

THE TRAVELLER SERIES

TRAVELLER RULES SETS

301 **Basic Traveller** is a boxed set containing Book 1, *Characters and Combat*, Book 2, *Starships*, and Book 3, *Worlds and Adventures*. These three books are the basis for all of **Traveller** and are essential. Each book is 48 pages. Boxed set.

300 **Deluxe Traveller** is a boxed set with the three books of **Basic Traveller**, plus additional materials to help players start adventuring immediately. Included are Book 0, *An Introduction to Traveller* (also available separately), and *Introductory Adventure, The Imperial Fringe* (available only in **Deluxe**). There's also a bonus; a 17 by 22 inch map of the Spinward Marches (16 complete subsectors).

201 **The Traveller Book** is a hardcover 8-1/2 by 11 book which contains the three books of **Basic Traveller**, plus *An Introduction to Traveller*, and adventuring material for immediate play.

251 **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.

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 one of the rules sets.

322 Book 0, **An Introduction to Traveller**. Basic orientation to the concepts of role-playing and their application to **Traveller**. (Pre-packaged in the **Deluxe** edition and contained in **The Traveller Book**.)

304 Book 4, **Mercenary**. Advanced character generation for army and marine characters, plus details on military operations and equipment.

308 Book 5, **High Guard**. Advanced character generation for naval characters, plus starship construction and combat rules for starships up to a million tons.

SUPPLEMENTS

Traveller supplements provide different types of data, including starships, star systems, characters, and animals in pre-generated form. Taken together, these 48 page booklets detail the consistent background of **Traveller**; they may be used independently or together, but all require one of the rules sets.

303 Supplement 1, **1001 Characters**. Pregenerated **Traveller** characters.

305 Supplement 2, **Animal Encounters**. Animal encounter tables.

309 Supplement 3, **The Spinward Marches**. Sixteen pregenerated subsectors.

310 Supplement 4, **Citizens of the Imperium**. Twelve new character classes.

Supplement 5, **Lightning Class Cruisers**. Details of Lightning Class Cruisers.

(Supplement 5 is included in **Azhanti High Lightning** and not available separately.)

315 Supplement 6, **76 Patrons**. Seventy-six separate scenarios for **Traveller**.

318 Supplement 7, **Traders and Gunboats**. Detailed deck plans.

320 Supplement 8, **Library Data (A-M)**. The **Traveller** Encyclopedia.

324 Supplement 9, **Fighting Ships**. Descriptions for over twenty ships.

329 Supplement 10, **The Solomani Rim**. Sixteen pregenerated subsectors.

332 Supplement 11, **Library Data (N-Z)**. Part 2 of the **Traveller** Encyclopedia.

334 Supplement 12, **Forms and Charts**. Worksheets, blank forms, and ID cards.

TRAVELLER
Science-Fiction Adventure®
in the Far Future

ADVENTURES

These booklets provide exciting scenarios for sessions of **Traveller** play. Most require only a rules set, although some call for one or more additional books.

202 *The Traveller Adventure*. Action in the Aramis subsector; a companion volume to **The Traveller Book**.

252 *Boxed Module 1, Tarsus, World Beyond the Frontier*. The diversity of a single world is the setting for several scenarios; a companion to **Starter Traveller**.

306 Adventure 1, **The Kinunir**. HG Wells Award Winner, 1980.

311 Adventure 2, **Research Station Gamma**. A rescue mission.

314 Adventure 3, **Twilight's Peak**. HG Wells Award Winner, 1981.

316 Adventure 4, **Leviathan**. An exploratory voyage.

319 Adventure 5, **Trillion Credit Squadron**. An adventure for **High Guard**.

325 Adventure 6, **Expedition to Zhodane**. A mission into enemy space.

326 Adventure 7, **Broadsword**. A **High Guard/Mercenary/Striker** adventure.

330 Adventure 8, **Prison Planet**. The Devil's Island of the Imperium.

333 Adventure 9, **Nomads of the World Ocean**. A waterworld's depths.

312 Double Adv. 1, **Shadows/Annic Nova**. Alien structure and strange starship.

313 Double Adv. 2, **Mission on Mithril/Brightface**. ATV treks in hostile terrain.

321 Double Adv. 3, **Argon Gambit/Death Station**. Blackmail and drugs.

323 Double Adv. 4, **Marooned/Marooned Alone**. Stranded on an unknown world.

327 Double Adv. 5, **Chamax Plague/Horde**. A disastrous plague.

331 Double Adv. 6, **Divine Intervention/Night of Conquest**.

GAMES

Traveller boardgames translate important parts of **Traveller** to a more traditional game with boards and pieces. Where referees are not available, these games for two or more players allow the adventure to continue.

601 Game 1, **Mayday**. Ship to ship combat in space with vector movement and astromorphic maps. Boxed.

602 Game 2, **Snapshot**. Personal combat aboard starships with scenarios for hijacking ships, altercations, and other situations. Boxed.

818 Game 3, **Azhanti High Lightning**. Deck plans for a 60,000 ton cruiser and scenarios for myriad situations. Special combat and movement rules, plus Supplement 5, **Lightning Class Cruisers**. Boxed.

822 Game 4, **Fifth Frontier War**. An entire interstellar war rages across the Spinward Marches. Boxed.

104 Game 5, **Invasion: Earth**. The final battle of the Solomani Rim War; Imperial assault units vs. the Terran defenders. Boxed.

704 **Striker**. Rules for 15mm **Traveller** figures and vehicles. Boxed.

THE JOURNAL OF THE TRAVELLERS' AID SOCIETY

A quarterly magazine dedicated entirely to **Traveller** role-playing and filled with articles on equipment of organizations, scenarios, background, animal data, notes on new products, and special features. 48 pages. Annual four-issue subscription is \$9.00 (overseas subscriptions are \$18.00 and include airmail postage).

317 **Best of the Journal, vol. 1**. Anthology of issues 1-4.

328 **Best of the Journal, vol. 2**. Anthology of issues 5-8.

335 **Best of the Journal, Vol. 3**. Anthology of issues 9-12.

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