



GURPS *Traveller*

An Alternate Traveller Universe:

The universe of **Traveller** is one of the most fully realized game settings ever created. Adventures take place against the background of a vast, star-spanning empire, with a history dating back over a thousand years. Locales can range from a crowded spaceport to a lonely frontier outpost.

Characters can be merchant princes, diplomats, soldiers, politicians, criminals . . . or all of them at once.

Political intrigues, trading schemes, mind-wrenching alien enigmas, mercenary raids, wars . . . almost anything is possible.

First published by GDW Game Designers' Workshop in the summer of 1977, **Traveller** was one of the first science fiction roleplaying games (indeed, it was one of the first RPGs of any sort). **Traveller** rapidly became the standard against which other SF roleplaying games were judged, and influenced many other designs in many other genres. The game went through several editions over the years, and quite a few changes were incorporated along the way. One of these was the Rebellion, something GDW did to bring conflict and excitement to campaigns that had become dull and mundane.

In the 1116th year of the Imperium, Emperor Strephon was assassinated by a rival, and the Third Imperium split into several factions. This change brought excitement to many campaigns, but other players and referees felt that the universe was exciting enough without an empire-wide civil war. It is for these people that an alternate history has been created, where Strephon, the 43rd Emperor of the Third Imperium, lives and the Rebellion never happened.

This is not to say, however, that all is well with the universe. A story without conflict is about as interesting as a telephone directory. So, expect things to happen in this universe . . . changes will occur. The undercurrents and discontents that led to the Rebellion are still unresolved. The vast scope of the **Traveller** background becomes available to **GURPS** players and GMs, without the destruction and dislocation caused by the Rebellion.

There is, however, a second reason for **GURPS Traveller**. Many of the original books that detailed the history and background of the Third Imperium are long out of print. Now new players and referees can have access to the same information as twenty-year-long grognard/collectors, and their enjoyment of **Traveller** can only benefit.



Understanding The Loreverse

When **Classic Traveller** transitioned to its new edition -- **MegaTraveller** -- the timeline of the **Traveller** universe also advanced: to the Great Break and its aftermath. The Great Break was the beginning of the Rebellion that would ultimately sunder and destroy the Third Imperium. Its many events: the assassination of Emperor Strephon, the division of the empire into competing factions, the rippling consequences expanding out into Charted Space and beyond.

Some players did not want their comfortable pre-Rebellion universe disrupted; they wanted a continuation of the previous story lines in a non-chaotic setting.

In response, **Traveller** designer Marc Miller and Steve Jackson at Steve Jackson Games reached a remarkable accommodation: that a new version of **Traveller** would be created using the **GURPS Generic Universal Role Playing System** and the existing **Traveller** universe background, but with an exciting twist: the assassination of Strephon and all of its ensuing events did not happen; the universe and the timeline in **GURPS Traveller** continues the previous logical progression.

Steve Jackson Games brought on board Loren Wiseman, former editor of the **Journal of the Traveller Aid Society** and developer of many **Traveller** titles when he worked at **Game Designers' Workshop**. Under his guidance, this alternate universe for **Traveller** ultimately acquired his name: it became the **LorenVerse**. The terms became synonymous: **GURPS Traveller** and the **LorenVerse**.

An Award Winning Game System



The fan and professional game communities have recognized the **Traveller** game system and its designers for continued excellence (and we include **Steve Jackson** in our list for his creation of the **GURPS** system).

The GURPS Traveller Titles:	Disk 1	Disk 2
GURPS 3rd Edition		
GURPS 3e Lite	Ⓞ	Ⓞ
GURPS 4th Edition		
Traveller GURPS Core Rules	Ⓞ	Ⓞ
Alien Races 1	Ⓞ	
Alien Races 2	Ⓞ	
Alien Races 3	Ⓞ	
Alien Races 4	Ⓞ	
Behind The Claw	Ⓞ	
Far Trader		Ⓞ
First In		Ⓞ
Flare Star	Ⓞ	
Ground Forces	Ⓞ	
Heroes 1 – Bounty Hunters	Ⓞ	
Humaniti	Ⓞ	
Modular Cutter		Ⓞ
Nobles	Ⓞ	
Planetary Survey 1 – Kamsii	Ⓞ	
Planetary Survey 2 – Denui	Ⓞ	
Planetary Survey 3 – Granicus	Ⓞ	
Planetary Survey 4 – Glisten	Ⓞ	
Planetary Survey 5 – Tobibak	Ⓞ	
Planetary Survey 6 – Darkmoon	Ⓞ	
Psionics Institutes	Ⓞ	
Rim of Fire	Ⓞ	
Star Mercs	Ⓞ	
Starports		Ⓞ
Starships		Ⓞ
Sword Worlds	Ⓞ	
The Best of JTAS 1	Ⓞ	Ⓞ
Interstellar Wars		Ⓞ
Interstellar Wars Combat Counters		Ⓞ
GM's Screen	Ⓞ	Ⓞ
Deck Plan 1 – <i>Beowulf</i> -Class Far Trader		Ⓞ
Deck Plan 2 – Modular Cutter		Ⓞ
Deck Plan 3 – <i>Empress Marava</i> Far Trader		Ⓞ
Deck Plan 4 – Assault Cutter		Ⓞ
Deck Plan 5 – <i>Suliaman</i> -Class Scout		Ⓞ
Deck Plan 6 – <i>Dragon</i> -Class SDB		Ⓞ



How GURPS Makes Traveller Different

In-house GURPS designers/editors Loren Wiseman and Jon Zeigler have been very successful in keeping the information, equipment, characters, style, and atmosphere of GT as close as possible to the original **Classic Traveller** universe. However there are several advantages to playing GT as opposed to the original **Classic Traveller**.

⊙ **Better Characters.** The **GURPS** point-based system ensures that all characters in a group will be roughly equal in terms of abilities and skills, and that a player won't spend several hours of character creation only to end up with a useless (or dead) character [yes, in the original game it was possible for your character to die during creation, through risks taken during his previous career, although in practice most referees would convert these consequences to a grievous injury and discharge from the service]. While the dice can sometimes be kind, granting your character a long list of useful skills, at other times a few bad rolls could grant you a partially crippled character barely qualified to work the night shift at a mini-mart. Hardly the stuff of valiant adventures.

⊙ **Newer Science Fiction.** Because **Traveller** was conceived in the 70's it strongly resembles science-fiction from the late 60's. People who want to play **Traveller** and still keep their game universe more in line with what we currently picture the future to be like can quite simply add equipment to their game world from other **GURPS** source-books.

⊙ **More Detail.** The **GURPS** game system is more detailed than the original **Traveller** game system. In **GURPS** you can have a character with above average hearing, or motion sickness. Your character can be color-blind, or be more tolerant of variable gravity than the average person. The original **Traveller** game system just didn't go into that level of detail.

⊙ **More Books.** Until 1998 the original **Traveller** books had been out of print for over a decade. Also the small size and amount of the books meant there wasn't as much information on the universe as many people would have liked. Steve Jackson Games has already printed more **Traveller** material than Game Designers' Workshop ever did. More pictures, starship deckplans, and details of the game universe means less work for the referee who otherwise has to make up every single detail himself. Many people who play other versions of **Traveller** often buy the **GURPS Traveller** books just for the extra information.

⊙ **Experience.** And finally, your character can improve in **GURPS Traveller**. The original system had no mechanism for *experience points* or *gaining levels*. So without house rules you were stuck with the character you made without the possibility for improvement.

