



STARBURST

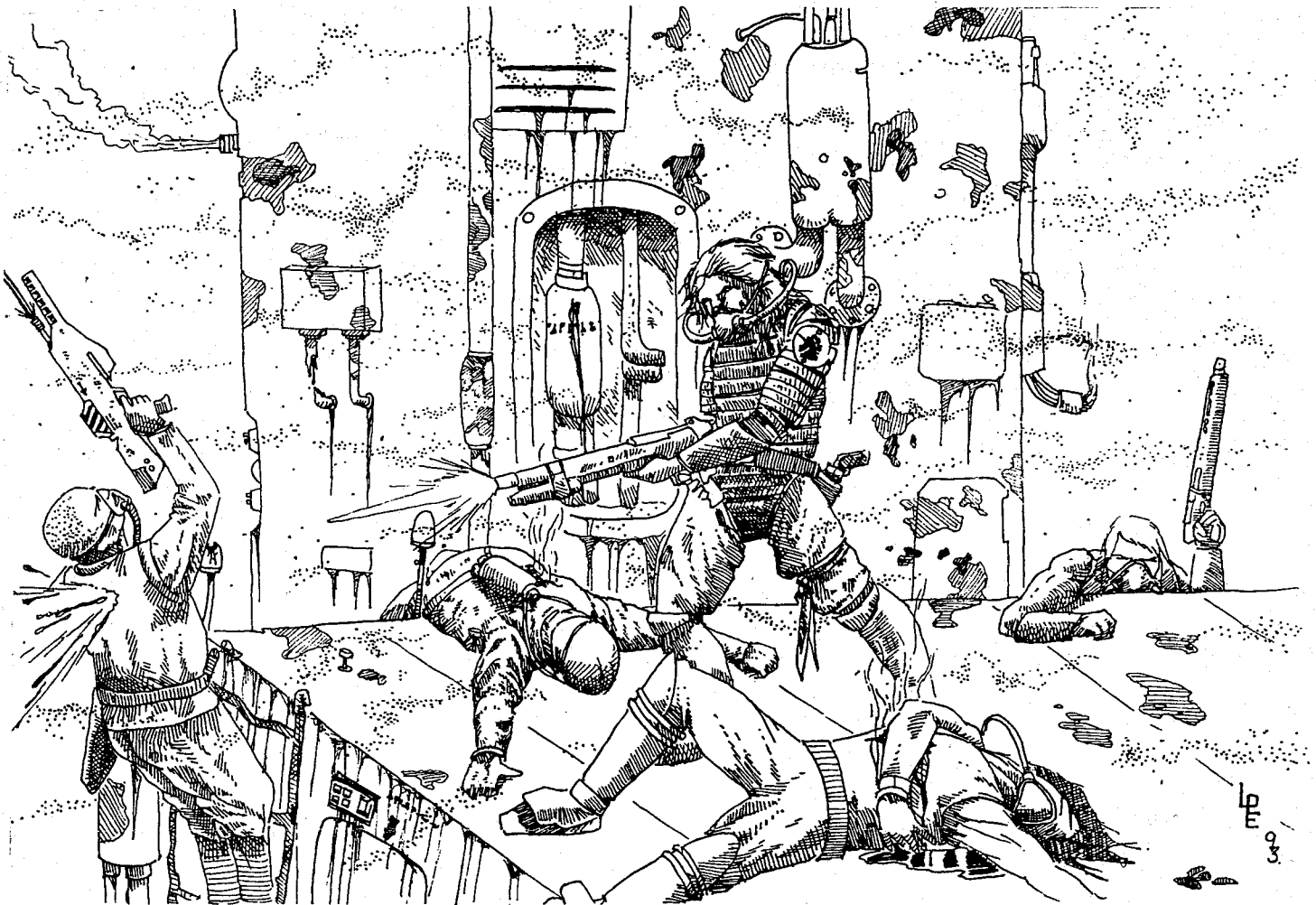
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Issue: 23
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STARBURST is the newsletter of HIWG Australia and is distributed to all members of HIWG in Australia free.

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.



Open Question to all HIWGs

Re: The Frontier Wars in the Spinward Marches sector.

