

Guide To Classic

TRAVELLER

*Science-Fiction Adventure
in the Far Future*



Classic Traveller (indeed, all of the **Traveller** editions including later editions) was inducted into the Adventure Gaming Hall of Fame in 1997 (on its 20th anniversary of its publication. Designer Marc Miller was inducted into the Hall of Fame in 1982.

Games 100. **Traveller** was featured as part of Games Magazine's **Games 100** in 1981, 1982, 1983, 1984, and 1991.

Traveller is a series of related science fiction role-playing games, the first three editions published by Game Designers' Workshop and subsequent editions by various companies.

The **Traveller** rules draw inspiration from the classics of science-fiction literature. Acknowledged influences include: the Dumarest saga series by E.C. Tubb, the Foundation stories of Isaac Asimov, H. Beam Piper's Space Viking, Larry Niven's Known Space, Jerry Pournelle's CoDominium, and Poul Anderson's Polesotechnic League.

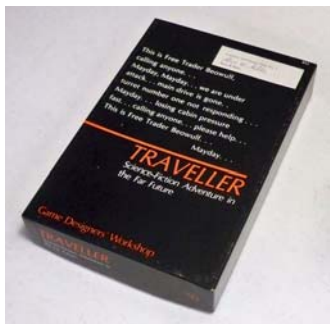
The first edition of **Traveller** (published 1977 through 1986) has come to be called **Classic Traveller** and included some 80 rules books, adventures, and supplements.

Originally game designer Marc Miller envisioned **Traveller** as a system for playing generic space opera themed science fiction adventures, in the same sense that **Dungeons & Dragons** is a system for generic fantasy adventures. However, as GDW began publishing materials beyond the core rules, a suggested setting called the Third Imperium emerged and has become the dominant background for the game.

The Third Imperium is in the distant future—over three thousand years removed from our own time. Interstellar travel is facilitated, and limited, by the use of a technology called the jump drive (known as a hyperdrive in other science fiction settings). Jump drives are capable of propelling a starcraft between one to six parsecs, depending on the individual drive's specifications. Regardless of the distance of a jump, the duration required for the trip is approximately one week. Communications are limited to the speed of travel; there is no "sub-space" or other form of FTL information transfer. This leads to a central principle of Traveller's original setting, that the restraint on the speed of information leads to decentralization and the vestment of significant power in the hands of local officials.

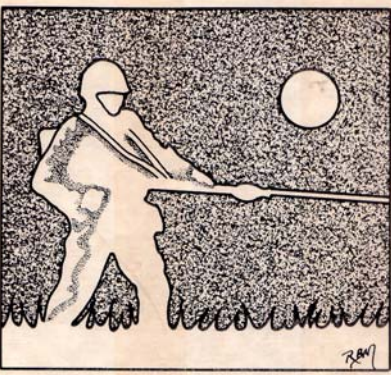
The primary galactic society in **Traveller** is the Third Imperium, a vast, human-dominated feudalistic union of over eleven thousand worlds currently ruled by its 43rd emperor, Strephon Aella Alkhalikoi. The Imperium is the most powerful interstellar polity, but it is surrounded on all sides by potentially hostile neighbors. Local nobility operate largely free from oversight, restricted by convention, feudal obligations, and the fear of being caught.

The Universe of Traveller...



The original Little Black Box edition of **Traveller**: a 6 x 9 x 1-1/2 inch box (the same size as the original **Dungeons & Dragons** box).

(The sticker says that this was the fifth copy off the assembly line).



WELCOME to the exciting world of Traveller! Traveller is a new concept in science-fiction, guided by the principle of participation. Rather than simply having you read about a science-fiction adventure, Traveller invites you and your friends to actually take part in the action, using characters whom you control and guide through the many alien worlds of the galaxy.

The possibilities for action and adventure are endless... Entire games can be patterned after any of the many science-fiction novels available, with the action following the story line, or diverging when something interesting happens. Explore unknown worlds; Establish a space trade line; Search for lost artifacts...

TRAVELLER'S three book set describes a complete, consistent, yet open-ended universe; within that framework, players lend their own imaginations, actually travelling and adventuring through the world of the future. The plots and structures of virtually all of science fiction become available to the players, to be altered or expanded whenever desired.

TRAVELLER is a role-playing game simulation; the individual players assume an alter ego, with unique abilities and skills. These may be defined by the player himself, or generated randomly in much the same manner as life does. Individuals then embark on campaigns, encountering the infinite universe in a series of adventures.

SPECIFIC features contained in the Traveller set include:

- ★ **STARSHIPS**— Complete rules cover the design and construction of starships. How much they cost. What profits can be made in passenger service and trade. How they fight, using both simple systems and miniature figure battles.
- ★ **FIGHTING**— Rules describe combat between individuals, from brawls and fist fights to small military battles. Weapons range from knives to laser carbines.
- ★ **WORLDS**— Rules cover the characteristics of alien worlds, from the simple facts of atmosphere and size to the types of animals and people to be found there.
- ★ **SPECIALS**— Additional rules cover the types of skills which can be gained. Special Psionic abilities and their use. Hints of the advanced artifacts which are available.

TRAVELLER consists of a set of three 48 page booklets detailing rules for campaigns in the far future. Each booklet indicates specific rules on a different, though related field. Together, the game allows the players complete freedom to travel and adventure throughout the universe.

Game Designers' Workshop



Inside the Little Black Box were the first three Little Black Books: each 48 pages, 5-1/2 x 8-1/2 inches.

Plus 2 six-sided dice.

So begins the box back for **Basic Traveller**, leading the player to the three books (Books 1, 2, and 3) that were the original basis for the **Traveller** science-fiction role-playing game.

The original **Traveller** game rules were known as the Little Black Books (the LBBs): so named for their format as 5-1/2 x 8-1/2 digest-sized booklets with stark black covers. These easy-to-carry and easy-to-consult game books established a feel for the **Traveller** system that players and game masters remember even today. Individual books sold for varying prices (Supplements were \$4; Adventures were \$5; Books were \$6) with several appearing through the course of a year. Ultimately, there were nine Books and more than 30 other LBBs.

This guide is a tour through the materials that revealed the universe of **Classic Traveller** and established the foundation of the far-flung and information-rich environment for science-fiction role-playing that has resulted. The information in these books is still applicable today... providing insights and details of the universe for use with any of the **Traveller** editions.

CORE RULES

Core rules sets for **Traveller** were the foundation... the essential material on how to play.

The core **Traveller** rules came in four flavors:

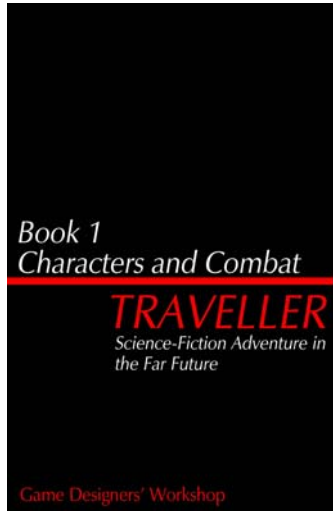
- Basic Traveller**
- Starter Traveller**
- Deluxe Traveller**
- TTB and TTA**

Basic Traveller

Basic Traveller was the original version of the core rules for Traveller. First published in 1977, the set appeared as three Little Black Books in a 6x9x1-1/2 inch black box with the characteristic red Traveller stripe.

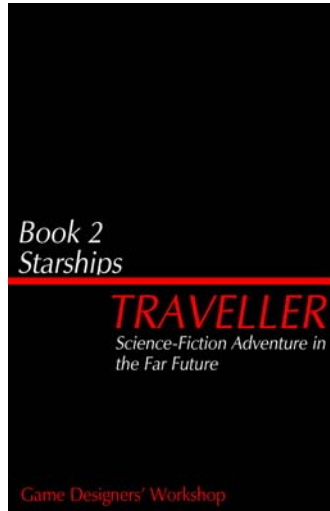
A revised version of the rules appeared in 1981.

B1 Characters and Combat



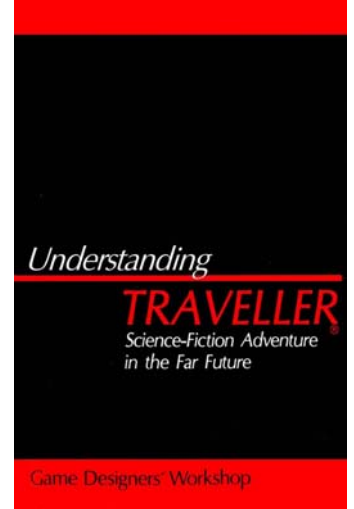
The core character rules... character generation using Traveller's unique prior career system, plus personal combat.

B2 Starships



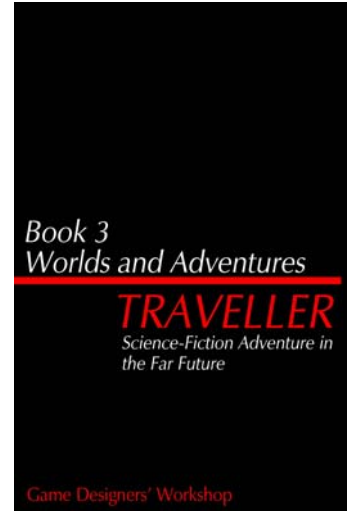
The core rules for starship design and operation, interstellar travel, and space combat.

Understanding Traveller

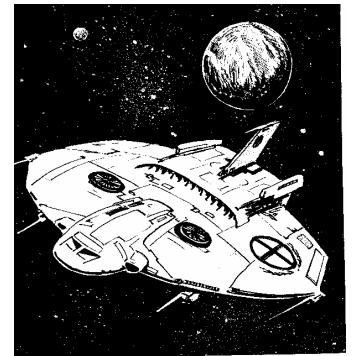
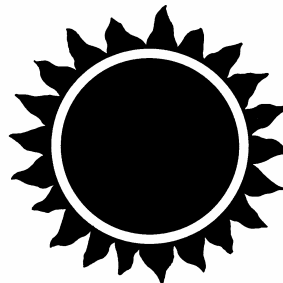


This 8-page promotional piece provided the details of the basic game system and background.

B3 Worlds and Adventures



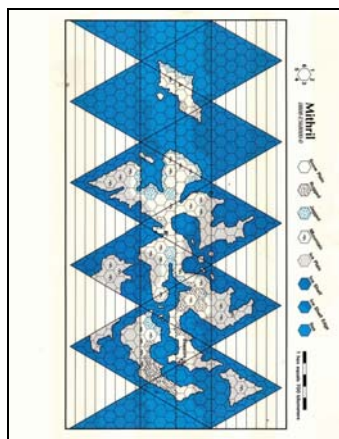
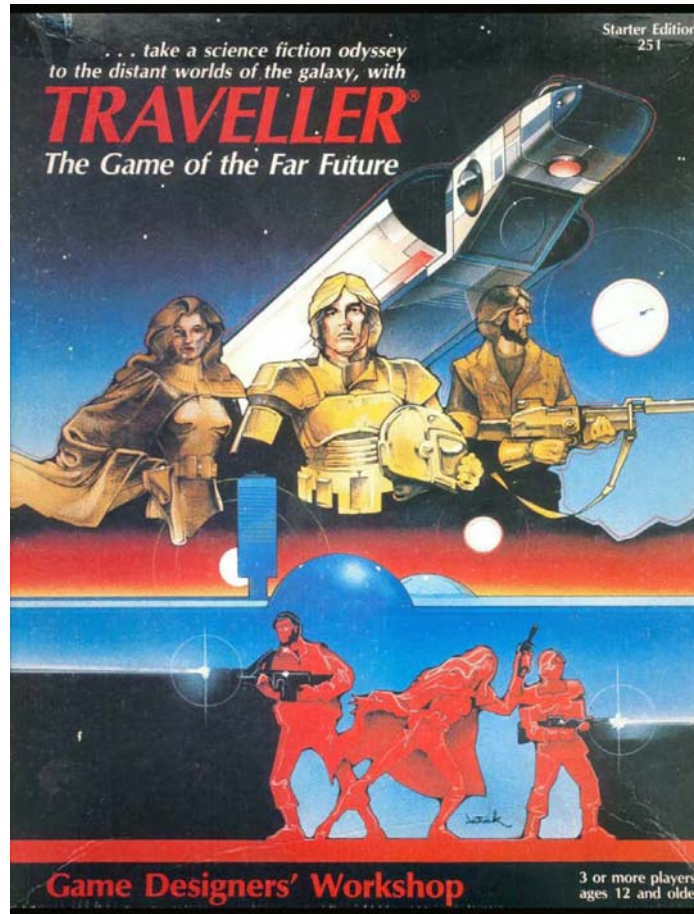
The core rules for creating worlds using Traveller's unique Universal World Profile, plus animal encounters, and adventure creation.



