

# TRAVELLER

In addition to the basic three-booklet **Traveller** set, the following *Books*, *Adventures*, *Supplements*, and *Games* are available for more **Traveller** action!

**Mercenary** (*Book 4*) aims at the military adventurer with extensive rules for detailed army and marine characters, new skills, and coverage of battle resolution. A full chapter covers the new weapons of the future . . . . \$5.98

**High Guard** (*Book 5*) deals with detailed characters who have served in the planetary or imperial space forces (including rules for college, medical, and flight schools). Design, construction, and combat for starships ranging in size from one hundred to one million tons is presented. . . . . \$5.98

**The Kinunir** (*Adventure 1*) concerns a class of imperial battle cruisers, and leads a band of adventurers into industrial espionage, afoul of the law, and ultimately to the answer to a mysterious disappearance years ago. Included are rumors, situations, library data, and deck plans and statistics for a 1200 ton military starship. . . . . \$4.98

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**1001 Characters** (*Supplement 1*) is a set of pre-generated characters ideal for non-player character or patron encounters. A final chapter rates nine characters from fiction—test your familiarity with science-fiction . . . \$3.98

**Animal Encounters** (*Supplement 2*) contains 111 different animal encounter tables, already produced, and tagged for specific terrain and world types. Ideal for impromptu adventures and situations. . . . . \$3.98

**The Spinward Marches** (*Supplement 3*) is a set of 16 pregenerated subsectors situated on the edge of the Imperium. Each subsector contains a map, a list of world data and statistics, and some background data. A final chapter recapitulates the meanings of the various world factors for easy reference, and an index leads the referee to worlds by name . . . . . \$3.98

**Citizens** (*Supplement 4*) presents character generation rules for 12 new character types, including barbarians, doctors, scientists, nobles, and rogues. Each type includes forty examples pregenerated, and ready for use as patrons or non-player characters. Check out rogue number 19 . . . . . \$3.98

**Mayday** (*Game 1*) modifies the starship combat rules in Book 2 to conform to a hex grid, and supplies die-cut counters. The game is playable with encounters, or as a two-player situation. Boxed . . . . . \$5.98

**Snapshot** (*Game 2*) is close-combat set aboard starships. Hijacking, piracy, mutiny, and personal conflict are all possible using these combat rules and the starship deck plans. Usable with **Traveller**, or by itself . . . . . \$7.98

**Game Designers' Workshop**

203 North Street, Normal, Illinois 61761

# the JOURNAL of the Travellers' Aid Society

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Dates in this issue of the *Journal* are given in accordance with an arbitrary Imperial calendar of 365 days. The expression of date consists of a three-digit day number (showing the current day of the year), followed by a dash and a four-digit year number (showing the current year since the founding of the Imperium).

The date of this issue is **183-1106**; or the 183rd day of the 1106th year of the Imperium.

*The Journal of the Travellers Aid Society* is a science-fiction gaming magazine dedicated to **Traveller**, GDW's role-playing game set in the far future.

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**Submissions:** We welcome articles and illustrations for the *Journal*. Please inquire before submitting manuscripts; we will send a style and want sheet.

# From the Management

This issue of the Journal of the Travellers' Aid Society marks the start of its second year of publication. and in honor of the occasion, we have expanded to 40 pages. Even allowing for advertisements, this means about five more pages of text per issue, which we will try to use to best advantage.

One of the things we will be including in subsequent issues is a second Amber zone. This feature is one of our most popular, and we will bring more out in response to overwhelming reader demand.

To further celebrate, we have included a special Variant in this issue; Imperium Ground Combat Module, by Roberto Camino. Roberto will undoubtedly be familiar to some of you, as he has been the author of a number of variants on GDW games.

To involve our readers in the celebration, the staff of the Journal invites all of our readers to write telling us what they liked and didn't like about our first year, and what they would like to see in the future. We have already received a number of such comments, some of which we have decided to implement, such as the increased number of Amber 'Zones' mentioned above. Others, such as the suggestion that we eliminate everything but Traveller material from our pages ("get rid of the ads, and don't bother with a table of contents," he said, "I read every issue cover to cover anyway"), we decided against. A number of other ideas should be decided by our readers. Would you like to see more of our regular features such as Ship's Locker or Bestiary? Is there any interest in a Traveller classified ad section, for people to advertise for opponents and information (we have had only one such request, which has been printed at the end of this editorial, but if there is enough of a response, we could make Classifieds a regular feature). How many of you are interested in reading in depth reviews of other SF games? Is there any interest in an article or series of articles on using miniatures in Traveller games? The only way we can respond to your wishes is if we know about them. Let us know what you want to see in the Journal.

