



William H. Keith, Jr

Absent Friends

The **Traveller** universe has been a community of friends since even before its first publication. **Traveller** players are a unique and diverse group who enjoy the opportunities the game provides them for camaraderie and imagination. Lamentably, some of our friends are no longer with us, but their memory remains...

J. Andrew Keith 1958-1999

Andrew was a prolific science fiction and role-playing game author with **Traveller** clearly predominant in his writings. He was intelligent and creative in his writings and an asset to the **Traveller** system.

Clayton R. Bush 1958-2007

Clay was an independent author of convention scenarios in 'odd' systems, but he always returned to **Traveller**. In 1991, he received a 'Lifetime Achievement Award' for writing and running over 100 convention events.

Don Rapp 1936-2007

Don caught the **Traveller** bug early and enjoyed promoting **Traveller** at conventions. He was the author of some of the first supplements to **Traveller**: *Scouts and Assassins*, and *SORAG*.

Bari Z. Stafford Sr. 1953-2002

Bari enjoyed designing ships, sectors, and situations for **Traveller**, and he enjoyed sharing them with fellow **Travellers**. His *magnum opus* was *Turokan's Expedition to the Rim*.

John M. Ford 1957-2006

John as an extraordinarily intelligent and witty man with exceptional writing talents on the larger science-fiction scene. He nonetheless lent his talents to gaming and to **Traveller**. He wrote GURPS **Traveller** *Starports* and was a frequent contributor to the Journal of the Travellers' Aid Society.

Paul Montgomery Crabaugh d. 1985

Paul was an early asset to **Traveller**, and regrettably an early loss. Issue 51 (1982) alone of *Dragon* featured four of his articles on **Traveller**, each short, punchy, and insightful. He was also an advocate and a pioneer of the Civilian-- the career for players to experiment with being an average Joe.

Robert E. "Bob" Bledsaw 1942-2008

Bob pioneered the licensed role-playing supplement with D&D materials, and expanded to produce **Traveller** materials in 1979. Notable among the items he published were *Starships and Spacecraft*, the **Traveller** *Judges Screen*, and *Dra'k'ne Station*.

E. Gary Gygax 1938-2008

All role-players owe a debt of gratitude to Gary Gygax. It was his pioneering of the recreational role-playing genre with *Dungeons & Dragons* that created the modern role-playing game. In the long view, he ranks with H.G. Wells (whose *Little Wars* pioneered military battle games) and Fred Jane (whose *Jane's Naval Wargame* pioneered sea battle games). *Dungeons & Dragons* had a strong and lasting influence on **Traveller**.