

# NOW AVAILABLE

## STRIKER

Rules for 15mm  
Traveller Miniatures

704

Sample file

Game Designers' Workshop

A Complete Adventure Game of Rules for Miniatures

Striker, \$11.98, is available from  
better hobby shops around the world.

*Free catalog on request.*

# the JOURNAL of the Travellers' Aid Society

No. 12, \$2.50

## Cover Articles

- Zhodani Military Organization, by Frank Chadwick and Loren Wiseman . . . . 26  
Archaic Missile Weapons, by Frank Chadwick . . . . . 44

## Amber Zone

- Thunder on Zyra, by Roger Moore . . . . . 6  
Work of Art, by Loren Wiseman . . . . . 33

## Contact!

- Newts, by Loren Wiseman and William Keith . . . . . 12

## Feature Articles

- Planet-building, a Referee's Guide, Part II, by Andrew and William Keith . . . 37  
The Atmospheric Re-entry Kit, by John Colbert . . . . . 16  
Medical Treatment in Traveller, by Terry McInnes and Marc Desmond . . . . 22

## Features

- From the Management . . . . . 2  
Just Detected . . . . . 4  
Traveller News Service . . . . . 5  
The Bestiary . . . . . 9

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 **334-1107** or the 334th 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:** William H. Keith—pages 9, 10, 12, 14, 37, 40; Jeanette Spencer—page 33; D. J. Barr—pages 22, 25; David R. Deitrick—pages 6, 16, 26; Darlene Pekul—page 46.

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

The *Journal of the Travellers' Aid Society* is copyright 1981 by Game Designers' Workshop. Printed in the USA. All rights reserved. ISSN: 0193-3124. All editorial and general mail should be sent to the *Journal*, PO Box 1646, Bloomington, IL 61701.

The *Journal of the Travellers' Aid Society* is published quarterly with an individual issue price of \$2.50. One year subscriptions are \$9.00 in the United States and Canada. Foreign subscriptions (outside the USA or Canada, but not to APO or FPO addresses) are \$18 per year, which includes airmail postage. Please make all payments in US funds drawn on a US bank.

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.

The underlying theme for this issue is the long-awaited publication of *Striker*, GDW's science fiction miniatures rules. We believe these to be the most comprehensive treatment of the subject available anywhere. Consider the size of the task we set ourselves: to create a set of miniatures rules covering tactical combat with equipment from tech levels 5 through 15. This is roughly from WWI to about 5600 AD! Few sets of miniatures rules cover this span of years, and none cover the radically different technologies involved. *Striker* was a staggering project, for our design staff, but we feel the end product will prove worth the wait.

The most useful item in this issue for the prospective *Striker* player, in light of the outbreak of the Fifth Frontier War, is the Zhodani organization article. The first unit examined, the Zhodani commandos, is perhaps the most dangerous infantry unit ever to appear on a tabletop. The other, the lift infantry battalion, is the unit most likely to be encountered by Imperial forces during the war.

In future issues, we will deal with other units from both sides, including Imperial, Sword Worlds, and Vargr forces, as well as other Zhodani units and the mercenary forces employed by both sides. Later, we will deal with the forces of the Solomani Rim region, and those of other major and minor races.

In addition, the military Amber Zone for this issue is *Striker* oriented, and we have included an article on archaic missile weapons for those who wish to take *Striker* back even more tech levels (or for the referee who thinks a war against myriads of primitives might keep the players entertained for a while).

Not directly related to *Striker*, but of some military utility nevertheless, is the article by John W. Colbert on the foamed ablative re-entry package. Also, Terry McInnes and Marc Desmond have combined their efforts to give us a short essay on medical treatment for wounds, which all *Traveller* referees should find of great utility, but will be of particular value to those running a military-oriented campaign. Finally, we have the second of the two Referee's Guide to Planetbuilding articles by Andy and Bill Keith.

