

*A guide to  
the Classic Traveller  
role-playing game system.*

*Understanding*

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**TRAVELLER**<sup>®</sup>

*Science-Fiction Adventure  
in the Far Future*

Game Designers' Workshop

# Traveller

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**Traveller** is a game; that is, it is a system of rules which allows players to participate in a situation for recreation and enjoyment. It is a role-playing game, which means that the players vicariously act out, or discuss, their actions in response to some situation; they assume roles as adventurers or soldiers-of-fortune and then actively seek out some goal important to them, such as money, or fame, or power.

Consider the following example: You, as a person on 20th Century Earth, could easily describe how you would go about undertaking some journey, such as travelling to Paris. You know who you are, and how money works, and you have some idea of how air travel works. You have certain facts on tap which you can use in your description of your actions. You can choose what you would do, and how you would go about it. One description you might make could be:

"I would take the car to Chicago, and there buy a plane ticket, charging it to my bank card."

The referee, at this point, interrupts, "Do you have a passport?"

"Yes," you respond, "I needed one last year for my summer of foreign study. I remembered to bring it with me. I would board the plane, and enjoy my flight."

Now change the situation slightly, and assume that you are fleeing from someone, perhaps the police, perhaps some personal enemies. Your choice of actions might well be different.

"I would drive over to John's, and persuade him to lend me his car (so my license plates couldn't be checked). Then I would drive to Peoria and get a birth certificate for someone about my age from the courthouse; using that as proof of my identity, I would apply for a passport at the post office, and wait in town until it comes in. When it does arrive, I would get a plane ticket from Peoria to Paris, paying cash. Then I would take the flight to Paris."

Both the above descriptions are accurate in stating how a person could set about a specific activity, even if the situation and the need for action remain highly improbable. **Traveller** is a game of just that sort of situation, but with refinements. **Traveller** rules cover the basic facts of adventure in a logical, straightforward manner. Rules begin by describing how combat works, including your chances of winning or losing a fight. **Traveller** rules cover how starships work, and how much passage costs. Rules sections also cover how much purchasing a starship costs, how trade and speculation in commercial markets work, and how things like experience can help or hurt you. Finally, **Traveller** rules deal with what alien worlds are like, addressing such concepts as atmosphere (and what equipment you need in order to be able to breathe), gravity, the extent of oceans on a world, local government and population, and the type of technology present. There are animals, casual meetings with other people, ESP, and more.

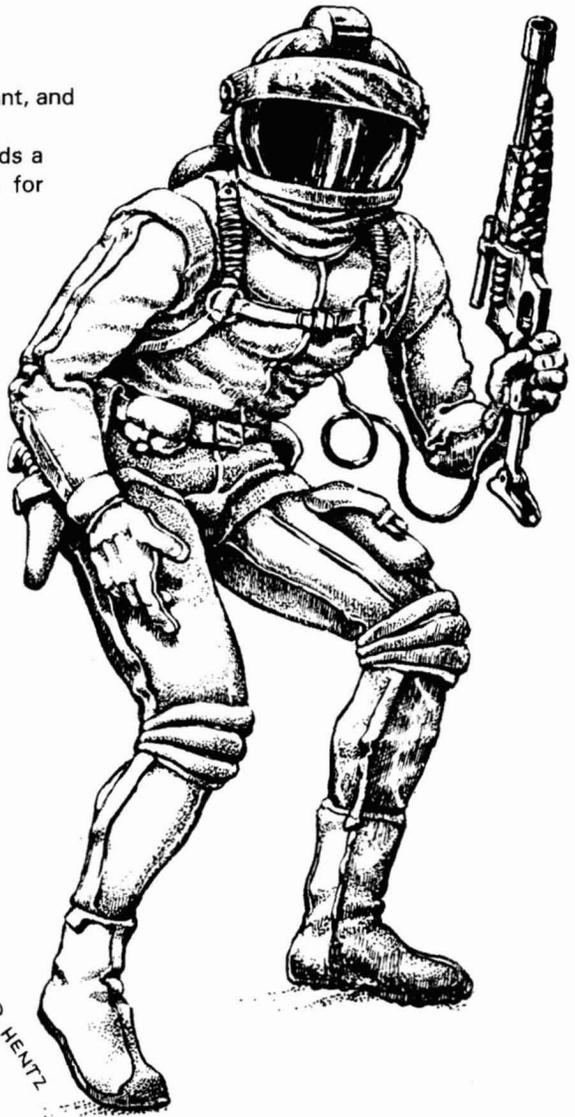
**Traveller** rules are descriptions of how the universe works. Players read the rules and play the game a few times to learn what is happening. They then start playing

