



Starburst

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Issue 26

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, PO 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.

Hi, Grant Sinclair here, HIWG Australia Data Coordinator. David Schneider has a lot of things on at the moment, so I'm doing *Starburst* this time.

HIWG Australia : The New Era

With the near completion of the Yiklerzdanzh project, we need to decide what future exists, if any, for HIWG Australia. Is there to be a New Era or is to be Curtains? (presumably a Black one).

At present, HIWG Australia exists for the following reasons (in no particular order):

- to reduce subscription costs (by collecting subscriptions in Australian dollars and converting a total amount to \$US, we reduce bank fees);
- to better recruit Australians into HIWG and to promote Traveller in general;
- to provide a pool of members to participate in group projects, advice and correspondence;
- to provide an Australian source of HIWG documents, with consequent reduction in postage costs (mostly for photocopies rather than disks);
- to provide a periodical for news and for publication of contributions by members;
- to reduce the workload of HIWG officers in the USA (such as Clay Bush).

Anyway, it is time to talk frankly.

- no-one contributes anything to *Starburst* except David and me, and then only Yiklerzdanzh material. Once this project closes down, there will be so little material for *Starburst* that it will be difficult to justify its existence.
- there is little use of the HIWG document library
- there is little or no interest in group projects.

This is all OK as such - if people don't want these things, there will be no attempt to force it on them. Think about what you want, if anything, and write to David Schneider or email me with suggestions. Does anyone out there want to be involved with a group project of some sort (e.g. a TNE pocket empire or a subsector or two)? Does anyone have any ideas that would justify the existence of *Starburst*? If you don't write, we'll assume you don't want anything.

At present, it seems hard to justify the existence of HIWG Australia. Unless anyone has any suggestions for a future, it would seem that at most, HIWG Australia will just become a convenient

administration unit for collection of subscriptions and for repository of the Australian HIWG document library. It may be that even these will not be justified by the work.

Whatever happens, I am intending to resign both from my Data Coordinator position and from HIWG (for various reasons). David Schneider will probably stay in HIWG, but is not interested in being Coordinator if there is no project in which to participate and all he does is fiddle with subscriptions and photocopy things for people.

Yiklerzdanzh Project Status

We continue to draw the documents produced by the various analysts together. This is difficult, as some do not fit too well with the rest. Considering all this, David Schneider is saying that no more work is needed from existing analysts. I think that all of you will have been informed of this previously; this is to confirm it. It would seem that most analysts had dropped out of the project some time ago, anyway.

If anyone wants to send ideas or extra bits and pieces, particularly if they are not massive changes, I'll see if I can fit them in. Be aware that your own versions of your documents will no longer be up to date.

New Documents

Please note the latest HIWG documents and files are now available (some of these were mentioned in AAB 25). As usual, write to David Schneider for photocopies, or myself for disk versions. An index of all available documents is attached, with new files since the last index marked with a "change bar".

Stop Press: A new list of allegiance codes was posted on HIWG LIST (see below), about 4 pages long. It incorporates all official codes and is in the process of including those used in HIWG documents. I am in the process of registering the Yiklerzdanzh allegiance codes with the coordinator of this list.

Internet Mail Lists

Many of you with Internet access will be aware of the old Traveller Mailing List (TML). This accumulated posts of Traveller related messages sent to it and then sent them out to everyone subscribing to the list.

TML has now resumed from a different source. Previous subscribers should have been sent details. If you did not get such a message, or are newly arrived on the Internet and want to subscribe, email me at grant@cleese.apana.org.au for details.

In addition to the TML, there is a new list called HIWG LIST, for HIWG members only. There seems to have been a few teething problems early on, but it seems OK now. Anyone who isn't being sent this and wants it, send me details as above and I will arrange it.

TNE - Best Game

It seems that TNE has won the "Best RPG" award at the recent Origins convention. Congrats, GDW!

