



STARBURST

April 1992

Issue: 12
Page One

STARBURST is the newsletter of HIWG Australia and is distributed to all members of HIWG in Australia and New Zealand free.

STARBURST is published irregularly by David Schneider under the umbrella of the History of the Imperium Working Group (HIWG).

Articles, comments and illustrations are gratefully accepted and should be sent to David Schneider, 5 East Avenue, Allenby Gardens, South Australia 5009.

Donations of stamps and funds are welcome but are not tax deductible.

REMARKS

Welcome to the late April issue of STARBURST. Once more I am extremely pleased to announce the joining of several new members, both in Australia and New Zealand.

Andrew Moffat-Vallance, 12 Harrow St., Christchurch, New Zealand.

Kevin Taylor, "PRIVATE", C/- Timaru Herald, P.O. Box 46, Timaru, New Zealand.

Martin Rait, P.O. Box 27-025, Wellington, New Zealand.

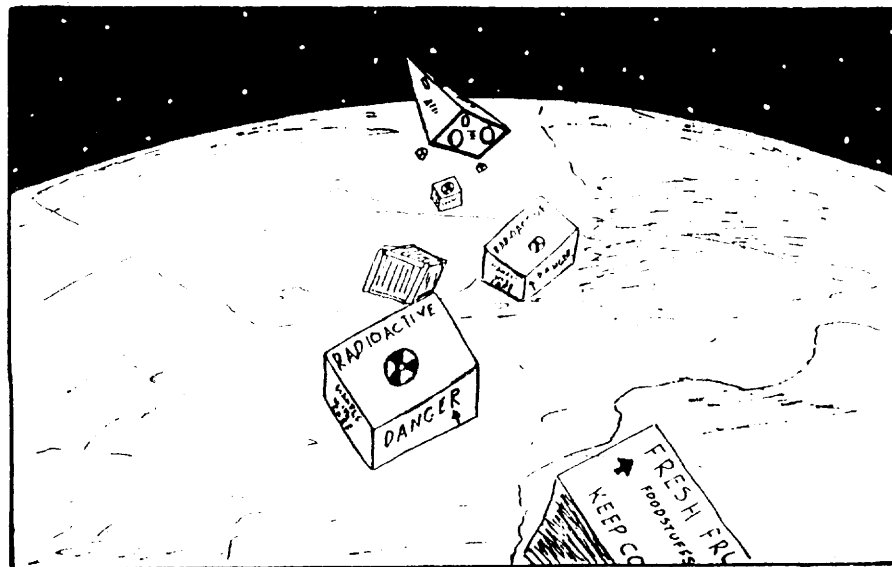
Paul O'Grady, 21 Mountain Ave, Frankston Vic. 3199. Australia.

Corran Webster, 27 O'Sullivan Ave, Maroubra N.S.W. 2035. Australia.

As you all know 1992 is a year of great change for Traveller. GDW is finally bringing out a official newsletter for Traveller, the release of Star Viking and Traveller the New Era is due later in the year and so is the 70 year jump. Indeed this will be a most interesting year for our favorite RPG. However, with so much going on many HIWGs have been frozen to near inactivity for fear that their work will come to nothing. While this is understandable it is unnecessary. One of HIWGs major goals is to influence the future of Traveller. With the 70 year jump coming up there's alot of future to be influenced. Now is the time for HIWG members to be frantically writing and sending stuff to one another. Something is going to happen to the Imperia during the 70 years and I for one would like to know what.

When GDW sit down to figure out what happens to the Imperia during those years they'll find it really useful to ^{HAVE} a pile of HIWG docs or correspondance to work from. If it's not available as a HIWG doc the official press aren't going to see it.

For those who fear being overwritten or having their material become obsolete, don't worry, chances are that in 70 years time something similar to what you are working on will turn up, so with a little reworking your material can be updated. Don't be left waiting.



STARSHIP SAFETY TIPS # 11

DON'T FORGET TO SHUT THE CARGO BAY DOOR.