in earnest, seeking out things they want, and working to get them.

**Traveller** often, if not always, needs a referee. The referee is responsible for everything that happens in a **Traveller** situation. He or she is the creator of the universe, and administers the laws of nature. A referee must be a very creative and imaginative person, at the same time following the game rules and bending them to give variety and intrigue to his situations. The referee usually begins by mapping out a group of stars (called a subsector) in order to describe about thirty worlds. Some are civilized, others are primitive. He makes notes about the types of worlds they are, and may create some puzzles or fortunes and place them somewhere; clues are placed in other locations. Often, a consistent background, only dimly understood by players is also created, and clues as to its character are placed around the subsector.

Because **Traveller** concentrates a great deal on space travel, a beginning scenario could be for the referee to create (under the rules given in **Traveller**), a derelict space ship and place it crashed on a world surface, or adrift in an asteroid belt. Clues might lead the players to its location, where they can try to salvage it. But, as the clues are found and acted upon, the player may have adventures not necessarily related to the starship they seek — they could get caught in the outbreak of war on one world, and in a deadly epidemic on another. They could try their hand at smuggling to make some money, and they could find that a prison break is necessary for them to continue their adventures. The enjoyment is not in achieving their goal, but in constantly finding goals to seek, and in striving to attain them. In fact, there are actually no rules for winning the game; the winning is in the playing and the staying alive.

And once any specific goal is reached, there is always more . . . the ship they seek may not be in working order, and more effort will be needed to procure fuel,



parts, money, even the skills that will repair it. The game continues as the players seek out these new needs. Finally, the players may decide to use the ship for their own purposes from mercy missions to piracy. Obviously, more adventures will follow.

**Traveller**, in the hands of a good referee, can duplicate any science fiction you have ever read or seen. Star Trek. Black Hole. Star Wars. Battle Star Galactica. Dune. Alien. Tron. Foundation. E.T. The Demon Princes. Or any situation that the players make up themselves.

One very important part of **Traveller** is the player's character. At the beginning of an adventure, each player creates a character, an alter ego, whom he will manipulate as if it were himself. Each character has six characteristics, six numbers which show his abilities — strength, dexterity, endurance, intelligence, education, and social class. These six act as benchmarks in comparing people. Someone with a strength of 15 (values range from 1 to 15 in each characteristic) is stronger than someone with a strength of 10. Dexterity influences a person's aim with guns, and strength affects one's ability with knives and swords. Endurance shows how long one can work before getting tired. Intelligence and education affect the character's chance of solving problems. Often, the player is not required to solve the problem; the referee can decide that the character is smart enough to figure it out, or too dumb to understand, based on intelligence and education, and regardless of what the player himself thinks.

Rules cover how guns, knives, swords, spears and fists work; and a player who understands the rules can win a fight, or know if he should instead run for his life.

A special feature of **Traveller** is the treatment of skills. Characters, as initially generated, know very little. A specific procedure provides prior experience for the character, before he begins playing the game. The prior career includes terms of service in one of the military or exploratory services, and provides age, experience, money, and skills. These skills indicate that the person is conversant with some field of endeavor, for example, navigation, piloting, or vacc suits.

