

The Traveller Canon

GAME SETS

Basic Traveller (1st edition)
Basic Traveller (revised)
Starter Traveller
Deluxe Traveller
The Traveller Book
The Traveller Adventure

BOOKS

B0 Introduction To Traveller
B1 Characters and Combat
B2 Starships
B3 Worlds and Adventures
B4 Mercenary
B5 High Guard
B6 Scouts
B7 Merchant Prince
B8 Robots

ALIENS

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

SHORT ADVENTURES

D1 Shadows/Annic Nova
D2 Mithril/Bright Face
D3 Argon Gambit/Death Station
D4 Marooned/Marooned Alone
D5 Chamax Plague/Horde
D6 Night/Divine Intervention
D7 Perruques/Stranded
S8 Memory Alpha

SUPPLEMENTS

S1 1001 Characters
S2 Animal Encounters
S3 The Spinward Marches
S4 Citizens of the Imperium
S5 Lightning Class Cruisers
S6 76 Patrons
S7 Traders & Gunboats
S8 Library Data (A-M)
S9 Fighting Ships
S10 The Solomani Rim
S11 Library Data (N-Z)
S12 Forms & Charts
S13 Veterans

ADVENTURES

A0 The Imperial Fringe
A1 The Kinunir
A2 Research Station Gamma
A3 Twilight's Peak
A4 Leviathan
A5 Trillion Credit Squadron
A6 Expedition to Zhodane
A7 Broadsword
A8 Prison Planet
A9 Nomads of the World Ocean
A10 Safari Ship
A11 Murder on Arcturus Station
A12 Secret of the Ancients
A13 Signal GK

MODULES

M1 Tarsus (boxed)
M2 Beltstrike (boxed)
M3 Spinward Marches Campaign
M4 Atlas of the Imperium
M5 Alien Realms

The **Traveller** Canon is the body of work which defines the **Traveller** universe. Individual game masters and players continue to define their particular universes through their adventures, designs, and world generation procedures. The common set of facts that all base their activities on is the **Traveller** Canon.

The **Traveller** Canon is defined as the set of **Traveller** materials published by GDW as Classic **Traveller** materials. This list details the titles that are properly included in the **Traveller** Canon.

The Traveller Canon

THE JOURNAL

J01	Annic Nova
J02	Victoria
J03	Asteroids
J04	Gazelle
J05	Imperium
J06	Imperial interstellar Scouts
J07	Champa Starport
J08	Broadsword
J09	War
J10	Planet-Building
J11	Striker
J12	Merchant Prince
J13	Hivers
J14	Laws and Lawbreakers
J15	Azun
J16	Susag
J17	Atmospheres
J18	Travelling without Jumping
J19	Skyport Authority
J20	Ways of Kuzu
J21	Vargr
J22	Port to Port Jumping
J23	Zhodani Philosophies
J24	Religion of the 2000 Worlds

BEST OF THE JOURNAL

BJ1	Best of the Journal 1
BJ2	Best of the Journal 2
BJ3	Best of the Journal 3
BJ4	Best of the Journal 4

GAMES

G1	Mayday
G2	Snapshot
G3	Azhanti High Lightning
G4	Fifth Frontier War
G5	Invasion: Earth
G6	Striker
	Imperium
	Dark Nebula

CHALLENGE MAGAZINE

C25	Fleet Escort Lisiani
C26	Contact: The Prt'
C27	Grandfather's Worlds
C28	Contact: The Sabmiqys
C29	Scientists
C30	imperium
C31	Hazardous Cargoes
C32	A World On Its Own
C33	Iris
C34	Traveller News Service

POSTERS

	Beowulf Traveller Poster
	Vargr Poster
	Imperium Map Poster

PROMOTIONAL

	Understanding Traveller
	Traveller Galaxy Sticker
	Alien Hand-Out

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.

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

Adventures provide exciting scenarios for sessions of **Traveller** play. **Double Adventures** are shorter adventures packaged two to a book.

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

Modules package more information than supplements, at times combining them with scenarios or adventures to make them more immediately usable.

Alien Modules use the module format to define and explain specific alien races for **Traveller**.

BOOK 1. Characters and Combat

BOOK 2. Starships

BOOK 3. Worlds and Adventures

The three original books in the **Traveller** package were first released at the Origins Wargame Convention in Staten Island, NY in 1977. A revised second edition was produced in 1981; the revised edition is the one in this compilation.

