



Starburst

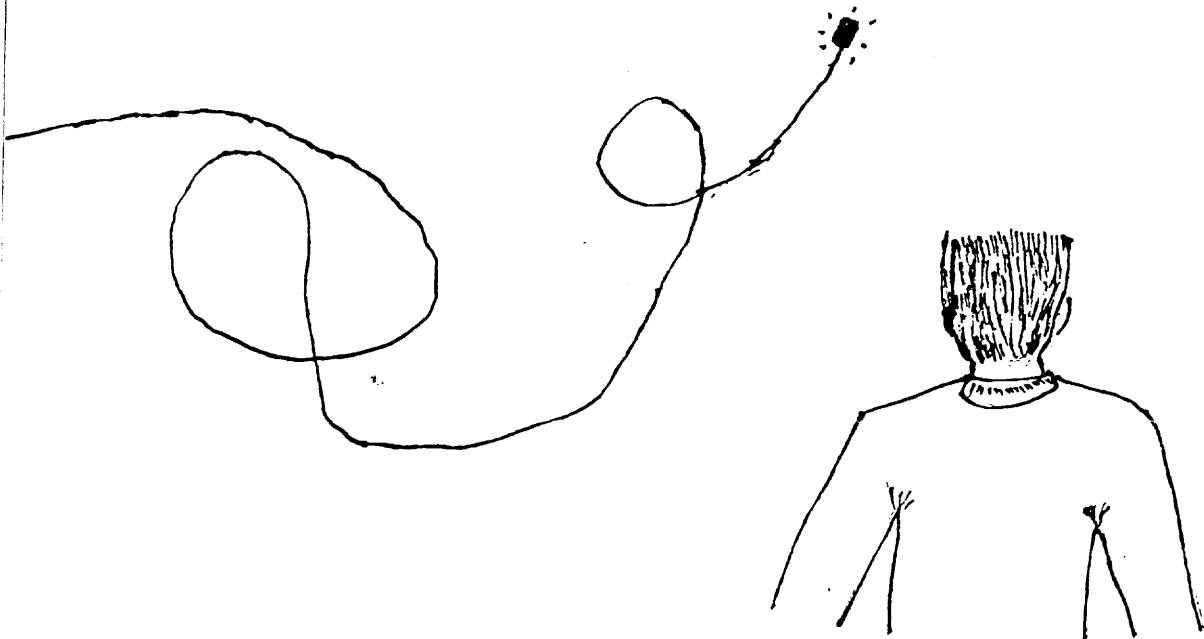
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T-Shirt Offer

The Imperial Navy t-shirt offer remains in effect. All that you have to do to obtain one of these magnificent, t-shirts manufactured using state of the art tech level 9 screen printing technology and made from 100% Earth products, is either submit an article for publication in *Starburst*, or photocopy some *Starbursts* and place them in a gaming shop in a state other than South Australia. First three people to respond get the t-shirts, everyone else misses out. Tough but fair, that's me all right.



Starship Safety Tips #18: Never leave your air raft keys where the kids can get them.

Traveller Cloth Patches

BITS, (British Isles Traveller Support) has produced some Traveller patches which are now available! The badges are printed onto strong cloth in much the same way as a good quality colour T-shirt is printed. They are intended as collectable items only and are not intended to withstand undue wear and tear. BITS members wore them at Euro GenCon last year. Patches are;

- IISS arm patch (red sunburst at top, yellow 'poni' with rider, IISS wording at bottom) 4" x 3.5" (A)
 - IISS arm/chest patch: Survey & Census Office (S&CO symbol, ID number and S&CO text).
 - IISS arm/chest patch: Communications Office (CO symbol - 'poni' with rider ID number and CO text)
 - IISS arm/chest patch: Exploration Office (EO symbol - 4-pointed star, ID number and EO text).
 - IISS red Sunburst 3" diameter (B)
 - IISS winged serpent 3" diameter (B)
 - IISS 1518 Lift Regiment 3" diameter (B)
- The arm/chest patches are available in two sizes: 5.5" x 2" (B) and 3.75" x 1.25" (C).

Price per badge is based upon the codes given in the text above: A - 2 pounds, B- 3 pounds, C - 4 pounds (sorry don't have a pounds symbol) Postage is 1 pound for up to ten badges. Customised arm/chest badges are possible - we can alter the ID number to be any combination of letters and numbers you wish, up to a maximum of 10 characters. Please contact BITS before ordering a custom badge, as they cost extra and can only be produced if we have sufficient orders.

