The Dragon-class 400-ton system defense boat is the most commonly encountered SDB in the Imperium. Dragons are used for customs patrol, piracy suppression, search and rescue operations, and many other missions. This set also includes deck plans for the 200-ton clamp-on jump shuttle, used to transfer SDBs from system to system (and a starship in its own right).

Because the SDB is so often encountered on non-military missions, this deck plan will be of interest even to GMs who are not running military-oriented campaigns. It includes nine double-sided sheets (hexes on one side, squares on the other), and a set of Cardboard Heroes miniatures.
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Deck Plan 5: Sulieman-Class Scout/Courier
Deck Plan 6: Dragon-Class System Defense Boat

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**Legend**

**Deck 1**
1. Bridge: This contains the main flight controls of the ship, as well as walkways to the engineering section. Two turret control stations are capable of controlling any or all of the four turrets.
2. Airlocks (Port and Starboard): These provide secure access to the outside of the ship. Access is granted by computer retinal scan, face recognition, and/or remote ID chip. At the commander's discretion, a "live" override can be required – the doors can be opened only from the bridge.
3. Hatch: This leads down to Deck 2.
4. Corridor: This area is often used as additional storage during long missions.
5. Hatches: These lead down to Deck 2.
6-9. Missile Access Hatches: These hatches provide maintenance access to the missile storage racks on Deck 2.

**Deck 3**
1. Hatch: This leads up to Deck 2.
2. Turret Control Room: This contains the gunners' positions for the missile turrets.
3-4. Turret Gunner's Postion (Port and Starboard): These are remote-control positions; the actual turrets are outside the ship. Two gunners are stationed here and two on the bridge.
5-6. Storage/Nickel: On some vessels, the wall between 5 and 6 is removed and a sickbay is installed in this area.
Deck 1

1. Bridge: This contains the main flight controls of the ship, as well as controls to the engineering section. Two turret control stations are capable of controlling any or all of the four turrets.

2-3. Airlocks (Port and Starboard): These provide secure access to the outside of the ship. Access is granted by computer retinal scan, face recognition, or remote ID chip. At the commander’s discretion, a “live” override can be required—the doors can be opened only from the bridge.

4. Hatch: This leads down to Deck 2.

5. Corridor: This area is often used as additional storage during long missions.

6-7. Hatches: These lead down to Deck 2.

8-9. Missile Access Hatches: These hatches provide maintenance access to the missile storage racks on Deck 2.

Deck 3

1. Hatch: This leads up to Deck 2.

2. Turret Control Room: This contains the gunners’ positions for the missile turrets.

3-4. Turret Gunner’s Position (Port and Starboard): These are remote-control positions; the actual turrets are outside the ship. Two gunners are stationed here and two on the bridge.

5-6. Storage/Nickshay: On some vessels, the wall between 5 and 6 is removed and a sickbay is installed in this area.
**TRAVELLER**

**DECK PLAN 6**

**DRAGON-CLASS 400-TON SYSTEM DEFENSE BOAT**

System defense boats are not jump vessels stationed in star systems for their defense. The Dragon-class 400-ton system defense boat is the most commonly encountered SDB in the Imperium. Developed as a slight improvement on the earlier Guardian-class SDBs, Dragons are used for customs patrol, piracy suppression, search and rescue operations, and numerous other tasks for local navies. Although larger than many merchant starship designs, SDBs are not equipped with jump drive, and are therefore called boats. Because it does not have to devote space to fuel or jump drive machinery, the SDB can arm and armor itself more heavily than a starship of the same overall tonnage, and gain an advantage over invading starships of equal size.

**LIFE ABOARD**

SDBs were designed to spend a lot of time waiting—submerged in an ocean of water or concealed in the upper atmosphere of a gas giant, ready to ambush enemy vessels as they refuel.

Crew: The crew normally consists of 12: the commander, the second officer, five engineers, four gunners, and a medic. Six double crew cabins are provided (even the commander shares quarters—a non-traditional arrangement).

Passengers: As a military vessel, the SDB has no provision for passengers. Any who may be carried in an emergency are accommodated by field expeditions such as doubling crew into other cabins or converting storage spaces into temporary quarters. These are short-term solutions that merely aggravate the already crowded conditions on the boat.

