently the largest human empire in existence. This is just personal, but I always preferred adventuring in the Solomani Rim to the Spinward Marches. Being a Solomani, I like playing them or extrapolating cultures for them from those we now live in. Never understood why the Sphere wasn't as fully developed as other Traveller regions.

All power to the Solomani! Return the Sphere to its rightful Terran rulers - the true Men of Sol!

by Peter Celella

The societies of the Solomani Sphere, having evolved under special circumstances, are unique in human occupied space. Most Solomani worlds were never part of the First Imperium, and many were never members of the Terran Confederation. The Solomani worlds survived the Long Night by forming various alliances of worlds for mutual defense and trade. Most Solomani worlds have never experienced a strong interstellar government. When the "Charter for Confederation of the Free Solomani States" was formulated in 871, two objectives were primary in the signers' minds. Most importantly, the Solomani States sought to preserve their independence from the strong Imperial interstellar government. Disregarding ideological differences with the Imperium, this was the major impetus behind the founding of the Confederation. The second objective was to provide for the mutual defense of the Solomani States, both from internal strife, and external threats such as the Imperium or the Aslan.

The major representative body of the Confederation is the Secretariat. Member states or worlds of the Confederation choose their representatives by whatever means they deem appropriate. Some are freely elected, while others are appointed by dictators, monarchs, or oligarchies. Some seats in the Secretariat are hereditary positions. Worlds and states conquered by the Imperium during the Solomani Rim War are given non-voting seats until their return to the Confederation. The number of seats held by any individual world or state is determined by their economic contribution to the Confederation. The Secretariat serves mainly as a forum for discussion of issues of mutual concern. Trade, military, and tax disputes are presented before the body of the Secretariat, which then can vote in favour of one position or another. On most occasions, the states of the Confederation will voluntarily abide by the decisions of the Secretariat, and in theory, the Confederation government cannot force compliance. The Secretariat also can make no laws interfering with the internal affairs of any member government. Over the years though, a precedent has been set that in the event of non-compliance with a Secretariat's decision, a threat to the security of the Confederation results, the Secretary General can dispatch troops with the approval of the Secretariat. This provision has been interpreted loosely in recent years, and is a cause for friction between the local states and the central Confederation government. The Secretariat serves other functions in addition to its legislative one. Most importantly, the Secretariat elects the Secretary General. The Secretariat can also recall the Secretary General or can overrule any High Council directive by a 75% majority vote. The Secretariat, as the representative body of the Confederation, serves as a check on the powers of the Secretary General and the High Council. The provision that no legislation can be passed by the Secretariat without a 75% majority, is seen as a check of the Confederation's powers over its individual member states.

The Secretary General is commonly thought by other interstellar states to be the most powerful individual in the Solomani Confederation. The Secretary General is elected by the Secretariat to an indefinite term and remains in office as long as he retains the confidence of both the Secretariat and the High Council. Since the Secretary General also holds a representative's seat in the Secretariat, he can be recalled from that seat by his homeworld, thereby losing his position as Secretary General. The Secretary General is the chief executive officer in the Solomani Confederation and the Commander-in-Chief of its military forces. The Secretary General nominates new candidates to vacant positions on the High Council and possesses two votes on that council. Candidates nominated to the High Council must first be cleared by the SolSec Coordinator before being approved.

The High Council

In the years following the Solomani Rim War, much of the blame for the Solomani defeat was attributed to the lack of cohesive cooperation between the delegates of the Secretariat. It was realized that that body was incapable of responding quickly in the event of emergencies. In order to rectify this deficiency, the Solomani Party created the High Council. This body was to be composed of experts from various political and scientific fields, and would be given executive authority to issue directives and more efficiently operate the government.

Now the High Council, as an instrument of the Solomani Party itself, is usually the most powerful political force in the Confederation. A member, once nominated by the Secretary General, cleared by SolSec, and approved by 7 Council votes, remains in office until death, voluntary retirement, or expulsion by a majority vote of the Council members. In practice, the members of the High Council have more executive authority than the Secretary General or the Secretariat, especially in periods when the influence of the Party is high. The ten positions on the Solomani High Council are: the Secretary General, the Grand Admiral of the Solomani Fleets, the General of the Massed Solomani Armies, the Minister of Economics, the Minister of Foreign Affairs and Colonization, the Minister of Genetics, the Minister of Justice, the Minister of Information, the Minister of Science and Technology, and the SolSec Coordinator. Each member of the High Council has an extensive bureaucracy associated with his office, and is often found working at cross-purposes with the other members. Most decisions affecting the welfare of the Confederation are decided by the High Council, and are usually approved by the Secretariat. The individuals comprising the High Council are the most powerful and feared in the Confederation.

