



STARBURST

January 1993

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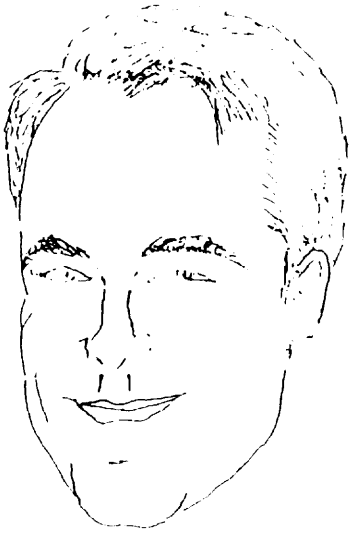
STARBURST is the newsletter of HIWG Australia and is distributed to all members of HIWG in Australia and New Zealand free.

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.

KNOW YOUR NUMBER

Geoff M. Kelly 9A74A6 Law Enforcement/Army Age 25
I & 2 Terms



POSSESSIONS: 1/2 a dozen swords, wheeled ground car, 3/4 of a house, wife and three children, LOTS of books, about 1500 miniature metal soldiers.

SKILLS: History-2, Pistol-2, Wheeled Vehicle-2, Information Gathering-2, Combat Rifleman-2, JOT-I, Leadership-I, Admin-1, Unarmed Combat-1, Legal-1, Tactics-1, Survival-1, Heavy Weapons-0

The subject underwent a middle-class upbringing until undergoing tertiary education at the University of Monash on Glenaura/Yiklerzdanzh. During the formation of the Signatorate he entered the Civilian Militia force and saw service in the recon platoon of an infantry battalion that saw service locating and eliminating hostile raider units that had infiltrated or landed on Ancona. This service continued after his entry into the regional Police force. Though he continued service in the militia for another four years after entering the Police force, he served in mundane uniformed patrol units and sensitive intelligence gathering police units before mustering out of the militia after six years non-continuous active service. Though continuing in sensitive duties with the force, he is currently considering a transfer to a small, quiet country station due to a condition similar to shellshock inflicted upon him by his oft-times demonic-seeming offspring.

NEWS REPORTS

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

Odreitsvoz/Rom's Loch 287-II20

*Terrorists of the Odreitsvoz Freedom League today claimed responsibility for a small explosive device detonated in a military hanger at the main starport today. An organisation believed to be suspected of being supported by the Collonade Administration District, the League has over the past few months claimed responsibility for numerous bombings and drive-by shootings.

*The League has apparently been in existance for quite some time, but a supposed lack of funds prevented it from acquiring the material and arms that it needed to carry out its intentions.

*The commander of the local Signatorate Peacekeeping Force, Brigadier Robert Stewart of Ancona/Rom's Loch, has voiced concern that the actions of the League, while not representative of the general population, may bring about "unfortunate recriminations" from some of the Signatorate Peacekeepers against the community at large. He declined to name which Peacekeepers he was referring to.

Caveat/Rom's Loch 295-1120

*Arran Sinclair, CEO of Industrial Mechanics and Lining, today announced the final acquisition of shares in the Aslan company Vascatwilahateakushu (Artful Ships of Power), a major starship construction company on Kusiaiatai/Rom's Loch. Combined with a major sharehold in the shipyard facilities of Haaheen Routa in the Duneed/Rom's Loch belt and its widespread primary industry investments, IMIL has become one of the subsector's most powerful industrial companies.

Mr Sinclair stated in a brief news conference "I.L.A.L. has no interest in interfering with the operations of successful companies such as Vascatwilahateakushu. A recognition of how the clusters economies are becoming more interdependent is, however, necessary for local businesses to compete as we enter the new decade."

*IMIL's success over the past ten years, propelling it from its position of being a large local company to being one of the major investment companies in the cluster has evoked some measure of interest. Most questions about the company's fortune have however been answered with references to Mr Sinclair's business acumen.

Kzdualt/Sipiaieorae 296-1120

*The Zhodani Sector Administration has declared a State of Emergency in response to the attack on Dlebricjievlien/Izellensjaash on 179-1120. A Zhodani spokesman stated that "an unprovoked attack upon the citizens of the Zhodani Consulate cannot be tolerated." He went on to reveal that orders had already been given to transfer additional warships and troops to border systems.

*Both the Ambassador for the Falpuku Community and the Medicantid 1st Ambassador denied any knowledge of the attack. They further went on to express alarm at a Zhodani military build up along their borders.

Dlebricjievlien/Izellensjaash 321-1120

*The Commander of the Zhodani Naval Base during the attack here on 176-1120 was today found guilty of numerous charges by a Courts Martial. The officer, whose name has not been released, was sentenced to death.

*Further details were unavailable although it is believed that an appeal will be made.

