



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**.