

Covering every era of

Traveller



from 'Classic' Traveller to Rebellion, Virus and GURPS Traveller

THE PERIODICAL BIBLIOGRAPHY



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Timothy Collinson

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THE TRAVELLER PERIODICAL BIBLIOGRAPHY

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Published in the UK by:



BRITISH ISLES TRAVELLER SUPPORT

A British Forum for *TRAVELLER*® - the Game of the Far Future

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BITS UK Limited, PO Box 4222, Sawbridgeworth, Herts, CM21 0DP, England.

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Acknowledgements: Thanks to Paul Sanders and Christopher Thrash who knew their JTAS mailing covers. Thanks to Marc Miller, Jimmy Simpson and Edward Swatschek who helped locate worlds. Special thanks to Derrick Jones and Dominic Reynolds, without whose brave generosity in loaning a complete stranger their precious material, this bibliography wouldn't have been possible.

And, of course, thanks and much love once again to Alison for living with piles of magazines all over the bedroom, boxes and boxes of more magazines, and the frequent harried mutter of: "I know I've seen that somewhere."

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ISBN 1 901228 15 0

Publisher's Notes: This bibliography and the associated *The Traveller Bibliography* are ongoing projects, i.e. any additional information you can provide concerning Traveller material of any type is gratefully received – please contact BITS by e-mail or post. Updates and errata for this bibliography may be found on the BITS web page <http://www.bits.org.uk/>. Note that US spelling has been maintained in titles and quotes but otherwise English spelling is used throughout this bibliography. All trademarks are hereby acknowledged.

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Introduction

Why on earth did we do this?

The role-playing game Traveller has spawned a wealth of support material. *The Traveller Bibliography* (BITS, 1997, updated 1999) covered all of the individually produced items, however, this is by no means all the Traveller material that has been published over the last two decades and more. Several professional periodicals either solely devoted themselves to Traveller or supported it continuously; many fanzines sprang up to make home-grown material available to a wider public; and other role-playing magazines sometimes included Traveller articles within their pages.

This bibliography of Traveller periodical articles covers the 'Big Five'. It includes all of the contents of: *The Journal of the Travellers' Aid Society*, *The MegaTraveller Journal*, and *The Traveller Chronicle*. It also includes all the Traveller material from *Challenge* and *The Travellers' Digest*. Articles reprinted in the *The Best of the Journal of the Travellers' Aid Society* are noted in the comments for each article rather than duplicate the entries. The many other Traveller articles in other periodicals such as *The Adjutant*, *Dark Star*, *Signal GK*, *White Dwarf* and many more may, eventually, be included in a subsequent volume (watch the BITS web site for details).

In a similar fashion to *The Traveller Bibliography*, items have been first arranged by era and then divided according to the main subject of the article. As coverage in some of the periodicals changed from one era to another era, there was often no clean break. Occasionally, deciding which era an article belonged to proved to be a little arbitrary. In general, however, a look at either the background (particularly in the case of adventures) or the rules used made it possible to determine which section was the correct one. (An example of this is the continuing adventures of Akidda Laagir and friends in *The Travellers' Digest*. Whilst the rest of the Digest moved over to *MegaTraveller* in later issues, the feature adventure was quite clearly still set in 'classic' Traveller times.) In really marginal cases where the article or adventure could easily be placed in two eras, the individual issue of the periodical was examined to see what era the majority of articles were set in. The title index should make it easy to find all articles in case of any doubt. The subject headings have been kept as consistent as possible with those in *The Traveller Bibliography* to aid comparison and location of material. However, it has been useful to amalgamate some headings where there were few articles, and likewise, to further subdivide headings where much was written.

Once again the bibliography gives bibliographic details of each item followed by content notes. Only where 'Comments' have been deemed appropriate or useful have they been added as some articles are short and/or self explanatory. Titles and author names are either taken from the article itself (as first preference) or the contents page of the periodical if the latter was more informative.

Not included is editorial material or advertisements. In addition the Traveller News Service, Coalition Information Network, and DIS (Deneb Information System) Newsbrief entries found throughout *JTAS*, *Challenge* and *The MegaTraveller Journal* have not been included. Articles for the Traveller 2300 system in *The Travellers' Digest* are also not included.

One final note: since February 2000, *JTAS* has gained a new lease of life in electronic form on the Steve Jackson Games web site <http://jtas.sjgames.com> – a small annual fee is payable to access this. Articles that have been published electronically like this have *not* been included, however if there is a demand for it they may be considered for inclusion at a later date. In the meantime, there is a wealth of information here to keep avid fans going for some considerable time – the addition of a keyword index hopefully makes it even more accessible.

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Gosport, 2000
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Dedicated to
Marc W. Miller
for creating Traveller
**and all those editors who worked hard to
bring us such great material**
"Shall Not Perish"
**Motto of the ISS Arrival Vengeance*

Each entry in this bibliography follows the same format, for ease of comparison. This format generally follows that used in *The Traveller Bibliography*. Throughout this bibliography, Traveller as a science fiction role-playing game has been left unitalicised as distinct from *Traveller* (its first incarnation, also known as 'classic' Traveller), *MegaTraveller*, *Traveller: The New Era* and *Marc Miller's Traveller*.

Sample Entry

Title	23 The Care and Feeding of NPCs	Periodical & issue number
Index No.	J. Andrew Keith. JTAS 9, 1981; pp.22-26	Date
Author	5 pages, small format, Ill.	Article page numbers
Pages	• Notes on how to run interesting, varied and believable non-player characters in a Traveller campaign.	Collation
Contents	This article was reprinted in <i>BJTAS</i> , no.3, pp.17-20 & 45.	Size
Comments		

Index No.

An index number used for cross-referencing articles within this bibliography.

Title

The title of the article is used as a primary source, however additional information may have been gleaned from the contents page if this was more informative.

Author

If unknown "Anon." is used; if the author is known but uncredited, square brackets are used, e.g. [Joe D. Fugate]; multiple authors are listed where they are given similar prominence. Note that the names "John Marshal" and "Keith Douglas" appear frequently; these are pseudonyms of either (or both) of the Keith brothers, William H. Keith and J. Andrew Keith.

Publication

The journal title and issue number of the article. See below for publisher abbreviations.

Date

The date of publication of the journal issue that contains the article. (Note there are occasions where the journal copyright date was not 'updated' in a new year. Where this has occurred and a separate date is known for the article, the latter has been used.)

Pages

The journal page numbers are given showing the start and end of the article (and additional pages where an article was continued). This may include advertising material. The third line of each entry begins with the *actual* number of pages of the article, excluding pages of advertising, etc. If a page referred to is not numbered, the page number is given in square brackets, e.g. "[4]". Where periodical covers illustrate an article this has been noted but not included in the page count.

Size

Either "small format" for the early 'little black book' size used for *JTAS*, *The Travellers' Digest* and the early issues of *The Traveller Chronicle*, or "large format" for the 8½" x 11" US letter size of *Challenge*, *The MegaTraveller Journal* and the later issues of *The Traveller Chronicle*.

Collation

Item	Abbreviation	Note
Maps	maps	(not including deck plans)
Tables	tab.	(including 'blank' forms)
Diagrams	diag.	(including deck and building plans)
Illustrations	ill.	(not including the front cover if it illustrated the article)
Glossary	glossary	(not including 'Library Data')
Bibliography	bib.	(not including invented bibliographies)
Index	ind.	

Contents

A general outline of the notable features contained in the article is given.

Comments

Comments on the article, ranging from content to the relationship to other Traveller books and articles. Not every article has a comment as many are fairly short and/or self-explanatory. **Warning!** Spoiler information has been included for some of the adventures and fiction.

Sector Co-ordinates

Some articles refer to sectors that are extremely well known, such as The Spinward Marches. However, there are also many less well known sectors. In an effort to locate sectors in 'known space' (i.e. those that use the Imperium background - however loosely), the following convention has been used:

- Core sector (containing the world called 'Reference') was used as a base reference point: 0,0. Using each sector as one 'unit', the first number refers to the spinward/trailing "longitude" and the second refers to the coreward/rimward "latitude", e.g. Spinward Marches (-4,1), Solomani Rim (0,-3), Antares (1,1), Uytal (7,-5), etc. While this is a very 'humanocentric' system it does at least have the advantage of not requiring very large number references until, say, extreme Zhodani Core expeditions are mapped.
- It is also possible to use this system to refer to individual worlds in Traveller using eight digits, e.g. (-4,1)(1011) to describe Arden in the Spinward Marches.
- Where reference is made to individual worlds, these have been identified by sector and hex location. Of course, not all worlds were located in 'official' space, and in these instances the best location information available and a UWP (where possible) have been included.

Prices

Pricing information has been deliberately excluded from this bibliography. All the periodicals covered in this bibliography are out of print but may be available from second hand stockists. Prices can vary widely depending on rarity, condition and many other factors.

Abbreviations

AAB	Argushiigi Admegulasha Bilanidin
AI	Artificial Intelligence
Anon.	Anonymous
APBA	Advanced Powered Battle Armour
APC	Armoured Personal Carrier
ATV	All Terrain Vehicle
Bib.	Bibliography
BITS	British Isles Traveller Support
BJTAS	The Best of the Journal of the Travellers' Aid Society
cm	centimetre
COACC	Close Orbit and Airspace Control Command
DGP	Digest Group Publications
Diag.	Diagram(s)
DIS	Deneb Information Service
EVA	Extra Vehicular Activity
FGMP	Fusion Gun Man Portable
FTL	Faster Than Light
GDW	Game Designers' Workshop
GUESS	Graylin Union Exploration and Survey Service
GURPS	Generic Universal Role Playing System
IISS	Imperial Interstellar Scout Service
ill.	Illustration(s)
IN	Imperial Navy
Ind.	Index
IRIS	Imperial Regency of Intelligence and Security
IS	Imperial Scouts
ISSN	International Standard Serial Number
JTAS	The Journal of the Travellers' Aid Society
kg	kilogrammes
kL	kilolitres
mm	millimetres

MTJ	The MegaTraveller Journal
no.	number
nos.	numbers
NPC	Non-Player Character
p.	page
PC	Player Character
PGMP	Plasma Gun Man Portable
pp.	pages
Q&A	Questions & Answers
RC	Reformation Coalition
RCES	Reformation Coalition Exploratory Service
RPGs	Role-Playing Games
RPGA	Role-Playing Games Association
SDB	System Defence Boat
SF	Science Fiction
Signal GK	Signal Gashimeku Kaalariin
SPA	Starport Authority
SuSAG	Schunemann und Sohn, AG
Tab.	Table(s)
TAS	Travellers' Aid Society
TC	The Traveller Chronicle
TCS	Trillion Credit Squadron
TD	The Travellers' Digest
TL	Tech level
TNE	Traveller: The New Era
TNS	Traveller News Service
UPP	Universal Personality Profile (sometimes 'Universal Planetary Profile')
URP	Universal Robot Profile or also Universal Religion Profile
UTP	Universal Task Profile
UWP	Universal World Profile (sometimes referred to as a UPP)
Vol.	Volume

The 'Big Five'

The Best of the Journal of the Travellers' Aid Society

Edited by Loren K. Wiseman. GDW, Annual, 1980-1983.
48 pages, small format. Issues: 1-4. ISSN 0193 3124

An almost annual compilation of the highlights of JTAS. Only four issues were produced which covered issues 1-16 of JTAS.

Challenge

Edited by Loren K. Wiseman (no.25-42), Michelle Sturgeon (no.43-77).
GDW, Quarterly & bi-monthly, 1986-1995.
48 pages, large format. Issues: 25-77. ISSN 0894 5535

Picking up where JTAS left off, the first issue of this periodical was no.25. Initially focusing on the Traveller universe, *Challenge* broadened its coverage to other SF RPGs, covering a multitude of systems by issue 35. Occasionally issues were themed, such as nos.46, 54 & 65 (Horror), no.52 (Bestiary) and no.59 (Mysteries). While *Challenge* started as a quarterly periodical, it soon switched to bi-monthly. After a brief flirtation as a monthly periodical it returned to its bi-monthly production schedule. A very well-produced journal which, in effect, became a supplement to the Traveller universe containing rules, background, adventure scenarios, and more.

The Journal of the Travellers' Aid Society

Edited by Loren K. Wiseman. GDW, Quarterly, 1979-1985.
48 pages, small format. Issues: 1-24.
ISSN 0193 3124

Periodical devoted entirely to *Traveller*. 26 numbered issues (issues 25 and 26 appeared in *Challenge*, nos. 25 and 26 respectively) subsequent 'issues' formed part of *Challenge* but were unnumbered. Each issue was 'titled' with the feature article but contained a variety of rules, background, adventure material and insight into the game itself. Winner of the H.G. Wells Award: Best Magazine Covering Role-Playing, 1979, 1980, 1981. Sadly, JTAS wound up and was superseded by *Challenge* which was not exclusively devoted to Traveller. However, *Challenge* maintained GDW's excellent quality of Traveller material and items presented here first, were sometimes incorporated into the *MegaTraveller* and *TNE* publications.

The Journal of the Travellers' Aid Society

Edited by Jean Rabe. Imperium Games, Quarterly, 1996-1997.
48 pages, large format. Issues: 25-26.

Picking up where GDW left off with the original JTAS (and ignoring the *Challenge* continuation of the numbering sequence), Imperium Games resurrected the title, if not the size or style of the original. It ran for only two issues before the demise of Imperium Games.

The MegaTraveller Journal

Edited by Rob Caswell. Digest Group Publications, Bi-annual, 1991-1993.
56/104 pages, large format. Issues: 1-4.

A journal entirely devoted to *MegaTraveller*, focusing on the Domain of Deneb, that supplanted *The Travellers' Digest*. Only four of these were ever produced which is a shame as they just got better and better. The latter two were twice the size of the first and contained a huge amount of valuable and interesting material. DGP decided that *Traveller: The New Era* was not for them (particularly without Marc Miller's direct involvement with the game) and felt it better to concentrate their efforts on a new project: *AI (Artificial Intelligence)* – an RPG that was never published. As a final Traveller product, issue number 4 is certainly special: a bumper 104 pages tidying up lots of loose ends including scattering bits of *The Referee's Gaming Kit* throughout for those who hadn't been able to obtain a copy. *Lords of Thunder* (originally planned as a detailed campaign called: *The Gateway Sector Sourcebook* to be published by Seeker) finally saw light of day in issue 4 and published a lot of detail about the K'Kree race and Gateway sector (3.0). Lastly, a massive question and answer session from the editor tidied up all the loose odds and ends on his desk.

The Traveller Chronicle

Edited by Kevin D. Knight. Sword of the Knight Publications, Quarterly, 1993-1997.

56 pages, small format. Issues: 1-4.
56 pages, large format. Issues: 5-13.

Black and white with colour cover, mostly covering *TNE*. A continually improving periodical covering solely Traveller, which bridged the gap between the demise of GDW and the arrival of Imperium Games.

The Travellers' Digest

Edited by Gary L. Thomas. Digest Group Publications, Quarterly, 1985-1990.

56 pages, small format. Issues: 1-8.
48 or 56 pages, large format. Issues: 9-21.

DGP's Traveller dedicated periodical took a slightly different format to JTAS. *TD* concentrated on presenting material centred around an adventure scenario for that issue which cumulatively formed one coherent campaign that stretched across several sectors and took the characters (and readers) to the Emperor himself on Capital. *TD* started out with *Traveller* and went on to include *MegaTraveller* material when it appeared. Providing a lot of useful and interesting background data, *TD* was a fund of information and adventure possibilities. With issue 9, the size changed to large format and began including 2300AD material. It was finally replaced by *The MegaTraveller Journal* which returned exclusively to Traveller material.

The first incarnation of Traveller, set in the relative stability of the Third Imperium.

Rules and Refereeing

01 Accidents and Mishaps: The Gaming Digest

Joe D. Fugate. TD 4, 1986, pp.45-47

3 pages, small format. Tab.

- Discussion and explanation of DGP's task system examining mishaps in particular.

02 Across the Imperium

Gary L. Thomas. Challenge 28, 1987, pp.17-21

5 pages, large format. Illustration

- Notes on how to run a large-scale *Traveller* campaign.

Associate editor Timothy B. Brown adds a footnote on his experience.

03 Adventures in Traveller: Exploration

J. Andrew Keith. JTAS 18, 1983, pp.45-48

4 pages, small format.

- Tips and advice on how to get Travellers out and exploring the unknown. Amongst other considerations are frontier exploration and historical adventures.

04 Adventures in Traveller: Trade and Commerce

J. Andrew Keith. JTAS 20, 1984, pp.20-23 & 36 + cover

5 pages, small format. Illustration

- Notes on integrating trade and commerce with *Traveller* adventures.

05 Adventures in Traveller: Wilderness Situations

J. Andrew Keith. JTAS 23, 1985, pp.6-10

5 pages, small format. Illustration

- Discussion of how to referee wilderness situations.

06 Airstrike: A Close Air Support Rules Module for Mercenary

Terry McInnes. JTAS 20, 1983, pp.33-38

6 pages, small format. Tab., ill.

- Aerial weapons, hardware, aircraft and spacecraft, and historical equivalents with notes on using them for air support.

For use with *Mercenary: Book 4* for characters without access to *Striker*.

07 Animal Handling Skills

Phil Masters. JTAS 19, 1983, pp.18-21

4 pages, small format. Illustration

- Rules for handling various creatures and the introduction of an animal handling skill. Includes guard/hunting beasts, falconry, riding, and herding.

08 Damage and Repair: The Gaming Digest

Joe D. Fugate. TD 3, 1985, pp.49-50

2 pages, small format. Tab., ill.

- Rules for handling repair and damage to equipment and vehicles using DGP's task system.

09 Easy Task Definition: The Gaming Digest

Joe D. Fugate. TD 2, 1985, pp.48-50

3 pages, small format.

- Explanation of the repeatability of a task using determination and how to use task duration.

10 Flow Charts for Manageable Campaigns: Ref's Notes

Steven Sowards. Challenge 26, 1986, p.13

1 page, large format. Diag.

- Referee's notes on handling the intricacies of campaigns using flow charts.

11 Languages in Traveller

Terry McInnes. JTAS 16, 1983, pp.28-33

6 pages, small format. Tab.

- Discussion of the effects on language in the game, how to learn languages and how to use them in role-playing.

This article was reprinted in *BJTAS*, no.4, pp.17-22.

12 Ready-Made Chrome for Traveller Campaigns

Don Hawthorne. JTAS 18, 1983, pp.20-21 & 31

3 pages, small format. Illustration

- Advice for referees trying to manage situations that the *Traveller* rules don't specifically cover. Suggested alternative games that can be used to resolve conflicts range from those concerned with surface naval combat, through aerial engagements to ground battles.

13 Ref's Notes: Jack of All Trades

John M. Ford. JTAS 18, 1983, p.31

1 page, small format.

- Tips on keeping a tricky skill under control.

14 The Referee's Guide to Using Tasks: The Gaming Digest

Joe D. Fugate. TD 6, 1986, pp.48-[52]

5 pages, small format. Tab.

- Guidance on DGP's task system with notes on uncertain tasks and the skewing effect (where player skill doesn't match character skill).

15 Seastrike: Underwater Combat in Traveller

Marcus L. Rowland. JTAS 22, 1985, pp.31-35

5 pages, small format. Tab., ill.

- Underwater combat rules. Fairly compatible with *High Guard* and *Striker*.

16 Special Psionic Powers

John Morrison. JTAS 5, 1980, pp.25-27

3 pages, small format.

- An expansion of the psionic rules to include some of the 'special' powers hinted at but not described in the basic rules.
- Includes psioppyetics, jaunting, precognition, patina reading, howl, detect, and empathic healing.

17 Suggestions for Martial Arts Combat in Traveller

Bob Liebman. JTAS 19, 1983, pp.43-46

4 pages, small format. Tab., ill.

- Rules for including hand-to-hand combat systems and generating as many different 'martial arts' as required. An example, *Trakaj*, is also given.

Useful background material for the SuSAG-backed operation in *Nomads of the World Ocean*. This article was reprinted in *BJTAS*, no.4, pp.2-7 & 47-48.

18 Traveller: The Final Frontier

J. Andrew Keith. JTAS 5, 1980, pp.10-11, 28 & 33

4 pages, small format. Illustration

- The sheer scope of *Traveller* can deter the first-time referee and player with the amount of material there is to get to grips with. However, this article explains how to take bite-sized chunks and not get overwhelmed by the detail.

19 Travelling Without a Starship

J. Andrew Keith. JTAS 18, 1983, pp.32-35 + cover

4 pages, small format. Illustration

- Advice on how to develop solar systems to expand the places characters have to adventure without having to travel out of the system.

Travel Without a Starship in *TD*, no.19 covers similar ground.

20 The Umpire Strikes Back! Refereeing Traveller

J. Andrew Keith. JTAS 8, 1981, pp.16-18

3 pages, small format.

- Advice and hints on refereeing *Traveller* and making it fun for the players.

This article was reprinted in *BJTAS*, no.2, pp.6-7 & 27.

21 The Universal Task Profile

Joe D. Fugate. Challenge 29, 1987, pp.23-26
4 pages, large format. Tab., ill.
• Describes and explains the UTP.

Digest Group Publications' task system had been so successful it was adopted by GDW for *MegaTraveller* which was about to be published and given an advance preview in this article.

Background

23 Epithets for the Fifth Frontier War

Marc W. Miller. JTAS 9, 1981, p.27
1 page, small format.
• Abusive terms for some of the various races in *Traveller*, this brief article concentrates on the less obscene.

24 The First Imperium: The Grand Vilani Empire of the Stars

Marc W. Miller. TD 5, 1986, pp.44-[51]
8 pages, small format. Map, ill., bib.
• Background details for the First Imperium, including notes on the Vilani society, language, and megacorporations.
• The map is of the First Imperium at its height (circa -3500).

The bibliography notes other *Traveller* books that contain references to the First Imperium and the Vilani.

22 Using Skills Effectively: The Gaming Digest

Joe D. Fugate. TD 1, 1985, pp.48-50
3 pages, small format. Illustration
• Notes on using task rolls to make good use of skills during role-playing.
A first glimpse of DGP's task system.

25 High Justice

Terry McInnes. JTAS 14, 1982, pp.19-22 + cover
4 pages, small format. Illustration
• Discussion of Imperium-wide justice and law (as differentiated from the low justice of an individual world and the middle justice of a sub-sector) which includes a look at enforcement, crime, justice and punishment.

26 Library Data

[Anon.]. TD 1, 1985, pp.29-[31]
3 pages, small format.
• Fifteen library data entries for *Traveller* players.

This library data is similar to that found in *Supplement 8* and *Supplement 11*.

27 Library Data

[Anon.]. TD 2, 1985, p.38
1 page, small format.
• Five library data entries for *Traveller* players.

This library data is similar to that found in *Supplement 8* and *Supplement 11*.

Characters

28 Brains, Not Brawn: The Gaming Digest

Gary L. Thomas. TD 8, 1987, pp.38-42
5 pages, small format. Diag.
• Notes on effectively using the intelligence and education attributes of the UPP.

This was the second of a three part series which began in *TD*, no.7 with *Characters With Class* and concluded in *TD*, no.9 with "Let's Get Physical".

29 The Care and Feeding of NPCs

J. Andrew Keith. JTAS 9, 1981, pp.22-26
5 pages, small format. Illustration
• Notes on how to run interesting, varied and believable non-player characters in a *Traveller* campaign.

This article was reprinted in *BJTAS*, no.3, pp.17-20 & 45.

30 Career Choices in Traveller: What Are the Odds?

William G. Stoddard. JTAS 23, 1985, pp.22-26
5 pages, small format. Tab.
• A statistical look at which basic *Traveller* careers are best and worst for survival, financial gain, skills acquisition and so on.

31 Character Generation System Creation

Marc W. Miller. JTAS 15, 1983, pp.27-30
4 pages, small format. Tab.
• Notes on how to create a character generation system for any desired character in *Traveller*. A blank form (TAS Form 41) is provided for the purpose.

32 Characters With Class

Gary L. Thomas. TD 7, 1986, pp.47-51
5 pages, small format.
• Advice on how to use social standing to good effect in *Traveller*, with examples and notes on social class in *Traveller*.

This was the first of a three part series on UPP characteristics which was followed by *Brains, Not Brawn* in *TD*, no.8 and concluded by "Let's Get Physical" in *TD*, no.9.

33 The Closest Encounter

J. Andrew Keith. JTAS 7, 1981, pp.14-16
3 pages, small format. Illustration
• Notes on detailing characters to make them feel more real to players.

34 "Let's Get Physical": The Gaming Digest

Gary L. Thomas and Bill Paley. TD 9, 1987, pp.40-42
3 pages, large format. Illustration
• Detailed notes on using the physical attributes of the UPP to good advantage in role-playing.

Final part of a three part series which began with *Characters With Class* in *TD*, no.7 and was followed by *Brains, Not Brawn* in *TD*, no.8.

35 More Effective Role-playing: Referee's Tips - Part 1

Gary L. Thomas. TD 10, 1987, pp.[36]-39
4 pages, large format. Illustration
• Advice on refereeing games of *Traveller* and how to role-play.

36 Picking a Homeworld

Joe D. Fugate. Challenge 29, 1987, pp.46-47
2 pages, large format. Tab.
• Homeworld generation for PCs.

Clever system which allows characters to have homeworlds without actually rolling UWPs which might not be present in the campaign or having to simply pick a world at random from a map.

37 Playing in Character: Effective Role Playing

Henry E. Neufeld. TD 5, 1986, pp.54-56
3 pages, small format. Illustration
• Using the standard format of a bad example followed by a good one, the author gives tips on better role-playing.

38 Populating the Traveller Universe

Steven Sowards. JTAS 18, 1983, pp.22-23
2 pages, small format. Tab., ill.
• A statistical analysis of the breakdown of the career types in *Traveller* which leads to a table giving the percentage likelihood of any given career being present in a random sample of the population.

39 Ref's Notes: On the Use of NPCs

Frank Frey. Challenge 25, 1986, p.14
1 page, large format. Illustration
• Advice for making NPCs come alive.

Useful comments with an example in an article that is fairly generic but included on the contents page for *JTAS*, no.25 that formed the centre of this issue of *Challenge*.

40 Where No Woman Has Gone Before

Debbie Fulton. JTAS, 14, 1982, pp.23-24

2 pages, small format. Illustration

- An examination of women role-playing in the Traveller setting which points out how equally the gender is treated by the rules but not necessarily the other players.

Careers

41 4518th Lift Infantry Regiment

Marc Miller. JTAS 9, 1981, pp.12-21

8 pages, small format. Tab., diag., ill.

- The Duke of Regina's Own Huscarles are fully described and detailed to give plenty of background to anyone interested in a military career.
- A look at the regiment's development provides an interesting look back at some of the Imperium's history.

This article was the inspiration for Kim White's *Traveller* patches based on the artwork presented here. (See *The Traveller Bibliography*.)

42 Crack Troops: The Imperial Guard

Terry McInnes. TD 9, 1987, pp.18-21

4 pages, large format. Diag., ill.

- History, organization and uniforms of the Imperial Guard, together with notes on guard life.

43 Emperors of the 3rd Imperium

Marc Miller and Frank Chadwick. JTAS 4, 1980, pp.8-11

4 pages, small format. Illustration

- Emperor list from Cleon I to Strephon in 1106 giving dates and details of some 43 lives and deaths of emperors and empresses.

44 The Imperial Academy of Science and Medicine

Jeffrey Groteboer. JTAS 22, 1985, pp.18-23, 30

7 pages, small format. Tab., ill.

- An alternative career for Travellers with background, rules, tables, and additional skills described.

The missing DM table was published in JTAS, no.23, p.11.

45 The Imperial Interstellar Scout Service

Loren Wiseman and Marc Miller. JTAS 6, 1980, pp.[10]-14 + cover

5 pages, small format. Diag., ill.

- Background to the IISS, descriptions of the various offices and notes on the IISS at war.

This article was reprinted in BJTAS, no.2, pp.[12]-15 & 35.

46 Imperial Marine Task Force Organization

Loren Wiseman. JTAS 12, 1981, pp.42-45

4 pages, small format. Tab., diag.

- For those wishing to detail the Marines organization and some of their equipment, this essay includes much useful information.

As well other equipment notes, it also includes the *Striker* details for an Imperial Meson Artillery Vehicle.

47 Journalism and the Stars

Anders Blixt. Challenge 27, 1986, pp.44-45

2 pages, large format. Tab.

- Journalist character generation.

See also the article *Journalist Character Generation* in TD, no.2.

48 Journalist Character Generation

Gary L. Thomas. TD 2, 1985, pp.39-42

4 pages, small format. Tab.

- Journalist character background notes and character generation.
- Three new skills for journalists: interview, persuasion and technical (a cascade skill).

See also the article *Journalism and the Stars* in Challenge 27. This material was reprinted and updated to *MegaTraveller* rules in 1988 in *The Early Adventures* without the additional skills (which had been included in the main *MegaTraveller* rules).

49 Law Enforcers: A New Character Type

Robert Parker. TD 4, 1986, pp.48-51

4 pages, small format. Tab., ill.

- Law enforcement character generation using the usual basic character format together with a detailed description of Forensic skill.

50 Mercenary Character Generation Procedure Outline

Chuck Kallenbach. JTAS 3, 1979, pp.30-31

2 pages, small format.

- These 12 steps go through the process systematically. Refers extensively to *Mercenary: Book 4* and *Characters and Combat: Book 1*.

An outline intended for use with *Mercenary* character generation procedure.

51 Military Academy: An Option for Mercenary

Terry McInnes. JTAS 10, 1981, pp.28-29

2 pages, small format. Tab.

- *Mercenary: Book 4* makes it extremely difficult to gain a commission and this system addresses that somewhat by providing an academy system similar to that found in *High Guard: Book 5*.

52 Military Academy: A Traveller Variant for 3-8 Players

Marcus L. Rowland. Challenge 26, 1986, pp.38-43

6 pages, large format. Tab., ill.

- Rules to simulate the interactions of a group of military cadets in the Imperium.

Traveller Books 1-5 and *1001 Characters* are required, GDW's *En Garde* is useful. This a delightful variant which can be run as an isolated game or a role-playing addition to extended character generation.

53 The Military in Traveller: Naval Command

Jeffrey Groteboer. JTAS 23, 1985, pp.30-31, 44

3 pages, small format.

- Discussion of how to run PCs in roles before mustering out as ex-navy personnel.

54 Noblesse Oblige: The Imperial Nobility

Bob Swarm [and Mike Swarm]. TD 9, 1987, pp.29-33

5 pages, large format. Tab., ill.

- Guidelines for using and playing nobles in *Traveller* adventures with a distinction between honour, high and rank nobles and a method for determining status.

55 Police Forces in Traveller

Loren Wiseman. JTAS 14, 1982, pp.12-15

4 pages, small format. Illustration

- Discusses the various forms police forces may take and how they can be simulated by the *Traveller* referee.

56 Poltroonery, Courts Martial, and the Imperial Code of Military Justice: Ref's Notes

Robert Bodine. JTAS 10, 1981, p.31-32

2 pages, small format. Tab.

- A quick addition for *Traveller* military characters to add disciplinary action to the generation system. Court martials and discharges are covered.

57 Scientists

William Connors. Challenge 29, 1987, pp.28-34

7 pages. Tab., ill.

- Detailed scientist character generation and new skill descriptions.

Author actually given as 'William Connors'.

58 "Skyport Authority"

John M. Ford. JTAS 19, 1984, pp.37-42 + cover
6 pages, small format. Tab., ill.

- Rules for generating characters who have been members of the SPA. Notes on their slang terms.

Missing tables from this article can be found in JTAS, no.21, p.3.

59 SuSAG

Loren K. Wiseman. JTAS 16, 1983, pp.16-22 + cover
7 pages, small format. Illustration

- History, organization and goals of one of the largest megacorporations in the Imperium. Includes notes on its presence in the Spinward Marches and the Solomani Rim.

This article was reprinted in BJTAS, no.4, pp.2-7 & 47-48.

60 There When You Need Them

Stephen Brinich and James Schwar. Challenge 30, 1987, pp.34-36
3 pages, large format. Tab., ill.

- Advanced character generation for police characters and new skill descriptions.

61 Zhodani Military Organization

Frank Chadwick and Loren Wiseman. JTAS 11, 1981, pp.26-32
7 pages, small format. Diag. ill.

- Details of the military organization and equipment of one of the *Traveller* races of humanity. Tactical deployment is also discussed.

Sophonts: Individuals

62 Cain: Casual Encounter

Anders Blixt. Challenge 27, 1986, p.42
1 page, large format. Illustration

- Ex-Marine Captain 9C9DA7 Age 40.

63 Coach: Casual Encounter: "Coach" Gorkin Flangulanti

Aaron Porter. Challenge 30, 1987, pp.47-48
2 pages, large format. Illustration

- Spaceracer 5C5C68 Age 43.

64 Dev Landrel: Casual Encounters

J. Andrew and William H. Keith. JTAS 12, 1981, pp.37-39
3 pages, small format. Illustration

- Scientist/Archaeologist 6B88B6 Age 38.

This article was reprinted in BJTAS, no.3, pp.36-37 & 41.

65 Emil "Boomer" Brankovich: Casual Encounter

J. Andrew Keith. Challenge 26, 1986, pp.44-45
2 pages, large format. Ill

- Ex-Army Corporal C9D674 Age 30.

66 Enli Iddukagan: Casual Encounter

J. Andrew Keith. JTAS 22, 1985, pp.46-48
3 pages, small format. Illustration

- Journalist 66A985 Age 38.

This character makes an appearance in *Lost Treasure Ships of the Abyss Rift* in *Challenge*, no.44.

67 Fast "Johnny" McRae: Casual Encounter

J. Andrew Keith and Tom Kokkelenberg. JTAS 16, 1983, pp.46-47
2 pages, small format. Tab., ill.

- Rogue/Con Artist 8B7B64 Age 34.

68 Gamaagin Kaashukiin: Casual Encounter

Keith Douglas. JTAS 20, 1984, pp.26-27 & 45
3 pages, small format. Illustration

- Ex-Navy Captain 798AAC Age 38.

