

Guide To Classic

TRAVELLER

*Science-Fiction Adventure
in the Far Future*



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

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

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

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

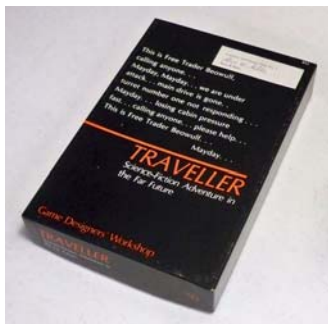
The first edition of **Traveller** (published 1977 through 1986) has come to be called **Classic Traveller** and included some 80 rules books, adventures, and supplements.

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

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

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

The Universe of Traveller...



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

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

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

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

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

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

SPECIFIC features contained in the Traveller set include:

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

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

Game Designers' Workshop



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

Plus 2 six-sided dice.

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

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

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

CORE RULES

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

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

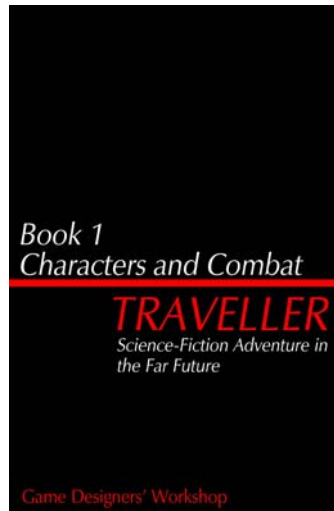
Basic Traveller
Starter Traveller
Deluxe Traveller
TTB and TTA

Basic Traveller

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

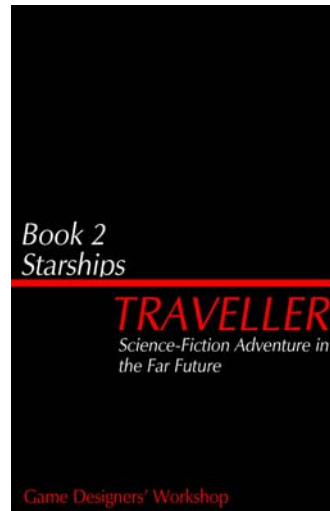
A revised version of the rules appeared in 1981.

B1 Characters and Combat



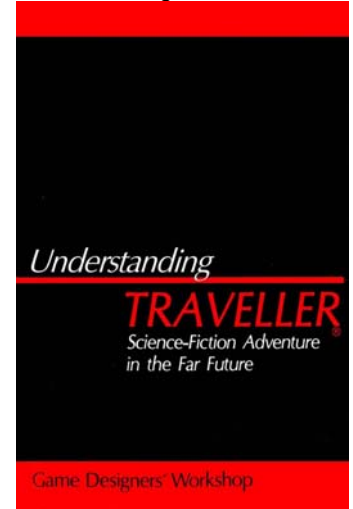
The core character rules... character generation using Traveller's unique prior career system, plus personal combat.

B2 Starships



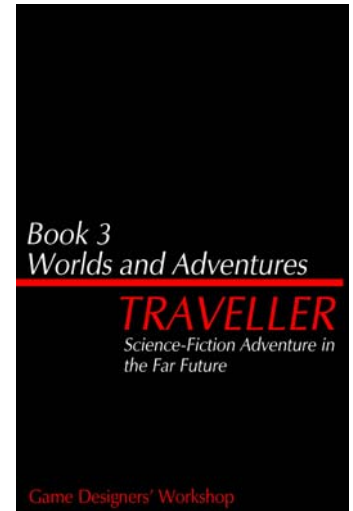
The core rules for starship design and operation, interstellar travel, and space combat.

Understanding Traveller

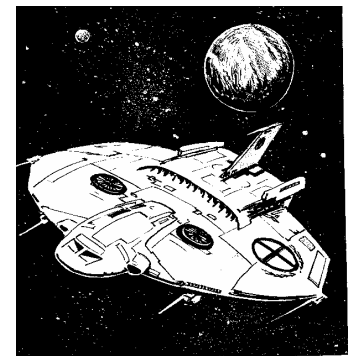
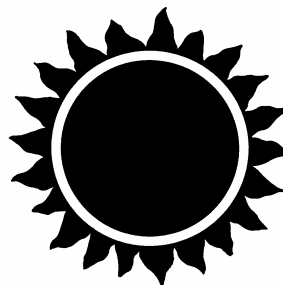
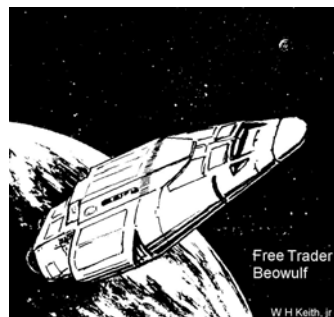


This 8-page promotional piece provided the details of the basic game system and background.

B3 Worlds and Adventures



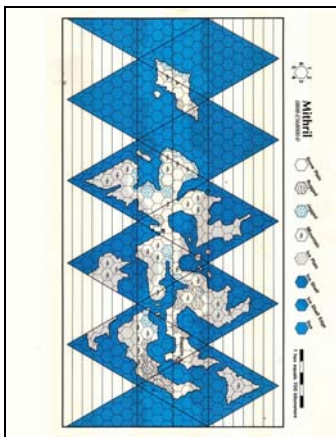
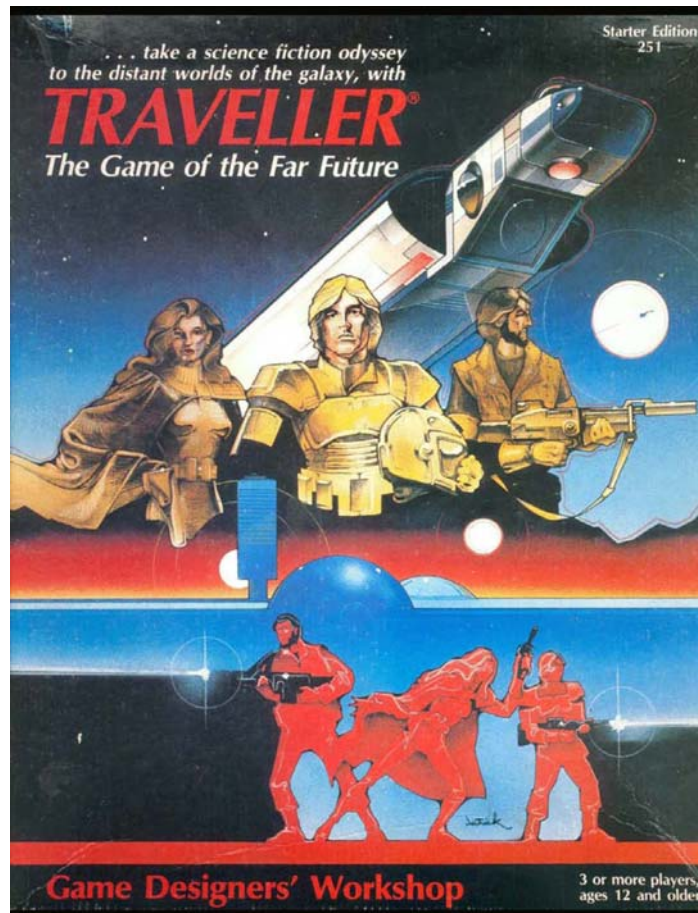
The core rules for creating worlds using Traveller's unique Universal World Profile, plus animal encounters, and adventure creation.