RELIGION IN THE IMPERIUM

by Steven Fernandez

Part 3: Why Science won't be worshipped

"...it could be considered that science as science, had failed the outer worlds. To be reaccepted it would have to present itself in another guise..."

(Pg 96, Foundation, Isaac Asimov, Panther Books, London, 1983)

I have argued that the "old style", dogmatic, religions (which we are so familiar with today) will gradually fade away from mainstream consciousness - due to their inability to remain "relevant" to the future era. Now there might be a temptation to suppose that as the dogmatic religions crumble, everyone will start flocking to the protective wings of science: That, somehow, Science will provide the certainty that religion has lost. This, however, is a highly unrealistic view. It is the job of this episode to explain why.

Firstly, let us be clear about in what way we are evaluating Science here. In

this context, we are considering Science as a candidate philosophy of life - rather than its worth as a pursuit for knowledge (i.e. rather than its reliability as a 'knowledge generator'.) We are considering Science, that is, from the point of view of how successful it has been as a possible answer to the 'spiritual needs' of the populace.

On this planet of ours, it was in the fifties when the popular faith in science probably reached its peak. At that time, there was the vision of clean and plentiful atomic power...Of steadily rising living standards brought about by more and more labour saving devices. Of the world's problems being solved by benign, white-coated, saviours (with those same white-coated benefactors being ultimately able to put a stop to any nasty 'flying saucers' that dared to buzz the white house.) And so on...

But Science didn't really take advantage of this popular faith it had in the fifties. In fact, Science basically lost its 'big chance' to become the Answer to the Social Everything, once the sixties drew to a close. By the time the seventies came around, it was already too late for it. This last fact can be witnessed by the Sci-Fi movies of the time - and in particular by the dystopian images they portrayed about the future. Examples of these pessimistic movies include *Blade Runner* (1970), *Slaughterhouse Five* (1971), *Clockwork Orange* (1971) - just to mention a few.

But why did Science suffer such a turn-around in public perception?

Well, firstly because of the ever-increasing awareness of the effects of pollution (and, since the eighties, because of the emergence of a much broader 'eco-awareness') - which induced many people to become wary about the value of technology. Along with this pollution awareness came the disillusionment with nuclear power: The promise of the fifties became the regret of the seventies - especially after the Three Mile Island Incident (in 1979). Such a disappointment made Science look almost as unreliable as the electoral promises of politicians.

On top of environmental concerns, came the despair over the horrendous capabilities of modern weapons - especially, of course, with regards to nukes. Compounding this despair was the public knowledge of the immense defence budgets that were being borne by the super-powers - as well as the knowledge that some of the best scientific minds in the community were involved in trying to invent even more powerful weaponry. The face of Science as a benevolent enterprise therefore began to crack and crumble.

Similarly, the opportunistic commercialism of some scientific discoveries (such as in areas of pharmaceuticals), as well as the amorality being exercised by big corporation R&D (as witnessed by issues such as animal experimentation, or chemical factory practices in Third World Nations), has only cemented the seventies-style image of Science. The image, that is, of Science as a cold, ruthless, and sterile programme being conducted by 'bloodless', bespectacled, white-coated minions.

As if all this wasn't enough, there has been the (very) slow but steady dissemination of the counter-common-sensical assertions made by modern physics: Such as that colour is a kind of illusion, or that atoms are mostly space, or that matter and energy are not ultimately distinct, or that electrons can be considered as either waves or particles, or that space is 'curved'... and so on. It is claims such as these that lead the populace to conclude that supposedly sober Science is little better than head-in-the-clouds philosophy.

Clearly, then, the current popular disaffection with Science is a rope with many strands. Far too many strands, in fact, for one to take seriously any starry-eyed view that suggests that there will be some time in the future when the people will "return to the fold" of Science. In making this negative prediction, don't get the impression that I've ignored recent events (such as the slowing down of the arms race, or the serious research that is now being developed 'green' technology), or that I've ignored the technological wonders predicted by Traveller (notably fusion power, gravitics, and the Jump Drive.) Recent events

, and the technological wonders, will no doubt improve the image of Science: But I'm speculating (as a hard-nosed realist) that this image improvement will ultimately be too late in coming, and too gradual and undramatic in its surfacing, to reclaim Science back into public-idealism. (This image-improvement will be 'too gradual' because of the generally conservative and circumspect way that real-life scientific research is conducted. And it will also be too undramatic because all the technological wonders will not, of course, come all at once: fusion power and Gravitics, for example, are discoveries that are at least years apart - especially in terms of how long it would take before they would eventually 'filter down' to the civilian economy.)

But in saying this, let me be clear that I am not saying that absolutely no one in the Traveller future will invest great personal faith in Science. Rather, I am simply saying that most people won't. Nor am I saying that the non-scientific majority of Imperials (as well as other races of humanity) will not look to Science for any answers to religious-type questions.

