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).

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.


Understanding Traveller

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

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.

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.
**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.

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### DT

This is Free Trader Beowulf, calling anyone... Mayday, Mayday... we are under attack... main drive is gone... turret number one not responding... Mayday... losing cabin pressure fast... calling anyone... please help... This is Free Trader Beowulf... Mayday...

---

**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 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.

---

**The Spinward Marches Map**

*The Spinward Marches* is a poster map of the sector included in *Deluxe Traveller*. It provides a detailed view of the major systems and colonies within the sector.
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.

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.

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**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.

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**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*.

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**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.

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**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, star systems, characters, and animals in pre-generated form.

**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.

**S04 Citizens**

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

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

**S05 Lightning Class Cruisers**

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

**S06 76 Patrons**

Adventure situations using Traveller’s “Patron” system: a person with a mission for the adventurers, and a variety of possible outcomes.
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

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

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

A variety of ship designs of the Imperial Navy.

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

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

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!

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 Lost Rules

Special Supplement 4: 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.

<table>
<thead>
<tr>
<th>A00 The Imperial Fringe</th>
<th>A01 The Kinunir</th>
<th>A02 RSG</th>
</tr>
</thead>
<tbody>
<tr>
<td>The beginning adventure included in Deluxe Traveller. This adventure was not sold independently.</td>
<td>The first published Traveller adventure: a series of situations dealing with an imperial Battle Cruiser.</td>
<td>An expedition to an imperial research station. This adventure introduced the Chirpers.</td>
</tr>
</tbody>
</table>

<table>
<thead>
<tr>
<th>A03 Twilight’s Peak</th>
<th>A04 Leviathan</th>
<th>A05 Trillion Credit Squadron</th>
</tr>
</thead>
<tbody>
<tr>
<td>An oversized 64-page adventure in search of a strange alien outpost.</td>
<td>Explorations in the Pax Rulin subsector (beyond the Spinward Marches) aboard the MSS Leviathan.</td>
<td>With a budget of a trillion credits, build a fleet of ships (using High Guard rules).</td>
</tr>
<tr>
<td>A06</td>
<td>Expedition</td>
<td></td>
</tr>
<tr>
<td>-----</td>
<td>------------</td>
<td></td>
</tr>
<tr>
<td></td>
<td>A desperate expedition into the heart of the enemy Zhodani Consulate, aboard a small asteroid ship!</td>
<td></td>
</tr>
</tbody>
</table>

<table>
<thead>
<tr>
<th>A07</th>
<th>Broadsword</th>
</tr>
</thead>
<tbody>
<tr>
<td></td>
<td>An 800-ton Mercenary Cruiser... and its on-board military unit.</td>
</tr>
</tbody>
</table>

<table>
<thead>
<tr>
<th>A08</th>
<th>Prison Planet</th>
</tr>
</thead>
<tbody>
<tr>
<td></td>
<td>Sentenced to slow death on one of the empire’s prison worlds.</td>
</tr>
</tbody>
</table>

<table>
<thead>
<tr>
<th>A09</th>
<th>Nomads</th>
</tr>
</thead>
<tbody>
<tr>
<td></td>
<td>On a water world, corporate misdeeds force the characters to act.</td>
</tr>
</tbody>
</table>

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.

<table>
<thead>
<tr>
<th>A10</th>
<th>Safari Ship</th>
</tr>
</thead>
<tbody>
<tr>
<td></td>
<td>Deck plans for a Safari Ship, and a hunting expedition that encounters a previously unknown alien race.</td>
</tr>
</tbody>
</table>

<table>
<thead>
<tr>
<th>A11</th>
<th>Murder</th>
</tr>
</thead>
<tbody>
<tr>
<td></td>
<td>A murder mystery on a remote deep space station.</td>
</tr>
</tbody>
</table>

<table>
<thead>
<tr>
<th>A12</th>
<th>Secret of the Ancients</th>
</tr>
</thead>
<tbody>
<tr>
<td></td>
<td>Revealed at last, the details of the long-dead Ancients.</td>
</tr>
</tbody>
</table>

<table>
<thead>
<tr>
<th>A13</th>
<th>Signal GK</th>
</tr>
</thead>
<tbody>
<tr>
<td></td>
<td>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!</td>
</tr>
</tbody>
</table>
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.