Medical Facilities: The original design for the Dragon did not include a sickbay—SDBs were created to serve within a few days of a base. It soon became obvious that this assumption was faulty, as SDBs are often deployed by means of detachable jump shuttles into systems where there is no support nearby. Therefore, on almost all Dragons, a portion of the storage area is converted into a sickbay. This reduces available supplies and cuts the duration of the average patrol by a few days, but crew morale and performance is vastly improved (and the SDB’s ability to handle small-scale rescue operations is enhanced).

**LEGEND**

**Deck 2**

1. Forward Airlock: This provides secure access to the outside of the ship.
2. Freshers: The vessel’s only sanitary facilities, these can be screened off for privacy.
3. Showers: These are separate from the freshers, and can be screened off for privacy. The water supply is limited on SDBs, which means that showers are strictly scheduled.
4. Galley and Mess Storage: Bulk food storage is located elsewhere in the ship, but the galley contains a small quantity of food for immediate use. Individual cabins have small dispensers for coffee, tea, and other beverages, but meals can only be prepared in the galley. The crew rotates kitchen duty (two members serving for a week at a time), and many crews have informal “competitions” for the best-prepared meal.
5-10. Crew Quarters: Six cabins are provided for 12 crewmen. Originally, only one bed was installed, necessitating "Jeeb-Mand" but modern ships have bunk beds so doubling of beds is not necessary. All crew (even the captain) share quarters.
11. Hatch: This leads up to Deck 1 and down to Deck 3.
12. Crew Common Area: Crewmen take their meals and pass many of their off-duty hours here. Computer terminals provide access to the ship’s recreational library of music, holovids, books, and games.
13. Damage Control and Engineering Battle Stations: Ordinarily, this station has only one crewman manning it, but during general quarters, all stations are manned. It is located adjacent to the crew quarters to minimize the time required to get to it.
14-15. Hatchs: These leads up to Deck 1 and down to Deck 3.
16. Corridor: This connects the main section of the boat with the engineering section.
17-18. Forward Engineering: This area contains the boat’s life-support machinery.
19. Hatch: This leads down to Deck 3.
20. Main Engineering: This area contains the boat’s power plant.
21-22. M-Drives (Port and Starboard): These are closed off and not normally accessed during flight. Engineering spares and supplies are stored in the open spaces in these two compartments during long-duration patrols.
23. After Corridor: This leads to the aft hatch (not an airlock) which provides the connection to the jump shuttle when one is attached. A physical interlock prevents it from being opened when no shuttle is in place.

**SIDE VIEW — DECK 2**

**SHUTTLE SDB**

1A

2A 2B 2C 2D

SA SD SB SC
Traveller

DECK PLAN 6

DRAGON-CLASS 400-TON SYSTEM DEFENSE BOAT

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Life Aboard

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Deck 2

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11. Hatch: This leads up to Deck 1 and down to Deck 3.
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14. Hatch: This leads down to Deck 3.
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16. M-Drives (Port and Starboard): These are closed off and not normally accessed during flight. Engineering spares and supplies are stored in the open spaces in these two compartments during long-duration patrols.
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23. After Corridor: This leads to the aft hatch (not an airlock) which provides the connection to the jump shuttle when one is attached. A physical interlock prevents it from being opened when no shuttle is in place.

Side View – Deck 2

SHUTTLE SDB

2A 2B 2C 2D

SA SB SC
Volare-Class 200-Ton SDB Jump Shuttle

Jump shuttles were designed to deploy SDBs from system to system without the use of large transport vessels. A jump shuttle contains, in a detachable section, the drives and fuel necessary for a one-parsec jump. The shuttle clamps to the SDB, maneuvers to the jump point, and engages jump. Upon arrival, the jump shuttle releases the SDB and can jump again by itself without refueling (to return to the original system and pick up another SDB, for example).

LEGEND

The shuttle links to Deck 2 on the SDB.

1-2. Port and Starboard Clamps: These fasten the shuttle to the SDB.

3. Forward Airlock: This connects the jump shuttle to the SDB and serves as an airlock when the shuttle is acting independently.

4. Freshers/Shower: These are in engineering, to simplify plumbing connections to the life-support machinery.

5. Corridor/Storage: This area contains crew supplies for use when the shuttle jumps without an attached SDB.

6. Shuttle Bridge/Pilot's Quarters: The pilot operates the ship from this station and sleeps in the adjacent cabin (6a).

7-8. Crew Quarters: These are less cramped than those aboard the SDB, and are not double-occupied.

