



STARBURST

September 1992

Issue: 15
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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). 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.

RECRUITMENT

I am pleased to announce several new members.

Ben Arnall, 3/12 Stanley St., Randwick N.S.W. 2031. Australia

Steven Fernandez, 1 Nicholson St., Penhurst N.S.W. 2222. Australia

Jeff Malone, C/- St Columba College, Stirling Highway, Nedlands W.A. 6009. Australia

MOVED

Corran Webster has gone to study in the United States for awhile but he remains an active developer of Yiklerzdanzh. Until further notice Corrans address is;

3780 Keystone Ave, #106 Los Angeles, CA 90034 United States of America.

NEW ZEALAND

New Zealand has a new member ,

Richard Fields, 9/26 Phillip St., Johnsonville, Wellington New Zealand.

KNOW YOUR HIWGER

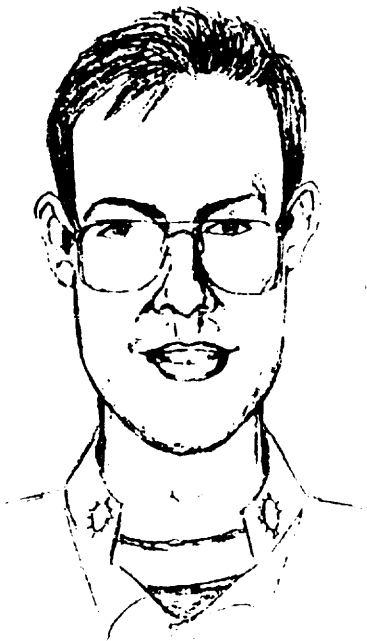
Foster, Angus Charles Robert 6579B7 Age 20 Scientist

Skills: Linguistics-3 (Classical Greek, Latin, German),
Animal Handling (Feline)-2, Computer-I, Admin-I, Trader-I,
Legal-0, Persuasion-0, Leader-0, Liason-0, Wheeled Vehicle
-0

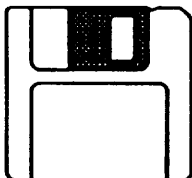
Profile: Originally born in Montreal/Canada on Terra (Sol/
Solomani Rim) emigrated to the Spinward Marches at the
age of 11 months. Raised in the city of Sydney in New
South Wales on Mora/Mora (Spinward Marches). Attended the
premier state (public) high school in New South Wales,
then the University of N.S.W. where he currently attends.

At the UNSW, he was elected Secretary of Gameplayers, the
Role-playing society on campus, in his first year. He
currently continues to hold the same position in his second
year.

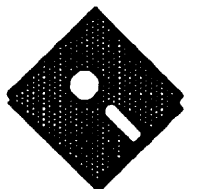
Possessions: Ancient artifacts from the 20th Century
(various RPGs), books, dysfunctional (sort of) stereo,
TL 8 (middle) computer (Apple 2 bis), dysfunctional wheeled
vehicle (bicycle).



New Computer Files



A series of documents on aliens from various official sources (such as the old Alien Modules & JTAS) has arrived from the USA, totalling about 450K. Files are available from Grant Sinclair in Text, IBM/Mac MS Word and IBM Word Perfect formats. Paper versions available from me (David Schneider). Documents are (with number of pages): Ael Yael (1), Aslan (10), Brinn (5), Dolphins (7), Droyne (4), Dynchia (2), Girug'kagh (2), Githiaskio (1), Hivers (3), Hlanssai (2), Irklan (2), K'Kree (5), Pri' (2), Sabmiqys (3), Vargr (5), Virushi (2), Zhodani (2).

