



STARBURST

July 1992

Issue: I4
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STARBURST is published irregularly by David Schneider under the umbrella of the History of the Imperium Working Group (HIWG). STARBURST is distributed in New Zealand by Paul G. Ridgway, P.O. Box 262, Paraparaumu 6152. New Zealand.

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.

A WORD FROM THE POET

"In a recent inspection of fighting on world, Admiral Wainfrosts party came across four young dead soldiers of Margarets faction. 'That's a good sight for my old eyes', the Admiral was heard to say."

-TAS news report

Many old eyes have I known,
Eyes that have seen the bloody clashes of the Interstellar wars.
Eyes that had seen Frontier wars,
And the Pacification campaigns bloody bill.
Yet always have such eyes been eager,
To see the beauty of peaceful worlds.
To see joyful youth that mean life after wars madness.
Never before have I known one who of his own desire,
Follows the tools of death.
And in a quivering voice disclaims his joy,
At death before his hand.

(Inspired by 'Sonnet to MacArthurs Eyes' by R.A.K. Mason)

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.

I40-II20 Brianchvrenchshr/Rom's Loch

*Fighting today in the city of Kanzhiaqlpozsh on the central continent Shtelfrablensch reached an all time high as the city, held by troops loyal to the government of Talriezhfrint, was ceaselessly bombarded by artillery using MRLs.

*Fighting around the city was reversed when the rebels were forced off four hills overlooking Kanzhiaqlpozsh in the first offensive by government troops in the area for over six weeks.

*A crisis still looks like occurring in orbit, as SDB squadron leaders debate which side to back in the struggle for control of the world. Tradition is warring with sworn loyalty as proponents from both sides attempt to convince the commanders where their loyalties should lay.

Shining Face/Rom's Loch I45-II20

*Adherants to the Ragnarok sect of the state religion, Lord of Light, today announced at a public prayer meeting that the Messiah would return to Humaniti very soon now, and would spread his word over all occupied worlds.

*Ragnarok sect leader Klaus Brobenschult did not elaborate on where the Messiah would come from, a subject which has been known to bring on inquisitions in the past.

*Mullah Ibrahim Al Asifmir stated that Mr. Brobenschult should watch his tongue or he may lose it.

Chaos Fallen/String of Pearls 15I-II20

*The wreckage of the looted Talpaku Trader 'Zdo Kzach' has been discovered in the Zdoblze system (0835). It is now confirmed that Khetwhachi Blackeye (the famous dark eccentric Talpak pirate inspired by ancient Terran buccaneers) was responsible. It appears that authorities were only made aware of the loss of the 'Zdo Kzach' when he sent recordings of the torture of the crew to their relatives, disguised as normal mail.

*In an unrelated incident, Khetwhachi Blackeye has finally released the Candlelight starport security chief kidnapped over a year ago. Unfortunately, he was inflicted with a post hypnotic suggestion which causes him to do parrot imitations whenever his ex-captors name is mentioned, complete with squawks of 'Pieces of Eight' in Galanglic. Psychologists believe that they have now removed the suggestion.

*The reward for the capture of Khetwhachi Blackeye, dead or alive, is now 300,000 Imperial Credits.

Kzdaalf/Shpiaiebrae 160-II20

*Officials of the Zhodani sector Administration announced a major review of the entire relay network throughout the sector.

*The review is expected to significantly restructure the existing relay network and significantly increase the number of Zhodani naval installations in the sector.

*Officials explained that the review had become necessary due to changing circumstances throughout the sector for reasons of both economics and security.

Kzdaalf/Shpiaiebrae 160-II20

*The Zhodani Far Trader 'Leedzhspae' has been officially listed as missing outside of consular borders.

*An appeal has been made for information concerning the whereabouts of the 'Leedzhspae'. Zhodani naval forces are preparing to conduct a search of likely systems outside of the Consulate.