Notes on using the Confederation Government for adventures:

The government of the Solomani Confederation is a vast, convoluted bureaucracy where factionalism, intrigue, and plotting are commonplace. At the lower level of the Secretariat, rivalries between various regions are the usual cause for friction in that body's debates. Adventurers serving a patron from one faction, can easily make enemies of representatives of another faction. In order to avoid problems in one area of the Solomani Sphere, adventurers may take actions that will be viewed unfavourably in another area. It is important to realize that the Solomani Confederation is not as cohesive a political system as the Third Imperium, and its many member states take great pride in their own cultures and independence. A loose analogy of how the Confederation operates in theory would be the Unified European Democracies of the early Terran 21st century.

The Solomani High Council is a unique system though. There are actually three power poles that are sometimes referred to as the triad structure of the Confederation Government. These three power centers are the Secretary General/Solomani Party, the two military Councilors, and the SolSec Coordinator. The Secretary General represents the Secretariat in the High Council, and also serves as Chairman of the Solomani Party. The military representatives to the Council, as in most past Terran cultures, view priorities in a framework that is vigilant to and somewhat paranoid of outside threats. The SolSec Coordinator is the most feared position in the Solomani government. The Coordinator commands the intelligence apparatus and secret police force, with the ability to initiate actions that can expell anyone from the Party. The most overwhelming concern of the Coordinator is the preservation of the Solomani Cause. The various other members of the High Council shift their cooperation from each of the three power centers depending on what is viewed as most politically expedient. Adventurers who become acquainted with one of the High Councilors or their deputies enter a cloak-and-dagger world of intrigue and power-brokerage.

POLITICAL FACTIONS OF THE CONFEDERATION GOVERNMENT

EXPANSIONIST

There are many corporations and member-states wishing to aggressively enlarge the Solomani Sphere. Some want new colonies founded to rimward. Others wish to expand into Asian or Hiver space. Corporations want to find more resources and markets to exploit. This faction is encouraging exploration.

ISOLATIONIST

This faction is in favor of limiting further expansion of the Solomani Sphere until political power and economic resources are further consolidated.

PRO-IMPERIAL

The worlds and factions that don't want war with the Imperium. They feel it is bad for business and trade. They would like to regain the worlds from the Imperium through political and diplomatic channels.

ANTI-IMPERIAL

The factions who are willing to use military means to retake the Solomani worlds from the Imperium. Some even wish to conquer the entire Imperium.

CENTRISTS

The faction that is working for greater centralization of the Confederation government. Obviously SolSec and many of the High Council members. SolSec because it wants more power and control, and others because they feel that centralization is necessary for more efficient government.

STATE RIGHTERS

Many of the Secretariat representatives. The member-states resent the growing power of the central government. Some feel that the Charter of Confederation has been violated. Want a return to the former loose alliance structure of the Confederation.

REACTIONARY

The most important political faction at the level of interstellar government. Embodies the ardent believers in the Solomani Cause. Although a minority of the Solomani population, this faction has dominated interstellar politics in the Confederation since its founding. Among the many sub-factions this group contains are:

Conservatives: Middle-line proponents of the Solomani Cause.

Racists: Concerned with controls on non-Solomani and most particularly on non-humans. This ranges from those that want to secure special privileges for Solomani humans all the way to those advocating alien death camps.

Traditionalists: These desire the conquest of the Imperium and assurance of a Solomani line on the Iridium Throne. Within the Confederation, they are also usually the ones to seek the restoration of the Imperial system within the Sphere. Many of these members are from wealthy families that technically still hold Imperial patents of nobility.

Extremists: Advocate the conquest of all human occupied space, including the Zhodani Consulate. Some also speak of the ultimate domination of all charted space.

REFORMISTS

In varying degrees, believers in more rights for non-Solomani. Do not wish racist and ideological warfare with the Imperium. Wish to reform the Confederation government structure. Has supporters in all branches and levels of the government.

MEMBERSHIP STATUS OF STATES IN THE SOLOMANI CONFEDERATION

MEMBER-STATE:

Political or commercial groupings of multiple star-systems with their own central government. These states have their origins in the interstellar governments that existed prior to the Charter for Confederation. Within the Confederation, member-states have such local autonomy and are usually self-governing. They do respect the ultimate authority of the Confederation government in matters of general concern and mutual defense. As long as member-states have not demonstrated disloyalty to the Confederation, they are allowed to maintain their own independent military forces.

INDEPENDENT:

Individual worlds that had independent planetary governments before the Charter for Confederation. These worlds are granted the right of self-government only within their own star systems. Unless very rich, independent worlds do not pull as much political weight as member-state governments. Independent worlds are encouraged to form Home Guard militia units, but usually do not have sizable, independent armed forces.