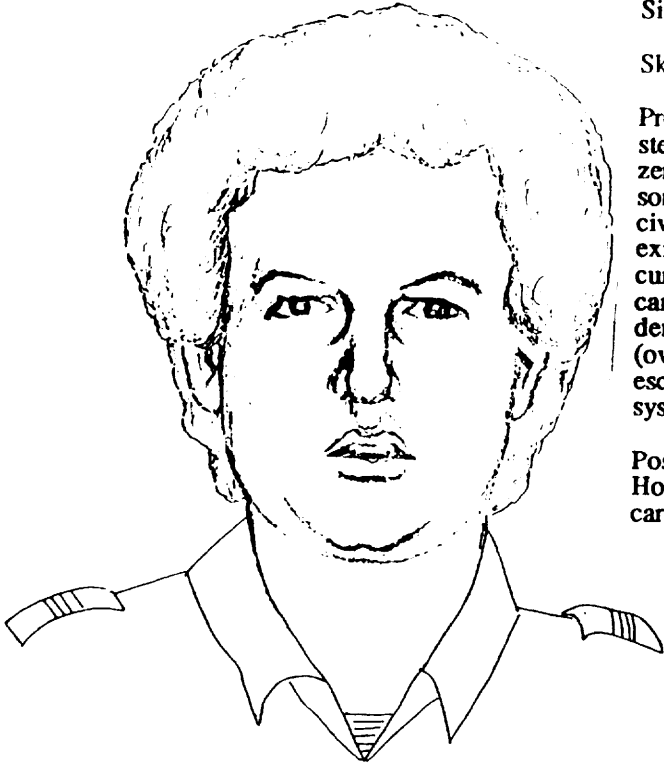
Do D 92

Sinclair, Grant; UWP 5867A8; Age 30.

Skills: Computer-3, Admin 2, Wheeled Vehicle 1, Physics-1, Zero G Environ-1.

Profile: Originally born in the city of Adelaide on the world of Regina, Grant is a stereotype bachelor. This led to his discovery of a simple process to simulate zero-G conditions (called "getting drunk") and his belief that a vacuum cleaner is something that gets rid of space junk. He worked for the Regina government (a civil service bureaucracy) until his disregard for authority caused Duke Norris to exile him to a then uninhabited nearby world (Spinward Marches 1607). Grant's current activities are a mystery, due to the piles of dirty clothes, books, pizza cartons and papers that fill his primitive living unit and defy even TL 16 densitometer scans. Even some of the junk can't stand the smell any more (overloading sniffer bioscanners up to 1 parsec away) and spontaneously achieve escape velocity from the planet, causing a navigation hazard that made the entire system a red zone.

Possessions: Junk, books and CDs, various TLs; TL 6 living unit (mortgaged to Hortalez et Cie); TL 7 wheeled vehicle (bicycle); TL 8 wheeled vehicle (ground car); TL 9 computer (Macintosh).



KNOW YOUR HIWGER

As you can see from above this month we looked at Grant Sinclair the HIWGER Australia Regional Data Co-ordinator. Remember everyone, I plan to do this for all of you. So send in two or more good photos of yourself as well as a blurb about yourself in Traveller style. All officers of HIWGER, particularly those who hail from overseas should consider this to be compulsory.

Getting an idea as to what we all look like will help our cooperation and is fun. So I expect to start receiving your photos, etc very soon. All photos will be returned at the earliest opportunity, so act now.

TERRA TRAVELLER TIMES

Terra Traveller Times is a fanzine produced by HIWGER 'Geo' Gelinas for Traveller and other games produced by Game Designers Workshop. This is a great fanzine full of all sorts of interesting things. All old subscriptions expired with issue 37. Subscriptions are now available for \$10. Each subscription is for six issues. Send monies to David Schneider.

