



# STARBURST

June 1992

Issue: I3  
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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

Issue I3, some say that I3 is an unlucky number others say it is lucky. If you are superstitious you may not want to read this issue, you have been warned. There was no May issue of STARBURST due to a variety of reasons, but mostly because I was preoccupied with a few personal matters. Please note that while I try to get STARBURST out on a monthly basis I may not be able to. So please do not panic if a copy does not appear promptly each month.

The next item on my agenda is HIWG membership dues. For sometime now I have raised dues from \$16.50 to \$17.00. This is to help with the money order and so on. I plan to send Ed all the accumulated HIWG dues soon so if any of the older members wish to renew now would be a good time.

Jokes, noone has sent me any jokes for some time now. If anyone can think up any good Traveller jokes please send them in to me so that we can all enjoy them.

Once again I would like to thank Robert Mikulandra for artwork provided to STARBURST over the past few months. If anyone wishes to supply artwork or articles they should send them in.

## NEWS REPORTS

These news items are brought to you by the Rellington News Group, which also draws on the resources of VANREX from the Vanguard Reaches and Zleeglibli Deerzh, the Zhodani foreign news service.

### I42-II20

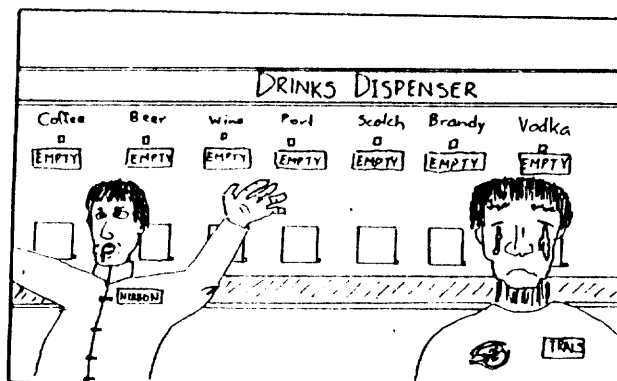
A prerecorded address by the distinguished Zhodani academic Unnal Msterm was made available today by the Zleeglibli Deerzh.

The address is apparently before a large campus of university students and discusses the recent collapse of the Third Imperium. Unnal bases his talk on the concept that the Imperium was doomed to collapse as it was based on the faulty concept of freedom without truth.

The address is expected to be made available throughout Yiklerzdanzh Sector.

### I50-II20

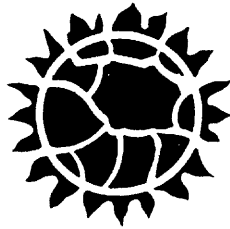
In a brief statement released today the Talpaku Communalilty refused to confirm or deny that a diplomatic incident had occurred between it and the Zhodani Consulate.



STARSHIP SAFETY TIPS # 13  
NEVER, EVER, FORGET TO RESTOCK YOUR DRINKS BETWEEN JOURNEYS.

12/02/92

**TIFFANY STAR #30**  
HISTORY OF THE IMPERIUM  
WORKING GROUP  
May 6, 1992



Michael R. Mikesch  
3214 75th Avenue, #3  
Landover, MD 20785  
USA (301) 772-2498

As most of you are probably aware, Clay Bush's newsletter, AAB PROCEEDINGS, is now the flagship periodical for HIWG as of about the turn of the year. TIFFANY STAR anymore is just a mass letter I occasionally send out to key people in HIWG, particularly those doing other HIWG periodicals.

Two things prompted this change. First off, my job situation had all but stopped my Traveller activities for many weeks (and so I have an enormous backlog of unanswered letters). Second is the IMPERIAL LINES newsletter for GDW. With what time I have, I must assure that gets out on schedule, so could not keep up with the HIWG newsletter.

#### TRAVELLER CONVERSION GUIDE

HIWgers on the GENie network (particularly Geo Gelinas, Rob Prior, Paul Drye, and Clay Bush), were quite active in coming up with a first cut of Twilight 2000 rules to run Traveller by. Most of it is derived from work Geo Gelinas had already done and published in TERRA TRAVELLER TIMES. Length is about 40 pages (laser), including forms.