69 Glorinna Firella: Casual Encounter

J. Andrew Keith. JTAS 11, 1981, pp.46-48
3 pages, small format. Illustration

- Noble/heir 4A6AAF Age 26.
- Used as a patron in *Coup D'etat*, an Amber Zone in JTAS, no.10.

This article was reprinted in BJTAS, no.3, p.39-41 with the title: *Casual Encounter: Glorinna*.

70 Gunnar Haelvedssen: Casual Encounters

J. Andrew Keith. JTAS 13, 1982, pp.24-26
3 pages, small format. Illustration

- Mercenary First Sergeant BA9886 Age 38.

71 An Interview With the Emperor

Sir Akidda Laagiir. TD 9, 1987, pp.43-45
3 pages, large format. Illustration

- Introduction and transcript of an hour long interview carried out in the spring of 1104 by Laagiir, winner of the *Travellers' Digest* Touring Award in 1099.

72 Lothario Lochinvar Finger: Casual Encounter

John M. Ford. JTAS 14, 1982, pp.6-8
3 pages, small format. Illustration

- Free Trader A8DA56 Age 54(?).

This article was reprinted in BJTAS, no.4, pp.15-16 & 48 with the title: *Casual Encounter: Finger*.

73 Mother Shom: Casual Encounter

Terry McInnes. JTAS 19, 1983, pp.47-48
2 pages, small format. Illustration

- Criminal boss and unofficial mayor of Otoba's startown on Phireene. No UPP given.

74 Playing the Characters: Akidda Laagiir

[Anon.]. TD 10, 1987, pp.29-30
2 pages, large format. Illustration

- Background notes on the journalist Akidda Laagiir and how to play him effectively in the on-going DGP series of adventures.

75 Ramon SanYarvo: Merchant Pilot: Casual Encounter

J. Andrew Keith. JTAS 15, 1983, pp.11-12
2 pages, small format. Tab., ill.

- Merchant/Pilot 894773 Age 42.

The contents page gives 'Ramon Saryavo'.

76 Ringaal DeAster: Casual Encounter

J. Andrew Keith. Challenge 25, 1986, pp.46-48
3 pages, large format. Illustration

- Ex-Army Major 8B96B4 Age 38.

77 Simone Garibaldi: Casual Encounter

J. Andrew Keith. JTAS 18, 1983, pp.6-7
2 pages, small format. Illustration

- Scientist/Rogue 796BA7 Age 30.

Sophonts: Non-Humans

78 Church of the Chosen Ones

Gary L. Thomas. Challenge 27, 1986, pp.26-28
3 pages, large format. Illustration

- Description of a fanatical Vargr sect.

This article was first published in the same year as a part of the feature adventure *The Gold of Zurian* in TD, no.4.

79 Contact: Ael Yael

William H. Keith and J. Andrew Keith. JTAS 15, 1983, pp.13-15 & 47
4 pages, small format. Illustration

- Flying arboreal hexapods from Jaeyelya are described with their history and society covered as well as the usual referee's information.

This article was reprinted in BJTAS, no.4, pp.37-40.

80 Contact! Aslan

Loren K. Wiseman, William H. and J. Andrew Keith. JTAS 7, 1981, pp.25-28
4 pages, small format. Tab., ill.

- This briefly covers their history, society, government and military.
- Notes on playing the Aslan, character generation and example Aslan names.

A first look at the Aslan race before their subsequent detailing *Alien Module 1*. This article was reprinted in *BJTAS*, no.2, pp.36-39.

81 Contact! Centaurs

Loren Wiseman and Bill Keith. JTAS 10, 1981, pp.6-11 & 15
7 pages, small format. Tab., ill.

- Background, society and government of the K'kree.
- Illustrations of a servant, warrior, merchant and female
- Illustration of K'kree manipulative organ detail in various configurations.

First introduction to one of the major races, the K'kree, later developed more extensively in *Alien Module 2*.

82 Contact: The Darrians

Roger E. Moore. JTAS 14, 1982, pp.16-18
3 pages, small format. Illustration

- The history, society, government and military of the Darrians.
- Notes on refereeing the race.

Introduction to the Darrian race who were later developed in *Alien Module 8*. This article was reprinted in *BJTAS*, no.4, pp.8-10.

83 Contact: The Dynchia

Peter Rasmussen. JTAS 24, 1985, pp.44-48
5 pages, small format. Illustration

- Minor race originating from Melantris (Old Expanses A-6669C7-C).

Melantris was not located with reference to the official universe and has also been located at Leonidae 0633.

84 Contact: The Girug'kagh

J. Andrew Keith. JTAS 21, 1984, pp.33-36
4 pages, small format. Tab., ill.

- Minor K'kree subject race native to Kagh'kir (Kiranum!ka 0809) is described and character generation details provided.

85 Contact: The Githiaskio

Phil Masters. JTAS 16, 1983, pp.12-14 & 27
4 pages, small format. Illustration

- A race of intelligent aquatic sophonts from the coreward edge of the Imperium whose homeworld is Githiaski (Antares 2406).

86 Contact! The Hive

John Harshman, Bill Keith, Loren Wiseman, and John Astell. JTAS 13, 1982, pp.16-23 + cover
8 pages, small format. Illustration

- First introduction to the Hivers describing their society, government, history and character traits.
- Notes on refereeing the aliens and an illustration of their internal anatomy.

Later expanded into *Alien Module 7*.

87 Contact: The Hlanssai

Phil Masters. JTAS 22, 1985, pp.40-43
4 pages, small format. Tab., ill.

- Minor race originating in the Vargr Extents (Vrihlanz B-657721-7) and now encountered throughout much of the Imperium.

88 Contact: The Irklan

Keith Douglas. JTAS 23, 1985, pp.15-21
7 pages, small format. Tab., ill.

- A religious sect from the desert highlands of Menorb (Spinward Marches 1803) is described and rules & tables given for character generation (including TAS Form 41).

89 Contact: The Jgd-II-Jagd

Phil Masters. JTAS 17, 1983, pp.9-13
5 pages, small format. Illustration

- Gas-giant dwelling intelligent species from Jagd (Lishun 2307) on the coreward edge of the Imperium.

90 Contact! Newts

Loren Wiseman and Bill Keith. JTAS 11, 1981, pp.12-15
4 pages, small format. Illustration

- Background, history, society, government of the Bwaps.

- Notes on refereeing the aliens.

First introduction of the somewhat obsessive minor race, the Bwaps. This article was reprinted in *BJTAS*, no.3, pp.14-16 & 48.

91 Contact: The Sword Worlders

Loren Wiseman. JTAS 18, 1983, pp.13-19
7 pages, small format. Tab., ill.

- History, society, government and military of the Sword Worlds described.
- Timeline and character generation tables (TAS Form 41).
- Playing and refereeing tips.

Introduction to the inhabitants of the Sword Worlds Confederation in the Spinward Marches [-4,1].

92 Contact! Vargr

Loren K. Wiseman. JTAS 8, 1981, pp.13-15
3 pages, small format. Illustration

- A short description of the society and government of the Vargr.
- Notes on playing and refereeing the Vargr.

This article was reprinted in *BJTAS*, no.2, pp.10-11. Brief introduction to the chaotic major race whose homeworld is Lair.

93 Contact: The Virushi

J. Andrew Keith and William H. Keith. JTAS 12, 1981, pp.10-11 & 14-15
4 pages, small format. Illustration

- Introduction to one of the largest sentient creatures known to the Imperium. The Virushi homeworld is Virshash (Reavers' Deep 2724).
- Notes on their society are provided as well as tips for refereeing them and playing them as characters.

This article was reprinted in *BJTAS*, no.3, pp.8-11.

94 Contact! Zhodani

Loren Wiseman, Frank Chadwick and John Harshman. JTAS 9, 1981, pp.8-11
4 pages, small format. Illustration

- Society, government, history and names of the Zhodani.
- Notes on refereeing them.

First look at the psionically inclined race of humaniti later developed more fully in *Alien Module 4*.

95 The Darrian Way of Life

Anders Blixt. Challenge 25, 1986, pp.34-36 & 38
4 pages, large format. Tab., ill.

- Darrian culture presented as a High school lecture.
- Detailed notes on Darrian language and word generation.

A good introduction to the Darrians and additional language interest is provided with a poem in Darrian to translate. (A solution is provided).

96 Destiny: Within the Two Thousand Worlds

William H. Keith. JTAS 21, 1984, pp.41-46
6 pages, small format. Illustration

- Essay on the philosophies and outlook of the K'kree race presented by Noble Diplomat K'agzi X'ten kri'kri'k K't' Hk'tree'tri Lix't'r' !kru Kraxenga.

97 Our Friends, the Aliens

Sir John M. Morrison. JTAS 14, 1982, p.27
1 page, small format. Illustration

- Cartoon strip showing a hilarious Hiver joke.

98 Persons and Unpersons: What Constitutes Intelligence: Standards Used by the Scouts

Nancy Parker. TD 6, 1986, pp.42-44 & 47
4 pages, small format. Illustration

- Discussion of conceptual thought, social structure, using tools and determining sentence for those contacting life for the first time.

99 The Prt': Contact

David Piatt and Craig Sheeley. Challenge 26, 1986, pp.35-37
3 pages, large format. Tab., ill.

- A curious, independent and proud minor race from Spica/Prt' (C-9667C9) [sic]. Referee's notes on how to generate Prt' are provided.

Based on camivore/pouncer stock, the Prt' (pronounced 'pert' with a rolled 'r' and emphasis on the 't') have a clan system and are part of the Hive Federation.

100 Random Notes

John Harshman. JTAS 17, 1983, pp.45-47
3 pages, small format. Tab.
• Brief notes on Solomani, Vilani and Zhodani names.

101 Random Notes

John Harshman. JTAS 18, 1983, pp.26-27 & 39
3 pages, small format. Tab.
• A look at creating names for typical Aslan and Vargr characters or NPCs.

102 Religion in the Two Thousand Worlds

J. Andrew Keith. JTAS 24, 1985, pp.6-8 + cover
3 pages, small format. Illustration
• Background to the religious side of the K'kree.

103 The Sabmiqys: Contact

Joe Fugate. Challenge 28, 1987, pp.31-34
3 pages, large format. Tab., ill.
• A xenophobic race from Sabmiqys (Antares 2117) who are actually pseudo-biological robots guarding their world with meson guns.

104 Vargr Corsair Bands

J. Andrew Keith. JTAS 21, 1984, pp.9-14 + cover
6 pages, small format. Illustration
• Discussion of some of the most general features of Vargr corsairs, from organization to equipment.

105 Vargr Language and Culture

Gary L. Thomas. TD 3, 1985, pp.33-37
5 pages, small format. Tab.
• Notes on the Gvegh language with examples, proverbs, brief psychology and the full Gvegh alphabet detailed.

Some of this material was reprinted in 1988 in *The Early Adventures*.

106 The Ways of Kuzu: Aslan Philosophies

William H. Keith. JTAS 20, 1984, pp.10-13
4 pages, small format. Illustration
• Aslan outlook and motivations by one of their own.

107 Zhodani Philosophies

Brienshqloriashav. JTAS 23, 1985, pp.42-44 + cover
3 pages, small format. Illustration
• Brief look at Zhodani motivation from their own viewpoint.

Bestiary

108 Afeahyalhtow: The Bestiary

John Marshal. JTAS 20, 1984, pp.24-25
2 pages, small format. Tab., ill.
• *Aculeoptera venator*, the carnivore/killer falconbat native to Kuzu (Dark Nebula 1919), is described and illustrated.
See also the Small Cargos for the same issue where this creature is used as a cargo under the name *Afeahyakhtow*.

109 Beaked Monkey: The Bestiary

Loren Wiseman. JTAS 3, 1979, pp.26-27
2 pages, small format. Illustration
• *Psittarhynchus fructophagii*, or the beaked monkey, is described and referee's information provided.
This article was reprinted in *BJTAS*, no.1, pp.16-17.

110 Bloodvark: The Bestiary

William H. Keith. JTAS 11, 1981, pp.10-11
2 pages, small format. Illustration
• *Megalorhinos osmichnilatis claudii* are quadruped mammals native to Lantoli that make excellent trackers and are used by law enforcement agencies on TL5 to TL9 worlds.
This article was reprinted in *BJTAS*, no.3, pp.7 & 24.

111 Bush Runners: The Bestiary

[Anon.]. JTAS 1, 1979, pp.4-5 & 6
3 pages, small format. Tab., ill.
• *Suffitiifer andrewsii*, et al an omnivorous bipedal creature that is somewhat like a cross between a kangaroo and a fruit-lizard.
This article was reprinted in *BJTAS*, no.1, pp.8-9 & 11.

112 Crested Jabberwock: The Bestiary

John Marshal. JTAS 15, 1983, pp.44-45 & 46
3 pages, small format. Tab., ill.
• *Jabberwockiscristatus saevitia*, a medium-sized carnivore native to Kassan (Solomani Rim 1711) is described and detailed.
This article was reprinted in *BJTAS*, no.4, pp.32-33 & 34.

113 Dolphin: The Bestiary

Roger E. Moore. JTAS 6, 1980, pp.38-39
2 pages, small format. Illustration
• First of a two part article describing *Tursiops galactis*, the geneered dolphin. This article covers their background and history.
This article was reprinted in *BJTAS*, no.2, pp.16-19 & 44. See also *Dolphins* (*Tursiops galactus*) in *TD*, no.13.

114 Dolphins: part II: The Bestiary

Roger E. Moore. JTAS 7, 1981, pp.29-31
3 pages, small format. Tab., ill.
• Second part of the article describing the geneered *Tursiops galactis* with details of character generation.
This article was reprinted in *BJTAS*, no.2, pp.16-19 & 44. See also *Dolphins* (*Tursiops galactus*) in *TD*, no.13.

115 Doyle's Eel: The Bestiary

John Marshal. JTAS 15, 1983, pp.45-47
3 pages, small format. Tab., ill.
• A metal dissolving species, *Ferrosolvans et al*, that can grow up to a third of a metre and pose a serious threat to starships.
This article was reprinted in *BJTAS*, no.4, pp.33-34. The Eel also made an appearance in the adventure *Defying the Wolf* in *The MegaTraveller Journal*, no.2.

116 Garan's Leach: The Bestiary

[Anon.]. JTAS 2, 1979, pp.27 & 30
2 pages, small format. Illustration
• An unclassified, vermiform, radially symmetrical, endothermic invertebrate native to Victoria (Spinward Marches 1817) is described.

117 Garhawk: The Bestiary

J. Andrew Keith. JTAS 13, 1982, pp.13-14 & 15
3 pages, small format. Tab., ill.
• *Stellafalconiformis ululatis* a popular hunting bird amongst the Imperial nobility is described.

118 Hoplites: The Bestiary

Loren Wiseman. JTAS 13, 1982, p.15
1 page, small format. Tab., ill.
• *Marmotophagus var.* a large, heavily armoured intermittent is described.

119 Ice Crawler: The Bestiary

J. Andrew Keith. JTAS 17, 1983, pp.6-7
2 pages, small format. Tab., ill.
• *Palarthropodia gelidus* is an unusual creature which metabolizes rock found on Furioso (Alderamin 0707). Their predatory carnivore the Ice Spider is also introduced.

120 Kian: The Bestiary

Roger Moore. JTAS 9, 1981, p.37
1 page, small format. Tab., ill.
• *Pseudostruthio gigas*, originally from Prilissa in Trin's Veil subsector, are large herbivore grazers and in this article are described, illustrated and detailed.
This article was reprinted in *BJTAS*, no.3, p.38.

121 Kudebeck's Gazelle Or Ivory Gazelle: The Bestiary

[Anon.]. JTAS 2, 1979, pp.26-27

2 pages, small format. Illustration

- *Rasura weberii*, *R. kudebeckii*, *et al* or the 'kudie', a six-legged ungulate found on Victoria, Spinward Marches 1817, is described.

122 Lozin: The Bestiary

J. P. McManus. JTAS 19, 1983, p.36

1 page, small format. Illustration

- Amphibious carnivores native to Suevarnis, Lozin are endothermic, quadrupedal, bilaterally symmetrical creatures.

123 Luugir: The Bestiary

John Marshal. JTAS 18, 1983, pp.28-29 & 44

3 pages, small format. Tab., ill.

- *Aeromedeusae globosus domesticus* (also known as blimps, balloon-heads, drifters, gasbags and more) are an invertebrate that generates and stores hydrogen gas in large bladders.

124 The Micro-Ecology of Quicoral: Bestiary

Mark P. Suszko. JTAS 21, 1984, pp.47-48

2 pages, small format. Illustration

- A coral common to many waterworlds.

125 Miniphants: The Bestiary

Roger Moore. JTAS 16, 1983, pp.37-38

2 pages, small format. Tab., ill.

- Geneered from the Terran Indian Elephant, *Microelphas var.* can be ideal for transport and labour on TL0-3 worlds.

126 The Oegongong: Bestiary

Joe D. Fugate. Challenge 27, 1986, pp.31-32

2 pages, large format. Illustration

- A hermaphroditic triphibian omnivore originally native to Lloirsouth but now spread throughout Gvurdon Sector.

This creature also makes an appearance in *Reference Point*, an adventure in TD, no.10.

127 Ponsonby's Velvet

John M. Ford. JTAS 20, 1984, pp.25 & 36

2 pages, small format.

- An unclassified quasi-fungal plant native to Ponsonby Beta, a sparsely populated world of the Solomani Rim.

128 Ragfish: The Bestiary

William H. Keith. JTAS 11, 1981, pp.9-10

2 pages, small format. Illustration

- *Trineroprosopon enteronophagus* are ugly but rare poisonous piscine creatures native to Onicrom.

This article was reprinted in *BJTAS*, no.3, pp.6-7.

129 Reticulan Parasite: The Bestiary

Chuck Kallenbach. JTAS 4, 1980, pp.28-30

3 pages, small format. Tab., ill, bib.

- *Traveller* description of the unclassified parasitical creature from the *Alien* series of films and books.

130 Sea Bear: The Bestiary

Loren Wiseman. JTAS 3, 1979, pp.27-28

2 pages, small format. Illustration

- *Pseudoarctos ansonii*, *et al* or the sea bear a native of Thengo/Chronor is described. A carnivorous creature, sea bears are found along seashores and in shallow off-shore areas of large bodies of water.

This article was reprinted in *BJTAS*, no.1, pp.17 & 26.

131 Seedspitter: The Bestiary

L. Crede Lombard and Jerry Stoddard. JTAS 16, 1983, p.36 & 38

2 pages, small format. Tab., ill.

- *Pseudotupaia gigans* is described: small, shrew-like creatures that make affectionate pets.

132 Smaetal Swarms: The Bestiary

William H. Keith. JTAS 14, 1982, pp.40-42

3 pages, small format. Illustration

- A small, flying life-form originally native to a world near the Imperial core but now found in humid, or tropical environments across the Imperium.

133 Springer: The Bestiary

Liz Danforth and Loren Wiseman. JTAS 9, 1981, p.36

1 page, small format. Tab., ill.

- *Arachnofelis var.* (also called cave spiders, spider-cats and shrew-spiders) is described, illustrated and detailed.

134 Stormrider

Joe Fugate and Gary L. Thomas. Challenge 30, 1987, pp.23-24

2 pages, large format. Tab., ill.

- Description and details of a near-microscopic lifeform often found on water-poor worlds.

135 Tree Kraken: The Bestiary

[Anon.]. JTAS 1, 1979, pp.5-6

2 pages, small format. Tab., ill.

- *Hexapoda strenii*, *H. Silvans*, the Tree Kraken or Land Squid is native to Forboldn but can be found on many small, low gravity worlds.

This article was reprinted in *BJTAS*, no.1, pp.9 & 11.

136 Tree Lion: The Bestiary

Daniel Perez. JTAS 18, 1983, pp.29 & 44

2 pages, small format. Tab., ill.

- *Platapetalis arborus* (also known as drop spiders or shovel spiders) are trap-building carnivores native to Jesidipere/Aramis.

137 Tree Rat: The Bestiary

Roger Moore. JTAS 10, 1981, pp.40-41

2 pages, small format. Illustration

- *Abdor var.*, or the Focaline Tree Rat, is a small rodent-like creature native to Focaline/Aramis.

This article was reprinted in *BJTAS*, no.3, pp.12-13.

Mercantile and Finance

138 Cargo: A Merchant Prince Variant

Terrence R. McInnes. Challenge 26, 1986, pp.17-21

5 pages, large format. Tab., ill.

- Rules enhancing *Merchant Prince: Book 7*, allowing identification of cargoes.

Providing cargo tables for a variety of world types, this variant provides very playable detail for those needing more information on what's actually being shipped. The BITS book *101 Cargos* also covers similar ground.

139 Giving the Bank a Fighting Chance

Jolly R. Blackburn. JTAS 16, 1983, pp.24-27

4 pages, small format. Illustration

- A look at the way banks function in financing starship construction and collecting monthly payments.
- Information on the 'repos' who work to repossess stolen ships.

This article was reprinted in *BJTAS*, no.4, pp.41-44.

140 Hazardous Cargoes

Marcus L. Rowland. Challenge 31, 1987, pp.20-[25]

6 pages, large format. Diag., tab., ill., bib.

- Rules for detailing hazardous cargoes (and a Universal Hazard Profile) and tables for generating them.
- Three *76 Patron: Supplement 6* style examples are included.

141 High Finance

Terry McInnes. JTAS 13, 1982, pp.44-47

4 pages, small format. Tab.

- Higher finance for *Traveller* looking at raising capital through selling stock, bank financing, debentures, and cargo brokering.

142 Preparing a Commercial Traveller's Atlas

Steven Sowards. JTAS 20, 1984, pp.46-48

3 pages, small format. Tab., diag.

- Rules for creating a map showing expected revenues from particular routes.

143 Small Cargoes and Special Handling

John Marshal. JTAS 18, 1983, pp.40-44

5 pages, small format. Tab.

- Rules for handling lots smaller than a ton and ideas on how and why they might be being carried.
- Examples of such cargoes: Denebian Flame Gems and Blue Valonaise Wine.

144 Speculation Without a Starship

Loren K. Wiseman. JTAS 5, 1980, pp.34-36

3 pages, small format. Tab., ill.

- A method of buying and selling speculative cargoes and then having them shipped to their destination.

This article was reprinted in *BJTAS*, no.2, pp.3-5.

145 Three for the Road: Small Cargos

J. Andrew Keith. Challenge 27, 1986, pp.33-34

2 pages, large format. Tab.

- Descriptions of: GC96/B (pharmaceutical specific against Denebian Spotted fever), !!Xug'k (Highleaf – a mild K'kree narcotic but potentially addictive to humans), and Wolfe's Blackstreak (a 25kg guardian beast).

Wolfe's Blackstreak was supposed to have been fully detailed in the *Bestiary* of the issue but the Oegongong were described instead.

146 Trade and Commerce

Frank A. Chadwick. JTAS 4, 1980, pp.5-7 & 31

4 pages, small format. Tab., ill.

- Rationale behind trade in *Traveller* and 'exchange rate' rules and tables for trade between worlds with differing tech levels.

This article was reprinted in *BJTAS*, no.1, pp.12-15.

147 Traveller Stock Exchange

Stan Mullins. JTAS 6, 1980, pp.30-31

2 pages, small format. Illustration

- Introducing stock and shares to players interested in higher finance.

This article was reprinted in *BJTAS*, no.2, pp.47-48.

Space

148 Bait: Q-Ships in Traveller

Steven Brinich and James Schwar. Challenge 25, 1986, pp.32-33, 38

3 pages, large format. Tab., ill.

- Usage of anti-piracy ships generally and *High Guard* statistics for a common design of Q-ship built to look like a Type R subsidised merchant.

Useful article describing the possibilities of anti-piracy patrols in *Traveller* and linked to the article *The Ecology of Piracy in the Spinward Main* published in *JTAS*, no.19.

149 The Battle Fleets of the Marches

Marc Miller. JTAS 9, 1981, pp.38-43

6 pages, small format. Illustration

- Ship and force organisation, regular and colonial squadrons, fleets and combat doctrines all get discussed in some detail by the author.

150 The Ecology of Piracy on the Spinward Main

Steven Sowards. JTAS 19, 1983, pp.9-11 & 21

4 pages, small format. Illustration

- Discussion of the practice of piracy and how it might occur in the Spinward Marches.
- With notes on the five worlds that combine the technical and political requirements to make pirate havens.

See also *Bait: Q-Ships in Traveller*.

151 Fleshing Out the Belt

Roberto Camino. JTAS 6, 1980, pp.6-9

4 pages, small format. Tab.

- A series of variants for the module *Belter* that can be added to the game as the referee wishes.
- Includes missionaries, conglomerates, pirates, espionage, Lloyds of London, hiring out, convicts and more to spice up adventuring in asteroid mining.

152 From Port to Jump-point

Leroy W. Guatney. JTAS 22, 1985, pp.24-30

7 pages, small format. Tab., ill.

- Rules for bringing life and detail to starports and in-system travel.

153 Jumpspace

Marc W. Miller. JTAS 24, 1985, pp.34-38

5 pages, small format.

- A look at the physics, effects and problems of jump technology.

154 Mining the Asteroids

Marc W. Miller. JTAS 3, 1979, pp.14-22 + cover

9 pages, small format. Diag., ill.

- Rules for those wishing to go prospecting in an asteroid belt. Includes a flow chart to show possible actions and outcomes.

This article was reprinted in *BJTAS*, no.1, pp.26-34.

155 Planetary Invasions in Traveller

Steven Brinich and James Schwar. Challenge 25, 1986, pp.40-42

3 pages, large format. Illustration

- Descriptions of the space-borne attack, landing operations, invasion & occupation and adventuring & gaming.

Notes on how to handle planetary invasions with two atmospheric illustrations from William H. Keith.

156 Ref's Notes: Suggestions for *High Guard* and *TCS* Campaigns

Leroy W. Guatney. JTAS 24, 1985, pp.24-33, 42

11 pages, small format. Tab., ill., bib.

- Integrating the systems, design strategies, rules clarifications and other aspects of *High Guard*, *Trillion Credit Squadron* and *Striker*.

Technology: Clothing and Habitats

157 Advanced Powered Battle Armor

Bob Barger. JTAS 3, 1979, p.23

1 page, small format. Illustration

- Description of the special issue APBA for marines on high gravity assignments.

158 The Atmospheric Re-entry Kit

John W. Colbert. JTAS 11, 1981, pp.18-21

6 pages, small format. Illustration

- A foamed ablative shield that protects an individual while re-entering an atmosphere.
- Various associated equipment is also detailed.

In 1992 this was shown in full colour and with an equipment sheet as *Personal Reentry Kit* in *MTJ*, no.3 which also included an adventure, *Rapid Repo*, which used them.

159 Cold Weather Situations: The Ship's Locker

[Anon.]. JTAS 1, 1979, p.15

1 page, small format.

- Various types of cold weather clothing and a heatsuit are described.

160 Grav Belts: Traveller Tech Briefs

Gary L. Thomas. TD 6, 1986, pp.53-[56]

4 pages, small format. Illustration

- Technical briefing on grav belts with notes on specifications and operations.

161 Model 317 Pressurized Shelter: The Ship's Locker

Marc W. Miller. JTAS 6, 1980, pp.35-36

2 pages, small format. Diag.

- Details of a TL8 shelter capable of housing eight people for up to two months.

This article was reprinted in *BJTAS*, no.2, p.21 & 46.

162 Psishield Helmets Set New Fashion Trend

William H. Keith. JTAS 9, 1981, pp.30-[31]

2 pages, small format. Illustration

- Description, illustrations and background for TL12 psionic shields.

163 Rescue Ball: The Ship's Locker

[Anon.]. JTAS 5, 1980, pp.30-31

2 pages, small format.

- TL7 rescue ball for escape from space vessels is described.

This article was reprinted in *BJTAS*, no.2, pp.34-35.

164 TL 14+ Vacc Suit: The Ship's Locker

Donald Dumitru and James Miles. JTAS 23, 1985, pp.45-46

2 pages, small format. Illustration

- Description of a TL14 vacc suit and various options.

165 Vacc Suits

John W. Colbert. JTAS 9, 1981, pp.47-52

6 pages, small format. Illustration

- Details for a variety of vacc suits at different tech levels, including notes on their equipment and use.

Technology: Equipment

166 Computer Implants

J. Andrew Keith. JTAS 22, 1985, pp.9-12 & 38

5 pages, small format. Illustration

- The use of man/machine interfaces which can be surgically linked to the nervous system is described.

An early look at cybertech in Traveller.

167 Computer Programming

Marc W. Miller. JTAS 1, 1979, pp.7-8

2 pages, small format. Tab.

- Expansion of the computer rules to allow software to be written by groups or individuals.

This article was reprinted in *BJTAS*, no.1, pp.24-25.

168 Computer Software for High Guard

Dale L. Kemper and J. Andrew Keith. TD 7, 1986, p.[46]

1 page, small format. Tab.

- Three programs for *High Guard*: Squadron Operations, Fleet Operations and Simulation.

169 The Credit Card: The Ship's Locker

Leroy Guatney. JTAS 24, 1985, pp.12-13

2 pages, small format. Illustration

- With communication no faster than travel times, the Imperial Standard Credit Card solves a banking nightmare.

170 Data File: Notes on Information Sources in Traveller Campaigns

Phil Masters. JTAS 24, 1985, pp.18-23

6 pages, small format. Illustration

- Libraries, computer databases and experts all described and explained.

171 Flares and Signalling Devices: Ship's Locker

Keith Douglas. Challenge 25, 1986, pp.43-44

2 pages, large format. Illustration

- Descriptions of: signal mirrors, water dye, flare guns, smoke flares and commlink beacons.

172 Forensic Science: Traveller Tech Briefs

Robert and Nancy Parker. TD 4, 1986, pp.52-56

5 pages, small format. Tab., diag., ill.

- Discussion of forensic science as applicable in *Traveller* with equipment and tasks described.

See also *Law Enforcers: A New Character Type*.

173 Great Moments in Computer Programming #93

John M. Morrison. JTAS 10, 1981, p.20

1 page, small format. Illustration

- Cartoon with Mara Havers making a discovery.

174 Hand Computers: Traveller Tech Briefs

Gary L. Thomas. TD 8, 1987, pp.46-53

8 pages, small format. Illustration

- Technical briefing on handheld computers and library data. Examples and notes on the AAB are included as well as other considerations.

175 Holorecorders: Tech Briefs

[Anon.]. TD 10, 1987, pp.34-35

2 pages, large format. Illustration

- Technical briefing on developments in holography, holorecorders and their statistics, robots and other systems.

176 Hostile Environment Kit (Individual): The Ship's Locker

[Anon.]. JTAS 5, 1980, p.31

1 page, small format.

- TL6 kit described that Imperial regulations require aboard all starships for each crew member and passenger.

This article was reprinted in *BJTAS*, no.2, pp.35.

177 Image Converter

Paul Aoki. JTAS 17, 1983, p.16

1 page, small format.

- Night-vision device sensitive to infra-red and using light intensification.

178 Locks: The Ship's Locker

Dave Bryant. JTAS 18, 1983, pp.11-12

2 pages, small format. Illustration

- Lockpick sets, locks of various types and tech levels as well as applications for them are described.

179 Parachutes

John Marshal. JTAS 19, 1983, pp.22-25

4 pages, small format. Tab., ill.

- Article detailing the use of various types of chutes: parachute, parawing, grav chute and jump belt. With notes on their use and a casualty table.

180 Recording Devices: Traveller Tech Briefs

[Anon.]. TD 2, 1985, pp.51-52

2 pages, small format. Tab.

- A collection of recording devices from various tech levels to accompany the *Journalism Character Generation* article in the same issue.

This material was reprinted in 1988 in *The Early Adventures*.

181 Remote Piloted Reconnaissance Unit: The Ship's Locker

Anders Blixt. JTAS 24, 1985, pp.13-15

3 pages, small format. Illustration

- Known as the Spy-Eye this 50cm diameter sphere is studded with lenses, microphones and other detection devices.

182 Sensory Devices: Densitometers: Tech Briefs

Robert Parker. TD 3, 1985, pp.51-52

2 pages, small format. Tab.

- A technical briefing on densitometers, their uses and specifications.

183 Torches & Welding Equipment: The Ship's Locker

J. Andrew Keith. JTAS 13, 1982, pp.42-43

2 pages, small format. Illustration

- Acetylene torches, laser welders and portable laser welders are all described and detailed.

This article was reprinted in *BJTAS*, no.4, pp.35-36.

184 Underwater Activities: The Ship's Locker

[Anon.]. JTAS 2, 1979, p.7
1 page, small format.

- Descriptions of TL3 swimming equipment, TL5 oxygen tanks and compressors, and TL7 vacc suits for use underwater.

This article was reprinted in *BJTAS*, no.1, p.23.

Technology: Medical

185 Anagathics, the Drug of the Ages: Medical Digest

Joe D. Fugate. TD 10, 1987, pp.40-41
2 pages, large format. Illustration
• Rules for using anagathics in a *Traveller* campaign.

186 Bandage: The Ship's Locker

Jim Henley. JTAS 9, 1981, pp.45-46
2 pages, small format.
• A TL10 spray foam healing agent to supplement or replace sanitized dressings and sticking plasters.

187 Gerontology, Rejuvenation and the Interstellar Traveller

Robert L. Reese. JTAS 19, 1983, pp.6-7
2 pages, small format. Illustration
• Notes on the ageing process and implications for extended life expectancy in *Traveller*. A short paragraph of suggested rules concludes the article.

188 Medical Treatment for Traveller

Terry McInnes and Marc Desmond. JTAS 11, 1981, pp.22-25
4 pages, small format. Illustration
• Discussion of wounds and additional wound effects; medical treatment, healing and death.

This article was reprinted in *BJTAS*, no.3, pp.2-5.

189 Plague: Disease and Treatment in Traveller

Terrence R. McInnes. JTAS 13, 1982, pp.33-36
4 pages, small format. Tab., ill.
• Rules for handling exposure to disease, effects of disease and treatment in *Traveller*.
• With tables for severity and location and notes on TL5 vaccines, TL6 anti-toxins, TL6 antibiotics, and TL8 metabolics.

Diseases and Their Treatment in TD, no.20 covered similar ground.

Technology: Starships, Vehicles and Robots

190 Airship: The Ship's Locker

[Anon.]. JTAS 2, 1979, p.6
1 page, small format. Illustration
• Description of a TL7 semi-rigid airship.

