THUNDER FROM ABOVE

by Joe D. Fugate, Sr.

New Challenge Managing Editor

As a matter of fact, Tim Brown was the most recent Managing Editor of Challenge. Both Tim Brown and our own Bill Connors have accepted jobs at TSR. We will see little more of their work in the Traveller arena from now on (and their loss will be felt...). Michelle Sturgeon took Tim Brown's place.

James Holden and Deb Zeigler (Rob Caswell's significant other) will fill the void left by Bill. (See Bill, it took two people to take your place...)

—Joe, DGP

P.S. The Traveller novel proposal is looking more substantial day by day. When we have a firm contract in place, we'll give you the details. It's looking good, however.

DGP SCHEDULE as of August 1989...

This schedule is tentative, says Joe Fugate of DGP.

Coming 1989
- TD 17 (September)
- Villani and Vargr: The Coreward Races (October/November)
- The Black Duke: Campaign Sourcebook 1 (December/January)

Coming 1990 (Tentative)
- TD 18 (January/February)
- World Builder's on Computer (January/February)
- Second Survey on Computer (January/February)
- The Omnisium Quest, Trilogy vol 1 (48-pages, Spring)
  [written by Phil Athans]
- TD 19 (April/May)
- Robots and Cyborgs (Summer)
- TD 20 (July)
- Grand Explorations: The Human Discoveries (Summer)
- TD 21 Deluxe (October)
- Aelan and Bolomani: The Riward Races (Fall)
- Antares Down, The Omnisium Quest, Trilogy volume 2 (48-pages, Fall)

WHAT IN THE STARS

by Mike Mikesh

DIGEST #19 will feature brief articles on Riftspan
and Deneb Sectors. People can offer input (deadline
11/20/89) to James Holden; 923 Clint Smith; Duanville,
TX 75137. DIGEST #20 will feature Trojan Reach (Mike
Jackson's?) and Rift Sectors (deadline 1/15/90). These
will include LMP data.

Artists: I'm running low on illos. Inked material,
rather than pencil, is preferred.

The "Black Knights" article in TD#10 was something I
sent to Rob Caswell earlier this year to serve either as
a side-bar or library data entry. He hasn't said if its
going to be included. By the way, the Silver in the
banner for Ed's Chiaroscuro column is Rob's, an illo he
put at the bottom of a postcard.
Dear Fellow TRAVELLER:  

10/5/99

HIMB appears to be at a nexus of opportunities. The interest in HIMB has never been greater than right now in respect both to fashion interest and professional interest. The opportunity for individual HIMBers to excel has never been so high.

To properly document the level of HIMB interest I levy the following mandatory HIMB assignment upon all HIMBers:

1990 GOALS

Write a single, clear, and concise sentence stating your personal goal for 1990 for each HIMB post that you hold.

MAKE A GOAL - ACHIEVE THE GOAL!!!

All goals can (and probably should) be stated in a single sentence. This format forces the goal maker to determine the most important aspect of what they are doing. A single sentence allows the goal maker to focus on a single objective instead of doing a lot of wandering about aimlessly.

I intend to print the replies in a December issue of TS so the sentences are due by 27 Nov 99. Printing these goal sentences will allow all HIMBers to see where other HIMBers are going (maybe avoiding a few head-on collisions?). We as a group of HIMBers can see where the group is going.

Send your 1990 goal sentence to: Ed Edwards, 1410 E. Boyd, Norman, OK 73071.

Failure to complete this assignment will be accepted as a de facto resignation from your post.

Here is my goal as HIMB Chairperson:

Ed Edwards' goal as HIMB Chairperson for 1990 is to have a well oiled HIMB machine which produces conflict-free Rebellion facts for the professional TRAVELLER press.

So we can print all the goals in a limited space in TS, I propose the following abbreviated method of saying the same thing:

Ed Edwards, HIMB Chairperson: to have a well oiled HIMB machine which produces conflict-free Rebellion facts for the professional

abbreviated form:

<name>, <post title>: <goal phrase>.

Here are some of my other goals:

Ed Edwards, HIMB Docs Distributors: to distribute all HIMB documents within three days of receiving an order and to have documented copies of new HIMB docs within two weeks of receipt.