Contact:

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HIWG Developments

Discussions about the new form of HIWG continue, including discussions of members getting a cloth patch of some description, and the including of adventures in AAB Proceedings from the United States. Current discussion involves how to administer these benefits under the devolved National Chapters model. Stay tuned for further updates.

I (David Schneider) can now be contacted on the following e-mail address:
SCHDP002@students.unisa.edu.au

Imperium Games is now closing after all, due to the owners loss of money in Asia. Marc Miller retains all the rights and continues to work on the update of T4. Bryan Borich will produce new issues of JTAS when T4.1 comes out.

Adventure Nugget: University Job

By David Schneider

This adventure is set in Yiklerzdanzh sector around 1201 Imperial Calendar. However it shouldn't be too hard to adjust this adventure for use elsewhere and at a different time period. The adventure can be used for groups of between 3-8 characters with mixed background, though it is a good idea to have some mercenary characters in the group.

Library Data

Yiklerzdanzh Sector: This is a sector located to spinward of the Regency. The Sector is approximately one third Zhodani settled. Most of the Zhodani worlds are members of the Zhodani Consulate and are incorporated into Iadr Nsobl Province.

The remainder of the sector is split between several minor interstellar states and numerous independent worlds. The sector is also home to several minor races such as the Carillon and Talpaku. There is also a sizeable minority the Valzhdumecta minor human race, who are originally from the Far Frontiers sector.

The former Third Imperium had little contact with the sector prior to the Second Civil War (Rebellion). It was not until after the collapse of the Imperium that the Regency began to have more contact with the region as part of it's policy of finding new markets.

Regency citizens in the region are advised to exercise caution in the sector and are referred to the Recency Embassy located upon Talpakuhome (0527). There are also two Regency Consulates located upon Forday's Fortune (0929) and Qrazhazhjal (2137). Regency citizens are also advised that there are several Regency Interstellar Scout Service (RISS) contact and survey missions active within the sector.

Driantia Sitiefladr: After the First Frontier War (589-604 IC), elements of the Iadr Nsobl province wanted intelligence regarding the sectors to rimward. This led to explorations into various rimward sectors, particularly the Vanguard Reaches. In 626, a state called the Driantia Steblenzhtia in the Vanguard Reaches was established to further these aims.

In 631, the Zhodani Consulate decided to set up another such state, further to spinward. In addition to the aims of the Driantia Steblenzhtia, this state (to be known as the Driantia Sitiefladr) would also be a buffer state to prevent expansion of the Talpaku Communalty. The worlds of Sitiefladr and Friaprchivzhdo were colonised in 633, with the former to be the industrial heart and capital of the state and the latter to be the bread-basket. It was intended that the state would expand further into subsector P (Rom's Loch) and then spinward/rimward into nearby parts of Tsadra, Shiants (Astron) and Chtedrdia (Fulani) sectors.

By the mid 600s, relations with the nearby Izrats Kriezhlas Unity were blossoming. It was decided that the Unity would be an excellent buffer state (at least for the short term), so the Driantia Sitiefladr project was abandoned. Resources were diverted from it to the seventh Core Expedition (then in planning stages) and the two systems were left virtually alone, to expand as best they could.

Small colonies were established on various worlds in the rimward part of this subsector and the coreward part of Fulani subsector A by 687. In that year, a coup on Sitiefladr replaced the government with a harsh dictatorship, which quickly became corrupt and influenced by criminal elements. Over the centuries that followed, criminal elements increasingly gained control.

The government began directing its energies on shorter term projects and personal gain, abandoning the still heavily dependant smaller colonies in 695 to their fate. No attempt was made to rescue the inhabitants and so each colony collapsed, usually to oblivion. In 861, the economy of Friaprchivzhdo collapsed and triggered great problems in that of Sitiefladr. The Driantia Sitiefladr, if it had ever truly existed, was dead.

S'raak Empire: The S'raak Empire is a product of war and occupation. Prior to 1160 this state did not exist. The current capital, Khaar (0221), was the homeworld of the S'raak race. The S'raak, who were a primitive, militant race, were able to trick the Zhodani Consulate, Meichntid Ibl, and the Talpaku Communnality into giving them technological assistance. This, combined with deals with pirates and smugglers, allowed the S'raak to become a star faring race.

The S'raaks first act upon achieving this level of technology was to invade as many systems around them as possible, this put them into immediate military conflict with all three of their former benefactors. Through a combination of surprise, deceit and a willingness to accept very heavy casualties, the S'raak were able to establish their new state. This was confirmed with the signing of the S'raak Peace Accords, a shrewd move on the part of the S'raak who were stretched to breaking point militarily and economically at the time of the cease-fire.