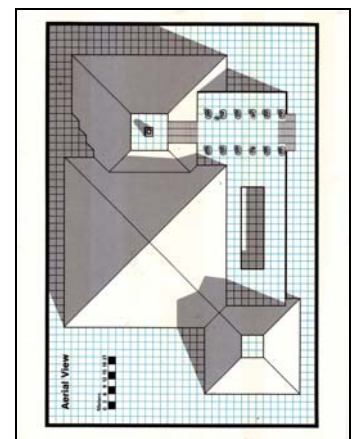
Starter Traveller

GDW produced **Starter Traveller** as an introductory version of the game. It included a book of core rules, a separate set of charts, and a book of adventures.

ST



One of the handouts for the adventure in **Starter**.



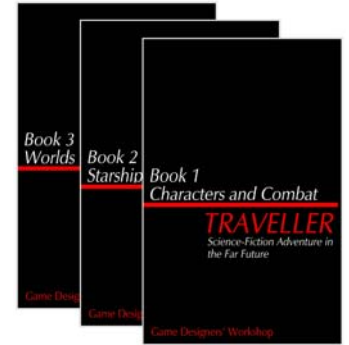
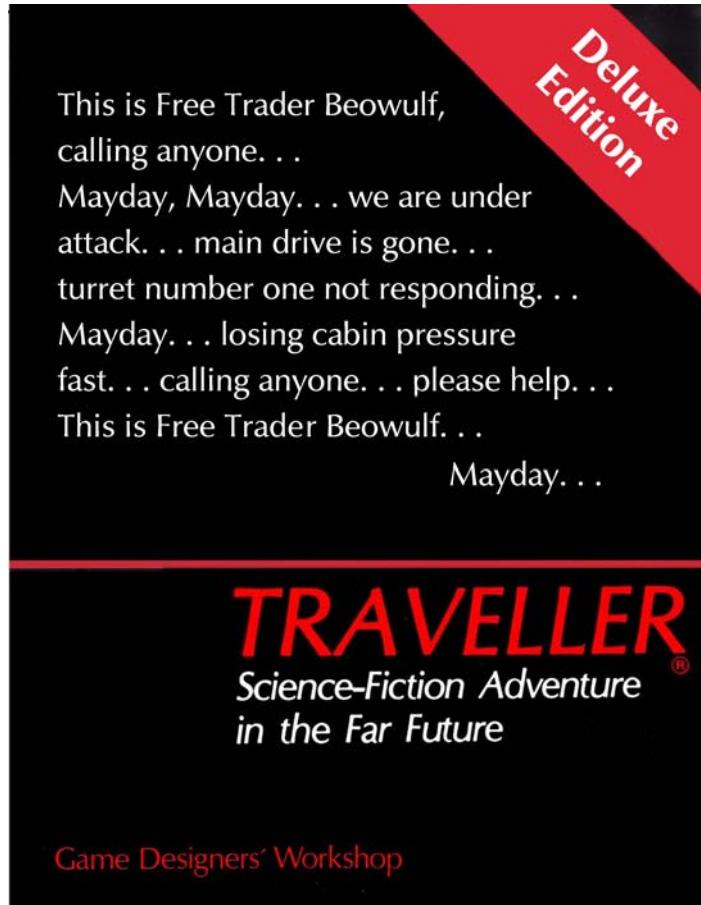
The other handout for the adventures in **Starter**.

DT

Deluxe Traveller

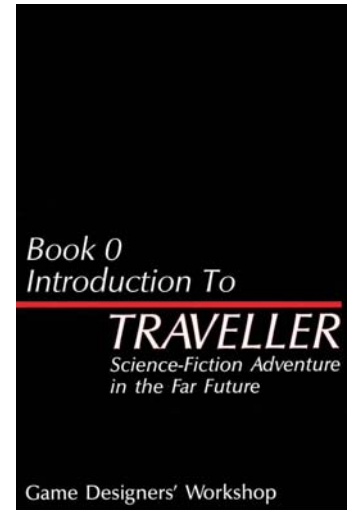
GDW published **Deluxe Traveller** as a larger format boxed game (primarily to be more visible on the shelf in game stores).

The box included the basic Books 1, 2, and 3, plus Book 0 **Introduction to Traveller**, and an **Introductory Adventure**, plus a poster map of the Spinward Marches.



Books 1-2-3

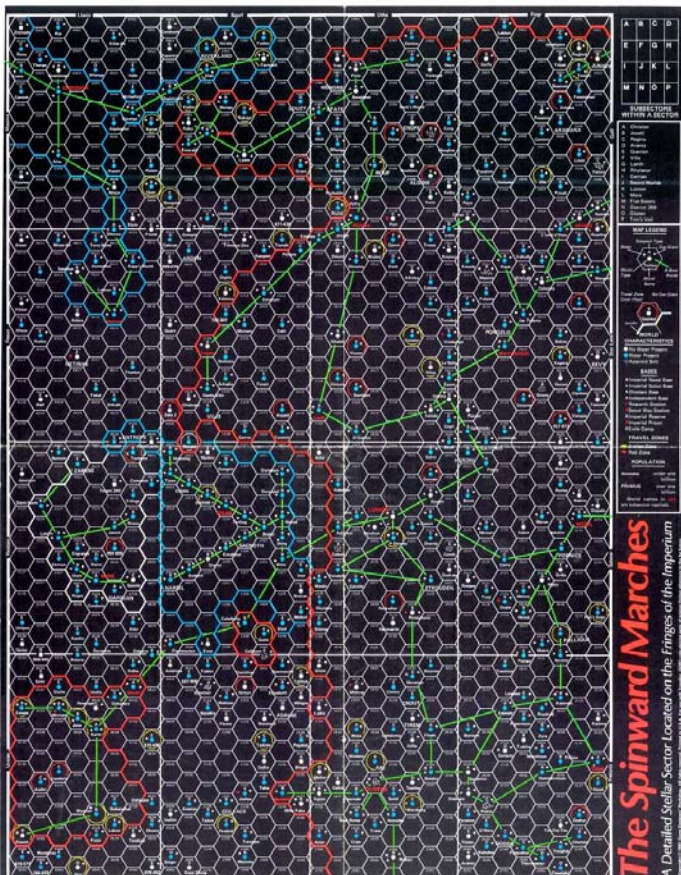
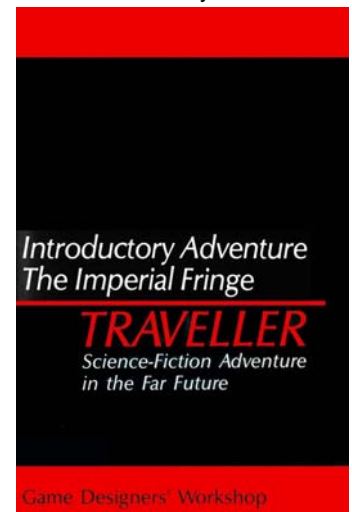
B0 Introduction To Traveller



Introduction To Traveller presents basic information about role-playing for the novice player.

This book was included in **Deluxe Traveller**, as well as being sold separately.

A0 Introductory Adventure



The Spinward Marches Map

The Introductory Adventure in **Deluxe Traveller** sends the players out to survey (or resurvey) the Spinward Marches sector. They will get Cr50,000 per world surveyed, plus a bonus of Cr10,000 per world if all 440 worlds are surveyed within 20 years!

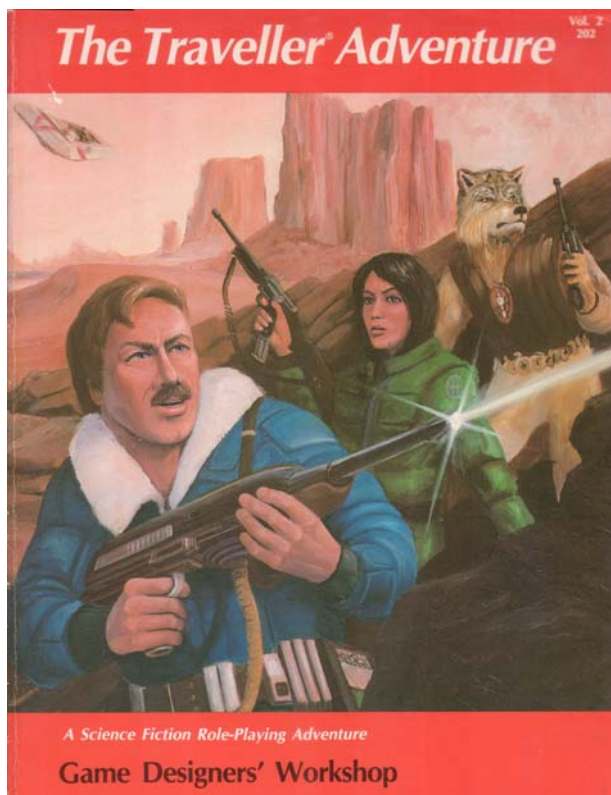
Plus, the patron will pay under-the-table bonuses for surveys of Red Zones.

TTB

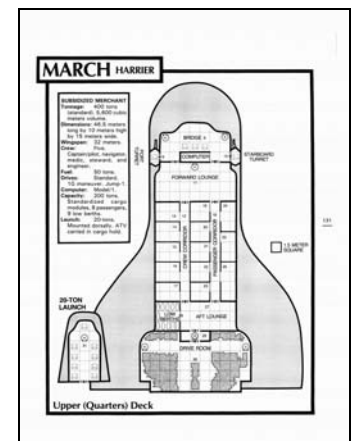
The Traveller Book
The Traveller Adventure
 The **Traveller Book** consolidated the core rules (Books 1-2-3) into a single 8.5 x 11 book and added additional material on how-to-play the game. It also added the short adventures **Shadows** (from Double Adventure 1) and **Exit Visa**.
 159 pages hardcover with dust jacket, or softcover.



TTA



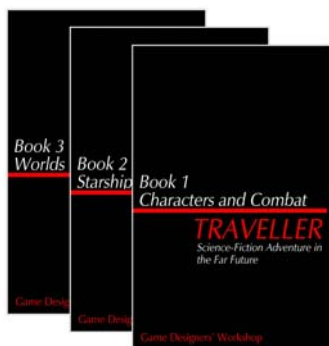
The **Traveller Adventure** provided a massive adventure with multiple episodes set throughout the Spinward marches. Notably, the adventure included Vargr character generation, details of Arami subsector, and a variety of library data.
 153 pages. softcover.



The players in **The Traveller Adventure** were the crew of the Fat Trader March Harrier.

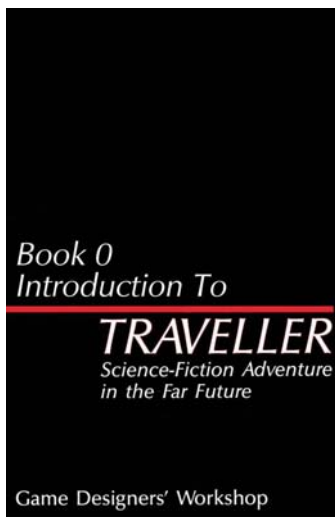
BOOKS

Books present additional rules on specific subjects, expanding on Traveller's basic concepts. Books run 48 to 56 pages and may be used independently or together, but all require the basic rules sets..



The first three **Books 1-2-3** were part of **Basic Traveller**; the other books were expansions on specific subjects: the Navy, the Military, the Scouts, the Merchants, and Robots.

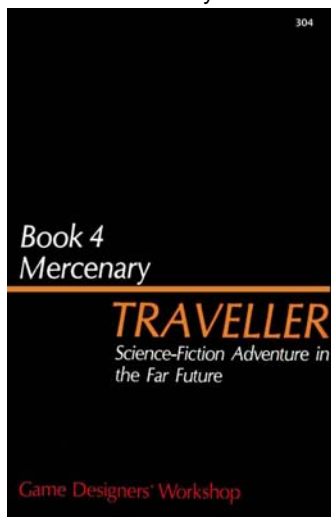
B00 Intro To Traveller



Introduction To Traveller presents basic information about role-playing for the novice player.