Books 1, 2, and 3 were not marketed separately; they came bundled as Basic **Traveller** (three books in a 6 x 9 inch box) or **Deluxe Traveller** (three books, plus Book 0 and Adventure 0 in a larger 9x12 box).

BOOK 4. Mercenary

Mercenary was the first of the supplementary rules systems to appear for Classic **Traveller**. It appeared in 1978.

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.

BOOK 5. High Guard

High Guard did for naval characters what Mercenary did for the army and marines. The first edition in 1979 suffered from a flawed starship design system, and it was replaced by a revised edition in 1980. The revised pages 17 to 52 also appeared in the Journal of the Travellers' Aid Society (to reduce the need for owners of the first edition to buy the second edition).

BOOK 6. Scouts

Scouts (1983) addressed in detail the Imperial Interstellar Scout Service: its organization, duties, and operations. The central feature of Scouts was its expanded star system generation sequence which allowed determination of the specifics of a system's stars (by size and spectral type) and creation of the many additional planets and satellites in a system.

BOOK 7. Merchant Prince

Merchant Prince character generation originally appeared as a Special Supplement bound into the Journal of the Travellers' Aid Society No. 12. Merchant Prince (1985) expanded on this character generation system with a detailed trade and commerce system and with details on how merchant organizations are organized.

BOOK 8. Robots

Robots (1986) addressed an aspect of the future which **Traveller** had previously acknowledged, but rarely covered. Based on material in the first three issues of Travellers' Digest, it expanded and elaborated on the concepts to produce Book 8.

The Traveller Books (0-8)

Title	Print Runs	Production	First Published
Basic Traveller	12	64,320	1977
Basic Traveller revised	8	72,410	1981
Book 4 Mercenary	23	103,849	1978
Book 5 High Guard	17	100,638	1979
Book 6 Scouts	6	25,584	1983
Book 7 Merchant Prince	3	12,156	1985
Book 8 Robots	2	11,785	1986
Book 0 Introduction	7	48,707	1981
The Traveller Book	3	39,932	1982
Deluxe Traveller	6	37,882	1981
Starter Traveller	9	34,041	1983

Basic Traveller included Books 1, 2, and 3 in a box.

Deluxe Traveller included Books 0, 1, 2, and 3, Adventure 0, a map of the Spinward Marches, and additional materials in a box.

The Traveller Book included the text of Books 1, 2, and 3, plus some material from Book 0 and other new material. The **Traveller Book** was produced in hardcover (with a dust jacket) and in softcover.

Starter Traveller included its own re-formatted version of the text of Books 1, 2, and 3 in a box (the game box design with art by David Deitrick won a packaging award from the Hobby Industry of America the year it was introduced).

SELLING GOLD

Steve Jackson has proposed a criteria for a Gold or Best Seller standard in the adventure game field: 100,000 copies sold. By this criteria, **Basic Traveller**, Book 4, and Book 5 sold Gold.

AN AWARD-WINNING GAME SYSTEM

Traveller was inducted into the Adventure Gaming Hall of Fame in 1997 on the 20th anniversary of its publication.

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

CLASSIC TRAVELLER

During the life of the first edition, **Traveller** was simply called **Traveller**; various formats were called Basic, Deluxe, and Starter. The term Classic **Traveller** (which refers to the first edition) arose to distinguish it from later editions (**MegaTraveller**, **Traveller: The New Era**, T4, GURPS **Traveller**, and **Traveller**⁵).

Yet More About The Traveller Universe

The short adventures for **Traveller** were created with the specific intent of providing easy-to-play situations that players could game out over the course of an evening. Because a short adventure took up only 20 pages or so, the immediate problem was creating a structure or template suitable for short scenarios; one answer was the sometimes confusing Double Adventure format. Another was the Short Adventure, included in other products, as a magazine article, or as a tournament adventure.

PRODUCTION INFORMATION

The production information given here was compiled from the original production records in the archives of Game Designers' Workshop,

Signed Designer Copies. GDW had the general practice (not always observed) of segregating the first ten copies of each new product and affixing a sticker with the initial publication date and the signature of the designer. A few signed designer copies were handed out to designers and developers. The remainder were kept in GDW's archives. From time to time, when a writer or collector needed a specific Adventure (and no others were available) signed designer copies were sent out instead (so a few are out in circulation or in Traveller collections).