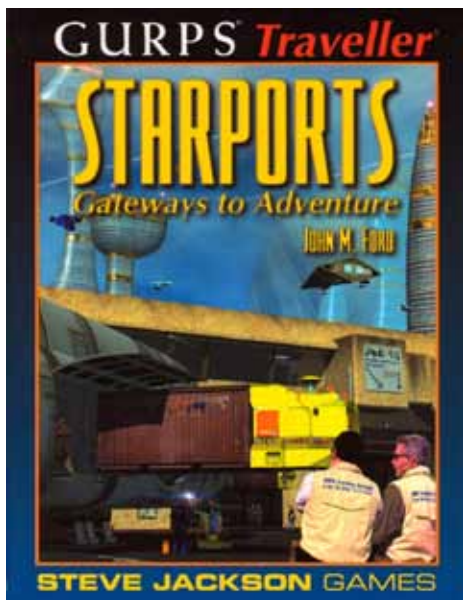
How GURPS Traveller Came About

GURPS Traveller (1998-2015) was "created on a handshake with Steve Jackson of Steve Jackson Games." This quote from Marc Miller, the original author of **Traveller**, and the owner of the Far Future Enterprises which still publishes the **Classic Traveller** game system. The game uses the Third Edition **GURPS** system and takes place in an alternate timeline in which no Rebellion occurred and the Virus was never released. Steve Jackson Games has produced over 30 high-quality supplements for the line, including details for all of the major races, many of the minor races, interstellar trade, expanded world generation, the military forces of the Third Imperium, and starships. The game is often referred to as "GT". Loren Wiseman who worked with Game Designers' Workshop in the design and development of **Traveller** is still the **GURPS Traveller** line manager and editor of the online magazine **Journal of the Travellers Aid Society**.

Third Edition and Fourth Edition GURPS

While GURPS was updated to a streamlined version with the August 2004 release of its Fourth Edition, **GURPS Traveller** players had to remain content with GURPS Third Edition. This changed when Steve Jackson Games released (2006) **GURPS Traveller: Interstellar Wars**. This newest book not only allows GT players to upgrade to the latest Fourth Edition **GURPS** ruleset, but it also changes the default setting.

Third Edition GT is set in the Third Imperium around the year 1120 (since the founding of the Imperium). GT: **Interstellar Wars** will be set almost 2500 years prior to the founding of the Third Imperium, around the year 2170 A.D. Men from Earth finally invent a Faster-than-light drive for their space ships. They soon make first contact with extra-terrestrial aliens (the Vilani), and those aliens are human. The **Interstellar Wars** presents a more fluid and dynamic campaign setting than the static background of the Third Imperium.



GURPS Traveller *Classic*:

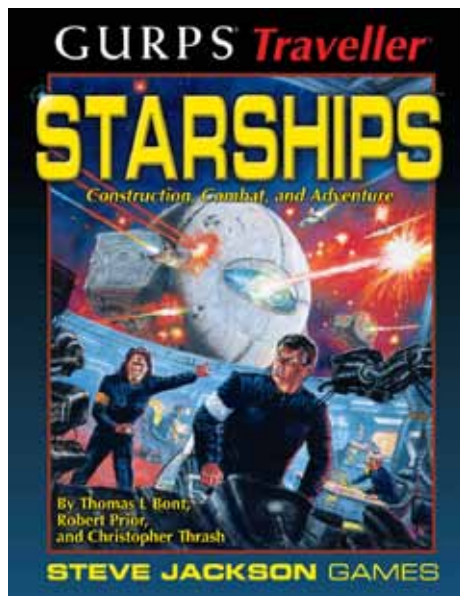
Starports

The Harbors of the Imperium

Patrol, trade, and Xboat routes are the lifelines of the Imperium, and starports are the anchors to which they are tethered. Serving as trade centers, customs offices, and outposts of civilization, starports play a central role in the lives of starfarers, and are a crucial source of goods, wealth, and information for even the most planet-bound of souls. At the same time, they are havens for smugglers, fugitives, and black marketeers.

Starports classifies standard starports and describes their facilities, organization, and functions. It includes plans of typical spaceports from the Spinward Marches (including Mora, Graniff Field on Raydrad, Rech, Dhian, and Alell) and guidelines for starport adventures and encounters. There are also character templates for starport denizens, descriptions and floor plans of key locations, and deck plans for customs, liaison, emergency spacecraft, and some common starport ground vehicles.

Starports is designed to complement the Far Trader and Starships supplements, and offers a rich, detailed setting for a wide variety of adventures and campaigns in the **GURPS Traveller** universe.



GURPS Traveller *Classic*:

Starships

Travelling Between the Stars

When ships to sail the void between the stars have been invented, there will also be men who come forward to sail those ships.

*- Johannes Kepler, Somnium
-2887 (1634 A.D.)*

From launches to liners, from system defense boats to dreadnoughts, a starfaring campaign requires ships . . . and **GURPS Traveller: Starships** gives them to you! In addition to rules for designing and rating your own spaceships (at both TL9 and TL10), this book contains over 35 pre-designed craft, ranging from 10-ton fighters to 500,000-ton dreadnoughts, described in detail and ready for use in a campaign.

Deck plans are included for the:

- *Vayu*-Class Type T Patrol Cruiser.
- Leaping Snowcat-Class Safari Ship.
- Kugashin-Class Lab Ship.
- And a schematic diagram of the Tigris-class 500,000-ton dreadnought, the first time the internal view of this Imperial behemoth has seen print!

GURPS Traveller: Starships also details the "View from the Deck"; the experience of being aboard a starship. Passengers and pursers, bridge crews and black gang, owners and deckhands; they're all here.

Whether your campaign involves a single surplus scout ship or a fleet of dozens of warships, **GURPS Traveller: Starships** has everything you need!



GURPS Traveller *Classic*:

Flare Star

It was just an ordinary system...

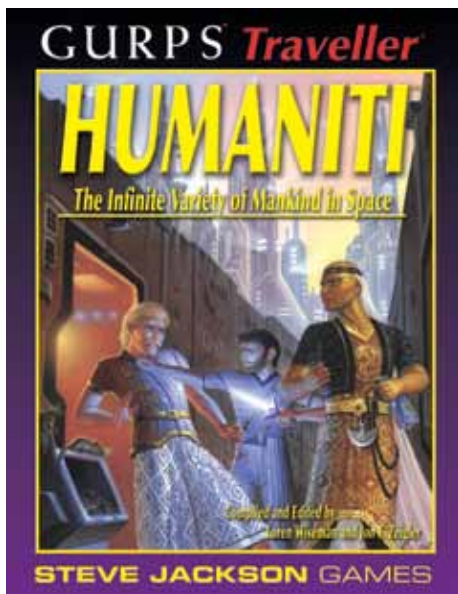
Unexplored star systems always promise untold wealth. But the system the crew of one far trader is currently exploring has shown the other side of the balance sheet. There is nothing of value here.

Until they detect the Other . . .

Flare Star is an adventure for **GURPS Traveller 2/e** where a derelict alien vessel leads the crew of a far trader to a planet filled with danger . . . and opportunity.

Flare Star originally appeared in four consecutive issues of Space Gamer magazine. It has also appeared in the Journal of the **Travellers' Aid Society** online.

Visit the official web page for more info, resources, product support, and links.



GURPS Traveller Classic:

Humaniti

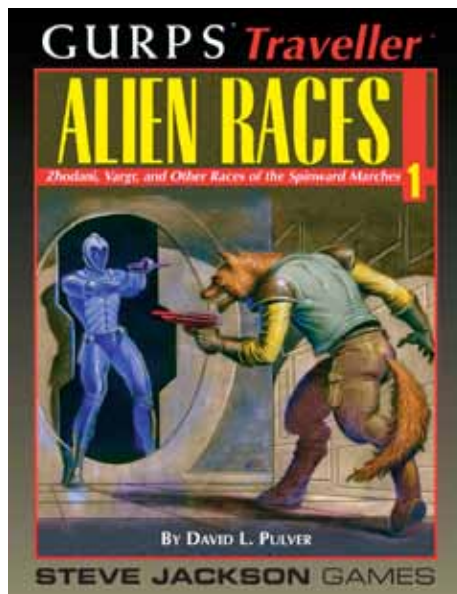
Unity in Diversity

In the far future, mankind has scattered to many worlds and divided into many races . . . and some are very alien, despite their Human ancestry.