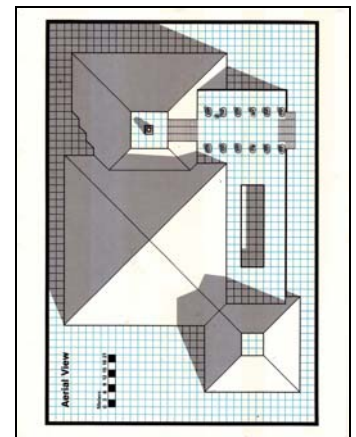
Starter Traveller

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

ST



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



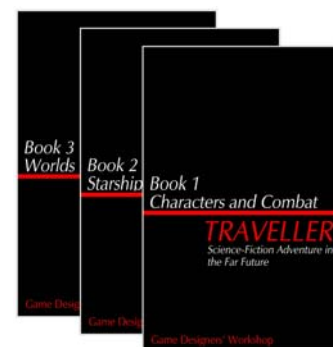
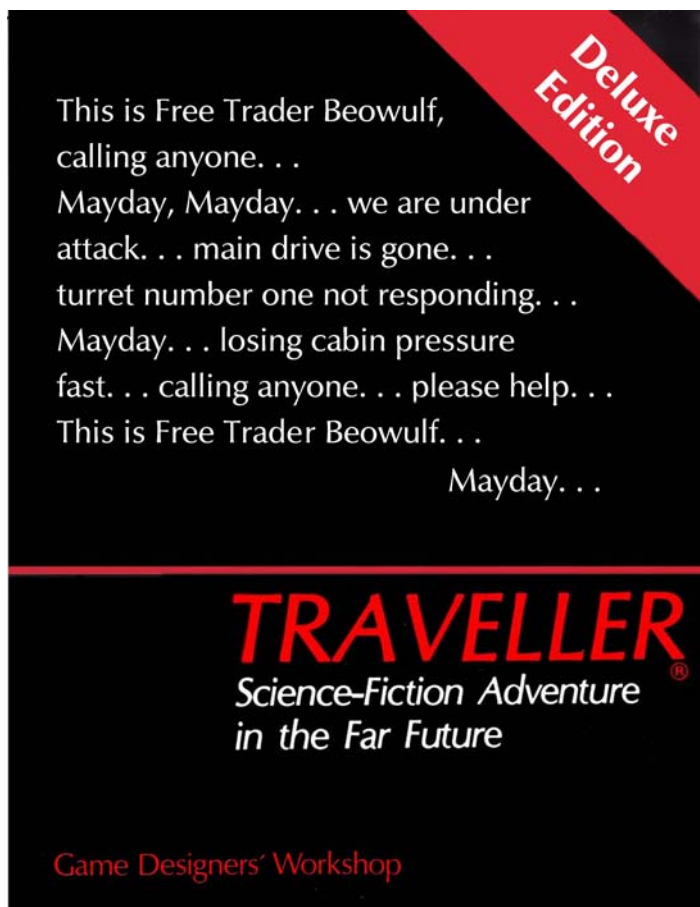
The other handout for the adventures in **Starter**.

DT

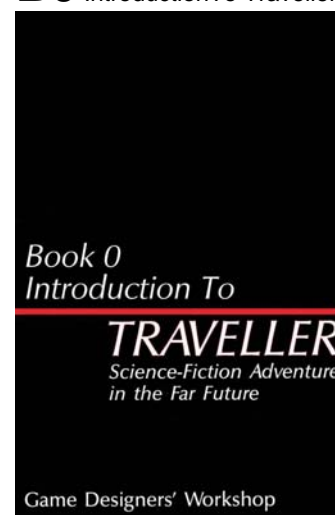
Deluxe Traveller

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

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

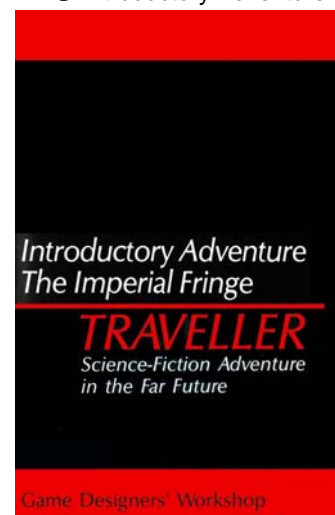


Books 1-2-3

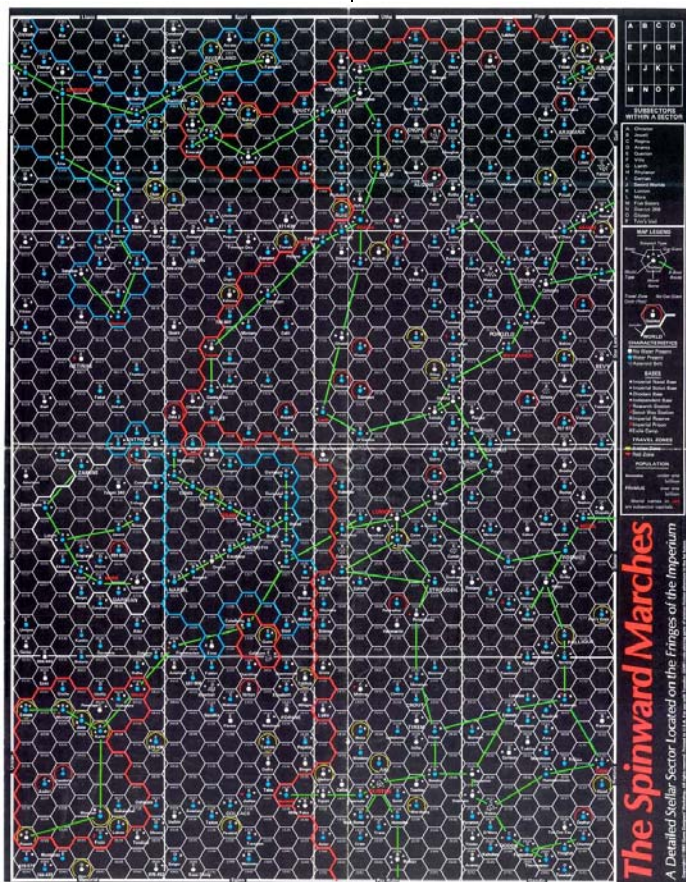
B0 Introduction To Traveller

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

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

A0 Introductory Adventure

The Spinward Marches Map



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

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

TTB

The Traveller Book

The Traveller Adventure

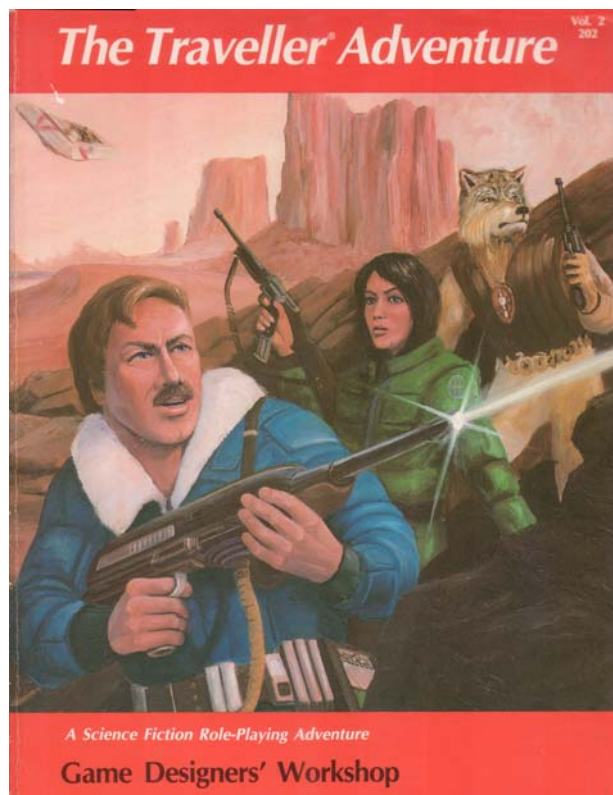
The **Traveller Book** consolidated the core rules (Books 1-2-3) into a single 8.5 x 11 book and added additional material on how-to-play the game.

It also added the short adventures **Shadows** (from Double Adventure 1) and **Exit Visa**.

159 pages hardcover with dust jacket, or softcover.



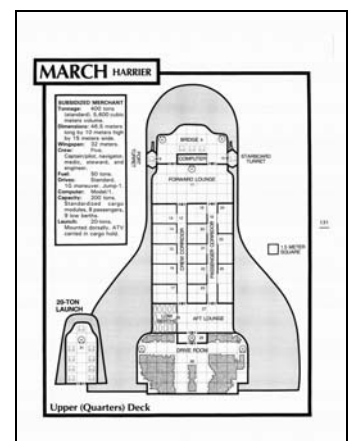
TTA



The **Traveller Adventure** provided a massive adventure with multiple episodes set throughout the Spinward marches.

Notably, the adventure included Vargr character generation, details of Arami subsector, and a variety of library data.

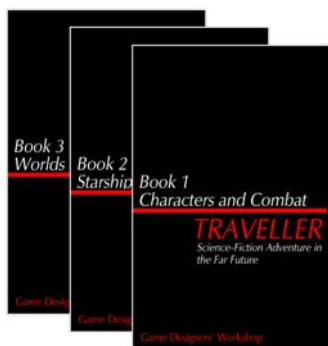
153 pages. softcover.



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

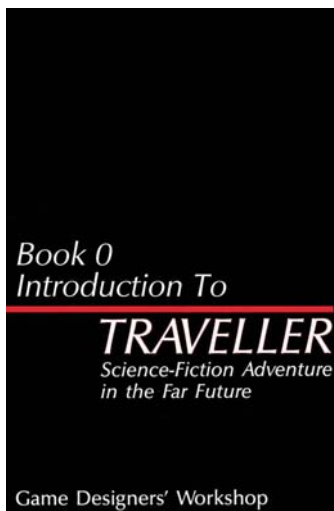
BOOKS

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



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

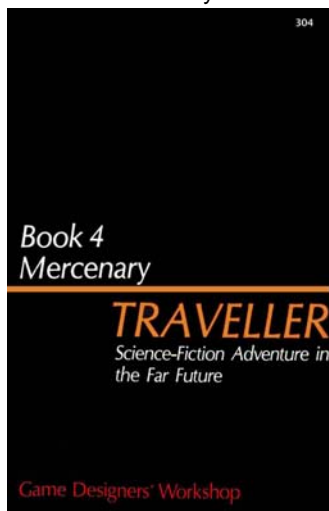
B00 Intro To Traveller



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

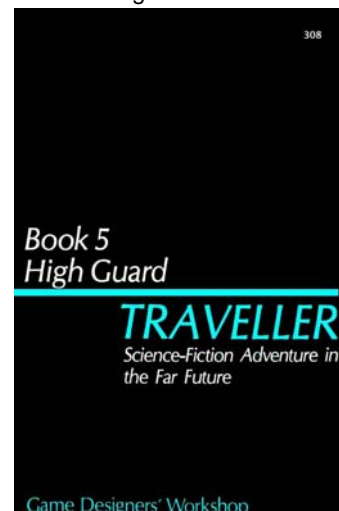
This book was included in **Deluxe Traveller**, as well as being sold separately.