The Traveller Chronicle

JEDKO in Melbourne (Military Simulations) is offering subscriptions to The Traveller Chronicle for \$30 for 4 issues (1 year), starting from issue 5 (which is US letter format). The message does not state whether this is Air or surface mail. This magazine is excellent - subscribe immediately, whether directly or via JEDKO!

Bar Guide

This should be useful to any traveller.

Symptom: Drinking fails to give taste and satisfaction, beer is unusually pale and clear.

Fault: Glass empty.

Remedy: Find someone who will buy you another beer.

Symptom: Drinking fails to give taste and satisfaction, and the front of your shirt is wet.

Fault: Mouth not open when drinking or glass applied to wrong part of face.

Remedy: Buy another beer and practice in front of mirror. Drink as many as needed to perfect drinking technique.

Symptom: Feet cold and wet.

Fault: Glass being held at incorrect angle.

Remedy: Turn glass other way up so that open end points toward ceiling.

Symptom: Feet warm and wet.

Fault: Improper bladder control.

Remedy: Go stand next to nearest dog. After a while complain to the owner about its lack of house training and demand a beer as compensation.

Symptom: Floor blurred.

Fault: You're looking through the bottom of empty glass.

Remedy: Find someone who will buy you another beer.

Symptom: Floor swaying.

Fault: Excessive air turbulence, perhaps due to air-hockey game in progress.

Remedy: Insert broom handle down back of jacket.

Symptom: Floor moving.

Fault: You are being carried out.

Remedy: Find out if you are taken to another bar. If not, complain loudly that you are being kidnapped.

Symptom: Opposite wall covered with ceiling tiles and fluorescent light strip across it.

Fault: You have fallen over backward.

Remedy: If your glass is full and no one is standing on your drinking arm, stay put. If not, get someone to help you get up, lash yourself to bar.

Symptom: Everything has gone dim, mouth full of cigarette butts.

Fault: You have fallen forward.

Remedy: See above.

Symptom: Everything has gone dark.

Fault: The Bar is closing.

Remedy: Panic.

Symptom: You awaken to find your bed hard, cold and wet. You cannot see your bedroom.

Fault: You have spent the night in the gutter.

Remedy: Check your watch to see if bars are open yet. If not, treat yourself to a lie-in.

Borg jokes

If you play a SF RPG, you will probably watch Star Trek and may find these amusing:

- This is Wesley of Borg. Even THEY don't like me!
- I am Yoda of Borg: Assimilated will you be ... hmm?
- This is Zaphod of Borg. You will be...Whoa! Babes!
- I cannae change the laws of assimilation - Scotty of Borg
- Lubricant. Pennzoil. Steaming hot. - Locutus of Borg
- McBorgs, over half-billion assimilated.
- Screw the Prime Directive... give the Borg Windows!
- The Borg assimilated me & all I got was this t-shirt!
- The Borg Express Card: Assimilation has its privileges.
- This is Cat of Borg. We will assimilate your shiny things.
- This is Fudd of Borg. Pwepare to be assimiwated.
- This is Gilligan of Borg. Escape from the island is futile.
- This is Demtel of Borg. You shall be assimilated. But wait, there's more!
- This is Marvin of Borg. Guess what weapons we have. Go on, guess.
- This is Paul Keating of Borg. You will be assimilated, scumbag.

Perhaps we could have some gaming versions, like:

- This is TSR of Borg. You will be assimilated™
- This is Virus of Borg. If you received this by email, you're already assimilated.

Last but not Least

Q: How many members of the Mission Impossible team does it take to change a light bulb?

A: Five: While Cinnamon creates a diversion by wearing a skimpy dress, I use a tiny narcotic dart to knock out the fascist dictator and remove his body. Rollin, wearing a plastic mask, masquerades as the dictator long enough for Barney to sneak up to the next floor, drill a hole down into the light fixture, remove the burned-out bulb, and replace it with a new super-high wattage model of his own design. Meanwhile, Willie has driven up to the door in a laundry truck. Just before Rollin's real identity is revealed, we escape to the laundry truck, drive to the airfield, and return to the United States.