GURPS Traveller: Humaniti describes 16 Human-descended races from the far reaches of the Imperium and beyond, including the technologically advanced Darrians (with their sun-smashing Star Trigger), the carnivorous Dynchia, the dour warrior Azhanti, and the aggressive Itharans.

Compiled by Loren Wiseman, this book is a valuable resource for any **Traveller** campaign.

- Never-before-published details on the societies and cultures of 16 races of Humaniti.
- Maps of the Answerin, Darrians, Irhadre, Kargol, Luriani, Nexxies, and Otrai homeworlds.
- Background histories and character-creation details for all 16 races.



GURPS Traveller Classic:

Alien Races 1

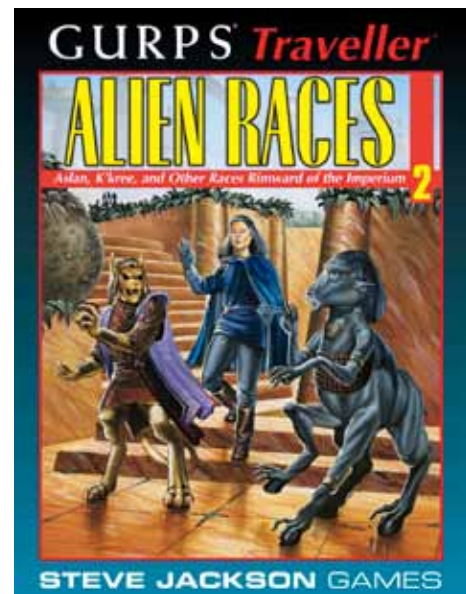
Two Major Races . . .

In contrast to the psionic-distant of the Imperium, the human-descended Zhodani have long embraced psi powers. Within their vast interstellar empire, crime is almost unknown, workers are uniformly happy in their jobs, and mental illness is as easy to cure as a paper cut, thanks to advanced powers of the mind . . . and periodic visits from the Thought Police.

The Vargr are a race of aliens descended from transplanted Terrestrial canines. Removed from Earth hundreds of millennia ago, the Vargr have continued to develop on worlds millions of miles away from their planet of origin, and now control hundreds of worlds, under almost as many separate governments.

Three Minor Races . . .

Presented for the first time are three significant minor Races: the arachnoid Clotho, the tyrannosaurian Drakarans, and the newly discovered, enigmatic Sheol. Almost unknown in Imperial territory, these races are growing powers in the Zhodani Consulate and the Vargr Extents.



GURPS Traveller Classic:

Alien Races 2

Two More Major Races...

The Aslan want your planet . . .

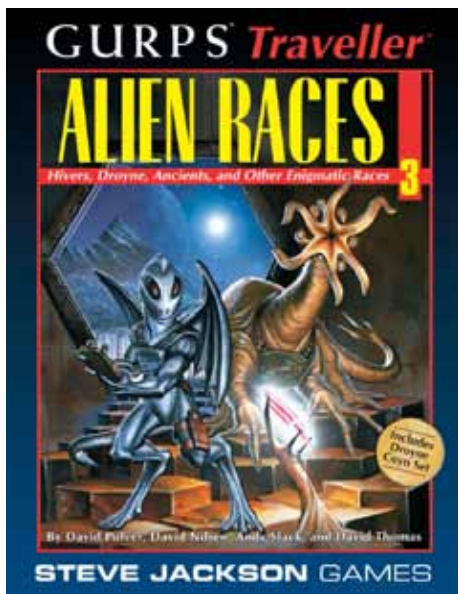
The warrior Aslan revere honor and glory; their traders and mercenaries are found throughout the Spinward Marches and the Solomani Sphere. Their wanderlust and combative nature make them well-suited to adventuring, while their habit of blatantly grabbing land when no one is looking makes them good recurring foes in a campaign.

The K'kree want to kill you . . .

The militant vegetarian K'kree are driven by their faith to rid the universe of all meat-eaters. Players may join this effort, fight against it, or simply try to make a living amidst the crusade. The K'kree are constantly clashing with the Vargr, and keep an uneasy peace along their borders with the Hivers and the various human client states in the region. Good thing they don't get along.

Two New Minor Races. . .

- The Inyx, a race of aquatic parasites who absorb bio-electrical energy from their whale-sized hosts;
- The Devi Intelligence, comprising two forms: The Intellects, sentient fungi who resemble colonies of giant toadstools, and their predatory spores, the Shiverbats.



GURPS Traveller Classic:

Alien Races 3

Two More Major Races...

The Hivers Should Worry You . . .

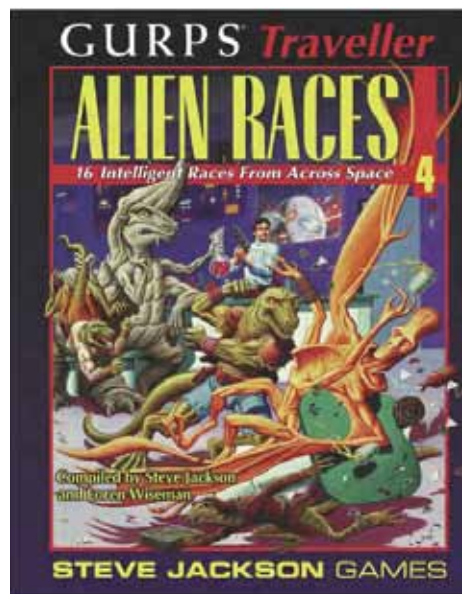
Openly cooperative, apparently pacifistic, reportedly cowardly, the starfish-shaped Hivers don't seem to be empire-building material -- but they hold one in a secure grip. They won the only interstellar war they've fought after losing every battle, but with this most alien of the major races, looks almost always deceive. Inscrutable, patient, and subtle, the Hivers puzzle their neighbors more than they worry them. It should be the other way around.

The Droyne Should Awe You . . .

An insectoid race scattered across the Imperium like so many gypsies, the seemingly insignificant Droyne often fall beneath the notice of Humanity . . . and most Humans are foolish enough to think it's their own choice. A series of puzzles in their history and culture suggests that huge secrets lurk behind the compound eyes of these tiny sentients . . . and that the most awesome of the major races may come in the smallest package.

Two New Minor Races. . .

- The Inheritors, a race of fluorine-breathers living on the shell of an ancient Dyson sphere and "improving" on the technology left behind;
- The Lithkind, a nocturnal species for which mating means death and death means rebirth, and who treat the opposite sex as taboo!



GURPS Traveller Classic:

Alien Races 4

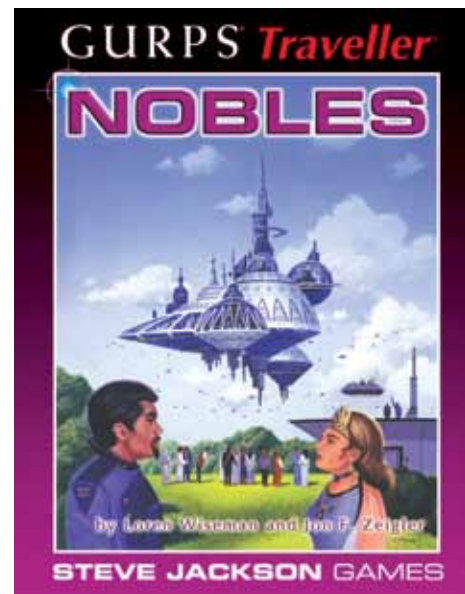
Aliens Everywhere!

Enough aliens to fill a cantina! **GURPS Traveller: Alien Races 4** brings 16 strange species to life.

Compiled and edited by Loren Wiseman and Steve Jackson, this book features the creations of several favorite **Traveller** authors, including Phil Masters, David Pulver, and David Thomas.