FANZINE BACK ISSUES

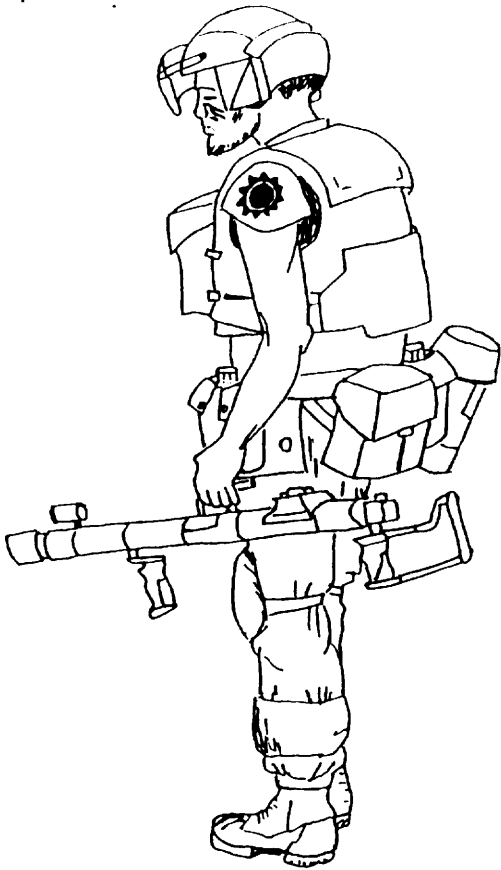
Tiffany Star:

Issue 1 (10 pages), Issue 2 (12 pages), Issue 3 (24 pages), Issue 4 (12 pages), Issue 5 (12 pages), Issue 6 (N/A), Issue 7 (12 pages), Issue 8 (12 pages), Issue 9 (12 pages), Issue 10 (4 pages), Issue 11 (4 pages), Issue 12 (4 pages), Issue 13 (4 pages), Issue 14 (4 pages), Issue 15 (6 pages), Issue 16 (4 pages), Issue 17 (4 pages), Issue 18 (6 pages), Issue 19 (4 pages), Issue 20 (4 pages), Issue 21 (10 pages), Issue 22 (6 pages), Issue 23 (6 pages), Issue 24 (3 pages), Issue 25 (12 pages), Issue 26 (10 pages), Issue 27 (3 pages), Issue 28 (3 pages), Issue 29 (3 pages).

Please note that issue six of Tiffany Star is not available at this time.

Starburst:

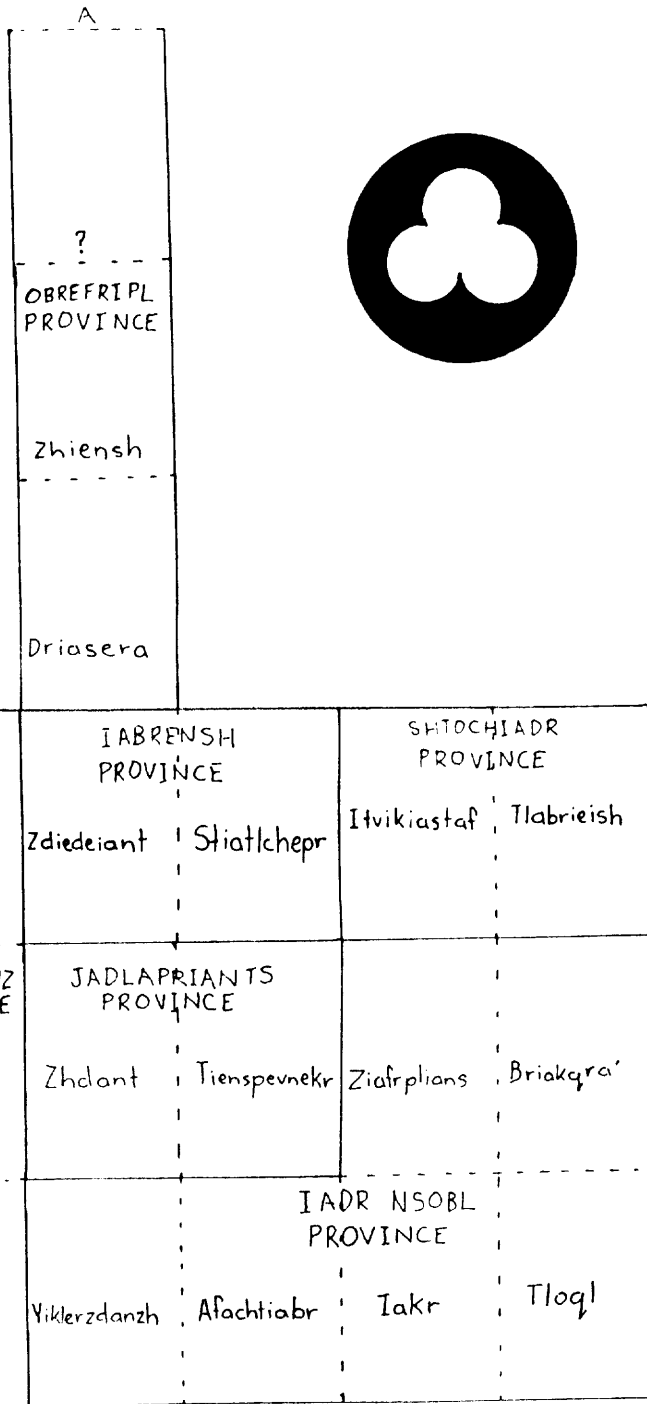
Issue 1 (1 page), Issue 2 (3 pages), Issue 3 (4 pages), Issue 4 (4 pages), Issue 5 (6 pages), Issue 6 (6 pages), Issue 7 (8 pages), Issue 8 (4 pages), Issue 9 (3 pages), Issue 10 (6 pages), Issue 11 (4 pages).



