

It sounds to me that this hiatus we're in is taking a serious toll on Traveller's core group of players. These are people who have been with the game since Classic Traveller.

HIWG(UK) is perhaps the most telling example. That was a dynamic group with the vigor to produce a very impressive publication, *Signal GK*. They were my fourth candidate to take over HIWG leadership after Ed Edwards' departure. Now, as reported in *AABP#19*, they might be on the verge of disintegration -- a sad situation indeed.

HIWG has slumped over all. I don't mean in number of members -- that has declined an expected amount, but not like some drop-offs we've experienced in our history. Rather, folks aren't exchanging ideas, designing vehicles, writing supplemental rules, or creating areas of space to the degree they used to. Activity is beginning to stagnate, and how could it be otherwise in this transition?

Funny, but this is the period of time when HIWG might have the most impact on the game. Consider what happened at the beginning of *MegaTraveller*. HIWGs started writing up ideas which we in turn circulated through *Tiffany Star*. Lo and behold, GDW borrowed our material to help fill out *Rebellion Sourcebook!*

We are in much the same situation right now. GDW knows what directions they want to take the game setting. But a lot of the development is fuzzy, and probably will be for a good while yet.

So, to take advantage of the situation, I gave Dave Nilsen a call and proposed that we develop and support an area of space for *New Era*, publishing it in *Imperial Lines*. Dave was very receptive, so we are going ahead.

RESERVED SETTING

Our objective is to create a campaign area that can serve as a model for *New Era* role playing. To do that, we must re-scale our thinking by orders of magnitude. In place of the Imperium, we have a small star cluster. Instead of sectors, we have individual systems. On this level, the interaction of factions and families on a single world can have interstellar importance.

Our pocket empire (which I will tentatively call the *Nolan League*) is the cluster of worlds all within 2 parsecs of Kaggushus (Massilia 0402). I have several reasons for this selection.

- A Massilia campaign allows players to reuse some maps and material from GDW's *Knightfall*.
- Its far enough away from Diaspora to minimize interference with official support there (but is still in reach).
- Kaggushus was once named Hub/Ershur, capital of the Rule of Man! Digest Group overlooked that when they worked up the Massilia setting.
- It touches on Dagudashaag, the Rebellion area developed by HIWG(UK).

- Its also possible to incorporate the Depot (Massilia 0301) and Reference (Massilia 0000) into the campaign.

The area "reserved" for us is the spin-coreward quadrant of Massilia, subsectors A, B, E and F. Its not strictly reserved in the sense that GDW will never publish anything that involves the area. Rather, they maintain the right to go into there if they need to. But if so, they won't contradict what we've published (which sounds even better than strict reservation).

The Nolan League, and its few client states, are in subsector A. Many worlds, even in this subsector, are still unvisited at the beginning of the New Era. The three adjacent Massilia subsectors are unknown space, and are the subject of IL adventures and support. We will leave alone other adjacent subsectors in Dagudashaag, Zarushagar, and Core. Referees running a Nolan League campaign can develop these areas as they like.

As the campaign opens, Kaggushus has a UWP of A442AA6-C. Count Eric Nolanar rebuilt the interstellar economy in Kaggushus's immediate vicinity. Starships regularly travel among the worlds, and a few ship yards are now in operation. A small navy patrols the spacelanes, conducting inspections, performing rescues, and keeping in check the few instances of piracy.

Ships are beginning to venture beyond the bounds of the Nolan League. Some are going out on predatory missions, looting ruins or even raiding defenseless cultures in the absence of an interstellar authority. Few are on benign missions, surveying or fact finding or making diplomatic contact for the League. Between these we have the merchantile corporations, establishing trade with outlying worlds willing or not.

All of these groups come from the Nolan League, and are often in conflict or competition. Corporations will vie with on another, as will ships subsidized by different League worlds. Likewise, men of honor and the sympathetic hearted will strive to protect the weak from ravishing raiders.

Its even possible that there might be political entities in space competing with the League as a whole. However, given the scarcity of pocket empires, we are assuming there is no multi-world interstellar government in any subsector adjacent to the Nolan League. This doesn't rule out, though, the possibility of a couple of worlds in the quadrant having individually returned to space on their own.