- I) a) Why would the Zhodani have initiated all these wars? What would they hope to gain by antagonizing the (then) Imperium?
- b) Remember: The Zhodani are notoriously devious, and are great schemers. So you can't argue that they would wage a war for simply nationalistic, or purely ideological, reasons.
- c) It also seems doubtful that they would have initiated these wars to simply gain territory in the Spinward Marches. For since when has the Consulate been expansionist?

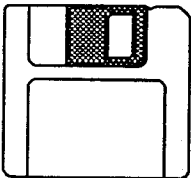
- d) The latest trend (as set by Rebellion Sourcebook pp 66-67 and AAB Proceedings 2I pp I2-I3) is to explain away the Zhodani pre-emptive attacks in terms of an ulterior motive of trying to erode Imperial forces down (so that they are not in a position to blithely encroach upon Consular worlds). But even this explanation has holes. For example:
- i) How would they have been able to 'swing' the Sword Worlds and (some of) the Vargr to their cause (thus forming the Outworld Coalition)?
 - ii) Why did the Zhodani bother, then, to occupy/garrison all the worlds they invaded - over and above the number that would have been necessary to merely maintain a supply line. Might it not be sufficient to neutralise the attacked - but unoccupied - worlds by the judicious incapacitation of local heavy industry, and/or by maintaining regular naval patrols to those systems?
(But then again, maybe the Zhodani didn't want to alert the Imperials to their hidden agenda - and so were forced to fully play out the charade of textbook warfare).

2) Now referring to the Fifth Frontier War, specifically:

- a) How useful, really, would a secret base at Fulacin/Rhyllanor have been in the Fifth Frontier War?
- b) In GDW's Fifth Frontier War game, such a base would turn out to be too close to the entry points of Imperial reinforcements to be a sustainable outpost. (As well as being too deeply within Imperial territory, for any Zhodani fleets to get there very quickly).

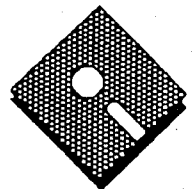
I would welcome any thoughts or insights into these questions, especially from anyone whom might have had experience in playing the F.F.W. wargame. Please send all replies to:

Steven Fernandez
1 Nicholson Street
Penshurst N.S.W. 2222
Australia



New HIWG Computer Files

A series of new docs has arrived on computer disk from the USA. Disk copies can be supplied from me (Grant Sinclair) and paper copies from David Schneider, as usual. We will not republish the full list of documents/files/programs this time, for space reasons. If you have misplaced your latest full list, one can be ordered from David Schneider or me.



Sector UWPs: There are new UWPs for the following sectors: Alpha Crucis, Core, Corridor, Daibei, Daibei 1116, Daibei 1120, Dark Nebula, Diaspora 1124, Fornast, Gushemege, Massilia, Riftspan Reaches, Sidiadl, Spica, Trojan Reach, Viand. Paper versions 6 to 8 pages each. Riftspan Reaches and Trojan Reach are major updates (incorporating Traveller's Digest UWPs). Sidiadl and Dark Nebula are new. The rest are minor updates, generally setting number of belts to 1 for systems with asteroid belt mainworlds yet number of belts zero (Yiklerzdanzh subsector analysts should be aware of this potential trap).

Subsector UWPs: There are UWPs for Khulam and Aubaine subsectors from TNE (1 page each for hardcopy, or buy TNE!)

New HIWG Docs

6F09	Contact: Tirrils (4)
6F0A	Fufoekhal system writeup (5) and colour map (map available on disk only)
142.10	Imperial Naval Handbook comments (6)
142.11	Stutterwarp in Traveller (2)
142.12	Ralton Scenario (2)
224.09	Sidiadl Sector writeup (6)
224.10	Standard Turret weapons (6)
224.14A	A study of military shipbuilding (19)
224.17A	Comments on the Imperial Navy (13)
224.22	Deadfall Ordnance (5)
224.24	System Defense Forces (5)
224.25	Navy of the Darrian Confederation (5)

Exodus sector writeup (an obviously early version of a writeup of "Exodus" sector - possibly Crucis Margin or thereabouts). No HIWG doc number.