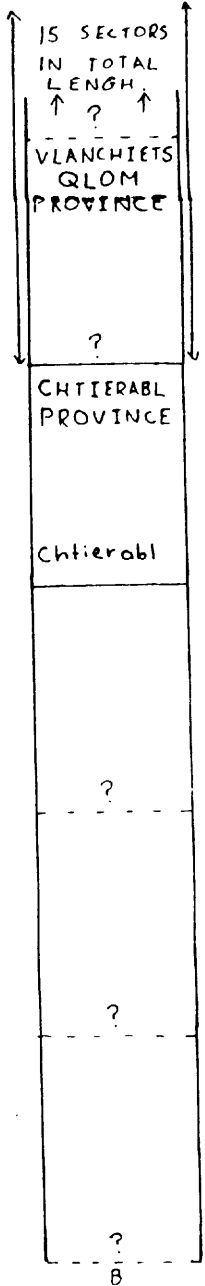
AA3 Proceedings:

Issue 1 (1 pages), Issue 2 (6 pages), Issue 3 (5 pages),
Issue 4 (5 pages), Issue 5 (12 pages), Issue 6 (5 pages),
Issue 7 (8 pages), Issue 8 (8 pages), Issue 9 (9 pages),
Issue 10 (8 pages), Issue 11 (10 pages) Issue 12 (10 pages)
Issue 13 (12 pages), Issue 14 (10 pages), Issue 15
(10 pages), Issue 16 (10 pages), Issue 17 (10 pages).