9. Engineering: The jump and maneuver drives and life-support machinery are contained here.

10-11. Maneuver Drives (PWS): These are minimal, intended to enable the shuttle to travel in-system as necessary.

12. Jump Drive: The jump drive is large enough for the jump shuttle and SDB combination.

13-15. Fuel: The shuttle carries enough fuel to make one jump with a shuttle attached, turn around, and make the return jump without refueling.

SIDE VIEW — SHUTTLE

SHUTTLE
SDB
Volare-Class 200-Ton SDB Jump Shuttle

Jump shuttles were designed to deploy SDBs from system to system without the use of large transport vessels. A jump shuttle contains, in a detachable section, the pilot, and fuel necessary for a one-parsec jump. The shuttle clamps to the SDB, maneuvers to the jump point, and engages jump. Upon arrival, the jump shuttle releases the SDB and can jump again by itself without refueling (to return to the original system and pick up another SDB for example).

Legend

- 1-2. Port and Starboard Clamps: These fasten the shuttle to the SDB.
- 3. Forward Airlock: This connects the jump shuttle to the SDB and serves as an airlock when the shuttle is acting independently.
- 4. Fresh/Toilet: These are in engineering, to simplify plumbing connections to the life-support machinery.
- 5. Corridor/Area: This area contains crew supplies for use when the shuttle jumps without an attached SDB.
- 6. Shuttle Bridge/Pilot's Quarters: The pilot operates the ship from this station and sleeps in the adjacent cabin (6a).
- 7-8. Crew Quarters: These are less cramped than those aboard the SDB, and are not double-occupied.
- 9. Engineering: The jump and maneuver drives and life-support machinery are contained here.
- 10-11. Maneuver Drives (PN): These are minimal, intended to enable the shuttle to travel in-system as necessary.
- 12. Jump Drive: The jump drive is large enough for the jump shuttle and SDB combination.
- 13-15. Fuel: The shuttle carries enough fuel to make one jump with a shuttle attached, turn around, and make the return jump without refueling.
## GURPS Statistics

### Dragon-Class 400-Ton System Defense Boat (TL10)

**Crew:** Captain (pilot and navigator), second officer (sensors and commo), five engineers, four gunners, medic.

**Subassemblies:** SI, Hull -9, 4 turrets -5.

**Power & Propulsion:** 1.185-kW fusion reactor w/11,360 stons thrust.

**Occupancy:** 5 RCS 310 tons

**Armor**

<table>
<thead>
<tr>
<th>Armor</th>
<th>F</th>
<th>R</th>
<th>L</th>
<th>B</th>
<th>T</th>
<th>U</th>
</tr>
</thead>
<tbody>
<tr>
<td>Hull</td>
<td>4/1/11</td>
<td>4/1/11</td>
<td>4/1/11</td>
<td>4/1/11</td>
<td>4/1/11</td>
<td></td>
</tr>
</tbody>
</table>

**Weaponry**

- 2-Turrets (DR 505) with three missile racks each.
- 2-Turrets (DR 505) with three lasers each.

**Equipment**

- Modular: Hardened Basic Bridge, Engineering, 284 Maneuver, Utility, 6 Staterooms.

**Statistics**

- **Stats:**
  - **Days:** 104’4423’29’
  - **Payload:** 18 tons
  - **Speed:** 2.657 tons
  - **V**: 12
  - **HP:** 37.500 (DT 3750)
  - **Accel:** 4.3 G
  - **a**Speed:** 5,497

**Design Notes**

- 400-ton SL Hull, Heavy Compartimentalization, Radical Stealth, Radical Emission Cloaking.