MEGATRAVELLER JOURNAL

I recently received a copy of MegaTraveller Journal No. 4, The last Traveller item to be produced by Digest Group Publications. As their last product it is a little disappointing in that it's production seems to have been rushed. In particular the artwork is disappointing in that there is little fresh material, much of the artwork is from other D.G.P. products.

Page 6 is from page 49 of the Flaming Eye source book.

Page 10 is from page 18 of the Flaming Eye source book.

Page 13 is from page 22 of Travellers Digest 21.

Page 25 is from page 1 of Travellers Digest 16.

Page 26 is from page 82 of the Flaming Eye source book.

Page 33 is from page 31 of Travellers Digest 16.

Page 34 is from page 26 of Travellers Digest 15.

Page 57 is from page 52 of the Flaming Eye source book and the other illustration on the page is a reuse from page 16 of MTJ 4.

Page 74 is from page 3 of Solomani & Aslan.

Page 89 is from page 84 of the Flaming Eye source book.

In addition the shattered Imperium Starburst appears no less than three times on pages 22, 43 and 64.

NEW MEMBER

Edmund de Groot has now joined HIWG. Edmund was responsible for providing our nice cover illustration. Such efforts are always welcome. The following is the current list of HIWG Australia members.

- 242 - 25 Ben Arnall, 26 Blenheim St., Randwick N.S.W. 2031. Australia
- 249 - 25 David Bland, 63 Stephen Drive, Woonona N.S.W. 2517. Australia
- 237 - 27 Peter Bodley, P.O. Box 1333, Woden A.C.T. 2606. Australia
- 206 - 26 Angus Foster, P.O. Box 336, Paddington N.S.W. 2021. Australia
- 243 - 30 Steven Fernandez, 1 Nicholson Street, Penshurst N.S.W. 2222. Australia
- ??? - 27 Edmund de Groot, 83 Boundary Road, Thornlands Qld. 4164. Australia
- 250 - 25 David Jaques-Watson, P.O. Box 1719, Tuggeranong Canberra A.C.T. 2901. Australia
- 233 - 27 Geoff Kelly, 423 Monbulk Road, Tecoma Vic. 3160. Australia
- ??? - 26 Jim Morrissey, 4 Grimwade Crescent, Frankston Vic. 3199. Australia
- 244 - 25 Jeff Malone, C/- St. Columba College, Stirling Highway Nedlands W.A. 6009. Australia
- 168 - 28 Gustav Ness, 57 Carlisle Road, Westbourne Park S.A. 5041. Australia
- 235 - 27 Paul O' Grady, 21 Mountain Avenue, Frankston Vic. 3199. Australia
- 166 - 28 David Schneider, 5 East Avenue, Allenby Gardens S.A. 5009. Australia
- 167 - 28 Grant Sinclair, 2/5 Sturt Avenue, Toorak Gardens S.A. 5065. Australia
- 232 - 27 David Thornell, P.O. Box Q145, Queen Victoria Building Post Office, York Street, Sydney N.S.W. 2000. Australia
- 204 - 25 Django Upton, Mooney Road, Yarrambat Vic. 3091. Australia
- 215 - 26 Raymond White, 12 Torakina Street, Aitkenvale Townsville Qld. 4814. Australia
- 221 - 27 Peter Wyche, P.O. Box 16, Charnwood A.C.T. 2615. Australia
- 225 - 33 Gary L. Wyatt, 102 Beasley Street, Torrens A.C.T. 2607. Australia
- ??? - ?? Corran Webster, 8738 Delgany Ave, #206, Los Angeles, CA 90293. United States of America

Please note that Corran Webster has moved and that his new address is listed above.

Corran Webster's E-mail address is CWEBSTER@MATH.UCLA.EDU

Grant Sinclair's E-mail address is GRANT@CLEESE.APANA.ORG.AU

YIKLERZDANZH MATTERS

Unfortunately Paul G. Ridgway and Mike Dooley from New Zealand have had to pull out of the Yiklerzdanzh Sector Development Project due to increasing work commitments. This is unfortunate and I for one will miss their input into the project.