Print Run Number. The publication data page of each of the Little Black Books contains a string of numbers (1 2 3 4 5). The lowest number in the string indicates the printing for the book. If the lowest number is 3, the book in hand was the third printing. In some cases, the printing numbers for books in the **Traveller** series reached as high as 23 (Book 4- Mercenary).

Price Points. The original price structure for the Little Black Books reflected GDW's evaluation of the work involved and the general utility of each type of product. Books (because they reflected basic rules which were used over and over) were priced at \$6.00; Adventures and Double Adventures sold for \$5.00; Supplements sold for \$4.00.

THE DOUBLE ADVENTURES

GDW produced six Double Adventures between 1980 and 1982.

Through the 1940's, the 1950's, and even into the 1960's, Ace (a science-fiction publisher) produced a series of double novels, some of them pulp and some of them now classics. Each was too short to be published on its own, but by lumping two together, they were closer to the standard pulp novel size. Each Ace Double printed two short novels back to back; each had its own color cover; when the reader finished

The Traveller Short Adventures (1-6+)

	No.	Title	Print Runs	Total	Year Published
DA	1	Shadows / Annic Nova	7	26,414	1980
DA	2	Mithril / Bright Face	6	21,150	1980
DA	3	Argon Gambit / Death Station	4	21,320	1981
DA	4	Marooned / Marooned Alone	2	14,352	1981
DA	5	Chamax Plague / Horde	2	12,683	1982
DA	6	Divine Intervention / Night	2	14,567	1982
DA	7	A Plague of Perruques (tournament)	1	10	1985
DA	7	Stranded On Arden (magazine)	2	6,000	1981
SA	8	Memory Alpha (tournament)	1	20	1984
SS	1	Merchant Prince	1	8,611	1984
SS	2	Exotic Atmospheres	1	8,520	1983
SS	3	Missiles	1	7,370	1984
A	0	Imperial Fringe	1	5,100	1985

one novel, he (most SF readers of the era were mate) turned it over with a flick of the wrist and began the second novel,

Traveller Double Adventures imitated this format and combined two short adventures back to back. The format suffered for two reasons. For many referees and players, the obscure reference to Ace Doubles was too opaque. In game stores, clerks were confused and sometimes displayed the same Double Adventure side by side with itself. There were reports of players buying the same adventure twice,

Double Adventure 1- Annic Nova

Double Adventure 1- Shadows

Annic Nova detailed a *Marie Celeste*-type ship encountered randomly in space (the material originally appeared in the initial issue of the Journal of the Travellers' Aid Society). By the way, ANNIC NOVA is the ship's registration number in archaic Vilani numerals (somewhat like Roman numerals are used in English): It reads: 4000019 00024.

Shadows detailed an alien complex with a self-defense system still operating. This short adventure was also included in **The Traveller Book**. These two adventures experimented with basic concepts that players wanted to see... ships and places for them to explore.

Double Adventure 2- Mission On Mithril

Double Adventure 2- Across the Bright Face

Mission on Mithril sets a group of adventurers on a survey of a world. It provides a glimpse of Ancient artifacts to the players.

Across the Bright Face forces the group to escape from a workers' revolution. It provides a new vehicle (with a drawing by Paul Jaquays).

Both adventures make use of the geodesic world hex maps,

Double Adventure 3- Death Station

Double Adventure 3- The Argon Gambit

Death Station is an adventure on a haunted space station (and was strongly influenced by Alien). The Argon Gambit introduced **Traveller** players to the Solomani (and to an FGMP-15)

Double Adventure 4- Marooned

Double Adventure 4- Marooned Alone

In a continuing effort to provide new adventure ideas, Loren Wiseman created this Double Adventure addressing castaways on a world: as a group and individually.

Double Adventure 5- Chamax Plague

Double Adventure 5- Horde

A preliminary scenario (Rescue) sets the stage and introduces the participants to the situation, and thereafter they encounter the Chamax.

Double Adventure 6- Divine Intervention

Double Adventure 6- Night of Conquest

Divine Intervention is a mission to change the policies of a religious dictator. Night of Conquest involves the group in a conflict on a newly discovered world.

