



# STARBURST

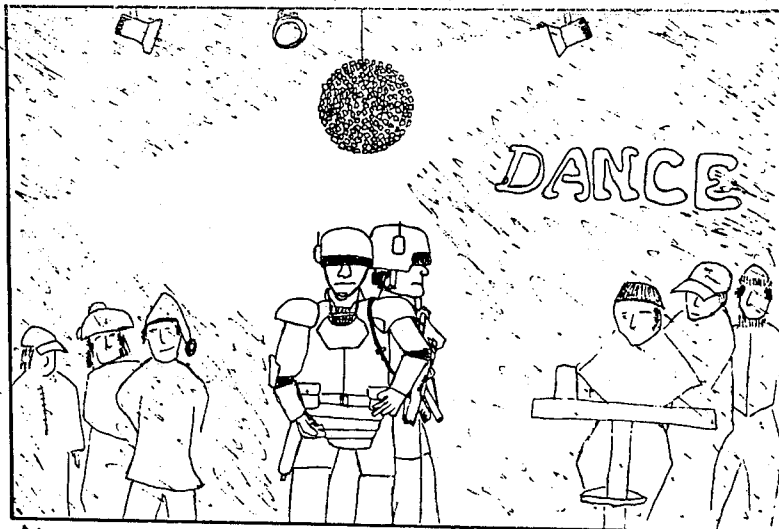
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Page One

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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.



AUTHORITIES ON FORDAY'S FORTUNE ARE WELL KNOWN FOR  
THEIR SUBTLE APPROACH.

## NEW MEMBER

HIWG Australia has gained a new member as a result of the advertisement placed in 'Australian Realms' magazine. Our new member is;

Edmund de Groot, 83 Boundary Road, Thornlands Queensland 4104.

Edmund is interested in obtaining copies of Striker, Azhanti High Lightening and Snapshot.

## FOR SALE

Angus Foster, P.O. Box 336, Paddington N.S.W. 2021 has some items for sale.

Beltstrike, Ad II Murder on Arcturus Station, Ad I2 Secret of the Ancients, Sup I2 Veterans, Simba Safari (Judges Guild), JTAS I6, JTAS 24, Best of JTAS I - 4. Angus can also get copies of JTAS I5-21.

Angus wants \$15 per item except for Simba Safari which is \$10. I wish Angus all the best.

## NEW YIKLERZDANZH DOCUMENT

HD: 7CI3 Meichntid Ibl War of Independence  
By Ben Arnall 7 pages including map

Details the war of independence fought when Meichntid Ibl ceded from the Zhodani Consulate.

OPEN QUESTION TO ALL HIWTERS

The high prevalence in 'Traveller' of worlds (especially the mainworld of a system) that are in fact moons of a gas giant has often made me wonder about one problem with such an arrangement: Namely, why wouldn't the gas giant that the world orbits about periodically eclipse between the world and the systems primary star? (Note that such an eclipse would deny stellar radiation to the world for umpteen days or weeks, and thus cause an otherwise pleasant and hospitable world to become a seasonable iceball.).

Please send any thoughts on this matter directly to:

Steven Fernandez, I Nicholson St. Penshurst N.S.W. 2222. Australia.

YIKLERZDANZH

The time has come to begin serious work on updating Yiklerzdanzh sector to the current I20I timeline. Rather than cause ourselves alot of needless work I have decided that for the most part we should simply declare that most of the current II20 library data is current for I20I. All developers need to do is change the dates for the most part. If you want something special to have happened in the jump period add it to your library data.

The major exception to this decision will be the Srakk Jihad. That will have begun in II2I. A bunch of us are presently trying to work out how the war went and any suggestions are more than welcome. At this stage it looks like the Srakk will lose (no, say it's not so I hear you cry). However it looks like they will be able to retain a few systems and therefore a small interstellar state. This will allow the Srakk to continue as a prime source of badguys/troublemakers in the region.