191 ATV: The Ship's Locker

[Anon.]. JTAS 3, 1979, pp.28-29
2 pages, small format. Illustration
• Description of a TL7 or TL8 All Terrain Vehicle weighing 10 tons and costing Cr30,000.

The internal configuration diagram is used again in *JTAS*, no.12's description of a Grav-Assisted ATV.

192 Beyond 101 Robots

Gary L. Thomas. TD 8, 1987, pp.54-56
3 pages, small format. Tab., diag.
• Five robots are detailed and illustrated: Ship's boat pilot, clerk, servant, security robot and terraforming robot.

A continuation of *101 Robots* using the same layout and style.

193 Broadsword Class Mercenary Cruisers

Marc W. Miller. JTAS 8, 1981, pp.24-37 + cover
14 pages, small format. Tab., diag., ill.
• Details and description of the 800-ton mercenary cruiser.
• Deck plans and *High Guard* statistics are also included.

194 Fighter Profile: The Rampart IV and V

Robert Liebman. Challenge 27, 1986, pp.23-[25]
3 pages, large format. Tab., ill.
• Details of the FF-77 Rampart IV and FF-81 Rampart V fighter/bombers with *High Guard* statistics.

Two pages are devoted a large cut-away illustration of the Rampart IV.

195 Fleet Escort Lisiani: Workhorse of the Squadron

Marc W. Miller. Challenge 25, 1986, pp.[18-20 & 29-31]
6 pages, large format. Tab., diag., ill.
• Description and deck plans for a 5,000-ton Fleet Escort (P.F. Sloan class).
• *High Guard* statistics are given as well as a *Starships: Book 2* description.

Useful background on the Fleet Escort and Arian Lisiani for whom the ship was named. The author also provides notes on designing the deck plans for the ship. The ship also appeared in *Fighting Ships: Supplement 9* and *The Spinward Marches Campaign*.

196 GAATV and Submersible ATV (Deep V): The Ship's Locker

John M. Ford. JTAS 12, 1982, p.7 + cover
1 page, small format. Diag.
• Details of a TL9 grav-assisted ATV and a TL9 'Deep-V' ATV for working in depths up to 100m. The illustration is from the ATV description in *JTAS*, no.3.

197 Gazelle Class Close Escort Vessels

Marc W. Miller. JTAS 4, 1980, pp.14-[21]
8 pages, small format. Tab., diag., ill.
• Details, description and deck plans for the 400-ton Gazelle class Close Escort. TAS Form 3 details are provided.

This was one of the craft published in a slightly revised form by Seeker in 25mm and 15mm deck plans. TAS Form 3 had appeared on the mailing cover of *JTAS*, no.3.

198 High Guard

[Marc William Miller]. JTAS 6, 1980, pp.15-26
12 pages, small format. Tab.
• Design and construction of starships (slightly abridged from the 1980 edition).

First in a three part series detailing the major modifications to the 1979 edition of *High Guard*. It replaces pp.21-34 of the earlier edition except for IN Form 3 on p.35 and the section on deck plans on p.33. IN Form 3 had appeared on the mailing cover of *JTAS*, no.2.

199 High Guard: Optional Rules

Stefan Jones. JTAS 14, 1982, pp.25-27
3 pages, small format.
• Some additional rules for *High Guard: Book 5* covering crew casualties, powering down, evacuation and fighters.

This article was reprinted in *BJTAS*, no.4, pp.45-47.

200 High Guard: Starship Combat

[Marc William Miller]. JTAS 7, 1981, pp.17-24
8 pages, small format. Tab.
• Reprint of pages 38-45 of the 1980 edition of *High Guard* that supersedes the 1979 combat section.

201 High Guard: [Starship Combat Resolution Tables]

[Marc William Miller]. JTAS 8, 1981, pp.19-22
4 pages, small format. Tab.
• Final instalment of the *High Guard* rules that started in *JTAS*, no.6, this completes the starship combat of *JTAS*, no.7 with the space combat resolution tables and the explanation of damage results.

Once again, these entirely replace the 1979 edition.

202 K'kree Starships: A Human Perspective

Rob Caswell and Timothy B. Brown. Challenge 28, 1987, pp.22-25]

4 pages, large format. Diag., ill.

- Notes on K'kree starships and a deck plan for a 6,000-ton Xeekr'kir! class merchant as well as two robot designs.

The notes are presented as by a Vilani Professor of Sociology, curiously named Brian Stokes.

203 Lifeboats: The Ship's Locker

[Anon.]. JTAS 5, 1980, p.30

1 page, small format. Diag.

- TL8 20-ton lifeboat described.

This article was reprinted in *BJTAS*, no.2, p.34.

204 Light APC: Ship's Locker

Loren Wiseman. JTAS 14, 1982, p.29

1 page, small format. Tab., ill.

- TL9 *Striker* design for a personnel carrier for police and para-military forces for use in riot control and suppression of insurrection.

205 Light Patrol Vehicle: Ship's Locker

Loren Wiseman. JTAS 14, 1982, p.28

1 page, small format. Tab., ill.

- TL9 *Striker* designed vehicle for militias and para-military police forces in counter-insurgency and counter-terrorist operations.

206 LSP Modular Cutter

Marc Miller. JTAS 5, 1980, pp.6-9

4 pages, small format. Diag.

- Developed just after the Third Frontier War by Ling Standard Products, this modular cutter is a single frame ship with modular inserts for use in a wide variety of tasks. Various modules are shown and described.

207 Orbital Complexes: Traveller Tech Briefs

Robert Parker. TD 1, 1985, pp.51-52

2 pages, small format. Tab., ill.

- Tech level progression for orbital station technology and notes for using them.

The missing formula for this article was published on p.2 of *TD*, no.2. This article complements *Space Habitats in Traveller* from *JTAS*, no.23. Although the tech level progressions differ somewhat the one presented here reflects Traveller tech level better.

208 Robot Design Revisited, Part 1

Joe D. Fugate. TD 1, 1985, pp.37-47

11 pages, small format. Tab., diag.

- Robot design rules, AB-101 example, and tables for use with rules.

Revision and update to the robot design system presented in *JTAS*, nos.2-4 (*BJTAS*, no.1).

209 Robot Design Revisited, Part 2

Joe D. Fugate. TD 2, 1985, pp.43-47

5 pages, small format. Tab., diag., ill.

- Two more example robots (TL12 cargo robot and TL14 warbot) and an explanation of the Universal Robot Profile.

Revision and update to the robot design system presented in *JTAS*, nos.2-4 (*BJTAS*, no.1).

210 Robot Design Revisited, Part 3

Joe D. Fugate. TD 3, 1985, pp.40-43

4 pages, small format. Tab., diag.

- Final part of the series started in *TD*, no.1, this article provides notes on the Shudusham Concord, robots in the Third Imperium and using robots in a *Traveller* game.
- URP for AB-101.

This updates and expands the system presented in *BJTAS*, no.1 and makes it compatible with *Striker*.

211 Robots: Ref's Notes

Marc W. Miller and Loren Wiseman. JTAS 2, 1979, pp.10-11 & 30-31

4 pages, small format. Diag., ill.

- The first of a three part series looks at the classification of beings, definitions and mentions examples of SF literature where such artefacts can be found as examples.

First look at robots for *Traveller* which would later be given an entire book, *Robots: Book 8*. This article was reprinted together with the subsequent material from *JTAS*, nos.3 and 4 in *BJTAS*, no.1, pp.36-48.

212 Robots II: Ref's Notes

[Marc W. Miller and Loren Wiseman]. JTAS 3, 1979, pp.6-11

6 pages, small format. Tab., ill.

- Second part of the article on robots which discusses their construction, components and provides the necessary tables for building these artefacts.

This article was reprinted together with the first and final part of the three part series in *BJTAS*, no.1, pp.36-48.

213 Robots III: Ref's Notes

Loren K. Wiseman. JTAS 4, 1980, pp.22-27

6 pages, small format. Tab., ill.

- Final part of a three part article on robots started in *JTAS*, no.2. This covers programming, robot's rules of orders, damage, movement and anthropomorphism.

This article was reprinted together with the first two parts in the series in *BJTAS*, no.1, pp.36-48. Also includes a brief errata for the previous two articles.

214 Sample Robots

Terry Scofield and Loren K. Wiseman. JTAS 5, 1980, pp.14-15

2 pages, small format. Tab., ill.

- A reader suggests some slight modification to the power plant tables and rules included in the *Robots II* article of *JTAS*, no.3. Loren Wiseman then presents a medium security robot, an exec robot, an fire-fighting robot and a valet/steward robot as examples.

The reader's comment but not the example robots was reprinted in *BJTAS*, no.1, p.48.

215 SDB

John Lewis. JTAS 9, 1981, pp.32-33]

2 pages, small format. Illustration

- Description of the use of System Defence Boats in their three stage operations to repel invaders.

216 Serpent Class Scout Ships

Donald Rapp. JTAS 2, 1979, pp.8-9]

2 pages, small format. Diag., ill.

- Using a type 100 (modified) hull, this is a description and deck plans for a variant scout ship.

This article was reprinted in *BJTAS*, no.1, pp.20-21.

217 Skyvan: Ship's Locker

John M. Ford. JTAS 14, 1982, pp.29-30

2 pages, small format.

- A wheelless TL7 vehicle used in orbital and asteroidal facilities for moving goods and people.

218 Space Habitats in Traveller

Chris Struble. JTAS 23, 1985, pp.36-41

6 pages, small format. Tab., ill.

- Rules and tables for creating various types of space habitat.

219 Starship: Annic Nova

Marc W. Miller. JTAS 1, 1979, pp.[16-32] + cover

17 pages, small format. Tab., diag., ill.

- Deck plans and detail and full room descriptions for an unusual starship, the Annic Nova.

This adventure formed the basis the following year for half of the first double adventure *Shadows/Annic Nova*.

220 Starships in Mothballs

Joe D. Fugate and R. Liebman. TD 7, 1986, pp.53-56

4 pages, small format. Illustration

- Considerations for 'mothballing' starship and reactivating them when required.

The feature adventure in the same issue, *The Fourth Imperium*, makes use of this concept.

221 Starship Malfunctions

Loren Wiseman and Marc Miller. JTAS 15, 1983, pp.16-19 & 43

5 pages, small format. Tab., ill.

- Rules for handling starship malfunctions with frequency tables, descriptions of the various problems and repairs tables.

222 TCS Squadron Design

Kevin J. Connolly. JTAS 14, 1982, pp.9-10 & 24

3 pages, small format. Tab., ill.

- The winner of a Trillion Credit Squadron tournament at GenCon in 1982 presents his theories about designing TCS squadrons with lethality and survivability.

223 TCS Squadron Design II

Kevin Connolly. JTAS 15, 1983, pp.31-35

5 pages, small format. Illustration

- Notes on costs, armour, agility, screens, configuration, weapons, and tactics in *Trillion Credit Squadron: Adventure 5* designs.

224 Trillion Credit Squadron Winners

[Doug Lenat]. JTAS 10, 1981, pp.38-39

2 pages, small format. Tab., ill.

- Details of the winner's fleet from the TCS tournament at Origins 1981. Six classes of ship are listed.

The author also wrote *Eurisko: A Program That Learns New Heuristics and Domain Concepts in Artificial Intelligence*, vol.21, no.9 which describes in some detail his use of AI routines to create his TCS winning strategy.

225 Vargr Grav Platforms: Ship's Locker

J. Andrew Keith. Challenge 27, 1986, p.29

1 page, large format. Illustration

- General notes, description of and *Striker* details for a TL9 grav platform.

Technology: Weapons and Explosives

226 4mm Gauss Pistol: The Ship's Locker

Terry McInnes. JTAS 13, 1982, p.43

1 page, small format.

- Notes and details on a 4mm gauss pistol, or needle gun.

227 Assault Rocket Launcher: The Ship's Locker

Paul Aoki. JTAS 17, 1983, pp.14-16

3 pages, small format. Tab., ill.

- A standard non-energy infantry small arm based on a chemically propelled slug thrower.

228 Breaching Charges

John M. Ford. Challenge 25, 1986, p.44

1 page, large format.

- Description of shaped charges of plastic explosive.

229 Charged Particle Accelerator Weapons

Dave Emigh. JTAS 13, 1982, pp.6-8

3 pages, small format. Diag.

- One of the consultants on *High Guard* gives the low-down on C-PAWS and looks at the basics, configurations and meson accelerators.

230 Heavy Machinegun: The Ship's Locker

Terrence McInnes. JTAS 9, 1981, pp.44-45

2 pages, small format. Illustration

- Notes on heavy machineguns usually found at TL6-8.

231 Non-lethal Weapons and Ammo

Mike Metlay. JTAS 23, 1985, pp.46-48

3 pages, small format.

- Tranquilising shotgun loads; grenade launcher loads; tranq needles; and police combat shotguns.

232 Spinal Mounts Revisited

James F. Cumber. JTAS 20, 1984, pp.40-45

6 pages, small format. Tab., ill.

- Discussion of spinal mount weapons in *Traveller* including the 'unofficial' anti-matter particle accelerator weapon (or A-PAWS).

233 TDX: The Ship's Locker

[Anon.]. JTAS 1, 1979, p.14

1 page, small format. Illustration

- Description of a specialized explosive which functions perpendicularly to the force of gravity.

This idea is based on that of James Blish used in several of his stories. The article was reprinted in *BJTAS*, no.1, p.22.

Astrography

234 Astrographic Index for *The Travellers' Digest*, Issues 1-4

[Anon.]. TD 5, 1986, pp.[58-60]

3 pages, small format. Diag., ind.

- Index to worlds for the first four issues of the *Digest*. Includes subsector keys for Deneb [-3,1] and Corridor [-2,1].

235 Electronically Exploring the Traveller Universe: A Comprehensive Sector Generator

Marc W. Miller. Challenge 26, 1986, pp.24-29, 47

7 pages, large format. Tab, Applesoft Basic program listing

- A comprehensive sector generator and a program which examines an existing sector and determines the need for, and locations of, Zhodani Relay stations.

Includes details of a standard format for UWPs to enable sharing data between computers. A very useful feature of the article is a handy one page summary of all the codes and meanings of UWPs.

236 Statistics from the Second Imperial Grand Survey

[Anon.]. TD 10, 1987, p.42-43

2 pages, large format. Map, tab., diag.

- Analysis of population distribution across 27 sectors following the publication in 1065 of the results of the Second Survey.
- 35 sector map of the sectors of the Imperium and surrounds.

237 Using Your Model/2 Bis: Traveller Sector Generator

Marc W. Miller. Challenge 25, 1986, p.[39]

1 page, large format. Applesoft Basic program listing

- Program for generating sector data for Traveller. Creates UWPs, gas giants, travel zones, bases and trade classifications.

Astrography: Sectors

238 The Corridor Sector: Library Data of the Sector

Nancy Parker and Robert Parker. TD 3, 1985, pp.[44]-48

5 pages, small format. Map, diag.

- Map showing the x-boat routes for Corridor sector [-2,1], together with a subsector key and twelve library data entries for the sector.

Ten of these entries were reprinted in 1988 in *The Early Adventures* without the x-boat routes. The remaining two entries were reprinted in TD 19, p.37.

239 Daibei Sector: Library Data of the Sector

Nancy Parker and Aleatha Parker. TD 15, 1989, pp.22-25

4 pages, large format. Maps, tab., diag., ill.

- X-boat routes, subsector key and eleven library data entries for Daibei sector [-1,-2].
- Map, UWPs and stellar data for Hermes, subsector N, of Daibei sector.

240 Dark Nebula Sector: Library Data of the Sector

Nancy Parker. TD 17, 1989, pp.30-33
4 pages, large format. Maps, tab., diag., ill.
• Trade routes, subsector key and 14 library data entries for Dark Nebula sector [-2,-3].
• Map, UWPs and stellar data for Kilrai', subsector G, of Dark Nebula sector.

241 The Deneb Sector: Library Data of the Sector

Nancy Parker and Joe D. Fugate. TD 1, 1985, pp.26-27, 34-36 & 50
6 pages, small format. Map, diag., ill.
• X-boat routes, subsector key, and nineteen library data entries for Deneb sector [-3,1].

Some of this material was reprinted in 1988 in *The Early Adventures* although without the x-boat route map and some of the library data entries.

242 The Far Frontiers

Dale Kemper. TC 2, 1993, pp.3-10
8 pages, small format. Maps, tab., ill.
• First in a seven part series giving maps, UWPs and descriptions of the Far Frontier sector [-6,1]. This section covers subsectors Antideluvia (I) and Alsas (J) of the sector.

Expands on material originally presented in *Ares* in 1984.

243 The Far Frontiers

Dale Kemper. TC 3, 1994, pp.3-12
10 pages, small format. Maps, tab., ill.
• Second in a seven part series giving maps, UWPs, stellar data and descriptions of the Far Frontiers sector [-6,1]. This section covers subsectors Taemerlyk (K), Inverness (L), and Wulfek (M) of the sector.

244 The Far Frontiers

Dale Kemper. TC 4, 1994, pp.3-14
12 pages, small format. Maps, tab., diag., ill.
• Third in a seven part series giving maps, UWPs, stellar data and descriptions of the Far Frontiers sector [-6,1]. This section covers various states in the sector and details subsectors Cabala (N), Jungleblut (O), and Mnemosyne (P).

245 The Far Frontiers

James Kundert. TC 5, 1994, pp.34-38
5 pages, large format. Maps, tab., ill.
• Naming and history of the sector. Map, UWPs and stellar data for Detsiaiem (A) and lenji (B) subsectors in the Far Frontiers sector [-6,1].

An errata for some of the dates given for the Lenj colony is given in *TC*, no.7.

246 The Far Frontiers

James Kundert. TC 6, 1994, pp.43-45
3 pages, large format. Maps, tab.
• Fifth in a seven part series. Maps, UWPs and stellar data for Naianch (C), Qiedkia (D), and Piavkovrstoi (E) subsectors in the Far Frontiers sector [-6,1].

247 Far Frontiers

James Kundert. TC 7, 1995, pp.44-48
5 pages, large format. Tab., ill.
• Penultimate part in the seven part series describing the Far Frontiers sector [-6,1]. This gives a timeline and discusses the sector's history in some detail.

248 Far Frontiers

James Kundert. TC 8, 1995, pp.28-30
3 pages, large format. Maps, tab.
• Final part of the seven part series detailing the Far Frontiers sector [-6,1]. Retan (F), Dalesabandagh (G), and Zezhpae (H) subsectors are mapped, UWPs and stellar data listed.

249 Library Data of the Core Sector

Joe D. Fugate. TD 8, 1987, pp.44-45
2 pages, small format. Diag.
• Subsector key and nine library data entries for Core sector [0,0].

250 Library Data of the Core Sector: Subfile on Bunkeria and Cemplas Subsectors

Dale L. Kemper. TD 9, 1987, pp.34-39
6 pages, large format. Maps, tab., ill.
• X-boat routes for Core sector.
• Maps, UWPs and twenty library data entries for subsectors I and J of Core sector [0,0].

251 Library Data of the Core Sector

[Anon.]. TD 10, 1987, pp.24-28
5 pages, large format. Maps, tab., diag.
• Subsector key and fifteen library data entries for Core [0,0].
• Maps, and UWPs for subsectors M (Cadion) and K (Chant) of Core sector.

252 Library Data of the Lishun Sector

Nancy Parker. TD 7, 1986, pp.44-45
2 pages, small format. Diag.
• Subsector key and nine library data entries for Lishun sector [0,1].

253 Library Data of the Vland Sector

Nancy Parker. TD 5, 1986, pp.[39]-42
4 pages, small format. Map, diag.
• X-boat routes, subsector key & 16 library data entries for Vland sector [-1,1].

254 The Lishun Sector

[Anon.]. TD 6, 1986, pp.45-47
3 pages, small format. Map, diag.
• X-boat routes, a subsector key and six library data entries for Lishun sector [0,1].

255 Massilia Sector: Library Data of the Sector

Nancy Parker and Robert Parker. TD 11, 1988, pp.23-25
3 pages, large format. Map, diag.
• X-boat routes, subsector key and eleven library data entries for Massilia sector [0,-1].

256 Old Expenses Sector: Library Data of the Sector

Nancy Parker and Robert Parker. TD 12, 1988, pp.[33]-34
2 pages, large format. Map, diag.
• X-boat routes, subsector key and six library data entries for Old Expenses sector [1,-2].

257 Reavers' Deep Sector: Library Data of the Sector

John Theisen and J. Andrew Keith. TD 16, 1989, pp.27-30
4 pages, large format. Maps, tab., diag., ill.
• X-boat (and other communication) routes for Reavers' Deep sector [-2,-2] together with 22 library data entries.
• Map and UWPs for Urtlaqqash, subsector L, of Reavers' Deep.

258 Solomani Rim Sector: Library Data of the Sector

Nancy Parker and Robert Parker. TD 13, 1988, p.31
1 page, large format. Diag.
• Subsector key and five library data entries for the Solomani Rim sector [0,-3].

259 The Vland Sector: Library Data of the Sector

Nancy Parker. TD 4, 1986, pp.43-44
2 pages, small format. Diag.
• Six library data entries for Vland sector [-1,1] and a subsector key.

Astrography: Subsectors

260 Atsah Subsector

[Anon.]. TD 2, 1985, pp.36-37
2 pages, small format. Map, tab.
• Map, overview and UWPs for subsector H of Deneb sector [-3,1].
This material was reprinted in 1988 in *The Early Adventures*.

261 The Core Subsector

[Anon.]. TD 8, 1987, pp.34-[35]
2 pages, small format. Map, tab.
• Map, UWPs and brief notes for subsector G of Core sector [0,0].

262 Dethenes Subsector

[Anon.]. TD 12, 1988, p.25
1 page, large format. Map, tab.
• Map and UWPs for subsector A of Old Expanses [1,-2].

263 Harlequin Subsector

John Harshman. JTAS 12, 1981, pp.8-[9]
2 pages, small format. Map, tab.
• Map and UWPs for subsector D of the Solomani Rim [0,-3].

This was a 'preview' of *The Solomani Rim: Supplement 10* that was soon to be published.

264 Ian Subsector

[Anon.]. TD 3, 1985, pp.38-[39]
2 pages, small format. Map, tab.
• Map, overview, and UWPs for subsector E of Corridor sector [-2,1].

This material was reprinted in 1988 in *The Early Adventures*.

265 Kagamira Subsector

[Anon.]. TD 4, 1986, pp.[41]-42
2 pages, small format. Map, tab.
• Map, overview and UWPs for subsector F of Vland sector [-1,1].

This material was reprinted in 1988 in *The Early Adventures*.

266 The Masionia Subsector

[Anon.]. TD 7, 1986, pp.[36]-37
2 pages, small format. Map, tab.
• Map, UWPs and notes for subsector F of Lishun sector [0,1].

267 A Pilot's Guide to the Caledon Subsector

J. Andrew Keith. TC 5, 1994, pp.3-11
9 pages, large format. Map, tab., ill.
• First in a three part series detailing Caledon, subsector G, in Reavers' Deep [-2,-2]. This article includes background and history of the subsector with descriptions for some of the worlds.
• Map and UWPs for Caledon subsector.

This was the setting for *Ascent to Anekthor* and other GameLords adventures.

268 A Pilot's Guide to the Caledon Subsector

J. Andrew Keith. TC 6, 1994, pp.40-41
2 pages, large format. Illustration
• Second in a three part series, this article details the worlds of Caledon (Reavers' Deep 1815) and Hoffman (Reavers' Deep 1818).

269 A Pilot's Guide to the Caledon Subsector

J. Andrew Keith. TC 7, 1995, pp.26-41
16 pages, large format. Illustration
• Final part in the three part series detailing Caledon subsector of Reavers' Deep [-2,-2]. This article gives descriptions for some 22 worlds in the subsector
Included in this data is information for the world Glenshiel (Reavers' Deep 1912), the setting for the GameLords' adventure *Ascent to Anekthor*.

270 Pretoria Subsector

[Anon.]. TD 1, 1985, pp.[32]-33
2 pages, small format. Map, tab.
• Map, overview and UWPs for subsector A of Deneb sector [-3,1].

This material was reprinted in 1988 in *The Early Adventures*.

271 Shiwonee Subsector

[Anon.]. TD 11, 1988, p.15
1 page, large format. Map, tab.
• Map and UWPs for subsector J of Massilia [0,-1].

272 Shuna Subsector

[Anon.]. TD 6, 1986, pp.40-41
2 pages, small format. Map, tab.
• Subsector map, UWPs and brief notes for subsector I of Lishun sector [0,1].

273 The Vland Subsector

[Anon.]. TD 5, 1986, pp.[52]-53
2 pages, small format. Map, tab.
• Subsector map, UWPs and brief notes on subsector G of Vland sector [-1,1].

World Building

274 Azun

J. Andrew Keith and Marc Miller. JTAS 15, 1983, pp.36-43 + cover
8 pages, small format. Diag., ill.
• Azun (Solomani Rim 0809), a very densely populated world, is described with its arcologies explained and illustrated.
• Society and government is covered as are adventure possibilities.

The Drannixa Gambit, an Amber Zone in the same issue, is set on Azun.

275 Capital: Cultural Profile

[Anon.]. TD 9, 1987, p.[13]
1 page, large format. Tab.
• *Grand Census* details for Capital (Core 2118).

276 Capital: World Profile

[Anon.]. TD 9, 1987, p.[12]
1 page, large format. Tab.
• *Grand Survey* details for Capital (Core 2118).

277 Champa Interstellar Starport

Loren K. Wiseman. JTAS 7, 1981, pp.[6]-12 + cover
7 pages, small format. Map, diag., ill.
• Details and description of a starport in Harlequin subsector (Solomani Rim 3109) which is a gateway to the Solomani Rim and the Hive federation.

Can easily be used as a generic starport wherever the referee needs to detail one.

278 The Dynam System

[Anon.]. TD 7, 1986, pp.34-[35]
2 pages, small format. Tab., diag.
• *Scouts: Book 6* data for the Dynam (Lishun 1219) system with notes and a system map.

279 Grand Census, Grand Survey Stats for Reference

[Anon.]. TD 10, 1987, p.[16]
1 page, large format. Tab.
• Full details and brief notes on Reference (Core 0140).

Accompanies the feature adventure in TD, no.10 called *Reference Point*.

280 Grandfather's Worlds

Marc W. Miller. Challenge 27, 1986, pp.35-37
3 pages, large format. Diag., ill.
• Description of Grandfather's hidden worlds in the Regina system (Spinward Marches 1910).

281 The Imperial Palace

Rob Caswell and Bill Connors. TD 9, 1987, pp.22-28
7 pages, large format. Map, diag., ill.
• Background notes and details of The Grand Palace of Arbellaatra on Capital (Core 2118), with plans for the palace and diagrams of the Imperial Park and the Moot Spire.

A short sidebar on *The Moot* by Gary L. Thomas is also included in this article.

282 Maps of the Moon and Planets

Marc W. Miller. JTAS 8, 1981, pp.8-9
2 pages, small format. Illustration
• The author describes how to obtain United States Geological Survey maps of extra-terrestrial bodies and use them in games of Traveller.

283 Planetary Maps

Chris Struble. JTAS 22, 1985, pp.16-17, 30
3 pages, small format. Tab., ill.
• Notes on how to map planetary surfaces.

284 A Referee's Guide to Planet-Building

William H. and J. Andrew Keith. JTAS 10, 1981, pp.16-22 + cover
7 pages, small format. Illustration

- The Keith brothers go through the process of creating a planet and making believable and interesting physical, biological and cultural details.

This article and its sequel in the subsequent issue was reprinted in *BJTAS*, no.3, p.25-35 & 41.

285 A Referee's Guide to Planet-Building: Part II

J. Andrew Keith. JTAS 11, 1981, pp.37-42
6 pages, small format. Illustration

- Second part of useful article explaining how to go about creating believable environments for PCs to adventure in.

This article and the first part (from JTAS, no.10) was printed in *BJTAS*, no.3, p.25-35 & 41.

286 Temperature in Traveller: A Scouts Variant

J. Andrew Keith. JTAS 20, 1984, pp.14-19, 35
7 pages, small format. Illustration

- Planetary temperature calculations and notes on using them in adventures.

These details were subsequently incorporated into *Grand Survey* and then *World Builder's Handbook*. Errata for this article can be found in JTAS, no.21, p.2.

287 The Terra System: A Traveller's Overview

William W. Connors. TD 13, 1988, pp.23-[27]
5 pages, large format. Map, tab., ill.

- Details on Terra's solar system in the 57th Century together with a world map and *Grand Survey* and *Grand Census* details for Terra (Solomani Rim 1827).

The feature adventure of this issue of *The Travellers' Digest*, *Terra Incognita*, is set on Earth in the 57th century.

288 Torrel: System Survey

John A. Theisen. TD 12, 1988, pp.26-32
7 pages, large format. Map, tab., ill.

- Full details for Torrel (Old Expanses 2818) with general notes, a world map, *Scouts: Book 6* data, as well as *Grand Survey* and *Grand Census* details.

289 Twisting Tech Levels: A Traveller Variant

Fred Lee Cain. Challenge 31, 1987, pp.27-30
3 pages, large format. Illustration

- An essay on sub-dividing technological levels to give finer detail.

290 Using Your Model/1bis: Temperature Calculations

Marc W. Miller. JTAS 24, 1985, p.39

1 page, small format. Program listing.

- Program to automatically calculate the average local temperature using the formulae in *Scouts: Book 6*.

291 Victoria

Marc W. Miller. JTAS 2, 1979, pp.[14]-25 & 28-29 + cover
14 pages, small format. Map, tab., ill.

- World description for the planet Victoria (Spinward Marches 1817) including notes on the Victoria system's other worlds and referee's notes giving further details.
- World map for Victoria and animal encounter tables are provided.

Victoria is loosely based on the world Durrent in the novel *Prisoners of the Sky* by C.C. MacApp. The two creatures in the bestiary of the same issue of JTAS can be found on Victoria.

292 Vland! Cradle of the First Imperium

J. Andrew Keith. TD 5, 1986, pp.[30-31] & 33-38
8 pages, small format. Map, tab., ill.

- World map, *Grand Survey* details and background notes on Vland (Vland 1717).

Notes explain the geographical features' Vilani names.

293 Volcanoes

Brent Reck and The Digest Group. Challenge 26, 1986, pp.31-34

4 pages, large format. Tab., ill.

- Notes on volcanoes and their dangers to allow easy inclusion in an adventure.

This two page article is accompanied by two pages of related portions of *Grand Survey* which had just been published by Digest Group Publications.

294 World Maps for Travellers

Bobby Bryant. JTAS 16, 1983, pp.6-8

3 pages, small format. Diag.

- Guidance on how to make the most of the world map form for creating Traveller planets.

Adventures

295 77th Patron

Trevor Graver. JTAS 10, 1981, p.27
1 page, small format.

- Continuing in the format of *76 Patrons: Supplement 6*, this details a spy as a patron who has stolen plans for the Zhodani defence installations in Querion subsector.

296 Aces & Eights: Amber Zone

John M. Ford. JTAS 14, 1982, pp.36-39
4 pages, small format. Illustration

- The players are hired to investigate an ex-sergeant-major of the 1188th Lift Infantry Brigade, now a gambler, who appears to be cheating a luxury liner.

This article was reprinted in *BJTAS*, no.4, pp.11-14.

297 An Act of Conscience: Adventure Number 20

Tad Ringo and Ian McKinney. TD 20, 1990, pp.4-17
14 pages, large format. Illustration

- Akidda Laagiir and his three companions visit the Florian League world of Halka (Trojan Reach 0510) and encounter a society that uses slaves.

298 Afeahyakhtow: Small Cargos

John Marshal. JTAS 20, 1984, pp.37-38
2 pages, small format. Illustration

- Adventure possibilities with the falconbat commonly domesticated by the Aslan.

Live animal described both here and the bestiary of the same issue under the name *Afeahyalhtow*. John Marshal is a pseudonym of either (or both) of the Keith brothers, William H. Keith and J. Andrew Keith.

299 All the Fun of the Fair

Andy Lilly. TC 8, 1995, pp.8-14 + cover
7 pages, large format. Illustration

- Several adventure scenarios set in the NFSE, a large exhibition of starfaring technology which is currently travelling through Inverness subsector of Far Frontiers [-6,1]. Background details are provided and several adventure possibilities outlines.

300 Before the Iridium Throne

Gary L. Thomas. TD 9, 1987, pp.4-11 + cover & title page
8 pages, large format. Diag., ill.

- Akidda Laagiir and his three friends finally arrive at Capital (Core 2118) to be knighted by Emperor Strephon.

Other articles in the issue detail various aspects of the adventure: *Capital: World Profile*; *Crack Troops: The Imperial Guard*; *Noblesse Oblige: The Imperial Nobility*; and *Lion at Bay*, an adventure set at the start of *MegaTraveller's* era.

301 Behind the Scenes: Amber Zone

Gary L. Thomas. Challenge 28, 1987, pp.26-30
5 pages, large format. Tab., ill.

- Outline for a campaign set in Antares sector [1,1] together with the thought processes of the author demonstrating how such a campaign can be set up.

302 The Birthday Plot: Amber Zone

Keith Douglas. JTAS 23, 1985, pp.12-14 & 27
4 pages, small format. Illustration

- Set on Efate (Spinward Marches 1705) in the aftermath of the Fifth Frontier War, the Ine Givar intend to assassinate the governor of Efate on the Emperor's birthday.

303 The Blade of Koiyekh: Adventure Number 17

William H. Keith. TD 17, 1989, pp.4-18 + cover & title page

15 pages, large format. Diag., ill., glossary

• Akidda Laagiir and his three companions visit Kusyu (l'aheako 1919), homeworld of the Aslan and get embroiled in a mystery involving archaeology, mythology and political intrigue.

• Glossary of Aslan words and phrases.

304 Chariots of Fire: Amber Zone

Anders Blixt. JTAS 18, 1983, pp.9-10

2 pages, small format. Illustration

• On the balkanized world of Gatina, the PCs job is to recover two fire-fighting vehicles.

305 Chill: Amber Zone

John M. Ford. JTAS 15, 1983, pp.7-10

4 pages, small format. Illustration

• The PCs are employed to accompany a cargo of blood for the Primacy of Sainte Foy.