KNOW YOUR NEIGER

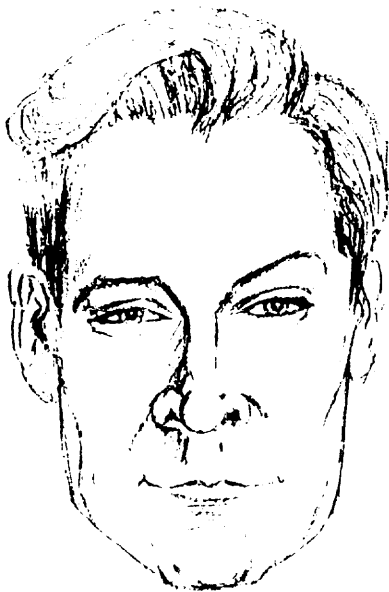
Ness, Gustav; UPP 3AAA9D; Age 27.

Skills: Leadership-3, Admin-2, Combat Rifleman-1,
Jack of all Trades-3, Tactics-2, Strategy-3, History-2,
Forgery-1, Liason-2, Streetwise-1

Born to the Imperial nobility in the Spinward Marches Gustav can trace his ancestry back to pre stellar Terra. As part of his duties Gustav has travelled about the Imperium from a young age and has made many contacts on numerous worlds.

Gustav has always been a keen student of history and military conflict. As a result he became interested in the Frontier Wars and then the Zhodani. While totally loyal to ArchDuke Norris he has made a study of the Zhodani and is somewhat sympathetic towards them.

Possessions: Large collection of historical military texts; Family Heirlooms; part ownership of various family properties; TL 7 Wheeled vehicle (bicycle); personal weapons; TL 3 Computer; Lots of clothing.



Talpaku Planetoid Belt Mining Activities

Planetoid belts in the Talpaku Communalities, where regulated, involve two types of licenses. The first allows exclusive use of a sphere of space based on a central body; the second is a general license that allows prospecting of any part of the belt not part of a claim. Some Talpaku use a single craft, such as the *Hwhibuhwha* class below, for prospecting missions. Others form a *takh* (or "commune") and live in the belt permanently or semi-permanently, using such craft as the *Kbetukov* class habitat.

The Talpaku Communalities stations military bases in belts which superficially resemble these habitats. The military bases are armed with missiles, energy weapons and/or fighters and are used for surprise attacks during invasions by such external threats as the Zhodani. Power plants are powered down to resemble the profile of a real *Kbetukov* mining habitat and only a Passive Object Pinpoint from a densitometer will reveal the true nature of the craft. The minimum size of a claim is far greater than the maximum range of a densitometer, so the stations are normally safe from such detection. If a civilian craft does close to TL 15 densitometer range of a station, some crews will fire to protect their secret, even though this is technically against orders. It should be noted that an advantage of contact with the Imperium was that the Talpaku now know the ranges of densitometers of higher TLs than they have themselves.

It is sometimes said that trigger-happy prospectors who shoot up those who intrude on their claim space are not prosecuted as strongly as they should. This allows the military to cover up the occasional shooting by claiming that the victim was actually attacked by a trigger-happy civilian and it was not them at all. Honest! So civilians should be careful to respect claim boundaries.

Hwhibuhwha Type J Interplanetary Seeker

Craft ID: Talpaku *Hwhibuhwha* Seeker, Type J, TL 12, MCr 15 (including 20% discount)
Hull: 63/158, Disp=70, Config=2SL, Armour=40F, Unloaded=580 tons, Loaded=1156 tons
Power: 3/6, Fusion=414 Mw (TL 13), Duration=60/180
Loco: 1/2, Maneuver-1, NOE=n/a, Cruise=750 kph, Top=1000 kph, Vacuum=1200, Agility=0/2*
Commo: Radio=Far Orbit
Sensors: EMS Passive=Interplanetary, EMS Active=Far Orbit, Densitometer High Pen/50m, 2 heavy robotic arms, ActObjScan=Rout, ActObjPin=Rout, PasObjScan=Diff, PasObjPin=Diff, PasEngScan=Rout
Off/Def: Hardpoints=1
 PulseLaser= x01
 Batt 001
 Bear 001
Def: DefDM=+2/+3*
Control: Computer=0/bisx3, Panel=Dyn Link x70, Special=LargeHoloDisplay, Environ=Basic Env, Basic LS, Extended LS, Grav Plates, Inertial Comp, Air Lock
Accom: Crew=1 (Bridge=1), "Staterooms"=1
Other: Cargo=564.7 kl, Fuel=163.2 kl, ObjSize=Average, EmLevel=Faint