The project does not have GDW sanction. This is really just a stop gap rules set for our use until TRAVELLER - THE NEW ERA comes out this fall. Its not even a complete set of rules. Referees will still have to exercise some inventiveness, but that's okay! As refs come up with innovations, pass them to Dave Nilsen at GDW. (And send a copy to Rob Prior, who oversees the HIWG effort in this area.)

Prices: \$3.50 in North America; \$5.50 overseas. However, I'll probably send free copies to overseas members that do newsletters so they can copy and circulate the Guide from there.

#### GENCON/ORIGINS '92

Gencon/Origins '92 is scheduled for Aug 20-23 at the convention center at Milwaukee (beer capital of America), in the state of Wisconsin (renowned for cheeses). I plan to be there.

I'm mentioning this especially for folks outside of the U.S.A. We have two major conventions every year in this country, GenCon and Origins. GenCon is TSR's, and always held in Wisconsin. Origins (started by Avalon Hill, and now sponsored by GAMA) floats around.

Every now and then, GenCon and Origins come together for a really big event. The last one (and I think the only other time this happened) was in 1988. So, a conjunction like this is special.

What I'm getting at is if any HIWgers outside of the States have ever considered coming here to attend a really big convention, NOW is the time.

And it gets better. On Aug 24, the day immediately after the con, GDW will hold a Traveller Writer's Conference at Bloomington, Illinois. Its wide open to everyone -- you don't even have to be established yet as a writer. (Just going there is proof enough of your seriousness.) Terry McInnes has worked hard to put this together, and I'd hope it'll be well attended.

At the close of GenCon, most of us will just drive south to the Ramada Inn at Bloomington. That evening, I will probably run a one session Traveller adventure under Twilight 2000 rules. And, naturally, there will be informal discussions. Then the GDW folks will meet with us for the day in one of the Ramada conference rooms.

If you're interested, let me know. I'll get more information to you and help you in making arrangements. While you're over here, though, remember two things. First, we drive on the right side of the road, not the wrong. Second, the sun crosses to the south, not the north, if you have to navigate by it.

## IMPERIAL LINES

IMPERIAL LINES #1 is being distributed. I gave Loren Wiseman an address list of all HIWGs, and asked that everyone be put on the initial mailing list. That was a big list, so I'm not entirely certain he'll do it. So, if you don't see a copy pretty soon, I suggest you send GDW a specific request.

IMPERIAL LINES #2 is now in formatting. All the art and articles are now with John Meyers who's arranging it with the magic of his Mac. Once its visually the way he wants it, he will upload it to GDW (about May 11) for final touch-ups, printing, and distribution.

IL#2 was the Solomani & Aslan issue, which will feature some sharp pieces of art from Matti Laakso and Paul Sanders. Of the articles, we have:

- 1) "X-Link", editorial by Geo Gelinias
- 2) "Honor and Balance", short adventures by Gregory P. Lee
- 3) "False Dewclaws", by Mike Mikesh
- 4) "Hellion - Solomani Fighter", by Scott Olson & Mike Mikesh
- 5) "Solomani Terrorism", by Mike Mikesh
- 6) "Splat Gun", by Mike Mikesh
- 7) "Bootean Federation", by Steven Eric Schwartz

We might not be able to use all of these. Its depends on what will fit in 8 pages, which is John's department to decide.

The editor-in-chief of IMPERIAL LINES is Geo Gelinias. He sets the over-all direction for the newsletter. His editor's remarks appear in each issue's "X-Link".

