Covering every era of Traveller
from 'Classic' Traveller to Rebellion, Virus and GURPS Traveller

THE PERIODICAL BIBLIOGRAPHY
THE TRAVELLER PERIODICAL
BIBLIOGRAPHY

Timothy Collinson

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THE TRAVELLER PERIODICAL BIBLIOGRAPHY

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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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• The Traveller Bibliography
Introduction

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 the main subject of the article. As coverage in some of the periodicals changed from one era to another era, there was often no clear 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.

Timothy Collinson
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

<table>
<thead>
<tr>
<th>Title</th>
<th>The Care and Feeding of NPCs</th>
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</thead>
<tbody>
<tr>
<td>Author</td>
<td>5 pages, small format, third</td>
</tr>
<tr>
<td>Pages</td>
<td>Notes on how to run interesting, useful and believable non-player characters in a Traveller campaign.</td>
</tr>
<tr>
<td>Contents</td>
<td>This article was reprinted in BJTAS, no. 3, pp. 17-20 &amp; 45.</td>
</tr>
<tr>
<td>Page No.</td>
<td>Periodical &amp; Issue number</td>
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<td>Page Numbers</td>
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<td>Article No.</td>
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<td>Size</td>
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</tbody>
</table>

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 Marsh" 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 page number is 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), Ulysses (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.
The ‘Big Five’

The Best of the Journal of the Travellers’ Aid Society
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).
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
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 ‘filled’ 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 MegaTraveller Journal

A journal entirely devoted to MegaTraveller, focusing on the Domain of Deneb, that supplantled 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’Kreas 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

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
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 included 2300AD material. It was finally replaced by The MegaTraveller Journal which returned exclusively to Traveller material.
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
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
PML 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
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 JTAS, 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 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 6, 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 psycybers, 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 JTAS, no.4, pp.2-7 & 47-48.

18 Traveller: The Final Frontier
J. Andrew Keith. JTAS 5, 1980, pp.10-11, 26 & 33
4 pages, small format. Illustration
• The sheaf 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 JTAS, no.2, pp.6-7 & 27.
21 The Universal Task Profile
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 prevew in this article.

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.

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.

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.

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. Stodard. 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. 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
2 pages, large format. Tab.
• Homeworld generation for PCs.

Clever system which allows characters to have homeworlds without actually rolling UWP's 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 16, 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
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.
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 Regnia'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 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 McNines. TD 9, 1987, pp.18-21
4 pages, large format. Tab., 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
• Emperors list from Clean 1 to Stephon 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. Tab., diag., ill.
• Background to the ISS, descriptions of the various offices and notes on the ISS at war.

This article was reprinted in BJUTAS, 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
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
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
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 Swann [and Mike Swann]. 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 martial 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'.

Traveller (Careers) 8
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 BJ/TAS, no.4, pp.2-7 & 47-48.

60 There When You Need Them
3 pages, large format. Tab., ill.
• Advanced character generation for police characters and new skill descriptions.

61 Zhodani Military Organization
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
1 page, large format. Illustration
• Ex-Marine Captain 8C9DA7 Age 40.

63 Coach: Casual Encounter: "Coach" Gorkin Flangulanti
2 pages, large format. Illustration
• Spaceracer 5C5C66 Age 43.

64 Dev Landrel: Casual Encounters
3 pages, small format. Illustration
• Scientist/Archaeologist 6B88B6 Age 38.

This article was reprinted in BJ/TAS, no.3, pp.36-37 & 41.

65 Emil “Boomer” Brankovich: Casual Encounter
2 pages, large format. Ill.
• Ex-Army Corporal C9D674 Age 30.

66 Enil Iddukagan: Casual Encounter
J. Andrew Keith. JTAS 22, 1985, pp.46-48
3 pages, small format. Illustration
• Journalist 89A885 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 Giorinna Firella: Casual Encounter
J. Andrew Keith. JTAS 11, 1981, pp.46-48
3 pages, small format. Illustration
• Noble/heirness 4AA9AF Age 26.
• Used as a patron in Coup D'etat, an Amber Zone in JTAS, no.10.

This article was reprinted in BJ/TAS, no.3, p.39-41 with the title: Casual Encounter: Giorinna.

70 Gunnar Haevvedsen: Casual Encounters
J. Andrew Keith. JTAS 13, 1982, pp.24-26
3 pages, small format. Illustration
• Mercenary First Sergeant 9A88B6 Age 38.

71 An Interview With the Emperor
Sir Akidda Laagir. TD 9, 1987, pp.43-45
3 pages, large format. Illustration
Introduction of the Ex-president of the Viceroy 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 8BDA56 Age 54(?).

This article was reprinted in BJ/TAS, 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 Otabia’s startown on Phireene. No UPP given.

74 Playing the Characters: Akidda Laagir
[Anon.]. TD 9, 1987, pp.29-30
2 pages, large format. Illustration
• Background notes on the journalist Akidda Laagir 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 Sarvayo'.

76 Ringaal DeAster: Casual Encounter
3 pages, large format. Illustration
• Ex-Army Major 8B98B4 Age 39.

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
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 God of Zurrin in TD, no.4.

79 Contact: Ael Yael
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 BJ/TAS, no.4, pp.37-40.
80 Contact! Aslan
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. Diag., 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 Dynchua
Peter Rasmussen. JTAS 24, 1985, pp.44-48
5 pages, small format. Illustration
- Minor race originating from Melanderis (Old Expanses A-666SC7-C).
Melanderis was not located with reference to the official universe and has also been located at Leonidis 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 (Kizarum'kaa 0809) is described and character generation details provided.

85 Contact: The Githasiaklo
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 Githasiaklo (Antares 2496).

86 Contact! The Hive
John Harrisman, 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 Hlanssaie
Phil Masters. JTAS 22, 1985, pp.40-43
4 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).

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 Worlds
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
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
4 pages, small format. Illustration
- Introduction to one of the largest sentient creatures known to the Imperium.
- The Virushi homeworld is Virush (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! Zothadani
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 Zothadani.
- 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
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'gaii X'ten kr'kkir K'yt Hk'tree'li Lx'sr'rr Ikru 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 Shealey. Challenge 26, 1986, pp.35-37
3 pages, large format. Tab., ill.
- A curious, independent and proud minor race from Spica/Pr't' (C-9667C9) [sic]. Referee's notes on how to generate Prt' are provided.
Based on carnivore/pouncer stock, the Pr't' (pronounced 'pert' with a rolled 'r' and emphasis on the 'e') have a clan system and are part of the Hive Federation.
Bestiary

108 Afeahyalthow: The Bestiary
2 pages, small format. Tab., ill.
- Aculeoptera versator, the carnivora/killer falconbat native to Kuzu (Dark Nebula 1910), is described and illustrated.

