

the

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JOURNAL

of the Travellers' Aid Society

Sample file

LYDIA MOON

Asteroid Mining



TRAVELLER



Traveller is a game system intended for role-playing situations in the far future. It envisions certain standards for human behavior, for space travel, and for alien worlds. It details the basics of life and of endeavor. From that background, players assume the role of adventurer and set out into the universe in search of fame, glory, fortune and power.

To begin, **Book 1** covers the details of persons, how they are defined and generated, and what forms of knowledge are at their command. It continues by covering combat with bare hands, laser guns, and everything in between.

Book 2 is concerned with starships and space travel. Securing passage on a starship, and encountering its costs and its comforts, gives everyone an idea of the pleasures and dangers of interstellar flight. Additional information covers how an individual may procure his own personal ship, how much it will cost to operate, and what it takes to crew it. Players may instead attempt to sign on to crew for working passage. More details cover space combat, commerce, and experience.

Book 3 indicates what kinds of worlds will be encountered, including the details of size, atmosphere, populace and government. Separate sections address the potential for animal encounters, patron encounters, and for psionics.

In essence, the **Traveller** Basic Set (Books 1, 2, and 3, boxed) provide a set of ground rules revealing how the universe operates. Players and referees are then free to venture in search of whatever they desire.

Traveller is a role-playing game. Although intended for use by a referee with from 2 to 5 players, any number can play, and solitary play is extremely simple. Because it is a role-playing game, much of the action is cooperative in nature, rather than strictly competitive, and everyone has ample opportunity to participate and contribute.

Traveller — Science-Fiction Adventure in the Far Future. Boxed \$11.98

Available from hobby and game shops, or direct from

Game Designers' Workshop
203 North Street, Normal, Illinois 61761

the JOURNAL of the Travellers' Aid Society

Cover Article

Asteroid Mining, by Marc W. Miller 14

Amber Zone

Planetoid P-4638, by Loren K. Wiseman 24

Variant

Centennial, for Double Star, by Roberto Camino 12

Features

From the Management 2
Just Detected 4
Traveller News Service 5
Ref's Notes on Robots, Part 2 6
The Bestiary 26
The Ship's Locker 28

Modules

Advanced Powered Battle Armor, by Bob Barger 23
Mercenary Character Generation Outline, by Chuck Kallenbach II 30

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

The date of this issue is 001-1106; New Year's Day of the 1106th year of the Imperium. All dates given in this issue correspond to this dating.

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

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

From the Management

The most recent GDW game flyer had a passing mention of the current Traveller Project— Azhanti High Lightning. The inquiries on this project prompt this preview of the project.

Azhanti High Lightning is a large (better than 20,000 tons) starship in the service of the Imperium. Originally produced with a spinal particle accelerator, the class of ships has been retired, and recently quite a few have returned to Imperial service after a refit with meson guns. In addition, these ships mount three squadrons of fighters, and extensive secondary armament. Other ships in the class include the Bard Endeavour and the Regional Freighter.

The project is a boxed game set aboard the Azhanti High Lightning. Components include fourteen game maps (deck plans) each measuring 14 by 17, several sheets of counters (similar to the Snapshot counters), and a booklet (possibly two booklets) with interior descriptions, scenarios, and other data.

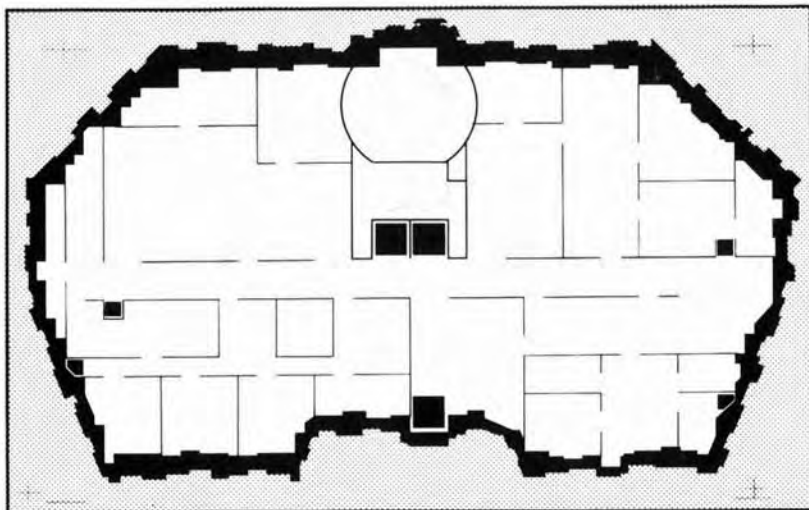
At present the ship is being designed, with the various decks being laid out and tested. Because many decks will be identical, it is possible to cover the six or so decks with the fourteen sheets of plans available in the package. Just around the corner is preparation of the counters, which are planned to include military personnel, crew members, and warbots based (somewhat) on the continuing ref's notes in the Journal.

Because the Snapshot rules are proving somewhat cumbersome, the project is evaluating a set of simplified rules designed by Frank Chadwick. Of course, Snapshot rules should prove entirely usable with the deck plans, which use the standard half-inch squares.

Envisioned as the major thrust of the game are a series of scenarios aboard the starship as it lies damaged and derelict in a decaying orbit. Operations could encompass salvage, rescue, or emergency repair, all while control of the ship remains uncertain. Other possibilities being investigated include a mutiny scenario (perhaps two— one with the mutiny, and another as the officers try to take the ship back), a brig escape scenario, a boarding action situation, and even a disaster situation. Certainly the ship will also be suited to Traveller adventures run by referees.