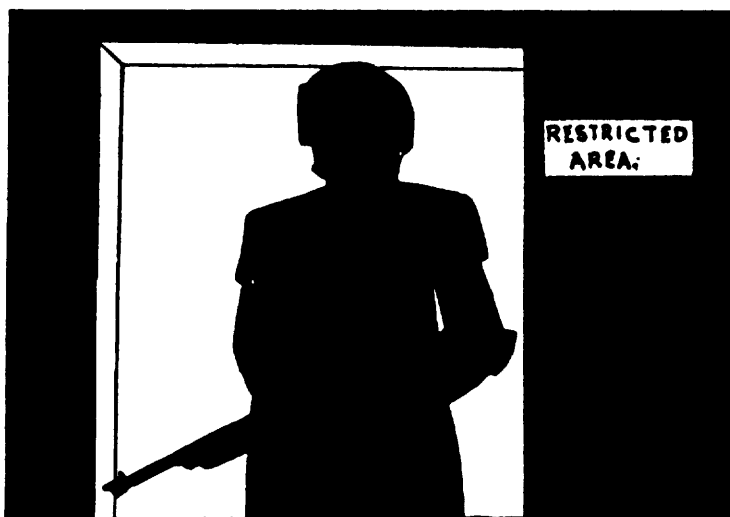


World Builders Handbook Errata

I have recently come across some errors in my copy of World Builders Handbook that may be of interest to other referees. Please write to me (Grant Sinclair) if you have any comments or suggestions.

1. Size related details step 9 (p 62) states "P" is in standard days; should be hours.
2. WBH strongly implies that the orbit number of a satellite is in central planet diameters (e.g. step 8a on page 62); it is in fact radii (e.g. MegaTraveller Refs Manual, old Book 6). The same error also appears explicitly in Travellers Digest (e.g. TD 19 p 35). So halve orbital distance in radii to get distance in diameters.
3. The definition of gas giant size is inconsistent with MegaTraveller Refs Manual (e.g. p17), old Book 6, and other DGP publications (e.g. Terra system writeup). Small gas giants should range in UWP size from 20 to 70; large gas giants should range from 80 to 140; brown dwarfs start above that. I use the table at right which corrects these problems (as far as I know). It also categorises gas giants from the Terra system correctly (i.e. matches previously published official writeups). Saturn (UWP size about 80) and Jupiter (about 90) are large gas giants; Uranus and Neptune are small gas giants (UWP size each about 30). Previously, even Jupiter was a small gas giant according to WBH. Don't use brown dwarfs without reading up on them first - they are complex beasts (e.g. the more massive they are, the smaller they get).

Gas Giant Size			
Small		Large	
Die (1D+1)	UWP Size	Die (2D)	UWP Size
2	20	2	80
3	30	3	80
4	40	4	80
5	50	5	90
6	60	6	90
7	70	7	100
		8	110
		9	120
		10	130
		11	140
		12	Brown Dwarf



© D 72

CHUCK KALLENBACH II

Chuck Kallenbach II has provided me with a copy of the updated SORAG. The new version of SORAG runs to seven A4 pages and is available from David Schneider at the usual rate of five cents a page.

Chuck advises me that this new version of SORAG has never been properly playtested, so he is most interested in receiving feedback on it.

People who have copies of the original SORAG may be surprised to learn that in the new version SORAG works for the Duchy of Trelyn and not the Colonade Administration District.

SPECIAL REQUEST

New member Steven Fernandez (see page one for his address) has passed the following

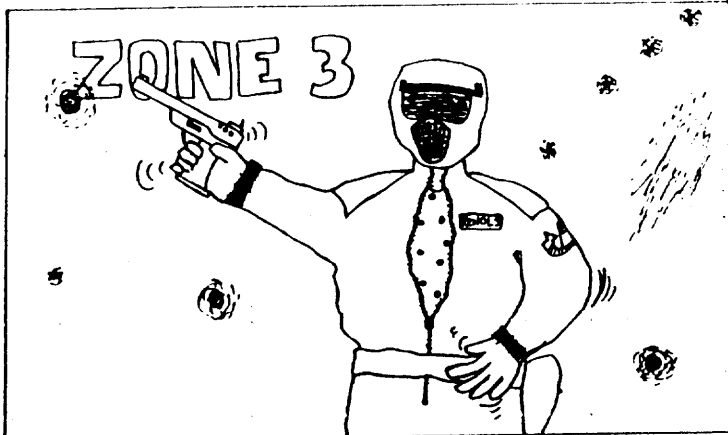
request to me.

"If anyone in HING can give me a loan of the ancient JTas I9 - or photocopies thereof - then that would be greatly appreciated: not only for the 'Ecology of Piracy' article, but also for some other stuff that is allegedly in that JTas issue."

JOKES

Grant Sinclair has sent me two jokes, other HINGers are encouraged to follow this example.