Here you'll meet:

- The winged Ael Yael, nearly destroyed by greedy Humanity, now finding their place in the galaxy.
- The bureaucratic Bwaps, faithful administrators through three Imperiums . . . but they have their own agenda, and few suspect how decisively they can act on their own.
- The huge Virushi, calm and non-violent . . . until they're pushed too far.
- The newest species to be recognized as sentient, the aquatic Schalli. Will these brilliant, ambitious carnivores be our allies in a hundred years -- or our rivals?
- And a dozen others!



GURPS Traveller Classic:

Nobles

Lords of the Stars

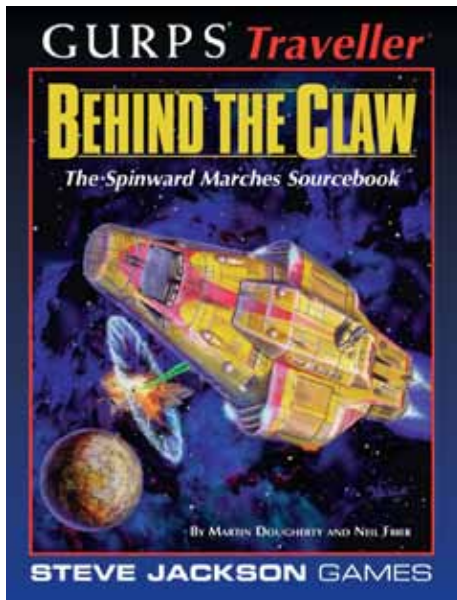
From the Imperial family to the lowest knight; from the fantastically wealthy duchess on her private estate world to the impoverished baronet who barely has a Free Trader's bunk to call his own; from the archduke who governs hundreds of worlds to the knight with no formal duties -- in **Traveller**, the aristocracy plays a major role in society, in government, and in the military.

Would you like to serve one of the Imperium's nobles . . . or be one?

GURPS Traveller: Nobles details the lifestyle, fortunes, duties, and responsibilities of the nobility in the Third Imperium, the Vilani ruling class at the height of the Ziru Sirka, and the Darrian and Zhodani systems.

Nobles contains:

- A close-up look at the most powerful people in the **GURPS Traveller** universe, with complete **GURPS** stats for 13 major characters -- including Emperor Strephon and Empress Iolanthe -- and capsule biographies of many others.
- Deck plans for the Wanderer-class yacht, the Midas-class courier, and the Condor-class racing yacht -- plus floor plans of mansions and private get-aways.
- Details on life in the Imperial Palace . . . wealth, power, danger, and intrigue. If your **Traveller** campaign aims for real power, here's where it will climax.



GURPS Traveller Classic:

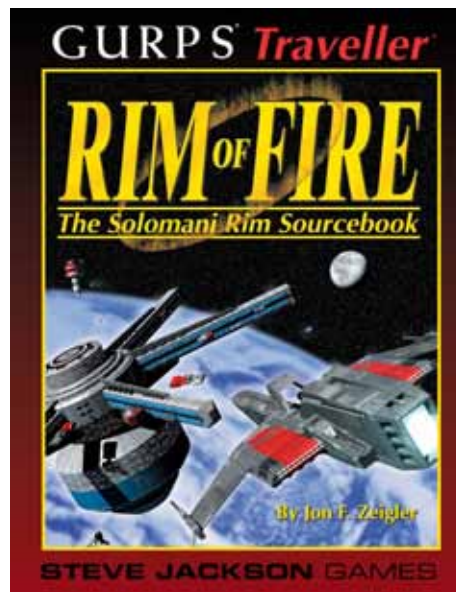
Behind the Claw

The Spinward Marches

Behind The Claw: Slang phrase referring to those regions of the Third Imperium lying beyond the Great Rift. Almost a year from the Capital by Xboat, the Spinward Marches is a frontier region, scene of five Frontier Wars and innumerable skirmishes. The Marches are one of the most troubled regions of the entire Imperium.

Behind The Claw details the Spinward Marches, a complete sector of space. Over four hundred star systems are described in detail, along with essays on the Imperial Nobility and system of government, a detailed history of the region, referee's information, current events and a wealth of adventure material. The setting is rich and diverse, with unlimited scope for adventuring.

The Spinward Marches was the first sector to be covered in the original **Traveller** background, and it is where the vast majority of campaigns are set. In many ways, it is **Traveller's** "home."



GURPS Traveller Classic:

Rim of Fire

Where Empires Collide ...

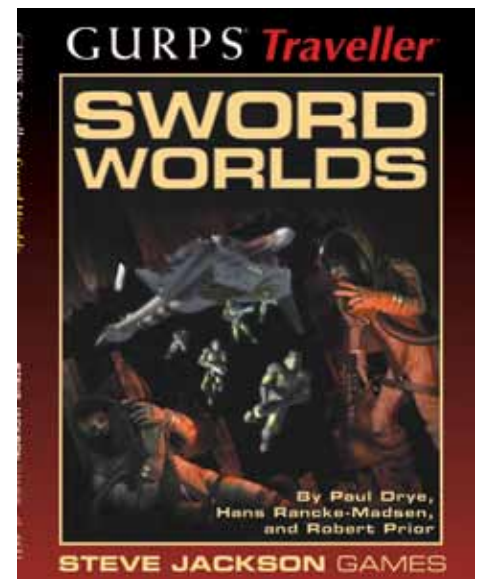
The Solomani Rim stands at the center of Human and Imperial history. It is home to the Solomani Confederation, an aggressive empire of Human supremacists eager to back their beliefs with force. Adventurers entering the Solomani Rim will discover some of the Imperium's oldest and most developed worlds -- and some of its greatest dangers.

Rim of Fire describes more than 400 worlds and star systems . . . Imperial, Solomani, Vegan, and rebellious. It also describes:

- The Solomani Confederation, and the iron-fisted SolSec that keeps the populace in line.
- Rules for Solomani characters and sample Solomani Confederation starships.
- The great clashes between the First Imperium and the Earth-bred founders of the Second, as well as between the Third Imperium and the Solomani descendants of the Second.
- Life on Terra, birthplace of all Humaniti . . . a shrine to the Solomani, now held by the Imperium.
- The Vegans and the Vegan Polity, an economic powerhouse that plays an important role in past and present Solomani Rim politics.

The Solomani Rim contains more history, honor, and horrors than any other part of Charted Space.

Explore it today!



GURPS Traveller Classic:

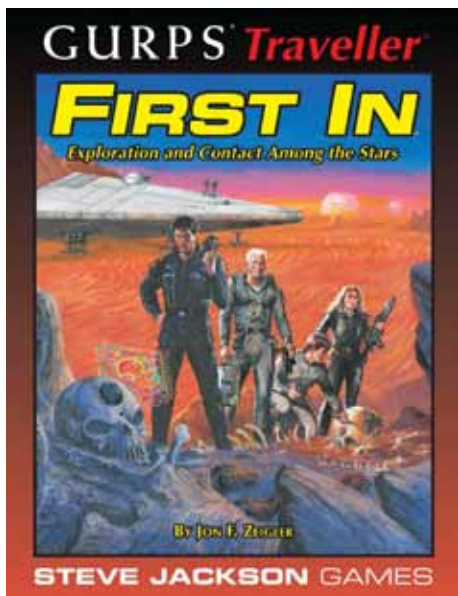
Sword Worlds

The Day After Ragnarok

The Sword Worlds stand at the border of the Third Imperium, a small but proud civilization descended from ancient Terran migrants. Their inhabitants have spent centuries fighting for independence - from the Imperium, from the other great empires, even from each other.

A decade ago, the Sword Worlds went to war against the Third Imperium. They lost. Today, the Sword Worlders are in search of a new destiny, in a universe where their fierce pride seems headed for an inevitable fall.

GURPS Traveller: Sword Worlds brings this unique culture to life for the player and GM. Every world in the area is described in detail, as are local history, social features, special technologies, and important people. A wealth of adventure seeds gives the GM plenty of starting points, for any campaign set in this distinctive region of the **Traveller** setting.