For example, a character with computer programming skill can tell the referee that he or she is programming a computer in the game to perform some task or to recover some data, and it will, if there is a computer available to the character (not the player) in the game. The referee manages the activity, and the person playing need have no actual knowledge of how a computer works or is programmed.

**Traveller** has a world of possibilities for role-playing adventure. It's the leading science fiction system on the market today, and one of the top role-playing systems available.

# The Game System

It is important to remember that the **Traveller** role-playing rules deal with every aspect of future society — as a result, it is impossible for the basic set of rules to cover every situation or contingency.

The wide range of **Traveller** materials has been carefully designed to deal with all aspects of **Traveller** play, and to provide materials for all tastes at the lowest possible cost. To this end, specific types of materials have been produced, each with its own appeal and merits.

**Traveller** materials include all of the following different items:

**1. Rules Sets.** The basis for **Traveller** is the Rules Set. There are four Rules Sets: Starter, Basic, Deluxe, and the **Traveller Book**. Each covers the basic rules essential for playing **Traveller**, and any one is all that is needed to begin playing. Depending on your own needs in price, format, and content, you select the starter set you want. Each contains the basic rules for playing **Traveller**.

**2. Books.** Books are compendiums of additional rules, and range from 48 to 56 pages in length. Books 1, 2, and 3 are available only as 48-page books in Basic **Traveller** and Deluxe **Traveller**. Other books are available separately. Book 0 (An Introduction to **Traveller**) is contained in Deluxe **Traveller**, while excerpts from it are

included in Starter **Traveller** and The **Traveller Book**. Book 0 is also available separately. Book 4, *Mercenary*, is aimed at players interested in military operations, and (in keeping with the individual orientation in **Traveller**) concentrates on small military operations. Book 5, *High Guard*, provides rules dealing with space navies and large space ships.

**3. Supplements.** At the other end of the spectrum from Books are the Supplements, which tend to be compilations of data derived from **Traveller** rules. For example, Supplement 1, *1001 Characters*, is simply a list of pregenerated characters; Supplement 2, *Animal Encounters*, is a set of encounter tables.

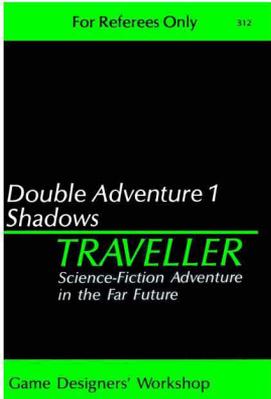
We realize that often the contents of a Supplement could be produced by a referee from materials and rules already available. Supplements are priced in the hopes that they will prove cost-effective. How much would you pay for a list of 1000 characters, pregenerated? If you need that list, you might think the price of a Supplement is a legitimate price to pay for a list that would take you several hours; but if you have the time, then you can simply pass up the Supplement.

**4. Adventures.** Playing **Traveller** situations is a primary focus for **Traveller** fans, and Adventures are intended to allow players to begin immediately. Each includes a brief introduction, a cohesive central theme, and a wide variety of materials



intended to direct the players and the referee through one or more **Traveller** situations. Adventures are usually 48 page booklets, with plans and drawings, background data, and other important information.

For example, Adventure 1, *The Kinunir*, is a 48 page booklet dealing with a single theme: Kinunir class battle cruisers. Within a subsector already mapped out, four distinct situations are presented, with rumors to muddy the adventurers' path, and detailed deck plans and other information to make the referee's job the easiest possible. Of course, the deck plans are also usable in other situations in later adventures as well.



**5. Double Adventures.** While adventures are intended as large, multi-session events, there is always a need for shorter situations — a need we fill with Double Adventures. Years ago, many small science fiction novels were printed two to a book, in what were called Ace double novels. That's the format we have adopted for Double Adventures. Each is about 20 pages in length, with a complete situation, pregenerated characters, background, maps or deck plans, additional data, and everything else needed for an evening of **Traveller** fun. Once one adventure is played, the other side can be used for another **Traveller** adventure later in the week.