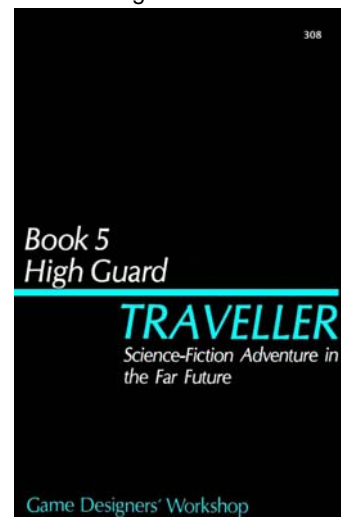
This book was included in **Deluxe Traveller**, as well as being sold separately.

B04 Mercenary



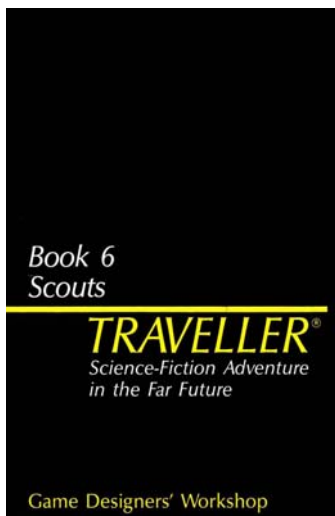
Mercenary set the stage for **Traveller's** continuing emphasis on the military. It was a natural expansion of two character types: Army and Marines, and led ultimately to the **Traveller** miniatures rules set: **Striker**.

B05 High Guard



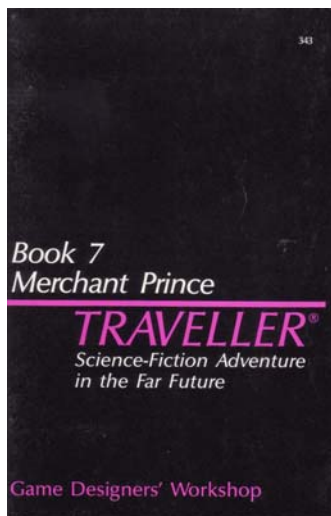
High Guard applies the **Mercenary** expanded character generation concepts to the interstellar navy, plus an expanded ship design and ship combat system.

B06 Scouts



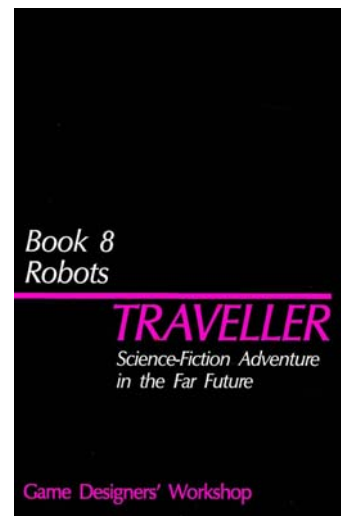
Scouts addressed in detail the Imperial Interstellar Scout Service: its organization, duties, and operations, plus an expanded star system generation sequence.

B07 Merchant Prince



Merchant Prince expanded the merchant character generation system, plus a detailed trade and commerce system and with details on how merchant companies are organized.

B08 Robots

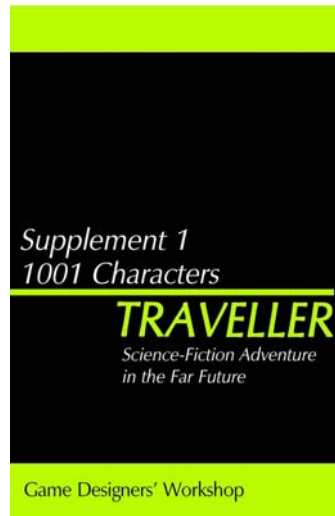


Robots addressed an aspect of the future which **Traveller** had acknowledged, but rarely covered. Based on material in the first three issues of **Travellers' Digest**, it expanded and elaborated on the concepts.

SUPPLEMENTS

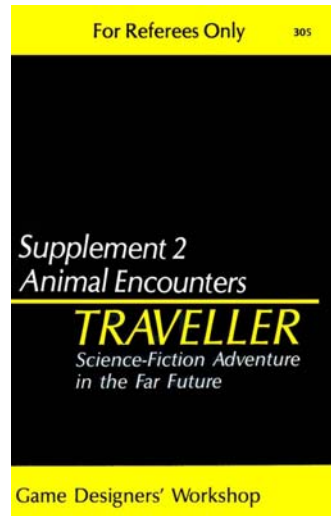
Supplements provide different types of data, including starships, starsystems, characters, and animals in pre-generated form.

S01 1001 Characters



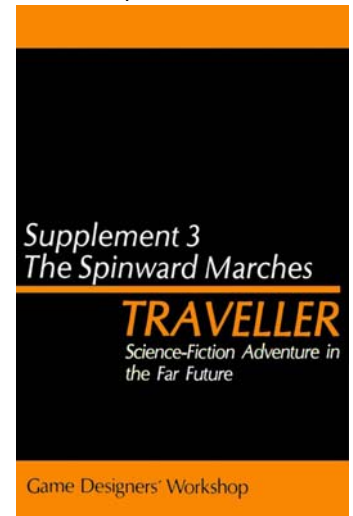
Pre-generated characters from the basic six character types in the core rules.

S02 Animal Encounters



Pre-generated animal encounter tables for the major terrain situations, including special encounters.

S03 Spinward Marches



Maps and world lists for the Spinward Marches sector.

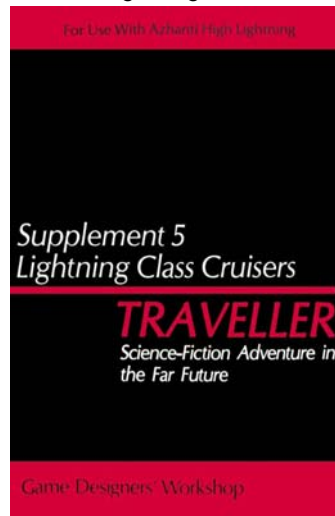
S04 Citizens



Citizens of the Imperium added eight new character classes and pregenerated examples of the new character types.

- Pirates
- Scientists
- Diplomats
- Flyers
- Barbarians
- Bureaucrats
- Belters
- Surface Navy
- Doctors
- Hunters
- Rogues
- Nobles

S05 Lightning Cruisers



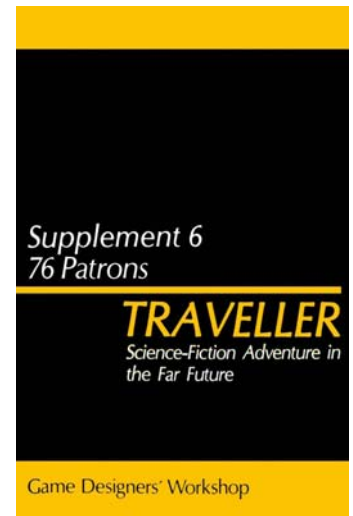
Lightning Class Cruisers, while numbered in the Supplement series, was only available in the boxed boardgame **Azhanti High Lightning**.



Lightning Class Cruisers detailed the history and interior of the AHL class frontier cruisers.

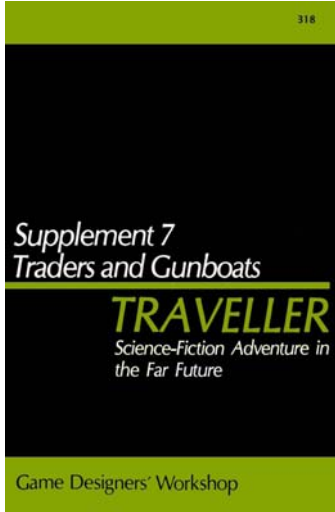
The paper version was black and white; the pdf versions are colorized.

S06 76 Patrons



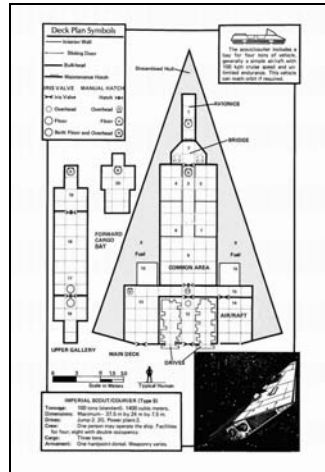
Adventure situations using Traveller's "Patron" system: a person with a mission for the adventurers, and a variety of possible outcomes.

S07 Traders & Gunboats



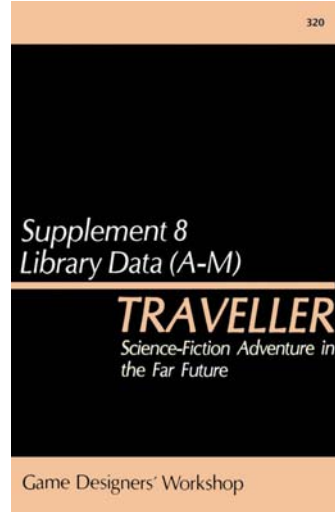
Deck plans and details of a variety of common ships in Traveller:

- Express Boat
- Express Boat Tender
- Scout/ Courier
- Subsidized Merchant
- Far Trader
- Seeker/ Prospector
- Close Escort
- System Defense Boat
- Small Craft



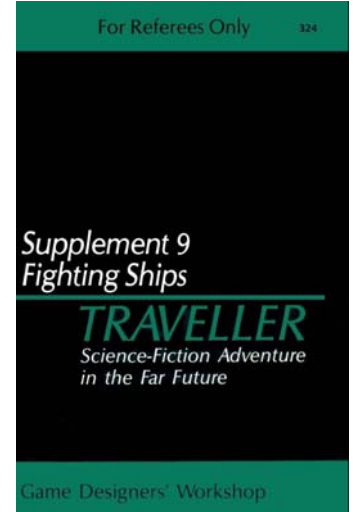
The Scout/Courier deck plan details the interior layout and the performance specifications for the ship.

S08 Library Data (A-M)



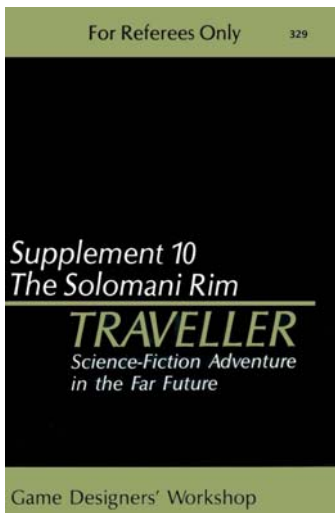
Library Data A-M presented the first half of an encyclopedic background for the far future.

S09 Fighting Ships



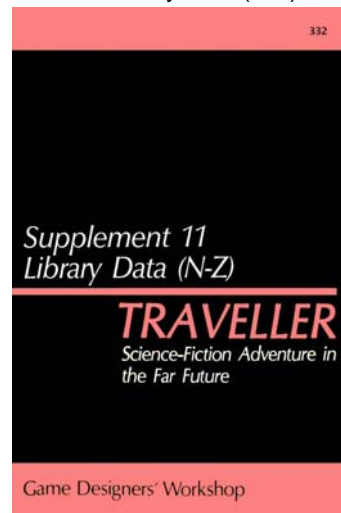
A variety of ship designs of the Imperial Navy.

S10 The Solomani Rim



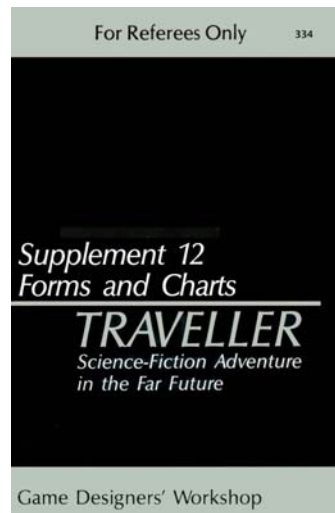
Maps and world lists for the Solomani Rim Sector (including Terra!).

S11 Library Data (N-Z)



Library Data N-Z presented the second half of an encyclopedic background for the far future.