109 Beaked Monkey: The Bestiary
Loren Wiseman. JTA 3, 1979, pp.26-27
2 pages, small format. Illustration
- Palearhynchus fructophaghi, or the beaked monkey, is described and referenced information provided.

110 Bloodvark: The Bestiary
William H. Keith. JTA 11, 1981, pp.10-11
2 pages, small format. Illustration
- Megalinthiria conchichilalis claudius are quadruped mammals native to Lantoli that make excellent trackers and are used by law enforcement agencies on TLS to TLO worlds.

111 Bush Runners: The Bestiary
[Anon.]. JTA 1, 1979, pp.4-5 & 6
3 pages, small format. Tab., ill.
- Sessimifex andrewisi, an omnivorous bipedal creature that is somewhat like a cross between a kangaroo and a fluid-lizard.

112 Crested Jabberwock: The Bestiary
3 pages, small format. Tab., ill.
- Jabberwockisterscristatus saevulita, a medium-sized carnivore native to Kassan (Solomani Rim 1711) is described and detailed.

113 Dolphin: The Bestiary
Roger E. Moore. JTA 6, 1980, pp.38-38
2 pages, small format. Illustration
- First of a twp part article describing Tursiops galactis, the geneered dolphin. This article covers their background and history.

114 Dolphins: part II: The Bestiary
Roger E. Moore. JTA 7, 1981, pp.29-31
3 pages, small format. Tab., ill.
- A metal dissolving species, Ferrosolvens et al, that can grow up to a third of a metre and pose a serious threat to starships.

115 Garvan’s Leach: The Bestiary
[Anon.]. JTA 2, 1979, pp.27 & 30
2 pages, small format. Illustration
- An unclassified, verniform, radially symmetrical, endothermic invertebrate native to Victoria (Spinward Marches 1851) is described.

116 Garhawk: The Bestiary
J. Andrew Keith. JTA 13, 1982, pp.13-14 & 15
2 pages, small format. Tab., ill.
- Stellafalconiformis ulcerals a popular hunting bird amongst the imperial nobility is described.

117 Hopletes: The Bestiary
Loren Wiseman. JTA 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. JTA 17, 1983, pp.6-7
2 pages, small format. Tab., ill.
- Palmarthropoda gelidus is an unusual creature which metabolizes rock found on Furtos (Uldormin 0707). Their predatory carnivore the Ice Spider is also introduced.

120 Klan: The Bestiary
Roger Moore. JTA 9, 1981, p.37
1 page, small format. Tab., ill.
- Pseudostruthio gigas, originally from Prolissa in Tin’s Veil subsector, are large herbivore grazers and in this article are described, illustrated and detailed.

This article was reprinted in JTA62, 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
- Kasura weberti, R. kudebecki, 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 Suevamis, Lozin are endothermic, quadrupedal, bilaterally symmetrical creatures.

123 Luugir: The Bestiary
3 pages, small format. Tab., ill.
- Aeromedusa 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
2 pages, small format. Tab., ill.
- Geneereed 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 truefish omnivore originally native to Loursouth 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
- Trineroperosopon enteronphagus are ugly but rare poisonous piscine creatures native to Onicrom.
This article was reprinted in BJTAS, no.3, pp.6-7.

129 Reticiulan 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
- Pseudocalectos arcanum, et al or the sea bear a native of Thenkochron is described. A carnivorous creature, sea bears are found along shorelines and in shallow off-shore areas of large bodies of water.
This article was reprinted in BJTAS, no.1, pp.17 & 25.

131 Seedspitter: The Bestiary
L. Credo Lombard and Jerry Stoddard. JTAS 16, 1983, p.36 & 38
2 pages, small format. Tab., ill.
- Pseudoputopus 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., il.
- Arachnophelis var. (also called cave spiders, spider-cats and shrew-spiders) is described. Illustrated and detailed.

134 Stormrider
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 sternii, H. Silvans, the Tree Kraken or Land Squid is native to Forbolin 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.
- Platapedalis arborus (also known as drop spiders or shovel spiders) are trap-building carnivores native to Jeshipere/Ararism.

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

138 Cargo: A Merchant Prince Variant
Terrence R. McNees. Challenge 26, 1986, pp.17-21
5 pages, large format. Tab., ill.

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 BJTAS book: 107 Cargo 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 bank's 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
6 pages, large format. Tab., 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 McNees. 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.

Mercantile and Finance

Traveller (Bestiary, Mercantile and Finance)
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  
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: Denonian Flame Gems and Blue Valonaise Wine.

144 Speculation Without a Starship  
Loren K. Wiseman. JTAS 5, 1980, pp.34-38  
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 BJ/TAS, 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: GC96B (pharmaceutical specific against Denebian Spotted Fever), Yxg’s ‘Highheat’ – a mild K’ree narcotic but potently addictive to humans), and Wolfie’s Blackstreak (a 20kg guardian beast).  
Wolfie’s Blackstreak was supposed to have been fully detailed in the Bestiary of the issue but the Oogongong 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 BJ/TAS, 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 BJ/TAS, 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 Belt that can be added to the game as the referee wishes.  
• Includes missionaries, conglomerates, pirates, espionage, Lords of London, hiring out, convicts and more to spice up adventuring in asteroid mining.

Technology: Clothing and Habits

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 loomed 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. Illus.  
• 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.

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 Guiteley. 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
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 Enforcement: 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 AAIs are included as well as other considerations.

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.

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
4 pages, small format. Tab., ill.
• Article detailing the use of various types of chutes: parachute, paragliding, 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 Journalist 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 Bilba. JTAS 24, 1985, pp.13-15
3 pages, small format. Illustration
• Known as the Spy-Eye this 50cm diameter sphere is stuffed 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.

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

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 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, 1981, pp.54-56
3 pages, small format. Tab., diag., ill. 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 of the FF-77 Broadsword IV and FF-81 Rampart V fighter/bombers with High Guard statistics. Deck plans and High Guard statistics are also included.