Double Adventure 7- A Plague of Perruques

Double Adventure 7- Stranded On Arden

GDW created two short adventures late in the Double Adventure series but they never reached the publication stage. They were instead used for other purposes.

A Plague of Perruques was published as a tournament adventure. It takes the group to a world and presents them with a puzzle they must solve. The adventure was used at several game conventions in the mid-1980's.

Stranded On Arden originally appeared in Adventure Gaming magazine. It was later rewritten (dropping some features, changing the date, world, and setting) and included in **The Traveller Book** as a short introductory adventure entitled Exit Visa.

Short Adventure 8- Memory Alpha

Memory Alpha requires the adventurers to explore parts of the Corridor sector. It was used as a tournament adventure, and distributed in limited numbers in the later 1980's.

THE SPECIAL SUPPLEMENTS

Three Special Supplements were published in the Journal of the Travellers' Aid Society. These Supplements were also printed separately in limited quantity for distribution at game conventions.

Special Supplement 1- Merchant Prince

The first of the Special Supplements adapted the Mercenary character generation system to the merchant character class. This system was later adapted to Book 7- Merchant Prince, It also appears in Journal of the Travellers' Aid Society No. 11.

Special Supplement 2- Exotic Atmospheres

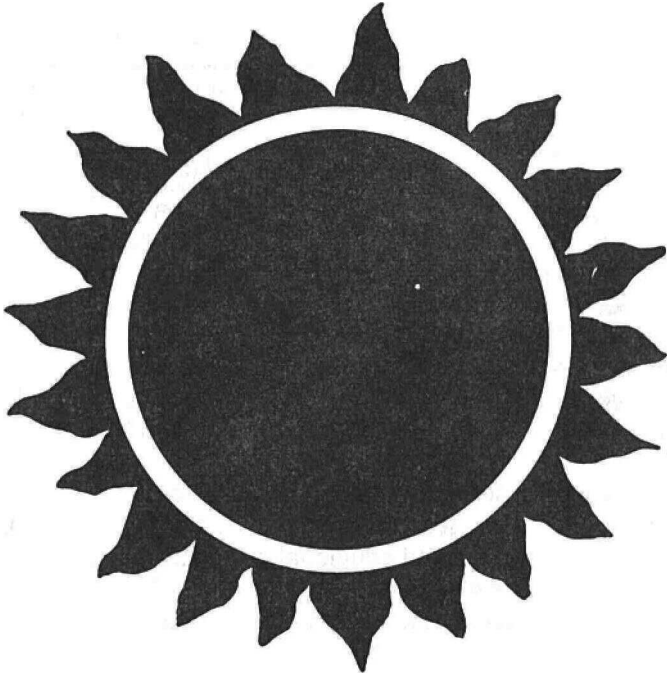
This Special Supplement discussed a variety of scientifically based explanations for the Exotic Atmosphere category of the Universal World Profile. It also appears in Journal of the Travellers' Aid Society No. 17.

Special Supplement 3- Missiles

The third Special Supplement dealt with space combat missiles for the basic **Traveller** system. It originally appeared in the Journal of the Travellers' Aid Society No. 17.

The Imperial Fringe

Deluxe **Traveller** included The Imperial Fringe as an introductory adventure,, when used in conjunction with the map of the Spinward Marches, the players found reasons to visit many of its worlds.



The Imperial Sunburst

In the course of creating a graphic symbol for **Traveller's** interstellar empire, several graphic devices were considered and discarded. Ultimately, Marc Miller settled on the blazing sun symbol... the Imperial Sunburst. The symbol was originally created as die cut counter art for inclusion in Conflict Games' Iliad board game. The symbol above is taken from the authoritative original counter art drawing.

The Map of the Imperium, 1105

Traveller was envisioned as a generic science-fiction system which could be used to recreate any science-fiction story or situation. In the design process, Miller created a vast generic interstellar empire as a background against which adventures could be played.

Once this Imperium was created, it took on a life of its own. The map to the left is the original draft map of the Third Imperium (circa 1105) which served as a continuing reference for designers, referees, and players.