S12 Forms & Charts

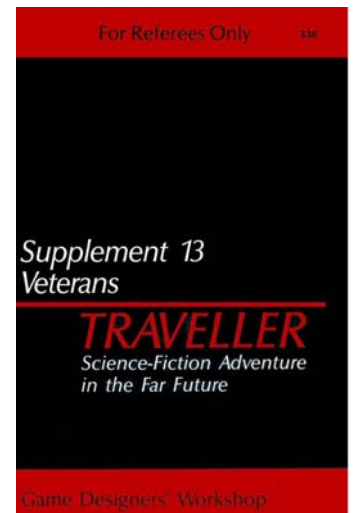


Useful forms for recording information during adventures, including

- Personal History and Data
- Character Generation Data
- Weapon Data
- Ship's Papers
- Cargo Manifest
- World Map Grid
- Xboat Message
- the Imperial Calendar

and more!

S13 Veterans



234 mercenary characters, presented in two parts:

- Resumes for use and examination by the players, and
- Referee's Information providing the true details behind the resumes.

SPECIAL SUPPLEMENTS

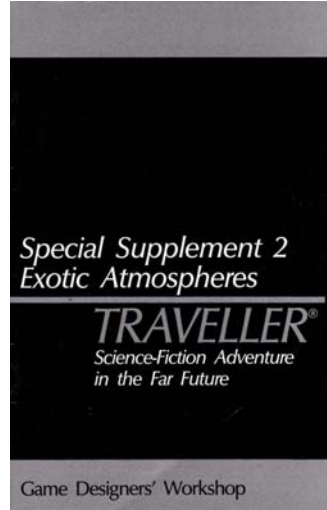
Special Supplements were short presentations on specific topics, originally appearing in the **Journal of the Travellers' Aid Society**.

SS1 Merchant Prince



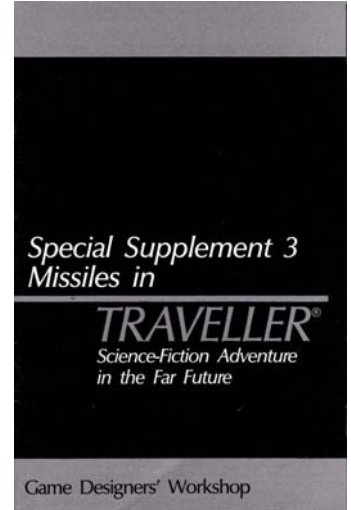
Merchant Prince was a precursor to Book 7, and originally appeared as an enclosure in **Journal of the Travellers' Aid Society**. It included only character generation (in the same general format as **Mercenary**).

SS2 Exotic Atmospheres



Exotic Atmospheres addressed the details of strange atmospheres and their effects on characters.

SS3 Missiles in Traveller



Missiles addressed the concept of missiles for space combat, and provided greater detail over the core rules and **Mayday**.

A revised version of this **Special Supplement** was produced as well.

SS4

Classic Traveller: The Lost Rules

It has been over thirty years since Game Designers' Workshop first released *Traveller* to the gaming public. Due to the incredible playability of that original edition and its continued success, Far Future Enterprises released a series of Classic *Traveller* reprints, to allow gamers who were never able to purchase those original items to get them easily.

One of the problems with such a task is the question of what editions to use in the reprints. For example, the Classic *Traveller* core rules actually exist in three different rulesets. Logic would suggest using the most recent released edition; but in this case, there are rules elements of interest to the collector which would not be included.

The original 1977 release of *Traveller* contained three books – *Characters and Combat*, *Starships, and Worlds and Adventures*. This set of rules contains everything needed to play *Traveller*. However, in 1981, GDW took advantage of a need to reprint the core rules to also address and clean up the rules. This "second edition" actually adds quite a bit to the rules, but there are also some items dropped from the rules. This second edition also incorporated errata printed in Book 4 – *Mercenary* for the original 1977 edition.

This cleaned up "second edition" would be used for producing *The Traveller Book* in 1982, along with some additional material, including a special introduction for new players, two adventures, and additional details on what was becoming the "official *Traveller* universe" (OTU). Some additional rules did slip into *The Traveller Book* that appear nowhere else.

Finally, other minor Classic *Traveller* rules appeared in other releases (notably *Mayday* and *Snaphoh*) which some referees and players of the Classic *Traveller* rules will find useful without adopting the game models in those products. This document presents a collection of rules elements for purchasers of FFE's *The Classic Books 0-8* to give them access to these "lost rules" not available in the Classic Reprints collection.

CHARACTERS (Book 1)

Acquired Skills Tables (1977): On the Service Skills table, and the unrestricted Advanced Education table, the 1977 edition had several differences. For Marines and Army characters, ATV was offered instead of Vehicle on both tables. For Scout characters, Air/Raft was offered rather than Vehicle on both tables. For Merchant characters, +1 Stren was offered instead of Vehicle on the Service Skills table. For Other characters, Forgery was offered instead of Vehicle on the Service Skills table.

Aging (The Traveller Book): The *Traveller Book* added a section to the Aging rules.

Disability: Characters may quit adventuring when they reach age 65, if any one physical characteristic (strength, dexterity, or endurance) permanently equals 1, or if the sum of all three physical characteristics equals 10 or less. When a character quits adventuring, he or she leaves the game, taking along all money and possessions. The player is then free to generate a new character. Quitting due to disability is available to allow players to maintain reasonably competent characters.

Skills and Benefits: While several descriptions are different, the only skills with different mechanics are:

Blade Combat/Gun Combat: Note that the 1981 LBB has incorrect -DMs for the Cutlass and the Submachinegun, these were later corrected in *The Traveller Book* as follows: Cutlass, 6-, Submachinegun, 5-.

Bribery (1977): Bribery was not based on rolling less than the Law Level of the world, but on a basic throw of 8+, so the DMs listed were changed (no expertise was -5, per level of expertise +1, and strong friend +2).

Electronics (The Traveller Book): To generate a specific throw, the referee analyzes the specific circumstances and selects a number to be thrown (usually throw that number or greater to succeed). DMs allowed should be the level of electronics skill, +1 for intelligence above some level (say, 10), +1 for education above some level (say, 9), and appropriate values for lack of tools (perhaps -5) or poor conditions (maybe -3). The throw is then made, and success is determined by the result. Such throws are restricted to one per specific time period, an hour, four hours, a day, or a week, as appropriate.

Jack of All Trades (1981): The last paragraph was dropped from *The Traveller Book*: Jack of all trades, however, is never sufficient for an individual to achieve standing in another skill. Use of the skill in medical situations does not imply medic skill. Use of the skill to pilot a ship in an emergency does not imply pilot skill.

Ship's Boat (1977): The original explanation of the Ship's Boat skill had some interesting additional details. For extremely bad weather, the DM stated was -3. In addition, the skill explained that small craft could only lift off from or descend to worlds of size 7 or less. Emergency landings must be made when landing a crippled craft, landing on a world of size 8 or greater, or due to bad weather. Throw 10+ for the craft to be utterly destroyed in the crash. Throw 6+ for the craft to be wrecked. DM -1 per level. Passengers in the craft individually roll for injury, throwing Strength or greater to be injured. DM -1 per level of expertise of the character piloting the craft.

Ship's Boat (The Traveller Book): The *Traveller Book* actually misprinted the DMs in the Referee section (the 1981 edition has the correct values). The corrected section should read: Throw 10+ for the pinnace to escape on contact and avoid the attack. DM +2 based on the skill. Throw 8+ to avoid being hit by enemy fire if the escape attempt fails; DM +2, again based on the skill. Alternate these throws until either escape succeeds or the craft is hit.

Vehicle (The Traveller Book): The *Traveller Book* organizes vehicles in a different way than the 1981 LBB: The groups available are: Aircraft (select Helicopter, Propeller-driven Fixed Wing, or Jet-driven Fixed Wing), Grav Vehicle, Tracked Vehicle, Wheeled Vehicle, and Watercraft (select Small Watercraft, Large Watercraft, Hovercraft, or Submersible). In the case of Aircraft and Watercraft, other similar vehicles within the group may be operated by the individual at skill level minus 1.

Classic Traveller: The Lost Rules. A supplement to FFE 001-The Classic Books 0-8
 Comments and criticisms should be addressed to don.mckinney@gmail.com 16-Nov-09 6:33 PM 1

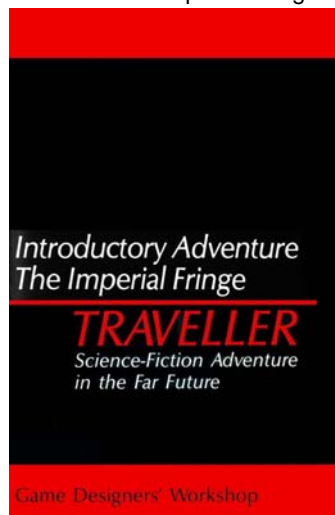
Special Supplement 4- The Lost Rules is a detailed examination of the changes in rules (through various editions) in Classic *Traveller*.

Compiled by Don McKinney.

ADVENTURES

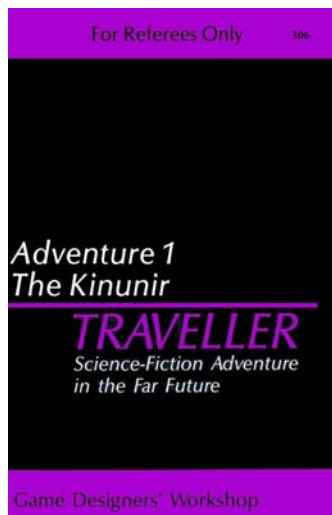
Adventures provided interesting and challenging situations through which more information about the future would unfold, and through which players found the potential for great rewards.

A00 The Imperial Fringe



The beginning adventure included in **Deluxe Traveller**. This adventure was not sold independently.

A01 The Kinunir



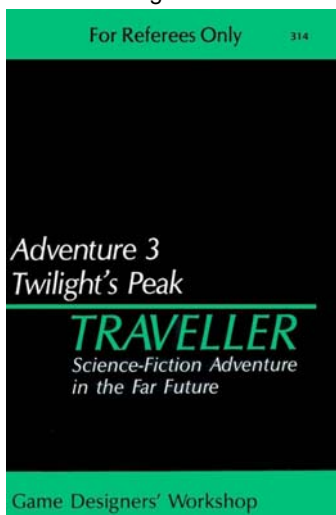
The first published **Traveller** adventure: a series of situations dealing with an imperial Battle Cruiser.

A02 RSG



An expedition to an imperial research station. This adventure introduced the Chirpers.

A03 Twilight's Peak

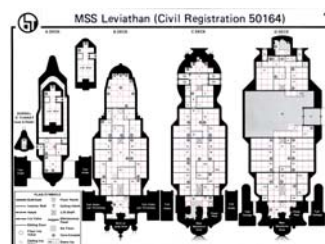


An oversized 64-page adventure in search of a strange alien outpost.

A04 Leviathan

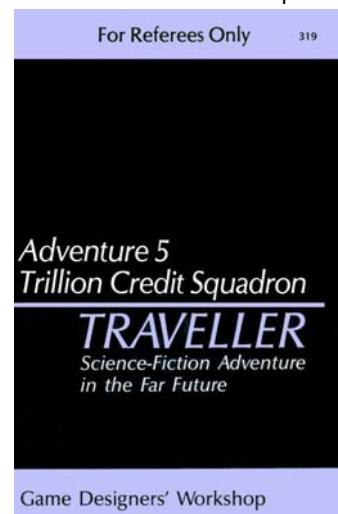


Explorations in the Pax Rulin subsector (beyond the Spinward Marches) aboard the MSS Leviathan.



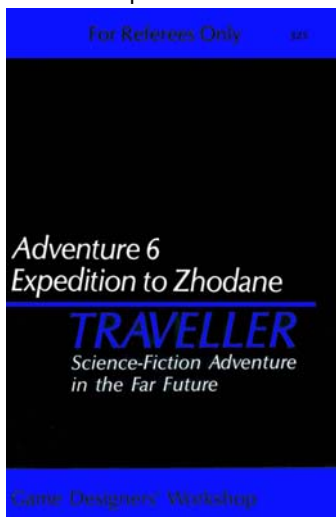
Leviathan's deck plans for its massive 1800 ton Merchant Cruiser.