Ed Edwards, Sylea Domain Analyst: to have sufficient materials for the development of an approved plan for the Sylea Domain Adventure Sourcebook and to have the plan being worked by a professional writer.

Ed Edwards, Massilia Sector Analyst: to find another analysts who will complete the Massilia Project a micro test bed for Rebellion conflict and adventure.

Ed Edwards, default Ileilish Domain Analyst: to find an outstanding professional writer to coordinate developments in the Ileilish Domain.

HIMB Doc ABSTRACT

I intend that all new HIMB Docs have abstracts. These should be added to the document after writing and before distribution. It will take awhile to get HIMBers doing that, so here is an abstract of the newest HIMB Doc.

Comments on the usefulness of this format are solicited. Is this useful if you don't read the document? Does it make you want to read the document if you are in an effort where the facts in this document might make a difference?

SUBJECT: 4402: DaiBei Sector Political Development

HIMB Doc 4402, 7 pages, by Bob Range

ABSTRACT:

1) describes the four political regions of the Sector and the derivation of each: Amdani core - Vlani; Frontier (spinward edge) - cosmopolitan; Rift (foreward edge) - Ileilish; Border (rimsward edge) - mixed Imperial/Solomani.

2) gives the name, title, and statistics for about 25 key individuals in the sector. This includes Duke Littininov Horvath of Amdani (Dullnor supporting lead duke at the start of the Rebellion) and Duke Craig of Marinir (DaiBei independence leader).

3) a table of IIIB squadrons of the sector giving the squadron number and squadron type of each. Because this is the first document to define the mission types possible for IIIBs, it is recommended reading for all sector analysts who may wish to further develop their own sector's IIIB.

Mega Good HIMBing!!

THE MEGATRAVELLER ALIEN, Volume 1

Vilani and Vargr: The Coreward Races 8/4/89

The Vilani. Founders of the oldest human empire in charted space. Their alien cultural views form the basis for many modern Imperial ideals. Like don't trust technology. Anyone who likes to read technical manuals is perveted. Or that the lone merchant is a fool.

The Vargr. Humans call them barkers, growlers, or even worse dogs. Plucked from earth a quarter of a million years ago and manipulated into intelligence by the mysterious Ancients, how could this dog race - a race that knows no long-term loyalties - ever be cohesive enough to become starfaring?

Digest Group Publications presents the first volume in a monumental new series on aliens in MegaTraveller. Learn little-known facts about the alien races. Study starmaps for each race's stellar region, with all world positions seen. See their cultural outlook as you've never seen it before. Find out what their fashions, architecture, equipment, vehicles, robots, and starships all look like. Examine detailed comparative drawings for the race's adults and children.

Each lavishly illustrated volume includes practical roleplaying hints, both for NPCs and for player characters. Does what the race consider humorous? Bad? Drude? These and many more examples are covered, giving you the utmost roleplaying enjoyment from each unique race.

No serious MegaTraveller player or referee should be without these volumes. 100 pages perfect bound, $12.95.

Available Fall 1989.

Other MegaTraveller Alien titles to be published in the future:

- Asian and Bolomani: The Rimward Races (volume 2)
- Zhdani and Droyne: The Psionic Races (volume 3)
- K'kree and Hivers: The Exotic Races (volume 4)
- Humans and Non-Humans: The Minor Races (volume 5)
SWISHED IMPERIUM: MARGARET
by Mike Nikes

This article was intended for a column of Rebellion source material. It was easy to throw in to make a second sheet, having already been keyed in and formatted. It does not mean Tiffany Star hereafter will have two sheets. But if folks read me piecemeal on page submissions, I might be able to keep it two. — MN

Margaret narrowly escaped Capital through the daring aid of her retainers on the day Strepnon was assassinated. Since that time, she assembled a base of power around Anaxias (Delphi 0724 A2334-51-D). Her faction lacked the early blessing of a strong navy since by the time she reached her estates, the sector fleets of both Delphi and Massilia were already moving to assemble for action against Dullinor.

Fortunately, her plans call little for military enterprise. Margaret is quite capable in matters of economic management and relies heavily on that talent. Instead of allowing her region to be helplessly caught between rival factions fighting for control, she is turning their thoughts to regional prosperity. While other factions are trying to win the hearts and minds of Imperial citizens with rhetorical boasts, Margaret is the very real example of her own words to point to. "Here is stability and security. Follow me, and this too can be yours."