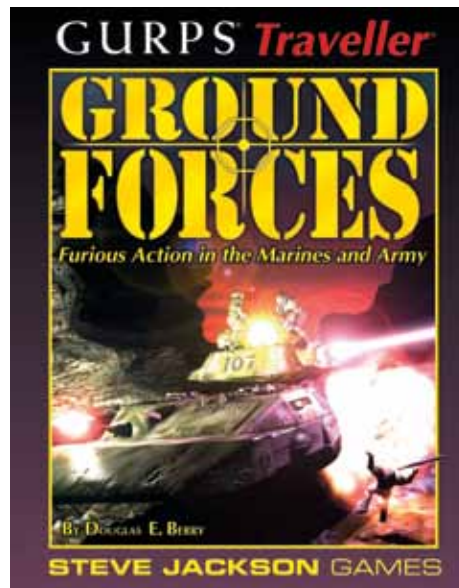
GURPS Traveller Classic:

First In

Exploration and Contact

Beyond the borders of the Third Imperium, the Interstellar Scout Service seeks out strange new worlds! A Scout has to be ready for anything . . . or die. This book describes the Scouts' organization, equipment, starships (with deck plans including the Express Boat, Donosev-class Survey Scout, Khadumir-class Fast Courier, and Purcell-class Express Boat Tender) and typical missions. To make running a Scouts campaign easy, it also details the whole process of exploration, from the initial sighting of a new star system to the integration of a world into the Imperium.

First In includes a world-building sequence based on the most recent scientific discoveries. Game Masters can now design realistic star systems, worlds and civilizations. The system can be used for **GURPS Traveller**, or easily adapted to any other science-fiction RPG.



GURPS Traveller Classic:

Ground Forces

Many Worlds. A Few Good Troops.

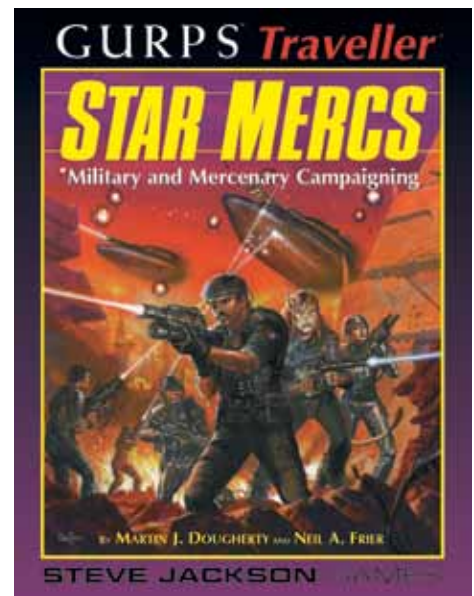
Holding together an Imperium requires the services of an iron elite, Marines willing to jump from a starship and into the teeth of a planetary defense net, Army troopers willing to travel the universe one slit trench at a time, armor commanders willing to bet their lives that they can get there first with the most.

Do you have what it takes?

GURPS Traveller: Ground Forces describes the Imperial Marines and Unified Armies, laying the foundation for a campaign thick with laser fire and full of action! It includes:

- A history of ground combat and campaigns in the Imperium.
- Detailed descriptions of Marine and Army units, from squads to battalions and up -- as well as rules for easily determining the makeup of a world or subsector army.
- New, expanded templates for Marine and Army characters.
- New gear for Imperial soldiers.
- New, modular rules for designing military and civilian grav vehicles in **GURPS Traveller**.
- And much more!

GURPS Traveller: Ground Forces has everything you need to add untold punch to your campaign!



GURPS Traveller Classic:

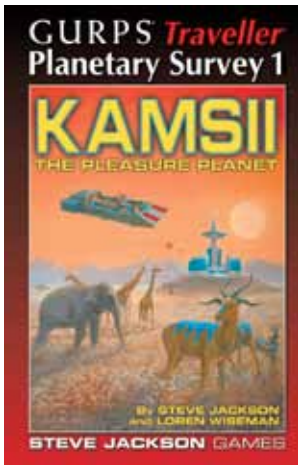
Star Mercs

Prepare for War . . .

. . . with Star Mercs. Everything you need for a star-spanning, military-oriented campaign in the **Traveller** universe is here!

- Experience combat (and a soldier's life) in the 57th century.
- Learn how to recruit, organize, and equip a mercenary unit.
- Familiarize yourself with the Imperial rules of war.
- Get the edge with discourses on strategy and tactics.
- Arm your troops from a comprehensive list of weapons and other tools of the soldier's trade.

Star Mercs also includes deck plans for the 800-ton Broadsword-class mercenary cruiser, templates for military and mercenary soldier characters, sample missions, and a variety of units and NPC personalities your mercenary group might encounter, including the famed and feared Imperial Marines.



GURPS Traveller Classic:

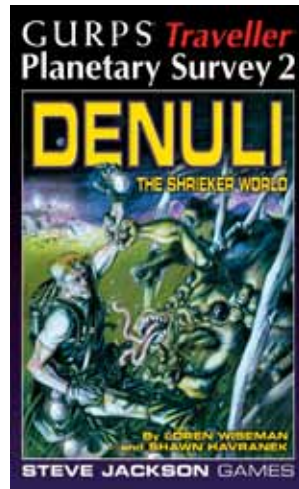
Planetary Survey 1 – Kamsii

The Pleasure Planet

This is the first of a new series of 32-page **GURPS Traveller** books, each one a detailed look at a single planet. Written by Loren Wiseman and Steve Jackson, this book describes a planetary theme park - a whole world dedicated to entertainment - but with a hidden dark side. From family fun to lavish decadence, from hundred-mile kiddie rides to recreations of the court of Caligula, Kamsii has it all. The Kamsii Company says everybody will have a good time, and nobody crosses the Company. Not Twice.

This book includes:

- Complete history of Kamsii and its place in Imperial culture.
- Kamsii today: its society and people, its tourist attractions, Guests, Troubleshooters, and more.
- Star map and statistics for all worlds within Jump-6 of Kamsii.
- Adventure seeds for Kamsii as written, and alternate versions you can customize for your own campaign.
- "I'm From Kamsii" - how to use this world as a detailed PC or NPC background.



GURPS Traveller Classic:

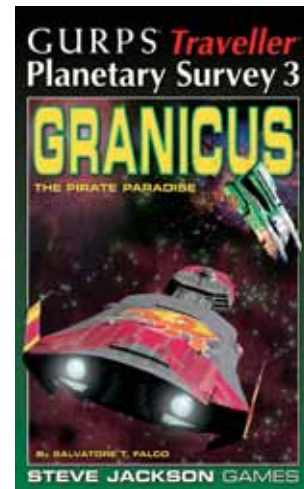
Planetary Survey 2 – Denuli

The Shrieker World

The second of this **GURPS Traveller** series! Planetary Survey 2, by Loren Wiseman and Shawn Havranek, presents the homeworld of a recently discovered intelligent race . . . the Shriekers. Unfortunately, all that most of Humaniti knows about the Shriekers is that their eggs are precious jewels. Will you help the Shriekers, or help wipe them out for profit?

Included is:

- The history of Denuli . . . the rise and fall of its native race and the world's connection with the Imperium.
- Denuli today . . . a world with great potential for cooperative biological research . . . or brutal exploitation.
- Color star map and statistics for all worlds within jump-6 of Denuli.
- Adventure seeds for Denuli as written, and alternate versions to fit many different campaigns.
- Complete data on the native Shriekers, as NPCs or player characters.



GURPS Traveller Classic:

Planetary Survey 3 – Granicus

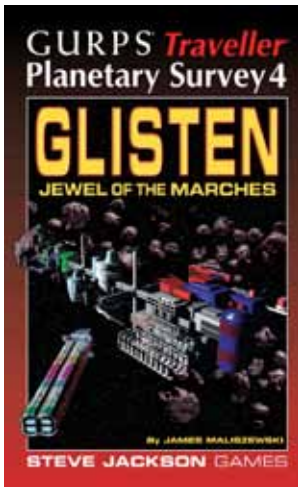
The Pirate Paradise

Just outside the Imperium lies Granicus, a nondescript planet in an ordinary system. Nominally part of the Federation of Heron, Granicus charts its own course. The planetary government is a farce, barely able to control the struggles between city-states which define the planet's politics. And then there are the pirates.