A05 Trillion Credit Squadron



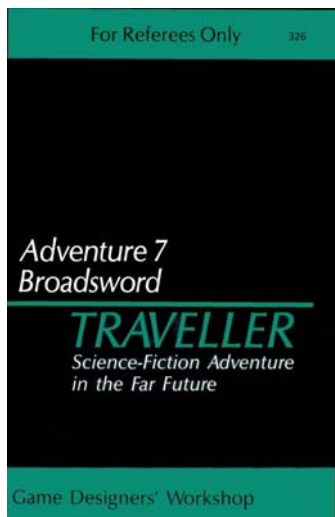
With a budget of a trillion credits, build a fleet of ships (using **High Guard** rules).

A06 Expedition



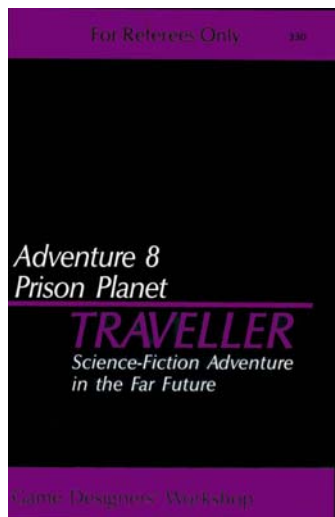
A desperate expedition into the heart of the enemy Zhodani Consulate, aboard a small asteroid ship!

A07 Broadsword



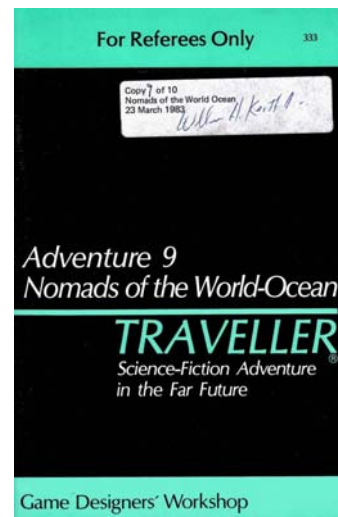
An 800-ton Mercenary Cruiser... and its on-board military unit.

A08 Prison Planet



Sentenced to slow death on one of the empire's prison worlds.

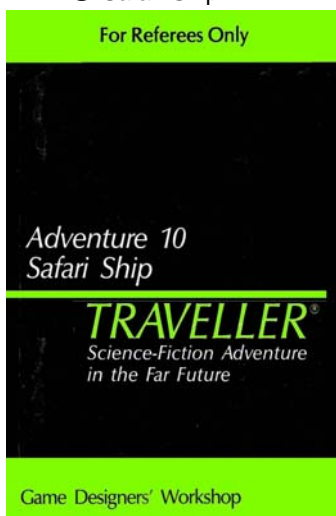
A09 Nomads



On a water world, corporate misdeeds force the characters to act.

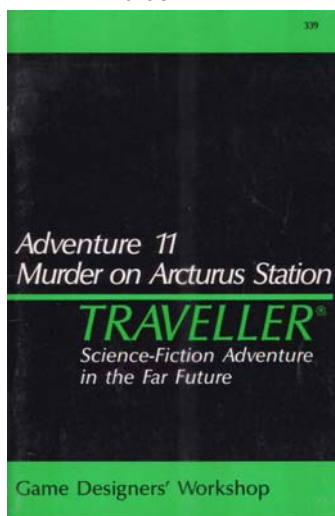
What's That Sticker?
GDW marked the first ten copies of a new release with a sticker noting the event date and the designer's autograph.

A10 Safari Ship



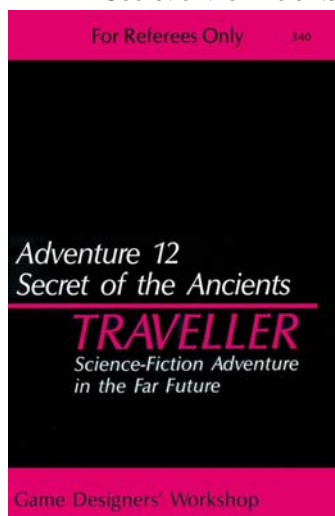
Deck plans for a Safari Ship, and a hunting expedition that encounters a previously unknown alien race.

A11 Murder



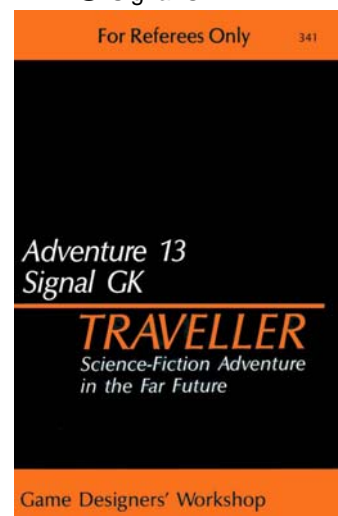
A murder mystery on a remote deep space station.

A12 Secret of the Ancients



Revealed at last, the details of the long-dead Ancients.

A13 Signal GK



Signal GK is the Vilani equivalent of SOS or Mayday! In this adventure, a liner becomes a deathtrap.

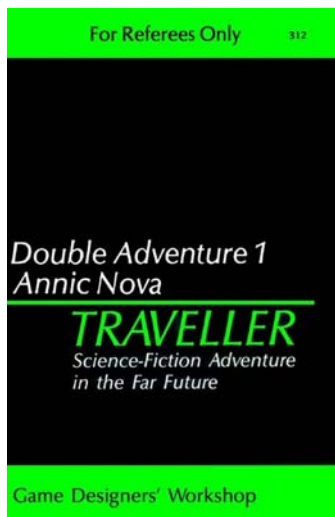
Who would have thought that this adventure contains the seeds of the dreaded Virus in **Traveller: The New Era!**



Double Adventures

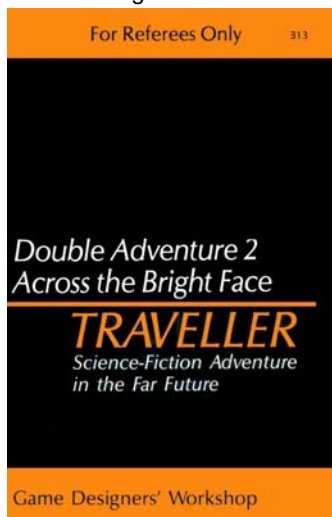
Double Adventures combined two short adventures in a single 48-page book. Each was too short to be published on its own, but in a single package, when the referee finished one adventure, he could turn it over with the flick of the wrist and begin the second adventure.

D01 Annic Nova/ Shadows



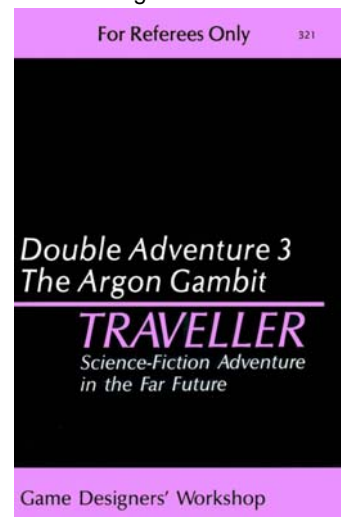
Shadows deals with a mysterious pyramid structure complex on the surface of a world. **Annic Nova** is a ghost starship in the Keng stellar system.

D02 Bright Face/ Mithril



Mission on Mithril deals with the crew of a scout ship, and their activities to get it repaired. **Across the Bright Face** is a frantic escape on a tidally locked world.

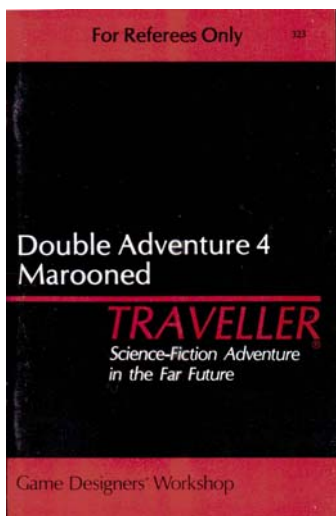
D03 Argon / Death Station



Death Station is an investigative expedition to an orbiting laboratory ship. **Argon Gambit** deals with the crew of a bankrupt free trader and their efforts to acquire capital..

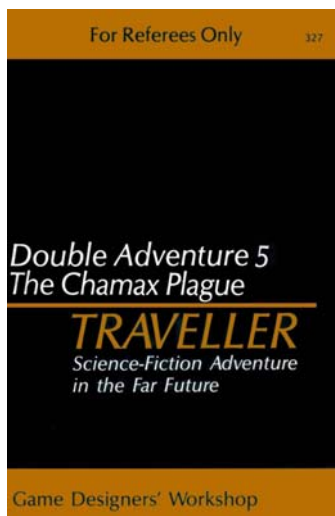


D04 Marooned/ Alone



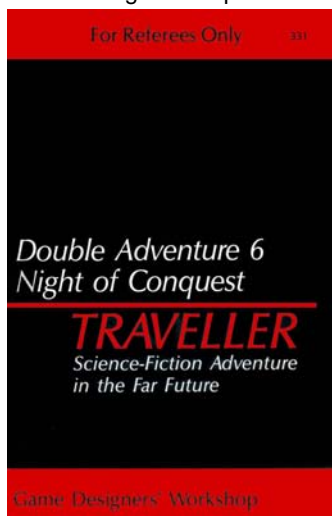
Marooned & Marooned Alone deal with a party of adventurers or solitary adventurer and their efforts to cross the trackless outback of a primitive world. 48 pages;

D05 Chamax / Horde



The Chamax Plague deals with a survey mission in danger on an unexplored world. **Horde** deals with a group of adventurers striving to save a planet from an alien invasion.

D06 Night/ Conquest



Divine Intervention is a clandestine mission to a religious dictatorship. **Night of Conquest** involves the characters in a coup.

D07 Perruques / Arden



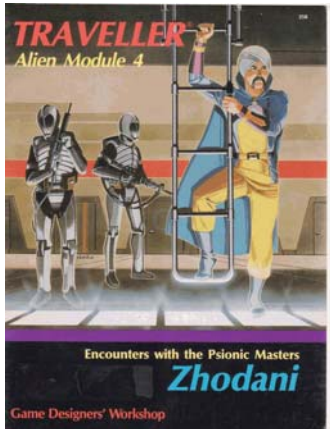
Perruques is an encounter with a plague on a strange world; **Arden** is a bureaucratic problem on the eve of war.

This **Double Adventure** was planned but never saw publication in this format.

ALIEN MODULES

The **Traveller** Alien Modules each introduced a new alien race to players and referees, complete with character generation, history and background, language material, and an adventure.

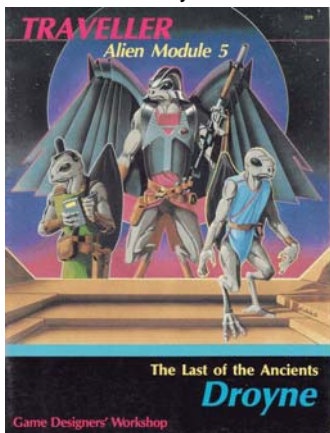
AM04 Zhodani



Encounters with the psionic masters.

The Zhodani alien module profiled the vast human empire lying spinward of the Imperium.

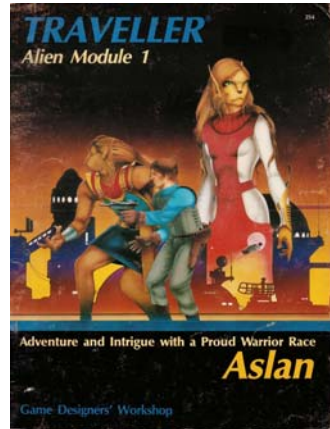
AM05 Droyne



The last of the Ancients

Information about the reptilian droyne and their caste structure.

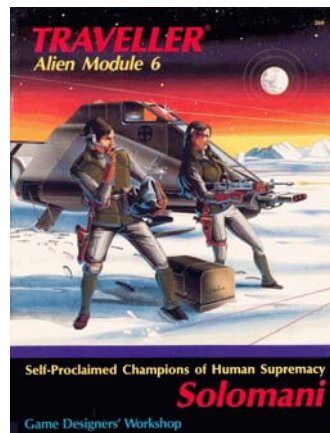
AM01 Aslan



Adventure and Intrigue with a proud warrior race.

The first of the **Traveller** alien modules, dealing with the feline Aslan and their massive empire spinward of the Imperium.