194 Fighter Profile: The Rampart IV and V
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 Lisian: Workhorse of the Squadron
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 Lisian 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. Tab. 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
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

201 High Guard: Starship Combat Resolution Tables
4 pages, small format. Tab. Final installment 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
4 pages, large format. Diag., ill.
• Notes on K'kree starships and a deck plan for a 6,000-ton Xeek'n'kei class merchant as well as two robot designs.
The notes are presented as by a Villani Professor of Sociology, curiously named Brian Stokes.

203 Lifeboats: The Ship's Locker
[Anon.], JTAS 5, 1980, p.30
1 page, small format. Diag.
• TL5 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 militaries and para-military police forces in counter-insurgency and counter-terrorism 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 Concorde 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, combat values, and provides 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
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 valer/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.8-10[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 wheeled 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. Lieberman. TD 7, 1986, pp.53-56
4 pages, small format. Illustrations
• Considerations for 'mothballing' starship reactivating 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.
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
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.

234 234 Astrogaphic 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 UWP’s 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 UWP’s.

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 1985 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
1 page, large format. Applesoft Basic program listing
• Program for generating sector data for Traveller. Creates UWP’s, gas giants, travel zones, bases and trade classifications.

Astrogaphy: 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, UWP’s 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, UWP and stellar data for Kilrati, 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
Date Kemper. TC 2, 1993, pp.3-10
8 pages, small format. Maps, tab., ill.
- First in a seven part series giving maps, UWP and descriptions of the Far Frontiers sector [-4,1]. This section covers subsectors Antideluvia (I) and Atlas (J) of the sector.
Expands on material originally presented in Arcs in 1984.

243 The Far Frontiers
Date Kemper. TC 3, 1994, pp.3-12
10 pages, small format. Maps, tab., ill.
- Second in a seven part series giving maps, UWP and stellar data and descriptions of the Far Frontiers sector [-4,1]. This section covers subsectors Tsemeryk (K), Invenness (L), and WuFek (M) of the sector.

244 The Far Frontiers
Date Kemper. TC 4, 1994, pp.3-14
12 pages, small format. Maps, tab., diag., ill.
- Third in a seven part series giving maps, UWP and stellar data and descriptions of the Far Frontiers sector [-5,1]. This section covers various states in the sector and details subsectors Cabala (N), Jungblut (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, UWP and stellar data for Detriaiem (A) and lenji (B) subsectors in the Far Frontiers sector [-6,1].
An errata for some of the dates given for the Lenji 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.
- Fourth in a seven part series. Maps, UWP and stellar data for Naianch (C), Qiedkria (D), and Plavkovistqel (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 Zephkai (H) subsectors are mapped, UWP 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, UWP 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 UWP for subsectors M (Cadion) and K (Chang) of Core sector.

252 Library Data of the Liushun Sector
Nancy Parker. TD 7, 1986, pp.44-45
2 pages, small format. Diag.
- Subsector key and nine library data entries for Liushun 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 Liushun 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 Liushun 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 Expanses 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 Expanses 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 UWP for Uralquash, 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 UWP 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, UWP and brief notes for subsector G of Core sector [0,0].

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262 Dethenes Subsector  
[Anon.]. TD 12, 1988, p.25  
1 page, large format. Map, tab.  
* Map and UWP's 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 UWP's 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 UWP's 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 UWP's 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, UWP's 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  
3 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 of some of the worlds.  
* Map and UWP's 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 1615) and Hoffman (Reavers' Deep 1618).

269 A Pilot's Guide to the Caledon Subsector  
J. Andrew Keith. TC 7, 1995, pp.28-41  
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.

Includes in this data is information for the world Glenstiel (Reavers' Deep 1612), 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 UWP's 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 UWP's 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, UWP's 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, UWP's and brief notes on subsector G of Vland sector [-1,1].

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**World Building**

274 Azun  
J. Andrew Keith and Marc Miller. JTAS 15, 1983, pp.35-43 + 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 are covered as are adventure possibilities.

The Draonica Gambit, an Amber Zone in the same culture, 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.

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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 Arbellastra 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.6-9  
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
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 reprinted 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. Connor. TD 13, 1988, pp.32-27
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 Traveller's 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
3 pages, large format. Illustration
- An essay on sub-divisional technological levels to give finer detail.

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 118th 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 Laagir 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
2 pages, small format. Illustration
- Adventure possibilities with the falcontinent commonly domesticated by the Aslan.
Live animal described both here and the beastiality of the same issue under the name Afeahyakhtow. John Marshall 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. Illus., ill.
- Akidda Laagir and his three friends finally arrive at Capital (Core 2118) to be knighted by Emperor Strepplon.
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 MegaTraveler's era.

301 Behind the Scenes: Amber Zone
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 line Givar intend to assassinate the governor of Efate on the emperor's birthday.
303 The Blade of Koiekh: Adventure Number 17
William H. Keith. TD 17, 1989, pp.4-18 + cover & title page
15 pages, large format. Dial., ill., glossary
• Akidha Laaqir and his three companions visit Kusyu (fahakeko 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 Blix. JUTAS 16, 1983, pp.9-10
2 pages, small format. Illustration
• On the balkanized world of Gatinu, the PCs job is to recover two fire-fighting
  vehicles.

305 Chill: Amber Zone
John M. Ford. JUTAS 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 JUTAS, no.4, pp.23-25 & 40.

306 Chosen at Random: A Vargr Scenario
6 pages, large format. Illustration
• Set in Gvartion Sector [-4.2] for 4-10 Vargr PCs who are citizens of Dzen
  Aegg 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, 1980, pp.6-14 + cover & title page
9 pages, large format. Dial., ill.
• En route to Oahitei (Ealiyasiw 0707) aboard an Aslan armed merchant,
  Akidha Laaqir and his three companions get involved in a clan war.

308 Coup D’état: Amber Zone
Loren Wieseman. JUTAS 10, 1981, pp.36-37
2 pages, small format. Illustration
• Glorina 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 JUTAS,
no.11, Glorina Firella: Casual Encounter. This article was reprinted in JUTAS,

309 Critical Vector: Amber Zone
William H. Keith. JUTAS 20, 1984, pp.6-9
4 pages, small format. Tab., ill.
• Set on Vendettiares (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. JUTAS 6, 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 zuchal 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 JUTAS, no.2, pp.40-42.

311 A Dagger At Efate: Amber Zone
John Lewis. JUTAS 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 JUTAS, no.2, pp.24-25.