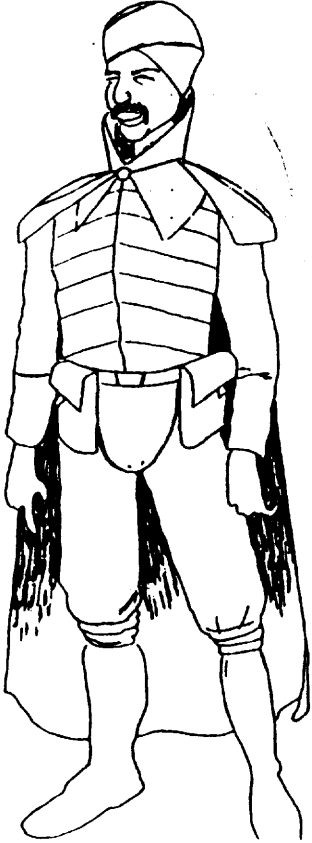
For now, all submissions, art and articles, come to me. I do the primary selection and the editing. After that, it goes to John Meyers, as I already described. Its a very workable system. I interface with the writers and artists. John interfaces with GDW.

We're already working on IL#3 (the Vilani & Vargr issue), and we need submissions. At the moment, we don't have much at all, so I'm asking for material (1000 words and less). Deadline to me is July 1, but I want to see queries about what you're planning well before that. Please mark on the envelope that its in regards to IMPERIAL LINES.

Here are some examples of what we're looking for. Random nuggets (we need these above all else). Short discussion, eg. Law Enforcement in the Vargr Extents. Equipment, eg. A Selection of Vargr Arms (using Twilight 2000 formats). Bestiary -- what is that creature on page 19 of VILANI & VARGR? And how about Vilani liquors? Undoubtedly, the shugilli came up with some very fine ones. Perhaps list several, with prices, characteristics, and special comments. Other data in Small Cargoes format might be useful.

CHUCK KALLENBACH II

Chuck Kallenbach II has provided a letter discussing his development of Vanguard Reaches Sector, the following are excerpts from this letter.



There seems to be some confusion regarding the FASA and Ares Magazine versions of the Far Frontiers sector. As I am the one who seems to be "invalidating" this material, let me set the record straight.

When Don Rapp and I got the original patents to The Beyond and The Vanguard Reaches, respectively, I asked Marc the Galactic Spirit what the heck those "lumps" were on the old Imperium map. He said the "lumps" were being interpreted differently by different developers. Some used them as stellar concentration -s, some as political divisions, etc. We were told we could do whatever we wanted with them.

If you look carefully at the old Paranoia Press maps of the Vanguard Reaches and Beyond, you can barely detect that we used the "lumps" as political entities. The one big "lump" that overlapped the border between our two sectors was defined by the Comsentient Alliance and inhabited by all kinds of races.

When the Spinward Marches came out, I was amazed at how few planets there were in the whole sector. According to the old rules for system density, it was a 50% chance. Being a graphic artist and working for a printer, I surmised that this was done to get one subsector on one page neatly, which the Marches booklet did very well.

At any rate, when I decided to start my own sector, I went strictly by the book - sort of. A friend of mine had an Apple II computer and a thermal printer and he started generating systems and subsectors by the boatload. I took the ones I liked and cut and pasted them together.

Two years ago, I developed a newsletter called "VANREX", named for the primary news service in the Vanguard Reaches. It would detail a subsector per issue, and print much of the library data and adventure material that I had generated over the years. I printed 50 copies of the first issue and took it to Gen Con 1990.

I proudly gave a copy to Joe Fugate. He said people had been looking for information on the Reaches and Beyond for years, and was glad to see me. However, about the newsletter...

The Beyond had already been given to Tad Ringo to redevelop, since DGP wasn't in touch with Don Rapp. Tad and company had interpreted the "lumps" to mean that they had a large political and astrographic entity sticking into the trailing edge of the Vanguard Reaches. Tad was at the convention, and we talked about coordinating efforts.

It rapidly became evident that I would have to redesign my sector to be compatible with all of these changes. Swallowing my pride, I decided to alter my dot map and redesign the sector. In one sense, my "baby", my creation, had been rejected and ignored. In another sense, I was anxious for the chance to redesign the sector and do it right.