A really keen suggestion by Grant Sinclair is that the Srakk may suffer a high proportion of misjumps because much of their equipment (jumpdrives) is old or stolen and many of their crews never really understood how they worked anyway. All this means that Srakk crews are less likely to pay attention to safety standards.

Now if a lot of Srakk warships suffer misjumps many will wind up far behind enemy lines;

Srakk Captain: "Hey this isn't the system we were supposed to attack. This looks like a Zhodani high population world. Oh well, since we're here let's put a nice clean dispersal of our nuclear weapons across the surface."

Other crews may become stranded in a system and create a new Srakk colony or otherwise cause trouble. The idea I like the most though is that many misjumps could leave Srakk warships many parsecs from a system with no jump drive. The crews set a course for the nearest system, climb into their cold berths and you have Srakk warships showing up in inconvenient places for the next century or so.

TECH LEVEL VS ATMOSPHERE

By Grant Sinclair

There was a table in the GDW Zhodani Alien module 4 and the DGP Aslan Alien module giving minimum TLs by atmosphere type; it was included in a different form in 'Hard Times' (pg 23) as well. I believe that this table should have been included in the world generation sections of TNE. In fact, I believe that there should also be a minimum TL of 7 if the world is not in the habitable zone of the star.

I know that apparently 'too low' TLs could be explained by geneered humans or alien races, but since 'Hard Times' and the Collapse Effects Determination on pg I90 ignores them, it would be better to be consistent. Anyway, I have found from experience that rolling up worlds produces far too many worlds of apparently 'too low' TL to be explained in these ways. TL 4 societies on vacuum worlds and the like.

## VANGUARD REACHES UPDATE

The following is direct from Chuck Kallenbach II in the United States who request -s feedback on it. Chuck Kallenbach II, 9525 Miriam Ave., Overland, Missouri 63114

### **VON RYAN'S WAR**

An Historical Treatise

By Sir Gashid Khedadi, OHD

### **PROLOGUE: The Phoenix Reborn**

The recent rebellion fought by the followers of Count Von Ryan across the Far Frontiers/Vanguard Reaches sector border changed the history of the Duchy of Trelyn irrevocably. The interstellar state founded by Ardesch Varen, Duke of the Third Imperium, journeyed into an uncertain future as its internal structure collapsed and then rebuilt.

### **The Rise of Von Ryan**

Developed by the Allarton Corporation based on Trelyn Vrra (Vanguard Reaches 2504), the Duchy of Trelyn was formed when visionary businessman Ardesch Varen received his patent of nobility from the Third Imperium. In a program of continued expansion and consolidation, each Grand Duke added a new county to the Duchy.

The fifth ruler of the Duchy, the lovely Grand Duchess Lissa Dyana Varen, faced the task of uniting a dozen new worlds into the County of Yuen in the Far Frontiers sector. She sought the help of a roguish ex-Army lieutenant colonel named Von Ryan.

Von Ryan distinguished himself as a capable entrepreneur and administrator in several ventures throughout the Duchy. With the considerable fortune his trading enterprises amassed, the youthful adventurer formed a mercenary company known as Dog Soldiers, Inc. The early exploits of Von Ryan would fill several datafiles, but suffice to say that his experiences were varied and valuable.

Against the judgment of her advisors, Dyana invested Von Ryan with the task of uniting the new County of Yuen into a functional administrative unit. Operating with his usual panache and unorthodox tactics, and using all means available (including his mercenaries), Von Ryan accomplished the task. For his efforts, Von Ryan received the patent of nobility of the Count of Yuen (Far Frontiers 2234), the jewel of the Duchy and the only functioning example of Extreme Stellar technology known.

### **Wheels Within Wheels**

Utilizing his authority to its absolute limits (some would say beyond those limits), the new Count embarked upon several ambitious projects. Terraforming began on several worlds, showing promising results in a short time. A research project called the Council of Logic planned a network of advanced computers to be used as a massive "expert system" for psychohistory.

