BITS brings together *Traveller* players of all eras... GURPS Traveller, Marc Miller's T4, The New Era, MegaTraveller and 'Classic' Traveller. BITS is also a licensed publisher of *Traveller* products for *Traveller* players and referees.

BITS activities include:

- > Organising tournaments and demonstrations to promote *Traveller*,
- > Publishing adventures and supplements,
- ➤ Collecting details of gaming stores which stock Traveller material,
- ➤ Bringing players together by maintaining a list of players across the country,
- ➤ Aiding members in writing material (for submission to magazines, etc.),
- > Helping find and swap out-of-print material,
- > Collecting software role-play aids,
- > Running PBM and PBEM games,
- > Anything else members suggest!

The BITS newsletter also keeps you up to date with the latest information on *Traveller*.

BITS publishes quality *Traveller* supplements, available from good gaming shops, by mail-order from BITS or via our distributors Esdevium, Steve Jackson Games and Mystic Station Designs. BITS published the first licensed T4 adventure "*The Long Way Home*", and has continued its success with its unique series of "101" supplements and adventure books and its starship combat rule set *Power Projection*. Some BITS members have become regular writers for T4, GURPS and T20 products.

To join BITS, simply fill in the form on this leaflet and send it (with your payment) to:

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The British Forum for

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Join us at conventions across the UK for:

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- © Tournament games including our infamous fun tournaments
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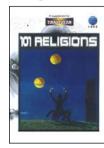
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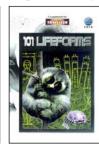
Great *Traveller* products from

BITS has a product for every Traveller referee and player, whether you want to flesh out a world's **Government**, its **Religions** or its indigenous **Lifeforms**, perhaps find somewhere for your players to **Rendezvous**, or see which **Cargos** and **Travellers** might be wanting to take passage on their ship?



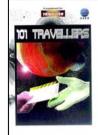












Now you've got some worlds to explore, you need to populate them with **Patrons** and **Plots**, and perhaps some fully-detailed adventures, from noble intrigue (*Khiidkar Incident*) to Vargr mercenaries (*Spacedogs*) or Zhodani infiltrators (*Delta 3 Is Down*). All that excitement might well end up in gun fights which you can play out using *At Close Quarters*.











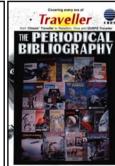


Try out our Traveller starship combat game **Power Projection** using awardwinning game mechanics from Full Thrust.



Or do some background research using our extensive bibliographies of *Traveller* books and magazine articles.





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