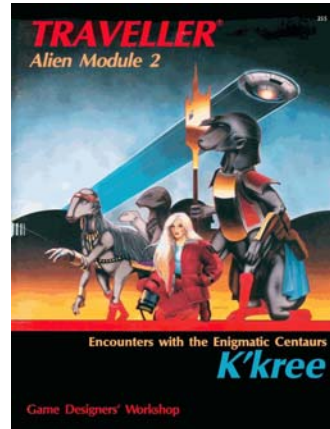
AM06 Solomani



Self-proclaimed champions of human supremacy.

Coverage of the humans of Earth and their Earth-centered empire.

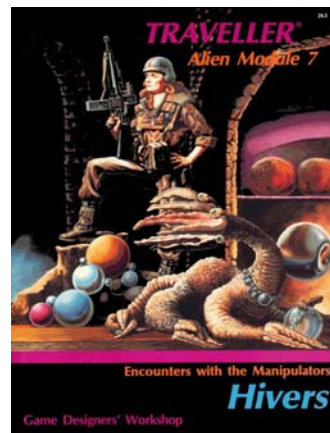
AM02 K'kree



Encounters with the enigmatic centaurs.

The second alien module, dealing with the herbivore K'kree and their empire trailing the Imperium.

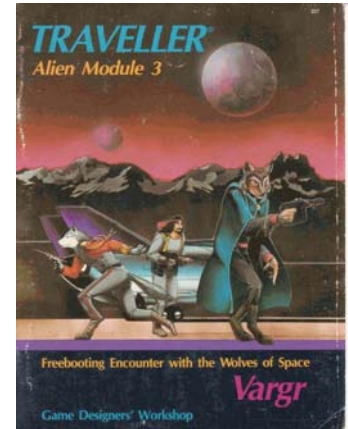
AM07 Hivers



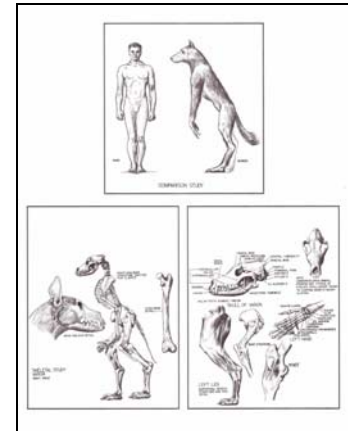
Encounters with the Manipulators

Details of the truly alien hivers and their social structure.

AM03 Vargr

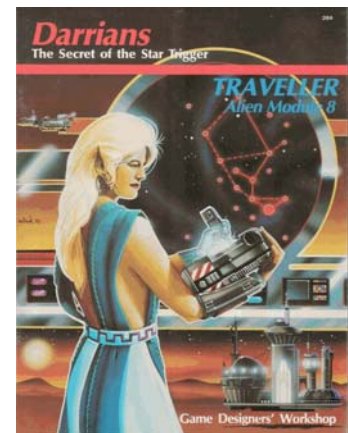


Freebooting encounters with the wolves of space.



The third alien module addressed the Vargr: uplifted dogs from Terra.

AM08 Darrians



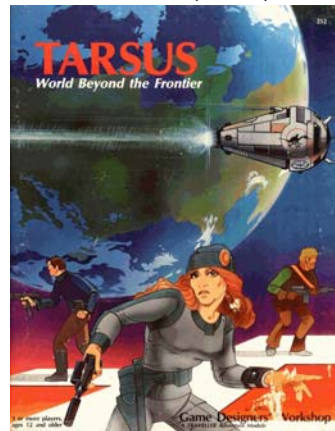
The secret of the Star Trigger

The history of the Darrians... high-tech humans in the Spinward Marches.

MODULES

Modules provided larger adventures... and additional materials... in a boxed format. Later, the format for **Modules** became a larger book similar to the **Alien Modules**.

M01 Tarsus (boxed)



World Beyond The Frontier

A detailed presentation of a single world in the Spinward Marches.

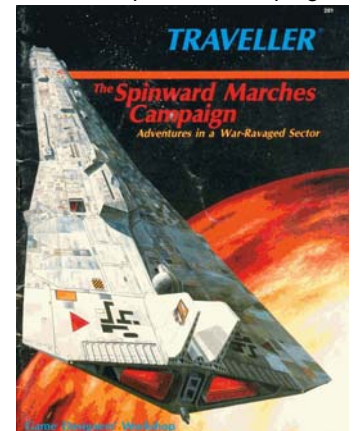
M02 Beltstrike (boxed)



Riches and Danger in the Bowman Belt.

A detailed presentation of a single system in the Spinward Marches, including asteroid mining operations.

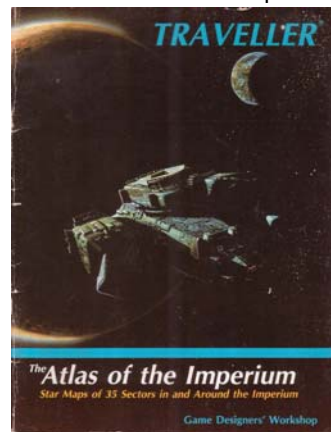
M03 Spinward Campaign



Spinward Marches Campaign: in a War-Ravaged Sector

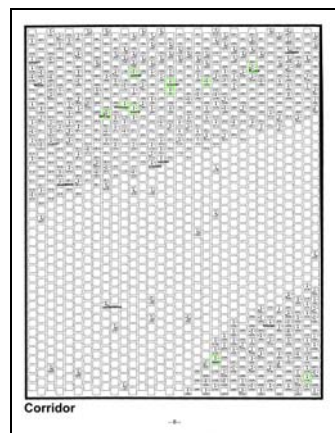
A bit error in a high priority transmission brands one of the player characters a traitor — to be shot on sight. It's all a foul mix-up, but explain that to sixteen plasma-gun-armed Marines in battle dress!

M04 Atlas of the Imperium



Star Maps of 35 sectors in and around the Imperium.

35 star charts showing the systems within sectors in the Imperium (and outside the Imperium).



Corridor Sector Map (one of 35 star maps in the Atlas).

M05 Alien Realms



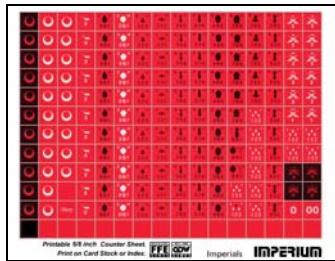
Eight Excursions Beyond Human Space

This module includes:
Deep Metal: A zhodani diplomatic mission is charged with securing minerals for the Consulate. A local minor race, reputed to have psionic abilities helps uncover yet another deceitful Imperial plot.

- Prosperity for the Taking First Son, Lost Son**
- Interdiction Zone**
- The Last Patrol** for humans
- No Credit Check** for Vargr
- Ahryi Uprising** for Aslan
- The Casteless** for Droyne.

BOARDGAMES

Traveller publisher GDW was a boardgame publisher long before it started creating role-playing games, and many of its Traveller support titles were boardgames.



One of two sheets of counters for Imperium.

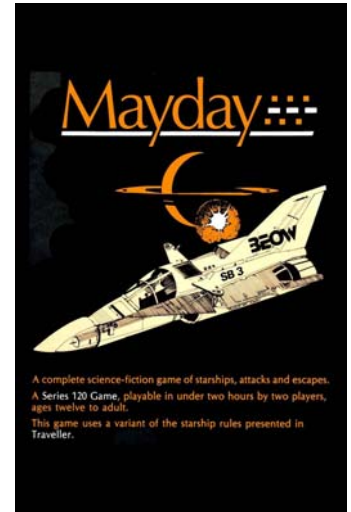
G00 Imperium



Empires in Conflict; Worlds in the Balance

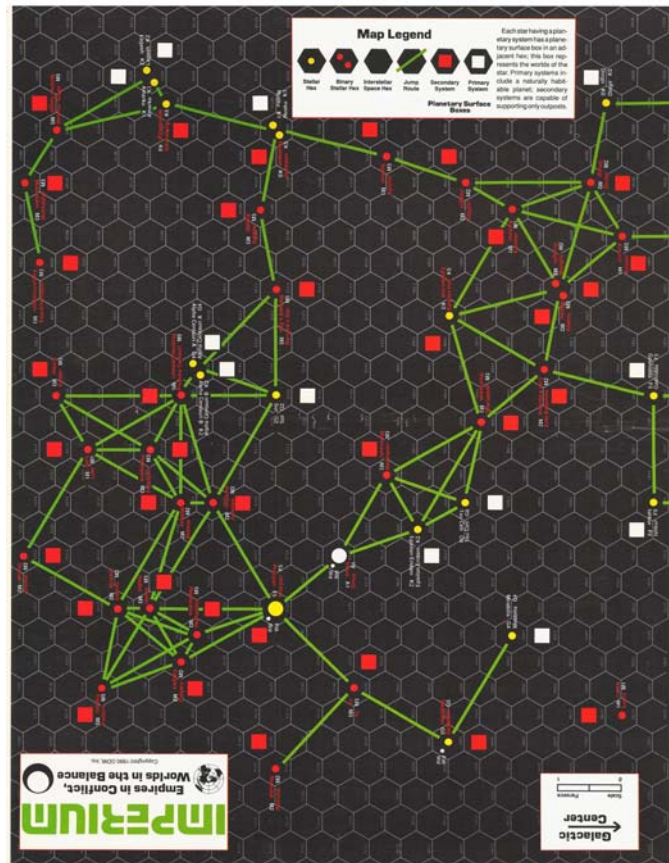
Imperium was conceived and designed independently of Traveller (curiously, at about the same time). Over time, Traveller looked to Imperium for inspiration and gradually the boardgame became part of the background history of the role-playing game.

G01 Mayday

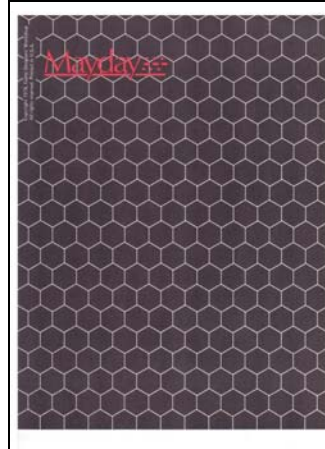


Starship battles in the far future.

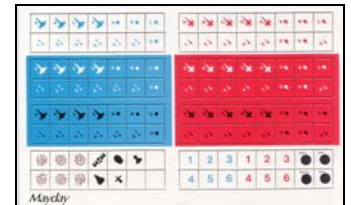
Vector movement space combat with repositionable hex grid space maps.



The Imperium Game Map

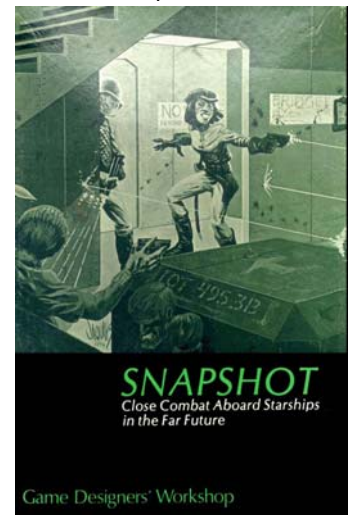


Eight starmaps (all identical) for Mayday.

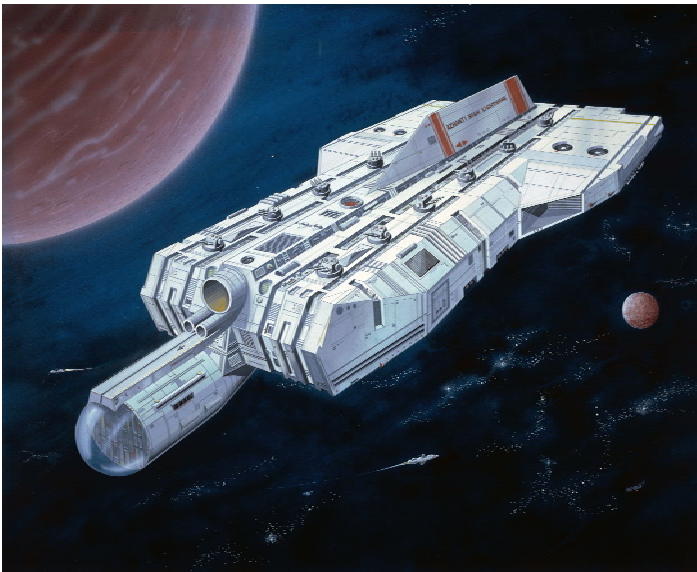


Starship counters for Mayday.