For example, Double Adventure 1, *Shadows* backed up with *Annic Nova*, provides two distinct and unrelated situations. *Shadows* is an alien structure that must be investigated; *Annic Nova* is a derelict starship. But in addition to the adventure within, each Double Adventure is a format for other adventures. A referee reading through the Double Adventure can find out what is needed to administer a short situation. This format aspect of the Double Adventure makes the booklet useful long after the situations have been played.

**6. Boxed Modules.** Sometimes an adventure needs some additional material, such as a map, or a large chart, or some other item that just cannot fit in a book. The Boxed Module fills that need as a **Traveller** adventure with something extra. It might be a subsector map to pass around among the players, or a world map that lets the adventurers chart their own course. Boxed Modules are companions to Starter **Traveller**, but may be used with any **Traveller** Rules Set.

**7. Boardgames.** Many aspects of **Traveller** call for boardgame resolution. Role-playing is often quite dependent on boardgames for flavor and detail, and **Traveller** tries to provide the greatest possible variety for players. But boardgames also fill another need for **Traveller** players. Sometimes it is difficult for more than two players to get together, or for the group to have a referee ready to run a game. In such cases, boardgames let the group get together and play **Traveller**, even if it is not strictly a role-playing adventure.

Contents depend on the requirements of the game. Generally, the game includes a set of die-cut counters, a map, and a rules set. *Mayday* is one example of a **Traveller** game. It deals with starship-to-starship combat using a variant of the starship combat rules in the Rules Sets. The several hex grid maps, die-cut starship counters, and detailed rules make the game fun to play for an evening, and ideal for resolution of starship combat in **Traveller**. *Mayday* won the coveted Charles Roberts Award

for Best Science Fiction Game of 1979. The Charlie is adventure gaming's equivalent of the Oscar.

**8. Miniatures Rules.** Just as many aspects of *Traveller* are best handled with boardgames, many are also best handled with miniatures rules. *Traveller* miniatures rules allow players to participate in group games while still furthering their *Traveller* campaigns. Often a good miniatures battle can be the high point in a continuing *Traveller* game. Miniatures rules also allow battles and situations from the far future even without attendant role-playing situations.

*Striker* is the *Traveller* miniatures rules set for 15mm scale troops and adventurers. An extension of Book 4, *Mercenary*, the rules cover the wide range of troop and combat situations in the far future. But there's more! *Striker* provides detailed, though complex, rules for designing combat vehicles of the future.

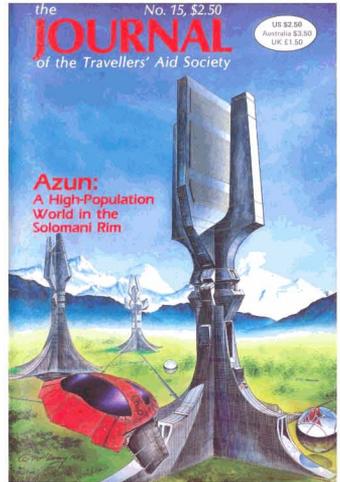
**9. The Journal.** Many, many aspects of *Traveller* simply cannot be put into a book, or a game, or an adventure, or a supplement. To cover this material and to make it available to *Traveller* players, the *Journal of the Travellers' Aid Society* is published quarterly. Filled with both feature articles and continuing departments, the *Journal* presents the latest in ideas on how to run *Traveller* games, and how to stimulate various aspects of the future when playing *Traveller*. Departments include Ship's Locker, with descriptions of equipment which can be purchased and used; Amber Zone, with scenarios for players; and Ref's Notes, which cover how to play specific aspects of the future. Other features include reviews of games just published, and editorials on current trends. Finally, the *Journal* contains all the latest information on new *Traveller* material as soon as it is published.