This has freed up two subsectors for development, Wyld Worlds (subsector K) and Akigura (subsector L). Paul O'Grady has recently taken over as Wyld Worlds subsector Developer. This leaves Akigura subsector open for development.

Akigura subsector contains the Zhodani border and two small states, The Akigura Union and the Saladin Concordance. The Union was founded by refugees of the Imperial Psionics suppressions who were settled in Yiklerzdanzh by the Zhodani. The Saladin Concordance is all that remains of a state that once extended into Far Frontiers Sector.

Persons wishing to take over the sector should write in soon as the first in will be best dressed.

As always all members of HIWG worldwide are welcome to make suggestions and contributions, either directly to David Schneider or to the Various subsector developers.

Currently work is being carried out by the following people.

Peedzh Chr (A), Tapljfidfries (B), Shpiaiebrae (C), Drbli Chtidr (D),
Izellensjdash (E), Chinzhedniedoch (H) : David Schneider & Gustav Ness
Meichntid Ibl (F), Lenchiajzhdiezh (G) : Angus Foster, Ben Arnall & Steven
Fernandez

Talpaku (I), String of Pearls (M) : Grant Sinclair

Stellar Chorus (J) : Corran Webster

Wyld Worlds (K) : Paul O'Grady

Akigura (L) : Open

Dlarashtsalash (N), Izh Krizhlal (O) : David Thornell

Rom's Loch (P) : Geoff Kelly

Project Coordinator: David Schneider

Project Coordination Team: David Schneider, Grant Sinclair & Gustav Ness

S'rakk Race Project: Paul O'Grady, David Schneider & Gustav Ness

YIKLERZDANZH DOCUMENTS

7C06 The Carillon, By Corran Webster. 9 Pages

A revision of the earlier Carillon Working Document.

7C14 Carillon Armed Forces, By Corran Webster. 3 Pages

Very interesting write up about the Carillon military machine with its biological weapons.

SRAKK WAR AND I20I

As of last STARBURST I announced the forwarding of our timeline to I20I and the decision that most of our II20 Library Data will be current for I20I. This decision remains true, however the Sraak war will occur in the interveing years. This will make some adjustment necessary. The following is a summary of events leading up to I20I in the Sraakk War.

The Sraakk War is one of the major turning points in the history of Yiklerzdanzh Sector. Although the history of the sector is filled with conflict and petty wars, the last major interstellar conflict within the sectors boundaries was more than a thousand years prior to the opening of the Sraakk War. Although all states in the sector had been conducting punitive expeditions against pirates

hardware and technical data. Deals were struck with several pirate groups in wyld Worlds subsector and even the pirates in String of Pearls subsector sent aid in the hopes of deflecting Talpaku military interest away from them. Before long the Srakk were receiving aid from The Zhodani Consulate, Talpaku Communnality, Meichntid Ibl and the String of Pearls pirates. In addition they were buying stolen ships and cargoes from the Wyld Worlds subsector pirates as well as buying any cargoes they could from unscrupulous traders who were prepared to defy the Red Zone classification of the Srakk homeworld.

By II60 the Srakk had made sufficient preparations for war and were ready to begin their war against the offworlders. A number of secret bases had been established in several surrounding systems, these being Pezeibifiench (0723), Stiepldrofr (0922) and Chtiejtlenz (092I). In addition the Srakk had covertly colonised the barren Zhodani system of Enz (0II9) and the barren world of Yenzshiavr (0322).

The Srakk opened their plans by making a serious attack on one system each of the Zhodani Consulate, Talpaku Communnality and Meichntid Ibl. These attacks were carried out using craft from one of the other powers. The plan being to cause trouble between each of the powers and hopefully provoke a major war. However, before this plan could progress much further a trader from Forday's Fortune (0929) stumbled into Khaar and discovered the Srakk and what they were up to. The trader managed to escape to the Talpaku Communnality and break the news to the media in spite of government attempts to hush up what they realised was a scandal in the happening.

The Srakk, realising that their cover was blown, decided to move forward their plans and launched a series of attacks against Pieflip (0323), Piapripref (0520), Pearl (0223), Fairwater (0423) and Sntiefa (03I9). Orders were also sent activating the secret bases who then attempted to overrun the systems they were in. The Talpaku, by virtue of their early warning, were not caught completely off guard but were less than fully prepared. The Carillon Harmonies and Forday's Fortune sent military contingents to help the Talpaku fight the Srakk.