G02 Snapshot



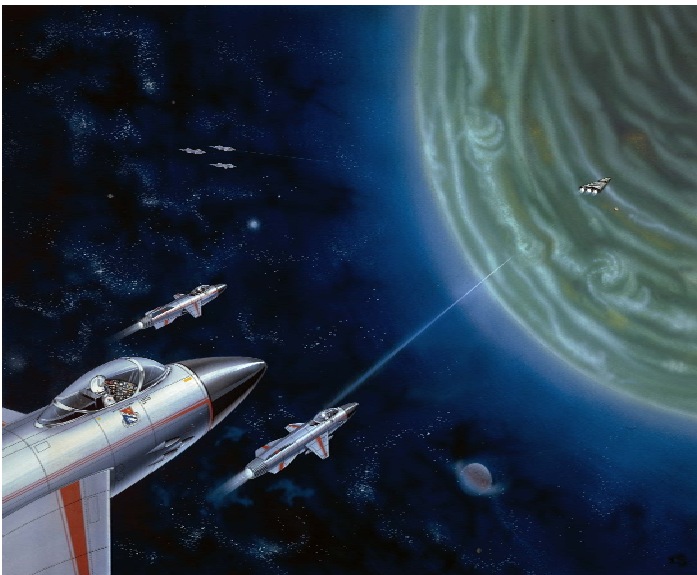
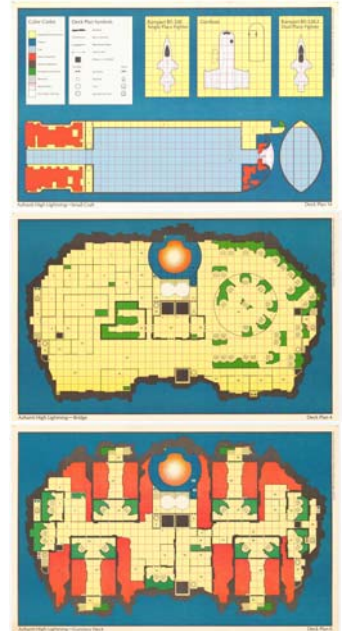
Snapshot covered individual combat aboard starships, with deckplans for a free trader and a scoutship. Suitable for miniatures.



G03 Azhanti

Personal combat aboard a huge starship.

This boxed game included 13 deckplan sheets, counters for crew and others, and Supplement 5.



G04 Fifth Frontier War

The conduct of the Fifth Frontier War.

This boxed game was a detailed wargame simulation of an interstellar war in the Spinward Marches.

Three counter sheets (Imperials, Zhodani, and Markers) and a 22 x 28 inch map.



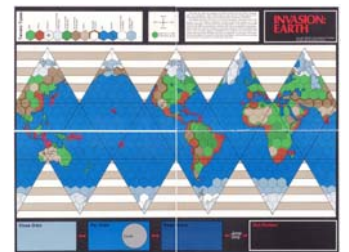
One quarter of the game map for Fifth Frontier War.



G05 Invasion: Earth

The final battle of the Solomani Rim War.

This boxed game was a detailed wargame simulation of the final stages of the war between the Imperium and the Solomni Confederation: the invasion of Earth!



The wargame map of Earth.

G06 Dark Nebula

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Dark Nebula

OUT THERE

Game charts are included in this booklet and on its back cover. This information is presented in chart form because it is most easily used and constantly needed.

B. Counters: One sheet of die-cut counters provides the 120 counters used in the game. Counters represent starships, troops, and other markers which participate in the game.

Information on the counters is presented in a specific format for ease of assimilation. Counters contain a symbol and may have one or more factors (numbers) representing various strengths. Counter formats and the meaning of the alphabetic codes used to define counter types are provided in Figure 2. Players will quickly learn to identify counters as to strengths and abilities using this information.

C. Game Map: The eight game map sheets provide the playing surface for Dark Nebula, although not all are used in every game.

The game map is a graphic display of stars and planetary surfaces, because of the map's importance, it is covered more fully in Rule 2.

The map labeled Bright Star also

is a region of space revealed from Tauk, at some time in the far future, the revitalized Solomani Confederation is struggling to establish a viable empire simultaneously with the Atlantic Hegemon. Both cultures are fighting for position, and they find themselves squared off and ready for war.

In basic terms, Dark Nebula is a space fiction simulation game presenting a future history situation involving starships, industry, troops, and defenses in a campaign for supremacy among the stars.

1. GAME COMPONENTS

Dark Nebula includes as components a set of game map sheets, one sheet of die-cut counters, and this rules booklet. The game box serves to store these components between games.

A. Rules: This rules set describes the game and contains detailed rules governing play. It is suggested that you read the rules completely before beginning the game; the familiarity that gained should enable you to refer to specific sections of this booklet as questions arise during the game.

-1-



Dark Nebula combined the game system from Imperium with a new map (eight different sheets laid out randomly) to create a fast playing game presenting new situations every time.

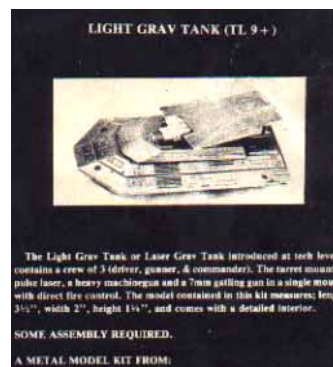
G07 Striker



Striker miniatures rules covered small unit military operations in 15mm scale.

A key component of Striker was the design sequence which allowed the design of a combat vehicles.

Citadel Miniatures produced a line of 15mm figures supporting Striker.



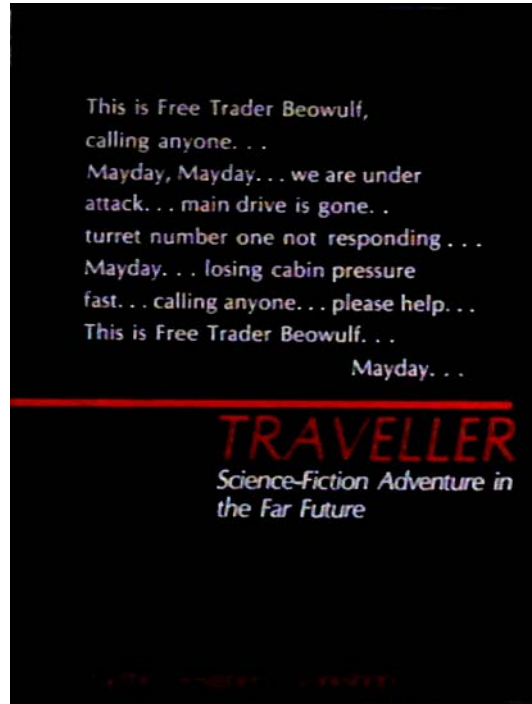
Martian Metals produced a line of 15mm figures supporting Striker and Classic Traveller.

The Martian Metals line ambitiously included several 15mm scale vehicles.

Posters

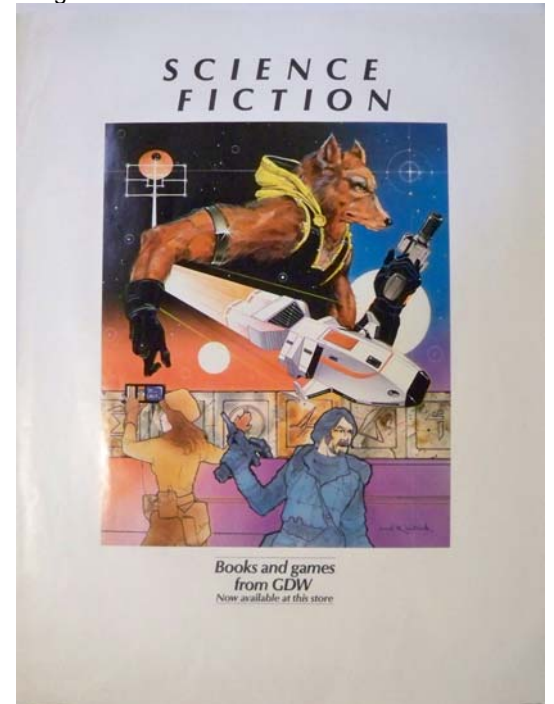
GDW supported **Traveller** with a variety of posters. Posters always seemed like an innovative promotion, but the logistics (folded? unfolded? rolled? shipping tube? envelope? who gets them? stores? players? referees?) but they were never especially successful in bringing in new players.

Beowulf Poster



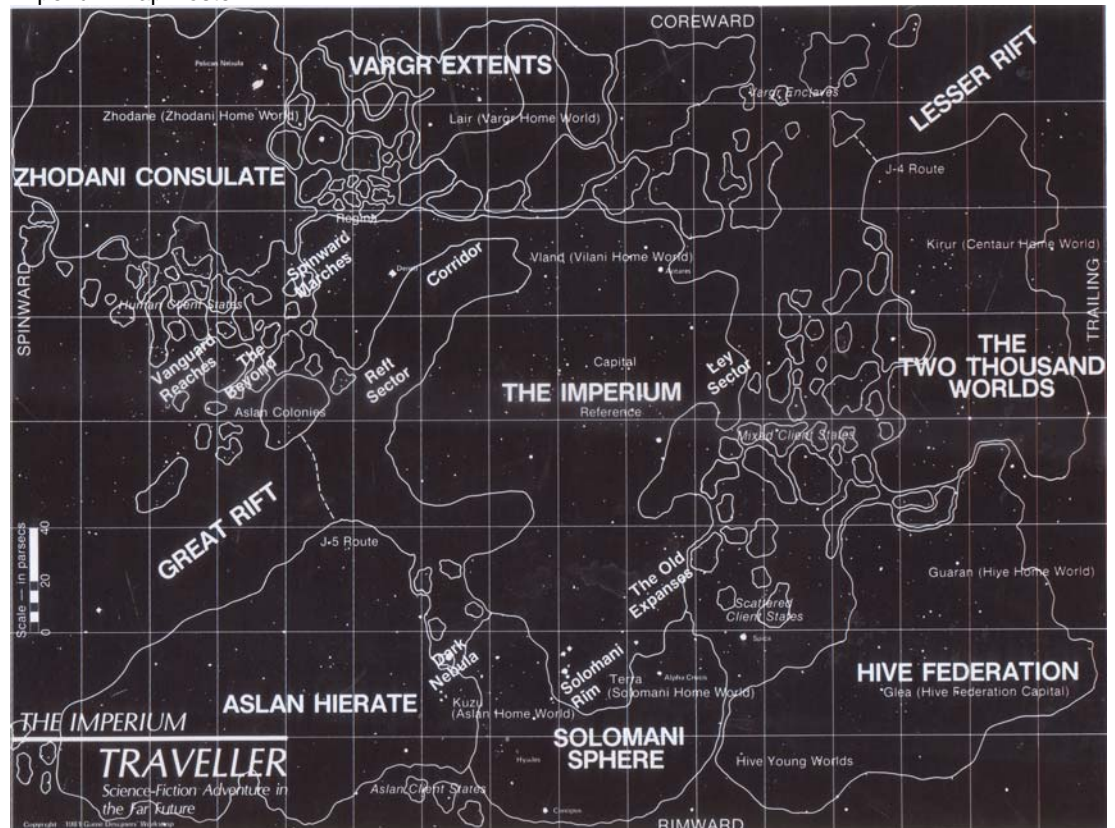
The cover of the Classic **Traveller** box reproduced as a 17 x 22 inch sheet.

Vargr Poster



The Vargr poster was produced for FLGS use (there's a small notation in the corner: not for resale) to promote GDW science-fiction titles. Notice that, although the major focus is a Vargr, the poster does not actually say **Traveller**.

Imperium Map Poster



The most successful of GDW's **Traveller** poster projects was the **Map of the Imperium**. Because it shows all of Charter Space and many unexplored sectors beyond, players and referees found it useful and informative.

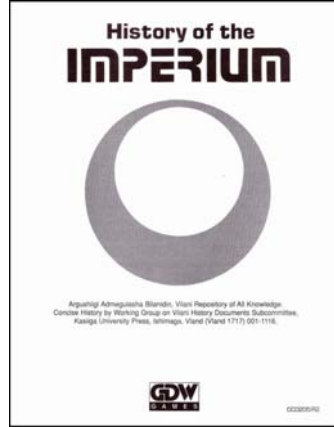
Uncolored image shown; the widely distributed version had red accents.