Back issues of the *Journal* are available for as long as supplies hold out — *Journal* No. 1 sold out within a month of publication. On subsequent issues, our print run has been increased, and back issues generally remain available for three to six months after publication. Your best bet, however, is a subscription. Subscriptions are available from the GDW Customer Service Department.

Every year, the past four issues of the *Journal* are carefully reviewed, and the best articles compiled into *The Best of the Journal*. This anthology of articles means that the best and most useful scenarios, situations, and rules will remain available even after the *Journal* issues themselves go out of print.

## THINK IT OVER

Can you see how all the materials for *Traveller* have been carefully fitted together, taking into account player and referee needs and areas of interest? Books provide rules, supplements provide easily-produced data for fast reference, and adventures provide situations. Games and miniatures rules provide parameters for playing out scenarios, and also provide *Traveller* situations to play without a referee. The *Journal* provides continuing up-to-date materials for use with *Traveller*. It all fits together to make the best science fiction role-playing system in the galaxy.



# Playing Traveller

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**Traveller** is a world of fascinating game activity, whether played between a referee and a group of players, without a referee, or even alone. What can be done depends on the mood of the moment, but the list below should provide some direction.

1. **Generate Characters.** Generate **Traveller** characters, complete with individual characteristics, and personal skills. The challenge to create an excellent character, and then muster-out before failing a survival or an aging throw can make this an interesting activity, even played solitaire. Keep records of the characters generated to use them later in adventures, as non-player characters, or random encounters.

2. **Practice Combat.** Acquaint yourself with the **Traveller** Combat System. Then pit one generated character against another in a sample battle. Solitaire, or with friends, this procedure can give valuable insight into how combat will work in action, and should show which weapons are useful in what ways.

3. **Build Some Starships.** The **Traveller** Rules describe a system for the construction of interstellar starships, with costs, tonnage restraints, and other considerations. Determine what type of starship you want to build, and then set about designing it. Attention must be paid to fitting all the necessary components into the chosen hull size. The Starship Economics section should then be consulted to determine what sort of profit the ship can show in commerce. Maybe a redesign is in order . . .

4. **Practice Space Combat.** **Traveller** covers a space combat system for starships. Assign a few starships to each of several players, and fight out a space battle, perhaps to the death. The experience will show what to expect in space combat during **Traveller** adventures.

5. **Generate A Typical Subsector.** Worlds are grouped into subsectors; **Traveller** deals with the generation of the worlds on which adventures will be conducted. Following the simple system given, generate a subsector of perhaps 30 stellar systems, and record the results for later adventures. Before putting away this list, use it to strain your imagination: examine the various characteristics for each world, and try to imagine the circumstances which make it the way it is described.

6. **Produce A Single World.** Select one world from those in the subsector generated, and produce it in greater detail, fleshing it out with animal encounter tables, maps, and other important details.

7. **Try Trade and Commerce.** Assume you have a Free Trader starship; start out in your subsector buying trade goods and travelling to new ports to sell them. Keep track of profits and losses, and continue until you go broke or make a fortune.

8. **Generate Other Characters.** You may want to try your hand at generation of other character types. Supplement 4, *Citizens of the Imperium*, contains character generation instructions for twelve additional character career types. Generate some of them, and be sure to record your results for use as non-player characters later.

Book 4, *Mercenary*, contains a very detailed character generation system for Army and Marine characters. While very complex, it also results in many skills for the individuals. Produce some characters using that system, and record them for later use. Also produce the resumes called for, and save them for recruiting situations later.

Book 5, *High Guard*, presents a detailed character generation system similar to that of *Mercenary*, but directed at people who serve in the Navy. Generate several characters using this system, and record your results for later use.

9. **Create A Mercenary Unit.** Using characters you have generated using the Mercenary generation system, put together a small military unit. Follow the guidelines given in Book 4, *Mercenary*. Equip it with weapons and material from the Ironmongery section.

10. **Build Large Starships.** Using the large starship system in Book 5, *High Guard*, design and build a truly large starship, paying attention to whatever mission you devise for it.