The astonishing technology available on Yuen produced new System Defense Boats to replace those in use throughout the County. Plans for construction of these vessels were submitted to the Grand Duchess, but maintenance and start-up costs of these high-tech ships were deemed unsuitable. Von Ryan updated and centralized control of colonial and planetary naval fleets within his jurisdiction.

Von Ryan's widespread activity caught Dyana's eye, and she viewed several of these projects with growing alarm. Finally, the Grand Duchess made a personal visit to Von Ryan's estate on Yuen. While the true nature of this meeting remains solely in the memories of its two participants, Von Ryan received several ultimatums.

Duchy intelligence services made Dyana aware of three secret programs

being conducted in the County. Von Ryan created an order of knighthood, an action within his powers as Count. The Knights of Kajaani, however, engaged in psionic training, which was "officially" illegal. Secretly, the Duchy maintained its own psionic research programs, and Von Ryan was told by the Duchess that he could continue if research data was shared.

Reports detailed another project to build a clandestine super-starship, embodying the full potential of Extreme Stellar technology: antimatter missiles, disintegrator weapons, black globes and proton screens. Dyana ordered this project immediately ceased.

Another secret project involved the controlled breeding of a deadly creature called the Reticulan Parasite to increase its intelligence and combat worthiness. The Duchy intelligence operatives knew least about this program, and assured her that it would be difficult and not worth the effort. Whether she actually brought this up in the discussion is unknown.

At the very least, relations between the Count and the Grand Duchess became strained after this meeting. Some observers cite this conference as the turning point in their relationship. Von Ryan mollified Dyana with plans for the "Express," a practical Jump-6 courier design to speed up the long communications route with Archduke Norris in the Spinward Marches.

Grand Duchess Dyana's agents kept close watch on Von Ryan's activities. Her technological advisors watched the progress of his advanced research projects. Unfortunately, due to the heretofore-unknown technology of Yuen, the watchers badly misjudged Von Ryan's capabilities. The Count's own spies hampered their efforts with misinformation whenever possible.

#### **Massacre of Churchward**

Masquerading as system defense boats throughout his county, a secret squadron of jump-capable ships with antimatter powerplants assembled at Yuen. When Von Ryan's "Liberation Fleet" arrived at Churchward (Far Frontiers 2338) they surprised the Royal Navy of the Duchy of Trelyn. The Rebel intelligence net learned of a clandestine naval action testing asteroid assaults with several squadrons in the Churchward system.

The Liberation Fleet easily defeated the six squadrons of RNDT ships, many of them transports and assault boats. The Rebels destroyed the naval base at Churchward with antimatter bombardment, causing thousands of casualties. The Massacre of Churchward now complete, the Rebels set their sights on more important targets.

News of this attack reached the Grand Duchess in the palace on Trelyn Vrra, and found her sick in bed. The genetic blood disease which had killed several of her ancestors took hold of Dyana's young life. Though weakened and fatigued, Von Ryan's actions shocked and angered her. The Grand Duchess' advisors continued the defense of the Duchy.

#### **Battle of Varen's Planet**

The Royal Navy responded slowly, but three squadrons of battle-ready ships arrived to defend the base at Varen's Planet (Vanguard Reaches 2503) before the enemy arrival. Von Ryan made most of his fortune selling grain to Varen's Planet, and now he returned to conquer the huge, high-population world. The Rebel antimatter wonder-ships looked like cruisers, moved like destroyers and fired like dreadnoughts.

Several of the Royal Navy's prize battleships and their proud crews perished in this action. Commander Gamar Varen, Dyana's younger brother, died rescuing crewmembers from a flaming fighter hangar.

During a lengthy, pitched battle in system space, several of the

Rebel ships appeared to suffer catastrophic drive failure. While the Royal Navy could not defeat the Rebel craft, their advanced technology was becoming their downfall. The conflict was a costly one for both sides, but the naval base survived as the Rebel fleet jumped outsystem once again.