---

## MegaTraveller Statistics

**CraftID:** System Defense Boat, Type SB, TL 15, MC 311.11

** Hull:** 390900, Dhp = 400, Config = 45L, Armor = 67G, Unloaded = 10,980 tons, Loaded = 11,150 tons

**Power:** 32064, Fusion = 8,730 Mw, Duration = 2060

**Locomotion:** 61/122, Maneuver = 6G, NOE = 190 km/h, Cruise = 750 km/h, Top = 1,000 km/h, Agility = 1

**Communications:** Radio = System

**Sensors:** PassiveEMS = Intersellar, ActiveEMS = FurOrbit, Densimeter = HighPVar1 km, Neutrino = 10 kW, Ac_objscan = Routine, Ac_objspin = Routine, Pas objscan = Routine, Pas objspin = Routine, PasEngScan = Simple, PasEngPin = Routine

**Offensive:** Missiles = 103

**Defensive:** DefDM = -7

**Control:** Computer = 5x3, Panel = holodynamic link=842, Special = headsUp5, Environ = basic env, basic is, extend is, gray plates, inertial comp

**Acmodation:** Crew = 12 (Bridge = 2, Engineer = 2, Maintenance = 2, 4 Gymnasium = 4, Command = 1, Medical = 1), Staterooms = 10

**Other:** Cargo = 27 kilos, Fuel = 2,100 kilos, Purification Plant, Scoops, ObjSize = Average, EMLevel = Faint

**CraftID:** SDB Jump Shuttle, Type QT, TL 15, MC 93.52

** Hull:** 1,809450, Dhp = 200, Config = 7USL, Armor = 49G, Unloaded = 1,710 tons, Loaded = 1,854 tons

**Power:** 1/2, Fusion = 1,560 Mw, Duration = 1648

**Locomotion:** 11/22, Maneuver = 3, 15/96, Jump = 5, Agility = 1

**Communications:** Radio = System

**Sensors:** PassiveEMS = Intersellar, ActiveEMS = FurOrbit, Densimeter = HighPVar1 km, Neutrino = 10 kW, Ac_objscan = Routine, Ac_objspin = Routine, Pas objscan = Routine, Pas objspin = Routine, PasEngScan = Simple, PasEngPin = Routine

**Offensive:** None

**Defensive:** DefDM = 4

**Control:** Computer = 5x3, Panel = holodynamic link=842, Special = headsUp5, Environ = basic env, basic is, extend is, gray plates, inertial comp

**Acmodation:** Crew = 1 (Bridge = 1, Engineer = 1), Staterooms = 1

**Other:** Fuel = 2,077 kilos, ObjSize = Average, EMLevel = Moderate

---

## Classic Traveller Statistics

**Type SB System Defense Boat**

- SB-410692-90000-40000-0 MC 777.54 - 400 tons
- Crew=10, TL=12, Passengers=0, Low=0, Cargo=27, Fuel=36, EP=36, Agility=6

**Type WP SDB Jump Shuttle**

- WP-2432352-90000-0 MC 93.52 - 200 tons
- Crew=13, TL=12, Passengers=0, Low=0, Cargo=0, Fuel=126, EP=6, Agility=1

**System Defense Boat & Jump Shuttle Combination**

- SB & WP-6111151-00000-0 MC 474.06 - 600 tons
- Crew=3, TL=12, Passengers=10, Low=0, Cargo=27, Fuel=126, EP=6, Agility=0

---

## Side Views

The addition of the Volare-class jump shuttle to the Dragon SDB increases the length of the ship by almost 50%, and causes it to resemble a pencil from the side. For convenience, we have illustrated the two vessels as they appear when linked together, even though they will only be deployed in this way for a relatively short time.

## External Appearance

Most vessels are fitted with a "chameleon" outer coating, enabling them to be adjusted to fit individual situations. Imperial Navy regulations require the external appearance of all vessels in a war zone to comply with the tenets of military camouflage (as defined by specific-theater general orders), but SDB crews traditionally add small unit markings and individual boat decorations to boost unit morale. These usually take the form of a name and some kind of unit crest, in addition to a listing of crew names and ranks.

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**GURPS Statistics**

**Dragon-Class 400-Ton System Defense Boat (TL10)**

**Crew:** Captain (pilot and navigator), second officer (sensors and commo), five engineers, four gunners, medic.

**Subassemblies:** SL, Hull -9, 4 turrets +5.

**Power & Propulsion:** 1,852-kW fusion reactor w/11,360 stons thrust.

**Occupancy:** 9 RCS, Cargo: 3 tons.

**Armor**
- Hull: 4/1.011, 4/1.011
- RL: 4/1.011
- B: 4/1.011
- T: 4/1.011
- U: 4/1.011

**Weaponry**
- 2 Turrets (OR 505) with three missile racks each.
- 2 Turrets (OR 505) with three lasers each.

**Equipment**
- Module: Hardened Basic Bridge, Engineering, 284 Maneuver, Utility, 6 Staterooms.

**Statistics**
- **Dxn:** 104°/42°/29°
- **Payload:** 18 tons
- **Lwt:** 2,657 tons
- **Volume:** 400 tons
- **Maint:** 1.8 hours (52.6 man-hours/day)
- **Price:** MC120.1
- **HT:** 12
- **HP:** 37,500 (DF 3,750)
- **Max Acc:** 4.3 G
- **Max Speed:** 5,497

