Andy Chernak and Ray Rubin established Grenadier Miniatures in 1975 to focus on historical wargame miniatures, but soon found a strong market for their fantasy miniatures for Dungeons & Dragons.

Grenadier crafted four innovative boxed sets of 25mm figures for the Traveller science-fiction role-playing system.

Grenadier Traveller licensed figures were (generally) marked on the base with a Model Number beginning with T and ranging from T-1 through about T-47.
1001 Imperial Marines

T01 Officer
T02 Firing
T03 Assaulting Version 1
T04 Medic
T05 Plasma Gunner
T06 Kneeling w/ RAM Gren
T07 Firing RAM Grenade
T08 Assaulting Version 2
T09 NCO Light Laser
T10 PARC-3 Gunner Prone
T11 Casualty Prone
T12 PARC-3 Rocket Lnchr
1002 Adventurers

T13  Noble Government Official
T14  Adventurer with ACR
T15  Merchant Crewwoman
T16  Adventurer
T17  Merchant Crewman
T18  Merchant Officer
T19  Rogue with Auto Shotgun
T20  Technician
T21  Mercenary with Vacc Suit
T22  Belter with Vacc Suit
T23  Adventuress
T24  Mercenary

unmarked Hatch

Crew Members
1003 Alien Animals

- T25  Tree Kraken or Land Squid
- T26  Sea Bear
- T27  Crested Jabberwock
- T28  Bloodvark
- T29  Handler for Bloodvark
- T30  Daghshark and Daghshark Stand
- T31  Grass Dog
- T32  Gratheudom
- T33  Kian
- T34  Bush Runner
- T35  Kian Rider
1004 Alien Mercenaries

T35 Aslan
T36 Vargr with Rifle
-T37 Droyne with Gun
T38 Aslan with Pistol
-T39 Aslan with Rifle
T40 Hiver
T41 Ael Yael
unmarked wing for Ael Yael
-T42 Vargr with Pistol
T43 Droyne with Pistol
unmarked wing for Droyne
T44 Centaur with Laser
-T45 Virushii
T46 Centaur with Rifle

T44 K’kree with Laser
Virushi and Aslan
Grenadier worked hard to make their miniatures useful to gamers as well as modelers, and part of that effort included printed rules and background materials. Each of the boxed Traveller miniatures sets included scenarios, and a separate adventure module encouraged use of their miniatures in the Traveller role-playing setting.

Disappearance on Aramat

The x-boat message from a group of archaeologists on Aramat is long overdue. The planet is seemingly peaceful and uninhabited. What could have happened? A worried father has now hired you to find out what happened to his daughter. Can you solve the mystery of the disappearance on Aramat? 48 pages 8-1/2 x 11.