The Zhodani Consulate was completely caught offguard. The Srakk attacks were met with complete panic by the majority of senior officers. In the confusion the Srakk attacks were assumed to be at the instigation of Meichntid Ibl and an immediate invasion was ordered. The invasion was nothing short of a debacle. The Zhodani fleets were completely unprepared for such an operation and their aging vessels outclassed by the newer more advanced Meichntid Ibl starships and system defence boats. The Zhodani operations were plagued by poor leadership, technical failures and poor logistical support. Although Zhodani fleet elements were able to achieve several victories through sheer weight of numbers, their casualty rate was appalling and the invasion quickly ground to a halt. Before long Zhodani forces were withdrawing back over the border in disorder. Large numbers of Zhodani personnel were captured and large numbers of Zhodani vessels and equipment fell into Meichntid Ibl hands.

Eventually it was realised that the invasion had been made on an incorrect assumption and, with the complete failure of the invading forces, the Consulate was placed in the humiliating position of suing for peace. The results of the failed invasion were many. Consulate influence and credibility in the region was severely weakened. Several major concessions had to be made to Meichntid Ibl. Public confidence in the government and military was severely undermined resulting in several rebellions on worlds occupied by a minor race within the Consulates borders. Furthermore the invasion drew off so much of the Zhodani military that it allowed the Srakk a virtually free reign in many areas until quite late in the war.

Meichntid Ibl had some difficulties with a two front war. The systems of Chtiejtlwnz (092I) and Stiepldrofr (0922), though technically independant, were controlled, for the most part by Meichntid Ibl corporations. When the Srakk attempted to overtake these systems Meichntid Ibl was forced to intervene. After fierce fighting with heavy losses on both sides, the Srakk were repulsed and these two systems remain under Meichntid Ibl protection.

and policing actions, no serious interstellar conflict had occurred in all that time. This brought about an interesting situation where the smaller a state was the better it's military forces, as a whole, tended to be.

The problem with the military forces of the larger states is nowhere better demonstrated than in the Zhodani Consulate, which was the worst prepared of all of the combatants at the opening of hostilities and suffered one of the highest casualty rates of the war.

The underlying cause for the poor Zhodani military performance can be stated in one word - neglect. Yiklerzdanzh sector, or at least the Zhodani part, is part of Iadr Nsobl province and it was decisions taken on a provincial level that weakened the sector. As the centuries of relative peace wore on the provincial government increasingly saw Yiklerzdanzh as a safe front from which it could draw resources for other projects, the Core Expeditions and Frontier Wars for example.

By II60, when the Srakk War broke out, Zhodani military forces were in a woeful state. 80% of all Zhodani military vessels in service in the sector were second or third line and were usually a few centuries old. The majority of front line vessels had been pulled off as replacements for the Fifth Frontier War and had never been replaced. The recalling of second and third line vessels to a front line role had originally been intended as a stop gap measure.

If the vessels in service were inadequate the Zhodani military leadership in the sector can only be described as disgraceful. The entire region was under the control of a mere fleet admiral, and one whose competency was extremely questionable. It appears that this individual had been promoted side ways following some debacle elsewhere. As a result of this officer very few of the Consulates excellent officers in the region were in positions where they could use their abilities to their full advantage. Needless to say that morale and training in the ranks was a reflection of the leadership and equipment in service.

The causes of the Srakk War are fairly simple. The Srakk are a reptilian race native to Khaar (022I formerly known as Shtenzh Zhi). This system was located in the then Demilitarised Zone (DMZ) which had been established at the end of the Second Talpaku War, and to which the Zhodani Consulate, Talpaku Communnality and Meichntid Ibl were treaty members.

All three powers had discovered the Srakk in the period I098-99 and independantly decided to contact the Srakk and use them as a covert way of by passing the restrictions of the DMZ treaty. In II0I all three powers had secretly made contact with the TL 4 Srakk without any of the other powers realising that they were aware of the Srakks existance. The deal provided to the Srakk, who were still at a tribal level, by each power was very simple. 'If you will help us fight our enemies later we will give you technology and weapons that will allow you to conquer the other tribes and make you strong and powerful.'