B04 Mercenary



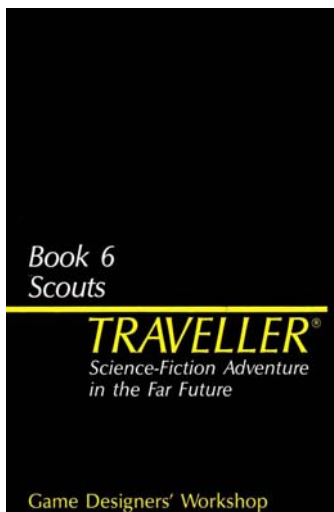
Mercenary set the stage for **Traveller's** continuing emphasis on the military. It was a natural expansion of two character types: Army and Marines, and led ultimately to the **Traveller** miniatures rules set: **Striker**.

B05 High Guard



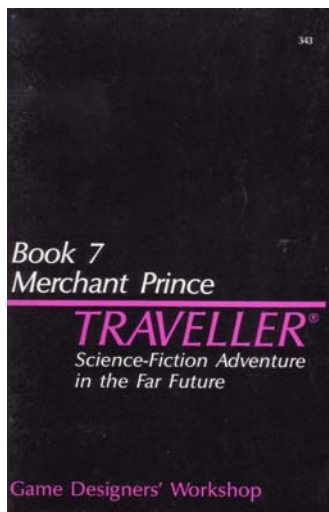
High Guard applies the **Mercenary** expanded character generation concepts to the interstellar navy, plus an expanded ship design and ship combat system.

B06 Scouts



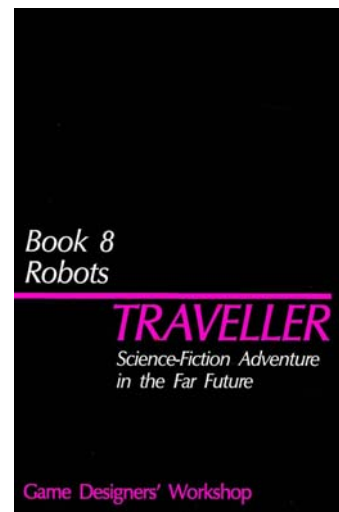
Scouts addressed in detail the Imperial Interstellar Scout Service: its organization, duties, and operations, plus an expanded star system generation sequence.

B07 Merchant Prince



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

B08 Robots



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

SUPPLEMENTS

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

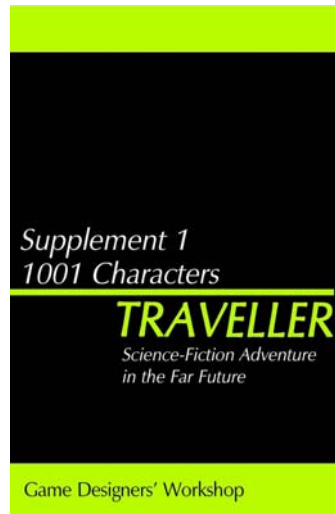
S04 Citizens



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

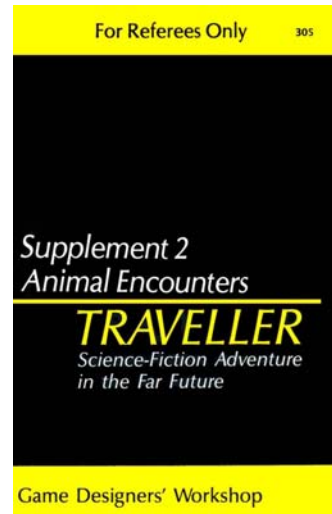
Pirates	Belters
Scientists	Surface Navy
Diplomats	Doctors
Flyers	Hunters
Barbarians	Rogues
Bureaucrats	Nobles

S01 1001 Characters



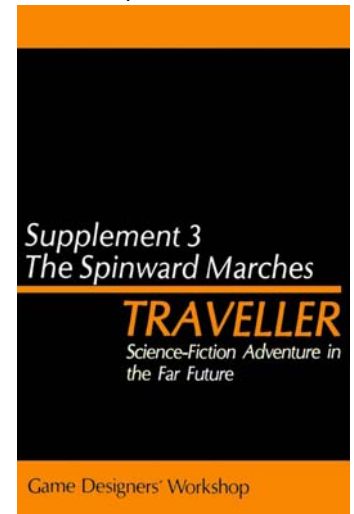
Pre-generated characters from the basic six character types in the core rules.

S02 Animal Encounters



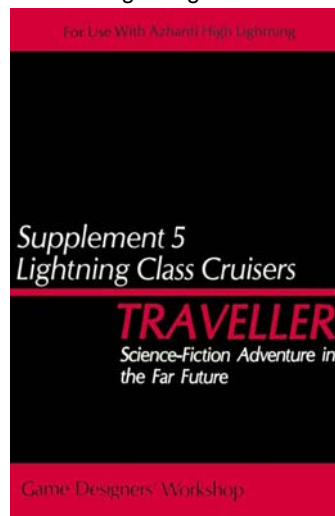
Pre-generated animal encounter tables for the major terrain situations, including special encounters.

S03 Spinward Marches

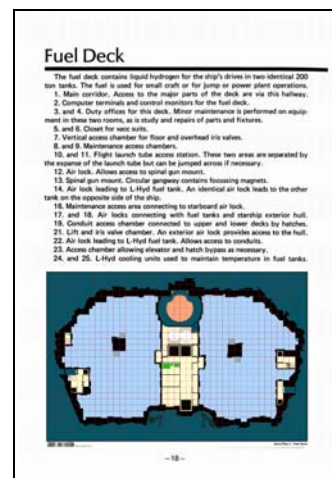


Maps and world lists for the Spinward Marches sector.

S05 Lightning Cruisers



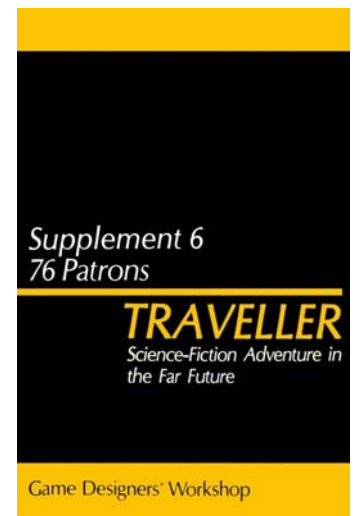
Lightning Class Cruisers, while numbered in the Supplement series, was only available in the boxed boardgame **Azhanti High Lightning**.



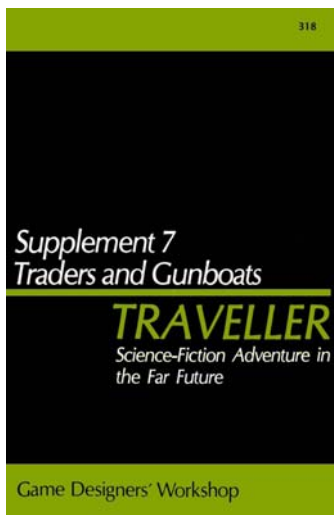
Lightning Class Cruisers detailed the history and interior of the AHL class frontier cruisers.

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

S06 76 Patrons

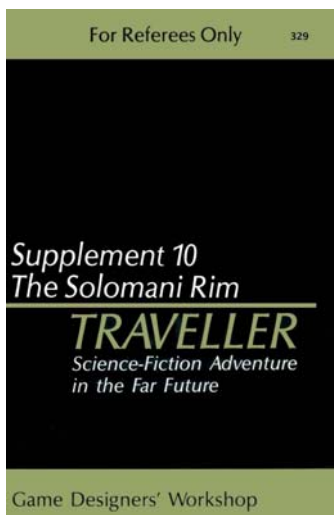


Adventure situations using **Traveller's "Patron" system**: a person with a mission for the adventurers, and a variety of possible outcomes.