The *Hwhibuhwha* class Interplanetary Seeker is often found in systems with rich belts that can sustain a permanent belter population (and so vessels do not need a jump drive). The pulse laser is used only for carving up planetoids, so the power plant is powered down most of the time (the duration stated provides for 240 hours use of the laser). Stats marked with a * are affected by power plant status (e.g. agility 0 when powered up, 2 when powered down). Obviously, the laser can be used for combat purposes when necessary.

Although the craft can be operated by a single person, a crew of 2 is more usual. This prevents loneliness and makes it more feasible that the necessary skills are well represented. Occasionally, these craft are found with a crew of 4, with each person specialising in some required skill and allowing 24 hour operation of the prospecting mission.

When used with a *Kbetukov* mining habitat, these craft have scoops added.



Marsupials rule, OK!

Kbetukov Type PW Mining Habitat

Craft ID: Talpaku *Kbetukov* Seeker, Type PW, TL 12, MCr 76.865 (including 20% discount)
Hull: 540/1350, Disp=600, Config=8USL, Armour=45, Unloaded=3942 tons, Loaded=5691 tons
Power: 8/16, Fusion=1080 Mw (TL 13), Duration=30
Loco: 11/22, Maneuver-1, NOE=n/a, Cruise=750 kph, Top=1000 kph, Vacuum=1200, Agility=0
Commo: Radio=Far Orbitx2
Sensors: EMS Passive=Interplanetary, EMS Active=Far Orbit, 4 heavy robotic arms, ActObjScan=Rout, ActObjPin=Rout, PasEngScan=Rout
Off/Def: Hardpoints=6
Def: DefDM=+1
Control: Computer=0/bisx3, Panel=Dyn Link x714, Special=LargeHoloDisplayx2, Environ=Basic Env, Basic LS, Extended LS, Grav Plates, Inertial Comp, Air Lockx4
Accom: Crew=4 (Bridge=2, Engineering=1, Medic=1), "Staterooms"=45, "MidPsg"=56, EmergLowBerth, SubCraft=Interplanetary Seekersx2
Other: Cargo=1719 kl, Fuel=432 kl, Purification Plant (51.8 hours), ObjSize=Average, EmLevel=Moderate/Faint (powered up/down)

The *Kbetukov* class mining habitat is mostly used by communes which wish to live in a planetoid belt, living a belter lifestyle. It is also used by larger companies.

The duration assumes that the manoeuvre drive is used for only 5 days (i.e. to travel to and from the planetoid belt and otherwise used only for occasional orbital adjustments). The duration can be extended indefinitely if one of the carried subcraft (c.f. *Hwhibuhwha* class Interplanetary Seeker) is fitted with scoops and is sent on occasional missions to a gas giant to gather fuel (purification is done upon return).

The craft needs only 4 crew but allows for a permanent population of 60 Talpaku. The 45 "Staterooms" represent space for immediate living quarters and also areas needed for residents of all ages (e.g. general entertainment, education, fitness and medical facilities). One of the spare computers is used for entertainment and education unless needed by an emergency.

The robotic arms are used in the cargo bay. The emergency low berth is for medical use. No provision for environment controls are made in the cargo, fuel and subcraft areas (not even grav plates). The air locks are used for access to the cargo bay (1), the subcraft (2) and the outside (1).

There is a variant of this craft without a manoeuvre drive. These are bases, rather than craft, and must be moved by a tug or similar vessel.

WANTED

Paul O'Grady; 21 Mountain Ave; Frankston Vic 3199, has requested that HIWG members keep an eye open for copies of the following Traveller products so that he may complete his collection.