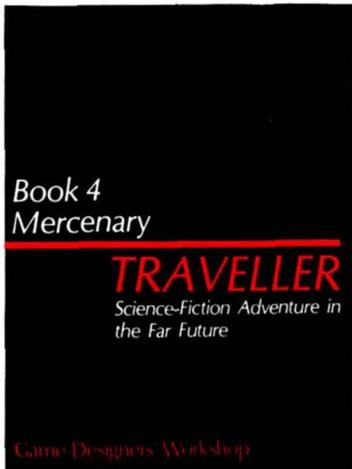
11. **Check Out Psionics.** After generating a character using one of the various systems, read the section on psionics. Assume your character is tested for psionic ability, and then have him or her trained. Play around with the various abilities described.

12. **Fight More Starship Battles.** Starships designed and constructed using *High Guard* are larger and more complex than starships from **Traveller** Rules Sets, and they use a different combat system. Using the starship combat system from Book 5, *High Guard*, and several starships constructed with the *High Guard* system, fight out a few space battles. The experience can prove useful later when such battles happen in adventures.

13. **Think Up Some Situations.** Using whatever inspiration you can find (including novels, movies, and interesting events), think up a situation and express it in terms of what **Traveller** characters will encounter and what they must do to deal with it. Useful models for expressing situations include Adventure 1 (which goes into great detail), Double Adventure 1 (which shows somewhat less detail), and Amber Zone situations. (Amber Zone situations are sketchy, and leave a great deal to the referee).

#### **DON'T THINK THIS STEP COMES LAST**

14. **Play Traveller.** Get together a group of people, and have them generate characters. Then present them with a situation, or simply have them set out into your pregenerated subsector.



# Traveller Rules Sets

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For gamers just beginning to play **Traveller**, we have four sets of rules that explain the game. Each set is aimed at a somewhat different audience, although every set contains all the rules necessary to begin playing published adventures or devising your own adventure scenarios.

**Basic Traveller** is the original rules set, first published in 1977. It contains three books — *Characters and Combat*, *Starships*, *Worlds and Adventures* — which address the entire spectrum of rules required for **Traveller**. The Basic Set presumes some player knowledge of role-playing, and does not include any ready-to-play adventures or information on the background of the **Traveller** universe.

**Starter Traveller** is the newest rules set. This edition presents a streamlined, slightly simplified version of **Traveller** and is aimed at a younger, less experienced audience. The most complex (and least necessary) rules for **Traveller** have been deleted, leaving a game that is easier to learn but still entirely compatible with all the other **Traveller** sets, adventures, supplements, rules, and boardgames. The Starter Edition also includes ready-to-play adventuring material and some background information.

**Deluxe Traveller** is a large, more expensive package that includes the full range of **Traveller** rules, a special *Introduction to Traveller* booklet for new players, an Introductory Adventure, and a special map of the Spinward Marches region of the **Traveller** universe. Although there is no background information on **Traveller**, this set is suitable as an introductory package (even though the rules are unabridged), or as a gift set.

**The Traveller Book** is the "best buy" of **Traveller** sets. It contains the complete, unabridged rules to **Traveller**, special introductory information for new players, two adventures, suggestions for other adventure situations, and a wealth of background information on the **Traveller** universe. The **Traveller Book** is suitable for new gamers (although the rules are unabridged), but is especially aimed at experienced role-players who are getting into **Traveller** and demand all the information on the **Traveller** universe.

# The Traveller Universe

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When **Traveller** was first published, a reviewer said he wouldn't play any role-playing game that didn't provide a background for adventuring. The editor inserted his own comment after the review saying that he wouldn't play any role-playing game that did; he wanted to create his own background.

**Traveller** responds to both needs. The basic rules, the foundation concepts for **Traveller**, are universal — they describe how the laws of nature and of society work. Any referee can take those basic rules and create any background he or she desires. **Traveller** can realistically support any science fiction concept in existence. But for many players and referees, there just isn't enough time to do everything in the creation of a science fiction universe, and that's where the **Traveller** universe comes in.