This article was reprinted in *BJTAS*, no.4, pp.23-25 & 40.

306 Chosen at Random: A Vargr Scenario

Gary L. Thomas. Challenge 27, 1986, pp.17-22

6 pages, large format. Illustration

• Set in Gvurrdon Sector [-4,2] for 4-10 Vargr PCs who are citizens of Dzen Aeng Kho (the Society of Equals), the players get involved in tracking a Vargr who isn't setting up a new company of merchants, but a company of pirates.

307 Clan and Pride: Adventure Number 18

Nancy Parker. TD 18, 1990, pp.6-14 + cover & title page

9 pages, large format. Diag., ill.

• En route to Oahtei (Ealiyasiw 0707) aboard an Aslan armed merchant, Akidda Laagiir and his three companions get involved in a clan war.

308 Coup D'etat: Amber Zone

Loren Wiseman. JTAS 10, 1981, pp.36-37

2 pages, small format. Illustration

• Glorinna Firella hires the PCs to protect her father, a constitutional monarch, from rebellion in this mercenary ticket Amber Zone.

Evidently the PCs fail as Firella returns as a dispossessed heiress in the *JTAS*, no.11, *Glorinna Firella: Casual Encounter*. This article was reprinted in *BJTAS*, no.3, pp.23-24.

309 Critical Vector: Amber Zone

William H. Keith. JTAS 20, 1984, pp.6-9

4 pages, small format. Tab., ill.

• Set on Vendetierre (Spinward Marches C-759685-8) where an asteroid is on a collision course with the world.

310 Crystals From Dinom: Amber Zone

Marc W. Miller. JTAS 8, 1981, pp.10-12

3 pages, small format. Tab., diag.

• Dinom (Spinward Marches 1811) is the setting for this Amber Zone involving the city of Medianne and the location of some zuchai crystal ore.

Double Adventure 2: Across the Bright Face is virtually required for background details to this plot and for the world map that is included there. This article was reprinted in *BJTAS*, no.2, pp.40-42.

311 A Dagger At Efate: Amber Zone

John Lewis. JTAS 8, 1981, pp.6-7

2 pages, small format. Illustration

• The players encounter the mercenary cruiser Dagger which appears to be out of control and heading straight for the planet Efate (Spinward Marches 1705).

This article was reprinted in *BJTAS*, no.2, pp.24-25.

312 The Day of the Glow: Amber Zone

Marcus Rowland. JTAS 16, 1983, pp.40-42 & 45

4 pages, small format. Illustration

• Set on the agricultural world Purfyr the adventurers find themselves in the middle of a glowing plague.

313 Double Feature: Amber Zone

Marcus L. Rowland. Challenge 28, 1987, p.45

1 page, large format.

• Set on Palantir (D-886644-9), a world in debt to the Imperium and needing to export two science fiction films off planet.

314 The Drannixa Gambit: Amber Zone

J. Andrew Keith. JTAS 15, 1983, pp.20-21 & 35

3 pages, small format. Illustration

• Adventure set on Azun (Solomani Rim 0809) with the adventurers involved in the politics and blackmail going on between two of the arcologies.

Another article, *Azun*, in the same issue of *JTAS* describes the world in some detail.

315 Embassy in Arms: Amber Zone

John Marshal. JTAS 24, 1985, pp.9-11

3 pages, small format. Illustration

• Set on Aramanx (Spinward Marches 3005) the PCs (who should be Vargr and preferably Kforuzeng mercenaries) get involved on a balkanized world.

316 Foodrunner: Amber Zone

Mike Metlay. JTAS 5, 1980, pp.12-13

2 pages, small format. Illustration

• Set on Roup (Spinward Marches 2007), a small water covered world on an x-boat route where the players are expected to transport some rare foodstuffs in a rather decrepit starship.

This article was reprinted in *BJTAS*, no.2, pp.22-23.

317 The Fourth Imperium, Feature Adventure

Gary L. Thomas and Joe D. Fugate. TD 7, 1986, pp.6-33 + cover & title page

28 pages, small format. Tab., diag., ill.

• Akidda Laagiir and his three friends visit the naval depot at DYNAM (Lishun 1219) full of mothballed starships and uncover a Solomani's fanatics plan to bring about a Fourth Imperium.

• An Overview of Starship Sensors.

• Silhouettes and details for: a 75,000-ton heavy cruiser, a 75,000-ton battle cruiser, a 7,000-ton strike cruiser, a 800-ton gunned corvette, a 2000-ton system defence boat, and a 1000-ton system defence boat.

An article, *Starships in Mothballs*, in the same issue examined the practice of mothballing and reactivating starships. The missing text from the section on starship sensors was published in *TD*, no.8, p.43.

318 Geria Transfer: Amber Zone

John M. Ford. JTAS 10, 1981, pp.13-15

3 pages, small format. Illustration

• Cyris/Pesek is the scene as the adventurers are asked to intercept a courier for the Gene Engineering Research and Industrial Applications Corporation. As usual, the situation is more complex than at first sight.

This article was reprinted in *BJTAS*, no.3, pp.46-48.

319 The Gold of Zurrian: Feature Adventure

Gary L. Thomas. TD 4, 1986, pp.5-40 + cover & title page

36 pages, small format. Tab., diag., ill.

• Adventure set on board a liner jumping out of Gishuli with Akidda Laagiir and friends. One of the adventurers is accused of murder.

• Notes on the Vargr sect The Church of the Chosen Ones.

• Detailed description and deck plans of The Pride of Vland Class (type RT) long-liner.

This adventure was reprinted and updated to *MegaTraveller* rules in 1988 in *The Early Adventures*. The section on the Vargr sect was reprinted in *Challenge*, no.27 as *Church of the Chosen Ones*. The page count includes the fold out deck plans that were included in this issue.

320 Hkyadwaeh: Small Cargos

John Marshal. JTAS 20, 1984, p.38

1 page, small format.

• Bitter-root tea, an Aslan beverage, is described with several plot concepts.

321 Homesteader's Stand: Amber Zone

William H. Keith. JTAS 21, 1984, pp.38-40

3 pages, small format. Illustration

• Set on Lorelei (Spinward Marches C-668742-7) the adventurers run into an old friend whose father is having problems with a local religious sect.

Lorelei has never appeared in any official charts of the Spinward Marches.

322 The Humaniti Experiment: Feature Adventure

Gary L. Thomas. TD 5, 1986, pp.6-29 & 32 + cover & title page

24 pages, small format. Tab., diag., ill.

• Set on Vland (Vland 1717), Akidda Laagiir and friends are able to see the sights, take a special tour of the AAB and be on hand when an old data disk shows up that leads to intrigue and murder.

323 Journey of the Sojourn Moon: Feature Adventure

Nancy Parker and Robert Parker. TD 2, 1985, pp.4-35
32 pages, small format. Maps, tab., diag., ill.

- Set on Wal-ta-ka (Deneb 2713), Akidda Laagiir and his three companions must survive crossing a desert wilderness.
- World map of Wal-ta-ka with detail maps and animal encounter tables.

The page count above includes the fold out map included with this issue of *The Travellers' Digest*. This adventure was reprinted and updated to *MegaTraveller* rules in 1988 in *The Early Adventures* with the fold out map included as an integral part of the volume.

324 Krimm's Paw: Adventure Number 15

Nancy Parker. TD 15, 1989, pp.4-13
10 pages, large format. Tab., diag., ill.

- Akidda Laagiir and his three companions encounter pirates at Pierson (Daibei 1536) as they continue their tour.
- Deck plans for Krimm's paw, a pirate corsair.
- Craft details for the Donosev class scout survey ship.

The Donosev was more fully detailed in *World Builder's Handbook*. The Krimm's Paw deck plans can also be found in *Into the Gap in Challenge*, no.62.

325 Last Flight of the Themis: Amber Zone

John M. Ford. JTAS 16, 1983, pp.9-11
3 pages, small format. Illustration

- Set on Gwydion, the PCs must investigate the mysterious crash of a 200-ton free trader.

This article was reprinted in *BJTAS*, no.4, pp.30-31 & 36.

326 Life Underground: Adventure Number 12

Nancy and Robert Parker. TD 12, 1988, pp.4-11 + cover & title page
8 pages, large format. Tab., ill.

- Set on Inthra (Old Expanses 0607), Akidda Laagiir and his three companions get involved with dissidents hoping to balkanize the planet.
- *Grand Survey* and *Grand Census* data for Inthra.

Henry Neufeld provided the Inthra world data.

327 Lockbox: Amber Zone

J. Andrew Keith. JTAS 13, 1982, pp.9-11
3 pages, small format. Illustration

- An open-ended Amber Zone in which the players are given the key to a starport lockbox and asked to deliver the contents.

328 Loggerheads: Amber Zone

Ian Delaney. JTAS 6, 1980, pp.32-33
2 pages, small format. Illustration

- The PCs are called in to help stop a logging machine that's gone out of control on Ranther, known for its high humidity and gigantic trees.

This article was reprinted in *BJTAS*, no.2, pp.43-44.

329 The Lost Village: Amber Zone

Jeffrey Groteboer. JTAS 24, 1985, pp.40-42
3 pages, small format. Illustration

- Set on Gadden (Solomani Rim 2506) the PCs stumble across the Marie Celeste of villages not knowing the inhabitants have all been killed by an offworlder.

330 Missing in Transit: Adventure Number 11

Gary L. Thomas. TD 11, 1988, pp.4-14 + cover & title page
11 pages, large format. Tab., ill.

- Starting on Far Trinity (Massilia 1025), this adventure has Akidda Laagiir and his three companions investigating a starship that never arrives at its destination.
- Includes full *Grand Survey* and *Grand Census* details for Shiwonee (Massilia 1430), the Geonee homeworld.

331 The Most Valuable Prey: Feature Adventure

Nancy and Robert Parker. TD 6, 1986, pp.6-39 + cover & title page
33 pages, small format. Maps, tab., diag., ill.

- Akidda Laagiir and his three friends uncover the truth about mysterious 'Giants' on the world of Kaiid in Lishun sector [0,1].
- World map and *Grand Survey* details for Kaiid (Lishun 0631).
- Notes and word table for the Minlad language.

332 Of Xboats and Friends: Feature Adventure

Joe D. Fugate and Gary L. Thomas. TD 1, 1985, pp.3-25 & 28 + cover
24 pages, small format. Map, tab., diag., ill.

- The start of the Grand Tour for Akidda Laagiir, meeting up with his three companions and travelling to Jode (Deneb 0805) in search of a story.
- World map, animal encounter tables and *Scouts: Book 6* details for Jode.
- Express Boat Tender description, details and deck plans.
- Plans for a typical Jodian hydrofoil.

This adventure was reprinted and updated to *MegaTraveller* rules in 1988 in *The Early Adventures* without the animal encounter tables and hydrofoil details. The deck plans of the tender are based on those in *Traders and Gunboats: Supplement 7*.

333 One Last Stop: Adventure Number 12

Gary L. Thomas. TD 21, 1990, pp.4-15 + cover & title page
12 pages, large format. Illustration

- Final instalment of the Grand Tour as Akidda Laagiir and his three companions visit an Ancient site on Pixie (Spinward Marches 1903) and conclude their adventures.

334 Out of the Night: Adventure Number 19

Nancy Parker. TD 19, 1990, pp.4-12 + cover & title page
9 pages, large format. Illustration

- An adventure set in orbit around Ahfatre (Riftspan Reaches 2219) in which Akidda Laagiir and his three companions encounter some refugee alien visitors.

335 Planetoid P-4638: Amber Zone

Loren K. Wiseman. JTAS 3, 1979, pp.24-25
2 pages, small format. Illustration

- Set in the Rabwhar belt (Spinward Marches 1822), this Amber Zone involves the players attempting to break into a planetoid installation and obtain a copy of a secret manufacturing process.

This article was reprinted in *BJTAS*, no.1, pp.10-11 where the title given on the contents page was *Planetoid P-4836*. While no title was given on the article itself, the planetoid is referred to as P-4836 throughout.

336 Pride of the Lion: Amber Zone

John M. Ford. JTAS, 19, 1984, pp.13-17
5 pages, small format. Illustration

- An Amber Zone set on Grizel when the characters become involved with some Aslan possibly at the mercy of a human bent on revenge.

337 Prologue: Adventures in the Imperium's Past

Loren K. Wiseman. JTAS 20, 1984, pp.33-35
3 pages, small format. Illustration

- Notes on setting Traveller campaigns before the classic Traveller era of 1110.

Discusses the possibilities of several settings for Traveller campaigns, although not, interestingly, milieu 0 which was later developed in *Marc Miller's Traveller*.

338 Pursue and Destroy

Frank Chadwick. JTAS 7, 1981, pp.36-37
2 pages, small format. Tab., ill.

- A mercenary ticket for the characters as they join a rebel group attempting to take over the government of Pynchan.

This article was reprinted in *BJTAS*, no.2, pp.28-29.

339 R&R

Terrence R. McInnes. JTAS 7, 1981, pp.34-35 & 38-39
4 pages, small format. Illustration

- An article looking at the opportunities characters have for taking a break from their adventuring and spending some of their hard earned cash with a well deserved bit of rest and recuperation.

This article was reprinted in *BJTAS*, no.2, pp.30-32 & 42.

340 Raid on Stataorlai: Amber Zone

Keith Douglass. JTAS 20, 1984, pp.28-30
3 pages, small format. Illustration

- Set in the Stataorlai belt (Dark Nebula C-0007J8-8), the Aslan adventurers must determine whether a military assault is being prepared or not.

This Amber Zone requires the use of *Alien Module 1: The Aslan*.

341 Reference Point: Feature Adventure

Gary L. Thomas. TD 10, 1987, pp.4-15 + cover & title page
12 pages, large format. Map, ill.
• Akidda Laagir and his three friends travel onwards from Capital to Reference (Core 0140) where they are able to investigate the vast computer facility.
• World map for Capital (Core 2118).

The Oegongong of *Challenge*, no.27 make an appearance in this adventure. *Grand Census*, *Grand Survey Stats for Reference* is found in the same issue.

342 Rescue on Ruie: Amber Zone

Jeffery May. JTAS 1, 1979, pp.12-13
2 pages, small format. Illustration
• Set on the balkanized, backwater world of Ruie (Spinward Marches 1809), the players are hired by Marc hault-Oberindes to rescue his son who has gone missing.

This article was reprinted in *BJTAS*, no.1, pp.4-5.

343 Roadshow: Amber Zone

John M. Ford. JTAS 23, 1985, pp.33-35 & 27
4 pages, small format. Illustration
• Campaign background as the PCs become roadies for the "amp-rock" band Veedback.

Possibly one of the most memorable, certainly one of the most opportunities for fun, Amber Zones ever presented.

344 Royal Hunt: Amber Zone

J. Andrew and William H. Keith. JTAS 12, 1981, pp.33-35
3 pages, small format. Illustration
• Set on Krajraha, the PCs are hired to act as bodyguards for a businessman who wishes to make a deal with a potentate about to set on off an annual hunt.

345 Rule of Man Commemorative: Amber Zone

Loren Wiseman and Marc Miller. JTAS 9, 1981, pp.54-55
2 pages, small format. Illustration
• At Regina Starport Orbital Station (Spinward Marches 1910) the players are approached by a businesswomen who needs some coins carried off the world in an adventure which mixes intrigue and Zhodani spies.

346 Salvage on Sharmun

Jeff May. JTAS 4, 1980, pp.12-13 & 31
3 pages, small format. Illustration
• Set on Sharmun a red zoned world that is home to a lost colony, the player's are trying to recover a lost fleet payroll ship's valuable cargo.

This article was reprinted in *BJTAS*, no.1, pp.6-7 & 15.

347 Scam: Amber Zone

Loren Wiseman. JTAS 7, 1981, pp.32-33
2 pages, small format. Illustration
• The adventurers are hired to break into an office to save the career of a dishonest clerk. Only it isn't quite as simple as that.

This article was reprinted in *BJTAS*, no.2, pp.26-27.

348 The Ship in the Lake: Amber Zone

Loren Wiseman. JTAS 2, 1979, pp.12-13
2 pages, small format. Illustration
• An Amber Zone set on Cocta where the PCs are hired to find a lost survey report that may be on a wreck at the bottom of a lake.

This article was reprinted in *BJTAS*, no.1, pp.18-19.

349 Shoot-out at Shususham

Gary L. Thomas. TD 8, 1987, pp.6-32 + cover
27 pages, small format. Tab., diag., ill.
• Akidda Laagir and his three friends attend the Shudusham Robotics Conference and become involved in a Hiver manipulation.
• Details and description for a Hiver bruiser robot.
• Plans for the Karrigashu Undersea Habitat on Shudusham (Core 2214).

The article is titled 'Shususham', but the rest of the text uses 'Shudusham'.

350 Siege: Amber Zone

John M. Ford. *Challenge* 25, 1986, pp.37-38
2 pages, large format. Illustration
• Set on Launfall (C-765759-9) the players start in protective custody on a charge of smuggling.

"This one is for all those teams of heavily armed players that have ever blasted their way into a stronghold...now they're on the wrong side."

351 Small Package: Amber Zone

J. Andrew Keith. JTAS 19, 1983, pp.33-34 & 17
3 pages, small format. Illustration
• Set on Karin (Spinward Marches 0534), this Amber Zone involves the adventurers being asked to smuggle medication to the sister of a patron who desperately needs it.

352 Soft Bunk, or What To Do When the Zhodani Attack: Amber Zone

Loren Wiseman. JTAS 9, 1981, pp.28-29
2 pages, small format. Tab., ill.
• Set on Tionale (Spinward Marches 1511) the players are hired to become a mercenary training cadre for guerrilla forces taking on the recent Zhodani invasion of their world.

This article was reprinted in *BJTAS*, no.3, pp.44-45.

353 Spectrum Analysis: Adventure Number 14

John Theisen and Gary L. Thomas. TD 14, 1988, pp.4-12 + cover & title page
9 pages, large format. Illustration
• Set on Spectrum (Magyar 1333), Akidda Laagir and his three companions witness a murder and get involved with the Society for the Supremacy of Man over Machine.

354 Tarkine Down: Amber Zone

Roger Moore. JTAS 12, 1981, pp.12-13
2 pages, small format. Illustration
• An Amber Zone set on Tarkine in District 268 (Spinward Marches 1434). This is a mercenary ticket (one year security short ticket) to a battalion-sized force protecting Tarkine down starport.

355 Terra Incognita: Adventure Number 13

Gary L. Thomas. TD 13, 1988, pp.4-[14]
11 pages, large format. Illustration
• Akidda Laagir and his three companions visit Earth (Solomani Rim 1827), get into difficulties, meet intelligent dolphins and may have the chance to explore psionics in this fascinating glimpse into Terra of the 57th Century.

Dolphins (Tursiops galactus) elsewhere in the same issue details the intelligent race encountered in this adventure. A Traveller's Overview of *The Terra System* in the TD, no.13, details the solar system and provides a map of Terra.

356 The Thing in the Depths: Amber Zone

Marcus Rowland. JTAS 22, 1985, pp.37-38
2 pages, small format. Illustration
• Set on the mining world of Sturray (Spinward Marches 0304) the adventurers find an old SDB that is still semi-active.

357 Thoughtwaves: Amber Zone

John M. Ford. JTAS 13, 1982, 37-41
5 pages, small format. Illustration
• Amber zone set at the outbreak of the Fifth Frontier War on the world of Kehaan in the 899-076 system. Weishaupt University want to hire the players to rescue an archaeological team and their data.

This article was reprinted in *BJTAS*, no.4, pp.26-29 & 47.

358 Thunder on Zyra: Amber Zone

Roger Moore. JTAS 11, 1981, pp.6-7 & 15
3 pages, small format. Illustration
• Set on Zyra (Spinward Marches 2934) this adventure involves mercenaries capturing illegal thermonuclear devices before they can be primed.

This article was reprinted in *BJTAS*, no.3, pp.21-22 & 24.

359 Ticket to Swords: Amber Zone

Roberto Camino. JTAS 6, 1980, pp.28-29
2 pages, small format. Illustration
• A mercenary ticket Amber Zone set on Joyeuse (Spinward Marches 1123) in the Sword Worlds with the characters helping support the rightful government against rebels.

This article was reprinted in *BJTAS*, no.2, pp.8-9.

360 Tournament: Amber Zone

John Marshall. *Challenge* 26, 1986, pp.30 & 45
2 pages, large format. Illustration
• Set on New Arcadia where a large scale wargame called Tactics Twelve can be played.

A resort complex which allows *Striker* rules to be learned without loss of life.

361 The Tuktaar Connection: Amber Zone

John Marshall. Challenge 26, 1986, pp.46-47

2 pages, large format. Illustration

- Set on Tuktaar (K'ingheek 0710 C-655AR(5)-F) near the Hiver-K'kree frontier.

What looks like a piracy/smuggling ring based around Ixug'k (highleaf) mentioned in *Three for the Road*, turns out to be the beginnings of a Lalendriss uprising against the K'kree.

362 Twice Confounded: Adventure Number 16

William Connors. TD 16, 1989, pp.4-18 + cover & title page

15 pages, large format. Tab., diag., ill.

- Starting on Irlaggur (Reavers' Deep 2624), Akidda Laagiir and his three companions find working passage on a lab ship carrying Ancient artefacts.
- Deck plans for a 400-ton laboratory ship.

The deck plans are, in fact, an advertisement for the 25mm scale Seeker plans of the ship, but are quite usable if enlarged. No room descriptions are provided.

363 Ventures Afar: Amber Zone

John Marshall. JTAS 22, 1985, pp.13-15, 48

4 pages, small format. Illustration

- Set in the Vilis subsector of the Spinward Marches [-4,1], the adventurers are to investigate and verify a shipping company's losses.

364 Visit to Antiquity: Feature Adventure

Gary L. Thomas and Joe D. Fugate. TD 3, 1985, pp.5-32 + cover & title page

28 pages, small format. Map, tab., diag., ill.

- Akidda Laagiir and his three friends visit the world of Antiquity (Corridor 0816) and get more than they bargain for exploring a Vargr archaeological site.

This adventure includes some limited information on the Ancients, notes on playing Vargr NPCs and reaction tables for the race reproduced from *Alien Module 3: Vargr*. This adventure was reprinted and updated to *MegaTraveller* rules in 1988 in *The Early Adventures*.

365 The Warehouse

Joe Fugate and Gary L. Thomas. Challenge 30, 1987, pp.21-22

2 pages, large format. Illustration

- Set in the Trojan Reaches the players are asked to run mining supplies to Peroi (Trojan Reach 1219).

366 The Werewolf Disease: Amber Zone

Anders Blixt. JTAS 5, 1980, pp.30-31

2 pages, small format. Illustration

- Set on Taldor, the players must recapture an armed man roaming the wilderness.

This article was reprinted in *BJTAS*, no.2, pp.45-46.

367 Without A Trace: Amber Zone

J. Andrew Keith. JTAS 18, 1983, pp.37-39

3 pages, small format. Illustration

- An Amber Zone set at Banasdan in the Arcturus Belt (Solomani Rim 2921) and involving Ringil Urshukaan (who later the same year appeared in *Murder on Arcturus Station: Adventure 11*). Here, the characters must investigate the disappearance of an ore carrier.

Deck plans for the ore carrier, the Solaria, can be found in *Leviathan: Adventure 4*.

368 Work of Art: Amber Zone

Loren Wiseman. JTAS 11, 1981, pp.33-34

2 pages, small format. Illustration

- Set on Fornice (Spinward Marches 3025) the PCs must retrieve a stolen piece of K'kree art.

369 Wrong Way Valve: Amber Zone

Jeffrey Groteboer. Challenge 31, 1987, pp.34-35

2 pages, large format. Tab., diag., ill.

- Lack of attention in the engineering department can cause calamity.

Fiction

370 An Offer You Can't Refuse...

Mark Urbin. TC 12, 1997, pp.53-54

2 pages, large format.

- An entry from the Personal Log of Trader Garek Sung, Purser of the March Hare, as he runs into his old contact in the Imperial Navy.

371 Travellers' Tales

[Anon.]. JTAS 4, 1980, p.11

1 page, small format. Illustration

- Cartoon strip about installing a new jump drive.

Additional Material

372 A Decade of Traveller

Marc W. Miller et al. Challenge 29, 1987, pp.18-21

4 pages, large format. Bib.

- Various people associated with Traveller comment on ten years of Traveller in a birthday issue of *Challenge*.
- A year by year list of Traveller publications is provided.

373 The Future of Traveller: An Interview with Marc W. Miller

Gary L. Thomas. TD7, 1986, pp.38-43

6 pages, small format.

- With Traveller approaching its tenth anniversary, the editor of *The Travellers' Digest* questions Marc Miller on a variety of topics.

374 Grand Tour Retrospective Interview

Rob Caswell. TD 21, 1990, pp.46-49

4 pages, large format. Illustration

- Interview with Gary Thomas and Joe Fugate about the grand tour feature adventures that concluded in this issue.

Includes photographs of both Gary Thomas and Joe Fugate.

375 In Miniature

Loren K. Wiseman. JTAS 10, 1981, pp.43-48

6 pages, small format. Illustration

- The use of miniatures in Traveller is discussed and the article is liberally illustrated with photographs of actual miniatures in use on terrain or deck plans.

376 Real Time Traveller: Ref's Notes

Steven Sowards. JTAS 13, 1982, pp.29-30

2 pages, small format.

- Interesting idea of using odd moments in a busy schedule to play Traveller in 'real-time' making jumps last a week and so on. Mentions learning skills in jump-space and breaks down the typical two week travel cycle into daily actions.

377 Scouts Errata

[Anon.]. JTAS 19, 1984, p.35

1 page, small format.

- Errata for the first printing of *Scouts: Book 6* which were corrected for the second printing.

378 Starship Miniatures

[Anon.]. JTAS 9, 1981, pp.[35-36]

2 pages, small format. Illustration

- Verging on an advertisement for the manufacturers, *JTAS* proposed to present brief surveys of each miniature company's products that could be used for SF gaming. Although subsequent issues of *JTAS* did look at miniatures in various ways, this was the only such 'article'.

379 A Traveller Bibliography

[Anon.]. JTAS 8, 1981, pp.38-40

3 pages, small format. Bib.

- A listing of Traveller articles in the following periodicals, the number in brackets is the last issue listed: *Different Worlds* (9); *The Dragon* (43); *Dungeoneer* (19); *Gryphon* (2); *The Space Gamer* (36); and *White Dwarf* (23). Titles and authors are listed with page numbers but no further details.

380 Traveller Dice

Marc W. Miller. JTAS 2, 1979, p.31

1 page, small format. Illustration

- Marc Miller describes how he created the black dice with red spots at GenCon XII.

381 Traveller Q&A

Marc Miller and Joe D. Fugate. TD 9, 1987, p.46

1 page, large format. Diag.

- Three questions on the Imperial flag, sector data generation and assigning task difficulties are answered.

382 Traveller Q & A

Joe D. Fugate and Gary L. Thomas. TD 10, 1987, p.31-33

3 pages, large format. Tab.

- Personal statistics for Varian, Lucan and Margaret; other noble queries and some clarifications of *Grand Survey* are some of the questions tackled in this issue.

Forms and Charts

383 IS Form 8

[Anon.]. BJTAS 2, 1981, p.[20]

1 page, small format. Tab.

- The standard Traveller world map flattened dodecahedron.

This form originally appeared on the mailing cover of JTAS, no.13.

384 TAS Form 2

[Anon.]. BJTAS 1, 1980, p.[35]

1 page, small format. Tab.

- The standard character sheet with room for Personal data and history, service history and psionic ability details and notes.

This form originally appeared on the mailing cover of JTAS, no.5.

385 TAS Form 6

[Anon.]. BJTAS 2, 1981, p.[33]

1 page, small format. Tab.

- The standard subsector blank hex grid.

This form originally appeared on the mailing cover of JTAS, no.4.

386 TAS Form 41

Marc W. Miller. JTAS 15, 1983, pp.[28-29]

2 pages, small format. Tab.

- Blank form for creating character generation charts for any character type desired.

This form is included in the article *Character Generation System Creation*.

387 TAS Form 97

[Anon.]. JTAS 7, 1981, p.3

1 page, small format. Tab.

- Universal military service registration.

This form was unashamedly used to encourage readers to mail in postal details. It had previously been used on mailing covers, e.g. JTAS, no.5. Also appeared in JTAS, no.8, p.3.

MegaTraveller significantly updated the *Traveller* rules - most obviously adding a task system (first developed by DGP). *MegaTraveller* also made the background much less generic by positing a 'Shattered Imperium' where various factions are in a state of rebellion after news of the assassination of the Emperor spreads. This gave more focus to the published material but made it harder for referees to continue with their 'own brand' Imperiums.

Rules and Background

388 Affordable Transport, Part 1: Traveller Tech Briefs

Nancy Parker and Gordon Sheridan. TD 19, 1990, pp.49-50
2 pages, large format. Tab., ill.
• Notes on various mass transit systems and using them in Traveller.

389 Affordable Transport, Part 2 (Budget Grav Vehicles): Traveller Tech Briefs

Mike Jackson. TD 20, 1990, pp.41-43
2 pages, large format. Tab., diag., ill.
• Notes on designing low-cost grav vehicles.
• Four design examples in the format of 101 Vehicles.

390 Castran Marauders: Lords of Thunder: Pirates and Pirate Bases

William H. Keith. MTJ 4, 1993, pp.38-43
6 pages, large format. Map, tab., diag., ill.
• Background and details of pirates encountered in Gateway sector [3,0].

391 A Concise History of the Rebellion: MegaTraveller events 1116-1120

Clayton R Bush. MTJ 1, 1991, pp.16-21
6 pages, large format. Map, tab., ill.
• Map of the Imperium and surrounds in 1120.
• Timeline of events in the rebellion from 1103 to 1120 written from the viewpoint of a leading historian of Deneb.

392 A Concise History of the Third Imperium

Clayton Bush. TD 18, 1990, pp.21-29
9 pages, large format. Illustration
• A chronological history of the Third Imperium from -650 to 1116.

393 Counter Insurgency

David Schneider. TC 8, 1995, pp.15-17
3 pages, large format. Illustration
• Discussion of counter insurgency tactics used by those in the rebellion era under the headings of Common tactics, Force of arms, and Hearts and Minds.

394 Diseases and Their Treatment: Medical Digest

Terry McInnes. TD 20, 1990, pp.44-[48]
5 pages, large format. Tab., ill.
• Rules for including disease in Traveller games, its effects and treatment.
Plague: Disease and Treatment in Traveller covers similar ground in JTAS, no.13.

395 The Face Behind the Claw: The Rebel Reporter

Mike Mikesch and James Holden. TD 21, 1990, pp.31-33
3 pages, large format. Illustration
• A report on the Aslan which clarifies misconceptions about the race.

396 Fall of the Imperium

Marc Miller. Challenge 30, 1987, pp.30-33
4 pages, large format. Map, diag., ill.
• Notes on emergent factions, the Imperial Family tree, the Right of Assassination and the Moot.

First introduction to the rebellion that would form the backdrop to *MegaTraveller*.

397 Field of Fire: Adding Suspense and Strategy to MegaTraveller's Starship Combat

Gary A. Kalin. TC 1, 1993, pp.50-55
6 pages, small format. Diag., ill.
• Optional field of fire rules for spicing up starship combat covering weapon mounts, finding the number of batteries that will bear and optional facing rules.

398 Fire Aboard Ship

Dale Hanych. Challenge 35, 1988, pp.26-30
5 pages, large format. Tab., ill.
• Discussion of fire aboard ships, methods of extinguishing fires and equipment for use in fires.

399 Four Kings: A Traveller's Overview

John A. Theisen. TD 14, 1988, p.27
1 page, large format. Tab.
• Notes on piracy in the Jardin subsector of the Solomani Rim [0,-3] with the background of a pirate group and their ships.

400 The History of the Terran Occupation Force

David C. Nilsen. TD 13, 1988, pp.51-53
3 pages, large format.
• Background to the Imperial Marine occupation of Terra which began on 105-1002.

401 Human Medicine, Tech Level 9 to 12: Medical Digest

Nancy Parker and Robert Parker. TD 11, 1988, pp.29-30
2 pages, large format. Illustration
• Discussion of various medical options for humans.

402 "Imperial" Law: A Look at Law in Traveller

Gary L. Thomas. MTJ 4, 1993, pp.74-77
4 pages, large format. Illustration
• An examination of law in the Vilani Empire, the Rule of Man, the Third Imperium and the shattered Imperium; High Justice; the Imperial Commercial Convention; and other game considerations.

See also *Law in the Imperium* in *Challenge*, no.50.

403 In Defense of the Solomani: The Rebel Reporter

Andrew Lloyd, Peter Celella and James Holden. TD 19, 1990, pp.38-41
4 pages, large format. Illustration
• The Solomani viewpoint of the rebellion's factions is presented in this interview with Chairman Trinoch of the Confederation's High Council.

See also in this series defending the various factions: *In Defense of Brzk*, *In Defense of Emperor Dulinor*, *In Defense of Lucan*, *The "Real" Strephon* and *The Restored Vilani Empire*.

404 Information Processing: Traveller Tech Briefs

James A. Holden. TD 11, 1988, pp.36-37
2 pages, large format. Illustration
• Rules to allow computer analysis, computer simulations and programming methods.

405 Just Like Magic: Witches and Wizards in MegaTraveller

Charles E. Gannon. Challenge 46, 1990, pp.14-20
7 pages, large format. Diag, ill.
• Technological explanations for magic in the Imperium.

406 Law in the Imperium

George William Herbert. Challenge 50, 1991, pp.22-26
5 pages, large format. Tab., ill.

- General notes and detailed application of a legal system.
- Introduces a Universal Law Level (and Sentence/Enforcement Indexes).

The Universal Law Profile is not related to the expanded Law Level of *Grand Census* or *World Builder's Handbook*, but nevertheless, this article provides useful rules to detail an important aspect of the game. See also "Imperial" Law: *A Look at Law in Traveller* in MTJ, no.4.

407 Losing It: Medical Digest

Terry McInnes. TD 17, 1989, pp.44-47

4 pages, large format. Tab., ill.

- Rules and background for introducing mental health to Traveller.