This year at Origins (June 27, 28, 29 at Chester Pennsylvania) we are again running a Traveller tournament and a Traveller seminar. The tournament is an actual session using Across the Bright Face (one of the double-adventures just being released). Winners will be determined based on a scoring system which takes into account survival and time. Then, after the tournament is completed, Double Adventure Number 2—Bright Face/Mission on Mithril will be released for sale at the GDW booth at the convention. Mail orders for the adventures will be filled in early July.

We will be doing the same thing (with another adventure, of course) in the Traveller tournament at Gen-Con XIII in late August (see the ad for Gen-Con XIII in this issue).

Back in Journal number 3 we mentioned a game called Azhanti High Lightning — and now it's out! This game is a giant, with fourteen deck

plans, die cut counters, a rules booklet (not Snapshot, but another fast-moving system), dice, and a supplement (number 5) which describes the Azhanti-class ships in detail, along with their Imperial Marine contingents.

The multi-colored maps are quite striking, and the counters included represent crew members, Imperial marines, mercenaries, adventurers, Zhodani, Vargyr, and a wide selection of action markers. The game is boxed in one of our large (11½ x 14½ x 1") boxes and features a beautiful cover painting rendered in four-color process. The game system of Azhanti High Lightning is usable alone, or in combination with Snapshot and Traveller. This game is truly magnificent . . . you'll have to see it to believe it!

The request for a classified ad, which I mentioned above, is from one of GDW's staffers, John Harshman:

"I am trying to assemble a detailed and expanded star system generating system for Traveller, to define the physical characteristics of stars and their associated planets. The system would attempt three things: 1) to conform to the most accepted (or failing that, the most interesting) modern theories of stellar and planetary formation 2) to avoid violating any known principles, and 3) to be capable of generating the solar system and the mix of stars around it (the only empirical checks on validity we have).

Ideally, the star-generation procedure would involve only two random variables: mass and age, with all other characteristics following from these. All stars would be assumed to be population I, similar in composition to Sol. Modifications to standard characteristics would be made for variant chemical makeup, effect of companion stars on evolution, and whatever else seems

good. To design this system, I need a lot of information on stellar evolution: characteristics of stars of various masses at various ages (or at least current theories thereof); also of great use would be statistical data on stellar distribution.

The planetary generating system is entirely unformed. Numerous questions must be answered. Is the Titus-Bode law real, and if so what are its variables? Assuming that the elementary composition of planets will vary as the temperature in the primal gas cloud at the time of their formation (a valid assumption?), how does temperature vary with distance from the protostar for various masses? What is the chance for formation of a double planet (like the earth/moon system)? What produces asteroid Etcetera, etcetera.

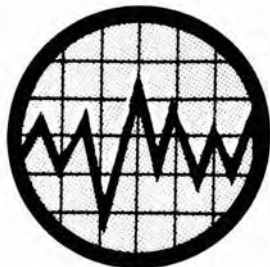
If you know a lot about astrophysics and/or planetology (or at least more than I do), I want to use your brain. You will be rewarded by profuse thanks, recognition in print, and free copies of anything that emerges from the project. If you're interested, write me (John Harshman) in care of GDW, Po Box 432, Normal, IL 61761."

*Loren K. Wiseman*

Traveller is available overseas through GDW distributors in the UK and Australia.

**United Kingdom:** Traveller (and its additional booklets, adventures and supplements) is printed under license from GDW in the UK by Games Workshop, 1 Daling Rd, Hammersmith, London, W6.

**Australia:** Traveller is imported and distributed by Jedko Games, 18 Fonceca St, Mordialloc, Vic. Australia.



# JUST DETECTED

## Games:

### *Artifact*

An alien artifact is discovered on the moon, and combat ensues for possession of the artifact and the scientific treasures which can be gleaned from it.

84 counters, one 12 x 14 map, and rules booklet in a box. \$3.95

*Design*- Glenn Williams

*Publisher*-Metagaming, Box 15346, Austin, TX 78761.

## Books:

### *Worlds at War*

A study in interplanetary conflict. An overview of future history vividly illustrated with color paintings of starships, troops and battles. Many of the pictures could prove useful for illustrating Traveller adventures or perhaps inspiring them.

Hardbound, 52 pages. \$5.99.

*Author*- Steven Caldwell.

*From*-Media Resources, 1024 W. Washington Blvd, Chicago, IL 60607.