**Design Notes**
- 400-ton SL Hull, Heavy Compartimentalization, Radical Stealth, Radical Emission Censoring.

**Volare-Class 300-Ton SDB Jump Shuttle (TL10)**

**Crew:** 3 command and control, 1 engineer, 2 maintenance.

**Subassemblies:** SL, Hull -9 (+10 with SDB).

**Power & Propulsion:** 380-kW fusion reactor w/2,360 stons thrust, 59 Maneuver, 14 Jump, 180 Fuel.

**Occupancy:** 3 RCS, Cargo: 31 tons.

**Armor**
- F: 4/100
- RL: 4/100
- B: 4/100
- T: 4/100
- U: 4/100

**Equipment**
- Module: Compact Basic Bridge (three crew stations), Engineering, 14 Jump Drive, 59 Maneuver Drive, Utility, 3 Staterooms, 1,200 Intrinsically Coupled (Volare-class SDB, 4,800 ton capacity).

**Statistics**
- **Dxn:** 67°/90°/29°
- **Payload:** 2,255 tons
- **Lwt:** 3,477 tons
- **Volume:** 300 tons
- **Maint:** 2.1 hours (46.3 man-hours/day)
- **Price:** MC93
- **HT:** 12
- **HP:** 120,000 (DF 3,000)

**Performance with SDB attached:**
- Jump-1 (2.6 meters fuel), mAccel: 0.7 G.

**Performance without SDB attached:**
- Jump-1 (16 meters fuel), mAccel: 2 G (limited by structural integrity).

**Design Notes**
- 700-300-ton SL Hull, Extra-Heavy Frame.

---

**MegaTraveller Statistics**

**CraftID:** System Defense Boat, Type SB, TL 15, McR 311.11

- **Hull:** 390,900, Disp = 400, Config = 4SL, Armor = 67G, Unloaded = 10,980 tons, Loaded = 11,150 tons
- **Power:** 326,400, Fusion = 8,730 Mw, Duration = 2090

**Locomotion:** 61/122, Maneuver = 6G, NOE = 190 kN, Cruise = 750 kN, Top = 1,000 kN, Agility = 1

**Communications:** Radio = System

**Sensors:** Passive/EM = Interstellar, Active/EMS = FurOrbit, Densimeter = HighPwr/1 km, Neutrino = 10 kW, AcOBJScan = Routine, Ac объект Pin = Routine, PeacOrScan = Routine, PeacObjPin = Routine, PaEleScan = Simple, PaElePin = Routine

**Offensive:** Missiles = 103
- Beam Laser = 604

**Defensive:** DE/DM = +7

**Control:** Computer = 5+UL, Panel = holodynamic link=842, Special = headUp=5, Environ = basic env, basic ls, extend ls, gray plates, inertial comp

**Accommodation:** Crew = 12 (Bridge = 2, Engineer = 2, Maintenance = 2, Gymnas = 4, Command = 1, Medical = 1), Staterooms = 10

**Other:** Cargo = 27 klters, Fuel = 2,100 klters, Purification Plant, Scoops, ObjSize = Average, EMLevel = Faint

**CraftID:** SDB Jump Shuttle, Type YQ, TL 15, McR 93.52

- **Hull:** 1,089,450, Disp = 200, Config = 7USL, Armor = 49G, Unloaded = 1,710 tons, Loaded = 1,854 tons

**Power:** 11/2, Fusion = 1,560 Mw, Duration = 1648

**Locomotion:** 11/22, Maneuver = 3, 15/56, Jump = 5, Agility = 1

**Communications:** Radio = System

**Sensors:** Passive/EMS = Interstellar, Active/EMS = FurOrbit, Densimeter = HighPwr/1 km, Neutrino = 10 kW, AcOBJScan = Routine, Ac объект Pin = Routine, PeacOrScan = Routine, PeacObjPin = Routine, PaEleScan = Simple, PaElePin = Routine