We could also have out there spacefaring groups with no home port, subsisting on the ruins of the Imperium. The collapse had left behind innumerable ships, orbital installations, bases, and class A starports. With a little technical know-how, a group could begin reclaiming these things to support raiding. (Note that booty from such raids is probably considered contraband within the League, so smuggling and the blackmarket is very active.)

KAGGUSHUS

To provide a seed for others to start building on, I'll present some preliminary material here about the setting. This could potentially change depending on feedback or even better ideas.

Kaggushus is a cool world orbiting a gas giant. Its about the size of Mars, but denser. The atmosphere is thin with a sulfur taint. A broad, hazy ring system circles Kaggushus itself.

The original Vilani population occupied what little lowland territory there was, bordering the one major ocean. During the Rule of Man, immigrants settled the rest of the world. These were humans from Terra's mountain regions and from other thin atmosphere environments.

The Rule of Man took the island of Arsanus as its own seat. This was actually the central spike of a giant, 300,000 year old impact basin. After the Rule of Man, wars ruined the magnificent buildings on the island. During the Third Imperium, land on Arsanus was either reserved as noble fiefs or used in supporting the heavy tourist trade. One of the estates served as the headquarters for the Honorable Order of the Arrow (a knighthood recognizing interstellar explorers).

After the Rebellion, the Imperial nobles on Arsanus were evicted from the island, but permitted to keep the industries they owned. A succession of civil wars changed the government many times. Arsanus, symbol of political control, was again ruined in the struggles.

Through this, Kaggushus always maintained an interplanetary capability. It had important settlements throughout the system, so it never let its own starport rating drop below B.

The nobles remained unswerving neutral in the political struggles to keep their many corporations from being nationalized. But the instability took a toll on the economy. As the world declined, so did noble wealth.

In a daring move, Count Eric Nolanar intervened soon after he inherited his title. Promising political stability and long term plans to restore Kaggushus, he united the world and retook Arsanus. The other noble families had little choice but to follow his directions in applying their resources, but all reaped dividends in the resurging economy.

True to his promise, Nolanar rebuilt the ship yards. He invested in neighboring worlds by rebuilding starports there, and soon forged an economic partnership with them.

Nolanar has restored the Honorable Order of the Arrow. Currently, the leaders of that age old knighthood are those that made contact with Kaggushus's new ally worlds. Many new members to the order are expected as the Nolan League looks further outward.

NOLAN LEAGUE

What follows is a shot at the world stats for the systems around Kaggushus. For now, they might change (especially law and government codes) if contributors need them to to accommodate their ideas.

PRE-REBELLION

Name	Hex	UWP	B	Codes/Comments	Z	PBG	AI	Stellar	Data
Color	0301	B78A777-C	D	Wa Ri Depot		300	Im	F6	V
Ralton	0303	C9B58A9-8	S	Fl		413	Im	F1	V M5 D
Fournier	0304	B641764-A		Po		405	Im	G0	D
KAGGUSHUS	0402	A442AA7-G	Hi	In Po Cp		904	Im	F1	D
Cleves	0403	A566422-E	Ni		A	512	Im	K1	VI
Towering	0501	B6548AC-B				600	Im	G4	V M2 D
Cronin	0502	B55205A-A	N	Ni Po Lo		903	Im	F6	V M2 D
Ershur	0504	B386521-B	N	Ni Ag		923	Im	K5	D M7 D M9 D
Tigma-tel	0601	E5536A9-5	Ni	Po		424	Im	M1	D
Chamati	0602	B253364-D	Ni	Po Lo		510	Im	F8	VI