The illo on the next page shows one of our current decks in the ship (reduced to 20% of actual size).

Azhanti High Lightning is planned for release next July, at Origins, '80. Look for it.



A Quarters Deck Aboard the Azhanti High Lightning.

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

In the United Kingdom: *Traveller* (and its additional booklets, adventures, and supplements) is printed under license from GDW in the UK by **Games Workshop**, 1 Dalling Rd, Hammersmith, London, W6. This British edition, printed in the UK, means lower prices because no customs duties are involved.

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

Upcoming Traveller Projects from GDW: The following projects are currently in the works at GDW for publication in the first half of 1980.


1. **Azhanti High Lightning**—as indicated on page 2. Design staff includes Marc W. Miller and Frank Chadwick.

2. **Supplement 5, 76 Patrons**—a compilation of scenarios based on the patron encounter table in book 3. Designer: Loren K. Wiseman.

3. **Double Adventure 1, Annic Nova/Shadows**—two adventures printed back to back like an old Ace double novel. **Annic Nova** first appeared in Journal No. 1. **Shadows** is totally new, and will be used as a tournament situation (at WinterWar, Urbana, January, 1980) before publication. Designer: Marc W. Miller.

4. **Adventure 2, Research Station Gamma**—a single adventure (much like **The**

Kinunir in format) dealing with an Imperial Research Station somewhere near Regina. Contents will include deck plans, rumors, library data, situations. Designer: Marc W. Miller.



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Miniatures:

Martian Metals will be releasing Traveller miniatures (15mm) sometime in early 1980.

Games:

Starfleet Battles, Designers' edition

New boxed version of this ship-to-ship game, set in the Star Trek Mythos.

216 counters, 21 x 22 map, expanded rules and charts in a box. \$12.95.

Design - Steve Cole

Publisher - Task Force Games, 405 South Crockett, Amarillo, TX 79129.

Starfire

Fleet combat in deep space, 50 scenarios and numerous options.

108 counters, 17 x 22 map, rules and charts in a polyvinyl bag. \$4.95.

Design - Steve Cole

Publisher - Task Force Games, 405 South Crockett, Amarillo, TX 79129.

Asteroid Zero-Four

American and Soviet forces battle for control of the raw materials of the asteroid belt.

108 counters, 17 x 22 map, rules and charts in a polyvinyl bag. \$4.95.

Design - Steve Cole

Publisher - Task Force Games, 405 South Crockett, Amarillo, TX 79129.

Dra'k'ne Station

A complete, prepackaged adventure for Traveller, detailing an alien artifact

(a deserted research station on an asteroid) to be explored and exploited. 62 pages, with illustrations. \$4.95.

Design - Bill Paley

Publisher - Judges Guild, 1165 North University, Decatur, IL 62526.

Books:

Barlowe's Guide to Extraterrestrials

112 pages of classic science fiction aliens, in full color, including Cinruss, Regul, Dirdir, Vegan and dozens of others all with brief histories and commentary. In addition the artist has included a 30 page portfolio of sketches, depicting numerous of the aliens in a variety of poses. A fantastic book, which everyone interested in SF aliens should see. \$7.95.

Author - Wayne D. Barlowe and Ian Summers

Publisher - Workman Publishing Co, 1 West 39th St, New York, NY 10018.

Movies:

By the time you read this, *Star Trek: The Movie*, and *Black Hole* will have premiered nation-wide. The *Star Wars* sequel, *The Empire Strikes Back!* is due to open in the US in late May. The producers promise that this one will be as great an advance in the state of the special effects art as SW was. I've seen some stills and they may be right.

Coming up: Dune, Ridley Scott's (director of *Alien*) version of the Frank Herbert novel, is rumored to be in the final stages of production. TV producer/director/writer Phillip DeGuere has undertaken to film Arthur C. Clarke's first novel, *Childhood's End*, probably for television.



TRAVELLER NEWS SERVICE

REGINA/REGINA (0310 - A788899 - A)

Date: 201-1105

¶ Last night a series of explosions ripped through Vehicle Assembly Building Nº 3 of the General Shipyard's facility on Pixie. Both company and military investigators on the scene report that the damage was almost certainly the work of saboteurs.

¶ General Shipyard's Vehicle Assembly Building Nº 3 housed the main assembly line for the production of L-Hyd drop tanks. The L-Hyd drop tank project, undertaken in conjunction with the Tukers Line (of Vland/Vland), is expected to open up the Regina subsector to high capacity commercial access from the interior. A spokesperson for the company reported that the explosions probably set the project back by at least three months.

¶ Imperial Navy Commander Lobachault-Donesev, the naval system liaison officer on the L-Hyd project, announced that Naval counter-intelligence was exploring the possibility that the sabotage was the work of Ine Givar terrorists. Ine Givar activity in the Regina subsector has thus far been limited to scattered and ineffective strikes on Efate and Feri, but this incident "definitely bore their signature," he explained.

¶ General Shipyard press secretary Harcord Haveln, however, discounted any political motives for the sabotage. "There are commercial concerns in the subsector who place their own self-interest above that of the population as a whole," he said. When pressed for an explanation, he refused to elaborate.

¶ The public affairs officer of the Pixie office for Naval Counter-Intelligence refused an interview later in the day, but issued a press release disavowing any responsibility for the remarks of Commander Lobachault-Donesev and stating unequivocally that NCI had no evidence whatsoever of Ine Givar activity on Efate, Feri, or Forboldn. Ω

REGINA/REGINA (0310 - A788899 - A)

Date: 224-1105

¶ General Shipyard has reported 276 confirmed break-ins of its scrapyard at Regina during the last six months and is considering instituting a "take a number" system. Ω

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