312 The Day of the Glow: Amber Zone
Marcus Rowland. JUTAS 16, 1983, pp.40-42 & 45
4 pages, small format. Illustration
• On the agricultural world Purfyr the adventurers find themselves in the
  middle of a glowing plague.

313 Double Feature: Amber Zone
1 page, large format.
• Set on Patani (D-866644-9), a world in debt to the Imperium and needing to
  export two science fiction films off planet.

314 The Drannixa Gambit: Amber Zone
3 pages, small format. Illustration
• Adventure set on Drannixa (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 JUTAS describes the world in some
detail.

315 Embassy in Arms: Amber Zone
John Marshal. JUTAS 24, 1985, pp.9-11
3 pages, small format. Illustration
• Set on Araranx (Spinward Marches 3005) the PCs (who should be Vargr and
  preferably Kfonuzeng mercenaries) get involved on a balkanized world.

316 Foodrunner: Amber Zone
Mike Metfay. JUTAS 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 JUTAS, 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.
• Akidha Laaqir and his three friends visit the naval depot at Dynam (Lushin
  1219) full of mothballed starships and uncover a Solomani’s fanatics plot 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 2500-ton
  system defense 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
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.
  Usual, the situation is more complex than at first sight.

This article was reprinted in JUTAS, no.3, pp.45-48.

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 Gishul with Akidha Laaqir 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 Megatraveler 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. JUTAS 20, 1984, p.38
1 page, small format.
• Silleroot tea, an Asian beverage, is described with several plot concepts.

321 Homestreader’s Stand: Amber Zone
William H. Keith. JUTAS 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), Akidha Laaqir 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 Sojourner 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 (Daneb 2713), Akkida Laagigir and his three companions must survive crossing a desert wilderness.
• World map of Wal-ta-ka with detailed 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, 1986, pp.4-13
10 pages, large format. Tab., diag., ill.
• Akkida Laagigir and his three companions encounter pirates at Pierson (Dabeil 1536) as they continue their tour.
• Deck plans for Krimm's paw, a pirate corvair.
• 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
3 pages, small format, Illustration
• Set on Owlydon, the PCs must investigate the mysterious crash of a 200-ton free trader.
This article was reprinted in JTAS, no.4, pp.30-31 & 36.

326 life Underground: Adventure Number 12
Nancy and Robert Parker. TD 12, 1968, pp.4-11 + cover & title page
8 pages, large format. Tab., ill.
• Set on Inthra (Old Expanses 0607), Akkida Laagigir 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 JTAS, 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 Akkida Laagigir 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 Geonese 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.
• Akkida Laagigir and his three companions uncover the truth about mysterious 'Giants' on the world of Kaid in Lishun sector [0.1].
• World map and Grand Survey details for Kaid (Lishun 0631).
• Notes and word table for the Hinlaced language.

332 Of Xboats and Friends: Feature Adventure
• The start of the Grand Tour for Akkida Laagigir, meeting up with his three companions and travelling to Jode (Deneb 0605) 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 Akkida Laagigir 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 Athfare (Reftspan Reaches 2219) in which Akkida Laagigir 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 Ratwahr 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 JTAS, no.1, pp.10-11 where the title given on the contents page was "Planetoid P-4636". While no title was given on the article itself, the planetoid is referred to as P-4636 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 Grotel 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 Pynchon.
This article was reprinted in JTAS, no.2, pp.28-29.

339 R&R
Trence M. 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 JTAS, no.2, pp.30-32 & 42.

340 Raid on Statoarliai: Amber Zone
Keith Douglass. JTAS 20, 1984, pp.28-30
3 pages, small format. Illustration
• Set in the Statoarliai belt (Dark Nebula C-0007.8-8), 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
12 pages, large format. Illus, ill.
• Akida Laagil and his three friends travel onwards from Capital to Reference (Corra 0140) where they are able to investigate the vast computer facility.
• World map for Capital (Corra 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. J. T. A.S. 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-Oberlinden to rescue his son who has gone missing.
This article was reprinted in B. J. T. A.S., no. 1, pp. 4-5.

343 Roadshow: Amber Zone
4 pages, small format. Illustration
• Campaign background as the PCs become roadies for the "amp-rock" band Veedreadback.
Possibly one of the most memorable, certainly one of the most opportunities for fun, Amber Zones ever presented.

344 Royal Hunt: Amber Zone
3 pages, small format. Illustration
• Set on Kajira, 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. J. T. A.S. 9, 1981, pp. 54-55
2 pages, small format. Illustration
• At Regina Starport Orbital Station (Spinward Marches 1910) the players are approached by a businesswoman who needs some coins carried off the world in an adventure which mixes intrigue and Zhodani spies.

346 Salvage on Shurman
3 pages, small format. Illustration
• Set on Shurman a red zoned world that is home to a lost colony, the players are trying to recover a lost fleet payroll ship’s valuable cargo.
This article was reprinted in B. J. T. A.S., no. 1, pp. 6-7 & 15.

347 Scam: Amber Zone
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 B. J. T. A.S., no. 2, pp. 26-27.

348 The Ship in the Lake: Amber Zone
2 pages, small format. Illustration
• An Amber Zone set on Coctia 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 B. J. T. A.S., no. 1, pp. 18-19.

349 Shoot-out at Shususham
Gary L. Thomas. J. T. A.S. 8, 1987, pp. 6-32 + cover
27 pages, small format. Tab., diag, ill.
• Akida Laagil and his three friends attend the Shususham Robotics Conference and become involved in a Hiver manipulation.
• Details and description for a Hiver bruise robot.
• Plans for the Karrshani Underside Habitat on Shususham (Core 2214).
The article is titled ‘Shususham’, but the rest of the text uses ‘Shudusham’.

350 Siege: Amber Zone
2 pages, large format. Illustration
• Set on Lannfall (C-767575-9) 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
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
2 pages, small format. Tab., ill.
• Set on Tionole (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 B. J. T. A.S., no. 3, pp. 44-45.

353 Spectrum Analysis: Adventure Number 14
John Theisen and Gary L. Thomas. J. T. A.S. 14, 1988, pp. 4-12 + cover & title page
9 pages, large format. Illustration
• Set on Spectrum (Magyar 1333) Akida Laagil 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
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 spartor.

