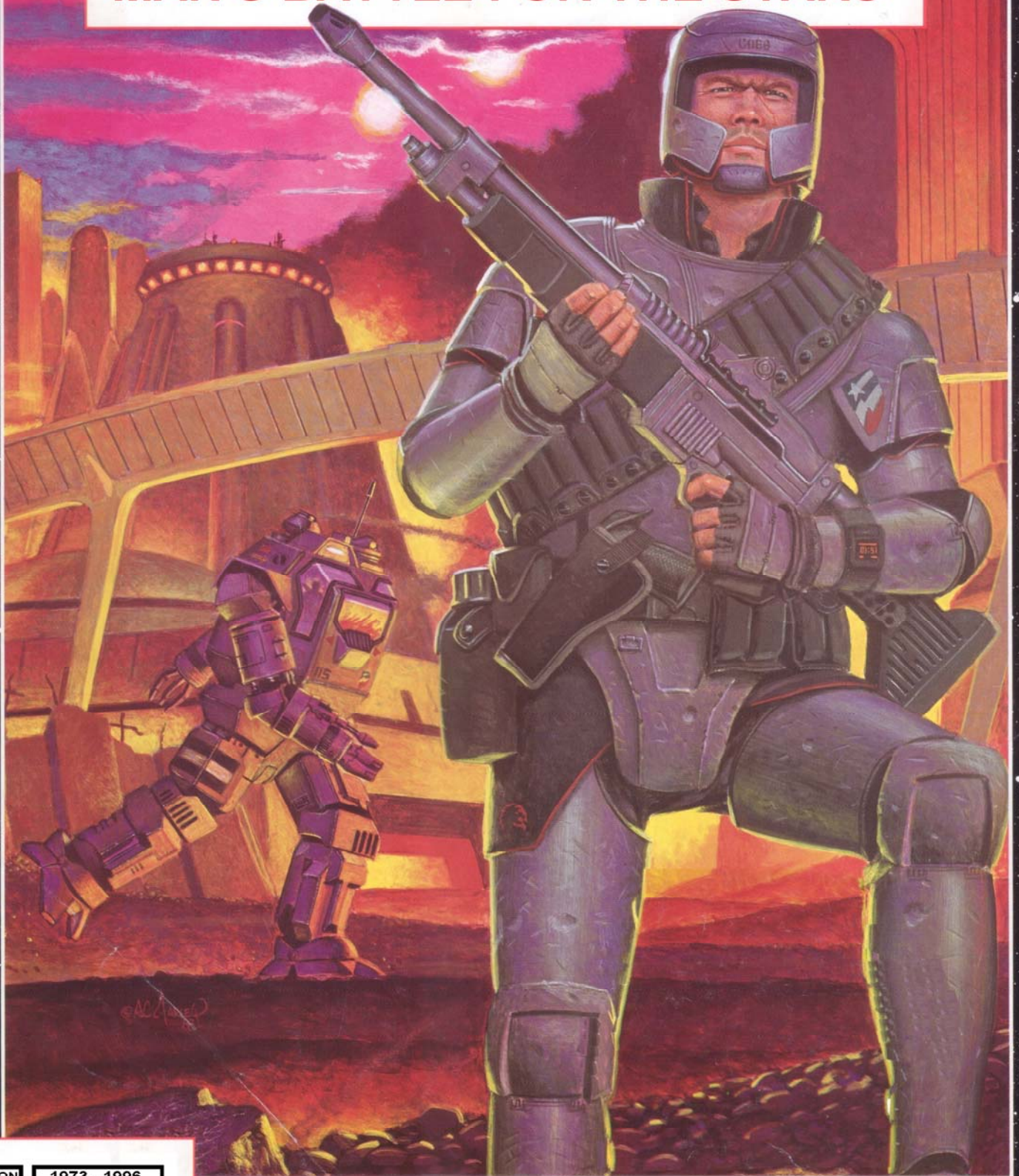


# 2300AD™

MAN'S BATTLE FOR THE STARS



SCIENCE-FICTION

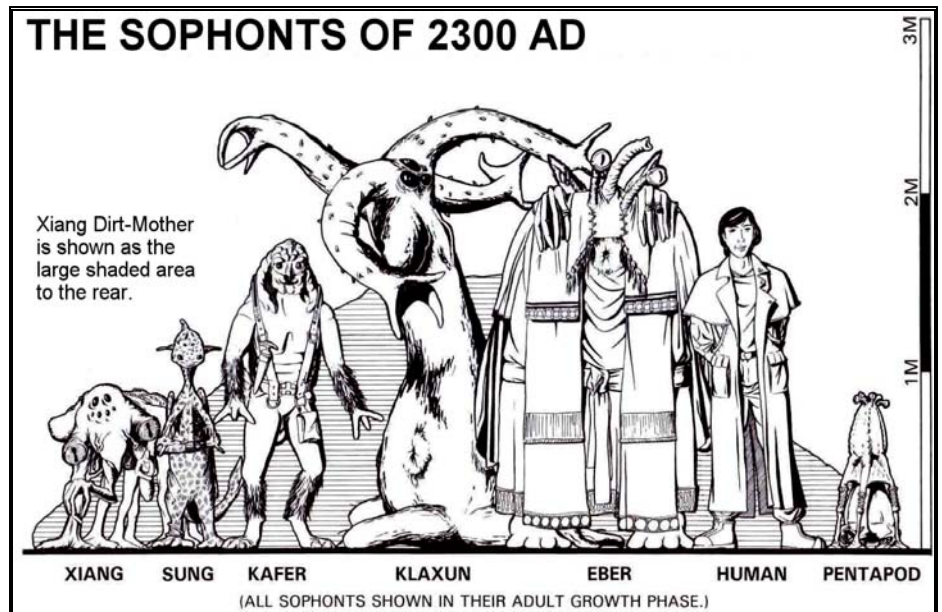
1973 - 1996

**FFE**  
GAMES

**GDW**  
GAMES

*GDW's Realistic SF RPG*

# The 2300 AD CD ROM



The **2300 AD CD-ROM** preserves the essential **2300 AD** game materials in one place for the referee and the player. It includes all of the **2300 AD** titles published by Game Designers' Workshop, plus: **Operation Overlord** (published under license by 3W), **The Game** (playtest material used in the creation of **2300 AD**), **Having Seen The Sky**, an unpublished manuscript for an adventure to the Pentapods, **Now Is The Time** (a tournament adventure), and the eighty-three **Challenge Magazine** articles in support of **2300 AD**.

## BASIC GAMES

**Traveller: 2300** version 1.0. The first edition of **2300 AD**.

**2300 AD version 2.0**. The revision of **2300 AD**.

**Star Cruiser**. A boxed game of starship combat, including maps, counters, and rules for starship construction

## SUPPORT

**Nyotekundu Sourcebook**. The first star along the French Arm.

**Colonial Atlas**. 29 human colony worlds described in detail.

**Ships of the French Arm**. The starships of one branch of human space described and illustrated.

**Ground Vehicle Guide**. An illustrated manual profiling more than 30 vehicles for 2300 AD:

**Equipment Guide**. Dozens of advanced electronic devices and mechanical conveniences from the 24th century.

**2300 Resource**. The 2300 AD Newsletter. Issues 0-1-2.

## THE KAFER WAR

**Kafer Dawn**. William H. Keith Jr. Several scenarios dealing with the Kafer invasion.

**Mission Arcturus**. Recapture the orbital base at Arcturus.

**Aurore Sourcebook**. The strange colony world of Aurore.

**Kafer Sourcebook**. Man's deadliest interstellar foe, detailed.