408 Martial Arts for MegaTraveller

Kevin Knight. TC 1, 1993, pp.6-7 & 49

3 pages, small format. Tab.

- A scheme for separating martial arts skill from brawling skill.

Inspired by William Hezeltine's article, *Spicing Up Brawling*, in TD, no.18.

409 Megacorporations in the Rebellion Era

Greg Videll and Tom Peters. MTJ 3, 1992, pp.18-24

7 pages, large format. Diag., ill., bib.

- A look at the thirteen megacorporations to survive the collapse.

410 Money Makes the World Go 'Round

Terry McInnes. TC 2, 1993, pp.21-26 & 49-50

8 pages, small format. Tab., ill.

- Banking and finance in Traveller with a look at banks, electronic transaction services, loans, money transfers and savings.
- Also includes a table showing the exchange rates between various currencies and enabling conversion to US\$ and UK£.

411 Nuclear Radiation: Medical Digest

Mark Gelinas. TD 15, 1989, pp.38-[44]

7 pages, large format. Tab., ill.

- Rules for dealing with radiation and exposure to radiation in Traveller.

412 Nullian League

Charles E. Gannon. Challenge 44, 1990, pp.36-37

2 pages, large format.

- Description of the political power in the Nullia and Bruia subsectors of the Hinterworlds sector [2,-2].

413 One Small Step

Charles E. Gannon. Challenge 45, 1990, pp.30-40

11 pages, large format. Tab.

- A design sequence for pre-gravitic spacecraft.

Referee's Manual and *COACC* are required for these rules and other books are referred to. For two adventures using this design sequence see *Two Small Steps* in *Challenge*, no.47.

414 Prize Court: A Naval Campaign Variant

David G. Thompson. Challenge 38, 1989, pp.25-27 & 79

4 pages, large format. Tab., ill.

- Guidelines to allow players to adventure as naval characters without mustering out.

A follow up to *The Military in Traveller: Naval Command* article in JTAS, no.23. An adventure based on these rules is *Boarding Party* in the same issue.

415 The Restored Vilani Empire: The Rebel Reporter

Clayton R. Bush. TD 16, 1989, pp.51-52

2 pages, large format. Diag., ill.

- A reprint of a Naasirka promotional tract defending the actions of Archduke Ishuggi Tauribi in the face of the rebellion.

See also in this series defending the various factions: *In Defense of Brzk*, *In Defense of Emperor Dulinor*, *In Defense of Lucan*, *In Defense of the Solomani*, and *The "Real" Strephon*.

416 Scout Brew: The Gaming Digest

Chester Cox and Nancy Parker. TD 14, 1988, pp.38-39

2 pages, large format. Tab., ill.

- Rules for determining the consequences of drinking to excess and how to encourage carousing using Adventure Tallies.

417 Snapshots of the Occupation: Life Under the Vargr Corsairs

James Holden. MTJ 2, 1991, pp.47-52

6 pages, large format. Map, ill.

- Two reporters for the *Corridor Chronicle* describe a year spent travelling through Corridor sector [-2,1].

Includes a six sector, dot map of the Vargr States.

418 Special Psionics

Jeff Monks. Challenge 47, 1990, pp.38-40

3 pages, large format. Diag., ill.

- Descriptions and rules for special psionic abilities for use with the Zhodani.

419 Spicing Up Brawling: The Gaming Digest

William Hezeltine. TD 18, 1990, pp.44-45

2 pages, large format. Diag., ill.

- Introduction to martial arts, with game effects, applying martial arts skills and examples.

This article inspired *Martial Arts for Traveller* by Kevin Knight in TC, no.1.

420 Starmercs: Mercenary Military Starships

Jim Cunningham and Gordon Sheridan. TD 14, 1988, pp.20-21

2 pages, large format. Illustration

- Background notes on mercenary starships, their composition, licence classifications and ship types.

421 System Rescue Facilities and Lifeboats: Tech Brief

Harvey Fawcett. TD 16, 1989, pp.44-45

2 pages, large format. Tab., ill.

- Starport rescue facilities and their organization defined.
- Detailed description of the SK-3 lifeboat and its operation.

422 Travel Without a Starship: Beginner's Luck

James Holden. TD 19, 1990, p.33

1 page, large format. Diag., ill.

- Notes on some of the possibilities for travelling with no starship.

Travelling Without a Starship covered similar ground in JTAS, no.18.

423 Trokh: Language of the Warriors

Gary L. Thomas. TD 17, 1989, pp.34-37

4 pages, large format. Diag., ill.

- Notes on the Trokh language of the Aslan with some examples of the written forms as well as various proverbs.

424 The Uniforms of the Terran Occupation Force

David C. Nilsen. TD 14, 1988, pp.43-46

4 pages, large format. Diag., ill.

- Notes on the various uniforms and insignia of the marines most likely to be encountered on Terra (Solomani Rim 1827).

425 Vilani High Fashion

Tom Peters. TD 19, 1990, pp.51-53

3 pages, large format. Illustration

- Illustrations and brief notes on Vilani clothing fashions.

426 Wet Navy, Part 1: Ship Designs

Terrence McInnes. Challenge 53, 1991, pp.16-25

10 pages, large format. Tab., diag., ill.

- Design rules for nautical force command vessels from TL1 wooden galleys to TL15 fusion-powered deep-diving submarines.

427 Wet Navy, Part 2: Naval Weapons and Design Sequences

Terrence McInnes. Challenge 54, 1991, pp.24-31 & 37

9 pages, large format. Tab., ill.

- Weapons and design sequences for wet navy craft; technology overview.

428 Wet Navy, Part 3: Maritime Environment and Naval Combat

Terrence R. McInnes. Challenge 60, 1992, pp.16-24
9 pages, large format. Tab., ill.
• Ship combat and the nautical environment.

Concludes the series started in *Challenge*, nos.53 and 54. An adventure using the rules presented is *Equalizer Project* in *Challenge*, no.61.

429 When It's Lances, Not Lasers: Combat in Pregunpowder Settings

Charles E. Gannon. Challenge 49, 1991, pp.44-45
2 pages, large format. Tab.
• Details of new weapons and armour; new skills for hand-to-hand combat.

430 Wood & Wind, Steel & Steam: Early Tech Design Supplement

Charles E. Gannon. Challenge 61, 1992, pp.26-30
5 pages, large format. Tab.
• The low technology level design section of *Fire, Fusion & Steel* covers hull design, power supply, locomotion, communicators, sensors & electronics, weapons, accommodation, fuel and design evaluation.

Sophonts

431 Children in MegaTraveller: The Gaming Digest

Terry McInnes. TD 15, 1989, pp.34-37
4 pages, large format. Tab., ill.
• Rules for including children in a campaign, together with child character generation tables.

432 Generating IRIS Characters

Charles E. Gannon. Challenge 34, 1988, pp.35-38
4 pages, large format. Tab., diag., ill.
• Rules and tables for generating advanced *MegaTraveller* characters suitable as secret agents.

The background to the Imperial Regency of Intelligence and Security can be found in *Challenge*, no.33 in the article *IRIS*.

433 IRIS

Charles E. Gannon. Challenge 33, 1988, pp.53-58
6 pages, large format. Illustration
• Details and background of the Imperial Regency of Intelligence and Security.

A *MegaTraveller* variant giving characters the chance to be secret agents. Rules for generating characters were presented in *Challenge*, no.34 in the article *Generating IRIS Characters*.

434 The Spice of Life

William W. Connors and Rob Caswell. Challenge 35, 1988, pp.20-25 & 52
7 pages, large format. Tab., ill.
• Rules for generating believable NPCs with character, personality and background.

Uses Dur Telemon from the *Travellers' Digest* as an example and provides further information useful for anyone using that character.

Sophonts: Individuals

435 Anton Cagliari

Greg Videll. Challenge 66, 1992, pp.24-25
2 pages, large format. Illustration
• General Manager of a Travellers' Aid Society hostel in Zarushagar society, 576A99 Age 53.

436 Arabella von Ericsson: Deneb Dossiers

[Michael Herbert]. MTJ 2, 1991, pp.21-23
3 pages, large format. Illustration
• The attractive leader of the Roc's Talons starmerc organization is interviewed by the *Mora World Review*.

437 Griszoung

Tad Ringo. Challenge 43, 1990, pp.26-27 & 28
3 pages, large format. Tab., ill.
• Vargr Merchant Captain/Owner 5A6C9C Age 46.
• Details of Griszoung's non-standard 400-ton Type R merchant.

438 In Defense of Brzk: The Rebel Reporter

Charles S. Kimball. TD 18, 1990, pp.46-47
2 pages, large format. Diag., ill.
• Another in the on going series of articles putting the case for the various factions of the rebellion and their leaders.

See also in this series defending the various factions: *In Defense of Emperor Dulinor*, *In Defense of Lucan*, *In Defense of the Solomani*, *The "Real" Strephon* and *The Restored Vilani Empire*.

439 In Defense of Emperor Dulinor: The Rebel Reporter

Gary L. Thomas. TD 13, 1988, pp.29-30
2 pages, large format. Diag., ill.
• Reprint of a pro-Dulinor tract circulated in Illeish and Core sectors.

See also in this series defending the various factions: *In Defense of Brzk*, *In Defense of Lucan*, *In Defense of the Solomani*, *The "Real" Strephon* and *The Restored Vilani Empire*.

440 In Defense of Lucan: The Rebel Reporter

Ed Edwards. TD 14, 1988, pp.31-32
2 pages, large format. Diag., ill.

• Explanation of Lucan's right to the Iridium Throne and a rebuttal of various false charges.

See also in this series defending the various factions: *In Defense of Brzk*, *In Defense of Emperor Dulinor*, *In Defense of the Solomani*, *The "Real" Strephon* and *The Restored Vilani Empire*.

441 Jeramii Boden: Deneb Dossier

Rob Caswell. MTJ 3, 1992, pp.40-43
4 pages, large format. Illustration
• Spokesperson for the Travellers' Aid Society, Jeramii is interviewed on the *Jerr Maggikami-Stythe Show* about his travels/adventures. Includes his UPP.

442 Leyna Tirenthe

Christopher S. Willoughby. Challenge 43, 1990, pp.20-21
2 pages, large format. Illustration
• Actress/Noble 6A7BAD Age 24.

443 Norris Interview: A Deneb Dossiers Special

Rob Caswell and Marc W. Miller. MTJ 1, 1991, pp.42-45
4 pages, large format. Illustration
• Interview with the Archduke of the Domain of Deneb, with UPP details for Norris Aella Aledon.

444 The "Real" Strephon: The Rebel Reporter

Gary L. Thomas. TD 15, 1989, pp.48-49
2 pages, large format. Diag., ill.
• Reprint of a press release from the man claiming to be the real Strephon a year after his supposed assassination.

See also in this series defending the various factions: *In Defense of Brzk*, *In Defense of Emperor Dulinor*, *In Defense of Lucan*, *In Defense of the Solomani*, and *The Restored Vilani Empire*.

445 Sir Daylenn Morridan: Casual Encounter

William W. Connors and Robert W. Caswell. Challenge 37, 1989, pp.20-22
3 pages, large format. Illustration
• Retired Army Commando Major, BCABDA Age 40 (34).

446 Tlea: Casual Encounter

Rob Caswell and Tom Peters. Challenge 32, 1988, pp.30-31
2 pages, large format. Illustration
• Tlea' AureliyhOuhaoleawa'eliea, 984988, a 37 year old Aslan Manager.

Sophonts: Non-humans

447 Aliens in MegaTraveller: An Introduction: Beginner's Luck

Joe D. Fugate. TD 17, 1989, pp.27-28

2 pages, large format. Illustration

- Background notes for new players on the Aslan, Droyne, Hivers, K'kree, Vargr and three types of Humaniti: Solomani, Vilani and Zhodani.

448 The Brinn: An Alien Race for MegaTraveller

William W. Connors. TD 12, 1988, pp.18-24

7 pages, large format. Tab., ill.

- Details of an alien race native to Divad, with notes on their background, reproduction, government, religion and more.
- *Grand Survey* and *Grand Census* details for Divad (Corridor 2238).

The adventure *Inside Information* in the same issue concerns the Brinn and their homeworld.

449 Contact: Ahetaowa

Allan Hopkins. Challenge 56, 1992, pp.26-28

3 pages, large format. Illustration

- A race of animated plants native to Ealiyasiyw [-3,-2].

450 Contact: Answerin

James Maliszewski. Challenge 55, 1991, pp.26-31

6 pages, large format. Illustration

- Minor human race native to Answerin (Vland 0431).

451 Contact: Hhkar!

Michael R. Mikes. Challenge 52, 1991, pp.16-22

7 pages, large format. Map, tab., ill.

- An ancient saurian race from Hikaru subsector in the Julian Protectorate. Map and UWP for subsector G of Amdukan sector [2,2].

The Hhkar! first appeared in articles by Eddie A. Echon published in *Between Worlds* 5 & 6.

452 Crenduthaar: Races of the Domain

William H. Keith. MTJ 3, 1992, pp.34-39

6 pages, large format. Diag., ill.

- A minor race native to Ghatsokie (Deneb 0902) is detailed and details of their homeworld are given. A few words and idioms from their language are also provided.

453 Dolphins (*Tursiops galactus*): An "Alien" Minor Race for MegaTraveller

William W. Connors. TD 13, 1988, pp.15-20

6 pages, large format. Illustration, bib.

- Details and background of a geneered race of aquatic mammals for use in Traveller.

The brief references at the end of the article note where other SF has covered sentient dolphins. See also *Dolphin* in *JTAS*, no.6 and *Dolphins: part II* in *JTAS*, no.7.

454 The G'naak: Lords of Thunder: Races of the Sector

William H. Keith. MTJ 4, 1993, pp.56-57

2 pages, large format. Diag., ill.

- Background to the long extinct race that give the K'kree such an emotive word.

455 How to Annoy An Aslan in TWO Easy Steps!!!

James A. Holden. TC 2, 1993, p.17

1 page, small format. Illustration

- A brief look at Aslan reactions for NPCs and how far they can be pushed before issuing a challenge to a duel.

456 Jonkereen: Races of the Domain

James Maliszewski, Deb Zeigler and Jay Adan. MTJ 3, 1992, pp.90-95

6 pages, large format. Diag., ill.

- Description of a geneering project to create a race suitable for desert survival on their homeworld Jonkeer (Deneb 1324).
- Timeline of Jonkereen history.

457 The K'kree: Lords of Thunder: Races of the Sector

William H. Keith. MTJ 4, 1993, pp.45-52

8 pages, large format. Tab., ill.

- Background to the K'kree race with notes on physiology, psychology, history, society and military forces.
- Timeline for the Gateway sector [3,0].

458 K'kree Vocabulary: Lords of Thunder: Language Library Data

William H. Keith. MTJ 4, 1993, pp.53-55

3 pages, large format. Illustration

- Vocabulary and pronunciation notes for Ikee, the K'kree language.

459 Stalkers

Charles E. Gannon. Challenge 52, 1991, pp.26-28

3 pages, large format. Illustration

- A xenophobic minor race from the Hinterworlds. Occupying some ten systems, their homeworld is 214-389 (Hinterworlds 1328).

460 The Vargr - Corridor and Beyond

[James Holden]. MTJ 2, 1991, p.[52]

1 page, large format.

- Library data entries for the Vargr, accompanying the article *Snapshots of the Occupation* and related to the astrographic map of Vargr states given on p.49.

Bestiary

461 Lowalaa Columbaformis Curatis: Bestiary

Michael R. Mikes. Challenge 37, 1988, pp.24-25

2 pages, large format. Tab., ill.

- Description and details of the bird (Homeworld: Ituxi (Delphi 0722)), that Margaret uses as her emblem.

462 The Madlash: A MegaTraveller Bestiary

Kevin Shriver. Challenge 41, 1989, p.33

1 page, large format. Illustration

- A prairie dwelling grazer native to Argol.

463 Random Nuggets: The Fur Factor

Matt Frisbee. MTJ 2, 1991, pp.53-54

2 pages, large format. Illustration

- Description of the Ilgawf, a genetically-engineered omnivore gatherer found in the Spinward Marches [-4,1] along with notes on introducing them to characters and an adventure.

Technology

464 Artificial Gill

[Anon.]. MTJ 3, 1992, p.[32]

1 page, large format. Tab., ill.

- Standard *MegaTraveller* equipment sheet for an artificial gill which frees divers from the need to carry air tanks.

465 Atmospheric Tester

[Anon.]. MTJ 3, 1992, p.[96]

1 page, large format. Tab., ill.

- Standard *MegaTraveller* equipment sheet for a solid-state device which indicates the percentage of atmospheric elements present.

466 Bug Detector

[Anon.]. MTJ 3, 1992, p.[31]

1 page, large format. Tab., ill.

- Standard *MegaTraveller* equipment sheet for an electronic bug detector.

467 Cargo Container (Sealed)

[Anon.]. MTJ 3, 1992, p.[28]

1 page, large format. Tab., ill.

- Standard *MegaTraveller* equipment sheet for 54kL containers of various TLs.

468 Cold Light Lantern

[Anon.]. MTJ 2, 1991, p.[39]

1 page, large format. Tab., ill.

- Standard *MegaTraveller* equipment sheet for a portable lighting unit.

469 G-Pack

[Anon.]. MTJ 4, 1993, p.[92]

1 page, large format. Tab., ill.

- Standard *MegaTraveller* equipment sheet for a backpack which allows up to 80kg to be carried whatever the character's strength, with little encumbrance.

470 Grapnel Gun

Robert N. Sprinkle. Challenge 38, 1989, p.22

1 page, large format. Tab., ill.

- Details for grapnel guns at a variety of tech levels.

471 Grashfalt

[Anon.]. MTJ 3, 1992, p.[30]

1 page, large format. Tab., ill.

- Standard *MegaTraveller* equipment sheet for durable outdoor ground coverings.

472 Hand Computer

[Anon.]. MTJ 4, 1993, p.[91]

1 page, large format. Tab., ill.

- Standard *MegaTraveller* equipment sheet for a wrist-mounted supercomputer.

473 Holovideo Recorder

[Anon.]. MTJ 3, 1992, p.[27]

1 page, large format. Tab., ill.

- Standard *MegaTraveller* equipment sheet for holovid recording equipment.

474 Inertial Locator

[Anon.]. MTJ 4, 1993, p.[90]

1 page, large format. Tab., ill.

- Standard *MegaTraveller* equipment sheet for a device which provides distance and direction travelled information from any starting location.

475 Laser Drill

[Anon.]. TD 21, 1990, p.[35]

1 page, large format. Tab., ill.

- Standard *MegaTraveller* equipment sheet for TL9 & TL14 heavy-duty, semi-portable tripod mounted lasers for mining.

476 Magniviewers

Simon Ward. Challenge 40, 1989, p.27

1 page, large format. Illustration

- Ultimate development of binoculars with TL14 infrared, light intensification and other features.

477 Match

Christopher Willoughby. Challenge 40, 1989, p.37

1 page, large format. Illustration

- Utilizing a pinhead-sized superconductor filament in a device slightly larger than a standard screwdriver, the match is a useful cutting tool.

478 Mercenary Supermart

Michael Brines. Challenge 68, 1993, p.20

1 page, large format. Tab.

- Various weapons and armour for mercenary use.

479 Ore Sampler

[Anon.]. MTJ 3, 1992, p.[29]

1 page, large format. Tab., ill.

- Standard *MegaTraveller* equipment sheet for a computer analysis device to determine the grade and quality of raw ore from a deposit.

480 Personal Reentry Kit

[Anon.]. MTJ 3, 1992, p.[72]

1 page, large format. Tab., ill.

- Standard *MegaTraveller* equipment sheet for a special ablative kit that allows re-entry from orbit for military personnel, hobbyists or in emergency situations.

This kit was used, and described, in the adventure *Rapid Repo*. The kit had first been seen in *The Atmospheric Re-entry Kit* in JTAS, no.11.

481 Portable Airlock: Ship's Locker

Dale Hanych. Challenge 37, 1989, p.26

1 page, large format. Illustration

- Description and illustration of a 'portalock' to aid in restoring pressure to a vessel when its air has been lost.

482 Portable Medical Cold Berth

[Anon.]. TD 21, 1990, p.[45]

1 page, large format. Tab., ill.

- Standard *MegaTraveller* equipment sheet for TL12 & TL15 stretcher capsule and freezer frame.

This item is included in the article *Suspended Animation* in the same TD issue.

483 Portable Weather Station

Simon Ward. Challenge 40, 1989, p.23

1 page, large format. Illustration

- TL12 meteorological equipment for survey or exploration missions.

484 Radiation Counter

[Anon.]. MTJ 2, 1991, p.[41]

1 page, large format. Tab., ill.

- Standard *MegaTraveller* equipment sheet for a high energy radiation counter (or geiger counter).

485 Replacement Body Parts: Prosthetics, Bionics, Regrowth and Cloning: Medical Digest

Mike Jackson and Joe D. Fugate. TD 12, 1988, pp.35-38

4 page, large format. Illustration

- Discussion of advanced medical technology and the tech levels at which different technologies are introduced.
- Notes on the problems of being artificial.

Parts of this article first appeared in *Third Imperium*. This article continued in TD, no.13.

486 Replacement Body Parts: Prosthetics, Bionics, Regrowth and Cloning: Medical Digest, Part 2

Mike Jackson and Joe D. Fugate. TD 13, 1988, pp.32-39

8 pages, large format. Tab., diag., ill.

- Rules for medical aid and treatment, including a diagram for applying wound damage. Rules for body part replacement.

Parts of this article first appeared in *Third Imperium*. This article is a continuation of the three part series started in TD, no.12.

487 Replacement Body Parts: Prosthetics, Bionics, Regrowth and Cloning: Medical Digest, Part 3

Mike Jackson and Joe D. Fugate. TD 14, 1988, pp.33-36

4 pages, large format. Tab., diag., ill.

- Rules for regrowth and cloning together with a diagram summarizing all the steps involved in treating injuries.

Parts of this article first appeared in *Third Imperium*. This article is the conclusion of the three part series started in TD, no.12.

488 Ship's Locker: New MegaTraveller Equipment

Mark E. Gelinas. Challenge 45, 1990, pp.43-45

3 pages, large format. Diag., ill.

- Air/Raft tops for covering open air rafts and an intership transfer device for following fixed lines between two ships in space.

489 Sound Amplification Earpiece

[Anon.]. TD 21, 1990, p.[37]

1 page, large format. Tab., ill.

- Standard *MegaTraveller* equipment sheet for TL9, TL11 and TL14 listening devices for sound gathering where stealth is required.

490 Stress Detector

[Anon.]. TD 19, 1990, p.[47]

1 page, large format. Tab., ill.

- Standard *MegaTraveller* equipment sheet for TL10, TL12 & TL14 stress detectors.

491 Suspended Animation: Medical Digest

Mike Mikes and James Holden. TD 21, 1990, pp.40-[45]

6 pages, large format. Tab., diag., ill.

- Background to suspended animation, notes and rules on low berth usage.
- Portable Medical Cold Berth equipment sheet.

Technology: Clothing

492 Combination Mask

[Anon.]. MTJ 4, 1993, p.[105]

1 page, large format. Tab., ill.

- Standard *MegaTraveller* equipment sheet for a combination filter/compressor mask needed in very thin atmospheres.

493 Commando/Cavalry Battledress

[Anon.]. MTJ 1, 1991, p.[51]

1 page, large format. Tab., ill.

- Standard *MegaTraveller* equipment sheet for a variety of battledress. Included in the article *Dressed to Kill*.

494 Dressed to Kill: A Travellers' Cache Battle Dress Special

Tom Peters. MTJ 1, 1991, pp.46-[53]

8 pages, large format. Diag., ill.

- TL15 Marine battle dress and suiting up sequence illustrated.
- Standard *MegaTraveller* equipment sheet for the Commando/Cavalry Battledress, Imperial Assault Battledress, and IISS Walkabout Suit.
- General discussion and background of battledress and its use.

495 Forward Observer Battledress

[Anon.]. MTJ 2, 1991, p.[40]

1 page, large format. Tab., ill.

- Standard *MegaTraveller* equipment sheet for heavy fire-spotting battledress.

496 IISS Walkabout Suit

[Anon.]. MTJ 1, 1991, p.[53]

1 page, large format. Tab., ill.

- Standard *MegaTraveller* sheet for a variety of battledress. Included in the article *Dressed to Kill*.

497 Imperial Assault Battledress

[Anon.]. MTJ 1, 1991, p.[52]

1 page, large format. Tab., ill.

- Standard *MegaTraveller* equipment sheet for a variety of battledress. Included in the article *Dressed to Kill*.

498 Psionic Shield Helmet

[Anon.]. TD 19, 1990, p.[48]

1 page, large format. Tab., ill.

- Standard *MegaTraveller* equipment sheet for TL12-15 psishield powered helmets which can prevent telepathic interference or assaults.

499 Vacc Suit Patches

[Anon.]. MTJ 2, 1991, p.[42]

1 page, large format. Tab., ill.

- Standard *MegaTraveller* equipment sheet for a small, multi-layer material vacc suit patches.

Technology: Starships, Vehicles and Robots

500 Affinity

Charles Ryckman. Challenge 63, 1992, pp.20-23

4 pages, large format. Tab., ill.

- Description of and adventure possibilities on a 100,000-ton luxury yacht.

501 Backpack Propulsion Unit

[Anon.]. MTJ 2, 1991, p.[38]

1 page, large format. Tab., ill.

- Standard *MegaTraveller* equipment sheet for a back-mounted, low-power unit for EVA manoeuvres.

502 Custom Ship Add-ons: Useful Extras for Traveller Starships

[Anon.]. MTJ 4, 1993, pp.78-80

3 pages, large format. Tab., ill.

- Various modifications for starships, additional equipment, luxury fittings and illegal equipment with power details, weight, volume and price.

503 Drop Capsules: Traveller Tech Briefs

Terry McInnes. TD 15, 1989, pp.32-33

2 pages, large format. Tab., ill.

- Rules for drop capsules, their use and design with brief background notes.

504 The Far Trader: Lords of Thunder: Starship Deck Plans

William H. Keith. MTJ 4, 1993, pp.58-[60]

3 pages, large format. Diag.

- Description and deck plans for the Garu class 200-ton type A2 Far Trader.

The deck plans and description are a *MegaTraveller* version of the type A2 found in *Traders and Gunboats: Supplement 7* and the *Empress Marava* deck plans by Seeker.

505 Fiery Class Gunned Escort: Starship in Detail

Rob Caswell, Mike Jackson and Tom Peters. MTJ 2, 1991, pp.27-31

5 pages, large format. Tab., diag., ill.

- Details and deck plans of a 400-ton TL14 gunned escort and gig.

The Fiery Class is a variant of the Gazelle Class used for piracy suppression and merchant escort duties.

506 Going Places (Barely): Starflight and Spaceflight at Tech Level 9

Thomas J. McCarrol and Charles E. Gannon. Challenge 55, 1991, pp.12-21

10 pages, large format. Tab., ill.

- Details and illustrations of: Free Trader, Cruiser, Subsidized Liner, Subsidized Trader, Scout, Yacht, Cutter, Lifeboat, Pinnace, Ship's Boat, Ferry Shuttle, and Express Shuttle.

507 Hand Propulsion Unit

[Anon.]. TD 21, 1990, p.[38]

1 page, large format. Tab., ill.

- Standard *MegaTraveller* equipment sheet for TL7, TL12 and TL15 hand held, low power jets for use in EVA activities.

508 Helipack

Simon Ward. Challenge 40, 1989, p.25

1 page, large format. Illustration

- TL9 rotary wing backpack etc. for pre-grav belt personal flight.

509 Hercules Space Tugs: Tugs: The Unsung Champions of Space

John Faylo. Challenge 40, 1989, pp.31-32

2 pages, large format. Tab., ill.

- Two examples of ever present but little noticed vehicles of space. Complete UCPs not given.

510 Monitor-Class Scout

James B. King. Challenge 38, 1989, pp.31-32

2 pages, large format. Tab., diag., ill.

- Details and deck plan for a 100-ton Type SA scoutship and its air-raft.

511 Project Blackheart

Chad Russell. TD 11, 1988, pp.26-[28]

3 pages, large format. Tab., ill.

- Background to a secret Imperial Navy project to counteract the Zhodani technological threat. Description of a 19,900-ton TL15 Nemesis class Intruder Cruiser with *MegaTraveller* craft details.

512 Robots of the Imperium: Engineering/Gravitic Operative Robot

Thomas Stone. TC 1, 1993, p.48

1 page, small format. Tab., ill.

- Details and description of the TL15 EGOR capable of performing various shipboard tasks.

513 Ships of the Black War

Charles E. Gannon. Challenge 60, 1992, pp.25-32

8 pages, large format. Tab., ill.

- Notes on the Black War; details and illustrations of a Landing Boat, Heavy Fighter, Support Escort, 2 Imperial Light Cruisers, Light Escort, Special Escort, Missile Frigate, 2 Imperial Fleet Escorts, and 2 Imperial Destroyers.

514 *Sourz*: The Claws of Space

Philip Athans. Challenge 43, 1990, pp.22-23

2 pages, large format. Tab., ill.

- The notorious Vargr Sourz-class fighter is detailed and described.

515 Sydkai Class Cruiser: Starship in Detail

George MacLure, Rob Prior, Charles Kalina and Tom Peters. MTJ 3, 1992, pp.44-46

3 pages, large format. Tab., ill.

- Description and details of a 2000-ton "detached" cruiser built in the aftermath of the Fifth Frontier War.

Technology: Weapons

516 9mm Bolt Action Rifle

[Anon.]. TD 20, 1990, p.[39]

1 page, large format. Tab., ill.

- Standard *MegaTraveller* equipment sheet for a TL7 and TL10 sporting rifle.

517 13mm Double Barrel Big Game Rifle

[Anon.]. TD 20, 1990, p.[40]

1 page, large format. Tab., ill.

- Standard *MegaTraveller* equipment sheet for a TL5 and TL10 rifle with a large amount of stopping power.

518 Accelerator Rifle

[Anon.]. TD 21, 1990, p.[36]

1 page, large format. Tab., ill.

- Standard *MegaTraveller* equipment sheet for TL9 and TL13 accelerator rifle designed for use in a zero-G environment.

519 Advanced Lasers

Ken Pick. Challenge 66, 1992, pp.26-29

2 pages, large format. Tab., ill.

- TL13 laser weapons to fill the gap between small arms and autocannon size.

Allows a variety of Zero-G support weapons and low-signature battle dress energy weapons.

520 Autoshotgun

[Anon.]. TD 15, 1989, p.[47]

1 page, large format. Tab., ill.

- Standard *MegaTraveller* equipment sheet for civilian and military, TL7 and TL9 autoshotgun.

521 Body Pistol

[Anon.]. TD 15, 1989, p.[46]

1 page, large format. Tab., ill.

- Standard *MegaTraveller* equipment sheet for a 5mm TL8 and TL9 body pistol.

522 Claw-Glove

Christopher Willoughby. Challenge 40, 1989, p.35

1 page, large format. Illustration

- A common Vargr weapon with three 20-30cm blades.

523 Laser Carbine

[Anon.]. TD 19, 1990, p.[45]

1 page, large format. Tab., ill.

- Standard *MegaTraveller* equipment sheet for TL8 & TL13 laser carbines.

524 Laser Pistol

[Anon.]. TD 16, 1989, p.[50]

1 page, large format. Tab., ill.

- Standard *MegaTraveller* equipment sheet for TL9, TL13 & TL15 laser pistols.

525 Laser Rifle

[Anon.]. TD 19, 1990, p.[46]

1 page, large format. Tab., ill.

- Standard *MegaTraveller* equipment sheet for TL9 & TL13 laser rifles.

526 Missing Links: Filling the Gaps in Slugthrower Evolution Support Weapons

Ken Pick. Challenge 64, 1992, pp.22-23

2 pages, large format. Tab., diag., ill.

- Short article showing the development of various machineguns and gauss guns.

527 MT-112A Tac Missile

[Anon.]. MTJ 3, 1992, p.[77]

1 page, large format. Tab., ill.

- Standard *MegaTraveller* equipment sheet for gravitically propelled multi-purpose missile.

528 Personal Weapons

Ken Pick. Challenge 67, 1992, pp.22-23

2 pages, large format. Tab., diag., ill.

- The evolution of a variety of Traveller small arms.

Missing Links in *Challenge*, no.64 and *Advanced Lasers* in *Challenge*, no.66, both by Ken Pick, contain similar articles.

529 Snub Pistol, Automatic

[Anon.]. TD 17, 1989, p.[49]

1 page, large format. Tab., ill.

- Standard *MegaTraveller* equipment sheet for a TL8 & TL11 10mm automatic snub pistol.

530 Snub Pistol, Revolver

[Anon.]. TD 17, 1989, p.[48]

1 page, large format. Tab., ill.

- Standard *MegaTraveller* equipment sheet for a TL8 & TL11 10mm revolver snub pistol.

531 Submachinegun (SMG)

[Anon.]. TD 16, 1989, p.[49]

1 page, large format. Tab., ill.

- Standard *MegaTraveller* equipment sheet for TL5, TL7 & TL10 submachineguns.

532 Taser

Kevin Barry. Challenge 40, 1989, p.33

1 page, large format. Illustration

- Details of a shipboard security weapon that doesn't cause permanent physical injury.

533 The Traveller Arsenal: Illustrated Traveller Hardware

Karl Martin. TD 11, 1988, p.35

1 page, large format. Diag., ill.

- Notes and illustrations for a PGMP-12, gauss pistol and a gauss rifle.

534 The Traveller Arsenal: Illustrated Traveller Hardware

Karl Martin. TD 12, 1988, p.41

1 page, large format. Diag., ill.

- Notes and illustrations for a FGMP-15, FGMP-16 and a plasma rifle.

Astrography

535 Domain of Deneb: Sector Data

Joe D. Fugate and Rob Caswell. MTJ 3, 1992, pp.[47-58]

12 pages, large format. Tab., diag., ill.

- Names, UWPs and stellar data for the entire Domain of Deneb (Spinward Marches, Deneb, Trojan Reach and Reft sectors).

A folded poster map of the Domain was included with issue no.1 of *The MegaTraveller Journal*. See *The Traveller Bibliography*.