- Zhodani Alien Module
- Droyne Alien Module
- Any Journal of the Travellers Aid Society
- Atlas of the Imperium
- Library Data A-M, N-Z
- Solomani Rim Supplement
- Also most Traveller Adventures

Persons with material they wish to sell are asked to send a list of items and prices to Paul.

YIKLERZDANZH

The following people are working on the following items for the sector Development Project.

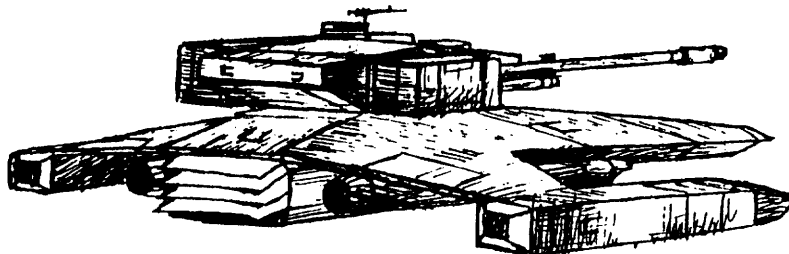
- Coordinator: David Schneider
- Subsector A;D: Gustav Ness, David Schneider
- Subsector E&F: Angus Foster
- Subsector G: Michael Butler
- Subsector H,K&L: Paul Ridgway, Mike Dooley
- Subsector I&M: Grant Sinclair
- Subsector J: Corran Webster

Subsector N&O: David Thornell; Subsector P: Geoff Kelly; Sulfoid Minor Race: Paul O'Grady.

The following HIWG documents are available for Yiklerzdanzh Sector. 7C01 The Talpaku Alien Module (13 pages); 7C02 Talpaku Subsector (4 pages); 7C03 String of Pearls Subsector (4 pages); 7C04 Rom's Loch Library Data (11 pages); Sulfoid Minor Race Working Document (5 pages).

An interesting piece of news is that Geoff Kelly has been appointed as the HIWG analyst for Far Frontiers Sector by Clay Bush after nothing was heard from the original analyst. Geoff is now looking for people interested in helping him develop the sector. This should allow us to match Yiklerzdanzh and Far Frontiers. Unfortunately Geoff has none of the original FASA material and so is interested in obtaining copies.

Included with this issue of STARBURST is a new revision of the Yiklerzdanzh sector map based on the present statistics sent to me by the various subsector developers. Please note that several subsectors do not have any specific data shown. This is because I have not received any subsector data from the developers on these subsectors as yet. Please also note that the stats I do have are still subject to change.

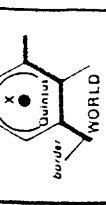
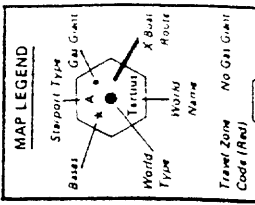