Friaprchivzdo (0738): The world was originally settled in 633 IC by the Driantia Sitiefladr. This system was to be the breadbasket of the state. The economy was once much stronger and the world had a class C starport, but harder times struck and the economy disintegrated around 861 IC. Lawlessness prevailed and the system was rated an amber zone.

Most of the population roams the world in vehicles maintained with cannibalised parts. The nomads live a tribal existence, where only the fittest survive. Some possess certain technical skills that have been passed down through the generations.

Some others have fallen right back to primitive lifestyles, living in coastal and river villages as various types of hunter/gatherers. These are raided for food from time to time by nearby communities of various types.

The cities are mostly ruined and decayed, though there are still enclaves with power and the ability to maintain most of their equipment. These are in communication with each other by radio, but there is no world government. Enclave dwellers sometimes communicate and trade with passing starships.

The chirpers have been living in the forests of the world all along, though they were beaten back somewhat as wilderness areas were cleared for farmlands by the original colony. Many of these areas have regrown and the chirpers have returned, where they compete quite successfully with the human hunter/gathers.

Additional Information on Yiklerzdanzh Sector can be obtained by writing to David Schneider or checking the HIWG Australia web page on: <http://dove.net.au/~grants/hiwg.html>

The Job

The players should begin the game on Forday's Fortune (0929 A000987-E As Na Hi In). The group is approached by Professor Kluligun Samsillin of The University of Forday's Fortune. It seems that the University maintains a number of deep space listening posts which monitor & log radio transmissions from deep space. These transmissions are used in historical research, and have helped to clear up some mysteries in the past.

About 4 months ago a signal from a S'raak warship *The Devastator* was picked up. Investigation has shown that this vessel was lost to an apparent misjump during the S'raak War. The warship was involved in attacks upon the Meichntid Ibl client state systems of Chtiejtlerz (0921) & Stiepldrefr (0922). The ship is known to have taken on pillage from the Stiepldrefr treasury as well as some sort of Meichntid Ibl experimental equipment which the S'raak over ran before it could be used or evacuated.

The signal from the warship was a distress call stating that the vessel had misjumped to Friaprchvzdo (0738) and had taken damage in the process. Manoeuvre Drives were failing and providing erratic thrust, and a crash landing on the mainworld was now unavoidable. The message ended by stating that they were attempting to land in a mountain range and secure their cargo.

Since then no new transmissions have been picked up, and discreet enquiries have shown that the warship is still officially listed as "Missing in Action" by the S'raak Empire. The Professor wants to hire the group to take him and a few archaeologists to the system in question and make a search for the ship. While this expedition isn't exactly a secret, they'd prefer not to attract attention to themselves either.

The Opposition

The Meichntid Ibl Corporation that developed the experimental equipment in the S'raak ship's hold has got word of the expedition. Since the war they have come down in the world and are frantically trying to avoid a hostile takeover bid. If they can recover their lost device (and the stolen treasury) their position will be much improved. The Corporation diverts some of its resources to trying to prevent the expedition from reaching Friaprchvzhdo.

Getting There

Normal encounters should be generated for the players as they prepare to leave Forday's Fortune, and then in the systems along the way. The actions of the Meichntid Ibl Corporation will begin as subtle warnings against going and gradually escalate in seriousness and violence as they get closer to the target system.

One of these encounters should attract the attention of the Sitiefladr (0638) intelligence service who get wind of what's going on from a captured Corporation agent (though the agents don't know exactly what the equipment is either) and begin their own efforts to acquire the vessels contents and get rid of the expedition.

Friprchvzhdo

The Expedition should come down at one of the planets deserted cities, in order to look for information on mountain ranges, and with the idea of locating some natives who might know something about a crashed ship. They will of course run into one or more of the nomadic vehicle tribes (who will be eager for parts & equipment - one way or another). In the first playing of this adventure the players managed to set fire to a substantial part of the abandoned city much to the annoyance of the locals who still foraged in the city for material. They managed to achieve this by finding an old computer system in an abandoned government bunker and shunting power from the bunker into old corroded power lines in an outside building.

After awhile the players should locate the appropriate mountain, somehow get past the locals and the chirpers who live in the mountains, fight their way past whatever creatures have moved into the wreckage and try to get their hands on the cargo and get it (and the scientists) back to Forday's Fortune while Meichntid Ibl and Sitiefladr operatives do their best to stop them. In the first playing of this the players managed to get to the ship just in time to watch a Sitiefladr party load the cargo into a cutter and then take off. Let's hope your party do better.