355 Terra Incognita: Adventure Number 13
Gary L. Thomas. J. T. A.S. 13, 1988, pp. 4-14
11 pages, large format. Illustration
• Akida Laagil and his three companions visit Earth (Solomani Rim 1827), get into difficulties, meet intelligent dolphins and may have the chance to explore this planet in the fascinating glimpse into Terra of the 57th Century.
Dolphins (Tursiops gallus) 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
2 pages, small format. Illustration
• Set on the mining world of Sturmary (Spinward Marches 0304) the adventurers find an old SDB that is still semi-active.

357 Thoughtwaves: Amber Zone
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. Weichstea University want to hire the players to rescue an archaeological team and their data.
This article was reprinted in B. J. T. A.S., no. 4, pp. 26-28 & 47.

358 Thunder on Zyra: Amber Zone
Roger Moore. J. T. A.S. 11, 1981, pp. 6-7 & 15
3 pages, small format. Illustration
• Set on Zyra (Spinward Marches 2954) this adventure involves mercenaries capturing illegal thermonuclear devices before they can be primed.
This article was reprinted in B. J. T. A.S., no. 3, pp. 21-22 & 24.

359 Ticket to Swords: Amber Zone
2 pages, small format. Illustration
• A mercenary ticket Amber Zone set on Jouveuse (Spinward Marches 1123) in the Sword Worlds with the characters helping support the rightful government against rebels.
This article was reprinted in B. J. T. A.S., no. 2, pp. 8-9.

360 Tournament: Amber Zone
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
2 pages, large format. Illustration
• Set on Tuktaar (K'righeek 0710 C-655AR-5(F)) near the Hiver-K'kree frontier.
What looks like a piracy/smuggling ring based around Tuktaar (highleaf)
mentioned in Three for the Road, turns out to be the beginnings of a Laliazzad
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 Irfaggu (Reevers' Deep 2624), Akidda Lagaalr and his three
companions find working passage on a lab 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 Marsh. 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 Lagaalr and his three friends visit the world of Antiquity (Corridor 0616)
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.

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. TD 7, 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 Sourds. JTAS 13, 1982, pp.26-30
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
• Varging on an advertisement for the manufacturer, 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.36-40
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.
**Forms and Charts**

383 **IS Form 8**
[Anon.], JTAS 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.], BUTAS 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.], JTAS 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.
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 1150 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 McIntos. TD 20, 1990, pp.44-48
5 pages, large format. Tab., ill.
• Rules for including disease in Traveller games, its effects and treatment.

395 The Face Behind the Claw: The Rebel Reporter
Mike Mikesh and James Holden. TD 21, 1990, pp.31-33
3 pages, large format. Illustration
• A report on the Asian 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 Moth.
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
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, 1989, 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 Trinooch of the Confederation's High Council.
See also in this series defending the various factions: In Defense of Brzh, In Defense of Emperor Dutilor, in Defense of Lucan, The "Rest" Siphon 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
7 pages, large format. Diag., ill.
• Technological explanations for magic in the Imperium.
406 Law in the Imperium
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 Censor of 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 McLinnes. 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 Hezelin's article, Spicing Up Brawling, in TD, no.18.

409 Megacorporations in the Rebellion Era
Greg Vidoll 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 McLinnes. 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 USS and UKE.

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 Brula subsectors of the Hinterworlds sector [2-2].

413 One Small Step
11 pages, large format. Tab.
- A design sequence for pre-gravitic spacecraft.
- Referee's Manual and CGACC 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
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 Nasikra promotional tract defending the actions of Archduke Ishii! Taurib 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" Strepnon.

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 Tactics.

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
3 pages, large format. Diag., ill.
- Descriptions and rules for special psionic abilities for use with the Zho'dani.

419 Spicing Up Brawling: The Gaming Digest
William Hezelin. 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 without a 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 1927).

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
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
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
Terence 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 Pre-gunpowder Settings
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
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 16, 1989, pp.34-37
4 pages, large format. Tab., ill.
• Rules for including children in a campaign, together with 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
• 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
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
2 pages, large format. Illustration
• General Manager of a Travellers' Aid Society hostel in Zarushaggar 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 Review.

437 Griszoung
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 ongoing 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 Dulinar, In Defense of Lucan, In Defense of the Solomani, The "Real" Strephon and The Restored Vilani Empire.

439 In Defense of Emperor Dulinar: The Rebel Reporter
Gary L. Thomas. TD 13, 1988, pp.29-30
2 pages, large format. Diag., ill.
• Reprint of a pro-Dulinar tract circulated in Ilielsh 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 Dulinar, In Defense of the Solomani, The "Real" Strephon and The Restored Vilani Empire.

441 Jeramii Boden: A Deneb Dossiers Special
Rob Caswell. MTJ 3, 1992, pp.40-43
4 pages, large format. Illustration
• Spokesperson for the Travellers' Aid Society, Jeramii is interviewed on the Jerri Magglatami-Styre 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 5A7BAD 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 Dulinar, In Defense of Lucan, In Defense of the Solomani, and The Restored Vilani Empire.

445 Sir Daylenn Morridan: Casual Encounter
3 pages, large format. Illustration
• Retired Army Commando Major, BCAIBDA Age 40 (34).

446 Tlea: Casual Encounter
Rob Caswell and Tom Peters. Challenge 32, 1988, pp.30-31
2 pages, large format. Illustration
• Tlea' Auirleh'Xuhaole'waeliea, 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, Kkree, Vargr and three types of Humaniit: Solomani, Villani 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 information in the same issue concerns the Brinn and their homeworld.

449 Contact: Ahetaowa
3 pages, large format. Illustration
• A race of animated plants native to Ealigaslyn [-3,-2].

450 Contact: Answerwin
6 pages, large format. Illustration
• Minor human race native to Answerwin (Vland 0431).

451 Contact: Hkhari!
7 pages, large format. Map, tab., ill.
• An ancient saurian race from Hikaru subsector in the Julian Protectorate.
• Map and UWPs for subsector G of Amudikan sector [2.2].

452 Crenduthaar: Races of the Domain
William H. Keith, MTJ 3, 1992, pp.34-39
6 pages, large format. Dial., ill.
• A minor race native to Ghatsookie (Deneen 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.

Bestiary

461 Lowalaal 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.

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
1 page, large format. Tab., ill.
-Details for grapnel guns at a variety of tech levels.

471 Grashalt
-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, 1980, 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 Magnviewers
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 Birnes. 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.