**Traveller** adventures, games, and supplements deal with a specific **Traveller** universe centered in the Imperium. This Third Imperium is populated by humans and other intelligent races, and spans hundreds of parsecs in this spiral arm of the galaxy. Bordering the Imperium are other interstellar empires dominated by alien races with motivations and configurations of their own.

Most **Traveller** adventures are set within a small portion of the Imperium; either the Spinward Marches on the frontier of the Imperium, or in the Solomani Rim (the same sector that contains Earth, some 3,600 years in the future). Typically, **Traveller** adventures from GDW can be converted with little difficulty to use with some other campaign; a referee who has created his own universe can make the alterations with little difficulty.

## THE IMPERIUM

The Imperium (more properly, the Third Imperium) is a far-flung interstellar community encompassing over 11,000 worlds within a region some 2,500 light-years across. It has now ruled its territory for eleven centuries and looks to continue for many more. The Imperium is straining at its limits and depends on two basic concepts to hold it together — a strong feudal system headed by an emperor, and an express boat network that speeds messages between star systems at an average speed of about 10 light-years per week. A message from the border areas to the centrally-located Capital can take upwards of a year.

## TRAVELLER COVERAGE

**Traveller** materials which expand on the basic concepts of the Imperium include games, supplements, and adventures. For example, Game 3, *Azhanti High Lightning*, shows details of a class of frontier cruisers in service to the Imperium. Game 4, *Fifth Frontier War*, chronicles the progress of a border war between the Imperium and a belligerent neighbor. Supplement 3, *The Spinward Marches*, and Supplement 10, *The Solomani Rim*, map sectors within the Imperium which are the location of many of the published **Traveller** adventures. Supplement 8, *Library Data (A-M)*, and Supplement 11, *Library Data (N-Z)*, provide background material on the Imperium and on the alien races that surround it. And most adventures provide some clues, in the course of their action, to the nature of the universe.

# Approved For Use With Traveller

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One of the most important aspects of **Traveller** is the wide array of accessories available for the system. A wide range of publishers and manufacturers are given permission to produce materials *Approved for use with Traveller*. Products with such approval are intended for **Traveller**; there is no hassle converting universal statistics meet the **Traveller** game system; instead, they are usable off the shelf with **Traveller**.

Products marked *Approved for use with Traveller* range in type from adventures to play-aids. Adventures are similar to those produced by GDW, but may have more or less detail depending on the designer's aim and the publisher's policy. Plans for ships provide deck plans and some background. Blank forms provide sheets to record information about characters, ships, and exploits. Play-aids are universal items which reproduce or reiterate some aspect of the **Traveller** rules for the convenience of the players and referee.

## PRODUCERS OF APPROVED PRODUCTS

The following publishers and manufacturers produce products for **Traveller**.

**A. FASA, Box 6930, Chicago, Illinois 60680.** FASA produces adventures and starship deck plans. Typical FASA products for **Traveller** include an adventure entitled *Ordeal By Eshaar*, and deck plans for the *King Richard* class interstellar liner.

**B. Judges Guild, RR 2, Box 9, Decatur, Illinois 62526.** Judges Guild produces play-aids, adventures, sector maps, blank forms, and other materials. Typical products include their *Traveller Referee Screen*, and *Dra'k'ne Station* adventure.

**C. Games Workshop, 27-29 Sunbeam Rd., London, United Kingdom.** Games Workshop produces play-aids and adventures. Their *IJSS Ship Files* starship plans is a typical product.

**D. Marischal Adventures, PO Box 237, Elk Grove Village, Illinois, 60007.** Marischal Adventures produces adventures and play-aids, set in the Reaver's Deep sector. Typical titles for their adventures include *Fleetwatch and Salvage Mission*.