In summary, then, mainstream Imperials will not be taking their worship to temples furnished with test tubes and bunsen burners. Nor will Science - as a body of doctrines - play any vital part to the spirituality of the Imperial. Consequently, when the dogmatic religions finally fade away, it won't be Science that will take their place instead.

Editors Announcement: After discussion with others I have decided to discontinue the Religion in the Imperium series. If you wish this series to be reinstated please write and tell me.

REMARKS

Last issue Grant Sinclair said something starports requiring a minimum tech level to support them but was unsure as to where he had seen this. Steven Fernandez has written to advise me that this data is from DGP's Grand Census product on page 22 and is reproduced as follows;

Starport	Min. Tl.
A	A
B	9
C	8
D	7
E	6
X	0

It should be noted, though, that it is possible for worlds to have a starport of a higher class than their local tech would normally allow. Such a starport would probably be owned and maintained by another system with a higher tech level. If a Zhoumi Naval base is present the entire starport complex was probably constructed by the military.

Next, there seems to have been some confusion as to how to represent hydrospheres on sector/subsector maps. In summary then, filled in circles are for worlds with a hydrographics percentage greater than zero and with atmosphere less than A or greater than C (worlds with a positive hydrographics percentage with atmosphere A-C have non-water liquid oceans). This is the method that will be used by nLGG Australia from now on. I'd like to thank Grant Sinclair for help in clarifying this point.

WANTED

Some members are seeking Traveller items and wish to know if anyone can track them down.

Steven Fernandez is seeking copies of "The Desert Environment" and "The undersea Environment", both by Gamelords.

Jeff Malone is after copies of "Twilight's Peak", "Trillion Credit Squadron", "The Traveller Adventure", JTAS No.s I-9, I4, I8-23, Challenge 26, Traveller's Digest No.s I-7, I8, "IOI Robots", "The Flaming Eye" and any Gamelords Traveller material.

YIKLERZDANZH

More questions and problems arise with the Yiklerzdanzh Sector Development Project. Firstly, everyone should use sector hex numbers on their maps, even if the map is subsector. The same applies to world stats, in fact even more so. The reason I am making this point is that both myself and Grant have had a terrible time trying to convert peoples subsector maps and U/P's into one big map and sector U/P listing.

Secondly, the Imperium is a long, long way from YIKLERZDANZH. This means that there are only a few diplomatic outposts in Yiklerzdanzh which are of a small and limited nature. Trade with the Domain of Deneb is virtually non-existent at the moment and The Travellers Aid Society doesn't even know where Yiklerzdanzh is, let alone having hostels out there. These situations may change after the 70 year jump, indeed I hope that they do, but for the time being everyone is just going to have to remember that the Imperium is far away.

The question has been raised; are there any Vargr in Yiklerzdanzh? Gustav Ness has taken the position that if it is physically possible for Vargr to get somewhere then they'll be there. Grant Sinclair has raised the possibility that Vargr could have been settled in Yiklerzdanzh with Zhodani assistance like the Imperial psionic refugees and suggested that the Zhodani might be using Yiklerzdanzh as a dumping ground. I feel that it is quite likely that there is a small Vargr minority in the sector.

Geoff Kelly has been doing some work on Far Frontiers and is asking for people to help him. A preliminary map of Far Frontiers appeared in STARBUCKS a couple of issues ago. Unfortunately this map makes the majority of the Salinaikin Concordance, which was supposed to be in Far Frontiers, impossible. His Zhodani relay Network also clashes with the one I have already created for Yiklerzdanzh (I tell ya, someday's it ain't worth gettin' out'a bed).

Also in this issue are some new nicey maps of Yiklerzdanzh courtesy of Grant Sinclair.