The Universe of Traveller

*Welcome to the exciting universe of the far future!
Who knows what the future holds? With **Traveller**, you
can find out as you personally journey far into the depths
of interstellar space and to the surface of alien worlds.
With **Traveller**, you can choose your own destiny and
attempt to fulfill it in a life of adventure, power, and
fortune. With **Traveller**, the universe of the future is
yours.*

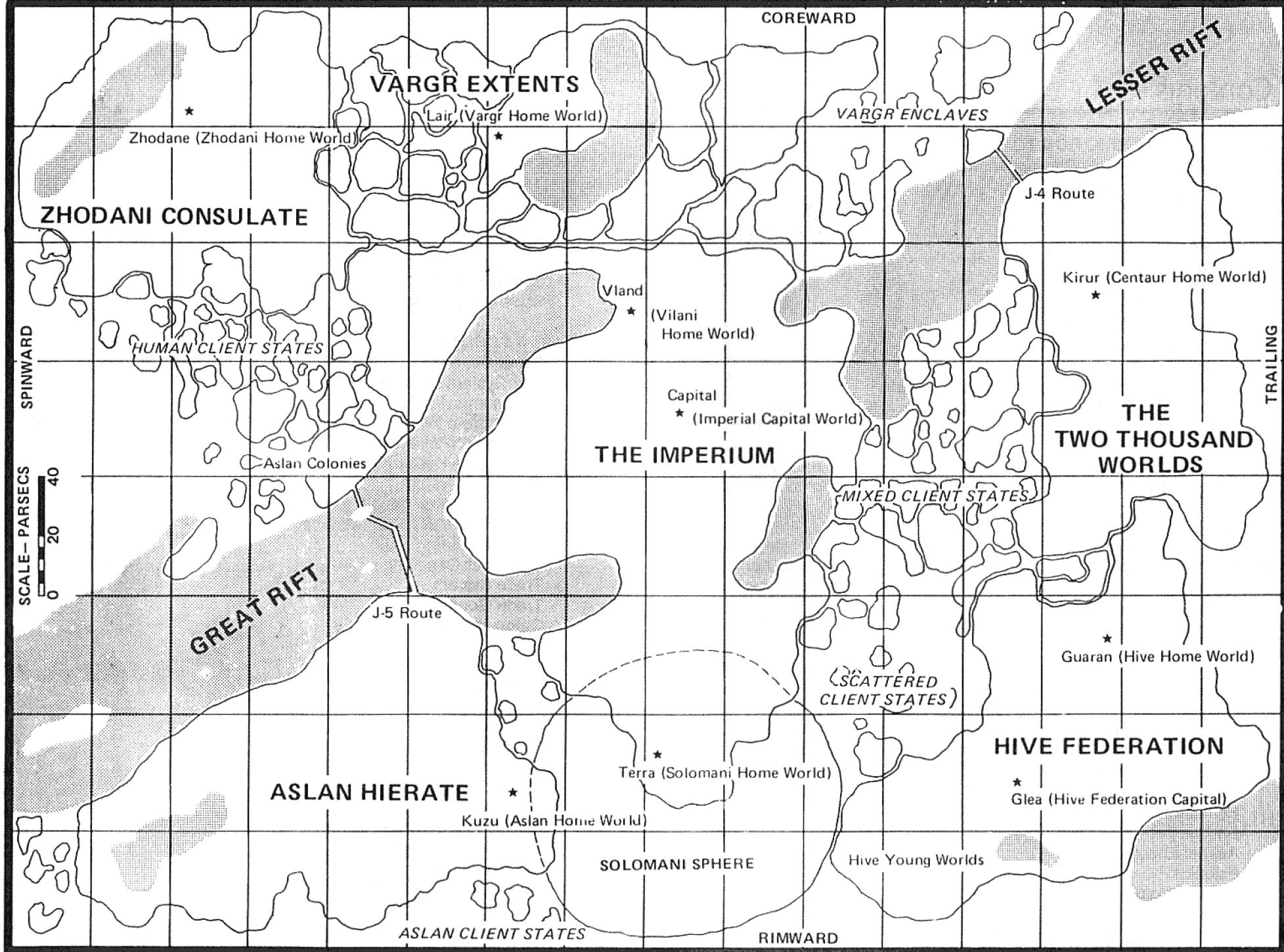
So begins the box back for Basic **Traveller**, leading the player to the three books (Books 1, 2, and 3) that were the basis for the **Traveller** science-fiction role-playing game.

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 (depending on which titles are specifically counted).