YIKLERZDANZH PROJECT



ZHODANI PROVINCES

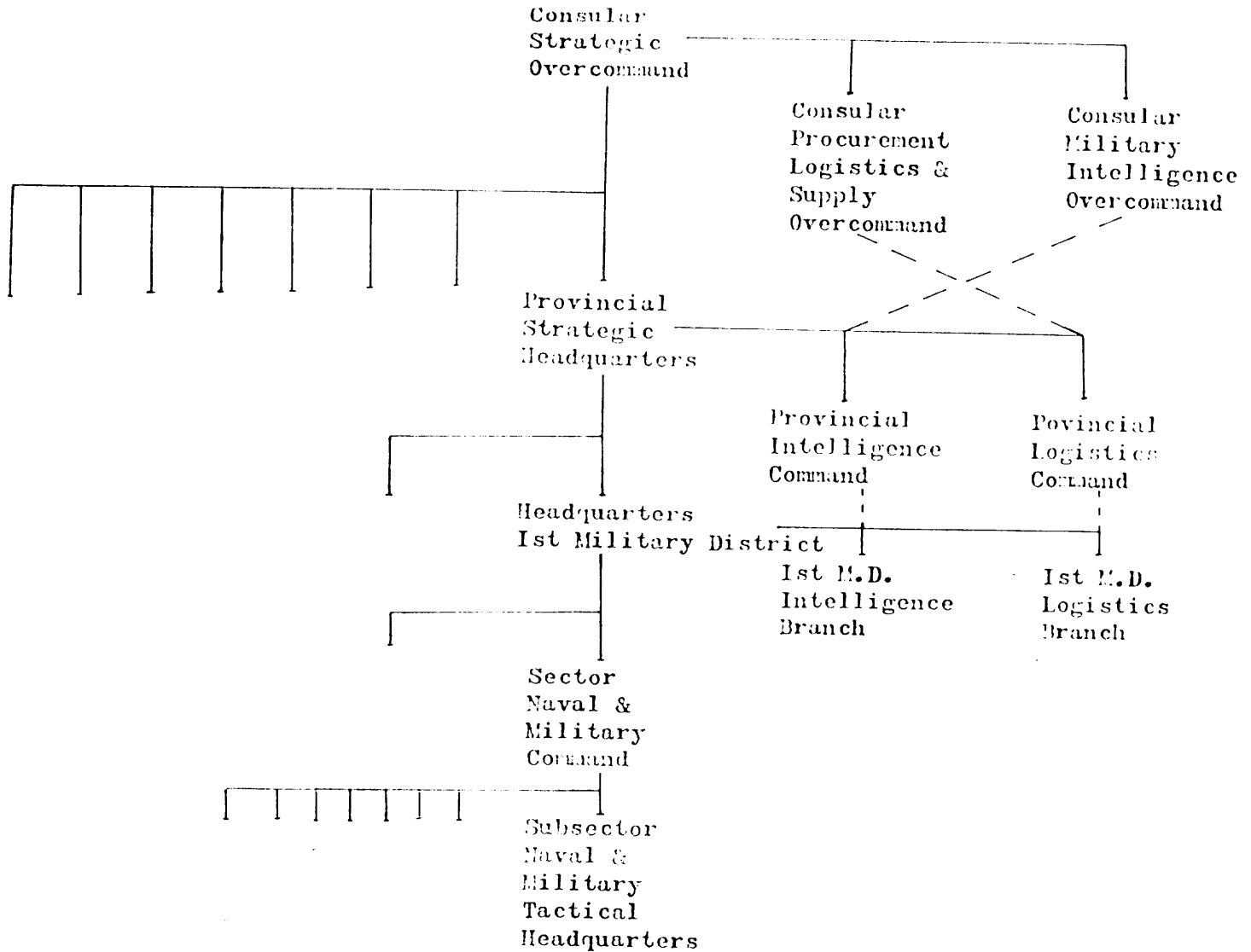


YIKLERZDANZH AND ZHODANI

Page three contains a map of the various Zhodani provinces into which their space is divided. This map is based on the information in the Zhodani Alien Module and is as accurate as I am able to make it. As you can see Zhodani controlled space is divided into eight provinces (preqlianz). These provinces presumably also act as military districts. Since Yiklerzdanzh is about a third Zhodani it is of interest to us to define the Zhodani military command structure.

The Zhodani Alien Module suggests that there are many parallels between the Imperium and the Consulate. Like the Imperium the Consulate probably operates on the subsector and sector level, however the Imperium places the greatest importance on the sector level of operations. The reintroduction of Domain level operations and planning having only recently been added to the chain of command, and which had not been fully installed at the start of the Rebellion. Zhodani military planning and defence is probably based at province level for a better appreciation of the overall strategic situation.

Such a structure, however, limits quick reaction time to threats so I would suggest that each province would be divided into two or more military districts. This would allow a much greater amount of flexibility. Working on this premise the chain of command for Iadr Nsobl province (the one including Yiklerzdanzh) would look something like the following.



it is useful for us to gain an idea of how the Zhodani military is structured.

YIKLERZDANZH DEVELOPMENTS

Grant Sinclair has asked a few questions that he would like to have resolved before he continues with the work on his subsectors. He would like to know if Zuchai Crystals occur naturally or are the produced artificially. He also wishes to know if the Zhodani are able to read alien minds. To start with Zuchai crystals do occur naturally in numerous systems and I believe that they can be created artificially, though this is obviously more expensive. Secondly, I believe that the Zhodani can read some alien minds but it is possible for alien minds to be structured in such a way that it is impossible to comprehend their thoughts. Should anyone discover otherwise please let me know.

Subsector M has been named 'String of Pearls'. Also subsectors J, N & O are still not taken though I have had some interest from two of our newer members. Our development of Yiklerzdanzh will begin officially on 136- II20. So all new events following our initial development should begin from this date.