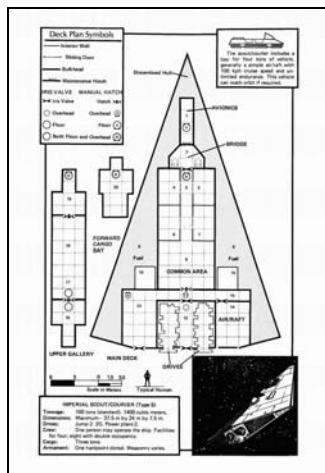
S07 Traders & Gunboats

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

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

S10 The Solomani Rim

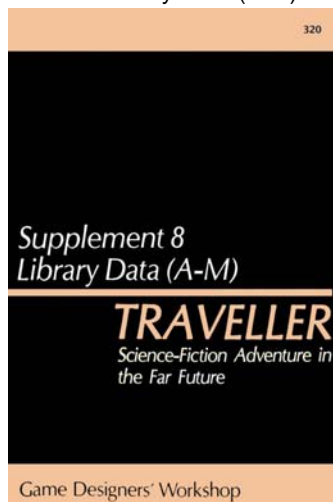
Maps and world lists for the Solomani Rim Sector (including Terra!).



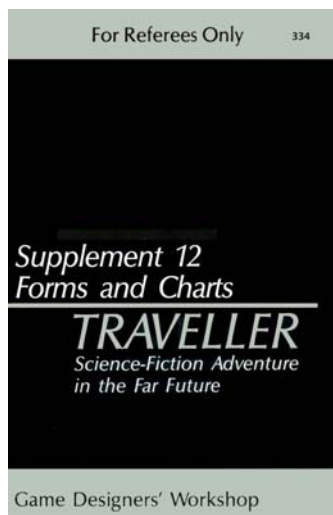
The Scout/Courier deck plan details the interior layout and the performance specifications for the ship.

S11 Library Data (N-Z)

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

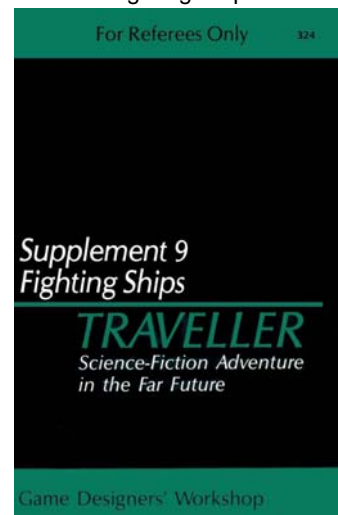
S08 Library Data (A-M)

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

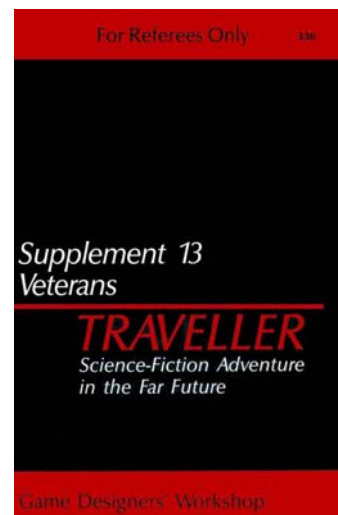
S12 Forms & Charts

Useful forms for recording information during adventures, including

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

S09 Fighting Ships

A variety of ship designs of the Imperial Navy.

S13 Veterans

234 mercenary characters, presented in two parts:

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

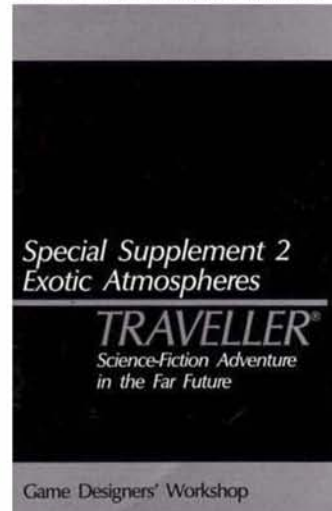
SPECIAL SUPPLEMENTS

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

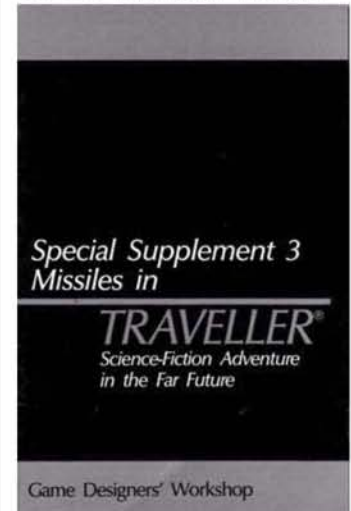
SS1 Merchant Prince

Merchant Prince was a precursor to Book 7, and originally appeared as an enclosure in **Journal of the Travellers' Aid Society**.

It included only character generation (in the same general format as **Mercenary**).

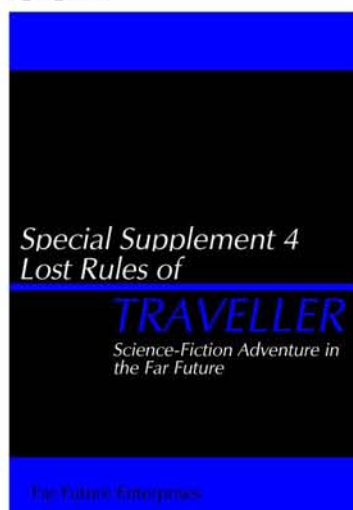
SS2 Exotic Atmospheres

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

SS3 Missiles in Traveller

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

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

SS4

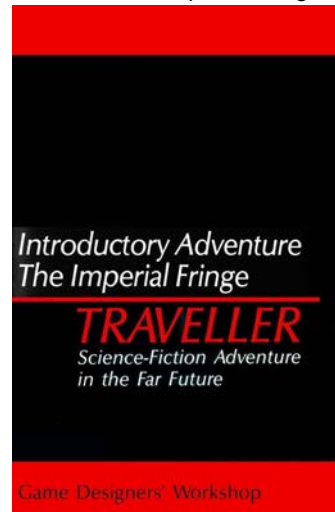
Special Supplement 4- The Lost Rules is a detailed examination of the changes in rules (through various editions) in Classic **Traveller**.

Compiled by Don McKinney.

ADVENTURES

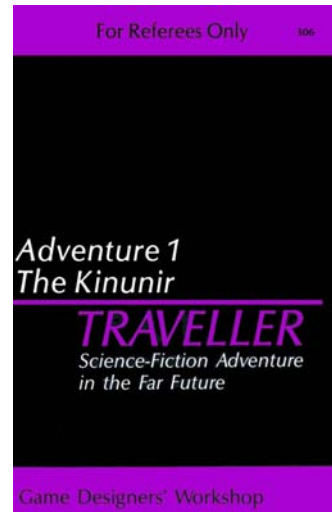
Adventures provided interesting and challenging situations through which more information about the future would unfold, and through which players found the potential for great rewards.

A00 The Imperial Fringe



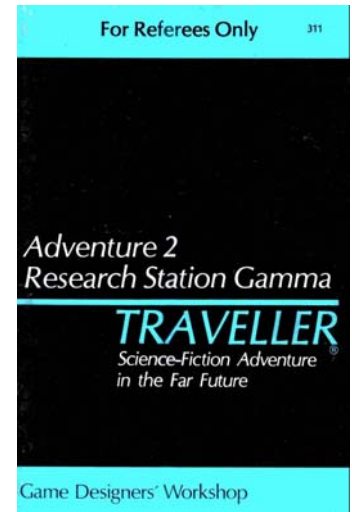
The beginning adventure included in **Deluxe Traveller**. This adventure was not sold independently.

A01 The Kinunir



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

A02 RSG



An expedition to an imperial research station.

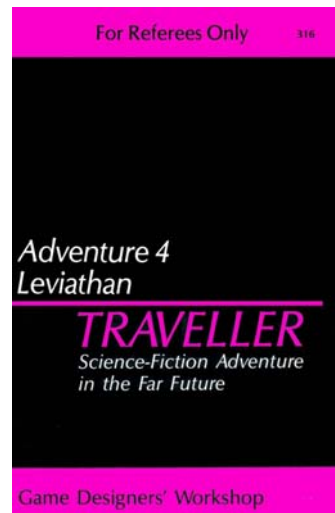
This adventure introduced the Chirpers.

A03 Twilight's Peak

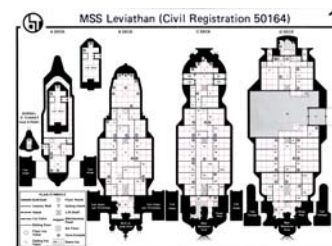


An oversized 64-page adventure in search of a strange alien outpost.

A04 Leviathan

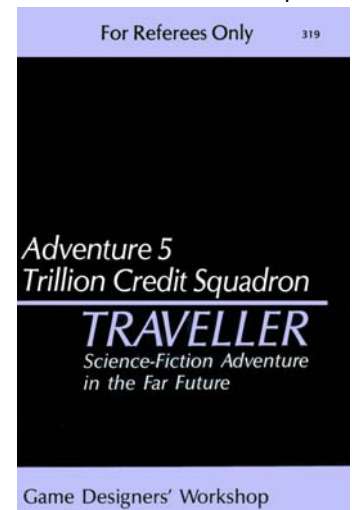


Explorations in the Pax Rulin subsector (beyond the Spinward Marches) aboard the MSS Leviathan.