News

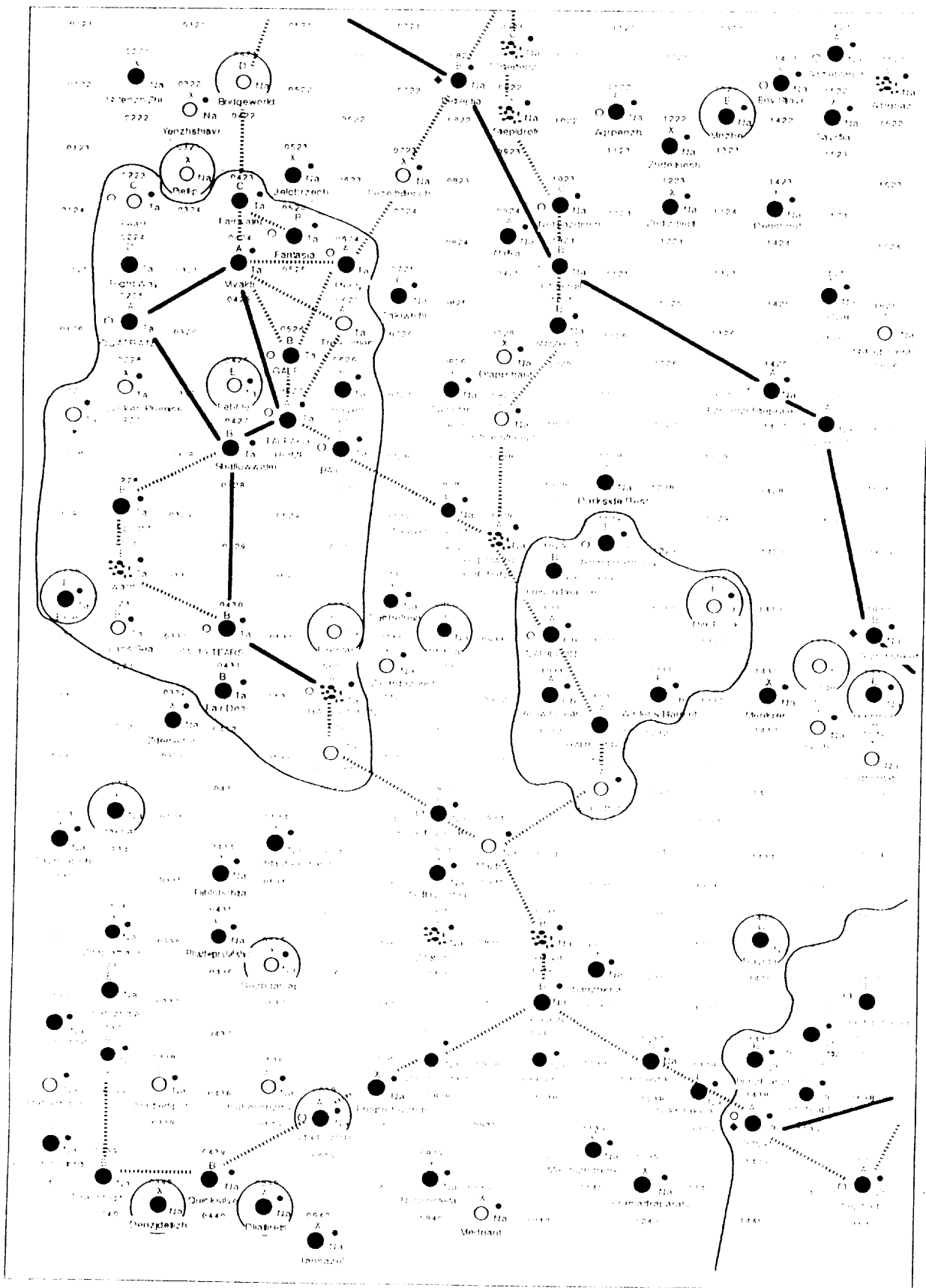
As most people should be aware Imperial Lines is now in production. Subscriptions are available from GDW. GDW has given Imperial Lines permission to a New Era setting. Imperial Lines has been given control of subsectors A, B, E and F of Massilia sector. In this area is a pocket empire tentatively titled the Hubworlds. The capital of this state is Kaggustus, formerly known as hub when it was the capital of the rule of Man. GDW has stated that Imperial Lines will have complete control over these subsectors and need not fear being overwritten.

Mike Mikesh is presently in charge of the project but he is looking to hand it over to HWG UK at somepoint. People wishing to participate in this project should contact Mike Mikesh or myself for further details.

GDW has uploaded the draft of the Traveller the New Era character generation system to GENIE for public comment. Mike Mikesh has forwarded a hard copy to me for Australian distribution. The document is thirty one pages long and can be ordered from myself at five cents per page plus \$1.50 for postage and packaging.