- Q. How many Vargr does it take to make chocolate chip biscuits?
A. Five - one to make the batter and four to peel the smarties.
- Q. How does Emperor Lucan change a light bulb?
A. He just has to stand there, because the universe revolves around him.



STARSHIP SAFETY TIPS #14
ALWAYS CHECK ZIPPERS BEFORE GOING INTO COMBAT

NEWS

Kevin Parry has resigned from the post of HIWG UK. Noone has replaced him in this post as yet (to my knowledge).

News Reports

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

Dlebriejievlien (0913)/Izellensjdash
I79-II20

*This Balkanized world of the Zhodani Consulate was the subject of a series of

attacks yesterday by a force of starships of unknown origin.

*Details remain unclear but a force of ten vessels is believed to have jumped in system dangerously close to the primary world and immediately launched an attack against the Zhodani Naval base in orbit.

*The Zhodani base appears to have been caught completely unawares. The base was extensively damaged and a number of Zhodani warships were virtually destroyed at their moorings.

*Following the attack on the base a series of orbital bombardments were carried out against several population centres on the planets vacuum surface. Casualty figures have not been made available but are believed to be high.

*The hostile fleet successfully refueled and left system before a coalition of local system defence boats could reach them.

*One witness who wished to remain unidentified described the entire situation as chaotic. "This fleet just waltzed in, kicked the crap out of the Consular base and then bombed the world. Those navy guys didn't seem to have a clue about what was going on, you should have heard their comms chatter. Then the local governments seemed more interested in debating who would command the SDB task force than stopping the bombing. This is a real debacle, heads are going to roll over this one."

*A spokesman for the Naval base declined to respond to criticisms of the Navy and refused to speculate as to whether or not the hostile fleet belonged to the Talpaku Communalty or Meichtid Ibl. He did state that an alert had been sent to other bases in the region.

YIKLERZDANZH

The following documents are available for Yiklerzdanzh.

- 7C01 The Talpaku (18 pages) By Grant Sinclair
- 7C02 Talpaku Subsector (4 pages) By Grant Sinclair
- 7C03 String of Pearls Subsector (4 pages) By Grant Sinclair
- 7C04 The Vlazhdumecta (20 pages) By David Thornell
- 7C05 Stellar Chorus Subsector (6 pages) By Corran Webster
- 7C06 The Carillon (5 pages) By Corran Webster
- 7C07 The Sulfoids (5 pages) By Paul O'Grady
- 7C08 Rom's Loch Library Data (11 pages) By Geoff Kelly
- 7C09 Yiklerzdanzh Sector UWPs (8 pages) Compiled by David Schneider

All developers working on the project are requested to pass an update on their work to me in the near future. David Thornell and Corran Webster are asked to sort out the stats for the worlds they have joint control of.

In general work on the sector is progressing well, hopefully I will be able to issue an updated map of the sector with the next issue of STARBURST.

History of Yiklerzdanzh

Some Points Which Need Clarification

by Corran Webster

This is a general discussion of some outstanding problems I am having with the history of Yiklerzdanzh. It overlaps with some of the issues raised in Paul Ridgway's document 173.01 *Zhodani Expansion*. The main reason for me doing this is so I can sort out the Carillon timeline satisfactorily. Please note that some of this is highly speculative and possibly heretical. It is also probably too up-in-the-air to be a HIWG document, but eventual resolution of the arguments raised by this may result in such a document.

Basic Timeline of Yiklerzdanzh

-5120 Zhodani encounter Addaxur. Meichntid Ibl founded.
c. -5100 Zhodani exploration of Yiklerzdanzh.
c. -4600 Zhodani contact Vlazdumecta
-4000 First Zhodani core expedition.
-3915 Talpaku interstellar colonisation starts.
-3000 Talpaku have colonised Gale, Haven, Bayou and Shallowwater.
-2700 Talpaku trigger interdiction probe.
-1792 Talpaku capture jump drive.
-1750 First Zhodani task force against Talpaku.
-1685 Second Zhodani task force against Talpaku. Talpaku War.

Some Thoughts on Zhodani Jump Technology

Thought 1

The coreward half of Yiklerzdanzh has some long jump-1 mains. Hence it could be (fairly) easily colonised with jump-1 technology. The rimward half really needs jump-2 for a viable settlement.