**Invasion**. The Kafers unleash an enormous and terrible host sweeping over dozens of human colonies and outpost worlds,

## ADVENTURES

**Beanstalk**. The first published adventure for 2300 AD.

**Energy Curve**. An unexplored world and a race: the Klaxun.

**Bayern**. An expedition to the Pleiades.

**Ranger**. Texas Rangers on the Eber homeworld.

**Operation Overlord**. A counter-offensive against the Kafers. This module was a licensed adventure published by 3W.

## EARTH

**Earth/Cybertech Sourcebook**. Details of Earth in 2300 AD.

**Deathwatch Program**. A plot to bring Earth to economic ruin.

**Rotten to the Core**. Details of Libreville, the city at the base of Earth's beanstalk.

## MAPPING

**Near Star Map (Large)**. The Near Star Map in six panels, each approximately 11 Mb. JPG files.

**Near Star Map Stellar Data**. Text file for use with spreadsheet.

## THE GAME

**Overlord**. A contemporaneous recapitulation recording what The Game attempted to accomplish.

**The Game**. A convention handout reproducing the surviving fragmentary rules for The Game

**The Game**. HTMLized by Steven Alexander

**The Game Spreadsheet**. Charts, Counters (no calculations)

**Playtesting The Game..** An album of photos taken during the 1985 playtest sessions of The Game.

## SPECIALS

**Now Is The Time**. An RPGA tournament.

**Having Seen The Sky**. The unpublished (and only partially edited manuscript) for an adventure to the Pentapods.

**The 2300 AD Font**. This pdf shows the font. Access the folder: "2300AD ttf font" for the actual font.

## CHALLENGE MAGAZINE (83 articles)

GDW's continuing support for **2300 AD** included at least one article in every issue of **Challenge Magazine** from Issue 27 through Issue 74. The last three issues 75-76-77 did not have **2300 AD** coverage. Issue 77 forecast Issue 78 and its **Esper Project** by Paul Lucas, but sadly that issue and that article were never published.

Each PDF here includes the magazine cover, table of contents, and the **2300 AD** articles.