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Gencon East—Cherry Hill Inn—Cherry Hill, NJ—July 23,24,25,26

Gencon XIV—University of Wisconsin—Kenosha, WI—August 13,14,15,16

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the *War Issue*, No. 9, \$4
JOURNAL
of the *Travellers' Aid Society*

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

The date of this issue is **181-1107**, or the 181st day of the 1107th year of the Imperium.

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

Editor— Loren K. Wiseman
Spiritual Advisor— Marc W. Miller
Publisher— Game Designers' Workshop
Artists in this issue: Chris Purcell— p 21; Paul Jaquays— pp 22, 24, 25, 47; Liz Danforth— p 36; Bob Liebman— pp 32, 33; David Heath— pp 12, 13, 14; William H. Keith, jr— pp 8, 9, 10, 30, 31, 37-44, 52, 54, 55, cover.

WINNER — H. G. WELLS AWARD: BEST MAGAZINE COVERING ROLE-PLAYING, 1980

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Advertisers should inquire for an advertising rate card.

Submissions: We welcome articles and illustrations for the Journal. Please inquire before submitting manuscripts, enclosing a stamped, self-addressed envelope; we will send manuscript guideline and format sheets.

From the Management

This issue of the Journal culminates two years of work, months of specific preparation, and some rather subtle publicity at times. Soon after the now notorious issue number one of the Journal was conceived and written, several designers on the GDW staff settled down to puzzle out not only the history of the Imperium, but also to plot out where that line of history would lead. The more thought that went into it, the more it became apparent that many many different aspects of the Imperium's future were still fragmentary. As a result, we saw that some of the most exciting potentials for **Traveller** needed to wait until a suitable background on social systems, history, culture, economics, and technology had been established.

Look back over the last two years for **Traveller**, taking in not only the Journal, but also the adventures, double adventures, books, and supplements that have appeared. Slowly over that period (because the staff has only so much time, even when working twelve hours a day), clues have emerged on the governmental organization of the Imperium, on the scout service, on the navy, and the other branches of the military. Details on the fleets and the ships of the Imperium have come to light; details on the political and military situation in the spinward marches have been important topics for discussion. All this has been to one ultimate purpose: this special issue of the Journal, the War issue marking the outbreak of the Fifth Frontier War, on 187-1107. The attack has just begun. The Zhodani have struck against the Imperium, and the control of whole subsectors of the marches lies in doubt.

Soon after the appearance of this issue, GDW is publishing *Fifth Frontier War, Battles for the Spinward Marches*, a detailed game of the course of the war. The game has been in design for months, and it simulates all of the important aspects of the attacks and counterattacks that will take place as the battles continue. The game itself is relatively simple and straightforward, while dealing with space combat, ground combat, and many background details. Since it is set in the Spinward Marches, many **Traveller** players are already familiar with the astrology of the region. Now, the game shows the strategic importance of each location, and points out which areas are trouble spots.

The game of the war is intended to be an interesting, exciting game on its own, but it has a further, very interesting use. Once players are familiar with it, it can be used as a backdrop to many exciting adventures. While the game is played, week by week, the character and the referee deal with the Spinward Marches and conduct adventures normally. At times, those adventures will bring players to the edges (or into the middle) of major battles. Adventuring can be conducted within the larger context which no one really controls. Of course, the potential for immense gain (or loss) is ever-present in a war situation.

The Traveller News Service, an ongoing feature since issue number 2, is another example of the long-term preparation for the war. Look back over the articles in each issue (they are reprinted in Fifth Frontier War for those who don't have all the back issues) and notice how the clues slowly emerge that a war is brewing.

By the way, the Vargr are also deeply involved in the Fifth Frontier War, on both sides. That's why they were one of the first races to be covered in our Contact! series. The Zhodani are covered in this issue, and the article gives substance to this shadowy enemy of the Imperium.

In case you hadn't noticed, issue number 9 marks two years of publication for the Journal, and in those two years, we have grown from a gleam in Marc's eye to a successful, award-winning role-playing magazine that we here at the Workshop are all really proud of. What better way to celebrate our birthday than to give you, the players and referees, a spectacular treat like the Fifth Frontier War for your adventuring pleasure. We hope you enjoy playing it as much as we enjoy getting it ready.