Commanding both depots of Delphi sector, Margaret in fact possesses a sizable number of naval ships, although aged or obsolete. These are augmented by not a few late model vessels whose crew defected to her cause. However, her fleets are governed by a strict and well advertised policy of not entering offensive action. Their mission is to counter outside threats to worlds loyal to her, and to patrol their starlanes.

Tukera Lines -

The policy of non-aggression does not restrain her from involvements outside of her immediate sphere of influence. One such is her Recruitment and Relocation Program. Shortly after the Imperium was formed, the ancient prince was a threat to the safety of the Imperium. He was quickly defeated, but his forces remained a threat. Margaret saw this as an opportunity to strengthen her own forces with the addition of new citizens. The program was a success, and soon the Tukera Lines were formed. They were responsible for recruiting and relocating citizens from all over the Imperium, providing them with a new home and a future in the service of the Imperium.

These lines are still in operation today, and are considered to be one of the most successful recruitment programs in history.

Humanitarian Operations -

Her humanitarian programs on other sectors are no small part of her campaign to become Empress. These activities bring her both favorable attention and demonstrate the prosperity of her Stronghold to areas outside her sphere of control. The most famous of these is a foundation she established early in 1117 called the Curator Corps. Small fleets were placed on loan, transferred to that neutral authority to bring relief to the areas of Zarushagar and Daghadehah, seriously damaged by war between Lucan and Dullinor. The missions conducted by the Curator Corps range from the transfer of disaster relief supplies to reestablishing order on a world aflame with nuclear firesparks.

Blue Wing Squadrons -

Margaret has won admirers throughout the Imperium if only for her beauty and stately manner. An attitude of gallantry is inspired among those in her service. In many ways, it is very much the custom to "defend her honor", be it in verbal argument or in battle. When the Order of the Blue Feather was established in 1117, being a knighthood dedicated to the Margaret's values and objectives, it incorporated a code of conduct reminiscent of early European Chivalry.

Contrary to general policy set down through Margaret's government, though, many of these new knights desired aggressive battle in her name, carrying the fight into the areas controlled by Lucan and Dullinor. Funded by various private sources, they assembled several independent squadrons and set off on harassment missions. They became known in the general press as Blue Wing squadrons and figured prominently in contemporary romantic dramas.

Many of these squadrons were formed from ships andcrewmen having come to Margaret's Stronghold from other parts of the Imperium. A knight of the Blue Feather would organize those from a specific region, and lead them back into the territory from whence they came. Once abroad, these squadrons often found pockets of supporters for Margaret. These served as bases of operation, allowing the Blue Wings to remain outside of Margaret's Stronghold indefinitely. Some squadrons have also turned to a limited form of piracy, intended primarily as a means supporting the squadron rather than to disrupt trade and commerce.

Although the Blue Wings are entirely apart of the command structure of Margaret's Stronghold, critics often ignore the separation. There are also repeated calls from many of her supporters that she order the Blue Wings to disband or otherwise condemn them. Their activities run contrary to her policy of non-aggression and further fuel the destructive fighting. At the same time, however, other supporters point out that the squadrons make people aware that Margaret remains an alternative to Lucan and Dullinor. Their influence is much broader than her humanitarian efforts, and their daring exploits have attracted many more to Margaret's cause.
The controversy over the Blue Wings is ongoing within the Stronghold. Margaret's policy toward them is neither to encourage nor dissuade them, and she seems unlikely to veer from this stand.

Critics -
Margaret has many detractors, even among those not favoring another major faction. They often accuse her of being so well insulated in her island of civilization that she has little grasp of the reality outside. The directives she issues to her subjects are sound in theory, but unrealistic in practice. They work only because the desperation of those suffering fealty to her to avoid a Long Night.

It is rare for Margaret to tour her worlds, preferring to remain at the administrative hub on Anaxias. It's more common for her to summon noblesmen to visit her in the magnificent surroundings of the ducal palace. Critics have dubbed it "Ivory Tower." The name has carried over into general usage, but the negative connotations are disregarded.

