



GAMELORDS TRAVELLER PUBLICATIONS

Lee's Guide to Interstellar Adventure
Startown Liberty
Wanted: Adventurers
Pilot's Guide to the Drexilthar Subsector
Pilot's Guide to the Caledon Subsector
The Desert Environment
Duneraiders
The Mountain Environment
Ascent to Anekthor
The Undersea Environment
The Drenslaar Quest

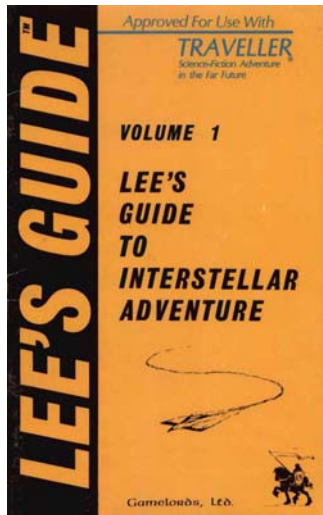


GameLords, Ltd began as a fantasy role-playing publisher with its **Thieves Guild** game system. In 1982, the company expanded to science-fiction and acquired a license to produce **Traveller** titles. Between 1982 and 1984, **GameLords** published an impressive ten titles by a variety of authors.

In addition to short scenario books, **GameLords** introduced a clever pairing of Environment rules books with an associated adventure: (for example, **The Mountain Environment** and **Ascent to Anekthor**).

GameLords founder Kerry Lloyd died in 1985 and the company ceased operations. Remaining inventory was purchased by **Different Worlds** and continued to be sold for several years. With the expiration of the license, the rights to the books reverted to **GDW** (and ultimately to **Far Future Enterprises**).

Available individually, or in bundles, from DriveThruRPG.com
Available on CDROM from FarFuture.net



Lee's Guide to Interstellar Adventure Volume 1

By Gregory P. Lee. Art by Wallace Miller.

The journals of the noted galactic wanderer Aramais P. Lee are now available and suitable for use in any **Traveller** campaign. **Lee's Guide (Vol. 1)** provides full planetary specifications and detailed plot outlines on 10 worlds, each keyed to the Spinward Marches and Solomani Rim sectors. Plus, a series of adventures on the X-Boat system, the Imperium's primary communications network.

Whether you're new to **Traveller**, or an experienced referee looking for exciting new challenges, this book will provide months of planet-busting adventure.

(Volume 2 and later were never published).

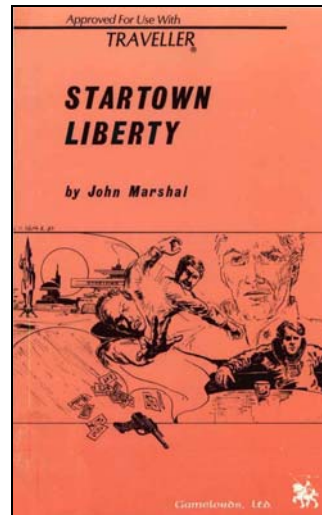


Wanted: Adventurers

By John Marshal (J. Andrew Keith)
Art: William H. Keith, Jr.

From the want ads of a starport news service comes 20 short adventure situations for use with **Traveller**. Job opportunities abound for adventurers in this collection of scenarios which can lead a band of characters into anything from a luxury cruise to a mercenary expedition.

Ideal for referees who need quick inspiration or a way of enlivening an ongoing campaign, this **Traveller** supplement makes adventure as close as the nearest news stand. Let your players find the job they've always wanted ... just turn the pages to **Wanted: Adventurers**.



Startown Liberty

By John Marshal (J. Andrew Keith)
Art: William H. Keith, Jr.

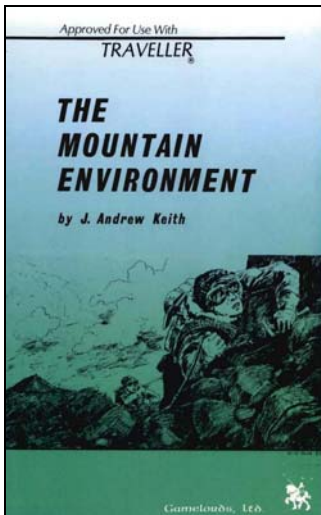
Startown ... the rough and tumble district where travellers can find anything from entertainment to the worst sorts of crime and corruption. Shunned by the majority of honest citizens, exploited by the criminal subculture, and visited by starship crews and other travellers looking for entertainment, information, or jobs, this is "a wretched hive of scum and villainy" ... this is Startown.