This month also sees the start of another regular feature for the Journal, called Casual Encounters. We have long felt that there was a void which needed to be filled between the player character, with a fully developed background, and the simple, shallowly developed non-player character from sources such as supplement 1, *1001 Characters* or supplement 6, *76 Patrons*. We feel we have come up with a feature which will fill this void. Casual Encounters are descriptions of unusual and interesting non-player characters, with many potential uses. Each description will include the character's UPP, some short biographical



notes and any unusual drives or motivations. In addition, each encounter will give a number of adventure ideas, places where the character is usually found, and what the character will want of the players. A referee can use a Casual Encounter as the start of an evening's scenario, as a jumping off place for a series of interconnected scenarios, or add excitement to an existing campaign. Of course, not all Casual Encounters will be financially rewarding for the players, and many will do more harm than good, but every one will contain the potential to keep a group going through several scenarios. It is even possible that a player might want to make one the subjects of a Casual Encounter his or her regular character! We hope that Casual Encounters will prove to be one of our most popular features in the years to come.

The publication of *Striker* brings up a few questions we here at the Journal would like to pose to the readers. How many of you buy miniatures and use them in the course of your campaigns? Would you like to see more articles devoted to this subject in future issues? Would you like to see articles for advanced miniatures players, for beginners, or a mixture of both types? Possible subjects for articles of this type include a series on how to build terrain for the tabletop, how to scratch-build and convert scale model vehicles of your own design, how to construct alien-looking buildings and fauna, uniform and equipment painting guides for the various military personnel and equipment of the **Traveller** universe. Some of the articles (such as the organizations of the various military units, or expansions of various rules) would be usable by non-miniatures users, but many would not be.

Subscribers will note that we now include a feedback response form on the

mailing label, which they may use to respond to the above questions. This form will be appearing regularly in each issue from now on, and we urge every reader to make use of them where possible. The form will ask the readers of the Journal to rate the issue overall, and each article and regular feature on a scale of 1 to 5, 1 equaling extreme dissatisfaction, 5 indicating great satisfaction. Additionally, the form will ask what area you would like to see the Journal handle that either is not handled now or should be handled in more depth. Non-subscribers are asked to respond to the same questions, but it will be necessary for them to use their own sheet of paper.

To encourage responses, each year we will draw one response at random, and award the lucky person a one year subscription, or extension to their current subscription. Only one response per issue per reader, please.

We hope these response forms will enable us to tailor our article content to suit the interests of our readers.

— Loren K. Wiseman

**Traveller** is available overseas through GDW distributors in the UK and Australia. We recommend that our readers in these countries obtain copies through their respective distributors.

**United Kingdom:** **Traveller** (and its additional booklets, adventures and supplements) is printed under license from GDW by Games Workshop, 27-29 Sunbeam Rd, Park Royal, London, NW10. GW import the Journal and other GDW products.

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



# JUST DETECTED

One 8½ x 11" book and a 22 x 34" map. \$5.98.

*Design:* Dave Sering

*Publisher:* Judges Guild, Inc, RR 8, Box 9, 1221 N. Sunnyside Rd, Decatur, IL 62522.

## Play Aids:

### *Amycus Probe*

The first in a series of interconnected adventures by Judges Guild, this one deals with the remains of a mysterious installation in the Gateway Quadrant. The illustrated booklet contains tables, charts, and a subsector map. Approved for use with **Traveller**.

One 8½ x 11", 32 page booklet, \$5.98.

*Design:* Dave Sering

*Publisher:* Judges Guild, Inc, RR 8, Box 9, 1221 N. Sunnyside Rd, Decatur, IL 62522.

### *Rogue Moon of Spinstorme*

Second in the series started by Amycus Probe, this adventure deals with a mysterious installation in this time in the Spinstorme system. The booklet contains tables, charts, and a subsector map, as well as diagrams of the installation. Approved for use with **Traveller**.

One 8½ x 11", 32 page book. \$5.98.

*Design:* Dave Sering

*Publisher:* Judges Guild, Inc, RR 8, Box 9, 1221 N. Sunnyside Rd, Decatur, IL 62522.

### *Simba Safari*

A collection of adventure scenarios set aboard the Simba Safari, a safari ship. Included are capsule descriptions of the passengers and crew, as well as deck plans of the safari ship, surface maps of the various worlds along the ship's itinerary, and a subsector map. Approved for use with **Traveller**.