MEKRASHOZH YE VRTBLRZ IZHRANSFA SIFERJAZHIR

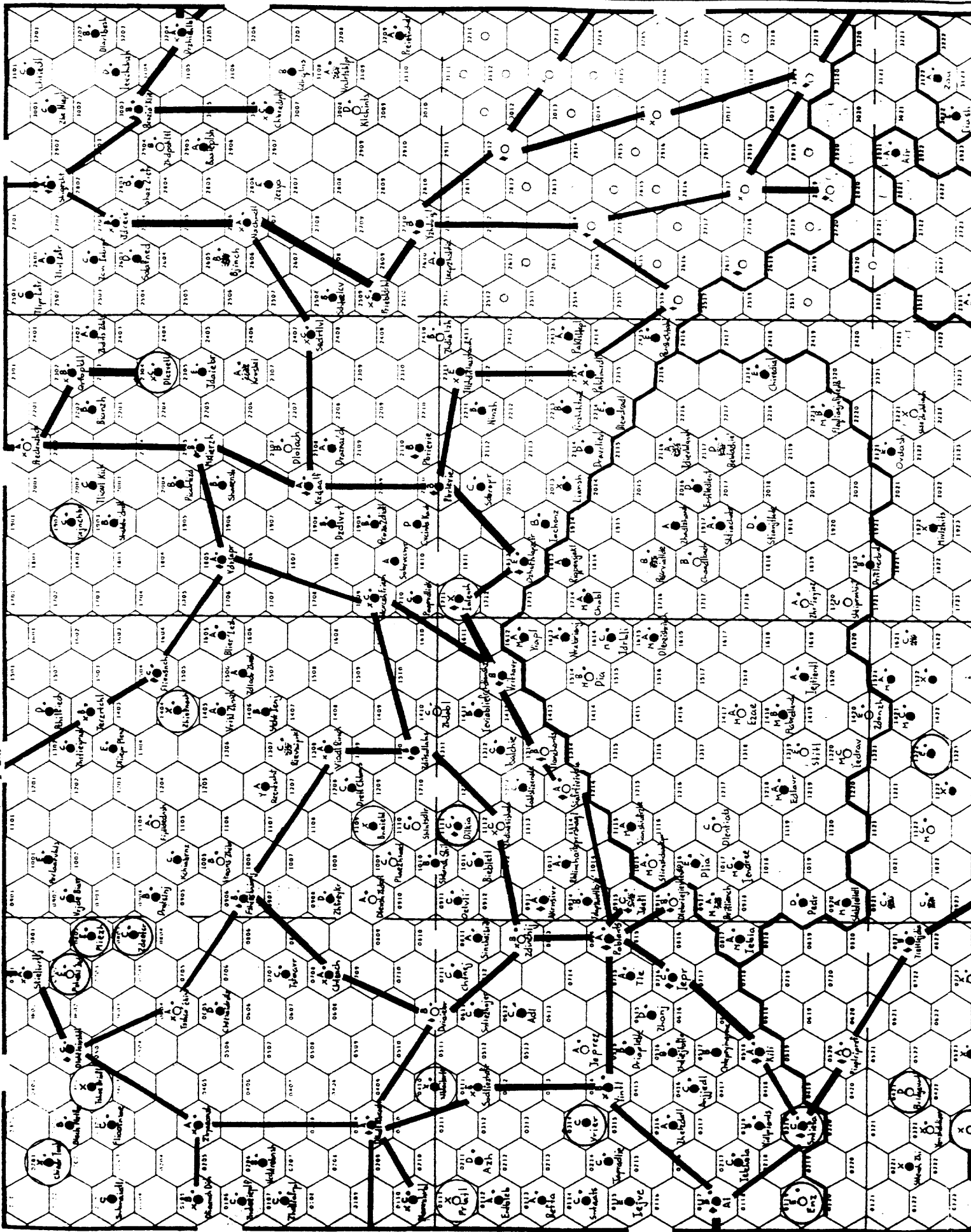
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E	F	G	H
I	J	K	L
M	N	O	P