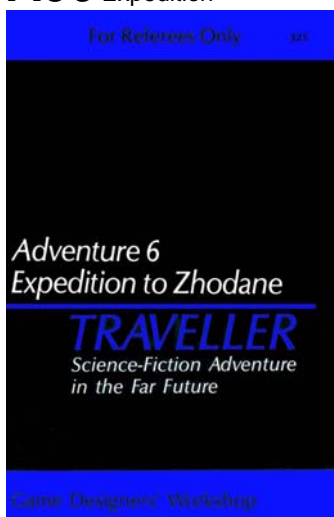


Leviathan's deck plans for its massive 1800 ton Merchant Cruiser.

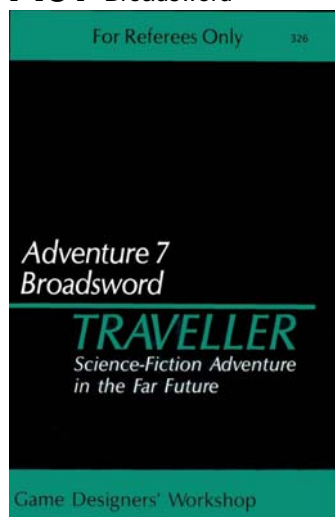
A05 Trillion Credit Squadron



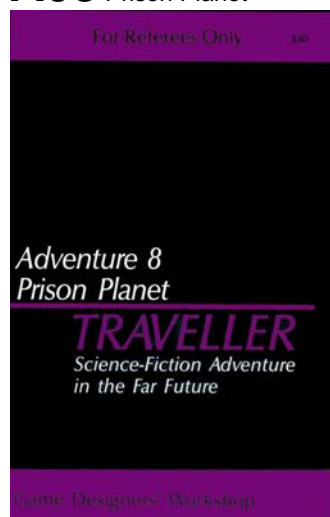
With a budget of a trillion credits, build a fleet of ships (using **High Guard** rules).

A06 Expedition

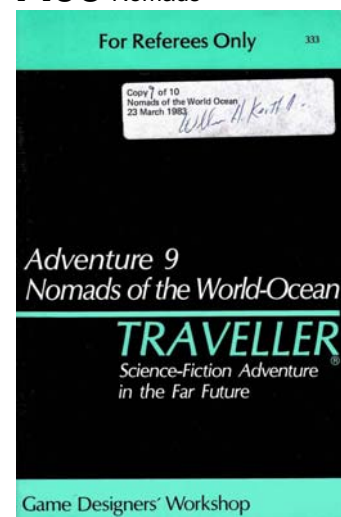
A desperate expedition into the heart of the enemy Zhodani Consulate, aboard a small asteroid ship!

A07 Broadsword

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

A08 Prison Planet

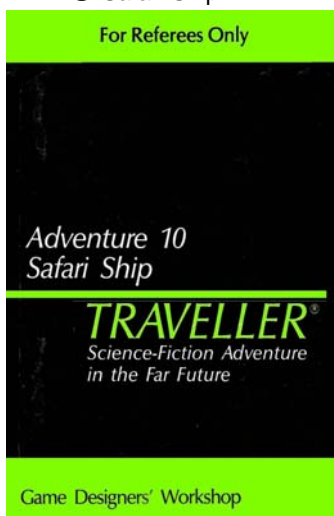
Sentenced to slow death on one of the empire's prison worlds.

A09 Nomads

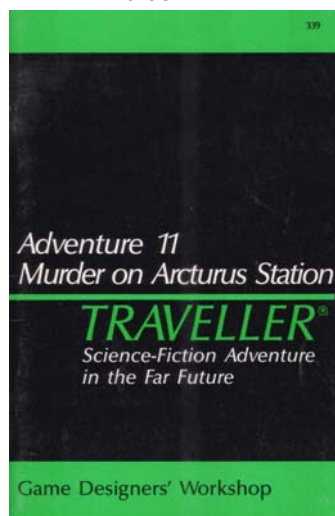
On a water world, corporate misdeeds force the characters to act.

What's That Sticker?

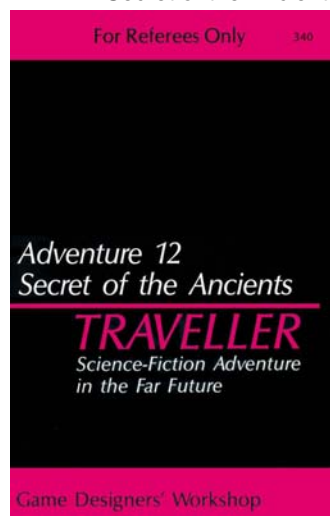
GDW marked the first ten copies of a new release with a sticker noting the event date and the designer's autograph.

A10 Safari Ship

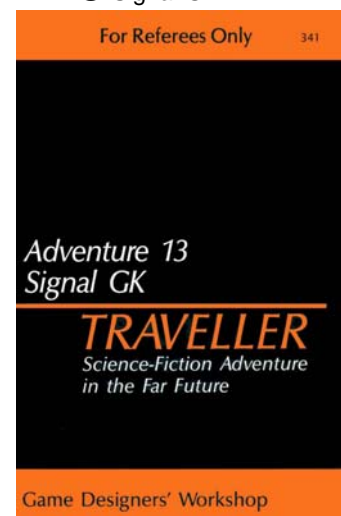
Deck plans for a Safari Ship, and a hunting expedition that encounters a previously unknown alien race.

A11 Murder

A murder mystery on a remote deep space station.

A12 Secret of the Ancients

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

A13 Signal GK

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

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

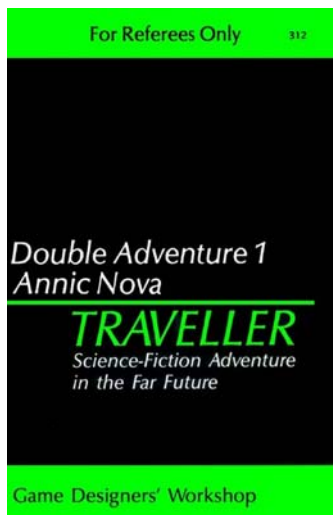


Double Adventures

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

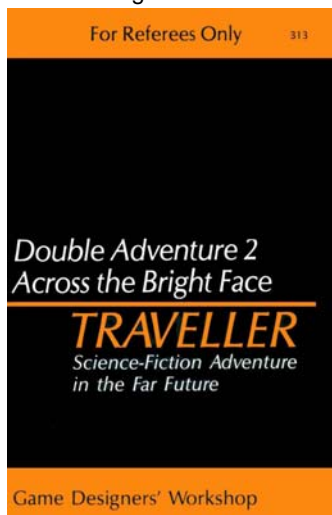


D01 Annic Nova/ Shadows



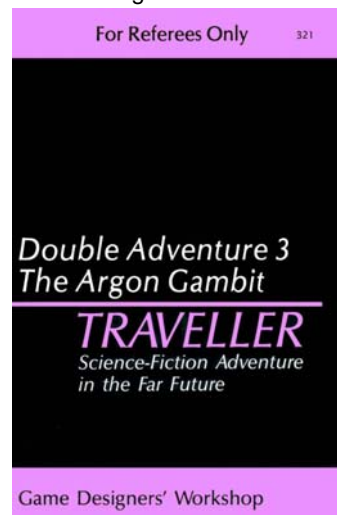
Shadows deals with a mysterious pyramid structure complex on the surface of a world. **Annic Nova** is a ghost starship in the Keng stellar system.

D02 Bright Face/ Mithril



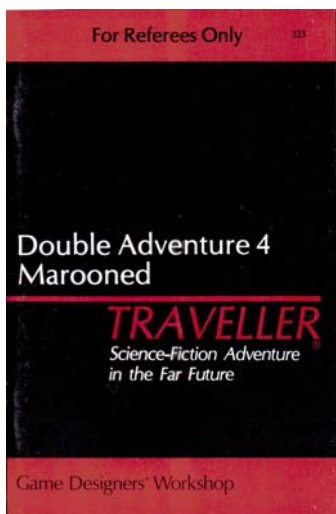
Mission on Mithril deals with the crew of a scout ship, and their activities to get it repaired. **Across the Bright Face** is a frantic escape on a tidally locked world.

D03 Argon / Death Station



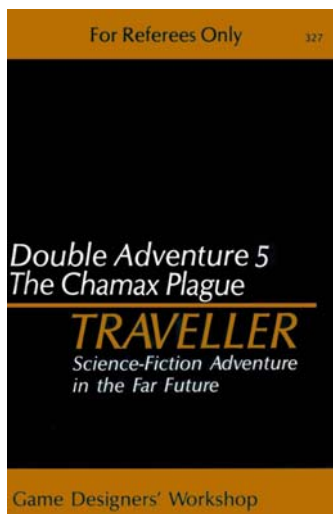
Death Station is an investigative expedition to an orbiting laboratory ship. **Argon Gambit** deals with the crew of a bankrupt free trader and their efforts to acquire capital..