As other sectors came into print, the "lumps" became more and more often used as clusters of systems. Sometimes, there were no systems outside the lumps at all. Having played in my Vanguard Reaches for years, I determined that it was so full of systems that there were no rifts or backwaters. It was too easy to get anywhere, even with a Jump -2 starship.

Another factor in the redesign was that I had been working on this sector for TEN YEARS and was nowhere near getting anything like finished. I hope your new sector analysts are aware of what they are getting into. Scaling down was a good idea.



D012

The first thing I did was take an old map of the Imperium and literally blow up the little map of my sector to II x I7 size. This enabled me to trace the "lumps" very accurately. I wanted them to represent concentration of systems, with limited access to other "lumps".

If you look at the Imperium map, you will see that several of these "lumps" extend upward into the Far Frontiers. I had already agreed to cede three subsectors on the trailing edge to Tad Ringo for the Malikhar Crescent. However, as I looked at the coreward border, I realised that, under the same logic, I should be defining these "lumps" in the Far Frontiers. This is why my dot map for the "Vanguard Reaches" extends into Far Frontiers and even Yiklerz-

danzh.

By the way, someone was trying to figure out what kind of stellar density I used when I regenerated the new dot map for Solomani and Aslan. Well, you may not believe me out there, but for the new map, I just drew it. Even in the old rules, GDW said that if you can put things somewhere on purpose and not use the random generation system, that was better. I've been living in the Vanguard Reaches longer than anybody, so I know it like the back of my hand.

The FASA material and the Ares Magazine stuff I was not even aware of during this process. Joe Fugate and Tad Ringo did not mention any of it to me. Joe just said, "Get the dot map done and send it to me and it will go into Solomani and Aslan." So I did, and there it is. As Joe says, under the law of obsolescence, the new stuff is correct.

There is still a lot of Far Frontiers left to define, and I would like to see some of the Keith Brothers' stuff from FASA books be retained somewhere. I talked to Don Rapp, and he said I can continue to develop his races from the old Beyond (like the Sred\*Ni and Mal'Gnar) and his other concepts. I hope to integrate them into the Vanguard Reaches somewhere. For what it's worth, I miss the name "Beyond".

The funny thing about the whole VANREX experience is that I spent a lot of time in my campaign working on Vargr and Solomani factions that have been left out of the new Reaches. In essence, a lot of the gaming in my campaign was for naught. However, I have some great adventures regarding the Eslyat that may see print some day. Also, there is a MegaTraveller revision of SORAG that is available for anyone who wants it.

For anyone wanting current info about the Vanguard Reaches, please get a copy of my new library data, HIWG Document 8DOI. The five pages of library data in Document I30.03 are also new and accurate. I'm sorry to say that the old Vanguard Reaches booklet is pretty much obsolete. The Eslyat have changed from "squids" to "lizards" and most of the wilder ideas are gone.

I believe that Paranoia Press was the second or third licensee for Traveller from GDW, and things were pretty fast and loose in those days. First of all, our royalty fee to GDW was evidently quite a bargain (or so Jordan Wiesman of FASA kept telling me.) Secondly, approval was rather lax back then. In fact, SORAG was literally approved over the phone. That whole was written, typeset and approved in about one month.

So much for ancient history. I hope HIWG can soldier on and weather the storm of the transition from MegaTraveller to The New Era. I am excited about this evolution, and I am looking forward to more work in the good old Vanguard Reaches.

Sincerely,

Chuck Kallenbach II

YIKLERZDANZH

The last of the free subsectors have now been assigned. David Thornell has been assigned subsectors N & O. Corran Webster has been assigned subsector J. If you want to participate in the sector development project do not lose heart. All subsector developers are anxious for someone to bounce ideas off of and for people to help develop the worlds and politics within their subsectors.

I know that as Zhodani developer I am interested in discussing the Zhodani with people and as sector coordinator I am interested in all ideas and suggestions concerning Yiklerzdanzh sector.

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