**E. Avar Products, Box 17209, Denver, Colorado 80217.** Avar Products produces play-aids. Typical products include their referee board and their player board.

## MINIATURES

Several manufacturers currently produce miniatures for use with **Traveller**.

**A. Martian Metals, Box 778, Cedar Park, Texas 78613.** Martian Metals produces 15mm scale individual figures for **Traveller**, including humans, aliens, adventurers, troops, and beasts. Not available in the United Kingdom.

**B. Citadel Miniatures, Ltd, 10 Victoria Street, Newarl, Notts, United Kingdom.** Citadel 15mm miniatures cover a wide range of individual figures for **Traveller**. Not available in the United States.

**C. Steve Jackson Games, Box 18957, Austin, Texas 78760.** Steve Jackson produces Cardboard Heroes, stand-up miniatures for use with **Traveller**.

**D. RAFM Company, Inc, 19 Concession St., Cambridge, Ontario, Canada N1R 2G6.** RAFM produces 15mm miniatures under license and markets them in Canada.

# The Complete Traveller Line

**Traveller** is available in better hobby shops throughout the world, and is getting more popular every day.

**Players, Referees, and Gamers:** The best place to buy **Traveller** is at your local hobby shop. There you get an opportunity to look over products and to make an informed decision. Besides, your local hobby shop is a place where you can meet other **Traveller** players.

**Hobby Shops and Retail Stores:** As a retailer, your source of **Traveller** is your favorite hobby distributor. Ask him for **Traveller** next time you place an order.

**Distributors:** Your source of **Traveller** is Game Designers' Workshop. Write or call for more information.

**GAME DESIGNERS' WORKSHOP**  
**Box 1646, Bloomington, Illinois 61701**

## TRAVELLER PRODUCT LISTINGS

The following are the current and projected **Traveller** items available from GDW.

*Basic Traveller.* Basic Traveller is the foundation of the Traveller system. Players and referees alike need it. Boxed three booklet set with Books 1, 2, and 3. \$12.00

*Deluxe Traveller.* For the novice or the beginner, Deluxe Traveller provides the three books of the Basic Set, plus Book 0, Introduction to Traveller, Introductory Adventure, and Spinward Marches Map.....\$20.00

*Starter Traveller* is a streamlined, somewhat simplified edition of Traveller aimed at younger and less experienced players. It still contains all the rules necessary for play, and is compatible with all Traveller materials.....\$10.00

*The Traveller Book* is a hardcover 8 1/2 by 11 inch format book presenting the Traveller rules, plus additional background and adventures in 160 pages of illustrations.....\$15.00

Book 0, *Introduction to Traveller.* Beginners guide to role-playing Traveller. This book is also contained in Deluxe Traveller, and parts are presented in The Traveller Book and Starter Traveller.....\$6.00

Book 1, *Characters and Combat.* Available only as part of the Basic or Deluxe Traveller Rules.

Book 2, *Starships.* Available only as part of the Traveller Rules Sets.

Book 3, *Worlds and Adventures.* Available only as part of the Basic or Deluxe Traveller Rules Sets.

Book 4, *Mercenary.* Rules for soldier-of-fortune type military action and for the generation of military characters.....\$6.00

Book 5, *High Guard.* Rules for design and construction of huge starships and for the generation of naval characters.....\$6.00

Supplement 1, *1001 Characters.* Pregenerated characters for encounters.\$5.00

Supplement 2, *Animal Encounters.* Over 100 animal and event tables, keyed to world size and atmosphere type.....\$5.00

Supplement 3, <i>The Spinward Marches</i> . Details of the locale for most Traveller adventures. Sixteen subsectors with maps.....	\$5.00
Supplement 4, <i>Citizens of the Imperium</i> . Twelve character types, and lists of pre-generated characters.....	\$5.00
Supplement 5, <i>Lightning Class Cruisers</i> . Background, deck plans, and details for Azhanti High Lightning class cruisers. Available only in Azhanti High Lightning.	
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