NEW ERA

Name	Hex	UWP	B	Codes/Comments	Z	PBG	Al	Stellar	Data
Color	0301	A78A776-A	Ri	Wa		600	N1	F6	V
Ralton	0303	E9B5600-4	F1	Ni Doomed	R	213	Na	F1	V M5 D
Fournier	0304	C641733-8	Po			705	N1	G0	VI
KAGGUSHUS	0402	A442AA6-C	N	Hi Po In Cp		804	N1	F1	V
Cleves	0403	B566655-9	Ag	Ni Ri		612	N1	K1	VI
Towering	0501	A654852-C	N			300	N1	G4	V M2 D
Cronin	0502	C552543-8	Ni	Po		803	N1	F6	V M2 D
Ershur	0504	B386645-8	N	Ag Ni Ri		123	N1	K5	V M7 D M9 D
Tigma-tel	0601	E5536AD-5	Ni	Po	A	224	Na	M1	IV
Chamati	0602	D253334-7	Lo	Ni Po		710	Na	F8	VI

To arrive at New Era stats, I used *Hard Times* as a loose guide.

I assumed thousands of refugees escaped Ralton, 'invading' low pop worlds like Cleves and Cronin. Survivors on Ralton are xenophobic and resent the technical elite who abandoned them.

Investments from Kaggushus improved starports, and built the class A ports at Color and Towering. Color specializes in refurbishing older ships rather than laying new hulls. Towering might have started building starships on its own had it not been invited into the League first.

Some stars were deliberately changed. Dwarf stars, for instance, would be unlikely to have hospitable worlds. Changing stars that have been published to more sensible ones was discussed during the Traveller Writers' Conference.

SUPPORT

As you can see, we'll need a great many things from contributors. But, while we're looking for exciting ideas, they must necessarily be conservative as well. The League should be representative of the kinds of things happening around other pocket empires, and not exceptional.

What follows are some ideas people might give some thought to:

Interworld Politics: The Nolan League is not a homogeneous society. After 70 years of minimal or no contact, the worlds have drifted apart culturally. The League is a cautious alliance with each world remaining wary of being taken advantage of.

Corporations: Many corporations are associated with single worlds, and so will be sensitive to the interests of their respective home worlds. However, multi-world corporations (our equivalent of megacorporations) also exist with vested interests in the success of the Nolan League, but might often be in competition with one another.

Nobility: The nobility play an important role on Kaggushus, and from its influence, Imperial noble families in the League might have renewed importance on neighboring worlds as well. To help bind worlds together, Count Nolanar would sure encourage intermarrying across space. Some noble houses might also have branches on other worlds with whom they are reestablishing relations.

Timers Club: We can assume one exists on Kaggushus (see *Digest #21*). This provides an easy method of bringing player characters forward from the MegaTraveller era.

Aliens: Hivers are definitely present, but what is their role?

We might assume some Aslan are also here, perhaps an Imperial clan rewarded with a noble fief on Arsanus. Newts could also have a settlement and have important roles as administrators. Of local races, we must be sure not to exceed 2 per subsector.

Clients States: A few worlds, say within 6 parsecs of Kaggushus, might have much to contribute to an interstellar society, but are not close enough or not yet ready to become full members of the Nolan League. As client states, they may purchase starships and receive aid in constructing starports.

Rival Worlds: As mentioned earlier, a couple worlds in the quadrant might be in a situation where they have a space capability of their own. But most conflict probably should originate from disagreements and clashing interests among groups from within the League.

Psionics: A psionic institute could exist on Kaggushus. But it might be more interesting to assume its on Yagas (0707 B566AFC-E circa 1120), possibly a client state.

As a proposal, the PsionicSuppressions (800-826) set off a world-wide obsession to eliminate psionics, which eventually turned the world into a totalitarian state. The people overthrew the government after the Rebellion. The "witches" aided the revolution, and so were reinstated. But they are still mistrusted and avoided. Today, many are finding employment off-world, often among less reputable groups.

Order of the Arrow: Knighthood in the original order might be a reward to interstellar explorers. But, Nolanar could also use this as a reward for honorable service to the League while beyond its boundaries. For instance, its in the interest of the League to oppose world looters, raiders, smugglers, and pirates since they jeopardize the League's future and growth. Characters who do something especially meritorious to counter them might be candidates for knighthood. The new role of the order might be reminiscent of the Travellers' Aid Society and Octagon Club.

News Items: Since the Traveller News Service will surely exist only spinward of the Rift, we should invent a different but similar organization to potentially author news items in *Imperial Lines*.