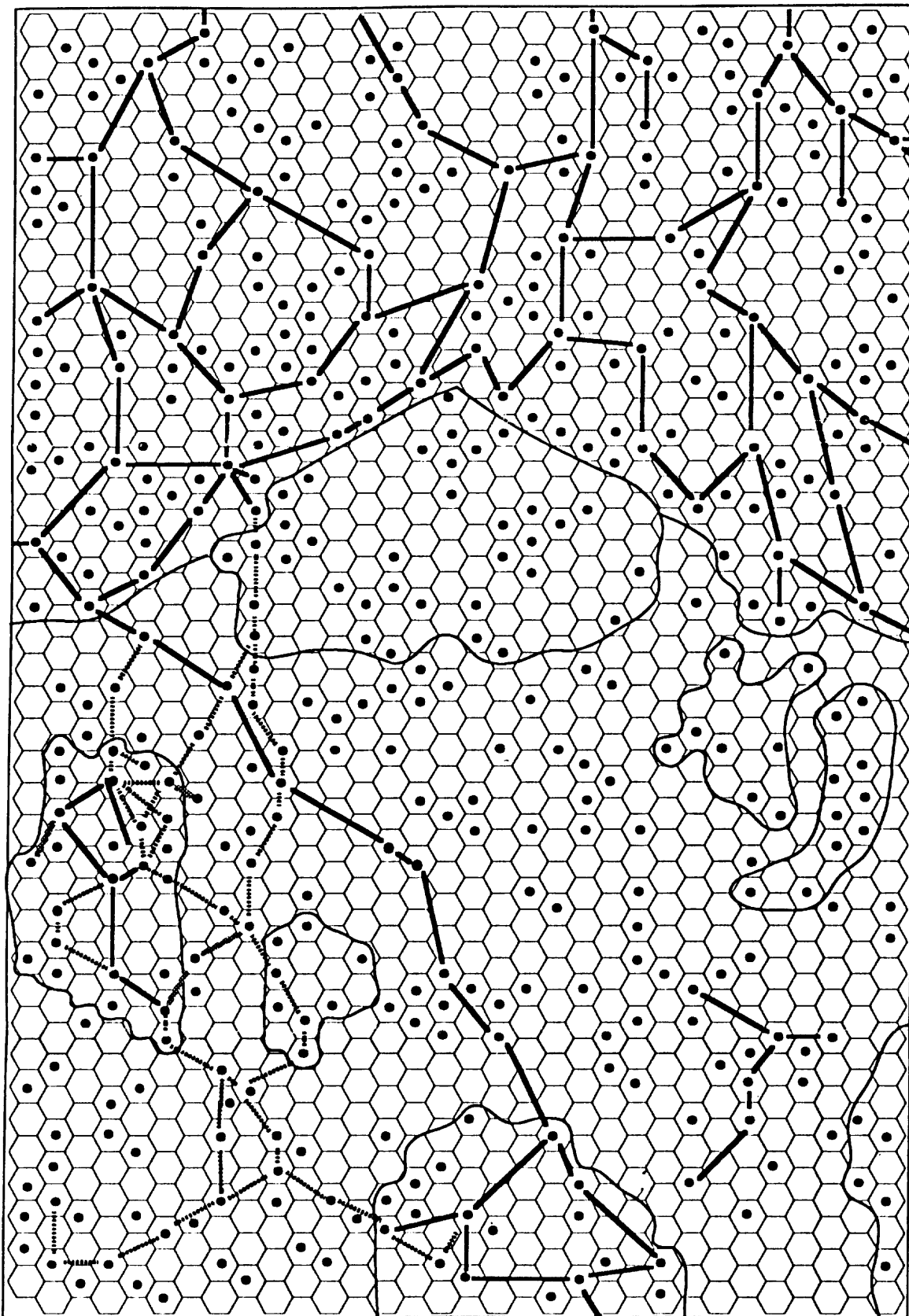


Yiklerdzanzh Subsectors I, J, IV and N - Trade Routes



- "X boat" Routes (normally jump -4; Jump 3 in regions where TI precludes jump -4, such as Talpaku space). These routes also indicate jump-2 traffic when they happen to be only 1 or 2 pc for some reason
- Major Jump-2 Routes (routes well travelled by vessels capable of jump-2; includes 1 pc jumps where profitable or astrographically necessary). Weekly service or better?
- Minor Jump-2 Routes (routes travelled less frequently but still of note)