Developers please remember that while populations within the borders of states are high, they are low outside of the borders with barren worlds. If you have to ~~tinker~~ with your original die rolls so be it.

Finally all developers are asked to give brief progress reports for inclusion in STARBURST. These should include ideas you are presently kicking around.

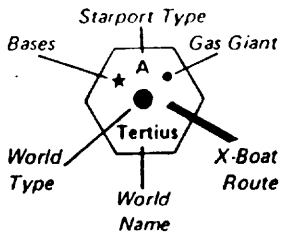
PEEDZH CHR SUBSECTOR

Sector: Yiklerzdanzh
Subsector: Peedzh Chr (A)

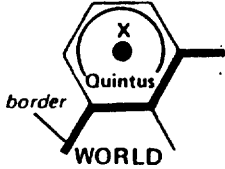
World Name	Hex	UWP	B Trade	Z	PBG	Star 1	Star 2	AI
Snbraiatl	0103	C899622-6	Ni		500	F2 V	G6 V	Zh
Dliaench Dich	0105	D525523-A	X Ni		604	G3 V	K5 V	Zh
Zhdeeielpf	0106	C303266-B	Ic, Ni, Lo, Va ^{20%}		703	M2 V		Zh
Zhdliufrpl	0107	C67AI00-5	Wa, Ni, Lo		902	F7 V	FI IV	Zh
Dlarezhbrl	0110	C429444-7	X Ni		604	M ^Q V		Zh
Chiadr Tsash	0201	X858000-0	Ba	F	913	M5 V		Zh
Vcchtrebnsh	0206	D54664A-9	Ag, Ni		612	M3 V		Zh
Blech Netlbr	0302	D655362-6	Lo, Ni		404	F8 V		Zh
Fliafnsae	0303	C679542-A	Ni		615	M2 V	F6 V	Zh
Zhyaeanzh	0305	A648613-B	X Ag, Ni		524	M5 III		Zh
Dlbdl Rbrazh	0309	A889368-9	Z Lo, Ni		504	F9 IV		Zh
Tshee Briaf1	0402	X575000-0	Ba	F	600	M2 V		Zh
Nblaitsrie	0410	XAC3000-0	Ba	F	104	G4 V		Zh
Dlshtieinshtl	0502	C65A544-9	Z Wa, Ni		304	K3 V		Zh
Tsshia' 'Chins	0604	AI0069D-C	X Na, Ni, Va		322	M6 V		Zh
Chhtsaidrdlz	0605	D67A157-9	Wa, Ni		301	F1 V	M5 V	Zh
Dviaiebr	0610	B370542-8	Z De, Ni		713	M0 V	G7 D	Zh
Stielivrtlj	0701	A5647A7-9	X Ag		524	MI V	K3 V	Zh
Pstozhi 'Ied	0702	E100467-7	Va, Ni	U	511	MI V		Zh
Tstaavr	0707	C3697A7-6			715	M5 III	G1 V	Zh
Chtench	0708	A85AA45-B	X Wa, Hi, Cp		305	K3 V	M6 V	Zh
Pliezh	0802	E588674-5	Ag, Ni, Ri	U	404	M2 V		Zh
Zdeetsr	0803	C558ABA-8	Hi	U	423	F7 V		Zh

SUBSECTOR GRID

MAP LEGEND



Travel Zone No Gas Giant Code (Red)