Thought 2

The secession of Meichntid Ibl could have prompted jump-2 development. What if the Meichntid Ibl nobles developed jump-2? (on further reading, this is not a what-if, Meichntid Ibl had "starships that were TL 11" ie. presumably jump-2 capable). This would have given them a major edge over the Consulate forces, and the Zhodani would have had to develop (or capture) jump-2 to keep up.

Thought 3

I really feel that jump-2 is a minimum for such a major undertaking as the Core Expeditions.

Thought 4

The logical path of colonisation for the Zhodani if they had jump-1 would have been to the Talpaku main (it is only 2 jump-2's from the major Yiklerzdanzh main). If we assume late development of jump-2, there has to be a very good reason why the Zhodani didn't expand, especially if they knew about the Vlazdumecta, who after all are human and would have generated a lot of interest.

Two possible reasons spring to mind: firstly the conflict with Meichntid Ibl could have made such missions too dangerous. Secondly, the Core Expeditions could have drained resources from the effort, but I don't think that it would have been enough (especially if the Vlazdumecta were the first other human race contacted by the Zhodani).

Conclusion

How about a date somewhere in the range -5000 to -4000 for the Zhodani getting jump-2, probably as a direct consequence of the Shadow War?

Exploration of Yiklerzdanzh

It looks as though the exploration must have been a fairly slow affair. Presumably the area which is now Meichntid Ibl had been explored prior to -5120. And according to David Thornell, the Vlazdumecta were not contacted until about -4600. I would imagine that the renegade nobles who formed Meichntid Ibl would have set up their stronghold on what was the edge of explored space at the time of their secession. In reaction to this, the Zhodani would have done surveys of the area as quickly as possible for military reasons (can we sneak up behind Meichntid Ibl?) and then as the shadow war dragged on, consolidated their surveys of the immediate area. More rimward regions would probably have been left for later exploration while the war was underway. Hence we come to the following conclusion:

Yiklerzdanzh was explored in 3 stages:

1) Initial exploration of the coreward half of the sector, coupled with colonisation of key worlds. pre -5200. This would have used jump-1 technology

2) Exploration of the area around Meichntid Ibl. -5120 to -5000?

3) Exploration of "the rest" of the sector. c. -4600.

Note that "sector" is a Vilani/Solomani concept. The Zhodani must have used some other way of subdividing space, and this could be a reason why some worlds in the sector were explored much later. ie. they were simply in the wrong subdivision and were left for later.

This timetable is still valid no matter when jump-2 was developed. The Zhodani could have still explored the area without jump-2. It might also be possible to make the Vlazdumecta contact date later and assume after jump-2 was developed.

In any case, the rimward half of Yiklerzdanzh could not have been seriously colonised until jump-2 was developed and there would have been little trade with the Vlazdumecta until this.

Colonisation of rimward Yiklerzdanzh

During the shadow war, the Consulate would have probably attempted to set up some bases rimward of Meichntid Ibl in an attempt to flank the rebels and then attack their rear. Meichntid Ibl would probably have responded by expanding rimward. As the borders of Meichntid Ibl and the Consulate currently stand the lines of supply to such bases would have been tenuous at best (especially with jump-1 technology). However, during the war, the borders would have been considerably more fluid. I will leave the exact details here to the appropriate subsector correspondants (Angus Foster and Michael Butler).

With the contacting of the Vlazdumecta, the Zhodani would probably have attempted to establish a route through to the Vlazdumecta worlds.

If only jump-1 is available:

As mentioned earlier, the most obvious route would have been along the Talpaku main, then to Chaos Fallen (via either Heaven's Scent or Swarm & Salty Tears), then to Chez Daznish and across subsector N.

Alternatively a route could have gone through the spinward edge of the Meichntid Ibl worlds (which

supposes that at the time they were not Meichntid Ibl worlds), and then rimward to Forday's Fortune or Heaven's Scent with the rest of the route as before. This route fits better with the history as it currently stands, but is less obvious as to why it should have been chosen.

Other alternatives are for the route to go through what is now the Carillon Harmonies instead of going through Chaos Fallen.

If jump-2 is available:

The Forday's Fortune route becomes more viable, even with Meichntid Ibl's current borders.