For decades, Granicus has been a haven for space pirates, from independent Vargr corsairs to well-organized "cartels" that control whole renegade fleets. Savagely fighting with each other, openly controlling the government, and secretly supported by the Federation governor, the pirates of Granicus menace trade all the way into Imperial space. Now, finally, the Imperium is moving. Will it risk war with the Federation of Heron, or will it act more . . . indirectly?

Adventures abound for traders, spies, and freedom fighters alike. Brave the treachery and share in the wealth of Granicus.

Cut Your Drives And Prepare For Boarding!



GURPS Traveller Classic:

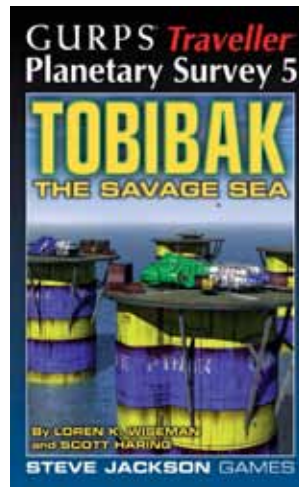
Planetary Survey 4 –

Glisten

Jewel of the Marches

The “Jewel of Deep Space,” the Glisten system has no habitable world, yet it is the capital of the Glisten subsector, site of a Scout base and a major shipbuilding yard, and home of the Mining School of Glisten. Its rich asteroid belts combine an advanced technology with an almost inexhaustible supply of raw materials. Glisten is a major industrial and economic powerhouse in the Spinward Marches. In addition, nearly every planetoid in the Glisten system has its own local culture and society. The diversity of the hundreds of worldlets makes Glisten a wonderfully rich backdrop for almost any type of adventure.

This book concentrates on the five asteroids which make up “Glisten City,” the government and business center of the system. Trade, business, scientific investigations, and high-level politics rub shoulders with gritty asteroid miners, huge factory complexes, shipyards, and interstellar intrigue.



GURPS Traveller Classic:

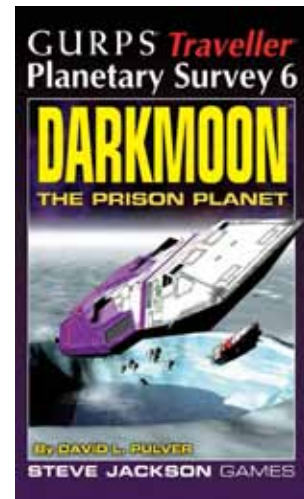
Planetary Survey 5 –

Tobibak

The Savage Sea

The world called Tobibak lies slightly off the beaten track in Corridor Sector, a world 99% covered by ocean and overlooked by history for centuries. When Humans came, it was to exploit, not to settle, but Tobibak was already inhabited -- by a primitive intelligence mysteriously similar to another aquatic race from many light years away. TobiCorp exploited the natives as unpaid labor, using them to help mine the sea bottom and harvest the teeming schools of shrimp for sale offworld. When a TobiCorp scientist discovered the truth, his conscience led him to expose the company's crimes, and Tobibak was taken over by the Imperial Ministry of Colonization.

Water worlds have always fascinated science-fiction fans, and Tobibak is a treatment in depth (so to speak). On Tobibak, Humans cooperate with the native aquatic race to develop a planet with vast animal and mineral wealth, dodging mammoth hurricanes and marauding predators. But the waters of Tobibak conceal enigmas -- who brought the aquatic sophonts, and why? Explore the mysteries in the depths of Tobibak.



GURPS Traveller Classic:

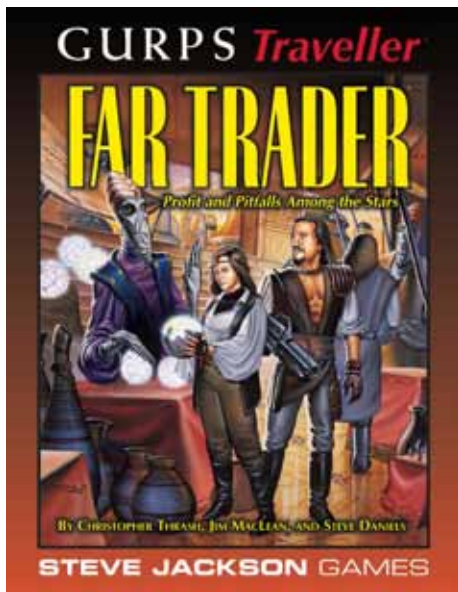
Planetary Survey 6 –

Darkmoon

The Prison Planet

“Welcome to Darkmoon Imperial Prison. I am Warden Kaede Malone, and you are very lucky. Instead of a filthy, lice-infested prison mine, you’ve come to a clean, state-of-the-art correctional facility.”

The Darkmoon system has been many things -- a base for the Imperial Navy, a System Defense Boat and Space-Submarine Warfare School, the last stop of a fringe group of cultists seeking to escape the downfall of civilization . . . but when the Navy left, the system became a backwater, and economic ruin set in. To the rescue came the megacorporation Schunemann und Sohn AG, which turned the facility into a maximum-security enterprise. On a gas-giant moon under miles of ice and water, this “escape-proof” prison is the final stop for 3,000 of Imperium’s worst scum, from corsairs to Ine Givar terrorists. But Darkmoon is no ordinary prison world . . . a prisoner who steps out of line may find that he’s been reclassified “lab rat.”



GURPS Traveller Classic:

Far Trader

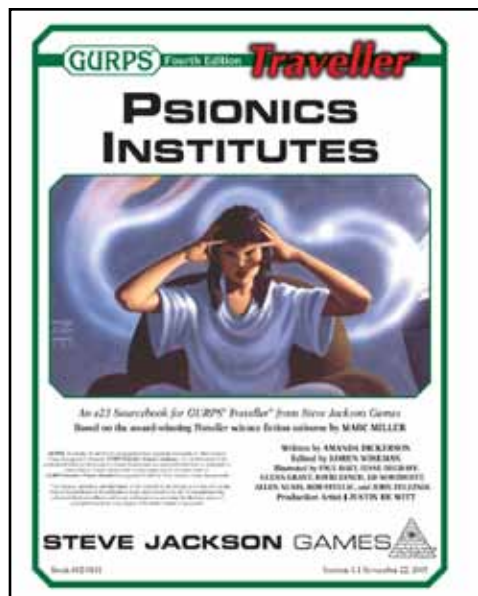
The Universe Is Your Market

There's a fortune to be made among the stars -- for the intrepid merchant with business savvy, a suspicious mind, and more than a little luck. Be prepared to meet some of the worst characters in the universe -- just pray they're not your business partners! And remember, "cutthroat competition" isn't just a colorful catch phrase . . .

The "independent trader" campaign is one of the most popular among **Traveller** players. **Far Trader** is the complete support volume for a mercantile campaign. You can:

- Develop sector-wide trade routes, following the tides of commerce on an interplanetary scale.
- Start your own character-run business, raise capital, and finance your money-making ventures.
- Make contacts, find niche markets, and exploit opportunities the big corporations miss.
- Learn what it takes to run a successful commercial starship.
- Expand your campaign with 15 new character templates.
- Run entire mercantile campaigns, including Free Traders, smugglers, and pirates.

So stock your starship, grab your gun, and take to the stars . . . fortunes don't come easy!



GURPS Traveller:

Psionics Institutes

You have the power . . .

