CONTENTS
Chairsophant Letter (Ed Edwards) .......... 1
What in the Stars (Mike Mikesh) .......... 1
Commentary on the Domain of Deneb
(John C. Meyers; replies by Marc Miller) .. 2
Peace Finally Comes (courtesy Marc Miller) .. 3
Approximate Fleet Strengths
(courtesy Marc Miller; chart by Ed Edwards) .. 5
HIWG Guide Map (Ed Edwards) ......... 7
Status of War (Craig Sheely)........... 8
Personality: Marsh (Ed Edwards) ......... 9
Propagation of News of Strep's Death ..... 10

HIWG CHAIRSOPHANT LETTER
December 1987
Normal, OK, USA, Terra

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

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

The reason for relating the details is to help
the Traveller referee set adventures within the
Imperium. The most interesting of the adventures coming out of the first ten years of
TRAVELLER occurred in the border regions of the
Spinward Marches and the Solomani Rim. Now, for
Continued on page 9

WHAT IN THE STARS

Welcome to HIWG and the first issue of TIFFANY
STARR.

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

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

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

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

Mike Mikesh
COMMENTS ON THE
DOMAIN OF DENEB

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

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

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

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

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

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

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

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

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

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

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

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

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

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

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

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

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

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

See also Border Worlds.

Continued on page 4
Peace Finally Comes

Circa 1125

The Imperium at the height of its power.

[Map of the Imperium and its regions, including the Spinward Marches, Restored Vilani Empire, Helish Federation, The Aslan Hierate, and The Solomani Confederation.]

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

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

The real issue of all this is whether Norris can take effective control and retain it. If so, then he can gradually rebuild his losses and eventually stabilize the situation. If not, then the area will fragment heavily as trade breaks down completely and others move into the power vacuum. The most difficult part for Norris will probably be when he must accept that his domain is no longer a part of the Imperium. He must work hard to keep it together without the whole Imperium behind him. If he can succeed in bringing together the many diverse elements within his domain he can build a strong empire that may be able to retake some of the former areas of the Imperium and its splendor.

Norris declared his own allegiance to the Imperium as soon as the problems began. In many ways, he treated events as if the Imperium were still operating properly and in full force. The only real problem that the Imperium (from Capital) could not respond to him and his needs in a timely way (so real change from previous anyway).

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

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

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

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

The problem is that starships are relatively fragile in combat.