#### Defense of Trelyn Vrra

Von Ryan's march on the capital seemed complete when the Liberation Fleet arrived in system space at Trelyn Vrra. Down to less than one squadron in strength, the Count's super-battleship led the Rebel fleet in a final attack on the heart and soul of the Duchy, the Imperial Palace on Trelyn Vrra.

Royal Navy ships fought a delaying action, whittling down the Rebel fleet as it closed on the capital. Baron Nicholas Keller, a Royal Navy veteran Captain, rose to the challenge and took command of the operation. His skill in maneuvering the remaining system defense boats forced the Rebel craft into high-G evasive action, resulting in overloaded power-plants and drive explosions.

As the Rebel Liberation Fleet fell apart, the stragglers began to surrender. Von Ryan's personal flagship apparently engaged its white globe generator, as it abruptly disappeared from Royal Navy sensors. As the remaining Rebel ships were boarded to take on prisoners, Von Ryan made good his escape. The whereabouts of the rebellious adventurer are currently unknown.

#### End of an Era

Only hours after the surrender of the commanding officer of the Rebel fleet, Grand Duchess Lady Lissa Dyana Varen Thalasso passed away in the palace on Trelyn Vrra. She died knowing of Von Ryan's defeat, realizing that the state her family founded and nurtured would live on. Her last words were, "This must never happen again."

With one single stroke, the Duchy of Trelyn defended its sovereignty from internal attack, and ceased to exist as a feudal society. Deceased battle hero Garam Varen was the only heir to the Grand Duke's patent that expired with Dyana's death.

By this time, communication with the Domain of Deneb, now called The Regency, was reestablished. Couriers from trailing informed the Trelyn governors of Virus and how to protect against it. They also brought news of democratic reforms in the wake of the Rebellion.

The hero of the Battle of Trelyn Vrra, Baron Nicholas Keller, found himself in the position of trying to assemble a coalition government out of nothing. Working closely with Dyana's advisors and a select group of planetary governors, he forged a new constitution.

A Senate with a single representative from each planet would form one part of the bi-cameral government. Nobles holding patents in the former Duchy would be given priority for seats in the first Senate, but thereafter free elections would be held on each world. The traditions and experience of the nobility in governing were considered a valuable asset.

The other house would be the Assembly, the voice of the people, containing elected delegates at a rate of one per 100 million inhabitants, with a minimum of one per planet. Governors popularly elected would administrate both at County and Planetary levels. The molders of the new destiny feared too much power concentrated in too few hands. The feudal nobility of the Duchy was blamed for allowing a crisis like Von Ryan's War to take place.

Other sweeping changes were instituted to remind the citizens of the new challenges that lie ahead. The Royal Navy, Marines and Scouts were renamed the Congress Navy, Marines and Scouts, and the Duchy's Ministers were renamed Secretaries.

The new government needed a President to set the course into troubled and murky waters. Without the ability to canvass the population quickly, Keller was installed, against his will, as the first President of the Trelyn Congress. When the first elections were held five years later, the first President was overwhelmingly elected by the democracy he had founded.

#### EPILOGUE: Von Ryan's Legacy

Speculation is all that is left of Count Von Ryan's true intentions regarding the flight of the Liberation Fleet. It is assumed that the intrepid adventurer had two goals in mind. First, he wanted to bring down the current government and its ancient notions of feudal fealty. Von Ryan instituted many democratic reforms in his own county, and constantly formed councils and conferences to decide issues in egalitarian fashion. Secondly, the Count planned to install a new style of governing, utilizing his own personal agenda for the future.

We may never know what Count Von Ryan's vision contains. His self-imposed exile could end at any time, or it could continue forever. Perhaps his own flagship suffered an antimatter containment catastrophe. However, the first of his two goals was definitely achieved, not so much by force of arms, but by the death of a dynasty. Garam and Lissa Varen were not targets of the Liberation Fleet--the Rebels sought to destroy the Royal Navy and control the capital. The last children of Ardesh Varen were casualties of Von Ryan's war, and the Duchy of Trelyn died with them.