<table>
<thead>
<tr>
<th>D01</th>
<th>Annic Nova/ Shadows</th>
<th>D02</th>
<th>Bright Face/ Mithril</th>
<th>D03</th>
<th>Argon / Death Station</th>
</tr>
</thead>
<tbody>
<tr>
<td><strong>TRAVELLER</strong></td>
<td><strong>Science-Fiction Adventure in the Far Future</strong></td>
<td><strong>TRAVELLER</strong></td>
<td><strong>Science-Fiction Adventure in the Far Future</strong></td>
<td><strong>TRAVELLER</strong></td>
<td><strong>Science-Fiction Adventure in the Far Future</strong></td>
</tr>
<tr>
<td><strong>Double Adventure 1</strong></td>
<td><strong>Annic Nova</strong></td>
<td><strong>Double Adventure 2</strong></td>
<td><strong>Across the Bright Face</strong></td>
<td><strong>Double Adventure 3</strong></td>
<td><strong>The Argon Gambit</strong></td>
</tr>
<tr>
<td>Game Designers’ Workshop</td>
<td>Shadows deals with a mysterious pyramid structure complex on the surface of a world. <strong>Annic Nova</strong> is a ghost starship in the Keng stellar system.</td>
<td>Mission on Mithril deals with the crew of a scout ship, and their activities to get it repaired. <strong>Across the Bright Face</strong> is a frantic escape on a tidally locked world.</td>
<td>Game Designers’ Workshop</td>
<td><strong>Death Station</strong> is an investigative expedition to an orbiting laboratory ship. <strong>Argon Gambit</strong> deals with the crew of a bankrupt free trader and their efforts to acquire capital.</td>
<td></td>
</tr>
</tbody>
</table>

<table>
<thead>
<tr>
<th>D04</th>
<th>Marooned/ Alone</th>
<th>D05</th>
<th>Chamax / Horde</th>
<th>D06</th>
<th>Night/ Conquest</th>
<th>D07</th>
<th>Perruques / Arden</th>
</tr>
</thead>
<tbody>
<tr>
<td><strong>TRAVELLER</strong></td>
<td><strong>Science-Fiction Adventure in the Far Future</strong></td>
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<td><strong>Science-Fiction Adventure in the Far Future</strong></td>
<td><strong>TRAVELLER</strong></td>
<td><strong>Science-Fiction Adventure in the Far Future</strong></td>
</tr>
<tr>
<td><strong>Double Adventure 4</strong></td>
<td><strong>Marooned</strong></td>
<td><strong>Double Adventure 5</strong></td>
<td><strong>The Chamax Plague</strong></td>
<td><strong>Double Adventure 6</strong></td>
<td><strong>Night of Conquest</strong></td>
<td><strong>Double Adventure 7</strong></td>
<td><strong>Stranded on Arden</strong></td>
</tr>
<tr>
<td>Game Designers’ Workshop</td>
<td><strong>Marooned &amp; Marooned Alone</strong> deal with a party of adventurers or solitary adventurer and their efforts to cross the trackless outback of a primitive world. 48 pages;</td>
<td>Game Designers’ Workshop</td>
<td>The Chamax Plague deals with a survey mission in danger on an unexplored world. <strong>Horde</strong> deals with a group of adventurers striving to save a planet from an alien invasion.</td>
<td>Game Designers’ Workshop</td>
<td><strong>Divine Intervention</strong> is a clandest mission to a religious dictatorship. <strong>Night of Conquest</strong> involves the characters in a coup.</td>
<td>Game Designers’ Workshop</td>
<td><strong>Perruques</strong> is an encounter with a plague on a strange world; <strong>Arden</strong> is a bureaucratic problem on the eve of war.</td>
</tr>
</tbody>
</table>

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.

AM01 Aslan
Adventures 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.

AM02 K’kree
Encounters with the enigmatic centaurs.

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

AM03 Vargr
Freebooting encounters with the wolves of space.

AM05 Droyne
The last of the Ancients

Information about the reptilian droyne and their caste structure.

AM06 Solomani
Self-proclaimed champions of human supremacy.

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

AM07 Hivers
Encounters with the Manipulators

Details of the truly alien hivers and their social structure.

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).

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.

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.

The Imperium Game Map

Starship battles in the far future.

Vector movement space combat with repositionable hex grid space maps.

Starship counters for Mayday.

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

**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 Solomani Confederation: the invasion of Earth!
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.