**Offensive:** None

**Defensive:** DE/DM = +4

**Control:** Computer = 5UL, Panel = holodynamic link=842, Special = headUp=3, Environ = basic env, basic ls, extend ls, gray plates, inertial comp

**Accommodation:** Crew = 1 (Bridge = 1, Engineer = 1), Staterooms = 1

**Other:** Fuel = 2,077 klters, ObjSize = Average, EMLevel = Moderate

---

**Classic Traveller Statistics**

**Type SB System Defense Boat**

- **SB-410062-900000-40003-0**
  - **MC777.54**
  - **400 tons**
  - Crew=10, TL=12, Passengers=0, Low=0, Cargo=27, Fuel=36, EP=36, Agility=6

**Type WP SDB Jump Shuttle**

- **WP-243235+000000-00000-00000-0**
  - **MC93.52**
  - **200 tons**
  - Crew=3, TL=12, Passengers=0, Low=0, Cargo=6, Fuel=126, EP=8, Agility=1

**System Defense Boat & Jump Shuttle Combination**

- **SB & WP-611131-000000-000000-0**
  - **MC474.06**
  - **600 tons**
  - Crew=3, TL=12, Passengers=10, Low=0, Cargo=27, Fuel=126, EP=8, Agility=0

---

**Side Views**

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**External Appearance**

Most vessels are fitted with a "chameleon" outer coating, enabling them to be adjusted to fit individual situations. Imperial Navy regulations require the external appearance of all vessels in a war zone to comply with the tentets of military camouflage (as defined by specific-thunder general orders), but SDBs cross traditionally add small unit markings and individual boat decorations to boost unit morale. These usually take the form of a name and some kind of unit crest, in addition to a listing of crew names and ranks.
Cut the figures along the dotted yellow lines. DO NOT cut on the solid lines — these are the fold lines. Use the back of a table knife to score along the fold line before folding. Interlock the tabs at the base, and the figure will stand up.

Crew in Vacsuit TDP6-25
Crew in Vacsuit TDP6-26
Crew in Vacsuit TDP6-27

Vargr Engineer TDP6-13
Aslan Gunner TDP6-14
Bwap Engineer TDP6-15
Bwap Engineer TDP6-16
Armed Crew TDP6-17
Armed Crew TDP6-18
Armed Crew TDP6-19
Armed Crew TDP6-20
Crew with Cat TDP6-21
Crew with Cat TDP6-22
Vargr Crew TDP6-23
Aslan Crew TDP6-24

Officer TDP6-1
Officer TDP6-2
Officer TDP6-3
Junior Officer TDP6-4
Medic TDP6-5
Medic TDP6-6
Engineer TDP6-7
Engineer TDP6-8
Engineer TDP6-9
Engineer TDP6-10
Armed Crew TDP6-11
Armed Crew TDP6-12
WE’RE ON THE WEB

WE’RE YOUR MISSION SUPPORT

When you bought this book you also bought extensive online support for your game. At the SJ Games website (www.sjgames.com), you’ll find tons of support material for GURPS (and any other Steve Jackson game) at no extra charge. Here are just a few of the things you get:

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Journal of the Travellers’ Aid Society

The long-running Traveller magazine is now online at jtas.sjgames.com. It supports all versions of Traveller with news, articles, discussion areas, and reviews. Subscriptions are $15 for 52 biweekly updates and full access to archives.

Edited by Loren Wiseman, an original partner of GDW and currently the line editor for GURPS Traveller at Steve Jackson Games, JTAS features:

- Traveller articles, news, and reviews, plus editorials by Loren Wiseman.
- An archive of back Traveller articles in both JTAS and Pyramid.
- Discussion boards on an increasing variety of topics.
- Live Chat sessions at Brubek’s, the virtual bar.
- The equivalent of approximately 5 full-sized Traveller books each year.

The Traveller News Service is updated weekly, chronicling the life and times of the Imperium, and is viewable free at www.sjgames.com/gurps/traveller/news.html. The SJ Games Traveller links page (www.sjgames.com/gurps/traveller/links.html) links to the Traveller webring, which includes most of the major Traveller-oriented websites. For information on subscribing to the Traveller mailing list, go to http://tml.travellercentral.com.

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