Each power had contacted a different tribe and after an example of their fire power (usually on the Srakk) things appeared to be going well. This impression was totally false. The Srakk response to contact was a massive xenophobic reaction to all offworlders, which was entirely justified according to their badly understood religion. Rather than conquer the opposing tribes, they sent word of the appearance of the offworlders. By II03 the entire planet had united to face the common foe. The Srakk soon proved to be quick learners and they easily played each power off against the other to gain more and more technical assistance. As soon as they had the technical know how the srakk instituted a massive breeding program in order to create the massive army they would need. Srakk society became completely militarily orientated under an elite ruling council formed from the original tribal leaderships.

As time progressed the Srakk were eventually able to gain jump drives from unscrupulous traders who had blundered into the system. None of the major powers were aware of this development as they had since been restricted to specific landing sites on the planets surface or in space. Once contact had been made with the traders the Srakk were able to trade their abundance of radioactives for

Although Meichntid Ibl was successful in defeating the Zhodani and the Srakk it did so with horrific losses which showed up a number of deficiencies in their combat equipment and tactical planning.

So by I20I the Srakk have a small state in the old Talpaku/Zho/M.I. DMZ. The Srakk were badly overextended towards the end of the war but were able to bluff the other powers into a peace treaty. Hopefully a new I20I map of Yiklerzdanzh will be issued.

FAR FRONTIERS DATALINE

#1

16.10.93

Here it is, the latest map of the Far Frontiers sector. The sector has been divided into regions of development as the subsector division, while astrologically probably still the best way of dividing up the sector, would have only caused confusion over who was developing what.

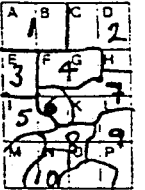
Some regions have already been taken, while others have been assigned to certain projects but not allocated to anyone yet. At the date of writing this the following is the state of the sector-

- Region 1 - Unallocated, part of the Zhodani Consulate
- Region 2 - Unallocated, part of the Zhodani Consulate
- Region 3 - Allocated, part of the Zhodani Consulate
- Region 4 - Unallocated, partly Consulate but including a pro-ZHO Vlazdumecta state
- Region 5 - Unallocated, independent star systems
- Region 6 - Unallocated, pro-Consulate independent Zhodani state
- Region 7 - Unallocated, various Vlazdumecta states
- Region 8 - Unallocated, independent Far Frontiers Alien Race state/s
- Region 9 - Allocated, pro-Regency County
- Region 10 - Allocated, reworked old "Jungleblut" subsector from the KEITH brothers' adventures.