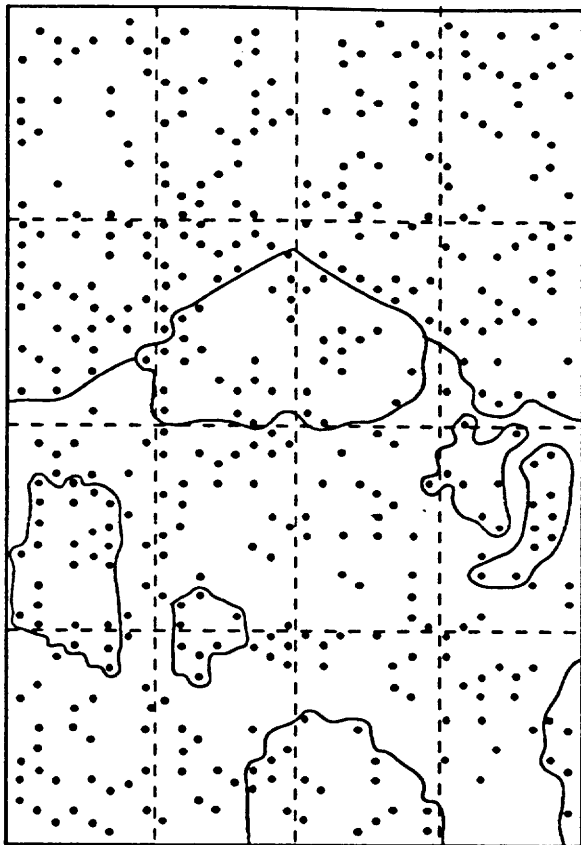
Yiklerdzanzh Sector Dot Map



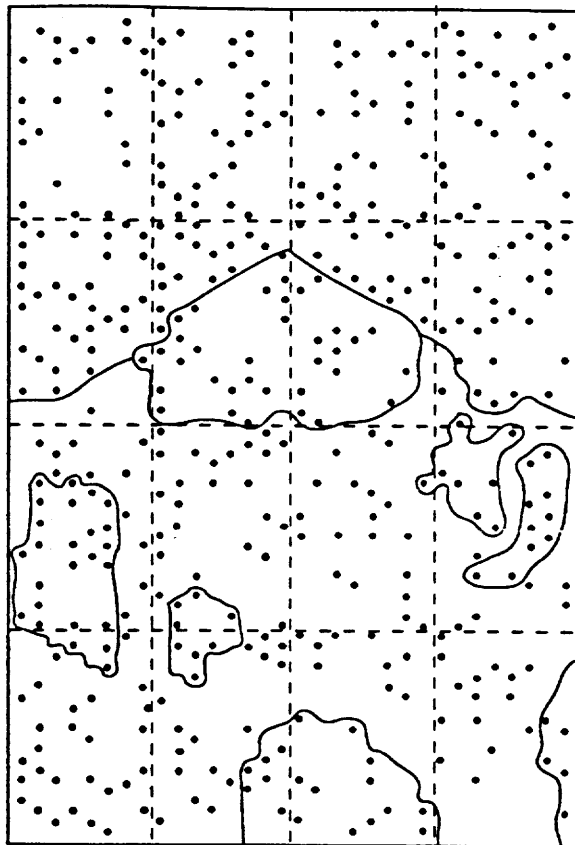
- "X-boat" Routes (normally jump-4; Jump-3 in regions where TL precludes jump-4, such as Talpaku space). These routes also indicate jump-1 or 2 traffic when they happen to be only 1 or 2 pc for some reason.
- Major Jump-2 Routes (routes well-travelled by vessels capable of jump-2; includes 1 pc jumps where profitable or astrographically necessary). Weekly service or better?
- Minor Jump-2 Routes (routes travelled less frequently but still of note)