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

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

<table>
<thead>
<tr>
<th>Leader</th>
<th>Sector</th>
<th>Core</th>
<th>1116</th>
<th>1117</th>
<th>1118</th>
<th>1119</th>
<th>1120</th>
<th>1121</th>
<th>1122</th>
<th>1123</th>
</tr>
</thead>
<tbody>
<tr>
<td></td>
<td></td>
<td>1000</td>
<td>900</td>
<td>800</td>
<td>700</td>
<td>600</td>
<td>500</td>
<td>400</td>
<td>300</td>
<td>200</td>
</tr>
<tr>
<td></td>
<td></td>
<td>800</td>
<td>700</td>
<td>600</td>
<td>500</td>
<td>400</td>
<td>300</td>
<td>200</td>
<td>100</td>
<td>---</td>
</tr>
<tr>
<td></td>
<td></td>
<td>800</td>
<td>700</td>
<td>600</td>
<td>500</td>
<td>400</td>
<td>300</td>
<td>200</td>
<td>100</td>
<td>---</td>
</tr>
<tr>
<td></td>
<td></td>
<td>200</td>
<td>100</td>
<td>---</td>
<td>---</td>
<td>---</td>
<td>---</td>
<td>---</td>
<td>---</td>
<td>---</td>
</tr>
<tr>
<td></td>
<td></td>
<td>400</td>
<td>300</td>
<td>200</td>
<td>100</td>
<td>---</td>
<td>---</td>
<td>---</td>
<td>---</td>
<td>---</td>
</tr>
<tr>
<td></td>
<td></td>
<td>1000</td>
<td>900</td>
<td>800</td>
<td>700</td>
<td>600</td>
<td>500</td>
<td>400</td>
<td>300</td>
<td>200</td>
</tr>
<tr>
<td></td>
<td></td>
<td>800</td>
<td>700</td>
<td>600</td>
<td>500</td>
<td>400</td>
<td>300</td>
<td>200</td>
<td>100</td>
<td>---</td>
</tr>
<tr>
<td></td>
<td></td>
<td>200</td>
<td>100</td>
<td>---</td>
<td>---</td>
<td>---</td>
<td>---</td>
<td>---</td>
<td>---</td>
<td>---</td>
</tr>
<tr>
<td></td>
<td></td>
<td>2500</td>
<td>2100</td>
<td>1700</td>
<td>1400</td>
<td>1100</td>
<td>800</td>
<td>600</td>
<td>400</td>
<td>---</td>
</tr>
<tr>
<td></td>
<td></td>
<td>1000</td>
<td>900</td>
<td>800</td>
<td>700</td>
<td>700</td>
<td>600</td>
<td>600</td>
<td>500</td>
<td>400</td>
</tr>
<tr>
<td></td>
<td></td>
<td>800</td>
<td>700</td>
<td>600</td>
<td>500</td>
<td>500</td>
<td>400</td>
<td>300</td>
<td>300</td>
<td>200</td>
</tr>
<tr>
<td></td>
<td></td>
<td>2600</td>
<td>2300</td>
<td>2000</td>
<td>1700</td>
<td>1600</td>
<td>1400</td>
<td>1300</td>
<td>1100</td>
<td></td>
</tr>
<tr>
<td>Vland</td>
<td>Vland</td>
<td>800</td>
<td>700</td>
<td>600</td>
<td>500</td>
<td>400</td>
<td>300</td>
<td>200</td>
<td>100</td>
<td>---</td>
</tr>
<tr>
<td></td>
<td>Lishun</td>
<td>800</td>
<td>700</td>
<td>600</td>
<td>500</td>
<td>400</td>
<td>300</td>
<td>200</td>
<td>100</td>
<td>---</td>
</tr>
<tr>
<td></td>
<td>1600</td>
<td>1400</td>
<td>1200</td>
<td>1000</td>
<td>800</td>
<td>600</td>
<td>400</td>
<td>200</td>
<td>100</td>
<td>---</td>
</tr>
<tr>
<td>Antares</td>
<td>Antares</td>
<td>800</td>
<td>700</td>
<td>600</td>
<td>500</td>
<td>400</td>
<td>300</td>
<td>200</td>
<td>100</td>
<td>---</td>
</tr>
<tr>
<td></td>
<td>Empty Quarter</td>
<td>200</td>
<td>100</td>
<td>---</td>
<td>---</td>
<td>---</td>
<td>---</td>
<td>---</td>
<td>---</td>
<td>---</td>
</tr>
<tr>
<td></td>
<td>Julian Fleets</td>
<td>1000</td>
<td>2200</td>
<td>2100</td>
<td>1900</td>
<td>1700</td>
<td>1500</td>
<td>1300</td>
<td>1100</td>
<td>900</td>
</tr>
<tr>
<td></td>
<td>1000</td>
<td>2200</td>
<td>2100</td>
<td>1900</td>
<td>1700</td>
<td>1500</td>
<td>1300</td>
<td>1100</td>
<td>900</td>
<td>700</td>
</tr>
<tr>
<td></td>
<td>1000</td>
<td>900</td>
<td>800</td>
<td>700</td>
<td>600</td>
<td>500</td>
<td>400</td>
<td>300</td>
<td>200</td>
<td>100</td>
</tr>
<tr>
<td></td>
<td>4000</td>
<td>4400</td>
<td>3800</td>
<td>3200</td>
<td>2800</td>
<td>2600</td>
<td>2400</td>
<td></td>
<td></td>
<td></td>
</tr>
<tr>
<td></td>
<td>4000</td>
<td>3000</td>
<td>2000</td>
<td>1000</td>
<td>400</td>
<td>300</td>
<td>200</td>
<td>100</td>
<td>---</td>
<td>---</td>
</tr>
<tr>
<td></td>
<td>4000</td>
<td>3000</td>
<td>2000</td>
<td>1000</td>
<td>400</td>
<td>300</td>
<td>200</td>
<td>100</td>
<td>---</td>
<td>---</td>
</tr>
<tr>
<td></td>
<td>4000</td>
<td>3000</td>
<td>2000</td>
<td>1000</td>
<td>400</td>
<td>300</td>
<td>200</td>
<td>100</td>
<td>---</td>
<td>---</td>
</tr>
<tr>
<td></td>
<td>5200</td>
<td>4700</td>
<td>4000</td>
<td>3300</td>
<td>3000</td>
<td>2800</td>
<td>2600</td>
<td>2400</td>
<td></td>
<td></td>
</tr>
</tbody>
</table>

TIFFANY STAR #1 -- Jan-Feb 88 -- page 5
as they are; he (and its citizens) will develop a
rightful resentment of the Imperium and its
non-involvement. There will come a day when the
Domain of Deneb feels itself independent. There
will come a day when the Imperium tries to
reassert its claim on the Domain, and the Domain
will resist.

GENERAL

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

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

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

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

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

Of course this does not mean that businesses
and Megas will suddenly go away. Far from it.
But what will happen is that the larger
corporations will be forced to operate with each
of its components acting even more autonomously
than ever before. This also represents some great
opportunities for the smaller, regional companies
to jump in and sell the stability they have due to
their size. I wonder how the Oberlindes (Marc
and Sergei) will fare in his environment. I would
expect that we will see a lot of them in the time
to come.