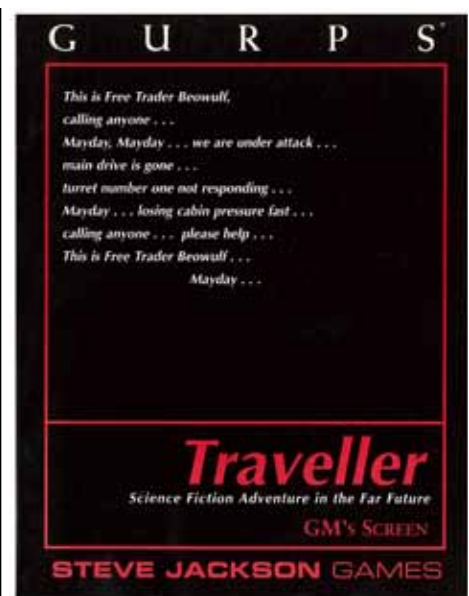
But you don't know how to use it. Just asking for the location of a psionics institute can land you in prison, so how do you find - much less attend - one without getting arrested?

GURPS Traveller: **Psionics Institutes** describes everything you need to roleplay finding and attending an institute, developing psionic talent, and connecting with the Psionics Underground.

- Locate Psionics Institutes in the Imperium, the Zhodani Consulate, and Red Zones
 - Face the gauntlet and earn the right to attend an institute
 - Train at an elite psionics institute
 - Make contacts in the Underground and in the powerful psionic kites
 - Use your newly developed psionic talents in public and private service
- You have the power . . . Now use it!

GURPS Traveller: **Psionics Institutes** is set in the Third Imperium of the **Traveller** universe and uses the **GURPS** Third Edition rules.

Visit the official web page for more info, resources, product support, and links.



GURPS Traveller:

GM Screen

2 two-sided screens with 1 floor plan and 1 sheet of **Traveller**-specific Cardboard Heroes.

Put the Third Imperium at your fingertips with this fact-packed GM's screen. Two screens contain all the charts, tables, and other essentials for the **GURPS Traveller** Game Master. And, since every GM needs a tavern to start the adventure off right, here's a poster-sized floor plan for Brubek's, the starport bar . . . and a sheet of new Cardboard Heroes miniatures showing typical patrons.



GURPS Traveller:

Interstellar Wars

The transition between the First Imperium, governed by the Vilani, and the Rule of Man, led by the Terran Confederation, has always been a pivotal era in Marc Miller's **Traveller** universe. Now, for the first time in any game system, **Traveller** players can explore the depths of this rich setting.

GURPS Traveller: Interstellar Wars covers the 200 years of war, peace, and overwhelming change as the ancient Vilani Imperium falls to the upstart Terrans. In this time of conflict, the opportunities for adventure are more exciting than ever before!

GURPS Traveller: Interstellar Wars is an official **GURPS** Fourth Edition sourcebook for the **Traveller** universe. It includes a detailed timeline, along with rules for tailoring characters to the last days of the First Imperium, starship design, interstellar trade, exploration, and ship-to-ship combat.

This PDF is an electronic copy of the print edition of **GURPS Traveller: Interstellar Wars**. All known errata at the time of the creation of this PDF document have been corrected.

Also:
Interstellar Wars Combat Counters



GURPS Traveller:

The Best of JTAS, 1

For over 20 years, the Journal of the **Travellers' Aid Society** has been the voice of **GURPS Traveller** and its fans. In February of 2000, Steve Jackson Games revived JTAS as an online magazine. This book collects in one volume the very best articles published online in the year 2000, as picked by JTAS editor Loren Wiseman. There's material for **GURPS Traveller 2/e**, of course, but many articles can be used in any **GURPS Traveller** campaign - or any other science-fiction setting, for that matter.

GURPS Traveller:

The Journal of the Travellers' Aid Society

From 2000 to 2015, the online Journal of the **Travellers' Aid Society** has discussed and enlarged the universe of **Traveller**. Now, those articles have been harvested as fifteen years of articles and files on a single disk. This is not just a selection, but the essential total compiled in one resource.

There's material for **GURPS Traveller 2/e**, of course, but many articles can be used in any **GURPS Traveller** campaign - or any other science-fiction setting, for that matter.

Because the JTAS materials were originally online, this preservation of those articles is also digital, presented as a CDROM.

(In Preparation)





**Traveller Deck Plan 1:
Beowulf-Class
Free Trader**

13 two-sided map sheets with a 4-color cover insert, with one sheet of **Traveller**-specific Cardboard Heroes.

The Free Trader Beowulf is under attack! Help retake the ship with our first set of **Traveller** Deck Plans. Thirteen double-sided maps join to form the full Beowulf – with hexes on one side and squares on the other, every **Traveller** fan will be able to use them! And there's a sheet of Cardboard Heroes miniatures with crew and pirates – start adventuring immediately!

Hang in there, **Traveller** fans . . . help is on the way . . .



**Traveller Deck Plan 2:
Modular
Cutter**

8 two-sided map sheets in a 4-color wrap, with one sheet of **Traveller**-specific Cardboard Heroes miniatures.

The Modular Cutter is truly the workhorse of the Imperium . . . and the subject of a new **GURPS Traveller** book, eloquently titled Modular Cutter. This set includes 8 two-sided maps . . . the 50-ton modular cutter itself and seven different modules: Class I starport, expandable base, laboratory, medical, prison transport, safari, and survey.

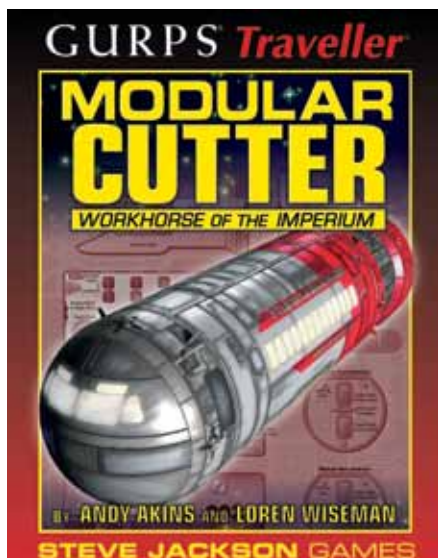


**Traveller Deck Plan 3:
Empress Marava
Far Trader**

16 two-sided map sheets, one sheet of Cardboard Heroes miniatures.

The Empress Marava-Class Far Trader is a tough, long-range cargo ship. It's a favorite of many adventurous traders . . . which probably includes the PCs in your campaign.

This big package shows every detail of a Marava on 16 two-sided maps . . . 1" hexes on one side and 1.5" squares on the other, to fit any campaign! Also included is a sheet of Cardboard Heroes miniatures to crew your Marava, and a large cargo-hauling air/raft.



**GURPS Traveller Classic:
Modular Cutter**
The Ship Of A Thousand Uses

With its legendary utility and flexibility, the 50-ton modular cutter has spread across the Imperium. Its interchangeable payloads can turn cargo hauler into battle craft or research vessel in the time it takes to unlock one module and load the next. Discover:

The inner workings of modular shipping . . . including the unpleasant consequences of haphazard module-handling.

A wide variety of alternate module-carrying ships, from the small Hiver version of the cutter to huge container starships.

In a universe of mystery, it's impossible to know what tools you'll need to face tomorrow's challenges. Prepare for all contingencies with **GURPS Traveller: Modular Cutter!**

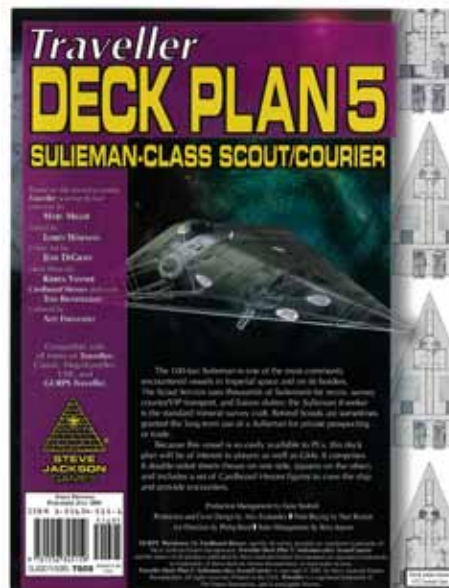


Traveller Deck Plan 4:

Assault Cutter

8 two-sided map sheets, one sheet of Cardboard Heroes miniatures.