WORLD CHARACTERISTICS

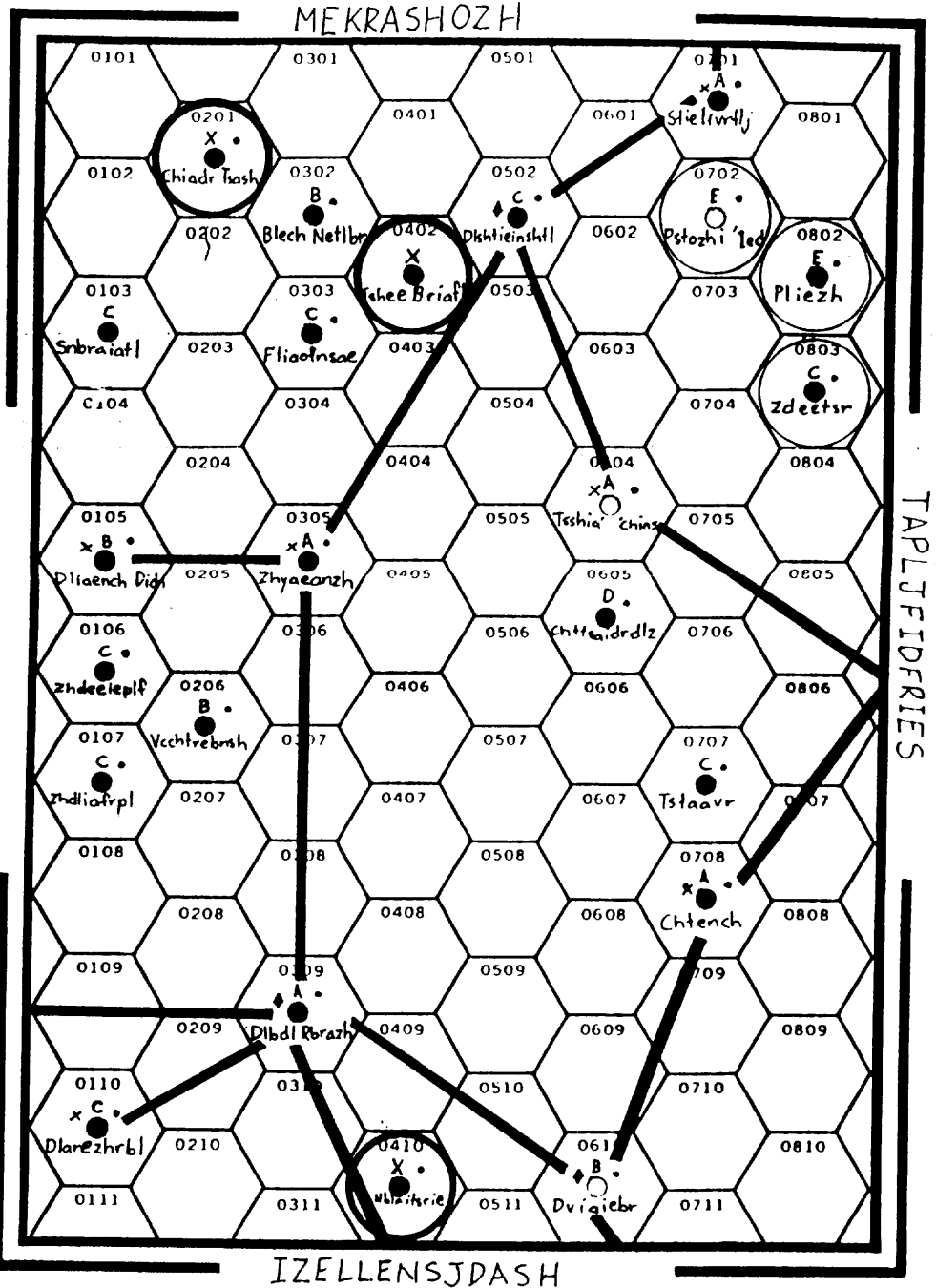
- No Water Present
- Water Present
- ☼ Asteroid Belt
- ⬇ ZHODANI NAVAL BASE
- ★ Imperial Naval Base
- ▲ Imperial Scout Base
- Independent Base
- r Research Station
- ▲ Scout Way Station
- R Imperial Reserve
- P Imperial Prison
- X ZHODANI RELAY STATION

TRAVEL ZONES

POPULATION

Secundus under one billion
 PRIMUS over one billion
 World names in red are subsector capitals.

A	B	C	D
*			
E	F	G	H
I	J	K	L
M	N	O	P



TAPLIFIDRIES

A SUBSECTOR OF THE SECTOR YIKLERZDANZH

A Peedzh Chr	I Talpaku
B Taplifidries	J
C Shpiaiebrae	K Wyld Worlds
D Drbli Chtidr	L Akigura
E Izellensjdash	M String of Pearls
F Meichntid Ibl	N
G Lenchiajzhdiezh	O
H Chinzhedniedoch	P Rom's Loch