Sector Worksheet

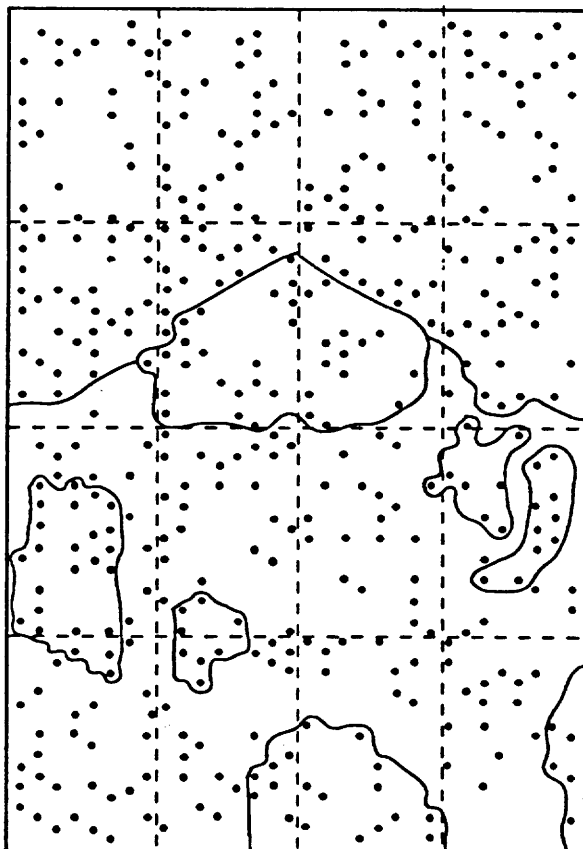
Yiklerzdanzh Sector



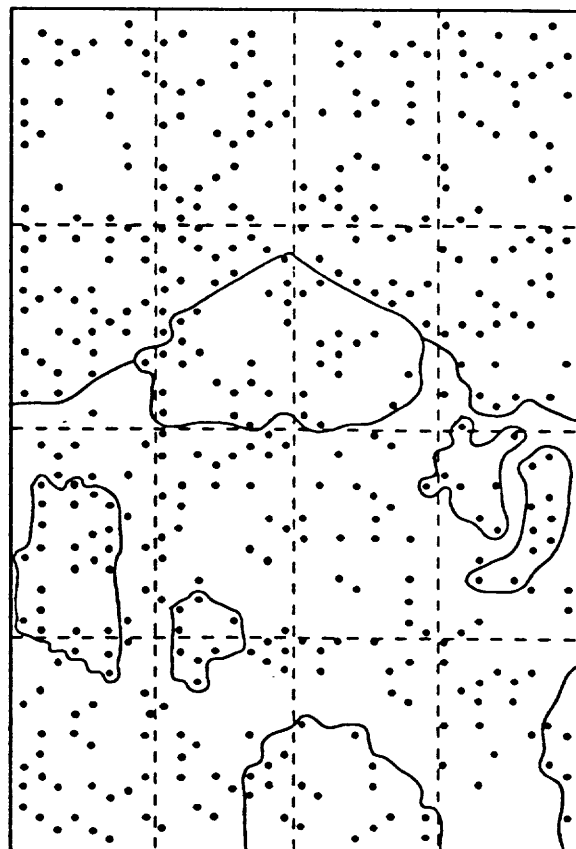
Yiklerzdanzh Sector



Yiklerzdanzh Sector



Yiklerzdanzh Sector



Yiklerdzanzh Sector

The History of the Imperium
Working Group (Australia)

Presents

Yiklerdzanzh Sector

Revision 6
15th December 1992

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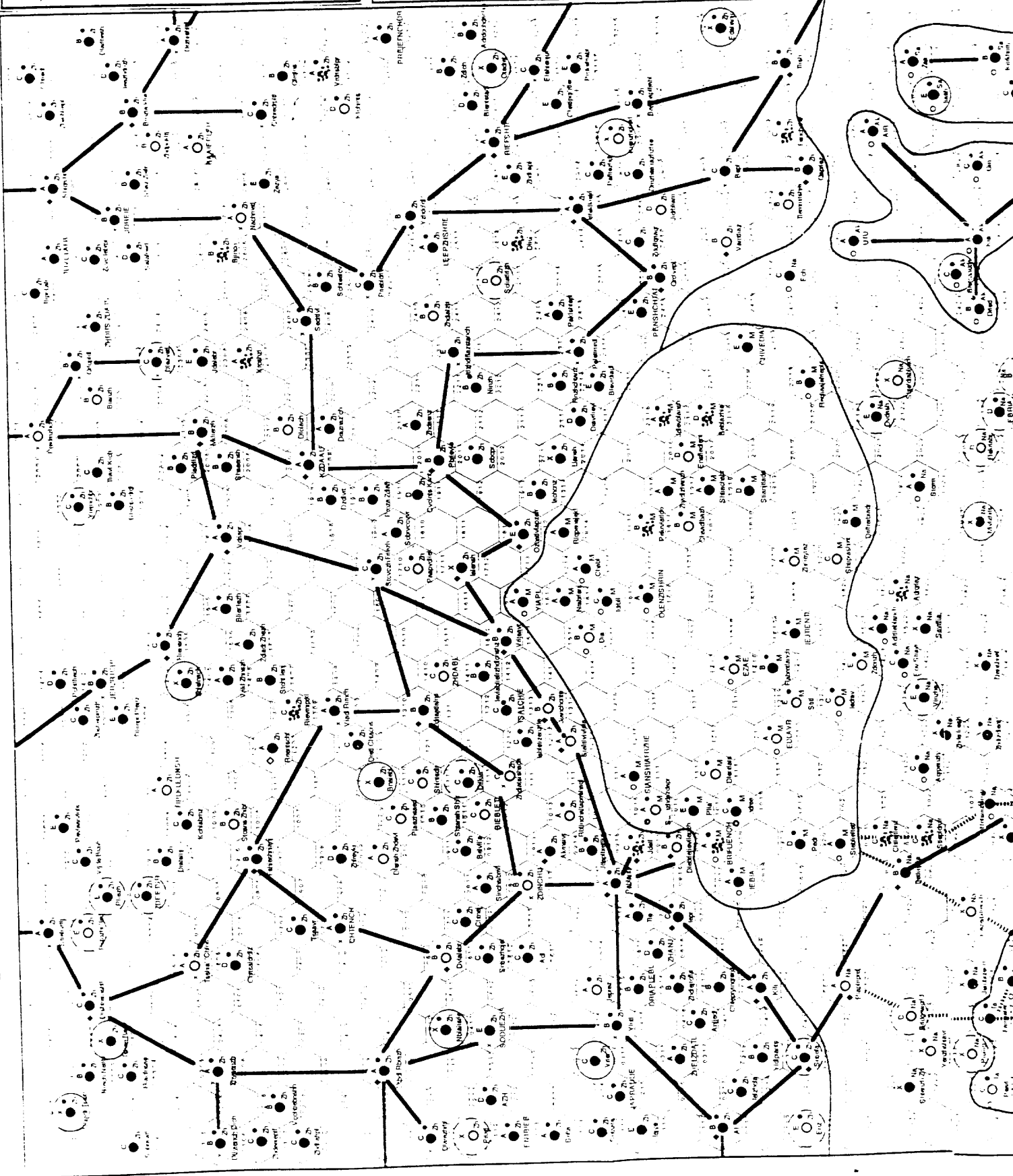
A	B	C	D
E	F	G	H
I	J	K	L
M	N	O	P