536 A Guide to the Domain of Deneb: Beginners' Luck

Rob Caswell. MTJ 1, 1991, pp.22-25

4 pages, large format. Map

- Map of the Domain of Deneb and surrounds circa 1120.
- Brief notes on the Domain covering many points of interest.

A folded poster map of the Domain was included with this issue. See *The Traveller Bibliography*.

Astrography: Sectors

537 Astrogator's Update to Diaspora Sector

Charles E. Gannon. TC 2, 1993, pp.37-48

12 pages, small format. Illustration

- First in a four part series describing worlds in the Diaspora sector [0,-2]. This article covers 20 worlds in Narquel (A), Libert (B), Sufren (C) and Khavie (D) subsectors.

538 Astrogator's Update to Diaspora Sector

Charles E. Gannon. TC 3, 1994, pp.51-55

5 pages, small format. Illustration

- Second in a four part series describing worlds in the Diaspora sector [0,-2]. This article covers 7 worlds in Shadigi (E) and Kushga (F) subsectors.

539 Astrogator's Update to Diaspora Sector

Charles E. Gannon. TC 4, 1994, pp.15-27

13 pages, small format. Illustration

- Third in a four part series describing worlds in the Diaspora sector [0,-2]. This article covers 22 worlds in Alurza (G), Pasdaruu (H), Ebasha (I), Iusea (J), Blight (K) and Promise (L) subsectors.

540 Astrogator's Update to Diaspora Sector

Charles E. Gannon. TC 5, 1994, pp.18-20

3 pages, large format. Illustration

- Final part of a four part series describing worlds in Diaspora sector [0,-2]. This article covers 12 worlds in Hijiri (M), Shumisdi (N), Madoc (O) and Khulam (P) subsectors.

541 Corridor: Library Data of the Sector

James Holden, Philip Athans, Mike Mikesch and David Riddell. TD 18, 1990, pp.[31], 33-34 & 37-38

5 pages, large format. Map, tab., diag., ill.

- Map, subsector key, UWPs, stellar data and ten library data entries for Corridor sector [-2,1].

542 Deneb: Library Data of the Sector

James Holden, Mike Mikesch and Nancy Parker. TD 19, 1990, pp.[24]-30

7 pages, large format. Map, tab., diag., ill.

- Map, UWPs, stellar data, subsector key and 21 library data entries for Deneb sector [-3,1].
- Overview of the sector.

543 Discoveries: Lords of Thunder: Other Library Data

William H. Keith. MTJ 4, 1993, pp.64-73

10 pages, large format. Diag., ill.

- Library data and other notes for the *Lords of Thunder* campaign that forms the bulk of MTJ, no.4.

544 Ealiyasiyw: Library Data of the Sector

James Holden. TD 18, 1990, pp.[32] & 35-36 & 38-40

6 pages, large format. Map, tab., diag.

- Map, subsector key, UWPs, stellar data and seven library data entries for Ealiyasiyw sector [-3,-2].
- Sector overview and the Aslan Tlaukhu (or '29') political council.

545 Gateway Sector: Lords of Thunder: Sector UWP Data Listing

William H. Keith. MTJ 4, 1993, pp.[29]-31

3 pages, large format. Map, tab.

- Sector map, UWPs, and stellar data for Gateway sector [3,0].

546 Gateway Systems: Lords of Thunder: Gateway Sector Library Data

William H. Keith. MTJ 4, 1993, pp.32-37

6 pages, large format. Illustration

- Library data for some 28 worlds in Gateway sector [3,0].
- Rumours and news bulletins for the *Lords of Thunder* campaign.

547 Governments Of Gateway: Lords of Thunder: Gateway Sector Library Data

William H. Keith. MTJ 4, 1993, pp.24-28

5 pages, large format. Illustration

- Gateway sector [3,0] overview, history and governments.

548 Hinterworlds

Rob Caswell and Karl Johnson. Challenge 39, 1989, pp.[29-52]

24 pages, large format. Maps, tab., diag., ill.

- History, astrography and politics of the Hinterworlds sector [2,-2].
- Sector map, full UWPs for all worlds and 16 subsector maps of the Hinterworlds.

This special supplement contains its own page numbering.

549 Julian Protectorate

Michael R. Mikesch. Challenge 49, 1991, pp.18-37

20 pages, large format. Maps, tab., diag.

- History and society of the Julian Protectorate. Details of the Menederes Corporation, Imperial relations and the rebellion. Julian World Generation and Library Data for Mendan sector [1,2]. Adventure ideas.
- Mendan sector map, subsector key, full UWPs for all worlds and 16 subsector maps.

A fully detailed sector in the traditional format.

550 Magyar Sector: Library Data of the Sector

Nancy Parker and Robert Parker. TD 14, 1988, pp.[28]-30

3 pages, large format. Maps, tab., diag.

- X-boat routes, subsector key and seven library data entries for Magyar sector [-1,-3].
- Map and UWPs for Blackjack, subsector N, of Magyar.

551 Reft: Library Data of the Sector

James Holden, John Meyers and Mike Mikesch. TD 20, 1990, pp.26-[28] & 32

4 pages, large format. Map, tab., diag., ill.

- Map, UWPs, stellar data, subsector key and four library data entries for Reft sector [-3,0].
- Overview of the sector.

552 Riftspan Reaches: Library Data of the Sector

James Holden. TD 19, 1990, pp.[21]-23 & 30-31

5 pages, large format. Map, tab., diag., ill.

- Map, UWPs, stellar data, subsector key and eight library data entries for Riftspan Reaches sector [-4,-1].
- Overview of the sector.

553 Trojan Reach: Library Data of the Sector

James Holden, Mike Jackson and Clay Bush. TD 20, 1990, pp.29-34

6 pages, large format. Map, tab., diag.

- Map, UWPs, stellar data, subsector key and six library data entries for Trojan Reach sector [-4,0].
- Sector overview.

Astrography: Worlds

554 Aspects of Culture: The Gaming Digest

Nancy Parker. TD 16, 1989, pp.46-48

3 pages, large format. Tab., ill.

- Tables for detailing the society and culture adventurers might encounter.

555 Depot

[Greg Videll]. MTJ 3, 1992, p.74

1 page, large format. Map, diag.

- System and world map for Depot (Corridor 1511) with a further detail map of the depot itself on p.81 of the same issue of the *MegaTraveller Journal*.
- Used in the adventure *Rapid Repo*.

556 Dywosik

[Rob Caswell]. MTJ 2, 1991, p.[18]

1 page, large format. Diag.

- System map for Dywosik (Corridor 0614) with further details given on p.8. Used in the adventure *Defying the Wolf*.

557 Enaaka: Worldguide

William H. Keith. MTJ 1, 1991, pp.31-41

11 pages, large format. Maps, tab., diag., ill.

- System and world maps for Enaaka (Deneb 0203).
- Three levels of environment suits detailed and illustrated.
- Details of a hot, moist world with exotic flora and lots of possible adventures.

558 Far Trinity: System Survey

John Theisen. TD 11, 1988, pp.16-22

7 pages, large format. Map, tab., ill.

- Far Trinity (Massilia 1025) is given the full work up here with physical data and cultural profiles, *Grand Survey* and *Grand Census* details, world map, system details and adventure possibilities.
- Background on the Blue Faith of 11,000 suns.

559 Gateway: Lords of Thunder: Worldguide

William H. Keith. MTJ 4, 1993, pp.18-23

6 pages, large format. Diag.

- Gateway (Gateway 1220) description, world plan, and system map.

560 The Glisten System: A Traveller's Overview

Robert Parker. TD 15, 1989, pp.26-29

4 pages, large format. Map, tab., ill.

- Full details for Glisten (Spinward Marches 2036) including *Grand Survey* and *Grand Census* details and a system chart.

561 An Overview of the Riies System

Charles E. Gannon. Challenge 48, 1991, pp.42-45

4 pages, large format. Tab.

- Background details on the Riies system (Hinterworlds 0524) and a full listing of the binary system's worlds.

A mini campaign using this stellar system started in *Behind Blue Eyes* in the same issue of *Challenge*.

562 The Pilgra System: A Traveller's Overview

John Theisen. TD 16, 1989, pp.31-[36]

6 pages, large format. Map, tab., ill.

- Detailed notes for the Pilgra system (Massilia 1203).
- World map, star system data, *Grand Survey* and *Grand Census* details for the world.

563 Planetary Profiles

Kevin Knight. TC 1, 1993, pp.24-25

2 pages, small format. Diag., ill.

- Zila (Spinward Marches 2908) is described and detailed.

This profile is based on information found in *The Traveller Adventure* and also provides *World Builder's Handbook* data for the world.

564 The Ptolemy System: A Traveller's Overview

John A. Theisen. TD 14, 1988, pp.22-[26]

5 pages, large format. Map, tab., ill.

- Full details for Ptolemy (Solomani Rim 0639) with *Scouts: Book 6* data, *Grand Survey* and *Grand Census* details and a world map.

565 Vincennes: Worldguide

Charles P. Kalina. MTJ 3, 1992, pp.4-17

14 pages, large format. Maps, tab., diag., ill.

- One of only two TL16 worlds in the entire Domain of Deneb gets the full treatment of detailed description and adventure possibilities.
- System and world maps for Vincennes (Deneb 1122).

566 Warden

[J. Andrew Keith and Thom Gressman]. MTJ 1, 1991, p.5

1 page, large format. Map, diag.

- System and world map for Warden (Spinward Marches 1727) to accompany the adventure *The Warden Enigma*.

Adventures

567 Again, Oytritsyu'a

Charles E. Gannon. TC 1, 1993, pp.39-47

9 pages, small format. Tab., ill.

- Adventure set in the Diaspora sector [0,-2] involving conflict with the Droyne and the recovery of a low-berth passenger.

This adventure can be used as an introduction, or follow-up, to the adventure *Power Centers* in *Challenge*, no.66. Vehicle design by Rob Dean.

568 Amber Zone: Sudrian Wevo

Glenn M. Goffin. TC 12, 1997, pp.43-50

8 pages, large format. Maps.

- The PCs are hired as mercenaries to make a mining operation on the island of Sudrian Wevo as unprofitable as possible. Set on Pledzoon.

569 Amber Zones

Greg Videll. Challenge 59, 1992, pp.8-11

4 pages, large format. Illustration

- Three rebellion era mysteries: Dragon's Fate, Hostage and Children's Crusade.

570 Baker's Dozen

Thomas MacCarrol. Challenge 47, 1990, pp.32-36

5 pages, large format. Tab., ill.

- Set on Angerhelm (Hinterworlds 1026), the PCs have to retrieve some sensors before the Nullian League attacks.

571 Behind Blue Eyes

Charles E. Gannon. Challenge 48, 1991, pp.34-41

8 pages, large format. Diag., ill.

- The first episode in a mini-campaign set in the turbulent post-Rebellion Hinterworlds [2,-2]. The PCs witness an assassination which draws them into a complex plot as their Margaret-backed investigation takes them into the Nullian League.

An Overview of the Riies System in the same issue of *Challenge* is useful for this adventure trilogy. The three part adventure continues in *Challenge*, no.50.

572 Behind Blue Eyes, Part 2

Charles E. Gannon. Challenge 50, 1991, pp.28-40

12 pages, large format. Maps, tab.

- The adventure moves to Essex, a mediaeval world in the Riies system (Hinterworlds 0524), in the second part of the trilogy started in *Challenge*, no.48.
- History, demographics and world map of Essex with details of fauna.

The article *When It's Lances, Not Lasers* in *Challenge*, no.49 may be useful for any combat in this adventure which concludes in *Challenge*, no.51.

573 Behind Blue Eyes, Episode 3

Charles E. Gannon. Challenge 51, 1991, pp.20-28

9 pages, large format. Map, tab., diag., ill.

- The adventurers must retrieve the Star of Ilarir, infiltrate the underground Freeman movement, and solve the secret of the mysterious microfiche in this conclusion to the three part series which started in *Challenge*, no.48.

574 Boarding Party

David G. Thompson. Challenge 38, 1989, pp.28-30

3 pages, large format. Tab., diag.

- Set in Wonstar (Spinward Marches 0538), the adventure revolves around a boarding party of the 208th Fleet.
- Deck plans for the Broadsword class Colonial Cruiser.

Reference is made to *Prize Court: A Naval Campaign Variant* in the same issue which provide rules and background for this type of adventure. The deck plans are reprints of those in *Broadsword: Adventure 7* and *JTAS*, no.8.

575 A Body Swayed to Music: Amber Zone

Charles E. Gannon. Challenge 37, 1989, pp.16-19

4 pages, large format. Illustration

- Set on Miskatonic (Solomani Rim 2603), this involves a ballet company and investigation to find a courier with secret information using the ballet as a cover.

576 Coreward Conspiracy

James Maliszewski. Challenge 59, 1992, pp.12-15

4 pages, large format. Illustration

- Freelance agents for Trasilon, the League of Antares intelligence network, the adventurers are on Ambemshan (Antares 0216) trying to uncover a plot that would undermine the stability of the League.

577 Count or Country...: A Hard Times Amber Zone Adventure

Charles E. Gannon. TC 2, 1993, pp.18-20

3 pages, small format. Illustration

- Adventure set in the Nilushaga system (Daibei 0516) with various post-rebellion factions vying for power.

578 Courier

Michael R. Mikesch and James P. Ward. Challenge 38, 1989, pp.34-42

9 pages, large format. Tab., diag., ill.

- Set on Larmige (Dagudashaag 2709) the assignment is to deliver a diplomatic message from Capital to Archduke Norris in Deneb.

579 Coventry

Greg Videll. Challenge 56, 1992, pp.12-17

6 pages, large format. Diag., ill.

- Set on Westminster (Zarushagar 2009), the PCs must solve the mystery of the vanishing refugees, who are victims of an organ-legging syndicate.
- Library data for Westminster.

Despite the rather grim reason the refugees are disappearing, this adventure has plenty of human interest. From the original patron encounter through to the refugees, there is plenty of opportunity for the PCs to show their kinder natures. Of course, when they catch up with the organ-leggers all that can change!

580 The Dam

Kevin Scrivner. Challenge 49, 1991, pp.40-41

2 pages, large format. Diag.

- Set on any world with atmosphere 4-9, population 3-6 and tech level 9-11. The PCs must rescue prisoners held near a controversial Imperial project.

581 Dangerous Passage: MegaTraveller Solo Adventure

Nancy Parker. TD 18, 1990, pp.15-19

5 pages, large format. Diag., ill.

- A solo adventure for an experienced Scout character set at Uughrae (Corridor 2806).

582 Deadly Artifact

Michael Brines. Challenge 65, 1992, pp.16-20

5 pages, large format. Diag., ill.

- Adventurers come across a derelict (Rule of Man) warship which bears further investigation.
- Deck plans for the starship.

Similar plot to *Demon Dark* in *Challenge*, no.58.

583 Death Among the Stars

Kevin Scrivner. Challenge 48, 1991, pp.20-25

6 pages, large format. Tab., diag., ill.

- "An Agatha Christie-style murder mystery for one to four players, set aboard a nobleman's yacht in the Solomani Rim sector."
- Deck plans for the 'Blue Yonder' yacht.

Not quite the detail of the similar *Murder on Arcturus Station*, but an intriguing adventure nevertheless.

584 Defying the Wolf: A MegaTraveller Adventure

Rob Caswell. MTJ 2, 1991, pp.4-18 + cover

15 pages, large format. Map, tab., diag., ill.

- An adventure starting on Gabrael (Deneb 2807) takes the adventurers into the heart of Vargr occupied Corridor sector in search of a missing courier ship.
- System map for Dywosik (Corridor 0614) and ship details for a 400-ton Vargr corsair.

585 Demon Dark

Michael R. Mikesch. Challenge 58, 1992, pp.18-24

7 pages, large format. Tab., diag., ill.

- Adventurers exploring a 200 year old missing starship, awaken a psionic creature.
- Description and deck plans for the 300-ton Gazelle class Close Escort.

A similar plot was subsequently used in *Deadly Artifact* in *Challenge*, no.65. The deck plans are reprinted from *Traders and Gunboats: Supplement 7* and those used in the Seeker deck plans.

586 Equalizer Project

Terrence R. McInnes. Challenge 61, 1992, pp.12-24

13 pages, large format. Maps, tab., diag., ill.

- Wet navy mercenary tickets and full details of ten wet navy vehicles set on Aramnx, Spinward Marches 3005.

Basically a chance to utilize the *Wet Navy* design sequences of *Challenge*, nos.53, 54 and 60 and provide an environment in which to use the vehicles.

587 Far From Home

Charles E. Gannon. TC 6, 1994, p.46

1 page, large format. Illustration

- Situation starting on Dordogne (Diaspora 2906) in which the PCs act as bodyguards for a Hiver wishing to get to a world in Margaret's Domain.

588 Fated Voyage

Michael R. Mikesch. Challenge 46, 1990, pp.26-35

10 pages, large format. Tab., diag., ill.

- En route from Lanth to D'Ganzio (Spinward Marches 1719 and 1920) the PCs encounter the long lost Loreans Eclipse trapped in Jumpspace.
- Deck plans for a 600-ton Type M Subsidized Liner.

Further ship details can be found in *Signal GK: Adventure 13* (from which the deck plans are reprinted) and more information on the Abyss Rift in the article *Lost Treasure Ships of the Abyss Rift* in *Challenge*, no.44.

589 For the Union Blue: A MegaTraveller Adventure

Charles E. Gannon. Challenge 68, 1993, pp.22-31

9 pages, large format. Tab., ill.

- Set in the Sufren subsector of Diaspora [0,-2] with the adventurers getting involved in a mercenary unit.

Hard Times is a useful adjunct to this adventure but not required.

590 Force Bravo: Lords of Thunder: Secret Guerilla Forces

William H. Keith. MTJ 4, 1993, p.44

1 page, large format.

- Set on Kolan (Gateway 2831) this scenario involves guerilla forces in the *Lords of Thunder* campaign and can be run as an adventure in its own right.

591 Ghost Ship: MegaTraveller Adventure

William W. Connors. TD 14, 1988, pp.13-19

7 pages, large format. Illustration

- Starting on Aki (Spinward Marches 2035) the adventurers misjump into a red-zoned system where a mysterious ship is found and a long dead psionic knight enlists their help.

First in a four part series that is continued in *Mistaken Identity* in *TD*, no.15.

592 Good, Bad and Vilani

Clayton R. Bush. Challenge 69, 1993, pp.24-30

5 pages, large format. Tab., ill.

- Beginning on Ushulu highport (Gushemege 0137) the adventurers (and a film crew) move to Sirir (Gushemege 0131) on board the Darakha and have to deal with Baron Rassouli.

593 The Green Hills of Earth

Charles E. Gannon. Challenge 36, 1988, pp.23-27 & 36
6 pages, large format. Illustration

- This adventure involves getting to Terra (Solomani Rim 1827) in time to prevent the use of a bioagent that would depopulate the world.

An adventure that uses the Imperial Regency of Intelligence and Security background from *Challenge*, no. 33 and the IRIS character generation from *Challenge*, no.34.

594 The Hiawatha Gambit: MegaTraveller Adventure

Matt Frisbee. TD 20, 1990, pp.19-25

7 pages, large format. Diag., ill.

- Set largely in the Border Worlds of the Spinward Marches this adventure involves the PCs in a covert operation to rescue a kidnapped student.
- World description for Sacnoth (Spinward Marches 1325).

595 HPPE

Robert J. Cosgrave and Michael B. Cosgrave. Challenge 46, 1990, pp.22-25

4 pages, large format. Tab.

- Investigating a deserted Type S Scout, players encounter Hyperspatial Paranormal Entities and other manifestations of psionic haunting.

596 Imperial Research Station Beta

Randy B. Windle. Challenge 42, 1990, pp.48-53

6 pages, large format. Tab., diag., ill.

- Set in the Nyarlathotep system, Banasdan subsector (Solomani Rim 2720) in 1117, Imperial Research Station Beta is an adventure set on a research station investigating instantaneous interstellar communication.

Deck plans are included which are reused from *Azhanti High Lightning*. That game and *Alien Module 6: Solomani* are useful when running this adventure.

597 Inside Information: A MegaTraveller Scenario

William W. Connors. TD 12, 1988, pp.12-17

6 pages, large format. Illustration

- Set on Divad (Corridor 2238), this adventure revolves around a bureaucrat who has intercepted advance news of Strephon's assassination and is intent on using the information for himself.

The Brinn appearing in this adventure, are detailed elsewhere in the same issue of *The Travellers' Digest*. *Grand Survey* and *Grand Census* details for Divad are also provided in that article.

598 Into the Gap

Greg Videll. Challenge 62, 1992, pp.20-25

6 pages, large format. Diag., ill.

- Set in the Duchy of Oasis in Zarushagar sector [-1,-1], the adventurers must locate and eliminate a pirate base in deep space.
- Deck plans for a Type P corsair and a Type R subsidised merchant.

The deck plans for the Type R are based on those in *Traders and Gunboats: Supplement 7*.

599 Itasis

Robert J. Cosgrave and Michael B. Cosgrave. Challenge 62, 1992, pp.30-36

6 pages, large format. Map, tab., diag., ill.

- Set on Itasis (Corridor 1413) some adventure ideas are given for using a fully detailed world.
- World map and *World Builder's Handbook* details for Itasis.

600 Jewell Situation

David Schneider. Challenge 57, 1992, pp.22-25

4 pages, large format. Illustration

- Set, unsurprisingly, on Jewell (Spinward Marches 1106) the adventure involves rescuing the staff of an experimental asteroid mining facility.

601 Kiraag Research Station

Jonathan Crocker. Challenge 51, 1991, pp.14-19

6 pages, large format. Diag., ill.

- Set on 728-907 (Spinward Marches 1214), the PCs are to deliver a cargo of medical equipment to six monks.

602 Knights of the Blue Feather

Dennis M. Myers. Challenge 47, 1990, pp.20-26

7 pages, large format. Tab., diag., ill.

- Set on Anaxias (Delphi 1724) as the PCs are being sponsored to become the titular knights and have to fight terrorism, assassination and political unrest.
- Plan of Margaret's Palace.
- Details of the Order of the Blue Feather.

This adventure is designed as a sequel to *Snowblind* in *Challenge*, no. 45.

603 Lightning Never Strikes Twice

James Maliszewski. Challenge 68, 1993, pp.12-18

5 pages, large format. Diag., ill.

- Adventurers are part of Trasilon, the Antarean intelligence network and following a lead which may result in the capture of an elusive Imperial Naval Intelligence operative.

604 Lion at Bay: A MegaTraveller Scenario

Gary L. Thomas. TD 9, 1987, pp.14-17

4 pages, large format.

- Set on Capital (Core 2118) at the very moment of Strephon's assassination, this adventure gives an Aslan trade delegation the chance to witness events as they unfold.

The very first *MegaTraveller* adventure, neatly complementing the other articles in the same issue which dealt with various aspects of Capital and the nobility.

605 Lords of Thunder: A Grand Campaign

William H. Keith. MTJ 4, 1993, pp.4-73 + cover

70 pages, large format. Maps, tab., diag., ill.

- A complete campaign book taking up the major portion of this issue of *The MegaTraveller Journal*.
- Gateway sector [3,0] map, UWPs, stellar data and library data.
- Worldguide for the artificial world of Gateway (Gateway 1220).
- Timeline for the sector and descriptions of two races (K'kree and G'naak).
- K'kree vocabulary and language notes.

The 200-ton Garu class Far Trader deck plans, details and description are based on those of the A2 Far Trader in *Traders and Gunboats: Supplement 7* and the *Empress Marava* deck plans by Seeker.

606 Lost Treasure Ships of the Abyss Rift

Michael R. Mikes. Challenge 44, 1990, pp.30-33

4 pages, large format. Map, tab.

- Background to ship disappearances and three adventure plots following the format of *76 Patrons: Supplement 6*.
- Map of central Spinward Marches [-4,1].

Uses the character of Enli Iddukaggan from JTAS, no.22.

607 A Matter of Sovereignty

Charles E. Gannon. TC 6 1994, pp.47-48

2 pages, large format.

- Set on Cita (Diaspora 2407), this adventure recruits the PCs as troubleshooters for the Union of Sufren investigating usurpers apparently cheating at the local game that decides who will be an oligarch.

A second scenario is referred to but not printed.

608 Mistaken Identity: MegaTraveller Adventure

William W. Connors. TD 15, 1989, pp.14-18

5 pages, large format. Illustration

- The characters jump to a world where they are mistaken for pirates and once they clear their names are soon fighting off a pirate attack.

This second in a four part adventure continues on from *Ghost Ship* in TD, no.14 and is followed by *Sword of Arthur* in TD, no.16.

609 No Time To Rest

Robert N. Sprinkle. Challenge 50, 1991, pp.14-19

6 pages, large format. Tab., diag.

- Set in the Regina subsector of the Spinward Marches [-4,1], the PCs working for IRIS must rescue a kidnapped Baron and get him to a council meeting on time.
- Deck plans, details and description for a 200-ton TL13 yacht Venturi.

610 Operation Flashfire

Wesley Kawato and Julia Martin. Challenge 44, 1990, pp.22-29

7 pages, large format. Illustration

- Set in the Esalin system (Spinward Marches 1004) with the PCs attempting to foil a Vilani plot to initiate an attack on a border world of the Zhodani Consulate.

611 Orbit City

Robert J. Cosgrave. Challenge 48, 1991, pp.26-32
7 pages, large format. Tab., diag., ill.

- Set at Moughas (Spinward Marches 2406) an ocean world with an orbital city where the PCs take part in a raid that isn't quite what it seems.
- Details and plans of the city.

612 Outback

Charles E. Gannon. Challenge 67, 1992, pp.30-35
6 pages. Map, tab., diag., ill.

- A pair of scenarios where the PCs are thrown into less technologically advanced situations as a result of Hard Times.

613 Passing of the Flame.

James Maliszewski. Challenge 69, 1993, pp.16-22
7 pages, large format. Map, tab., diag., ill.

- Set on Mordred (Antares 1012), the adventure involves the PCs as agents of the Antarean intelligence agency Trasilon in the weeks following the assassination of Regent Brzk.
- Map and UWP details for Shurlartem, subsector E of Antares [1,1], in Hard Times format.

614 Phoenix Factor

Charles E. Gannon. Challenge 65, 1992, pp.22-24
3 pages, large format. Tab., ill.

- Set on Chicago (Diaspora 1331) the PCs find themselves grounded and unable to avoid taking on a mercenary ticket.

615 Pirates of the Blood Asteroids

Marcus L. Rowland. Challenge 42, 1990, pp.40-41
2 pages, large format. Illustration

- Intended as a campaign sub-plot for any suitable campaign, *The Traveller Adventure* for example, this adventure involves the players' ship being used as a graphic in an advertisement for a computer software game.

616 The Pirates of Tetrini: MegaTraveller Adventure

Greg Videll. TD 21, 1990, pp.17-26

- 10 pages, large format. Maps, tab., diag., ill.
- Starting at Cossar (Zarushagar 2424) the PCs are involved in a mission to investigate a possible pirate base.
- Maps, UWPs and stellar data for Wolf (subsector K) and Oasis (subsector L) of Zarushagar [-1,-1].
- System maps and planetary data for Tetrini (Zarushagar 1823).

617 Plague of Perruques: A MegaTraveller Adventure

Marc W. Miller and Gary L. Thomas. TD 10, 1987, pp.17-24
8 pages, large format. Tab., ill.

- Set on Uakye, this adventure concerns the hunt for red-backed slonths, and then an investigation into a plague.
- *Grand Survey* and *Grand Census* details for Uakye (Spinward Marches 0805) and animal encounter tables.

This adventure was used as the tournament adventure at GenCon in 1985.

618 Portfolio of Patrons: For Intelligence Contracts in the Hinterworlds

Charles E. Gannon. Challenge 44, 1990, pp.38-39
2 pages, large format. Illustration

- Financier, Army Officer, Spy and Navy Officer patron encounters with variants.

Set in the Hinterworlds [2,-2] for which additional information was provided in the *Nullian League* article in the same issue.

619 The Possession Ball: MegaTraveller Adventure

Philip Athans. TD 19, 1990, pp.15-19
5 pages, large format. Diag., ill.

- Set on Mominglori (Deneb 1216) this adventure gives players a chance to learn about psionics and to seek out training if they wish.

620 Power Centers

Charles E. Gannon. Challenge 66, 1992, pp.18-23
6 pages, large format. Tab., ill.

- Set on Shelagyte (Diaspora 1620) the adventure concerns the dictator of a low-tech world and the Droyne.

Hard Times is not necessary to run this adventure but useful. Vehicles were designed using the *Wet Navy* sequences from *Challenge*, nos.53, 54 & 60 and the *Wood & Wind, Steel & Steam* supplement in *Challenge*, no.61. More on the Oytritsyu'a can be found in *TC*, no.1 in *Again, Oytritsyu'a*.

621 Project Farstar

Marcus Rowland. Challenge 33, 1988, pp.33-37 + cover
5 pages, large format. Illustration, bib.

- Three scenarios based around an Imperial attempt to find faster FTL drives.

The first scenario is designed to be run as part of the extended character generation of *Books 4-7*. One appendix provides a further reading list, the other gives six options for characters marooned in space.

622 Psionic Knights: MegaTraveller Adventure

William W. Connors. TD 17, 1989, pp.19-24
6 pages, large format. Tab., ill.

- Set on Enos (Spinward Marches 1130) the adventurers must locate a terrorist group, infiltrate their base and destroy it.

Conclusion of the four part series begun in *TD*, no.12 with *Ghost Ships*. Possible follow-up adventures are suggested.

623 Raid on Lobok!

Mike Mikes. TC 5, 1994, pp.39-[45]
7 pages, large format. Map, tab., ill.

- Vargr start to move in on Imperial worlds after the shattering of the Imperium.

This adventure, set in Ian subsector of Corridor [-2,1], gives the PCs the opportunity to be Vargr corsairs.

624 Random Nuggets

James Maliszewski. Challenge 56, 1992, pp.18-21
4 pages, large format. Diag., ill.

- Six patron encounters, each with six possibilities: Noble, Ex-Marine Officer, Scientist, Professor, Pirate and News Reporter.

625 Random Nuggets: Bits of Adventure

Charles E. Gannon and Allan Hopkins. TD 19, 1990, pp.42-43
2 pages, large format. Illustration

- *A Portfolio of Patrons for Intelligence Jobs in the Solomani Rim* presents four patron encounters.
- *Galactic Honor Chest* is an organization that provides many adventure opportunities.

626 Rapid Repo: A MegaTraveller Adventure

Greg Videll. MTJ 3, 1992, pp.65-89 + cover
25 pages, large format. Maps, tab., diag., ill.

- Beginning on Atash (Corridor 2913) this adventure propels a team of Domain Scout commandos into the Vargr-occupied Imperial Navy depot in Corridor sector.
- System and world map and details for Depot (Corridor 1511).
- Equipment sheets for a Personal Reentry Kit and MT-112A Tac Missile.
- Ship details for a 200-ton Fast Merchant and gig.

627 Shellgame

Charles E. Gannon. Challenge 57, 1992, pp.16-21
6 pages, large format. Diag., ill.

- Set on the balkanized world of Overmale (Spinward Marches 1937) the PCs get involved in an undercover operation to discover a corporation's cargo fraud.

628 Silent Wings

Terrence R. McInnes. Challenge 63, 1992, pp.14-19
6 pages, large format. Maps, tab., diag., ill.

- Starting on Vhodan (Vland 1208) close to the Vargr extents with the PCs as out of work mercenaries, they soon become embroiled in a high-risk job on Newcastle (Vland 1801).

COACC is recommended for generating the required characters. The *Wet Navy* design system of *Challenge*, nos.53, 54 & 60 are useful for generating a motor yacht. Various worlds of this adventure are detailed in the *Flaming Eye Campaign Sourcebook*.

629 Six Patrons

James Maliszewski. Challenge 70, 1993, pp.18-22

5 pages, large format. Illustration

- Six patron encounters, each with six possibilities: Merchant Captain, Minor Alien Race, Corporate Official, Charitable Organization, Businessman, and Government Official.

630 A Solomani Safari

Charles E. Gannon. TC 2, 1993, pp.52-55

4 pages, small format. Illustration

- The PCs hook up with a Solomani xenobiologist travelling in Diaspora sector [0,-2] obsessed with preserving a number of Diasporan species.

The material in this adventure is designed as an extension of the *Hard Times* or *Astrogator's Guide to Diaspora Sector* supplements.

631 Snowblind

Dennis M. Myers. Challenge 45, 1990, pp.22-29

7 pages, large format. Map, tab., ill.

- Set in the Zeno system (Delphi 0339), and on Vashtii (Delphi 0721) the PCs rescue a ship from pirates and then discover the pirate's hidden base.
- Subsector map and UWP for Eta-Gu subsector.

A follow up adventure to this is *Knights of the Blue Feather* in *Challenge*, no.48.

632 Space Race

James L. Cambias. Challenge 71, 1993, pp.20-25

6 pages, large format. Maps, tab., diag., ill.

- Set on Gila, this series of adventures revolves around a low-tech space program and can involve the PCs in ship design and/or role playing.
- World map of Gila (Deneb 1504).
- Details of a TL6 capsule and booster experimental spacecraft.

633 Strider Incident: An Amber Zone

J. Duncan Law-Green. Challenge 53, 1991, pp.44-47

4 pages, large format. Illustration

- Set on Teucer (Solomani Rim 0605) the adventure revolves around Jev Yeates and Lorette Kathryn Strider. The former has 'found' the latter who claims to be from 21st century Earth.

634 Swift Water: Amber Zone

John M. Ford. Challenge 32, 1988, pp.27-29

3 pages, large format. Illustration

- Set on Indeeep (A-AF2527-9), the players are involved with an attempt to recover three hazardous tanks from a fast moving river.

635 Sword of Arthur: MegaTraveller Adventure

William W. Connors. TD 16, 1989, pp.19-24

6 pages, large format. Illustration

- Arriving on Caladbolg (Spinward Marches 1329) of the Sword Worlds subsector the characters are soon enmeshed in helping to locate and destroy terrorists bent on destroying the Third Imperium.

Third in a series of adventures, this follows on from *Mistaken Identity* in *TD*, no.15 and is concluded by *Psionic Knights* in *TD*, no.17.