D04 Marooned/ Alone



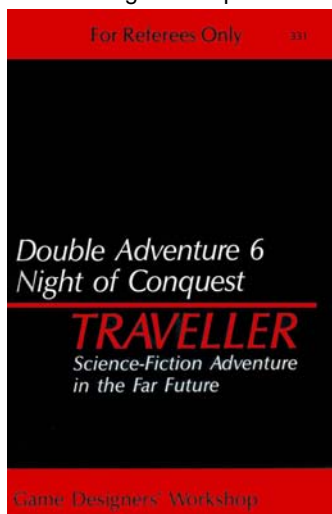
Marooned & Marooned Alone deal with a party of adventurers or solitary adventurer and their efforts to cross the trackless outback of a primitive world. 48 pages;

D05 Chamax / Horde



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

D06 Night/ Conquest



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

D07 Perruques / Arden

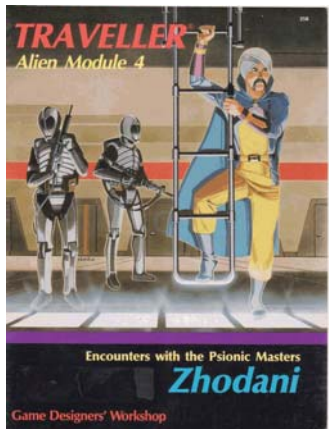


Perruques is an encounter with a plague on a strange world; **Arden** is a bureaucratic problem on the eve of war.

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

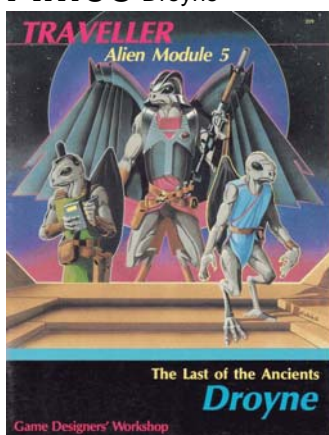
ALIEN MODULES

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

AM04 Zhodani

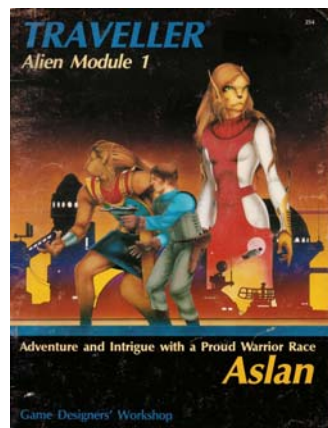
Encounters with the psionic masters.

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

AM05 Droyne

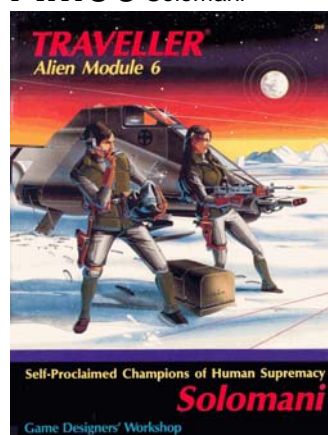
The last of the Ancients

Information about the reptilian droyne and their caste structure.

AM01 Aslan

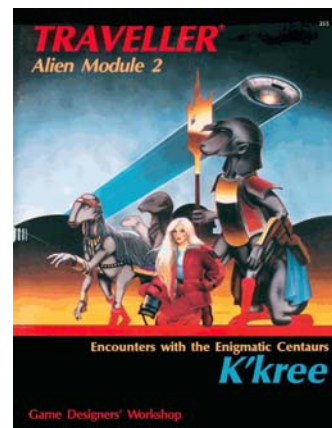
Adventure and Intrigue with a proud warrior race.

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

AM06 Solomani

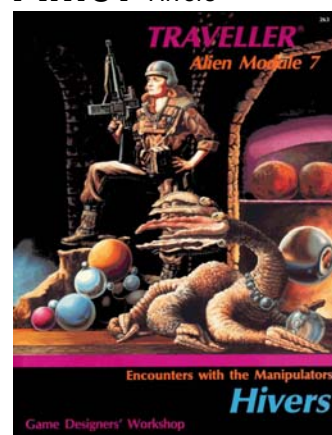
Self-proclaimed champions of human supremacy.

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

AM02 K'kree

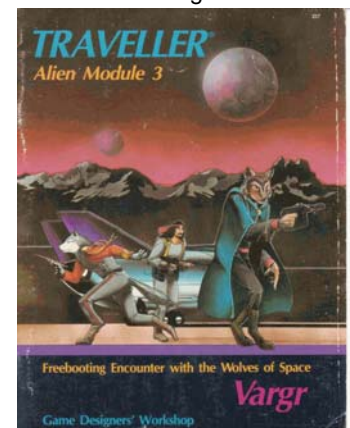
Encounters with the enigmatic centaurs.

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

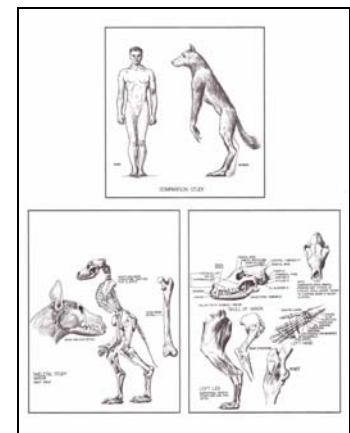
AM07 Hivers

Encounters with the Manipulators

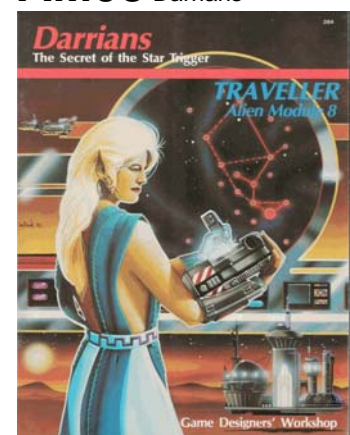
Details of the truly alien hivers and their social structure.

AM03 Vargr

Freebooting encounters with the wolves of space.



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

AM08 Darrians

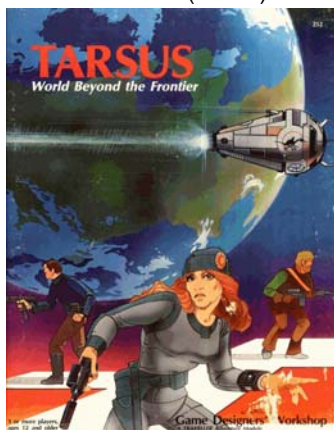
The secret of the Star Trigger

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

MODULES

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

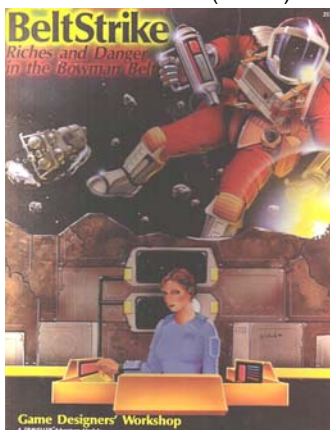
M01 Tarsus (boxed)



World Beyond The Frontier

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

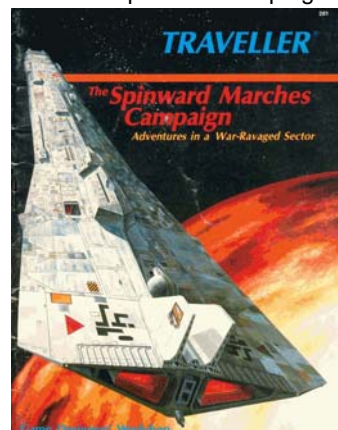
M02 Beltstrike (boxed)



Riches and Danger in the Bowman Belt.

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

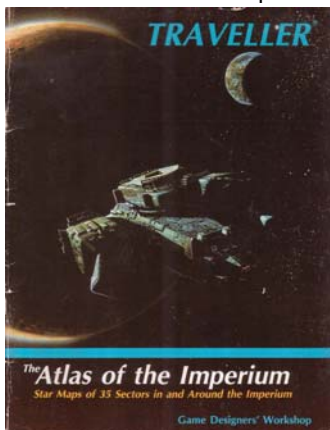
M03 Spinward Campaign



Spinward Marches Campaign: in a War-Ravaged Sector

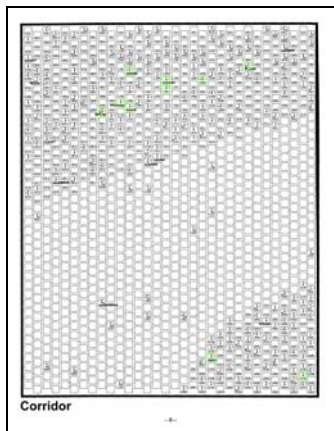
A bit error in a high priority transmission brands one of the player characters a traitor — to be shot on sight. It's all a foul mix-up, but explain that to sixteen plasma-gun-armed Marines in battle dress!