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

GOVERNMENT NOTES

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

The second thing that an interstellar
government gives its member states is a stable
trade system. A universal currency, standard
trading procedures, and safe spacers all help
to keep trade going and economies moving. In
addition, the Imperium (and other small

governments) can subsidize portions of the trade
routes. This helps to spread the wealth and
encourage development in otherwise back water
areas.

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

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

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

What happens to the tax rules and benefits in a
chaotic situation like this? The first thing that
happens is: nothing. Everything goes on as
normal. Problems arise when there are questions
that need to be fielded from a higher level or
those at the lower levels question the higher
levels. Service may begin to tail off, but most
things should run as before. The major problem
area is in long term capital investments such as
(This map was drawn by Ed Edwards for use in HIWG discussions. Political boundaries were removed so as to not interfere with new data. This may be photocopied freely. - MM)
This next article was written before anything was known of what course the new Ria War would take. Still, it's a worthy piece. - MM

THE STATUS OF WAR
by Krag Schiler
(Reprinted by permission of Terran News Service, Ltd.)

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

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

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

The answer lies in simple economics. The standard Imperial military transport, a 10,000-ton, J4 ship, hauls two battalions of men and machines and costs roughly MCr 7,350. It takes 15 of these ships to transport these, transport a corps, the largest operable unit of the ground forces. During the invasion of Earth, approximately five corps-equivalents were brought to Earth. The cost in ships for transport alone reaches MCr 13,875,000 - and doesn't count the supplies, spares, munitions, and other items that make an army run. To ship those, another fleet of similar tonnage must be allocated, just to enable a corps to survive on a planet with a friendly biosphere (many times worse for hostile environments). So, the minimum cost to move a corps is MCr 3,750,000 - enough to build 40 large battlecruisers, a handful of which would be powerful enough to destroy all 500 transports, requiring that the transports be escorted by capital ships ... An expensive operation, to say the least.

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

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

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

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

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

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

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

TIFFANY STAR #1 -- Jan-Feb BB -- page 6

Continued on page 9
(CHAIR SOPHANT - from p1)

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

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

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

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

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

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

Ed Edwards
1410 E. Boyd
Norman, OK 73067

(COMMENTS - from p6)

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

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

(TIFFANY STAR #1 -- Jan-Feb 88 -- page 9)

(STATUS - from p8)

Unfortunately for most systems, this frugality often extends to system defense boats, too. Most interstellar governments don't mind losing local systems having a system defense fleet capable of making a good stand and holding off intruders until the main fleet can arrive; SDBs take some of the heat off of their more expensive star spanning brethren, and do a good job of denying the enemy fueling and port facilities in the field. But cost-conscious local governments see them as costly luxuries; after all, spacial defense is the Navy's job - that's what they're there for. Whay pay their way twice? In the end, the "naval" forces of most worlds consist of customers cutters, patrol ships, and small SDBs serving as armored backup. (Students of the Fifth Frontier War may refute my claim, pointing out that most planets in the Spinward Marches boast SDBs fleets, and some true starship squadrons. I preemtive reply I point out that the Marches have had five major wars in the space of 500 years, and to the inhabitants, good defenses aren't a luxury - they're a necessity.)
At the present time, the codes of humane warfare are still being honored. "Open" planets are not bombed, and surrender to the victors. However, the Arch-duke Adair of the Imperium has opened the way to full-scale total war with his "closed planet" policies of defense. How long our brave starmen will continue to bear the brunt of total war without replying in kind remains to be seen.

PERSONALITY: MARSH

Sector Admiral Count Marsh Gashema Kiran 14th
of Kiran
463ACF
Age 82 (84) Born 1022 MC-146
16 terms (2 noble, 14 navy)
Academic (History-2)
Inborn (Leader-2)
Interpers (Admin-3, Liaison-2)
Space (Pilot-2, Vacsuit-3)
Space Combat (Ship Tactics-1, Tactics-4)
Homeworld: Kiran (Corridor 0112 A254856-F N)
Starport A, Small, Thin, Wet World, Mod Pof, Mod Lau, High Stellar
Marsh is Admiral of the Corridor Fleet. Born in 1022, he was the first Admiral to enter the Naval Academy. He then completed six terms (two years each) in the Navy rising to the rank of Commodore. At age 40, in 1074, he was appointed Count of Kiran by Emperor Strophe. He returned to Kiran and served as Count. In 1080, at (physical) age 46, he was recalled to the Navy as a Captain during the Fourth Frontier War. He rose to Commodore again in 1084 and to Fleet Admiral in 1092. In 1107 he was appointed as Sector Admiral of the Corridor Fleet.
Marsh's brother, Dresden Kiran, married Princess Lydia, daughter of Emperor Paulo III (emperor 1031-1071). Their sons, Varian and Lucan (Marsh's nephews), take their surnames from their father, the highest ranking noble of the parents.