*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.

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.

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.
**Nobility**

Writers (and especially *Traveller* licensees) wanted territories in which they could place their adventures, and soon clamored for “Land Grants” giving them exclusive access to specific sectors.

To formalize such grants, designer Marc Miller crafted a variety of supporting materials.

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**The Warrant**

A limited number of hand-crafted Warrants (mentioned in A01 and G04) were distributed as gifts to *Traveller* writers and referees.

---

**Land Grant**

The basic grant of territory by the Emperor.

**Patent of Nobility**

The basic grant of noble rank by the Emperor.

---

Nobility was awarded in four “Orders:”
The Order of the Emperor’s Guard.
The Order of the Plume,
The Order of the Cube, and
The Order of the Victor.
## 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

### GUIDES TO
- Classic Traveller
- FASA Traveller
- GameLords Traveller
- Judges Guild Traveller
- Grenadier Traveller
- Martian Metals Traveller
- Citadel Traveller
- Journal of the Traveller’s Aid

### BOOKS
- **BO00 Introduction To Traveller**
- **BO01 Characters and Combat**
- **BO02 Starships**
- **BO03 Worlds and Adventures**
- **BO04 Mercenary**
- **BO05 High Guard**
- **BO06 Scouts**
- **BO07 Merchant Prince**
- **BO08 Robots**

### SUPPLEMENTS
- **SO01 1001 Characters**
- **SO02 Animal Encounters**
- **SO03 The Spinward Marches**
- **SO04 Citizens of the Imperium**
- **SO05 Lighting Class Cruisers**
- **SO06 76 Patrons**
- **SO07 Traders & Gunboats**
- **SO08 Library Data (A-M)**
- **SO09 Fighting Ships**
- **SO10 The Solomani Rim**
- **SO11 Library Data (N-Z)**
- **SO12 Forms & Charts**
- **SO13 Veterans**
- **SS01 Merchant Prince**
- **SS02 Exotic Atmospheres**
- **SS03 Missiles in Traveller**
- **SS04 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 Broadword**
- **A08 Prison Planet**
- **A09 Nomads**
- **A10 Safari Ship**
- **A11 Murder on Arcturus**
- **A12 Secret of the Ancients**
- **A13 Signal GK**

### MODULES
- **MO01 Tarsus (boxed)**
- **MO02 Beltstrike (boxed)**
- **MO03 Spinward Campaign**
- **MO04 Atlas of the Imperium**
- **MO05 Alien Realms**

### ALIEN MODULES
- **AM01 Aslan**
- **AM02 K’kree**
- **AM03 Vargr**
- **AM04 Zhodani**
- **AM05 Droyne**
- **AM06 Solomani**
- **AM07 Hivers**
- **AM08 Darrians**

### BOARDGAMES
- **GO00 Imperium**
- **GO01 Mayday**
- **GO02 Snapshot**
- **GO03 Azhanti High Lightning**
- **GO04 Fifth Frontier War**
- **GO05 Invasion: Earth**
- **GO06 Striker Miniatures Rules**
- **GO07 Dark Nebula**

### JOURNAL OF THE TRAVELLERS’ AID SOCIETY
- **JO01 Annic Nova**
- **JO02 Victoria**
- **JO03 Asteroids**
- **JO04 Gazelle**
- **JO05 Imperium**
- **JO06 Scouts**
- **JO07 Champa Starpot**
- **JO08 Broadword**
- **JO09 WARI**
- **JO10 Planet Building**
- **JO11 Striker**
- **JO12 Merchant Prince**
- **JO13 Hivers**
- **JO14 Lawbreakers**
- **JO15 Azun**
- **JO16 SuSAG**
- **JO17 Atmospheres**
- **JO18 Without Jumping**
- **JO19 Skypeot**
- **JO20 Prologue**
- **JO21 Vargr**
- **JO22 Port to Jumpoint**
- **JO23 Zhodani**
- **JO24 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
- Kauffahrer und Kanonenboote
- Tierbegegnungen
- Infodata A-Z
- Forschungsstation Gamma
- Gefängniswelt
- Nacht der Entscheidung
- Nomaden des Weltenmeeres
- Safarischiff
- Schlachtkreuzer Kinunir

### 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
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- Fifth Frontier War

### CHALLENGE MAGAZINE
- Challenge 25
- Challenge 26
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**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.

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