636 Tablet of the Dawn: Lords of Thunder: Miscellaneous Background

William H. Keith. MTJ 4, 1993, pp.61-63

3 pages, large format. Illustration

- Scenario forming part of the *Lords of Thunder* campaign involving the inscription in an ancient K'ree language on a precious tablet.

637 To Sleep, Perchance to Scream

Charles E. Gannon. Challenge 54, 1991, pp.14-23

10 pages, large format. Tab., diag., ill.

- Ostensibly set on Ixion (Reavers' Deep 3025) this adventure can be used in any subsector of the Imperium.
- The plot concerns finding out that the reason the staff of a research facility haven't reported in for some time is because they've all been killed by a 400kg carnivore/killer.

An over-used plot but nevertheless well executed, this adventure can really pile on the tension for any reasonably paranoid group of PCs.

638 Toll Road: A Covert Operation in the Hinterworlds

Mark E. Gelinas. Challenge 45, 1990, pp.14-20

7 pages, large format. Map, diag., ill.

- Set on Gomms, a balkanized world at the coreward end of the Hinterworlds, the PC's mission is to bring down a government using whatever means necessary.

- World map and *World Builder's Handbook* data sheet for Gomms (Hinterworlds 1007).

639 Toraago

Clayton R. Bush. Challenge 70, 1993, pp.24-30

5 pages, large format. Illustration

- Set on Toraago in the Gushemege sector [-2,0] during the Hard Times period of the Rebellion. The adventure revolves around the crew of the Darakha (a lightly armed merchant) misjumping into a system and needing to repair their engine.

640 Tourist Trap

Charles E. Gannon. Challenge 40, 1990, pp.54-58

5 pages, large format. Illustration

- Set in the Hinterworlds sector [2,-2] involving the Nullian League in a covert intelligence adventure.

641 Trouble in Paradise: A MegaTraveller Amber Zone

Wesley Kawata and Michelle Sturgeon. Challenge 43, 1990, pp.16-19

4 pages, large format. Illustration

- Set on Mandril (Formast L) the PCs have to track down and return the vanished daughter of the Duke of subsector L.

642 The Trouble With Kids: MegaTraveller Adventure

Gary L. Thomas. TD 13, 1988, pp.21-22

2 pages, large format. Illustration

- Set on Peraspera (Solomani Rim 2028), a group of scouts try to help a young man in trouble.

643 Two Small Steps

Charles E. Gannon. Challenge 47, 1990, pp.28-31

4 pages, large format. Tab.

- TL8 or less in-system travel in two adventures, *Dirtside Duties* and *Spaceside Special Operations*. Details of eleven craft designed using the *One Small Step* rules.

Companion article to *One Small Step* in *Challenge*, no. 45.

644 Unholier Than Thou

Charles E. Gannon. Challenge 64, 1992, pp. 10-16

5 pages, large format. Map, tab., ill.

- Set in the Narquel or Shadigi subsectors of Diaspora [0,-2] during Hard Times, this pair of linked scenarios involves a religion that is fast becoming radically militant.

645 The Wardn Enigma

J. Andrew Keith and Thom Gressman. MTJ 1, 1991, pp.4-14 + cover

11 pages, large format. Maps, diag., ill.

- Set on Wardn (Spinward Marches 1727), this is a problem-solving adventure involving mysterious lines in a desert region.
- System and world maps for Wardn.

646 White Wolf: An Adventure for the MegaTraveller Era

Mike Mikes. TC 1, 1993, pp.8-23 + cover

16 pages, small format. Illustration

- Set on Junidy (Spinward Marches 3202), the characters are hired to track down a Vargr whose fur is entirely white.

647 Wolf in Sheep's Clothing

James Maliszewski. Challenge 67, 1992, pp.16-20

5 pages, large format. Illustration

- The scenario is set on Ansenz (Antares 2425) with the PCs as agents of Trasilon, the Antarean intelligence agency. The PCs investigate the harassment of a number of Vargr business people.

648 Wolfspport

Philip Athans. Challenge 58, 1992, pp.26-30

5 pages, large format. Illustration

- Set on D'torg (Provence 1711) this adventure is trade based and results in the PCs being challenged to a Vargr game of Tsfaeghoz.

649 A World On Its Own

Timothy B. Brown. Challenge 32, 1988, pp.18-26

9 pages, large format. Tab., diag., ill.

- Set on Khirar in the Illeish sector the adventurers must escape from a dictatorship.

Alien Module 1: Aslan is required to play this adventure.

650 Zhodanian Brain

Michael Brines. TC 2, 1993, pp.27-35

9 pages, small format. Diag., ill.

- A grim adventure for a scout set on Imperial Research Station Beta (for which deck plans are provided) where a computer is running amok thanks to psionic experimentation.

Fiction

651 K'kree Passage: Traveller Fiction

William H. Keith. TD 18, 1990, pp.48-52

5 pages, large format. Illustration

- A resourceful far trader captain saves the day when his cargo of low passage K'kree have to be thawed out whilst in Jump.

Not content with merely constructing some of the best Traveller adventures and drawing some of the best Traveller illustrations, the author also writes excellent fiction.

652 Mercury Quest

Gary A. Kalin. TC 2, 1993, pp.11-16

6 pages, small format. Illustration

- First in a two part short story set in the Terra system in which Terran Patrol Commander Orson of the SDB Intrepid discovers the secret of a missing Vilani warship just before an old friend of his dies.

Continuing the adventures of the Intrepid started in *The Trap of Triton*.

653 Mercury Quest

Gary Kalin. TC 3, 1994, pp.41-50

10 pages, small format. Illustration

- Concluding the two part short story the crew of the SDB Intrepid race against an Imperial intelligence team to discover the whereabouts of a Vilani carrier missing since the Battle of Mercury in the Solomani Rim War 118 years before.

654 A Silent Cry

Kevin Knight. TC 1, 1993, p.1

1 page, small format.

- Poem about a derelict starship and a derelict world.

655 Solomani Requiem

Paul Sanders. TC 2, 1993, p.50

1 page, small format.

- Poem evoking the outward expansion of the Solomani from their homeworld.

656 The Trap of Triton

Gary A. Kalin. TC 1, 1993, pp.26-37

8 pages, small format. Illustration

- The crew of the Intrepid rescue a scientist and a young child from a crashed ship in the frozen wastes of Neptune.

Fiction set on Neptune for which *Astronomical Index: Neptune* in the same issue provided details. Further adventures of the SDB Intrepid appear in *Mercury Quest* in *Traveller Chronicle*, no.2.

657 The Ultimate MegaTraveller Adventure! Part 1: The Basics

Phil Morrissey. Challenge 44, 1990, p.29

1 page, large format. Illustration

- Cartoon strip.

658 The Ultimate MegaTraveller Adventure! Part 2: The Push...

Phil Morrissey. Challenge 45, 1990, p.20

1 page, large format. Illustration

- Cartoon strip.

659 The Ultimate MegaTraveller Adventure! Part 3: The Pull

Phil Morrissey. Challenge 46, 1990, p.35

1 page, large format. Illustration

- Cartoon strip.

660 The Ultimate MegaTraveller Adventure! Part 4: The Gimmick...

Phil Morrissey. Challenge 47, 1990, p.26

1 page, large format. Illustration

- Cartoon strip.

661 [The Ultimate MegaTraveller Adventure! Part 5]: Finally! Th' Enigma!

P[hil] Morrissey. Challenge 48, 1991, p.33

1 page, large format. Illustration

- Cartoon strip.

Additional Material

662 3G Conversions for MegaTraveller

Greg Porter. Challenge 40, 1989, pp.22-28

7 pages, large format. Tab., ill.

- Tables and notes on converting weapons between *Guns*, *Guns*, *Guns* and *MegaTraveller*.

Greg Porter went on to design the weapons for *Marc Miller's Traveller* based on the third edition of *Guns*, *Guns*, *Guns*.

663 Adventuring in the Shattered Imperium: The Gaming Digest

Joe D. Fugate and Marc W. Miller. TD 12, 1988, pp.39-40

2 pages, large format. Illustration

- Hints and tips for coping with the change to the *MegaTraveller* milieu.

664 Alien Jokes: Making the Rounds in Starport Bars (or Some Things Never Change)

Mike Metlay. MTJ 3, 1992, p.26

1 page, large format. Illustration

- Lightbulb jokes for the Traveller major races.

665 The Aslan Question: A Digest Group Interview with Marc W. Miller

[Gary L. Thomas and Joe D. Fugate?]. TD 18, 1990, pp.4-5

2 pages, large format.

- Marc Miller explains some of the implications of revelations made in *TD*, no.17.

666 Astronomical Index: Neptune

[Anon.]. TC 1, 1993, p.38

1 page, small format. Tab.

- Astronomical data for Neptune and two of its moons, Triton and Nereid.

The Trap of Triton in the same issue of *Traveller Chronicle* is fiction set on this world.

667 Challenge Index

Eric W. Haddock and Brian E. Sarver. Challenge 50, 1991, [special insert]

11 pages, large format. Tab.

- An index covering issues 1-24 of *JTAS* and *Challenge*, nos.25-49. There is a title index and a game system index.

668 Changelings

Andy Slack. Challenge 67, 1992, pp.[47]-48

2 pages, large format. Tab., ill.

- Tips on converting characters, equipment and campaigns between *Traveller*, *MegaTraveller*, *2300AD*, *Twilight: 2000*, *GURPS* and *Cyberpunk*.

669 COACC: Errata & Corrigenda

Terry McInnes. Challenge 43, 1990, p.31-33

3 pages, large format.

- Corrections to the *MegaTraveller* book *COACC: Close Orbit and Airspace Control Command*.

670 Come Join the Party: Adding New Players to an Established Campaign

James L. Cambias. Challenge 57, 1992, pp.74-75

2 pages, large format. Illustration

- Useful (if generic) notes on integrating neophyte PCs to an established gaming group.

671 e&c

[Anon.]. Challenge 36, 1988, pp.31-32

6 pages, large format. Tab., diag.

- Errata and corrigenda for three of the *MegaTraveller* books: *Player's Manual*, *Referee's Manual*, and *Imperial Encyclopedia*.

672 Finding Players: Beginner's Luck

Daniel Wilson. TD 16, 1989, p.25

1 page, large format. Illustration

- A look at generating interest in role-playing *Traveller* and how to contact potential players.

673 From Peace to War: An Examination of Government Policy-making in the War-torn MegaTraveller Universe

Jeffrey Groteboer. Challenge 42, 1990, pp.42-45

3 pages, large format. Tab., ill.

- Brief descriptions of various levels of hostilities with a table to show them. Reprints of the Government Types and Law Levels tables from *MegaTraveller*.

The article appears not to be complete.

674 Keith Brothers: Interview

Rob Caswell. MTJ 3, 1992, pp.59-64

6 pages, large format. Illustration

- J. Andrew Keith and William H. Keith give an in depth interview about their work and involvement with *Traveller*. They also look to their future with the work they have planned.

675 A Kiss Among the Stars

Paul Lucas. Challenge 70, 1993, pp.70-73

4 pages, large format. Illustration

- Discussion of handling romance in role-playing games.

Just the article to help nervous referee's introduce their first romantic interest into a campaign or adventure. Not *Traveller* specific but eminently suitable and uses SF examples.

676 MegaTraveller Designers' Notes

Gary L. Thomas and Joe D. Fugate. Challenge 31, 1987, pp.38-45

6 pages, large format. Illustration

- Essay introducing *MegaTraveller*, explaining the developments and differences, and encouraging travellers to give it a try.

677 MegaTraveller Orientation for New Players: Beginner's Luck

Joe D. Fugate. TD 15, 1989, pp.19-20

2 pages, large format. Tab., diag.

- Brief overview of the game background and rules for new players. Includes an explanation of character statistics and tasks.

678 A MegaTraveller Starship Design Example: The Gaming Digest

Joe D. Fugate. TD 13, 1988, pp.40-[48]

9 pages, large format. Tab., ill.

- Step-by-step example of using the *MegaTraveller* craft design to build a starship, in this case the 75,000-ton Regal class battlecruiser.

Two pages of craft design errata are included in this article.

679 Meet the Staff of Digest Group Publications

The Staff. TD 21, 1990, pp.50-52

3 pages, large format. Diag., ill.

- Ten of the DGP staff illustrated and presented as *Traveller* characters with UPPs.

A fun and informative way to conclude 21 issues of *The Travellers' Digest*, arguably the best *Traveller* periodical ever produced.

680 Off the Beaten Path: Gaming Digest

Philip Athans, Joe D. Fugate & Jay S. Kingston. MTJ 2, 1991, pp.44-45

2 pages, large format. Illustration

- Notes on how to run campaigns that stray from the planned route through the adventure.

681 Putting the "Science" in SF RPGs

Charles E. Gannon. Challenge 58, 1992, pp.72-75

4 pages, large format. Tab.

- Article on various types of science and their inclusion (or not) in role playing games.

Useful and interesting but particularly good are the details of what worlds would look like with varying stellar types and/or atmospheres.

682 Q&A: Official Answers to Your MegaTraveller Gaming Questions

Joe D. Fugate. MTJ 2, 1991, pp.24-26 & 55

4 pages, large format. Tab., diag.

- Covers Jump duration, psionic tasks, ships as mustering out benefits, prices of Howitzer ammunition, streamlined and airframe, jumping from jump space, chill vs. cold berths, gauss rifles, neutrinos sensors, and grav plates.

This question and answer session also includes some brief errata.

683 Q&A: Official Answers to Your MegaTraveller Gaming Questions

Joe D. Fugate. MTJ 3, 1992, pp.99-102

4 pages, large format. Illustration

- Issues covered include: control points, sector data, floor mounted iris valves, battle dress and life force, robot tech, passenger tables, and travel formula.

684 Q&A: Official Answers to Your MegaTraveller Gaming Questions

Joe D. Fugate. MTJ 4, 1993, pp.81-89

9 pages, large format. Tab., diag.

- Final session of questions and answers about the *Traveller* universe and rules. It includes DGP's 'Damage to Specific Body Parts' reprinted from *TD*, no.13; and also the system encounter tables from the *Referee's Gaming Kit*.

685 A Referee's Guide to Research

James Holden. TD 16, 1989, pp.37-40

4 pages, large format. Illustration

- Discussion of how to use research in adventures, some of the pitfalls and how to avoid them, as well as a fully worked out example.

686 Shareware: MegaTraveller Computer Aid Directory

Joe D. Fugate. MTJ 1, 1991, p.55

1 page, large format. Illustration

- Introduction of a column to promulgate *Traveller* shareware

No subsequent articles appeared but this highlights Rob Prior's work on the Macintosh.

687 Soundtreks: The Gaming Digest

Rob Caswell and Tom Peters. TD 17, 1989, pp.40-41

2 pages, large format. Illustration

- Advice on how to use background music to enhance a Traveller role-playing session.

688 Starship Combat Example: Beginner's Luck

Howard R. Leidner. MTJ 2, 1991, pp.32-37

6 pages, large format. Tab., ill.

- A worked example of *MegaTraveller* starship combat.

Also includes errata for starship combat from the *Referee's Manual*, pp.90-101.

689 Starship Design Notes

Jerry Westergaard. Challenge 36, 1988, pp.28-30 & 79

4 pages, large format. Tab., ill.

- Notes and tables to help designers through the complex *MegaTraveller* ship design sequence.

Although *Fire, Fusion & Steel* would later make *MegaTraveller's* design sequence look simple, this is a helpful explanatory article and draws heavily on the errata presented in the same issue.

690 Taming the Terrible Trivia

Andy Slack. Challenge 51, 1991, pp.56-57

2 pages, large format.

- With examples from Traveller and 2300AD, the author provides handy tips on how to handle equipment lists, expenses, ammunition expenditure and so forth.

691 Through the Years: a Potpourri of Unpublished Memos from the DGP Archives

[Joe D. Fugate]. MTJ 4, 1993, pp.96-102

7 pages, large format. Tab.

- Various memos and letters that give a glimpse behind the scenes of DGP's thinking and plans for the Traveller universe.

692 Traveller: The Next Generation: The Gaming Digest

Joe D. Fugate. TD 11, 1988, pp.31-34

4 pages, large format. Illustration

- A look at some of the concepts that went into the making of *MegaTraveller*.

693 Traveller Q&A: Official Answers to Your Questions

Joe D. Fugate and Marc W. Miller. TD 11, 1988, pp.38-39

2 pages, large format. Tab., ill.

- Displacement tons, energy & jump drives, bay weapons, robot brains vs. computers, jump fuel and starship life support are the topics covered in this article.

694 Traveller Q&A: Official Answers to Your Questions

Joe D. Fugate. TD 12, 1988, pp.42-43

2 pages, large format. Tab., diag., ill.

- Danger space, drug prices, brownie points, weapon choice on mustering out and weapon penetration are covered in this article.

695 Traveller Q&A: Official Answers to Your Questions

Joe D. Fugate and Karl JM. Martin. TD 13, 1988, pp.49-50

2 pages, large format. Illustration

- Power requirements, the tactical pool rule, anagathics vs. fast drug, letters of marque and more are covered in this article.

696 Traveller Q&A: Official Answers to Your Questions

Joe D. Fugate and Rob Caswell. TD 14, 1988, pp.40-41

2 pages, large format. Tab., ill.

- Advanced characters default skills, cautious tasks in fire fights, holographic control units, fibre optic computers and agility in starship design are covered in this issue.

697 Traveller Q&A: Official Answers to Your Questions

Joe D. Fugate. TD 15, 1989, pp.30-31

2 pages, large format. Illustration

- Dian's tech level, TL16 worlds, life force, robot brains vs. starship computers, bunk space, and subsector name changes are covered in this issue.

698 Traveller Q&A: Official Answers to Your Questions

Joe D. Fugate. TD 16, 1989, pp.42-43

2 pages, large format. Illustration

- Lanthanum issues, computer speed and starship combat damage are all examined in this issue.

699 Traveller Q&A: Official Answers to Your Questions

Joe D. Fugate. TD 17, 1989, pp.38-39

2 pages, large format. Illustration

- Uniform tech levels, prosthetics, slug throwers vs. cloth, surprise and a couple of character generation questions are examined in this issue.

700 Traveller Q&A: Official Answers to Your Questions

Joe D. Fugate and Terry McInnes. TD 18, 1990, pp.41-42

2 pages, large format. Diag., ill.

- Intelligence levels of 0, interrupts and indirect fire all receive fairly lengthy answers in this issue.

701 Traveller Q&A: Official Answers to Your Questions

Joe D. Fugate and James Holden. TD 19, 1990, pp.35-37

3 pages, large format. Tab., ill.

- Grav plates, seismic stress, dual occupancy, holodynamic control systems and starship combat are covered in this issue.

Some library data for Corridor sector missed from *The Early Adventures* is printed here.

702 Traveller Q&A: Official Answers to Your Questions

Joe D. Fugate. TD 20, 1990, pp.37-38

2 pages, large format. Tab., ill.

- Penetration, Vilani language, jump fuel, mixed turrets and space combat are covered in this issue.

703 Traveller Q&A: Official Answers to Your Questions

Joe D. Fugate. TD 21, 1990, pp.28-29

2 pages, large format. Illustration

- Starship design, terraforming, penetration, and interpersonal tasks are all examined in this final issue of *Travellers' Digest*.

704 World Builder's Handbook Index

[Anon.]. TD 17, 1989, pp.[25-26]

2 pages, large format. Ind.

- Index to DGP's *World Builder's Handbook* volume.

Forms and Charts

705 Equipment Detail Sheet

[Anon.]. MTJ 3, 1992, p.[33]

1 page, large format.

- Standard *MegaTraveller* equipment sheet left blank for referee's own equipment design.

706 Forms and Charts: MegaTraveller Blank I.D. Cards

[Anon.]. MTJ 3, 1992, p.103

1 page, large format. Illustration

- Continuing in the tradition of *Supplement 12: Forms and Charts*, this provides six more blank identity cards for use by players.

Traveller: The New Era tended to interlink the rules and adventures very specifically with the Virus background.

Rules and Background

707 Additional Skills for TNE

[Harold D. Hale]. TC 13, 1997, p.37

1 page, large format.

- Five new skills for *Traveller: The New Era* characters: sport fishing, gunsmithing, scrounging, writing and security.

708 Children of Earth Timeline

Harold Hale. TC 11, 1996, pp.16-17 + cover

2 pages, large format. Tab.

- Timeline focusing on Terra covering 1116-1202.

Part of the *Children of Earth* material presented in TC, no.10 & 11.

709 Communications and Currency in the Regency

Marcus S. Zarra. TC 8, 1995, pp.23-24

2 pages, large format.

- Discussion of two important areas of the Regency setting. Mentions of various equipment for communication: hand communicators, hand computers, public access terminals and the ship's computer. The currency section describes the First Bank of the Regency and a bank card.

710 Dibbler's Cut-Price Bargain Bucket Shop

Andy Lilly. TC 9, 1995, p.56

1 page, large format. Tab.

- A slight variant on the cost of passage rules as a sharp salesman offers cut prices tickets that may not quite be what they seem.

711 Gabreelism

Harold Hale. TC 11, 1996, pp.3-15

13 pages, large format. Tab.

- Description and detail for the Terran religion Gabreelism.
- Notes on origins, belief, ethics, sacred texts etc.
- Relationships with government and society.
- Method for determining faith levels.
- Gabreelist priest career.

Part of the *Children of Earth* material presented in TC, nos.10 & 11. The missing tables from this article were published in an errata in TC, no.12, p.27. Issue 11 also included *Sayings from the Book of Gabree-el*.

712 GUESS: The GrayIn Union Exploration and Survey Service

The TNE Pocket Group. TC 6, 1994, pp.15-23

9 pages, large format. Tab., diag., ill.

- Background and description of the GrayIn Union Exploration and Survey Service with crew details for a 400-ton rift trader, Fidelity.

The same issue of *Traveller Chronicle* included several other articles on the subject of the GrayIn Union, the region of space surrounding it, and an adventure, *Field Test*.

713 House Rules

Guy Garnett. TC 4, 1994, pp.28-37

10 pages, small format. Tab., ill.

- A starport traffic and facilities generator which gives referees some help in determining the amount of traffic which passes through a system and the extent and quality of the starport facilities.

With notes to relate these rules to *Traveller*, *MegaTraveller*, *Hard Times*, and *TNE* eras.

714 House Rules: Harpies versus Teddies: One Pocket Empire's Nightmare

Guy Garnett. TC 5, 1994, pp.12-17

6 pages, large format. Tab., ill.

- Rules for slightly more definition in some of the UWP codes to better reflect the situation in the *Traveller: The New Era* universe, including mention of further world governments and balkanized worlds, collapse effects, relic powerbase governments ("RPs") and isolationist or xenophobic worlds.

715 How Much is That (Genetically Engineered Furry Thing That Looks Like a Dog) In the Window? 'Pets' for Traveller

Andy Lilly and Jo Grant. TC 8, 1995, pp.46-55

10 pages, large format. Illustration

- The history, process and usage of geneeering. Refers to robotics and goes on to give examples of specific geneeering projects and various adventure possibilities. Not specifically related to any particular setting and could easily be used in any era.

716 Navigation Package Fault

[Andy Lilly]. TC 9, 1995, p.55

1 page, large format.

- Another 'Starport Notice' (with referee's information) to add colour to virtually any situation.

717 New Era History

Harold Hale. TC 11, 1996, pp.18-29

12 pages, large format. Diag., ill. glossary

- A history of the Solomani Rim [0,-3] from around 1130 (the time of the Collapse) to 1202.

Part of the *Children of Earth* material presented in TC, nos.10 & 11.

718 [Newsbriefs]

[Andy Lilly]. TC 4, 1994, pp.13, 14, 25 & 37

4 pages, small format.

- A health warning, terrorist warning (customs searches), equipment fault report, and fuel contamination alert are the four briefs included.

Winning entry for the competition in TC, no.3, these 'news' items are generic for any era of *Traveller* and can add a bit of colour to an adventure or campaign.

719 [Newsbriefs]

[Andy Lilly]. TC 5, 1994, pp.2, 4, 5, 10, 20, 29 & 47

7 pages, large format.

- A missing person, nav-tape recall, grain infection warning, air pollution warning, problems with your displays?, food poisoning, and navigation hazard are the seven briefs included.

More winning entries from the competition in TC, no.3, these 'news' items which started in TC, no.4 are generic for any era of *Traveller* and can add a bit of colour to an adventure or campaign.

720 The Official Terran Republic Marine Sniper Rules

Harold Hale. TC 12, 1997, pp.36-37

2 pages, large format. Tab., ill.

- A *Traveller: The New Era* rules variant for incorporating sniper fire into combat.

721 Planetfall: Skirmish-level Combat for the New Era

John Fletcher. Challenge 75, 1994, pp.16-23

8 pages, large format. Tab., diag., ill.

- Rules to allow a skirmish with 10 to 20 characters on a side.

A simplification of the GDW House System rules on fire and melee combat to speed up play.

722 Poisons in Traveller

Andrew Barrow. TC 9, 1995, pp.49-50

2 pages, large format. Tab.

- Background to poisons and rules for their usage. Also includes notes on diagnosing and treating poisons.

723 Psionic Time Travel

Harold Hale. TC 12, 1997, pp.31-32

2 pages, large format. Tab.

- Introduction to and rules for an extremely rare psionic skill.

724 Ref's Bits

Andy Lilly. TC 6, 1994, pp.2, 29 & 48

3 pages, large format.

- Two starport news bulletins: 'Please return faulty entertainment tapes', 'Warning! Starport Exclusion Area'.

More newsbriefs including referee's notes on the background to each bulletin.

725 Sayings from the Book of Gabree-el

Harold Hale. TC 11, 1996, p.31

1 page, large format.

- 28 Gabreelist quotations.

Part of the *Children of Earth* material presented in TC, no.10 & 11. The religion itself was fully detailed in *Gabreelism* in issue 11.

726 Signal GK and the Virus

Dave Nilsen. Challenge 70, 1993, pp.79-81

3 pages, large format.

- Discussion of the relationship between the *Signal GK: Adventure 13* and the release of Virus in *Traveller: The New Era*.
- Background to the Cymbeline chips and the research that resulted in Virus.

727 Space Travel, Trade and Commerce in the Terran Republic

[Harold D. Hale]. TC 13, 1997, pp.38-46

9 pages, large format.

- Five travel permits, six types of passages, and other aspects of space travel.
- Economics of starship operations.
- Currency, exchange rates and the Black Market.

728 Terran Information Network

[Harold Hale]. TC 11, 1996, p.30

1 page, large format.

- Three news items in the style of the TNS entries of *JTAS* and *Challenge*.

Part of the *Children of Earth* material presented in TC, nos.10 & 11.

729 Terran Information Network

Harold Hale. TC 12, 1997, pp.29-30

2 pages, large format.

- Four news items in the style of the TNS entries of *JTAS* and *Challenge*.

730 Terran Information Network

[Harold D. Hale]. TC 13, 1997, p.36

1 page, large format.

- Three news items in the style of the TNS entries of *JTAS* and *Challenge*.

731 Time on Grayln

Hans Rancke. TC 6, 1994, p.35

1 page, large format.

- Explanation of the system of time keeping on Grayln (Reavers' Deep 1735).

The same issue of *Traveller Chronicle* included several other articles on the subject of the Grayln Union, the region of space surrounding it, GUESS, its exploration service and an adventure, *Field Test*.

732 When Empires Fall, Part I

Dave Nilsen. Challenge 64, 1992, pp.41-47

7 pages, large format. Diag., ill.

- Reasons for the Third Imperium's fall, artificial vs. inorganic intelligence and how transponders fell prey to developments of the Cymbeline chip.

An early look at the then forthcoming *Traveller: The New Era* background.

733 When Empires Fall, Part II

Dave Nilsen. Challenge 69, 1993, pp.[63]-73

11 pages, large format. Diag., ill.

- Background to the New Era. Flow chart of Virus development.

This special insert introducing *Traveller: The New Era* gave travellers some of the first details of the New Era, its background and Virus. It concludes the article begun in *Challenge*, no.64. Much of the information here was contained in the main *Traveller: The New Era* rule book and *Survival Margin*. *Challenge*, no 69 also included a colour 4 page insert called *Understanding Traveller: The New Era*.

Sophonts

734 Additional Careers for the Terran Republic: Part 1 - Kagukan Merchant

[Harold D. Hale]. TC 13, 1997, p.52

1 page, large format. Tab.

- Character generation for merchants in the Solomani Rim [0,-3].

735 Advanced Recruiting Rules for Traveller: The New Era

Christopher Griffen. TC 9, 1995, pp.5-6

2 pages, large format. Illustration

- TNE rules expansion for recruiting personnel, particularly mercenaries.

736 But I Wanted My Character to Have...

Kevin D. Knight. TC 2, 1993, p.51

1 page, small format. Tab.

- Deliberate character generation guidelines for *Traveller: The New Era*.

737 A Friend in Need

James Maliszewski. Challenge 75, 1994, pp.38-47

6 pages, large format. Illustration

- 15 contacts fleshed out from the generic categories in the main rule book.

738 House Rules: Career Limitation Charts

Hans Rancke. TC 6, 1994, pp.30-35

6 pages, large format. Tab.

- A clever system, if complex, for limiting *Traveller: The New Era* characters so that some careers are not available in certain places and some careers are not available at certain times. This avoids having historically inaccurate characters.

The same issue of *Traveller Chronicle* included several other articles on the subject of the Grayln Union, the region of space surrounding it, GUESS, its exploration service and an adventure, *Field Test*.

739 How Common is Your Noble?

Hans Rancke. TC 9, 1995, pp.42-48

7 pages, large format. Tab., ill.

- Discussion of nobility in *Traveller* with character generation, details for taking social standing up to 23 (hex code 'P') and examples of how to grade various positions in the Imperium in several different eras.

740 Imperial Fragments: Advantages and Disadvantages

Mark "Geo" Gelinis and David McNeill. TC4, 1994, pp.51-55

5 pages, small format. Tab.

- A variant for character generation in *Traveller: The New Era* that allows advantages and disadvantages in a similar fashion to *GURPS* and *HERO*.

741 New Wilds Careers

Mark 'Geo' Gelinis. TC 8, 1995, p.18

1 page, large format. Illustration

- Two additional career types for use on worlds in the wilds, survivor and psionic priesthood.

742 Quick Start: Fast PC generation for the New Era

Andy Slack. Challenge 75, 1994, pp.36-37

2 pages, large format. Illustration

- A system for generating New Era characters quickly.

Sophonts: Individuals

743 Contact Profile: Clarissa Noir

Greg Videll. Challenge 77, 1995, pp.20-21

2 pages, large format. Tab., ill.

- An NPC who holds the position of corporate liaison with Aurora Applied Technologies.

744 Dr. Amal Ignatius Mendoza: A Traveller: The New Era NPC

James L. Cambias. Challenge 74, 1994, pp.18-20

3 pages, large format. Illustration

- Ex-Scientist 684AA6-C-7 Age [unknown].

745 Imperial Fragments: "Mad" Jack Springer

Mark 'Geo' Gelinas. TC 5, 1994, pp.30-31

2 pages, large format. Illustration

- Pilot 584866-0-9 Age 34.

Springer flies a vehicle found in an article in the same issue: *Goose-class Amphibian Fixed Wing Aircraft* detailed under Technology.

746 Imperial Fragments: Shiela Burke

Mark 'Geo' Gelinas. TC 5, 1994, p.31

1 page, large format. Illustration

- Mechanic 677675-0-7 Age 30.

747 Karel Rossum: A New Era NPC

James L. Cambias. Challenge 75, 1994, pp.48-50

3 pages, large format. Tab., ill.

- An NPC robot designed for the New Era.

748 Star Viking Personality - Vella Zabeth

David Burden. TC 9, 1995, pp.38-39

2 pages, large format. Illustration

- Merchant Captain 895977-6 Age 49.

Sophonts: Non-humans

749 Aliens of Terra

Harold Hale. TC 11, 1996, pp.32-35

4 pages, large format. Illustration

- Background information outlining various alien races and their relationships to one another on Terra. Includes all the major races and four minor races.

Part of the *Children of Earth* material presented in TC, nos.10 & 11.

750 Contact! The Mermani

Bill White. TC 4, 1994, pp.47-49

3 pages, small format. Illustration

- An aquatic mammalian race geneered by SuSAG on Phaedrus (Alpha Crucis 1006). Now left to fend for themselves after the collapse of the Imperium.

An adventure set on the Mermani homeworld is *The Mermani Descent!* in TC, no.5 which also includes a world map for Phaedrus.

751 The Vegans

Harold Hale. TC 11, 1996, pp.36-47

12 pages, large format. Tab., ill

- Detailed information on a minor race, including their physiology, psychology, history as well as their position in the New Era.
- Vegan timeline and notes on 19 Vegan worlds.

Part of the *Children of Earth* material presented in TC, nos.10 & 11. The missing Vegan character generation is included in errata in TC, no.12, p.27.

752 Vlazhdumecta

David Thomell and Grant Sinclair. TC 8, 1995, pp.25-27

3 pages, large format. Diag., ill.

- Description of an alien race first contacted by the Zhodani and found in Afachtiabr sector [-6,1]. Rules for creating characters as well as a look at their history, language and culture (from the viewpoint of the Vlazhdumecta).

One Vlazhdumecta state is detailed in TC, no.9 along with details for Izh Kriezhlal subsector in Yiklerdzanzh [-7,1].

Technology

753 Biotechnology in Traveller

Matt Geisler. TC 13, 1997, pp.32-35

4 pages, large format. Tab., ill.

- Details of advances in biotech arranged by tech level.

754 Cold Fusion

Frank Chadwick. Challenge 72, 1994, pp.47-48

2 pages, large format. Tab., diag.

- A second excerpt from *Fire, Fusion & Steel* in this issue of *Challenge*, this article discusses the history and science of cold fusion experiments from 1989 onwards and it's relevance to Traveller.

755 Hardware: New Cybernetics

Andrew Doull. TC 9, 1995, pp.26-32

7 pages, large format. Tab., ill.

- Rules and details of various cybernetic enhancements which expands on chapter 12 of *Fire, Fusion & Steel*. Each piece of equipment (or drug) is described and notes are provided for using this material with player characters.

