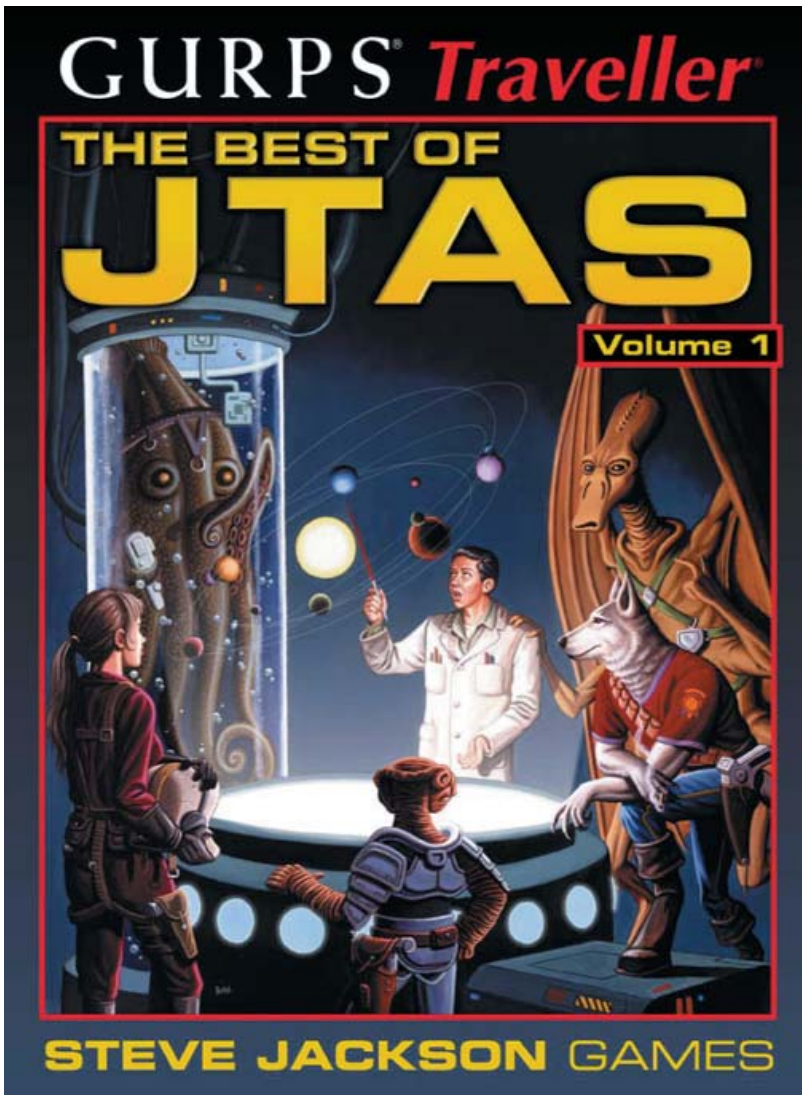


GURPS®



The Journal's Finest!

For over 20 years, the *Journal of the Travellers' Aid Society* has been the voice of *Traveller* and its fans. In February of 2000, Steve Jackson Games revived *JTAS* as an online magazine.

This book collects in one volume the very best articles published online in the year 2000, as picked by *JTAS* editor Loren Wiseman. There's material for *GURPS Traveller*, of course, but many articles can be used in any *Traveller* campaign – or any other science-fiction setting, for that matter.

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STEVE JACKSON GAMES

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Traveller[®]

The Best of JTAS



Volume 1

Accounts of the Imperium and Beyond

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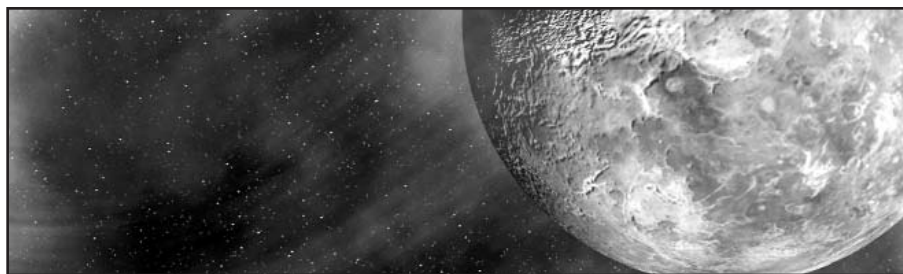
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Introduction

ABOUT GURPS

Steve Jackson Games is committed to full support of the **GURPS** system. Our address is SJ Games, Box 18957, Austin, TX 78760. Please include a self-addressed, stamped envelope (SASE) any time you write us! Resources include:

Pyramid (www.sjgames.com/pyramid/). Our online magazine includes new **GURPS** rules and articles. It also covers *Dungeons and Dragons*, *Traveller*, *World of Darkness*, *Call of Cthulhu*, and many more top games – and other Steve Jackson Games releases like *In Nomine*, *INWO*, *Car Wars*, *Toon*, *Ogre Miniatures*, and more. *Pyramid* subscribers also have access to playtest files online!

New supplements and adventures. **GURPS** continues to grow, and we'll be happy to let you know what's new. For a current catalog, send us a legal-sized or 9"×12" SASE – please use two stamps! – or just visit www.warehouse23.com.

Errata. Everyone makes mistakes, including us – but we do our best to fix our errors. Up-to-date errata sheets for all **GURPS** releases, including this book, are available on our website – see below.

Gamer input. We value your comments, for new products as well as updated printings of existing titles!

Internet. Visit us on the World Wide Web at www.sjgames.com for errata, updates, Q&A, and much more. **GURPS** has its own Usenet group, too: rec.games.frp.gurps.

GURPSnet. This e-mail list hosts much of the online discussion of **GURPS**. To join, point your web browser to www.sjgames.com/mailman/listinfo/gurpsnet-l/.

Page References

Rules and statistics in this book are specifically for the **GURPS Basic Set, Third Edition**. Any page reference that begins with a B refers to the **GURPS Basic Set** – e.g., p. B102 means p. 102 of the **GURPS Basic Set, Third Edition**. Other page references are GT for **GURPS Traveller**, S for **GURPS Space**, VE for **GURPS Vehicles**, T:AI for **GURPS Traveller: Alien Races 1**, T:BC for **GURPS Traveller: Behind the Claw**, T:FI for **GURPS Traveller: First In**, T:FT for **GURPS Traveller: Far Trader**, and T:SM for **GURPS Traveller: Star Mercs**. The abbreviation for this book is T:Ji.

For a full list of **GURPS** abbreviations, see p. CI181 or the updated web list at www.sjgames.com/gurps/abbrevs.html.

This is the first of what we hope will be a continuing series of anthologies collecting the best articles from the new *Journal of the Travellers' Aid Society*. SJ Games began publication of the new *JTAS* in February of 2000, and it has achieved a reputation among the **Traveller** grognards as being well worth the subscription price.

To select the contents of this volume, I took a list of 2000's articles in order of their subscriber rankings and chose from the upper levels of that list those I felt were of enduring interest to **Traveller** fans. I decided not to include any of my own editorials – those are the sort of light extemporanea that will not stand the test of time very well. I think that articles like Allan E. Johnson's *Across the Galaxy*, however, will still be as interesting in 20 years as they are now. We could probably do a second anthology just choosing from the articles published in 2000.

ABOUT THE LINE EDITOR

Loren Wiseman was one of the founding partners of GDW, Inc., original publishers of **Traveller**. He spent more than 20 years there as a game designer, developer, typesetter, and editor. After GDW closed, Loren freelanced, then came to SJ Games, where he is **Traveller** Line Editor and expert-in-residence.