481 Portable Airlock: Ship's Locker
Dale Hanchy. 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.

483 Portable Weather Station
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. Gelin. Challenge 45, 1990, pp.43-45
3 pages, large format. Diag., ill.
-AllRatt tops for covering open air rafts and an internship 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 Detectors
[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 Mikesh 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 berthing 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, p.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.39
1 page, large format. Tab., ill.
• Standard MegaTraveller equipment 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 psionic shield powered helmets which can prevent telepathic interference or assaults.

499 Vac Suit Patches
[Anon.], MTJ 2, 1991, p.42
1 page, large format. Tab., ill.
• Standard MegaTraveller equipment sheet for a small, multi-layer material vac 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 McIntire. 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 Guru 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
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
• TL8 rotary wing backpack etc. for pre-grav belt personal flight.

509 Hercules Space Tugs: Tugs: The Unsung Champions of Space
John Fayo. Challenge 40, 1989, pp.31-32
2 pages, large format. Tab., ill.
• Two examples of every 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 Zhozdani technological threat. Description of a 10,900-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
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, 1982, 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.[36]
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.[38]
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
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., 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 multipurpose missile.

528 Personal Weapons
Ken Pick. Challenge 67, 1992, pp.22-23
2 pages, large format. Tab., 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.[46]
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.[40]
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. Draw., 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. Draw., 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, UWP 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 Khavle (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 Shadgi (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 Aluzza (G), Pasdaruu (H), Ebasha (I), Ifesse (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 the Diaspora sector [0-2]. This article covers 12 worlds in Hijzi (M), Shumadi (N), Madoc (O) and Khulam (P) subsectors.

541 Corridor: Library Data of the Sector
James Holden, Philip Athans, Mike Mikesh and David Riddell. TD 18, 1990, pp.[31], 33-34 & 37-38
5 pages, large format. Map, tab., diag., ill.
• Map, subsector key, UWP, stellar data and ten library data entries for Corridor sector [2-1].

542 Deneb: Library Data of the Sector
James Holden, Mike Mikesh and Nancy Parker. TD 19, 1990, pp.[24]-30
7 pages, large format. Map, tab., diag., ill.
• Map, UWP, 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
6 pages, large format. Map, tab., diag.
• Map, subsector key, UWP, stellar data and seven library data entries for Ealiyasiyw sector [3-2].
• Sector overview and the Asian Tlauhu (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, UWP, 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, astrology and politics of the Hinterworlds sector [2-2].
• Sector map, full UWP for all worlds and 16 subsector maps of the Hinterworlds.
This special supplement contains its own page numbering.

549 Julian Protectorate
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 UWP 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 UWP for Blackjack, subsector N, of Magyar.

551 Reft: Library Data of the Sector
4 pages, large format. Map, tab., diag., ill.
• Map, 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, UWP, 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, stellar data, subsector key and six library data entries for Trojan Reach sector [4-6].
• 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 0255) 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.

Adventures

567 Again, Oytrisyu’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-birth 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
4 pages, large format. Illustration
• Three rebellion era mysteries: Dragon’s Fate, Hostage and Children’s Crusade.

570 Baker’s Dozen
5 pages, large format. Tab., ill.
• Set on Angerheim (Hinterworlds 1026), the PCs have to retrieve some sensors before the Nullian League attacks.

561 An Overview of the Ries System
4 pages, large format. Tab.
• Background details on the Ries 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.31-46
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.
• Zita (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. Kallina. 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 Wardn
1 page, large format. Map, diag.
• System and world map for Wardn (Spinward Marches 1727) to accompany the adventure The Wardn Enigma.

571 Behind Blue Eyes
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 Ries 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
12 pages, large format. Maps, tab.
• The adventure moves to Essex, a mediaworld in the Ries 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
9 pages, large format. Map, tab., diag., ill.
• The adventurers must retrieve the Star of Ilaric, 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
3 pages, large format. Tab., diag.
• Set in Wonstar (Spinward Marches 0538), the adventure revolves around a boarding party of the 205th 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 (Sotomani 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
4 pages, large format. Illustration
• Freelance agents for Trasilion, 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 Nihushaga system (Daibei 0516) with various post-rebellion factions vying for power.

578 Courier
9 pages, large format, Tab., diag., ill.
• Set on Larnige (Diagudshaga 2705) the assignment is to deliver a diplomatic message from Capital to Archduke Norris in Deneb.

579 Coventry
6 pages, large format. Diag., ill.
• Set on Westminister (Zanushagar 2009), the PCs must solve the mystery of the vanishing refugees, who are victims of an organ-legging syndicate.
• Library data for Westminister.

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. Or course, when they catch up with the organ-leggers all that can change!

580 The Dam
2 pages, large format. Diag.
• Set on any world with atmosphere 4-9, population 3-8 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 Uighrae (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
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 Sotomani 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 Cabrael (Deneb 2807) takes the adventurers into the heart of Vargr occupied Coridor sector in search of a missing courier ship.
• System map for Dywosik (Corridor 0614) and ship details for a 400-ton Vargr corisor.

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, awakens 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
16 pages, large format. Maps, tab., diag., ill.
• Wet navy mercenary tickets and full details of ten wet navy vehicles set on Aramann, Spinward Marches 3005.
• Basically a chance to utilize the Wet Navy design sequences of Challenge, nos.53, 54 and 60 and provide and 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 Magellan’s Domain.

588 Fated Voyage
16 pages, large format. Tab., diag., ill.
• En route from Lanth to D’Ganzio (Spinward Marches 1719 and 1920) the PCs encounter the long lost Lorean ship Ecliptic trapped in Jumpspace.
• Deck plans for a 600-ton Type M Subsidized Liner.

Further ship details can be found in Signal GC: 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 Sulfen 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 guerrilla 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 Villani
Clayton R. Bush. Challenge 69, 1993, pp.24-30
5 pages, large format. Tab., ill.
• Beginning on Ushulu highport (Gushemeg 0137) the adventurers (and a film crew) move to Sirir (Gushemeg 0131) on board the Darakha and have to deal with Baron Rassoult.
593 The Green Hills of Earth
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
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
6 pages, large format. Tab., diag., ill.
- Set in the Nystrathopet system, Saradan 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 Strepmon'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
6 pages, large format. Diag., ill.
- Set in the Duchy of Oasis in Zanushagar 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
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 Jewel Situation
David Schneider. Challenge 57, 1992, pp.22-25
4 pages, large format. Illustration
- Set, unsurprisingly, on Jewel (Spinward Marches 1106) the adventure involves rescuing the staff of an experimental asteroid mining facility.

