

JUDGES GUILD TRAVELLER

Judges Guild built its reputation creating supplementary material for **Dungeons & Dragons**. With its successes, it explored creating similar materials for other role-playing games, and discovered **Game Designers' Workshop** and **Traveller** a mere 47 miles to the north. Marc Miller and Dave Seering first met 47 miles west at a Game Faire in East Peoria.

JG established its **Traveller** reputation with a single signature product: **Starships and Spacecraft**. The detailed deck plan and image for the Type S Scout became an icon within the **Traveller** system.

Sadly, **Judges Guild's** products were uneven in both writing and production quality. Some of their titles showed great promise and imagination; other were poorly written and poorly executed.

But, the good titles are worth mentioning:

Starships & Spacecraft
Dra'k'ne Station
Astrogator's Chartbook
Navigator's Starcharts
Fifty Starbases

JUDGES GUILD TRAVELLER PUBLICATIONS

105 Dra'k'ne Station	Adventure
710 Amycus Probe	Border Prowler
720 Rogue Moon of Spinstorme	Border Prowler
960 Darkling Ship	Border Prowler
350 Darthanon Queen	Deck Plans
500 Doom of the Singing Star	Deck Plans
730 Simba Safari	Deck Plans
089 Starships & Spacecraft	Deck Plans
078 The Traveller Logbook	Forms
* 410 The Astrogator's Chartbook	Forms
520 Navigator's Starcharts	Forms
330 Tancred	Planetary Guide -1
640 Marooned on Ghosting	Planetary Guide -2
880 Corsairs of the Turku Waste	Planetary Guide -3
940 Waspwinter	Planetary Guide -4
075 Traveller Referee Screen	Game Screen
340 Ley Sector	Sector
490 Glimmerdrift Reaches	Sector
590 Crucis Margin	Sector
760 Maranatha - Alkahest Sector	Sector
* 360 Lazer Tank	Supplement
480 Fifty Starbases	Supplement
Expanded Merchant Character Generation	Article
Expanded Air/ Orbital Character Generation	Article
Expanded Wet Navy Character Generation	Article
Expanded Other Character Generation	Article
Dealing With The Concept Of Empires	Article

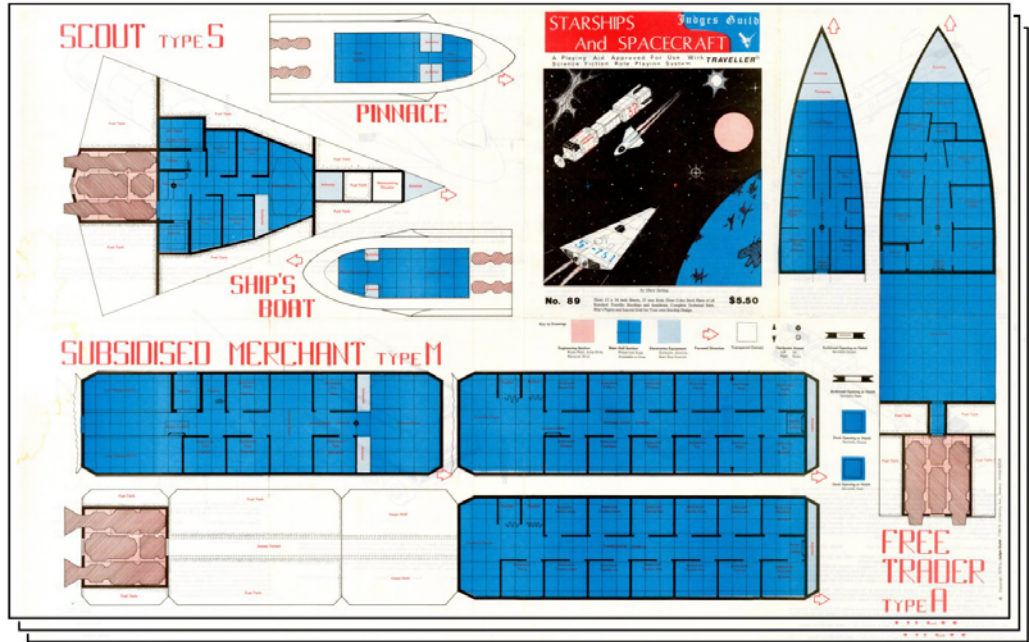


* Technically not licensed **Traveller** products; their usefulness to **Traveller** players warrants their inclusion here.



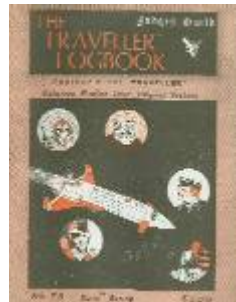
STARSHIPS & SPACECRAFT -

Three 22"x34" sheets, 25mm scale, three-color Deck Plans of the standard **Traveller** starships and auxiliaries, complete technical data, Ship's Papers and layout grid for custom starship design.