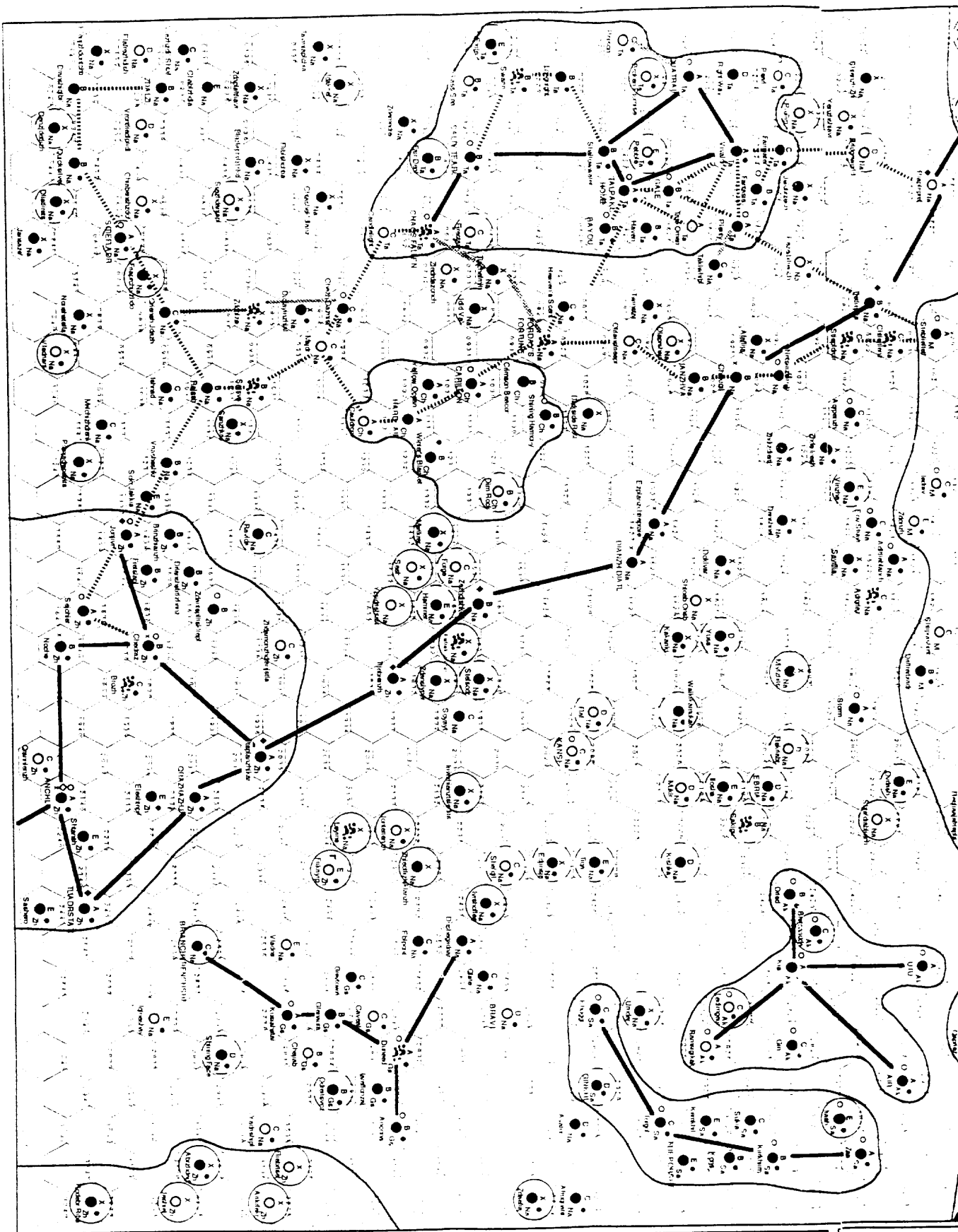
Sub sector Names

- A Peedzh Chir
- B Tapllidmes
- C Shplabre
- D Dibli Chidir
- E Izellensjdash
- F Meichntid Ibl
- G Lenchajzhdiezh
- H Chinzhedhieoct
- I Taipaku
- J Stellar Chorus
- K Wyld Worlids
- L Akigura
- M Sling of Pealts
- N Dlarashislatsh
- O Izh Kazhlial
- P Rom's Loch

Map Symbols

Base Codes





Map Symbols

- Base Codes**
- Ziodani Relay Station
 - Ziodani Naval Base
 - Ziodani Depot
 - Non Ziodani Military Base
 - ⊠ Research Station

Zones

- Amber Zone
- Red Zone

Routes

- "X" boat" routes
- Major J 2 trade route
- Minor J 2 trade route

World Characteristics

- Water present
- No water present
- ⊠ Asteroid Belt
- Gas Giant

Population

- PERMIUS Over 1 billion
- SECUNDUS Under 1 billion