## Play Aids:

### *Scouts and Assassins*

A 20 page booklet detailing variant rules for the Scout service and a new character type, the assassin. Included are service and discharge tables, several new skills, and an 11 x 17 foldout diagram of a "Serpent" class scout ship. \$3.00.

*Design*- Donald Rapp.

*Publisher*-Paranoia Press, 1207 Scott Ave, Ft Wayne, IN 46807.

### *Pen-Latol's World*

A detailed study of a planet populated by an intelligent non-human race, including descriptions of terrain, flora and fauna.

One 22 x 27 map and 8½ x 11 32 page booklet. \$7.95.

*Publisher*-Group One, 1737 N Walnut Grove, Decatur, IL 62526.

## Magazines:

### *The Space Gamer*

Long printed by Metagaming, The Space Gamer is now published by Steve Jackson. The March/ April issue (no. 27) is the first under the new management. This issue includes articles on design theory, time travel and how to game it, variants galore and reviews of several games, including Snapshot. Bi-monthly, subscriptions (6 issues for \$8, 12 issues for \$15) from The Space Gamer, 7207 Onion Crossing, Austin, TX 78744.

### *Signal*

A variable page newsletter published by John and Linda Ross-Mansfield. Each issue is crammed full of game, magazine and book reviews, as well as the latest releases of all major and most minor game companies. Bi-weekly, subscriptions (12 issues for US\$3) from Signal, John Mansfield, 46 Coulton St, Oromocto, N.B. CANADA E2V-2C8.

### *Ares*

SPI's SF/Fantasy gaming magazine. Issue no. 1 contains a game, World Killer, three fiction peices, a science fact article and capsule reviews of over fifty SF/Fantasy games. Bi-monthly, subscriptions (6 issues for \$14) from Ares, c/o SPI, 257 Park Ave, NY, NY, 10010.



# TRAVELLER NEWS SERVICE

REGINA/REGINA (0310-A788899-A)

Date: 004-1106

¶ The Travellers' Aid Society has obtained an exclusive interview with Major Windan Lorimer, Imperial Marines (ret), recently returned from six months of duty as a captain of auxiliaries engaged in counter-insurgency actions on the planet Efate (Regina 0105-A64930-D).

¶ In the interview, Major Lorimer revealed that four months ago his battalion became engaged in a firefight and subsequently captured twenty insurgents, two of which were officers. Subsequent medical examination revealed that one of the two was actually a Zhodani officer serving as an advisor to the Ine Givar cadres.

¶ In response to queries concerning Major Lorimer's claims, Rear Admiral Lord Santanocheev, CINCINT/RS (Commander-in-Chief, Naval Intelligence, Regina Subsector) today held a press conference during which he claimed that Naval Intelligence was convinced that there was neither Zhodani nor Ine Givar involvement in the Efate disturbances.

¶ "What we have on Efate is a local, very minor situation. We're handling it with local forces and a few mercenary contingents. If it were serious, we could commit army or marine assets. We have some very potent assets in this subsector, but we haven't felt the need to commit them. This is not a serious situation," he reported.

¶ When asked about the report of a Zhodani officer, Lord Santanocheev replied, "Naval Intelligence has this man in custody, and I can assure you that he is not a Zhodani officer, or a Zhodani anything. I fought the Zhodani twenty years ago in this subsector. I know the Zhodani, and this man is not a Zhodani."

¶ When contacted afterwards, Major Lorimer refused to comment on the admiral's remarks, beyond insisting that his original reports had been accurate. Ω

DENTUS/REGINA (0601-C979500-A S)

Date: 361-1105

¶ Word was received today that two weeks ago the Imperial Battle Cruiser Adamdun mistakenly engaged and destroyed the merchant craft Bloodwell of the Oberlindes Line. The Bloodwell, according to the crew of the battle cruiser, was not showing its ID transponder signal and would not answer broad-beam hails. The ship was under full acceleration, and after it refused to change vector in response to laser warning fire, was engaged by high-G missile fire and destroyed. A subsequent (and unsuccessful) search for survivors resulted in the identification of the ship.

¶ Oberlindes Line officials called the story "an obvious cover-up of a tragic display of incompetence" and claimed that the Bloodwell's ID transponder had just undergone its annual maintenance check and could not have failed to function. As in all commercial vessels, the ID transponder was supposedly tamper-proof, and could not have been turned off by the crew. Legal action is expected. Ω

*Traveller News Service is another Imperium-wide benefit of membership in the Travellers' Aid Society.*