### *Marooned on Ghosting*

An adventure set on the world of Ghosting, in the Midomega subsector. Ghosting is a previously uncontacted and unexplored world (or at least not in the data banks) Included are tables, charts, and maps of the world's surface, as well as details of the inhabitants and the local fauna. Approved for use with **Traveller**.

One 8½ x 11", 30 page booklet with illustrations. \$5.98.

*Design:* Walter and Dorothy Bledsaw

*Publisher:* Judges Guild, Inc, RR 8, Box 9, 1221 N. Sunnyside Rd, Decatur, IL 62522.

### *Action Aboard*

Designed for use with their King Richard starship deck plans, Action Aboard is a series of scenarios for conducting adventures on that luxury liner. Included are capsule biographies of the crew and possible passengers, and suggestions for a variety of adventures ranging from simple murder through kidnapping, hijacking, boarding actions, and even a salvage scenario after the ship has crashed. Although designed for use with the King Richard plans, it is not necessary to own them in order to use Action Aboard, as a miniature version of those plans is provided. Approved for use with **Traveller**.

One 5½ x 8½", 46 page booklet and an 11 x 17" map, \$6.00.

*Design:* Bill Paley

*continued on page 11*





# TRAVELLER NEWS SERVICE

**I: RHYLANOR/RHYLANOR (0306-A434934-F)**

**Date: 243-1107**

¶ Long quiescent, the Ine Givar terrorist organization seems to be taking advantage of the dislocation caused by the current war to increase their activities. In addition to reports of activity throughout the war zone, in recent months the Ine Givar have been implicated in numerous acts of destruction and sabotage, including (most recently) the disappearance of the merchant ship Harun-al-Rashid, now six weeks overdue from Equus (Lanth 0807), an explosion and fire in scout base facilities at Meleto (Mora 0407), and the release of a deadly viral toxin into the water supply of the Imperial naval installation at Bendor (Glisten 0706).

¶ Spokesmen for Naval intelligence refused to comment on speculation that the Ine Givar might be receiving support from the Zhodani or their allies. A high placed source, however, said that the possibility of Zhodani or Sword World financial support cannot be discounted.

¶ The most famous pre-war act of terrorism attributed to the Ine Givar took place on Efate (Regina early in 1105. Until now, no acts have taken place which could be directly attributed to the Ine Givar, with the possible exception of the explosion in General Shipyard's Pixie Facility (Regina 0303) later in that same year. Ω

**I: TUREDED/LANTH (0804-C465540-9)**

**Date: 251-1107**

¶ Authorities on this agricultural world have announced the discovery and arrest of a number of "sleeper" agents in high places in the planetary government. A press release issued by Naval Intelligence did not to reveal names, but said that the agents were citizens of the Sword Worlds, disguised as locals, who had apparently spent years (in one case, decades) working their way unobtrusively into the highest councils of the planetary government.

¶ According to the press release, the agents were to break the vital jump-1 route to Regina and the war zone by turning the world against the Imperium and destroying or impounding supply vessels on their way to the front.

¶ No information is available on how the "sleepers" were discovered. The press release explains that Naval intelligence does not wish to compromise Imperial agents in Zhodani or Sword Worlds territory. Ω

**I: REGINA/REGINA (0310-A78889-9)**

**Date: 268-1107**

¶ OFFICIAL RELEASE 46-268-1107: Notwithstanding current military conditions, landing operations or other activity not specifically sanctioned by the Imperial Naval Department will not be tolerated at the following worlds: Pscias (Regina 0506), Shionthy (Regina 0706), Algine (Regina 0708), Victoria (Lanth 0207), Ylaven (Lanth 0306), Sonthert (Lanth 0308), Djinni (Lanth 0501), and Grant (Jewell 0807).

¶ Subordinate authority for such landings or operations is delegated to fleet commanders when there is incontrovertible evidence that enemy forces have landed on such worlds or intend to do so.

¶ Violations of this directive will be severely dealt with.

¶ By order Santanocheev, Sector Admiral. Ω