601 Kirag Research Station
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.
- Adventures are part of a series, 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 Strepmon'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, UWP data, 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 Guru 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 Marova deck plans by Seeker.

606 Lost Treasure Ships of the Abyss Rift
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 Enki Iddukaggen 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 2467), 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
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
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 Esalan 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
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
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 Antarese intelligence agency Trasilion in the weeks following the assassination of Regent Brzk.
• Map and UWP details for Shuritarlem, subsector E of Antares [1,1], in Hard Times format.

614 Phoenix Factor
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
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 (Zarushagor 2424) the PCs are involved in a mission to investigate a possible pirate base.
• Maps, UWP and stellar data for Wolf (subsector K) and Oasis (subsector L) of Zarushagor [1-1].
• System maps and planetary data for Tetrini (Zarushagor 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 slothons, 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
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 Nulitan 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 Mornington (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 Shelagyote (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 Wot Navy sequences from Challenge, nos.53, 54 & 60 and the Wood & Wind, Steel & Steam supplement in Challenge, no.61. More on the Oyrtysy is can be found in TC, no.1 in Again, Oyrtysy is.

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 Mikesh. 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
6 pages, large format. Maps, tab., diag., ill.
• Starting on Vhodon (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 [0,0]-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 0393), and on Vashti (Delphi 0721) the PCs rescue a ship from pirates and then discover the pirate's hidden base.
Subsector map and UWP's for Etla-Gu subsector.
A follow up adventure to this is Knights of the Blue Feather in Challenge, no.48.

632 Space Race
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 (Deneth 1504).
Details of a TL6 capsule and booster experimental spacecraft.

633 Strider Incident: An Amber Zone
4 pages, large format. Illustration
Set on Teucer (Solomani Rim 0605) the adventure revolves around Jev Yeates and Lorette Karrhy (Strider). The former has 'found' the latter who claims to be from 21st century Earth.

634 Swift Water: Amber Zone
3 pages, large format. Illustration
Set in Indeep (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
6 pages, large format. Illustration
Arriving on Calabolig (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'terre language on a precious tablet.

637 To Sleep, Perchance to Scream
10 pages, large format. Tab., diag., ill.
Ostensibly set on Ilium (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 Gomus, 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 Gomus (Hinterworlds 1007).

639 Toraago
Clayton R. Bush. Challenge 70, 1993, pp.24-30
5 pages, large format. Illustration
Set on Toraago in the Gushemge 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 (Fornat 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, 1986, pp.21-22
2 pages, large format. Illustration
Set in the Hinterworlds sector [2,2] involving the Nullian League in a covert intelligence adventure.

643 Two Small Steps
4 pages, large format. Tab.
TL8 or less in-system travel in two adventures, Dirtside Dulles 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 Narquol or Shadrig subsectors of Diaspora sector [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 Grossman. 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 Junidry (Spinward Marches 3202), the characters are hired to track down a Vargr whose fur is entirely white.

647 Wolf in Sheep's Clothing
5 pages, large format. Illustration
The scenario is set on Ansenz (Antares 2425) with the PCs as agents of Traslon, the Antarean intelligence agency. The PCs investigate the harassment of a number of Vargr business people.
648 Wolfsport
5 pages, large format. Illustration
- Set on Olego (Province 1711) this adventure is trade based and results in the PCs being challenged to a Vargr game of Tsalghaez.

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 ileelish sector the adventurers must escape from a dictatorship.

650 Zhodanian Brain
Michael Brines. TC 2, 1993, pp.27-35
9 pages, small format. Dia., 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.

Additional Material

662 3G Conversions for MegaTraveller
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, pp.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
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 ComeJoin 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.31-36
6 pages, large format. Tab., diag.
* Errata and corrigenda for three of the MegaTraveller books: Player's Manual,

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
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 referees introduce their first romantic interest
into a campaign or adventure. Not Traveller specific but eminently suitable and
uses SF examples.

676 MegaTraveller Designers' Notes
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
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 59, 1982, 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 muskering out benefits, prices
of Howitzer ammunition, streamlined and airframe, jumping from jump space,
chill vs. cold berths, gass 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
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' reprint from TD,
no.13; and also the system encounter tables from the Referee's Gaming Kit.

685 A Referee's Guide to Research
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 starship 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
2 pages, large format.
• With examples from Traveller and 2300AD, the author provides handy tips on how to handle equipment lists, expenses, armament 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, analaghetics 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.36-39
2 pages, large format. Illustration
• Uniform tech levels, prosthetics, slug throwers vs. cloth, suprise 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. Tab., 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, Villari languages, 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, terrainforming, 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. Tab.
• Index to DGP's World Builder's Handbook volume.

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

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. Zara. 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, hord 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 saiesman 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, beliefs, ethics, sacred texts etc.
• Relationships with government and society.
• Method for determining faith levels.
• Gabreelistic 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 Gabre-el.

712 GUESS: The Graylin 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 Graylin 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 Graylin 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 ("RP’s") 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 geneering. Refers to robotics and goes on to give examples of specific geneering 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, problem with your dis*play?, 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.35-37
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 Gabreel-el
Harold Hale. TC 11, 1995, 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 Gabrealism 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
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.

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
• TME 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 Grayyn Union, the region of space surrounding it, GUESS, it's 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" Gelinas and David McNeil. 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" Gelinas. 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
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 68/4AAB-C-7 Age [unknown].

745 Imperial Fragments: “Mad” Jack Springer
Mark ‘Geo’ Gelnas. TC 5, 1994, pp.30-31
2 pages, large format. Illustration
• Pilot 584666-0-9 Age 34.

Springer flies a vehicle found in an article in the same issue: Goose-class Amphibian Fixed Wing Aircraft detailed under Technology.

Sophonts: Non-humans

749 Aliens of Terra
Harold Hale. TC 11, 1996, pp.32-35
4 pages, large format. Illustration
• Information on 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 Mermans
Bill White. TC 4, 1994, pp.47-49
3 pages, small format. Illustration
• An aquatic mammalian race generated by SuSAG on Phaedrus (Alpha Crucis [1006]). Now lost to find them for themselves after the collapse of the Imperium.

An adventure set on the Merman homeworld is The Merman Descent in TC, no.8 which also includes a whole world map for Phaedrus.