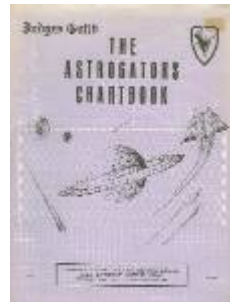
50 STARBASES

96-page book provides the essential Starbases necessary to any spacefaring culture. Extensive tables detail the facilities of each Starbase, as well as the services available.



TRAVELLER LOG BOOK

64-page summary of character generation for **Traveller**. Includes new tables on physical characteristics and personal background, new and accurate combat damage tables for all standard types and auxiliaries, interstellar trade tables, summary of starship operations, character record sheets, and complete sets of Ship's Papers.



ASTROGATORS CHARTBOOK

96-page book with a set of comprehensive mapping symbols that can be used to mark all features and encounters. Three separate types of Mapping Grids are provided plus Map Key and Record pages to permit accurate mapping of anything from a solar system down to an individual room.



NAVIGATOR'S STARCHARTS

112-page book provides all the special grids for plotting six complete sectors. Each of the 96 Subsectors has a separate page with a map grid and planetary data blanks.

Planetary Guide-1



TANCRED

48-page booklet detailing the Tancred system in Ley Sector. Includes a complete description of an entire civilized planet as well as other significant installations on other planets. Centerfold contains an 11"x17" two color map of the planet.

Deck Plan 1



DOOM OF THE SINGING STAR

64-page Guidebook with scenarios. Contains 24 15mm scale Deck Plans for Cruise Liners of the Brilliant Gem Class. Designed as commercial vessels, the para-military capabilities of these ships permit them to play a prominent part in any campaign.

Planetary Guide-2



GHOSTRING

32-page book with 22"x34" color map details a planet in the Maranatha-Alkahest Sector of the Gateway Quadrant. Complete details are given on the planet Ghostring, as well as on its sapient native race, the Hawkings. One major scenario is given with several additional variants.

Deck Plan 2



DARTHANON QUEEN

32-page book with pullout Ship Plans in two colors, map of Guadix Drift Sub-Sector, and scenarios.

Crew and passengers of the Darthanon Queen are detailed along with the crews of two possible rescue ships, the Nova Hawk and the Lucky Winds.

Planetary Guide-3



CORSAIRS OF THE TURKU WASTES

32-page adventure. Contains details on the planet Mellansel, the Space Pirates and Corsairs operating in the sector, and the hidden pirate base. Details and deck plans for a Hellbeast Type P Corsair Starship. Plus four scenarios.

Deck Plan 3



SIMBA SAFARI

32-page Guidebook and a 22"x34" double-sided map sheet. Plans of the Type K Hunter Ship, plus a scale plan of the adventure site. The crew and passengers range across the planets of the Diamond Prince subsector in search of trophies and adventure.

Planetary Guide-4



WASPWINTER

32-page adventure as Space Pirates scourge the starlanes and vicious mind control devices enslave hapless captives. The Pirate's Starbase and the entire planet of Waspwinter are detailed for play. Five subject races are listed along with encounter tables for the life and land of the planet. Contains a 32-page book with 22"x34" color map of the planet.



DRA'K'NE STATION

64-page adventure detailing a vast alien asteroid research station. Sabotaged, its crew dead or in cold storage, it drifts through the void, still protected by its automated defense systems and by one surviving alien.

***Border Prowler 1**



AMYCUS PROBE

32-page adventure: a commando raid on an unknown installation. Includes personnel and equipment data, and a tournament scoring system.

Features: 40-ton armored assault shuttle and the 1000-ton Border Prowler Class Ship.

***Border Prowler 2**



ROGUE MOON OF SPINSTORME

32-page adventure: adventures in the rings and moons of a gas giant.

Continues with the personnel and equipment from Amycus Probe as new information is introduced into the ongoing plot.

***Border Prowler 3**



DARKLING SHIP

32-page adventure: Continues with the personnel and equipment from Amycus Probe as new information is introduced into the ongoing plot.

Set up in tournament format with handout sheets of information and pre-generated characters.

Miniatures



LASER TANK

15mm AFV plans for any use with science fiction miniatures and/or role-playing rules. Also contains simple rules for resolving table top combat.

THE GATEWAY QUADRANT



**LEY SECTOR
GLIMMERDRIFT REACHES
CRUCIS MARGIN
MARANATHA-ALKAHEST**

The **Gateway Quadrant**: four sectors on the trailing edge of the Imperium, each detailed with full world UPPs,

THE EXPANDED CHARGEN SERIES



Judges Guild published a series of articles building on the Mercenary Expanded Character Generation System, applying it to Merchants (Judges Guild Journal 20), Wet Navies (Dungeoneer 11), Air and Orbital Forces (Dungeoneer 12), and even the "Others" (Dungeoneer 16).

DEALING WITH THE CONCEPT OF EMPIRES



Judges Guild also published Marc Miller's seminal article defining the probable sizes of interstellar empires: from the simple Federation through various steps to the vast Empire. The first glimpses of the Third Imperium can be seen in this early article.