Emblems: These add some welcome color that I would like to include in *Imperial Lines*. Each world has its own emblem that it uses on its ships. They probably don't reflect the designs used on their respective flags or coats of arms, but are symbols created for the convent use of the Navy and Starport Authority.

As a typical design, lets use the symbol for the Rule of Man (see *Alien Module 6 - Solomani*). People designing emblems should stick to circles, swept circles, and right angles. Use no non-right angles or non-circular arcs.

The Nolan League itself will also need its own emblem, as will the multi-world corporations. But we might pick a different design convention to distinguish emblems for corporations from those of worlds.

Keep in mind that things I accept for the setting will not necessarily see print in IL -- what we publish will depend on the needs of each issue. But I will keep material on file as a reference in building up a picture of the setting. In sending material, though, I ask that you do not mix other correspondence with it. That way I can separate and file things appropriately.

ARTICLES FOR IMPERIAL LINES

What we need most of all are short adventures into unknown space around the Nolan League. Thinking in terms of *Star Trek* helps in coming up with ideas. But there are other sources of inspiration as well, such as Asimov's *Foundation* series. In visiting a new world, its culture is often its most interesting aspect, and Asimov handled this very well. Cultures were much more than window dressing in his stories.

Each issue, I would like to present a world sheet in the basic format developed by DGP. If it goes along with the TNE adventure for the issue, all the better. If not, then we can use it to present one of members worlds of the Nolan League.

Library data and news items are good especially if they suggest adventuring ideas. Same for personalities. These can be people player characters are likely to meet. But they may also be people in very high stations, even Count Eric Nolanar, because discussing such people can also reveal more about the setting.

We will probably present a chart of our quadrant to start with. Unknown data will not be filled in, but will be left to future issues. Subsequent issues might show adjacent, non-Massilia subsectors, again probably with nothing but physical data. These are for referees to use, and we won't add to that data in *Imperial Lines*.

This might not begin until IL#6, though. With the slip of TNE to April 1993, we are currently thinking of making IL#5 our space encounters and *Hard Times* issue. This being the case, we would like to ask someone in HIWG(UK) to send us circa 1128 data and a short *Hard Times* description of Laraa Subsector, Dagudashaag-P. Conceivably, the economic cooperative in the Kadushi Cluster could form a *Hard Times* polity. I'll need to hear from someone soon.

By presenting Laraa Subsector now, we can show more than just physical data. This helps preserve the background developed in *Signal GK*. Referees can extrapolate from the 1128 data rather than create a TNE setting from scratch.

Imperial Lines #5 will be our *Hard Times* and space encounters issue. We are looking for material that supports the *Hard Times* setting, but also articles on convoys, star mercs, piracy, ship defense systems, and perhaps encounters in unsafe spaceways.

Astrogators' Guide to Diaspora Sector is in the GDW warehouse as I write this. We will see it soon.

In your opinion, what are HIWG's strengths? What has HIWG been doing right? Geo Gelinas, our new chief, is interested in learning this as we make decisions regarding our future course. Let me know and I'll pass it along to Geo.

Non-members reading this are invited to join the History of the Imperium Working Group. Membership costs \$12 (US) and includes 6 issues of *AAB Proceedings*. Send dues to:

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Dagudashag

Core

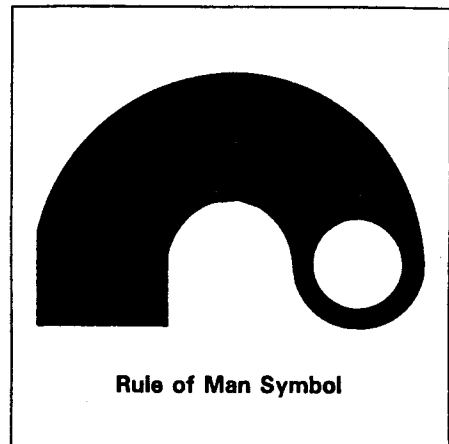
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Zarushagar

Massilia

NOLAN LEAGUE



Rule of Man Symbol