Technology

753 Biotechnology in Traveller
Matt Geisler. TC 13, 1997, pp.32-35
4 pages, large format.
• 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 its 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 reflect armour and blinding rules weren’t included in Traveller: The New Era.

757 Putting the Heat Back in Plasma
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, dean drives, thruster plates, bussard hydrogen rams, daedalus thermonuclear pulse drives and solar sails.

Technology: Starship and Vehicles

759 The Diabrozo 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” Gelnas. TC 5, 1994, p.32
1 page, large format. Illustration
• Details and description of a TLS 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 Nilson], Challenge 76, 1995, p.[66]
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.25-33
8 pages, large format. Tab., ill.
- Additions and errata for the Reformation Coalition Equipment Guide. Weapons described: 5.5mm Gauss SAW (Hivetritlikur), 7.5mm RC(E) MMG, 15mm RC(E) HMG, 5 clipper modules of various tonnages, Aurora-class clipper, and Meggatt-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
4 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 Nilson. 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, 1987, 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-6A2 Gauss Carbine, LMG-45B1 "Saw" Squad Assault Weapon, AS-291 "Warhammer" Assault Shotgun, and GS-7 Gauss Sniper Rifle.

771 Strasse Weapons Systems, SC
Mark Urtbin. 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 Garrett. 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.
The same issue of Traveller Chronicle included several other articles on the subject of the Greylin Union, GUESS, its 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
3 pages, large format. Map, tab.
- Subsector map and UWP s 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 Greylin Union in Reavers' Deep [-2,-2]. UWP 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 Krietzhial (Yiklerdzan Zh Subsector O) as at 1201
David Thormell and Grant Sinclair. TC 9, 1995, pp.21-25
5 pages, large format. Map, tab., ill.
• Descriptions of fifteen of the worlds in Izh Krietzhial subsector of Yiklerdzan Zh [-7.1]
• Subsector map, UWP's and stellar data.
This is the location of the Izrats Krietzhias Unity described elsewhere in the same issue of Traveller Chronicle. The Vlaehlerumeta are detailed in TC, no.8.

778 The Izrats Krietzhias Unity
David Thormell and Grant Sinclair. TC 9, 1995, pp.18-20
3 pages, large format. Illustration
• A Vlaehlerumeta State in Izh Krietzhial subsector of Yiklerdzan Zh sector [-7.1] is described with culture, history, relations with other states in Yiklerdzan Zh and the creation of Izrats Krietzhias characters.
TC, no.8 described the Vlaehlerumeta in more detail and the same issue, no.9, detailed Izh Krietzhial 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.

Adventures

783 Aikhyi
Guy Garnett. 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 Aikhyi from which two previous starships have failed to return.
• System profile for the worlds in the Aikhyi system (Reavers' Deep 1634).

784 Artifact
5 pages, large format.
• An adventure with players hired as intermediaries to purchase a rumoured Ancient artifact set on Thanber (Spinward Marches 0717).

785 The Awakenung
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
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 Fated: Tears and the Lady Elysse 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 dock 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 Tryboc (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: Grayln, 1197
Joe Heck. TC 6, 1994, pp.36-39
4 pages, large format. Tab., ill.
• The PCs are members of the Grayln 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. Illus., 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 Barry and Andy Lilly. TC 9, 1995, pp.7-12 + cover
4 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 Basilien 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, 1996, pp.10-15
8 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.

The New Era (Adventures) 46
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. Dialg., ill.
* Adventure set on board the Pride of Vhoden, 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.
* 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 Zarca. 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.29-34
8 pages, large format. Map, tab., diag.
* 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 Cobras 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.

Fiction

812 A Long Way Home
Terrence Mclnnes. TC 11, 1996, pp.48-56
9 pages, large format.
* First part of a serialised novel following the adventures of Sean McInney, 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 Impenit 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 RCFS 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 serialised 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 Jaqinta. TC 8, 1995, p.56
1 page, large format.
• Short story in which an Evani test-pilot Aolbheil 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
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 Garnett. TC 6, 1994, p.42
1 page, large format.
• The TNE Pocke 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
attribution is given 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 UWPs from Mega Traveller 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. Dia., ill.
• Colour insert introducing Traveller: The New Era.

The New Era (Additional Material) 48
Marc Miller’s Traveller

20 Years of Gaming Experience...

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 cargos to introduce to Traveller adventures.

The cargo section of 101 Cargos (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 Snead. 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 illithid sector [-2,-1].

Adventures

830 Artifacts Unearthed
David W. Baker. JTAS 26, 1997, pp.21-28
8 pages, large format. Tab., diag., ill.
• Adventure for a military or mercenary unit which can take place anywhere there is political unrest or rebellion.

831 Hot Lead & Heavy Metal
Michael H. Wittke. JTAS 26, 1997, pp.30-32
3 pages, large format. Tab., ill.
• An adventure for characters of low to moderate experience involving transporting supplies to an archaeological expedition.

832 The Silver Moon Incident
Lew Wright. JTAS 25, 1996, pp.16-30
15 pages, large format. Ill., diag.
• 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. Ill., diag.
• Explorations of a research facility uncover a telepathic pouncer ready to kill the PCs.

Fiction

835 Free Trader Beowulf
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 Ghest, 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 Ghest following the story.

837 Hidden Cost
Michael Silverling. 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.46
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.5-7
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 Postonic Institutes all get a brief mention.
Related Games

Expanding the Traveller gaming horizon

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 rules for creating automobiles, cycles and sidecars etc.
• Examples of a TL6 motorcycle and sidecar; TL7 motorcycle; TL10 grav cycle
• TL8 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.

848 Hunting Bugs: Striker meets Horde
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.
• 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, Rampant 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
2 pages, large format. Illustration
• Discussion of the advantages and disadvantages in the use and organization
equipment from Striker Book 2: 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

(Not available)

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

(Not available)
This list does not include periodical editors or correspondents. Entries in italics refer to miniatures. ? indicates uncertain authorship.

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13mm Double Barrel Big Game Rifle
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Artificial Gill
Astrographic Index for The Travellers' Digest, Issues 1-4
Astronomical Index: Neptune
Atmospheric Tester
Atsah Subsector
ATV
Backpack Propulsion Unit
Body Shield
Bug Detector
Burnin' Subsector
Capital: Cultural Profile
Capital: World Profile
Cargo Container (Sealed)
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Cold Weather Situations
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ISSL Walkabout Suit
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