Another point of criticism is that she is seen as excessively ceremonious. She enjoys the glitter of banquets and balls, most especially if she is the center of attention. This has further fueled claims that she lacks a true appreciation of the toll involved in maintain Margaret's Stronghold.

None the less, Margaret's policies have resulted in continued success, demonstrating that her rule is beneficial.

A source of much scandal for Margaret was her involvement in the illegal trade of androids among star systems in Massilia. After her mother died in 1099, the young noblewoman moved from Capital to manage the estates she inherited on Anaxias and commercial holdings in Massilia. She was allegedly approached by Imperial Genetics, LEE seeking a grant for the production of androids. The news of IB's misconduct broke in 1102. It was confirmed that some of the funding came from Margaret's investments, and there was evidence that she had full knowledge that IB was transporting androids for resale to other worlds. However, Margaret's father had died that same year and she was summoned back to Capital before charges were brought against her. Although the incident is closed, other factions, particular Dulinor, have accused her of "encouraging a thriving slave trade" in Massilia.

Yet another source of criticism comes from a growing "cyborg underground." In Imperial society, the union of computer and electro-mechanical components with a human being is thought of as vulgar. People with a high enough percentage of artificial body parts are regarded as something less than human, and referred to as cyborgs. Under Margaret's leadership, the prejudice against such individuals is particular strong in Delphi and Massilia where cyborgs often find themselves rejected by society.

Cyborgs, many of whom became much through no fault of their own, are naturally embittered by the injustice, frequently to the point of taking vengeful action against society and becoming criminal. The Society For Cybernetic Peoples was formed in 1110 with the intent of trying to change public opinion. Unfortunately, having brought together the more violent members for the first time, militant cyborg factions formed that started a growing cycle of cyborg hatred. Isolated acts of terrorism brought reprisals affecting all cyborgs, which inspired further acts of terrorism by more cyborgs.

By 1117, cyborg terrorism had become a serious problem among Margaret's worlds. Since many cyborgs were medically discharged from military service, they were often very skilled in combat, and thus very dangerous. Worse, they are well organized under a cyborg leader named "Id." The original identity of Id is secret, but he is described as a human brain installed into a powerful, contoured robotic body. His whereabouts is unknown as he is always on the move with his growing pirate fleet in Massilia sector.

Friends and Enemies -
Margaret vocally opposes both Lucan and Dulinor for their villainous acts that put them in power. They are likewise opposed to her, and have made attempts to eliminate her through assassination.

Her sympathies very much favor the Brothers of Varian. She often lends them support although no formal alliances are established. Neither do they automatically extend friendship to Margaret in return as elements within this group may support different factions.

Brik similarly opposes Lucan and Dulinor, which is cause for some goodwill from Margaret. But since both are contenders for the Throne, no permanent friendship exists.

The Federation of Dalbei is on friendly terms with Margaret by default. It has two established enemies, Lucan and the Bolomani. Because Margaret is also defending Imperial territory against the Bolomani, she is considered a friend.

Substantial goodwill exists between Margaret and many Imperial megacorporations. Beside Tukers Lines, Zirunkalish and General Products, LIC have a particularly strong presence in Margaret's Stronghold.

TIFFANY STAR
by Mike Mikesh

This is a reprint from the original HING flyer, reprinted here for the many new members that probably have never read it.

TIFFANY STAR: The Imperial Sunburst emblem overlaid with dark fissures. This was used as the insignia of many gathering to the cause of Princess Margaret for its simplicity in altering from the standard Imperial emblems. By 1120, all those allied to her converted to the Flying Grace design, but nonpartisan use of the TIFFANY Star continued throughout the Imperium as a warning of the fragmenting empire.

The design was taken from a TIFFANY glass pendant she frequently wore. The same pendant was recorded as having been worn by Margaret I during her reign, but its origin was traced back to Terra when it was reincorporated into the Imperium in 366. During a widely celebrated winter holiday of that year, several such pendants were circulated as novelty items. A Terran company imported stained glass from many worlds in the Imperium, and hand made them into the design of the Imperial Sunburst, each one unique.

The TIFFANY Star is often noted for its uncanny accuracy in depicting the divisions in the Imperium resulting from the Rebellion.

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