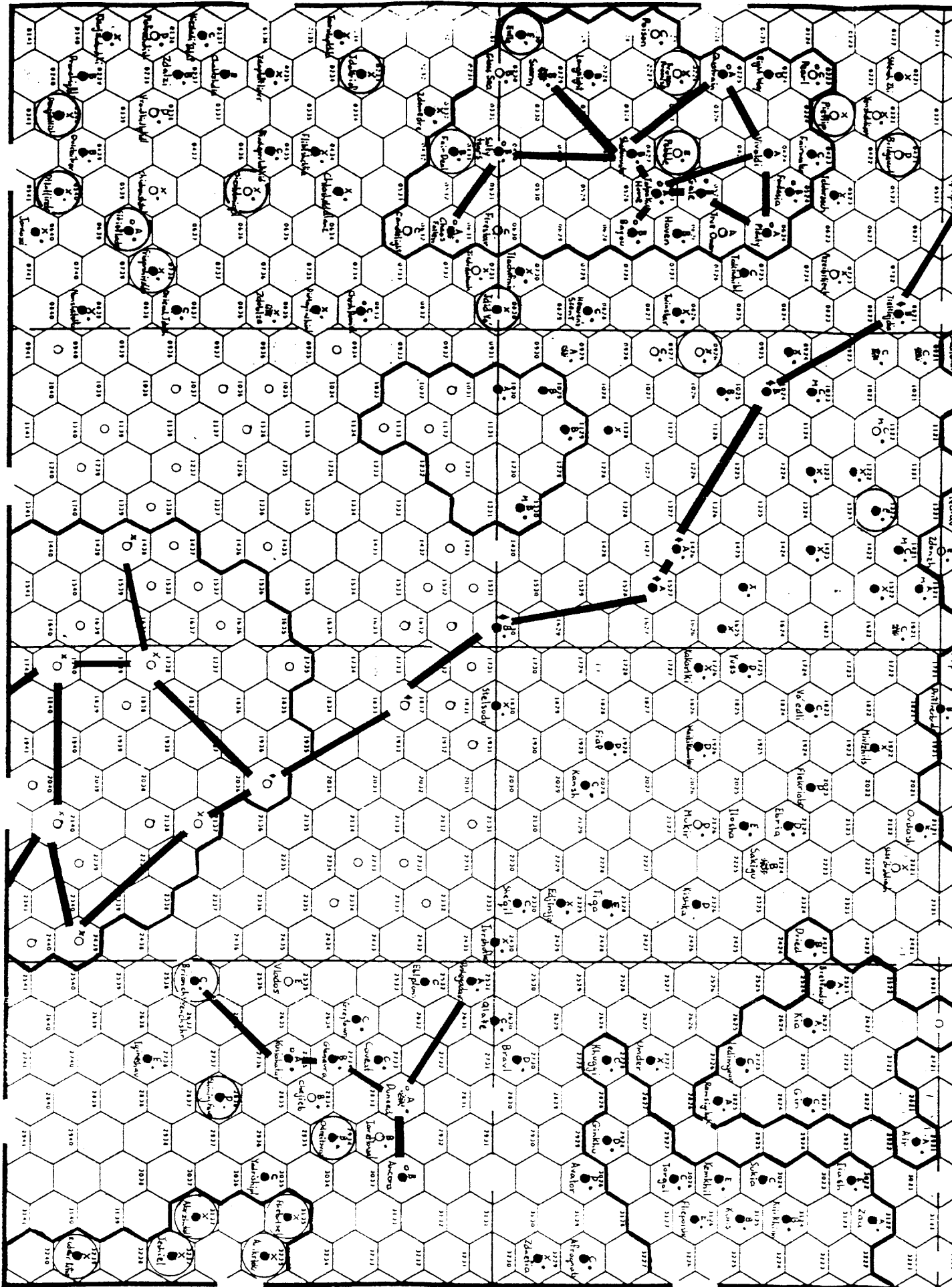
SUBSECTORS
WITHIN A SECTOR

- A Redish Chr
- B Topidifraes
- C Sopiaiebrae
- D Dru; Chikch
- E Izelipodash
- F Machchafal IJ
- G Lanchingidiezch
- H Chaimbehdach
- I Tolpawo
- J K
- K Myid Worlds
- L Akiguro
- M String of Pearls
- N O
- P Roms Lech



- WORLD CHARACTERISTICS**
- No Water Present
 - Water Present
 - Asteroid Belt
- BASES**
- * Imperial Naval Base
 - ▲ Imperial Scout Base
 - ◆ Zhoedni Base
 - ◇ Independent Base
 - ⌘ Research Station
 - ⌘ Scout Way Station
 - ⌘ Imperial Reserve
 - ⌘ Imperial Prison
 - ⌘ Exile Camp
- TRAVEL ZONES**
- Amber Zone
 - Red Zone
- POPULATION**
- under one billion
 - one to one billion
 - over one billion
- PRIMUMS**





Sector Name
YIKLERZDANZH
 REVISION: 5

TRAVEL ZONES
 — Amber Zone
 — Red Zone

POPULATION
 Second — under one billion
 First — over one billion
 World names in red are subsector capitals