M04 Atlas of the Imperium



Star Maps of 35 sectors in and around the Imperium.

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



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

M05 Alien Realms



Eight Excursions Beyond Human Space

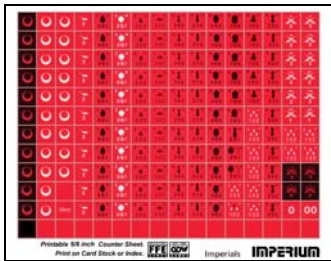
This module includes:
Deep Metal: A zhodani diplomatic mission is charged with securing minerals for the Consulate. A local minor race, reputed to have psionic abilities helps uncover yet another deceitful Imperial plot.

Prosperity for the Taking
First Son, Lost Son
Interdiction Zone

The Last Patrol for humans
No Credit Check for Vargr
Ahriy Uprising for Aslan
The Casteless for Droyne.

BOARDGAMES

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



One of two sheets of counters for Imperium.

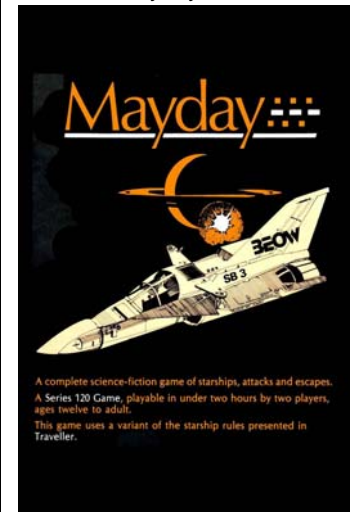
G00 Imperium



Empires in Conflict; Worlds in the Balance

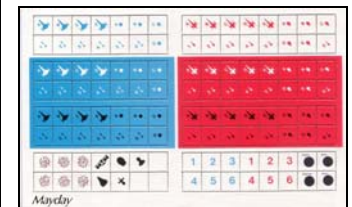
Imperium was conceived and designed independently of **Traveller** (curiously, at about the same time). Over time, **Traveller** looked to **Imperium** for inspiration and gradually the boardgame became part of the background history of the role-playing game.

G01 Mayday



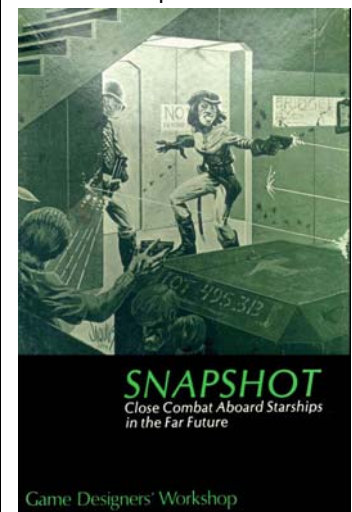
Starship battles in the far future.

Vector movement space combat with repositionable hex grid space maps.



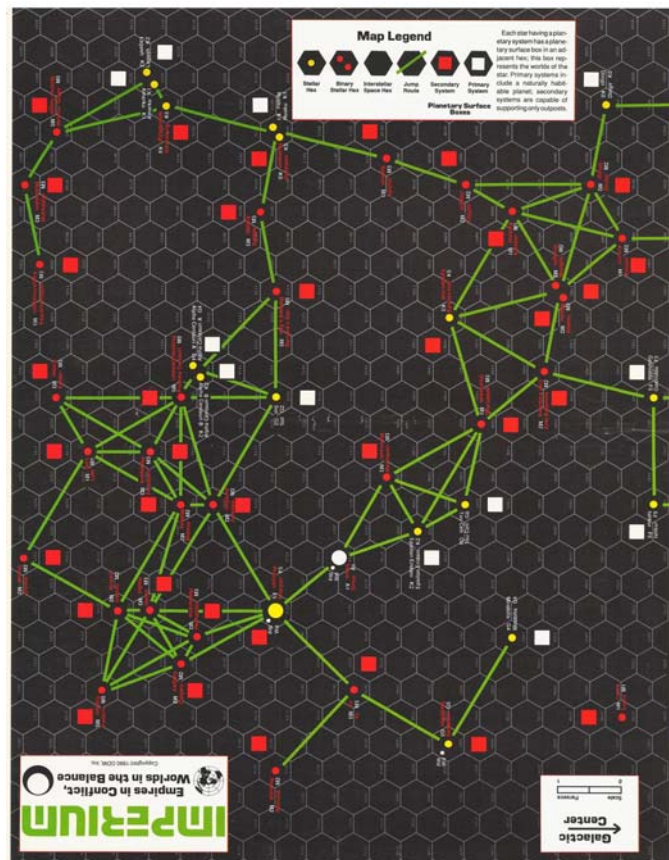
Starship counters for Mayday.

G02 Snapshot



Eight starmaps (all identical) for Mayday.

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



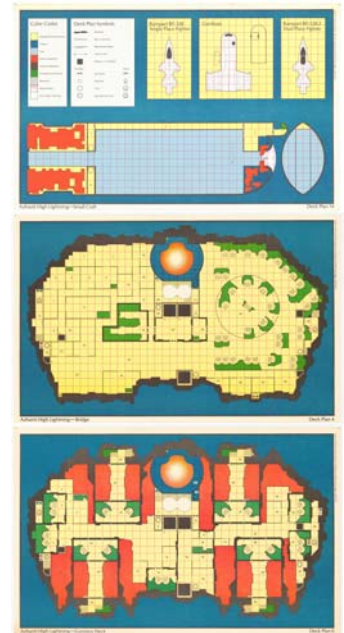
The Imperium Game Map



G03 Azhanti

Personal combat aboard a huge starship.

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



G04 Fifth Frontier War

The conduct of the Fifth Frontier War.

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

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



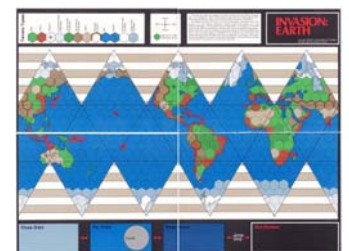
One quarter of the game map for Fifth Frontier War.



G05 Invasion: Earth

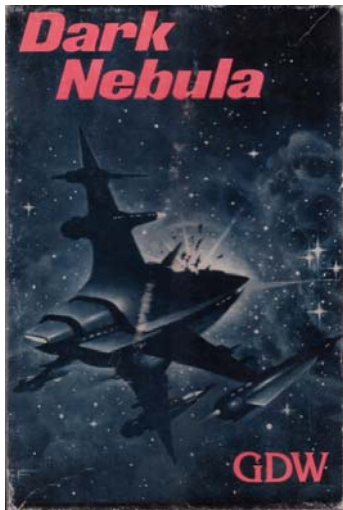
The final battle of the Solomani Rim War.

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



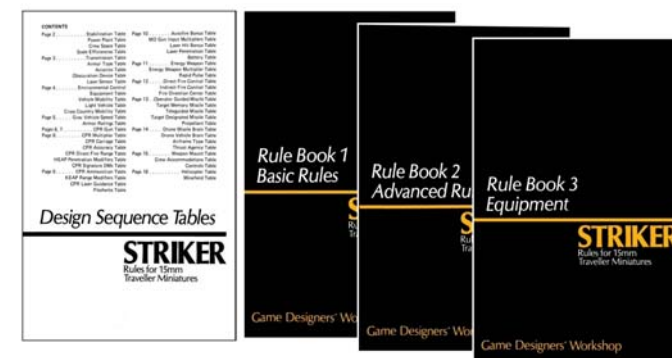
The wargame map of Earth.

G06 Dark Nebula



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

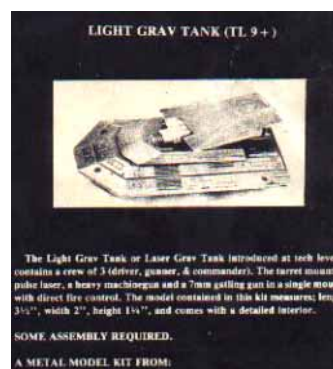
G07 Striker



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

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

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



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

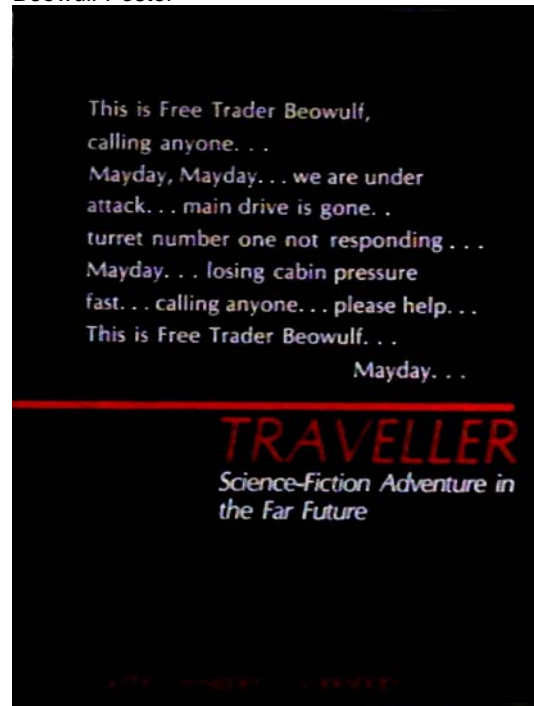
The Martian Metals line ambitiously included several 15mm scale vehicles.