756 Lasers in Space Combat

Frank Chadwick and David Nilsen. Challenge 71, 1993, pp.26-31

5 pages, large format. Tab., ill.

- A look at the technical problems arising when lasers are used at great distance.

Also includes comments on why reflex armour and blinding rules weren't included in *Traveller: The New Era*.

757 Putting the Heat Back in Plasma

Frank Chadwick and Dave Nilsen. Challenge 76, 1995, pp.37-39

3 pages, large format. Tab.

- Official modifications to the *Fire, Fusion & Steel* design sequences for energy weapons, this article addresses some of the issues surrounding the lack of effectiveness of high energy weapons.

758 Sublight/Maneuver Drives

Frank Chadwick and Dave Nilsen. Challenge 72, 1994, pp.41-45

4 pages, large format. Tab., diag., ill.

- The first excerpt from *Fire, Fusion & Steel* in this issue of *Challenge* describing sublight speed drives: ion drives, deen drives, thruster plates, bussard hydrogen rams, daedalus thermonuclear pulse drives and solar sails.

Technology: Starship and Vehicles

759 The Diafrenzo Long Trader

Chris Cox. TC 9, 1995, pp.3-4

2 pages, large format. Tab., diag., ill.

- Background, details and deck plans for a 200-ton craft built for speed, armour, stealth and weapons whilst still having some space left for cargo.

760 Goose-class Amphibian Fixed Wing Aircraft

Mark "Geo" Gelinas. TC 5, 1994, p.32

1 page, large format. Tab.

- Details and description of a TL9 subsonic aircraft.

Used by a character presented in *Imperial Fragments: "Mad" Jack Springer*.

761 Hoshisame Class Gun Sloop

Chris Cox. TC 9, 1995, pp.40-41

2 pages, large format. Tab., diag.

- Details, deck plans and description of a 100-ton Star Shark gun sloop.

762 Lady Charlotte-Class Yacht

Mark "Geo" Gelinas. TC 3, 1994, pp.35-40

6 pages, small format. Tab., diag., ill.

- Deck plans, details and description of a 200-ton TL15 yacht.

Can be used with the adventure *A Bonnie Mess* in the same issue of *Traveller Chronicle*. Title as given.

763 Lauritson-Class Unsupported Picket Ship

[David Nilsen]. Challenge 76, 1995, p.[36]

1 page, large format. Tab., ill.

- Details and description of a 300 or 400-ton modified Gazelle-class close escort.

This vessel forms part of the article on the Covenant of Sufren in the same issue. *TNE* details are given for the ship and although no deck plans are provided, this ship is the same as those previously published in *Traders and Gunboats: Supplement 7* and the Seeker deck plans.

764 The SOHO Class Light Freighter

[Harold D. Hale]. TC 13, 1997, pp.53-54

2 pages, large format. Tab., ill.

- Details and description of a 200-ton trader designed for rough regions of space.

765 Technical Assessment Database

[Anon.]. Challenge 74, 1994, pp.26-33

8 pages, large format. Tab., ill.

- Additions and errata for the *Reformation Coalition Equipment Guide*. Weapons described: 5.5mm Gauss SAW (Hiver/lthklur), 7.5mm RC(E) MMG, 15mm RC(E) HMG, 5 clipper modules of various tonnages, *Aurora*-class clipper, and *Maggart*-class clipper.

766 Technical Assessment Database

[Anon.]. Challenge 75, 1994, pp.78-79

2 pages, large format. Tab., diag., ill.

- *Reformation Coalition Equipment Guide* details for a 7mm RC(E) TL9 Rotary weapon and the *Beowulf*-class 200-ton Free Trader.

Deck plans for the *Beowulf*-class Free Trader can be found in the *Starship Operator's Manual* along with further details.

767 Technical Assessment Database: TL9 Abomination Infantry Assault Vehicle

[Anon.]. Challenge 76, 1995, pp.[80]-81

2 pages, large format. Tab., ill.

- *Reformation Coalition Equipment Guide* details for a Solomani designed Infantry Assault Vehicle.

768 Technical Assessment Database Update: Intrepid Grav Tanks

[Anon.]. Challenge 77, 1995, pp.[76]-79

4 pages, large format. Tab., ill.

- *Reformation Coalition Equipment Guide* details for a number of variations on the Intrepid Grav Tank.

Technology: Weapons

769 Black Powder Firearm Design

Frank Chadwick and Dave Nilsen. Challenge 74, 1994, pp.22-25

4 pages, large format. Tab., ill.

- Design sequence for primitive fire-arms and ammunition.

Whilst *Fire*, *Fusion* & *Steel* is not required to use these rules, the systems are the same.

770 Small Arms of the Terran Republic, Part 1

Harold Hale. TC 12, 1997, pp.33-35

3 pages, large format. Tab.

- Six weapons (all of TL12) described and detailed: a P-35 "Cobra" 5.5mm Gauss Pistol, G-1A2 Battle Rifle, G-8A2 Gauss Carbine, LMG-45B1 "Saw" Squad Assault Weapon, AS-2B1 "Warhammer" Assault Shotgun, and GS-7 Gauss Sniper Rifle.

771 Strasse Weapons Systems, SC

Mark Urbin. TC 5, 1994, pp.46-47

2 pages, large format. Tab.

- Various weapons from a manufacturer based in the Gralyn Union in *Reavers' Deep* [-2,-2]. A pistol and machine pistol are detailed as well as brief notes on the manufacturer.

772 Weapon's Locker

Guy Gamett. TC 7, 1995, pp.42-43

2 pages, large format. Tab.

- Weapons listing for a GUESS crew with quartermaster's comments appended and notes referring to *Fire*, *Fusion* & *Steel*.

Astrography and World Building

773 Aoreriyya: Adventures in the Reavers' Deep

The TNE Pocket Group. TC 6, 1994, pp.3-14

12 pages, large format. Maps, tab., ill.

- Library data for a region in *Reavers' Deep* [-2,-2] and an introduction. Maps of the Drinsaar Loop in 1130 and 1200, UWPs for 1115, 1125-1130 (*Hard Times*) and 1200.

The same issue of *Traveller Chronicle* included several other articles on the subject of the Gralyn Union, GUESS, it's exploration service and an adventure, *Field Test*.

774 Children of Earth: The Solomani Rim in the New Era

Harold Hale. TC 10, 1996, pp.2-40 + cover

39 pages, large format. Maps, tab., diag., ill.

- Forming nearly all of this issue of *Traveller Chronicle*, the Solomani Rim [0,-3] is fully detailed here. With notes on the UWP data, and a sector map; subsector maps, UWP listings and subsector notes; a system name index; and a known star list for the Solomani Rim.

This gives all the detail needed to run adventures and campaigns in the sector. TC, no.11 followed up with volume 2 and a look at *Gabreelism*, *Children of Earth Timeline*, *New Era History*, *Sayings from the Book of Gabree-el*, *Aliens of Terra*, and *The Vegans*. Errata for the volume was published in TC, no.12, p.27.

775 The Covenant of Sufren

David Nilsen. Challenge 76, 1995, pp.33-35

3 pages, large format. Map, tab.

- Subsector map and UWPs for Sufren, subsector C of Diaspora [0,-2], which contains a pocket empire that has managed to maintain interstellar contact despite the collapse.

The 23 articles of the Covenant of Sufren are reproduced and details of a Covenant ship are given on p.36 but included in its own entry under 'Technology' in this bibliography.

776 The Gralyn Union: A Pocket Empire for Aoreriyya

The TNE Pocket Group. TC 6, 1994, pp.24-29

6 pages, large format. Tab., ill.

- History and background to the five worlds in two systems that make up the Gralyn Union in *Reavers' Deep* [-2,-2]. UWPs for the two systems are included.

The same issue of *Traveller Chronicle* also included other articles related to the Gralyn Union, provided details on the region of *Reavers' Deep* the Union is located in and GUESS, the Union's exploration service.

777 Izh Kriezhlal (Yiklerzdanzh Subsector O) as at 1201

David Thornell and Grant Sinclair. TC 9, 1995, pp.21-25

5 pages, large format. Map, tab., ill.

- Descriptions of fifteen of the worlds in Izh Kriezhlal subsector of Yiklerzdanzh [-7.1].
- Subsector map, UWP's and stellar data.

This is the location of the *Izrats Kriezhlal Unity* described elsewhere in the same issue of *Traveller Chronicle*. The *Vlazhdumecta* are detailed in TC, no.8.

778 The Izrats Kriezhlal Unity

David Thornell and Grant Sinclair. TC 9, 1995, pp.18-20

3 pages, large format. Illustration

- A *Vlazhdumecta* State in Izh Kriezhlal subsector of Yiklerzdanzh sector [-7.1] is described with culture, history, relations with other states in Yiklerzdanzh and the creation of *Izrats Kriezhlal* characters.

TC, no.8 described the *Vlazhdumecta* in more detail and the same issue, no.9, detailed Izh Kriezhlal subsector.

779 The Kaguk System

[Harold D. Hale]. TC 13, 1997, p.46

1 page, large format. Tab.

- Notes and system details for Kaguk (Solomani Rim 2325).

The inhabitants of Kaguk are detailed in *The Kagukans, Part 1* in the same issue of *Traveller Chronicle*.

780 The Kagukans, Part 1

Harold D. Hale. TC 13, 1997, pp.47-51

5 pages, large format.

- Background to the inhabitants of Kaguk (Solomani Rim 2325) with notes on appearance, culture, government, trade and using Kagukan characters in Traveller.

The planetary system of Kaguk is detailed in *The Kaguk System* in the same issue of *Traveller Chronicle*. A Kagukan merchant career is detailed in *Additional Careers for the Terran Republic* also in the same issue.

781 Oasis in a New Era

Greg Videll. Challenge 75, 1994, pp.68-74

7 pages, large format. Maps, tab., diag., ill.

- Subsector map and UWP's for what was once the Oasis subsector of Zarushagar and now home to the Duchy of Oasis. Notes on the subsector and rules additions.

- Subsector map and UWP's for Wolf subsector.
- Library data for the Duchy of Oasis.

Undercity, an adventure in the same issue of *Challenge* is set in this location.

782 Planetary Profile: Skold

Joe Heck. TC 4, 1994, pp.45-46

2 pages, small format. Tab., diag.

- Skold (Deneb 0915) is described and detailed in *World Builder's Handbook* format with notes for how it is coping since the Collapse.

An adventure set on this world is *Runner* in the same issue of *Traveller Chronicle*.

Adventures

783 Aikhiy

Guy Gamett. TC 7, 1995, pp.16-25

10 pages, large format. Tab., ill.

- An adventure for serving members of GUESS (detailed in TC, no.6), in which they are to visit Aikhiy from which two previous starships have failed to return.
- System profile for the worlds in the Aikhiy system (Reavers' Deep 1634).

784 Artifact

Clayton R. Bush. TC 12, 1997, pp.38-42

5 pages, large format.

- An adventure with players hired as intermediaries to purchase a rumoured Ancient artefact set on Thanber (Spinward Marches 0717).

785 The Awakening

James Maliszewski. Challenge 72, 1994, pp.35-38

4 pages, large format.

- Scenario taking place on balkanized Futok (Diaspora 3140) and designed for Star Vikings who find a Technologically Elevated Dictator is preventing other leaders from contacting and trading with off-worlders.

786 A Blighted Land: A Prequel to the Adventure Campaign and Sourcebook Vampire Fleets

Frank Chadwick. Challenge 76, 1995, pp.26-32

6 pages, large format. Map, ill.

- For the most part set on Promise (Diaspora 2827) this adventure involves the recovery of the crew of a Dawn League ship which was long thought lost.

A stand-alone adventure designed as an introduction to *Vampire Fleets*. Additional useful information can be found in *Path of Tears* and the *Lady Elise* adventure included in the *Traveller Referee Screen*.

787 A Bonnie Mess

Mark Gelinas. TC 3, 1994, pp.13-34

22 pages, small format. Illustration

- The characters are hired to perform a routine yacht repair and delivery job but things are complicated by the increased Vargr activity in the area.

Lady Charlotte-class yacht deck plans and description are also included in the same issue of *Traveller Chronicle*.

788 Double Cross

Marcus Zarra. TC 9, 1995, pp.13-17

5 pages, large format. Tab., ill.

- Beginning on Trybec (Old Expanses 0336), this adventure involves the PCs being hired by a Virus infected ship and cyborg wanting them to track down some humanoid robots.

789 Field Test: GrayIn, 1197

Joe Heck. TC 6, 1994, pp.36-39

4 pages, large format. Tab., ill.

- The PCs are members of the Gralyn Union Naval Service taking an Imperial Patrol Cruiser on its first voyage in 70 years.

790 Foresight

Kerry Mould. Challenge 72, 1994, pp.[18]-23

6 pages, large format. Diag., ill.

- Starting on Vincennes (Deneb 1122) this adventure involves helping retake a secret base.

Designed as a bridge from *MegaTraveller* to *Traveller: The New Era*, this adventure provides one way of transporting characters from one era to the next.

791 Gold Fever

Kevin Berry and Andy Lilly. TC 9, 1995, pp.7-12 + cover

6 pages, large format. Illustration

- An adventure for use in any era in which the PCs are contracted to carry geological samples wanted by both pirates and terrorists.

792 Inheritance Blues: A Traveller: The New Era Adventure

George William Herbert. Challenge 74, 1994, pp.14-17

4 pages, large format. Illustration

- A Bastien class 600-ton subsidized liner owner needs help repairing his ship and taking it to the nearest Class A starport.

793 The Intendant

Gregory P. Lee. TC 7, 1995, pp.10-15

6 pages, large format. Tab., ill.

- Set in the Regency, the adventure involves a female Zhodani seeking to become an intendant.

Also included with the adventure is an introduction to psi-drugs for use with Traveller and several psi diminishing or augmenting drugs to use.

794 Into the Sa'Drit Jungle

Marcus Zarra. TC 8, 1995, pp.3-7

5 pages, large format. Illustration

- A Reformation Coalition adventure sending the PCs on a search for a missing expedition and involving a fight for survival in inhospitable terrain.

795 The Long Fall Club

George William Herbert. Challenge 75, 1994, pp.52-56

4 pages, large format. Illustration

- Set on Mikkadhir, this is an adventure to recover relic starships held by the oppressive governor of a xenophobic world.

Based on an original adventure idea by Andrew Fritz and making use of the atmospheric re-entry kit of *JTAS*, no. 11 and *MTJ*, no.3.

796 The Madness Effect

Paul Lucas. Challenge 75, 1994, pp.60-65

5 pages, large format. Diag., ill.

- Adventure set on board the *Pride of Vhodan*, a 600-ton subsidized liner on its run from Eos (Old Expanses 0632) to Aurora (Old Expanses 0535), when an error in the jump program causes a flaw in the jump envelope.
- Deck plans for the 600-ton modified liner.

797 The Mermani Descent!

Bill White. TC 5, 1994, pp.21-29

9 pages, large format. Maps, diag., ill.

- An RCES adventure on the Mermani homeworld as the PCs attempt to locate any remaining SuSAG equipment.
- World map for Phaedrus (Alpha Crucis 1006) and deck plans for Research Station 33.

The Mermani were described in *Contact! The Mermani* in TC, no.4.

798 Nova Ryll

Marcus Zarra. TC 9, 1995, pp.33-37

5 pages, large format. Illustration

- The adventurers are hired by a somewhat paranoid woman (whose father has just been killed) to search for a base on Nova Ryll (Old Expanses 0330).

799 Nuggets

James Maliszewski. Challenge 73, 1994, pp.16-19

4 pages, large format. Illustration

- Six patron encounters generic enough to be used in Star Viking, Regency or pocket empire campaigns. Merchant Princess, Local Leader, Plague World, Government Official, Religious Figure and Scientist.

800 Operation Savior

Andy Lilly. TC 10, 1996, pp.41-56

16 pages, large format. Maps, tab., diag.

- This adventure involves the PCs extracting a covert operations team which has been captured by one state of a balkanized planet who must not be given a chance to find out the true nature of the team.

An adventure designed to be used in any era by neatly providing backgrounds suitable for each. This adventure was used at Recon in 1995 and revamped by the author for the RPGA Student Nationals in 1997.

801 Operation: Wolf Snare

Mark Lucas. Challenge 75, 1994, pp.26-34

8 pages, large format. Map, tab., diag., ill.

- Set on Daarida (Diaspora 2426) the adventure involves the hot recovery of a 200-ton starship being used for piracy and extortion.
- Deck plans and details of 200-ton Cobra class corsair.

802 The Pirates of Pinafore or The Computer Who Loved a Lass

Scott Kellogg. TC 8, 1995, pp.19-22

4 pages, large format. Illustration

- While nominally set on a GUESS ship of the Gralyn Union, this adventure can very easily be moved to any setting desired. Indeed, it is a delightfully light-hearted adventure that involves several plots and ideas from various Gilbert and Sullivan light operas.

If you're familiar with the Gilbert and Sullivan repertoire, then the songs and fun of this 'adventure' should be the source of much mirth and merriment if not taken too seriously.

803 Playland: A Traveller: The New Era Adventure

Harold D. Hale. Challenge 76, 1995, pp.[14]-23

10 pages, large format. Tab., diag., ill.

- The adventurers go in search of a missing crew and ship and eventually come across Playland on Clausen (Massilia 0609).

804 Revenge So Sweet

Andy Lilly. TC 8, 1995, pp.41-45

5 pages, large format. Illustration

- Set in the Shadowsand system (Far Frontiers 2526), the adventurers come out of jump to find a young woman left to die in space but, once rescued, bent on revenge for the death of her father.

805 A Rock Called Jade

Andy Lilly. TC 7, 1995, pp.3-8

6 pages, large format. Tab., diag., ill.

- Set in the Goggic system (Far Frontiers 3021), this adventure involves the PCs hunting for an old Zhodani base known as Jade in an asteroid belt.

806 Runner

Joe Heck. TC 4, 1994, pp.38-44

7 pages, small format. Illustration

- Set on Skold (Deneb 0915), the PCs get involved in evacuating some psionic refugees in the Regency.

A planetary profile of this world can be found in the same issue: *Skold*.

807 Short Nap

Michael R. Mikes. Challenge 77, 1995, pp.14-18

5 pages, large format. Tab., diag., ill.

- Set in the Egg system (Diaspora 2631) in Khulam subsector but can be adapted to almost anywhere in the Wilds, this adventure serves as an opening to a New Era campaign when the players awake from cryogenic sleep.
- Deck plans for Wyngate Station Two.

The plans for Wyngate Station two are virtually identical to those of *Murder On Arcturus Station: Adventure 11*.

808 Straits of Magellan

James Maliszewski. Challenge 71, 1993, pp.36-41

6 pages, large format. Map, tab., diag., ill.

- Scenario intended to serve as introduction to a campaign set in the Confederation of Antares pocket empire at Zell (Lishun 2924).
- Deck plans for the Magellan a 400-ton Lab Ship.
- Map and UWPs for Zell, subsector L of Lishun.

809 Strange Lights Over Hokum

Michael R. Mikes. Challenge 73, 1994, pp.20-23

4 pages, large format. Illustration

- Set on Pradock (Old Expanses 2711) although easily transferable to other locations, this adventure has the PCs rescuing a group of Hivers who've landed near a town and panicked the inhabitants.

810 Tsuga Orbital

Joe Heck. TC 8, 1995, pp.31-40

10 pages, large format. Tab., diag., ill.

- A startup adventure for *Traveller: The New Era* characters beginning on Gieltacian and having to recover a relic starship.
- Deck plans and details for a 200-ton jump-1 ship and 100-ton jump-2 ship are given

811 Undercity

Greg Videll. Challenge 75, 1994, pp.6-15

8 pages, large format. Diag., ill.

- Set in the Duchy of Oasis in 1201, this adventure involves the PCs in an expedition into an abandoned portion of a global arcology to investigate a mystery dating back to the time of the Old (Third) Imperium.

Oasis in a New Era, an article in the same issue of Challenge, also provides useful information.

Fiction

812 A Long Way Home

Terrence McInnes. TC 11, 1996, pp.48-56

9 pages, large format.

- First part of a serialised novel following the adventures of Sean McKinney, a 'bright but primitive country boy' who leaves his backwater home on Fisher's

World (Old Expanses 1229) to start university and on the way encounters an RCES drop trooper.

Continued in TC, no.12. Not to be confused with the BITS adventure *The Long Way Home* (published in the USA in two parts as *Long Way Home* and *Gateway* by Imperium Games).

813 A Long Way Home

Terrence McInnes. TC 12, 1997, pp.3-26 + cover
24 pages, large format. Illustration

- Second instalment of the serialised novel in which Sean McKinney saves the life of RCES marine, joins the crew of the Immanuel Kant and learns there's more to the universe beyond the confines of his world. Meanwhile the Kant gets involved in a firefight while refuelling at Corrig (Old Expanses 1331) and eventually arrives at Helios (Old Expanses 1234) where Sean must decide his future.

See comments on *A Long Way Home* for TC, no.11.

814 A Long Way Home

Terrence McInnes. TC 13, 1997, pp.3-31 + cover
29 pages, large format.

- Third instalment of the serialized novel following the adventures of Sean McKinney as he meets his girlfriend's father, survives a terrorist attack, swaps letters with his beloved and undergoes various types of training on Nike Nimbus (Old Expanses 0732).

See comments on *A Long Way Home* for TC, no.11. Although the story is "to be continued", that was unfortunately all there was of *Traveller Chronicle* and its publication of this novel.

815 Test Flight

Jo Jaquinta. TC 8, 1995, p.56
1 page, large format.

- Short short story in which an Evani test-pilot Aoibhell takes the Vilani Lora on a hair-raising test flight.

Additional Material

816 Children of Earth Errata and Additions

Harold Hale. TC 12, 1997, pp.27-28
2 pages, large format. Tab., diag., ill.

- A list of known errata and some additions to the *Children of Earth* material that appeared in TC, nos.10 & 11.

817 Core Subsector

Andy Slack. Challenge 75, 1994, pp.58-59
2 pages, large format. Map, tab., ill.

- The core (subsector G of Sirius Sector) systems of 2300AD given in New Era terms.

818 Credit Where Credit is Due...

Guy Gamett. TC 6, 1994, p.42
1 page, large format.

- The TNE Pocket Group, listed as author for several of the articles in TC, no.6, is explained as an internet mailing list and its members are listed. Also attributes some artwork in the issue to Nathan Mezel and describes the illustrations.

819 *Fire, Fusion & Steel*: First Printing to Second Printing Upgrade

Dave Nilsen. Challenge 75, 1994, pp.66-67, 75-77
5 pages, large format. Tab.

- Errata, clarifications and enhancements to the first printing of *Fire, Fusion & Steel*.

Vital for owners of the first printing and useful for owners of the second printing to see what changed. This article was also printed as a separate booklet.

820 Lethality in Roleplaying Small Arms Systems

Frank Chadwick. Challenge 73, 1994, pp.24-29
4 pages, large format. Tab., ill, bib.

Not specifically concerned with Traveller, this article examines real life police records to show that *Traveller: The New Era* does have a fairly realistic combat system.

821 Notes on Collapsing Worlds

Mark Gelinis and Dave Nilsen. Challenge 77, 1995, pp.22-28
7 pages, large format. Tab.

- Suggestions and rules for collapsing UWP's from *MegaTraveller* times to their *New Era* counterparts.

822 Out of This Universe: Traveller Variant

Clayton R. Bush. TC 12, 1997, pp.51-52
2 pages, large format.

- A nifty idea for handling misjumps without necessarily destroying player characters.

823 Scenario Generation

Clay Bush. Challenge 72, 1994, pp.[24]-31
6 pages, large format. Tab., ill.

- Tables to stimulate ideas for referees creating scenarios

824 Understanding Traveller: The New Era

[Anon]. Challenge 69, 1993, pp.1-4 [special insert]
4 pages, large format. Diag., ill.

- Colour insert introducing *Traveller: The New Era*.

Marc Miller's Traveller appeared in 1996 after GDW shut down and the rights to Traveller reverted to Marc. This fourth incarnation planned to support all that had gone before by setting different Traveller backgrounds in separate milieux; in fact only Milieu 0 – the birth of the Imperium – was ever covered.

Rules and Background

825 Bits of Biotechnology

Aaron Link. JTAS 25, 1996, p.13

1 page, large format.

- Five pieces of biotech to introduce to Traveller games which are actually creatures being put to work.

826 One Hundred Cargoes

Jo Grant. JTAS 25, 1996, pp.36-44

9 pages, large format. Illustration, glossary

- 100 cargoes to introduce to Traveller adventures.

The cargo section of *101 Cargoes* (ironically the UK publication uses the US spelling and US publication uses the English spelling) is republished in its original form - unedited and with the best cargo of all missing. The glossary is also trimmed down. Note that none of the rule sections of the BITS books are included (Instant Adventure Links, Shipping Codes, and Generating Cargoes).

Sophonts

827 Stellar Villains

Michael Nelson. JTAS 26, 1997, pp.12-14

3 pages, large format. Illustration

- Notes on how to create effective and believable opponents for adventurers.

828 Contact: The Suerrat

John Sneed. JTAS 26, 1997, pp.4-5

2 pages, large format. Illustration

- Background, details and adventure ideas for a minor human race that makes up 60% of Illelsh sector [-2,-1].

829 Excerpts from Aliens Archive: The Asym

[Timothy Brown]. JTAS 25, 1996, pp.14-15

2 pages, large format. Illustration

- Asym physiology, psychology, society.
- Role-playing tips.

Reprinted from *Aliens Archive* this is a brief introduction to one of the alien races new to *Marc Miller's Traveller*.

Adventures

830 Artifacts Unearthed

David W. Baker. JTAS 26, 1997, pp.21-28

8 pages, large format. Tab., diag., ill.

- An adventure for characters of low to moderate experience involving transporting supplies to an archaeological expedition.

831 Hot Lead & Heavy Metal

Michael H. Wittek. JTAS 26, 1997, pp.30-32

3 pages, large format. Tab., ill.

- Adventure for a military or mercenary unit which can take place anywhere there is political unrest or rebellion.

832 The Silver Moon Incident

Lew Wright. JTAS 25, 1996, pp.16-30

15 pages, large format. Diag., ill.

- The PCs are hired as a mercenary team to investigate a scout ship that has gone missing.

833 Strike!

Douglas E. Berry. JTAS 26, 1997, pp.9-11

3 pages, large format. Illustration

- Set on Sylea (Core 2118), this adventure involves unions, dock workers and cargoes piling up.

834 Vestiges

David W. Baker. JTAS 25, 1996, pp.2-[8]

7 pages, large format. Diag., ill.

- Explorations of a research facility uncover a telepathic pouncer ready to kill the PCs.

Fiction

835 Free Trader Beowulf

Don Perrin. JTAS 25, 1996, pp.32-35

4 pages, large format. Illustration

- The story of what happened to the Free Trader Beowulf after giving the now famous distress call printed on Traveller game boxes.

836 Herlitian Dreams

J. Robert King. JTAS 26, 1997, pp.33-40

7 pages, large format. Illustration

- Set on a gas giant, a team of scientists including psychologist Frank Gheist, have to work out why a mining crew has stopped working and are reporting seeing ghosts.

Full background and character stats are provided for Frank Gheist following the story.

837 Hidden Cost

Michael Siverling. JTAS 26, 1997, pp.15-19

5 pages, large format. Illustration

- A free trader captain gets more than he bargains for when he believes he's helping an attractive woman escape from an unwanted suitor.

838 Warden of the Everlasting Flame

Peter Schweighofer. JTAS 25, 1996, pp.10-12

3 pages, large format.

- An archaeological expedition endeavouring to retrieve a desolate world's superweapon, encounters the only survivor from previous uses of the weapon.

Additional Material

839 At the Con

Clayton R. Bush. JTAS 26, 1997, p.48

1 page, large format. Illustration

- Advice for those looking to run adventures at conventions.

840 Screening Room

Donna Thomsen. JTAS 26, 1997, pp.44-45

2 pages, large format. Illustration

- The films *The Relic*, *The Serpent and the Rainbow* and *The Island of Dr. Moreau* are all reviewed with an eye for adapting them to Traveller scenarios.

841 Time Traveller

J. Robert King. JTAS 26, 1997, pp.6-7

2 pages, large format. Illustration

- A look back at Traveller's history and inspiration with comments from Marc Miller.

842 Traveller on the Internet

David Bullock. JTAS 26, 1997, pp.41-42

2 pages, large format. Tab., ill.

- A quick tour of Imperium Games' web page and a few other Internet sites of interest.

843 Under Construction

Timothy Brown. JTAS 26, 1997, p.47

1 page, large format.

- A look at some of the then new Imperium Games' products: *Emperor's Arsenal*, *Pocket Empires*, *Anomalies* and *Psionic Institutes* all get a brief mention.

Games associated with Traveller.

Traveller

844 Archaic Missile Weapons

Frank Chadwick. JTAS 11, 1981, pp.44-[45]

2 pages, small format. Tab.

- Low tech weapons for use with *Striker* and *Azhanti High Lightning*.

This article was reprinted in *The Best of the Journal of the Travellers' Aid Society*, no.3, pp.42-43.

845 Civilian Striker Vehicles

J. Andrew Keith. JTAS 14, 1982, pp.31-34

4 pages, small format. Tab., ill.

- Additional *Striker* rules for creating automobiles, cycles and sidecars etc.
- Examples of a TL6 motorcycle and sidecar; TL7 motorcycle; TL10 grav cycle and TL6 ground car are given.

846 Diplomacy in Imperium

Roberto Camino. JTAS 1, 1979, pp.9-11

3 pages, small format. Tab., diag., ill.

- A rules variant for *Imperium* which allows players to make diplomatic contact with systems they are fighting over.

847 Double Star: Centennial

Roberto Camino. JTAS 3, 1979, pp.12-14

3 pages, small format. Tab., ill.

- Variant rules for the boardgame *Double Star*.

Whilst not strictly a Traveller game, *Double Star* is certainly of interest to SF gamers and this variant provides options for a jihad, first strike or annexation. It also includes special rules for asteroids, solar flares, a solar power converter/transmitter and more.

848 Hunting Bugs: *Striker* meets *Horde*

John Marshall. JTAS 17, 1983, pp.40-43

4 pages, small format. Illustration

- Discussion of how to use the creatures from *Double Adventure 5* to practice *Striker* combat.

849 Imperium: Ground Combat Module

Roberto Camino. JTAS 5, 1980, pp.16-[24] + cover

9 pages, small format. Diag., ill.

- A variant for resolving surface combat in *Imperium*. Includes ground maps for various worlds and unit counters to use.

850 Merging the *Striker* and Traveller Combat Systems

Michael L. Wharton. JTAS 16, 1983, pp.43-45

3 pages, small format. Tab., ill.

- Modification of the *Striker* combat system in the conversion of damage levels to the points system of Traveller and the 'to hit' determination at short ranges.

851 Striker Errata

[Anon.]. JTAS 12, 1981, p.40

1 page, small format. Tab.

- First printing errata for *Striker* which were corrected in the second printing. Includes a laser penetration table and a grav vehicle speed table.

852 Striker Variant: "Foxhound"

J.D. Webster. JTAS 14, 1982, pp.44-47

4 pages, small format. Illustration

- Something of a cross between a rules expansion and an amber zone, this article makes small aerial dog-fight situations possible and gives equipment statistics for a G-Carrier, Rampart Starfighter, and Foxhound Atmospheric fighter.

853 *Striker* Weapons Systems Analysis

Steven P. Drevik. JTAS 21, 1984, pp.6-8

3 pages, small format. Illustration

- Discussion of some of the tactical advantages that can be gained using *Striker* equipment design.

854 *Striker* Weapon Systems Revisited

Steven P. Drevik. Challenge 25, 1986, pp.22-23

2 pages, large format. Illustration

- Discussion of the advantages and disadvantages in the use and organization of equipment from *Striker Book 3: Equipment*.

855 Striking it Rich: *Striker* for the Traveller Player

J. Andrew Keith. JTAS 12, 1981, pp.46-[48]

3 pages, small format. Illustration

- In an effort to persuade Traveller players that might not be interested in miniatures, the author points out the virtues of the system and shows how useful it can be in a variety of situations.

856 'Til They Glow in the Dark: Nukes for *Traveller*/*Striker* Campaigns

Jim Cumber. JTAS 22, 1985, pp.6-8, 44

4 pages, small format. Illustration

- Details for using nuclear weapons in combat.
- Subdivision of TL6 to give further information.

The missing nuclear warheads table was printed in JTAS, no.23, p.11

857 Troops in the Fifth Frontier War

Marc Miller. JTAS 10, 1981, pp.24-26

3 pages, small format. Tab., diag., ill.

- Notes for the game *Fifth Frontier War* on the determination of troop strengths and details of how to mark their counters to match the game.

MegaTraveller

(None)

Traveller: The New Era

858 *Brilliant Lances* Design Notes

David Nilsen. Challenge 71, 1993, pp.32-34

3 pages, large format.

- Behind the scenes look at some of the decisions and choices that faced the designers of *Brilliant Lances*.

Also has brief comments on previous ship combat systems such as *Mayday*, *High Guard* and *MegaTraveller*.

859 Lock on Sensors: A set of alternative sensor rules for *Brilliant Lances*

Andrew Doull. TC 9, 1995, pp.51-55

5 pages, large format. Tab., diag., ill.

- A discussion of sensor information generally, signature, evaluating signatures, detection and some advanced rules, providing an expanded system for the *Brilliant Lances* game.

Marc Miller's Traveller

(None)

This list does not include periodical editors or contributors. Entries in *italics* refer to miniatures. ? indicates uncertain authorship.

Anon.

9mm Bolt Action Rifle
13mm Double Barrel Big Game Rifle
Accelerator Rifle
Airship
Artificial Gill
Astrographic Index for *The Travellers' Digest*, Issues 1-4
Astronomical Index: Neptune
Atmospheric Tester
Atsah Subsector
ATV
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Capital: Cultural Profile
Capital: World Profile
Cargo Container (Sealed)
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Cold Weather Situations
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Core Subsector, The
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Dynam System, The
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Forms and Charts
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Grand Census, Grand Survey Stats for Reference
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Library Data of the Core Sector
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Colbert, John W.

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- Crocker, Jonathan**
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- Ford, John M.**
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Published in the UK by **BITS**

ISBN 1 901228 15 0

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