17 x 22 inch sheet.

SPECIALS

Game Designers' Workshop produced a variety of support materials of Traveller... in advance of new titles, to promote **Traveller** in general, or just for fun.

History of the Imperium



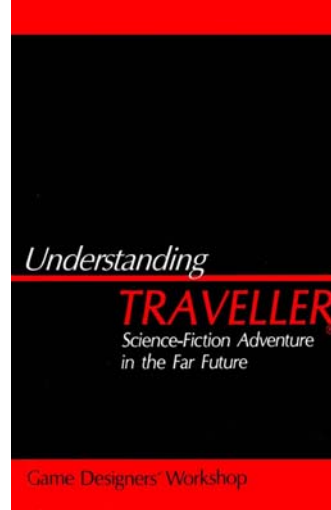
When GDW produced the second edition of the board game **Imperium**, they included (for background) an 8-page booklet history of the Imperium (sometimes additionally called Part 1) from its origins to the time of their encounters with Terra.

Alien Hand-Out



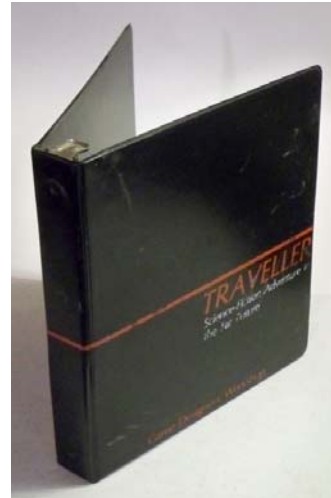
After several articles in the **Journal of the Travellers' Aid Society** detailed some of the aliens in **Traveller**, designer Marc Miller decided a better reference was needed. He produced the 8-page **Aliens** with a one-page overview of each of the major alien races in the **Traveller** universe.

Understanding Traveller



This 8-page promotional piece provided the details of the basic game system and background.

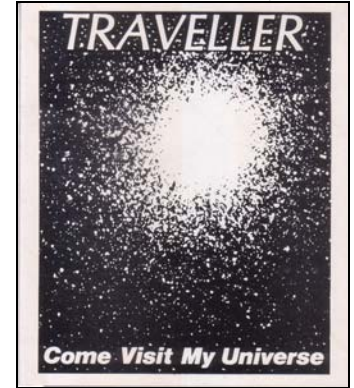
Binder- Traveller



GDW produced a limited production run of three-ring binders emblazoned with the Traveller red stripe.

Marketing of the binders was limited, and many were used by staff for their own file storage.

Sticker- Traveller Galaxy



This promotional sticker was distributed to referees for their adventure materials. 4 x 4.75 inches.

Sticker- For Use With Traveller



This promotional sticker was produced for application to boardgames which did not feature the Traveller name prominently enough: primarily **Snapshot** and **Mayday**.

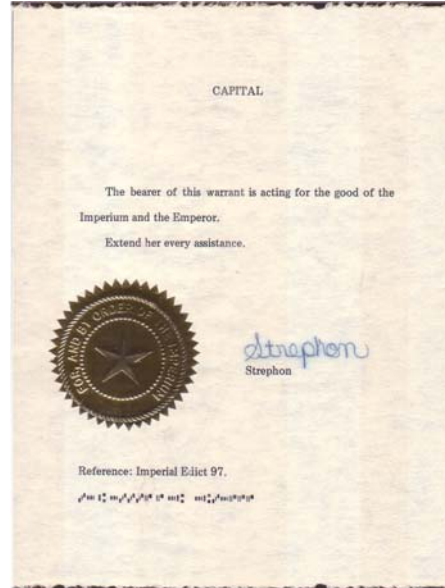
They were also popular with referees and players when they could get them. Many were handed out at game conventions. 2 x 3 inches.

Nobility

Writers (and especially **Traveller** licensees) wanted territories in which they could place their adventures, and soon clamored for "Land Grants" giving them exclusive access to specific sectors.

To formalize such grants, designer Marc Miller crafted a variety of supporting materials.

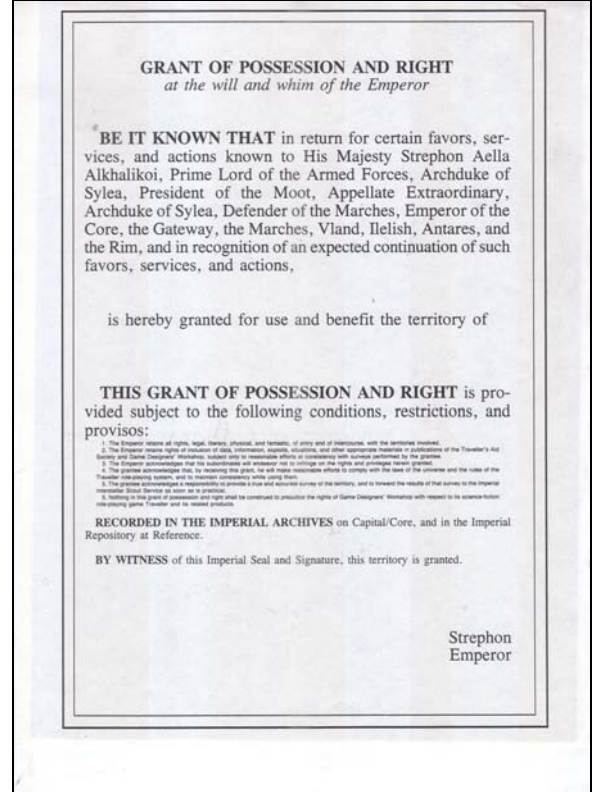
The Warrant



A limited number of hand-crafted Warrants (mentioned in A01 and G04) were distributed as gifts to **Traveller** writers and referees.

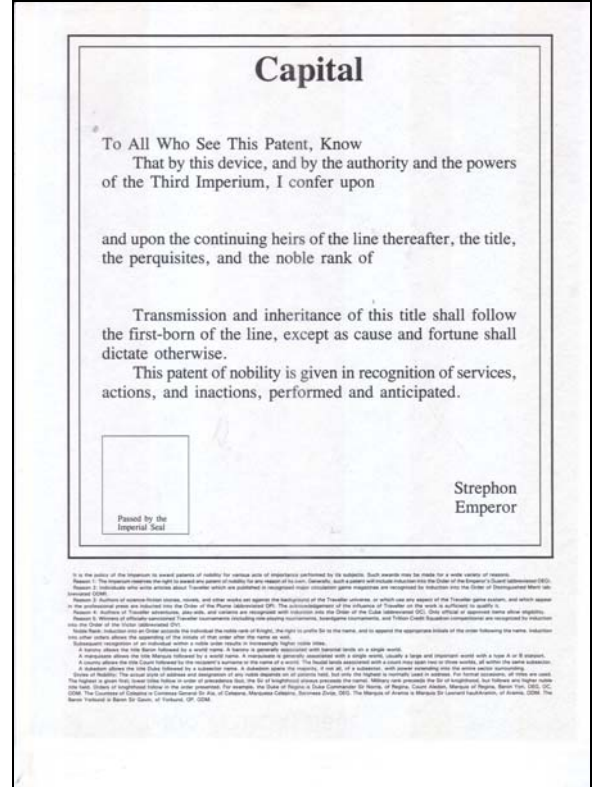
Nobility was awarded in four "Orders:"
The Order of the Emperor's Guard.
The Order of the Plume,
The Order of the Cube, and
The Order of the Victor.

Land Grant



The basic grant of territory by the Emperor.

Patent of Nobility



The basic grant of noble rank by the Emperor.

Classic Traveller Checklist

SETS

CT Classic Traveller
ST Starter Traveller
DT Deluxe Traveller
TTB The Traveller Book
TTA The Traveller Adventure

SPECIALS

History of the Imperium
Alien Hand-Out
Understanding Traveller
Poster- Beowulf
Poster- Vargr
Poster- Imperium Map
Map Sticker- Traveller Galaxy
Sticker- For Use With Traveller
Binder- Traveller
Nobility

GUIDES TO

Classic Traveller
FASA Traveller
GameLords Traveller
Judges Guild Traveller
Grenadier Traveller
Martian Metals Traveller
Citadel Traveller
Journal of the Traveller's Aid

Traveller Hardcopy Reprints

MegaTraveller
The New Era Traveller4*
GURPS Traveller*
HERO Traveller*
D20 Traveller*
Mongoose Traveller*

* In Preparation

BOOKS

B00 Introduction To Traveller
B01 Characters and Combat
B02 Starships
B03 Worlds and Adventures
B04 Mercenary
B05 High Guard
B06 Scouts
B07 Merchant Prince
B08 Robots

SUPPLEMENTS

S01 1001 Characters
S02 Animal Encounters
S03 The Spinward Marches
S04 Citizens of the Imperium
S05 Lightning Class Cruisers
S06 76 Patrons
S07 Traders & Gunboats
S08 Library Data (A-M)
S09 Fighting Ships
S10 The Solomani Rim
S11 Library Data (N-Z)
S12 Forms & Charts
S13 Veterans
SS1 Merchant Prince
SS2 Exotic Atmospheres
SS3 Missiles in Traveller
SS3a Missiles in Traveller
SS4 The Lost Rules

ADVENTURES

A00 The Imperial Fringe
A01 The Kinunir
A02 Research Station Gamma
A03 Twilight's Peak
A04 Leviathan
A05 Trillion Credit Squadron
A06 Expedition to Zhodane
A07 Broadsword
A08 Prison Planet
A09 Nomads
A10 Safari Ship
A11 Murder on Arcturus
A12 Secret of the Ancients
A13 Signal GK

DOUBLE ADVENTURES

D01 Shadows/Annic Nova
D02 Mithril/Bright Face
D03 Argon /Death Station
D04 Marooned/ Alone
D05 Chamax Plague/Horde
D06 Night/Divine Intervention
D07 Perruques/Arden

MODULES

M01 Tarsus (boxed)
M02 Beltstrike (boxed)
M03 Spinward Campaign
M04 Atlas of the Imperium
M05 Alien Realms

ALIEN MODULES

AM1 Aslan
AM2 K'kree
AM3 Vargr
AM4 Zhodani
AM5 Droyne
AM6 Solomani
AM7 Hivers
AM8 Darrians

BOARDGAMES

G00 Imperium
G01 Mayday
G02 Snapshot
G03 Azhanti High Lightning
G04 Fifth Frontier War
G05 Invasion: Earth
G06 Striker Miniatures Rules
G07 Dark Nebula

JOURNAL OF THE TRAVELLERS' AID SOCIETY

J01 Annic Nova
J02 Victoria
J03 Asteroids
J04 Gazelle
J05 Imperium
J06 Scouts
J07 Champa Starpot
J08 Broadsword
J09 WAR!
J10 Planet Building
J11 Striker
J12 Merchant Prince
J13 Hivers
J14 Lawbreakers
J15 Azun
J16 SuSAG
J17 Atmospheres
J18 Without Jumping
J19 Skyport
J20 Prologue
J21 Vargr
J22 Port to Jumpoint
J23 Zhodani
J24 2000 Worlds

GERMAN TRAVELLER

Core I Basic Rules
Core II - Söldner, Scouts und
Core III Roboter
Atlas des Imperiums
Die Chamax-Pest/horde
Die Spinwärts-Marken
Kauffahrer und Kanonenboote
Tierbegegnungen
Infodata A-Z
Forschungsstation Gamma
Gefängniswelt
Nacht der Entscheidung
Nomaden des Weltenmeeres
Safarischiiff
Schlachtkreuzer Kinunir

Splitter des Imperiums (MT)

SPANISH TRAVELLER

Core Rules
Mercenary
1001 Characters
The Kinunir

JAPANESE TRAVELLER

Traveller
Mercenary
High Guard
Scouts
Robot Manual
Mayday
Research Station Gamma
Twilight's Peak
Azhanti High Lightning
Fifth Frontier War

CHALLENGE MAGAZINE

Challenge 25
Challenge 26
Challenge 27
Challenge 28
Challenge 29
Challenge 30
Challenge 31
Challenge 32
Challenge 33
Challenge 34
Challenge 35
Challenge 36

And There's More...

The universe of **Traveller** continues to grow and prosper. The material from **Classic Traveller** (and from subsequent editions) shapes a consistent future universe with more twists and turns than anyone ever expected.

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