The relative scarcity of the various books in the Classic **Traveller** series is not (as might be expected) inversely proportional to the size of their print runs. Although small print runs have made some books and materials in the desirable collector's items, many books are hard to find because their current owners will not give them up. The production information given here was compiled from the original production records in the archives of Game Designers' Workshop.

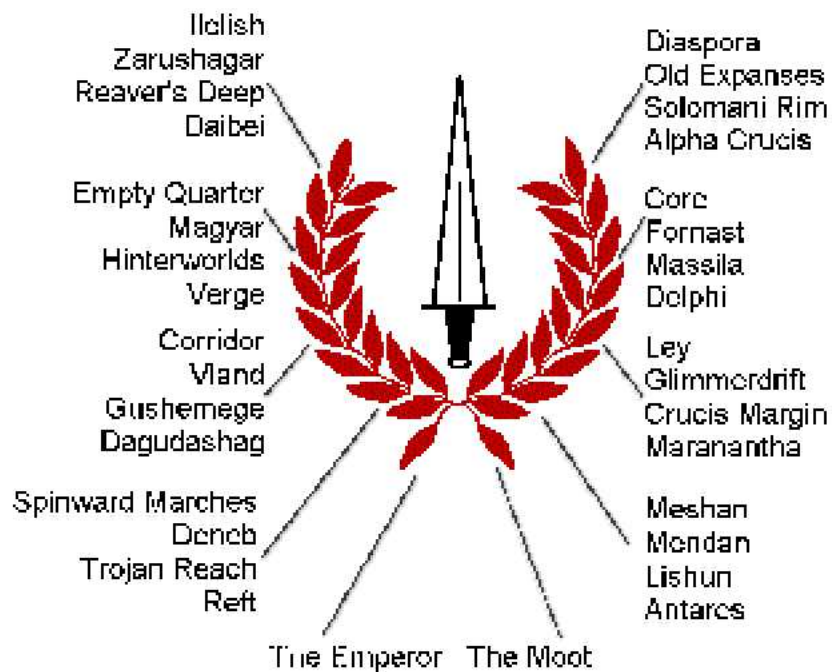
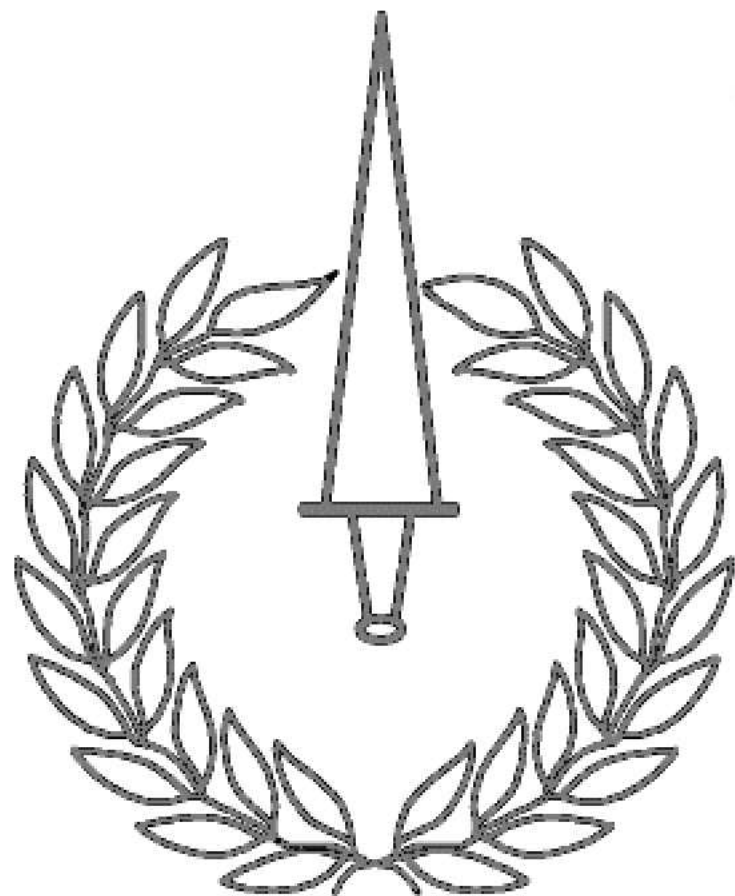
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MAP OF THE IMPERIUM, 1105

TRAVELLER®



The wreath and short sword are traditional symbols for the Imperial Navy.