At last, the reason for all those draft registration forms that have appeared in the Journal can be told. If you registered your character with us, you received, personally addressed, an official draft notice from the service you registered with, calling you up for service. Each draft notice included a randomly generated **Traveller** character and assigned that character to a unit counter which appears in Fifth Frontier War. Lets all hope he or she lasts longer than the war does.

Other news for **Traveller** players is the release of several new **Traveller** items, including the revised rules. These have been re-typeset to clean up typos

from the original edition, to smooth out a few rough spots that have turned up and to add some new material not in the first edition. Few substantive changes have been made, and the old and new editions are compatible.

Basic Traveller consists of revised Books 1, 2, and 3, and two dice in a box, for \$11.98. *Deluxe Traveller* contains the three books, two dice, a special introductory adventure, *The Imperial Fringe*, a map of the Spinward Marches, and Book 0, *Introduction to Traveller*.

Book 0, is a neophyte's guide into the sometimes bewildering world of role-playing, concentrating on **Traveller**. Book 0 will help referees and players avoid the problems usually encountered by newcomers to **Traveller**. Book 0 is available in *Deluxe Traveller*, and separately for \$5.98.

Double Adventure 3, *Argon Gambit/Death Station*, is the next in the popular back-to-back adventures series. In the Argon Gambit, the players are caught up in a complex political game of cat and mouse. In *Death Station*, a biological laboratory station, high in orbit, has gone awry, and the adventurers must board the vessel, and solve its mystery.

Loren K. Wiseman

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

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

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



JUST DETECTED

ORDEAL BY ESHAAR

As the Fifth Frontier War brews in the Spinward Marches, the Imperials, the Zhodani, and the Vargr hold an uneasy truce on Eshaar, where its truly alien life holds the secret of affas, natural hi-temperature lubricants vitally needed for the war effort. Psi-shields, intrigue, treachery, and overland treks all combine to make this adventure exciting and fascinating.

Seen in pre-publication form; due to appear in July. \$6.00. About 40 pages.

Designed by J. Andrew Keith and William H. Keith, Jr. Published by FASA, 811 W. Junior Terrace, Chicago 60613.

SORAG

This handbook of organization and equipment for the Zhodani intelligence and counter-intelligence service operating in the Beyond and the Vanguard Reaches deals with expanded character generation for SORAG characters, skills, dossiers, and equipment.

24 page booklet. \$3.50. Designed by Chuck Kallenbach II. Published by Paranoia Press, Box 12614, Ft Wayne, IN 46864.

BEYOND

Paranoia Press administers two sectors somewhat farther out from the Imperium than the Spinward Marches. Vanguard Reaches has already been published; Beyond has just appeared. It contains 16 subsectors, fully described, and a map showing star positions.

32-page booklet, with insert. \$3.50. Designed by Don Rapp and Chuck Kallenbach II. Published by Paranoia Press, Box 12614, Ft. Wayne, IN 46864.

THE SPACE GAMER

Issue 40, June 1981 is a special Traveller issue with a complete world drawn from Jack Vance's *Tschai* adventures, a space combat system, and a replay of a Traveller session with Marc Miller, plus lots more.

By the way, Steve Jackson announces that he will be doing *Cardboard Heroes for Traveller* by year-end. Look for them.

40-page magazine. \$2.50 plus .50 postage. The Space Gamer, Box 18805, Austin, TX 78760.

MINIATURES NEWS

The 15mm Traveller miniatures from Martian Metals are getting quite a reception, and they indicate that they are considering both 15mm scale vehicles (like grav tanks, ATVs, and AFVs), and starships (perhaps 1:1200 scale).

Martian Metals, Box 778, Cedar Park, TX 78613.

HIGH PASSAGE

A complete Traveller adventure, *The Solar Flare Mystery*, plus an ATV, a drone, a fighter, plans for an intelligence cruiser, and the first of 16 subsectors that adventures will be placed in. High Passage is a quarterly magazine dedicated to Traveller.

40 page booklet. Issue 1 is \$3.50. Issue 2 and beyond will be \$4.50. Four issue subscription is \$15.00. High Passage, 5261 W. 90th St, Oak Lawn, IL 60453.

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