This discussion leads to the following scenario:

The Zhodani slowly colonise Yiklerzdanzh sector, following the mains, until by -5120, they have explored the coreward half of the sector and colonised key worlds.

Around -5120, the renegade non-psionic nobles declare their haven independent. Both sides muster forces, and settle down to long-term warfare.

During this period, both sides attempt to complete their knowledge of the local area and conduct surveys of the surrounding star systems. About -5100 the Talpaku system is surveyed, intelligent life noted, but no further action is taken because of the war. *!! What if there was a battle in the Talpakuhome system between opposing survey vessels. What if one crashed on a population centre?*

Some bases are set up during the war in the rimward half of the sector, mainly to support surveying, but also some naval bases. Some become full-blown colonies.

Meichntid Ibl develops jump-2 at some stage during the Shadow War. The Zhodani Consulate either develops or captures the secret from Meichntid Ibl (the sooner after secession that Meichntid Ibl gained jump-2, the closer the Zhodani were to getting it anyway). My personal preference would be for Meichntid Ibl to get jump-2 fairly late in the piece, say shortly before the end of the Shadow War (approximately -4800??). This is not unreasonable – it took the Solomani only 200 years to get from jump 1 to 3 (while they were at war with the Vilani, so around 300 years for Meichntid Ibl should be OK, especially as they were already getting some TL 11 devices when they succeeded (indeed it may be too slow). This would mean that it took racial Zhodani about 600 years to develop jump-2 from jump-1, which is fast, but there was an stimulus (ie. conflict with a jump drive equipped enemy).

By -4600 the Zhodani Consulate has jump-2 and completes the survey of the sector, encountering the Vlazdumecta. A jump-2 trade route is set up to the Vlazdumecta colonies and colonisation occurs along this. The route went through what are now the spinward regions of Meichntid Ibl, down to Forday's Fortune, across via Jdid Va' to Chaos Fallen, then to Chez Danzish, and through to Vlazdumecta (route up to the appropriate correspondents).

Cautious colonisation followed, but to keep peace with Meichntid Ibl, all colonies were technically autonomous.

With the first core expeditions in -4000, funds previously earmarked for colonisation were slashed, and colonisation ground to a halt. Increasing fascination with the core project caused new colonisation rimward to Meichntid Ibl to be virtually abandoned – the odd enterprising noble or Zhodani subgroup would attempt a new colony occasionally, but there was no "official" activity. Those worlds already colonised started to steer courses of their own.

The first major stir was caused by the emergence of the Carillon (which was a major surprise to the Zhodani). The Jdid Va' colony was destroyed by an early Carillon probe – the colony builder was programmed to use *all*

organic material it could find, and it essentially ate the Zhodani colony. Few humans were killed, but the infestation was sufficient to make the colony unfeasible. Despite this, the Carillon managed to establish good relations with Forday's Fortune, and the trade route was rerouted through Tlachefrnin, although no colony was ever established.

The second major stir was the Talpaku war. The main Talpaku thrust was toward the Consulate, but early scouting reports indicated that there was Zhodani activity to rimward. Chaos Fallen was captured, since it was the site of a Zhodani base, but Forday's Fortune and Ianzhva were spared all but commerce raiding. The Carillon made representations to the Talpaku which established a 3 parsec "buffer zone" between the two states (which still exists). This saved Forday's Fortune and cemented the mutual relationship between Forday's Fortune and the Carillon.

After the war, the economy of the area around the Talpaku went into a downward spiral. The Zhodani had insufficient funds allocated for post-war rebuilding. There were a number of stock market crashes. *!! The Vlazdumecta, cut off from their major trading partner suffered a complete economic collapse, followed by a breakup of their state.*

During this period, the Talpaku consolidated their gains and the Carillon developed their corner of the universe, but other than this, the outlook was all doom and gloom. Meichntid Ibl used the opportunity to grab a couple of worlds on the Vlazdumecta trade route, which made things worse.

Eventually contact with the Carillon removed some of the Talpaku xenophobia, the Vlazdumecta got their act together, the economy picked up, the Solomani arrived (when??) and the Zhodani started to invest in infrastructure (Xboat systems etc). Which leaves us in the present position.