ASSOCIATE:

Associate status is accorded worlds founded since the Charter for Confederation that were officially colonized and supported by the Confederation government. The Ministry of Foreign Affairs and Colonization has been very active in promoting Confederation colonies. Efforts are made in these colonial endeavors to recruit settlers from a wide range of ethnic and cultural origins. These worlds generally have populations and governments that owe loyalty directly to the central Confederation government.

PROTECTORATE:

These worlds fall into two categories. In the first are those worlds that have either demonstrated disloyalty to the Confederation, or have been devastated by warfare or natural disaster. In such cases, the Confederation has assumed control of the planetary government until unrest is eliminated and stability returns. In the second category are those worlds whose populations are either totally or predominately alien or non-Solomani. If the loyalty of such worlds are unquestioned, it is possible that the right of self-government might be granted. In any case, Confederation advisors are always assigned to these worlds along with Party liasons. Protectorates are closely scrutinized by SolSec monitors.

In the Imperium, interstellar government is managed by the Emperor and the Nobility, while individual worlds are left to run their own affairs. A vaguely similar situation can be said to exist in the Solomani Confederation. Although the Confederation does not hold the principle of non-interference in the same regard as the Imperium, as long as individual worlds and multi-world member-states pay their taxes, contribute to the general defense, and do not blatantly violate the doctrines of the Solomani Movement, they are allowed to pretty much deal with their own internal affairs. The central government is concentrated on key worlds and systems with type A or B starports. The Party also regulates interstellar trade, maintains military bases, monitors interstellar communication, and promotes the prosperity of official Party factions on at least the high population worlds.

All representatives and officials of the central government are required to be members in good standing of the Solomani Party. This organization was originally created to achieve the Solomani Cause - the concept that the Solomani, as the original humans of Terra, are best suited to govern humanity. Over the centuries since its formation, the Solomani Party has become an umbrella organization containing a great many philosophies and approaches to vital problems. It is for this reason, along with the diverse and independent Solomani mind-set, that the Party is divided into various factions. Opinions on policy and approaches to goals vary depending on individual local cultures and histories. SolSec agents monitor the flourishing factions of the Confederation to make sure they do not violate the Solomani Cause.

The Solomani Party is organized as a bureaucratic hierarchy of committees and ruling councils, with ten cells forming a committee, ten committees forming a supervisory committee, until finally, ultimate authority is embodied in the High Council. Although membership is automatically granted to all Solomani, many do not participate. Many worlds and member-states lie in remote backwaters of the Confederation, and have only occasional contact with the central government. Many others are in disagreement with the basic principles of the Party. Some individuals feel loyalty only to their traditional, local rulers, who may choose not to actively participate in the Party structure. In these cases, it is common for a Confederation liaison to be appointed to deal with the population of these indifferent worlds.

THE REFORM MOVEMENT

In the years since the end of the Solomani Rim War, the Party has been gradually increasing its power and influence. Immediately following the war, the worlds of the Confederation were economically devastated, politically divided, and the threat of the Imperium resuming its conquest was a distinct possibility. The Party served as an unifying force to rally the peoples of the shattered Confederation. It was able to expand its power base by taking advantage of Solomani racial pride and paranoia. Using the concentration of executive political power in the newly formalized High Council, the Party rebuilt the economy, reformed the military, and provided assistance to those stricken by disasters.

Following the post-Recovery period, the Party initiated a massive propropaganda campaign to convince indifferent individuals and member-states to wholeheartedly embrace the Party and Confederation Government. Solomani Youth Leagues were founded to win over young minds on key worlds. New starports and trade lanes were opened to bring the "benefits" of Confederation rule to previously remote and isolated regions. Colonies were founded composed of politically "correct" individuals who would owe primary allegiance directly to the Confederation. Alien races and non-Solomani were portrayed as the scape-goats for any failed projects. Official curricula were highly "recommended" for adoption by educational systems in the member-states. In order to gain the security and protection offered in return for social compliance, the worlds of the Confederation were bit by bit selling their independence to the Solomani Party.

Eventually, many worlds (some without any non-Solomani populations) began to realize the mistake they had made. Protests and uprisings demand a return to the old forms of the Confederation government. Moralists insist that an intellectual basis for Solomani rule must be accompanied by a greater tolerance for other races. This social phenomena has become known as the Reform Movement. So far, the Party has prevented confirmed reports of the Reform Movement from leaving the Confederation, and it hopes that Solomani military successes against the Imperium will quiet the demonstrations. Unfortunately for the Solomani hard-liners, many Secretariat delegates have given covert support to the Reform Movement, and it is even rumored that some of the High Councillers have sided with the Reformists.