The Assault Cutter is an armored, reinforced version of the Modular Cutter, popular in military applications. This package includes 8 two-sided maps . . . hexes on one side and squares on the other, to fit any campaign! Included are the cutter itself and seven modules: boarding, ECM, fighter, Marine command, Marine firebase, medevac, and sensor. Also included is a sheet of full-color Cardboard Heroes miniatures to crew the cutter, including a Rampart fighter for the fighter module.



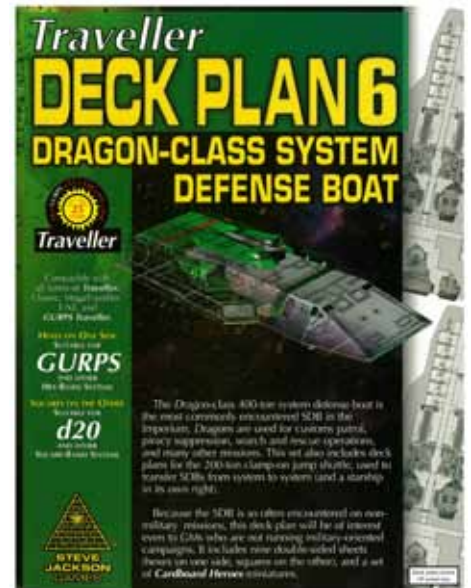
Traveller Deck Plan 5:

Sulieman-Class Scout/Courier

8 two-sided map sheets, one sheet of Cardboard Heroes miniatures.

The 100-ton *Sulieman** is one of the most commonly encountered vessels in Imperial space and on its borders. The Scout Service uses thousands of Suliemans for reconnaissance, survey, courier/VIP transport, and liaison duties.

Because this vessel is so easily available to PCs, this deck plan will be of interest to players as well as GMs. It comprises 8 double-sided sheets (hexes on one side, squares on the other), and includes a set of Cardboard Heroes miniatures to crew the ship and provide encounters.



Traveller Deck Plan 6:

Dragon-Class System Defense Boat

10 two-sided map sheets, one sheet of Cardboard Heroes miniatures.

The Dragon-class 400-ton system defense boat is the most commonly encountered SDB in the Imperium. Dragons are used for customs patrol, piracy suppression, search & rescue operations, and many other missions. This set also includes deck plans for the 200-ton clamp-on jump shuttle, used to transfer SDBs from system to system (and a starship in its own right).

GURPS Traveller Classic:

Heroes 1- Bounty Hunters

Wanted! Reward!

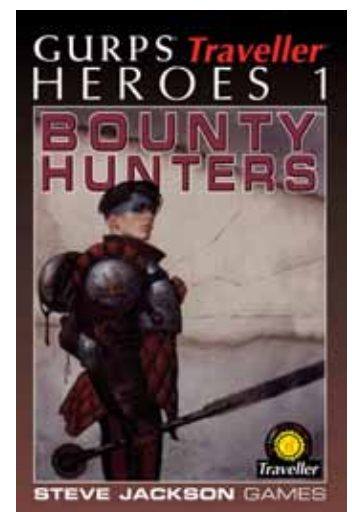
Millions of people in the Imperium are on the run: loan defaulters, bail skippers; thieves; robbers; and others. All of them are trying to lose themselves -- and it's your job to find them before they do.

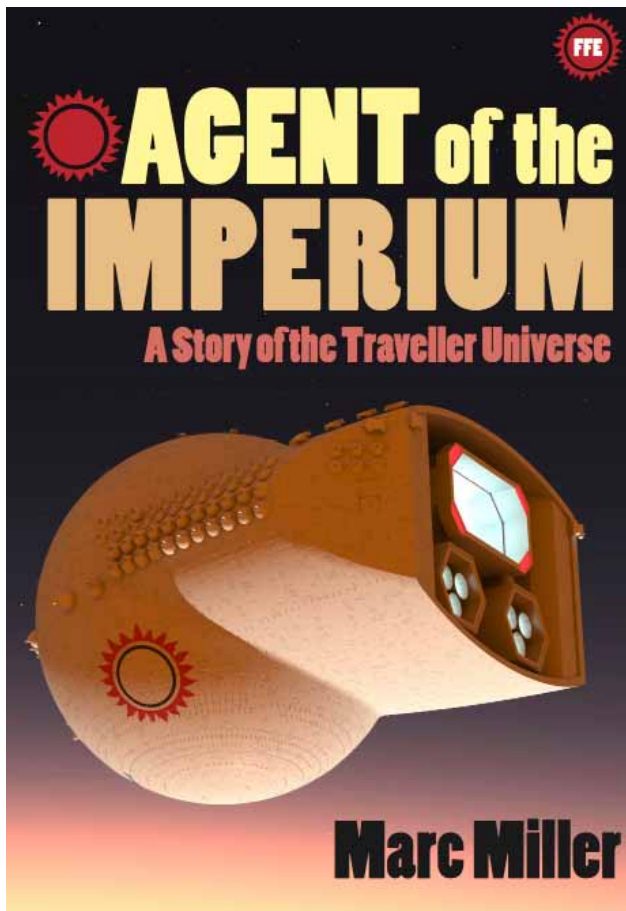
Heroes 1 -- Bounty Hunters expands on the character templates in the **GURPS Traveller** rules, with:

- A full discussion of bounty hunting in the Imperium -- including when the local authorities won't cooperate.
- New templates for corporate bounty hunters, repo men, skip tracers, and lots more!
- GM advice on running a bounty-hunting campaign.

Explore the career opportunities in bounty hunting!

**Sulieman* purports to be class-named for a Terran ruler circa Imperial Date - 3000. The spelling is at variance with historical data.





“Marc Miller’s **Agent of the Imperium** goes boldly into a distant future—offering readers a marvelous blend of star-spanning action, devious imperial intrigue, mystery and mysticism, and the deadly serious ethical and moral challenges inherent in safeguarding an empire of more than 10,000 individual worlds. From start to finish, **Agent of the Imperium** draws us ever deeper into a complex and compelling story filled with fascinating characters and startling plot twists.”

– Patrick Larkin
author of “The Tribune” and
co-author of “Red Phoenix” and other best-sellers.



Includes back-of-the-book foldout Map of the Imperium, List of Emperors, and the Imperial Calendar.

AGENT of the IMPERIUM

A Story of the Traveller Universe

The **GURPS LorenVerse** and the mainstream **Traveller** universe share a common history up to the assassination of Emperor Strephon in imperial year 1116.

Marc Miller’s debut novel **Agent of the Imperium** is set in the common history of both universes and provides insights into the vast interstellar empire that pervades Charted Space in the far future.

The vast Third Imperium dominates charted space and provides Humaniti and its many other sophont citizens both security and prosperity.

One source of imperial security is the *Quarantine*: the specialized agency (and agents) that protects against alien dangers that could devastate whole worlds and destroy entire biomes.

Jonathan Bland is such an agent: a Decider empowered by the Emperor himself to deal with the inevitable crises of empire. He has scrubbed worlds and killed more people than anyone in the history of Humaniti; he has saved a thousand times as many lives.

The chronicle of Jonathan Bland steps through the history of the interstellar empire spanning 400 years while touching everyday events, political intrigue, deadly dangers, Grand Admiral Arbellastra, Capital, the reference city of Encyclopediopolis, the Karand’s Palace, and a *Tigress*-class Dreadnought.

If you know the **Traveller** science-fiction role-playing game, then some of this is already familiar; if not, no matter: this story is set in the **Traveller** universe, but requires no game-playing knowledge or experience. But, this story introduces the vast human-dominated interstellar empire of the far future in ways only its original designer and chronicler can.



On Kindle at Amazon, on iBooks at iTunes, and
as eBook or PDF at DriveThruRPG.
Access link at www.farfuture.net