Solimani Arrival in Yiklerzdanzh

Grant Sinclair has pointed out that in my Forday's Fortune write-up that I have assumed arrival of Solomani in Yiklerzdanzh c.-400, hypothesising that these were Sword World colonists who "kept going." This seems to be too early compared to other sources, so we need to get something sorted out as to when Solomani started arriving in large numbers in Yiklerzdanzh (and I am assuming that there were some attempts by racial Solomani or Imperials to settle in Yicklerzdanzh). I would think that occasional small ships crewed by Solomani would have passed through Yiklerzdanzh ever since the Rule of Man – there are people with an urge to explore.

During the Rule of Man period it is unlikely, but possible, that Solomani would have reached Yiklerzdanzh. In this period I would assume that settlers would have been fleeing the chaos of the Ramshakle Empire (what if someone had heard that there was another human empire that was not experiencing the problems of the Rule of Man – this may have attracted colonists). But why Yiklerzdanzh instead of some closer sector? Perhaps this was where prospective colonists were directed by the Zhodani?

During the Long Night, few worlds would have had the wherewithal to mount major colonisation missions, although there notable examples (the Sword World colonies being the prime example). I can see that the Sword Worlders, travelling for many years just to get to the Spinward Marches (about a 700 parsec journey at jump-2 equals at least 700 weeks or 13 years). We can assume that in that time some of the colonists (crewmembers probably) would have got used to the travel, and there are some surplus starships lying around. Why not see the rest of the universe?

In the days of the formation of the Third Imperium, dissident groups or people fleeing the pacification campaigns may well have decided to get themselves as far as possible from the action. Yiklerdzanzh probably would suit such groups well. It is not totally controlled by the Zhodani, but is near enough to a major empire that mod-cons are available. The Zhodani are not overtly expansionistic so you can live fairly peacefully, and best of all you are a long way away from the Imperials. In fact these would have been good reasons for colonisation during much of the Imperium's history; except perhaps during the Frontier Wars.

Also during the Imperium's initial expansion, colonists may have been sent as "advance parties" or set up way-stations to pave the way for a future spinward expansion (which in the end was blocked by the Zhodani).

So what dates do we have available:

c.-400 or earlier

Unlikely: why Yiklerdzanzh? Who would have the wherewithal? At jump-2 it would take approx. 2 years to travel to Yiklerdzanzh from the Spinward Marches.

c.0 – suggested in Ares version of Far Frontiers (and hence dubious)

Solomani refugees arrive in Far Frontiers, could have continued to Yiklerdzanzh. See above for other possibilities.

c.350 – suggested by Geoff Kelly for Subsector P

c.500 – IISS vessels survey Vanguard Reaches

Vanguard reaches write-up implies no significant imperial contact before this.

1061 – suggested by Grant Sinclair

IISS survey of Yiklerdzanzh.

My preference is that the Solomani/Imperials have had some presence for some time. Consider that Yiklerdzanzh is about as far spinward as the K'kree worlds are trailing and they have been known of for some time. From my point of view the longer the better; the more integrated the Solomani and their culture will be into the Forday's Fortune population and the longer Forday's Fortune will have been a major world. How does some time between 0 and 500 sound to people? Assume colonists are refugees from some appropriate strygg in the Imperium (pacification campaigns, the Illelish rebellion, maybe even the Civil War).

Postscript (4/8/92)

I found this entry on the Vlazdumecta in the Far Frontiers Library Data

General name given to the original colonists who settled much of the Far Frontiers region. Their origins are obscure, but they are believed to have been a minor human race flourishing in the Afachtiabr sector some 6000 years ago, during the early period of Zhodani interstellar expansion. The race absorbed a great deal of culture and technology from the Zhodani. They founded a wide-spread mercantile and commercial empire that included the Far Frontiers sector.

Zhodani absorption of the Vlazhdumecta homeworlds triggered the breakdown of their interstellar civilization. Far from being self-sufficient, most of their colonies lapsed into barbarism. Few ever recovered.

Vlazhdumecta composed the basic population of most settled Far Frontiers worlds until settlers from the Third Imperium came 800-900 years ago. Except for certain anomalies, no trace of Vilani/Solomani orientation or influence appeared in the Far Frontiers until then.

This implies that the Vlazdumecta had a large sublight empire circa -5000.

It also implies an arrival date for the Imperials in Far Frontiers of approx. 200-300.