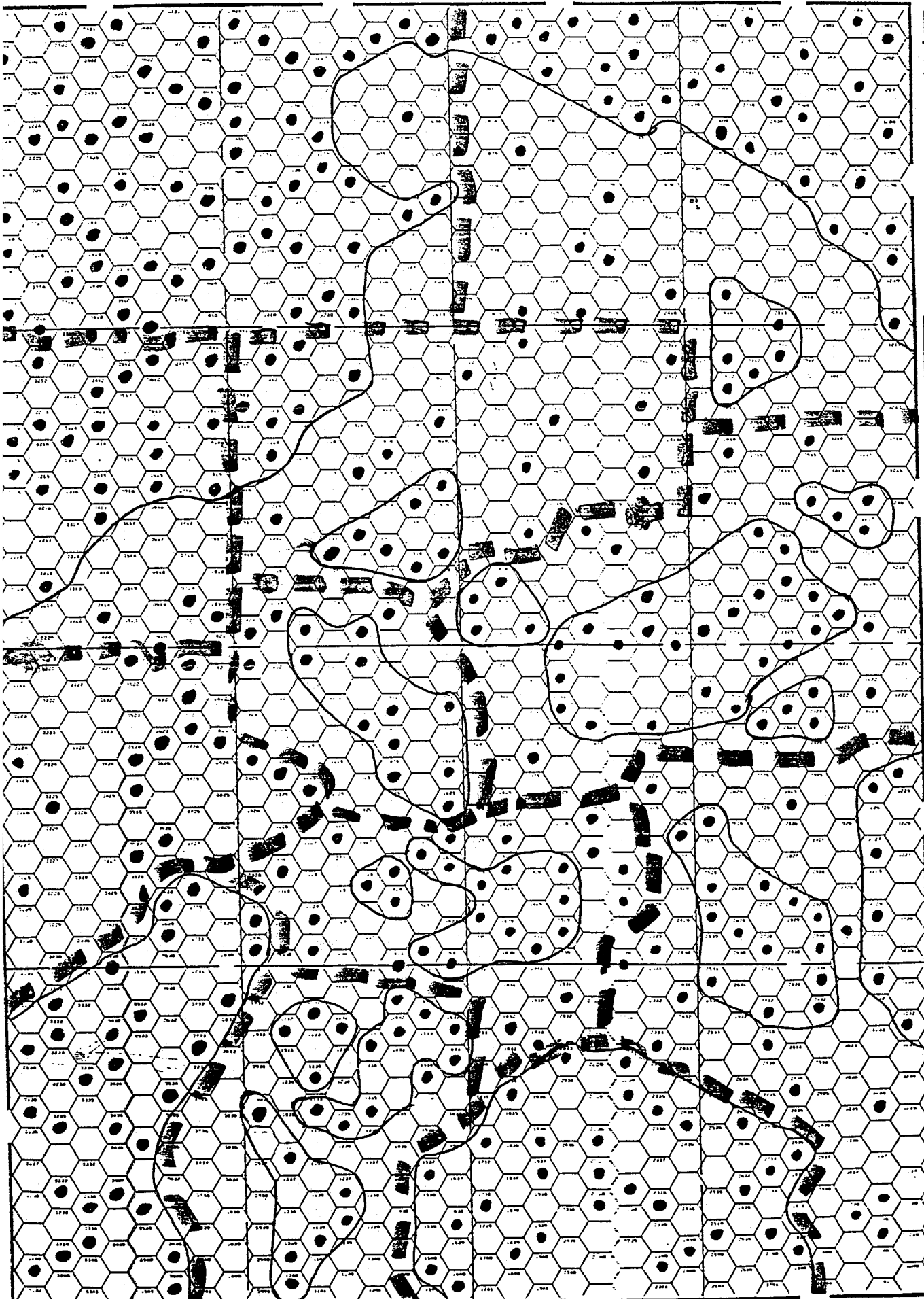
Members of HIWG who are interested in assisting with the project can contact me by mail at 423 Monbulk Rd, Tecoma, VIC 3160. Though the makeup of the sector as listed above is by no means set in concrete I would, in the event of anyone wanting to help me, like to stress that I have tried to maintain a balance of power in the sector. You may have noticed that two of the regions are unnumbered. These are part of two states that come from the Vanguard Reaches sector, coming under the control of Chuck KALLENBACH Jnr in the US. He has been working on that sector for a long time and has quite a bit of data on it. We here in Australia have politely been refused any power to write or rewrite what occurs in his "territory", though he has told me that he is only too happy to correspond on what may occur between the states in the Far Frontiers and those in the Vanguard Reaches.

I hope to soon hear from any interested people about the sector, and I will endeavour to provide updates on the sector with this regular addition to STARBURST. Any queries, even if you are not immediately interested in working on the sector, I would be happy to answer. Drop me a line and sound things out.

Geoff KELLY



SUBSECTORS WITHIN A SECTOR



MAP LEGEND

SECTOR

Starburst
Coast
Home Zone
Home Zone
Home Zone
Home Zone

TRAVEL ZONE

No Gas Zone
Clear Pass

WORLD CHARACTERISTICS

○ No Water Present
● Water Present
∴ Asteroid Belt

BASES

○ Imperial Fleet Base
○ Imperial Scout Base
○ Colonial Base
○ Independent Base
○ Research Station
○ Submarine Station
○ Imperial Prison
○ Exile Camp

TRAVEL ZONES

— Armor Zone
— No Zone

POPULATION

Subsector Under one Billion
PRIMUS Over one Billion
Name, number, or sig are subsector location