Posters

GDW supported **Traveller** with a variety of posters.

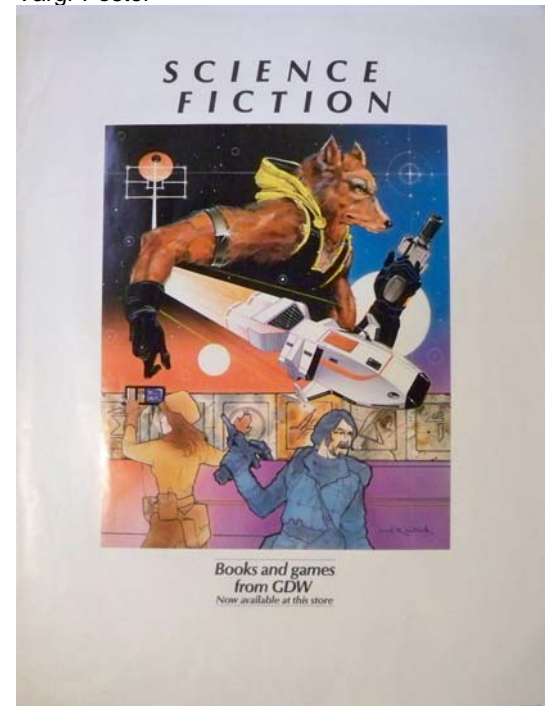
Posters always seemed like an innovative promotion, but the logistics (folded? unfolded? rolled? shipping tube? envelope? who gets them? stores? players? referees?) but they were never especially successful in bringing in new players.

Beowulf Poster



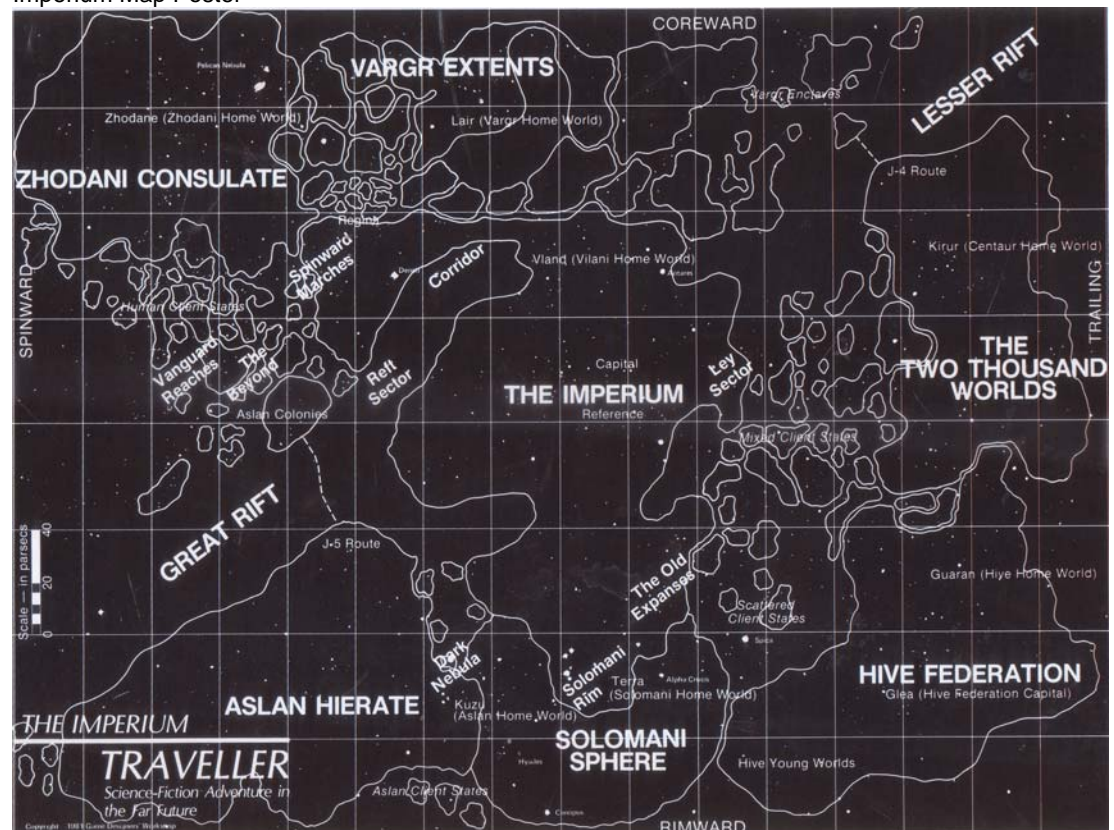
The cover of the Classic **Traveller** box reproduced as a 17 x 22 inch sheet.

Vargr Poster



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

Imperium Map Poster



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

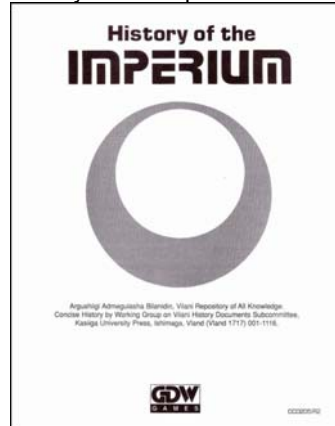
Uncolored image shown; the widely distributed version had red accents.

17 x 22 inch sheet.

SPECIALS

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

History of the Imperium



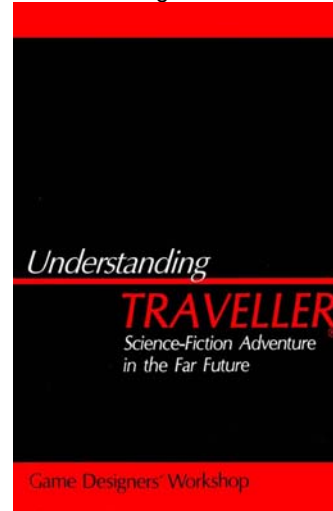
When GDW produced the second edition of the board game **Imperium**, they included (for background) an 8-page booklet history of the Imperium (sometimes additionally called Part 1) from its origins to the time of their encounters with Terra.

Alien Hand-Out



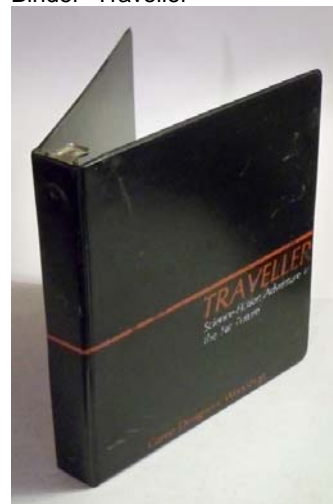
After several articles in the **Journal of the Travellers' Aid Society** detailed some of the aliens in **Traveller**, designer Marc Miller decided a better reference was needed. He produced the 8-page **Aliens** with a one-page overview of each of the major alien races in the **Traveller** universe.

Understanding Traveller



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

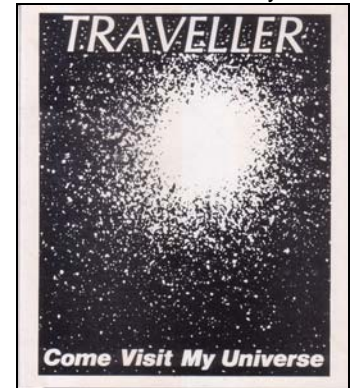
Binder- Traveller



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

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

Sticker- Traveller Galaxy



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

Sticker- For Use With Traveller



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

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

2 x 3 inches.

Classic Traveller Checklist

SETS

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

SPECIALS

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

GUIDES TO

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

Traveller Hardcopy Reprints

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

* In Preparation

BOOKS

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

SUPPLEMENTS

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

ADVENTURES

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

DOUBLE ADVENTURES

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

MODULES

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

ALIEN MODULES

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

BOARDGAMES

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

JOURNAL OF THE TRAVELLERS' AID SOCIETY

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

GERMAN TRAVELLER

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

Splitter des Imperiums (MT)

SPANISH TRAVELLER

Core Rules
Mercenary
1001 Characters
The Kinunir

JAPANESE TRAVELLER

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

CHALLENGE MAGAZINE

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

And There's More...

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

www.farfutur.net

with links to hardcopy reprints, CDROM collections, and DriveThruRPG instant ebook/PDF downloads.