Startown Liberty is a collection of detailed encounter tables designed to generate random encounter situations for **Traveller**.

Still In The Archives:

The Arctic Environment
Faldor, Planet of Adventure
Rogues In Space I
Rogues In Space II

(and unpublished)

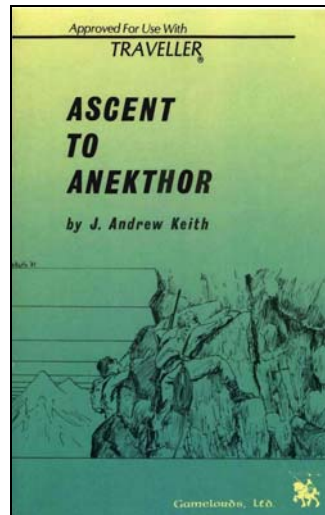


The Mountain Environment

By J. Andrew Keith
Art by William H. Keith, Jr.

The Mountain Environment is a **Traveller** supplement dealing with the particular situations and problems of travel and survival in rugged terrain. Included are specific rules systems designed to simulate mountaineering and other activities and hazards found in mountain terrain, explanations of equipment available for use in such terrain, and a guide to constructing specific mountain situations, special events and encounters, and adventures.

Challenge your players to broaden their horizons and enter **The Mountain Environment**.



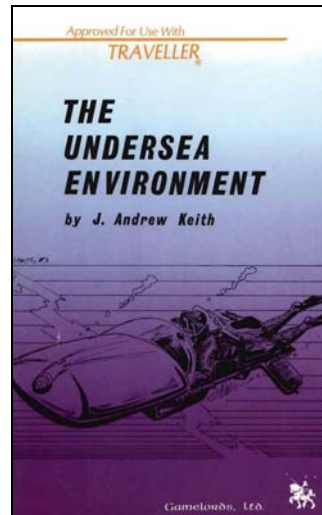
Ascent To Anekthor

By J. Andrew Keith
Art by William H. Keith, Jr.

Lady Sandra Lockhart was rich, famous ... and bored. A thrill-seeker and daredevil, she was always on the lookout for new horizons to conquer. Now she has set her sights on the triple peaks of Anekthor.

Anekthor, the majestic, unconquered mountain, shrouded in snow and mystery. Anekthor, home of the enigmatic Windstalkers, whose howls signal the death of climbers. Anekthor, where an old love and an old hatred await Lady Sandra's challenge.

Ascent To Anekthor is a complete adventure for **Traveller**, making use of rules and information presented in **The Mountain Environment**.

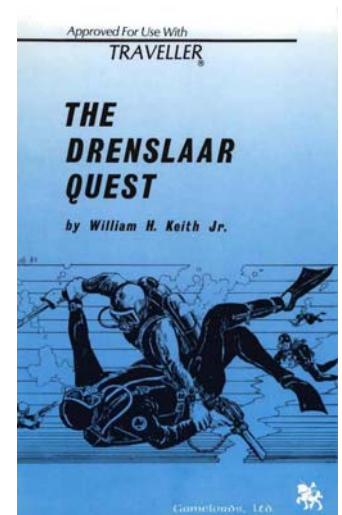


The Undersea Environment

By J. Andrew Keith
Art: William H. Keith, Jr.

The Undersea Environment is a **Traveller** supplement dealing with the particular problems found in an aquatic environment. Included are specific rules systems designed to simulate underwater activities and hazards, explanations of gear and equipment available for underwater use, and a guide to special events and encounters to aid the referee in constructing underwater encounter tables.

Challenge your players to broaden their horizons and enter **The Undersea Environment**.

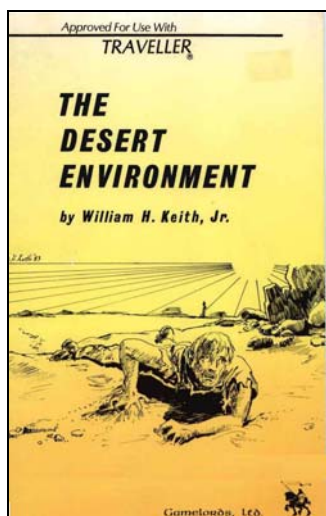


The Drenslaar Quest

By William H. Keith, Jr.
Art: William H. Keith, Jr.

Adventure awaits on the watery world of Yarnfahl, as players join the race to salvage a valuable cargo from the Drenslaar, a sunken star freighter. But will they elude detection by hostile forces long enough to complete their task?

The Drenslaar Quest is a complete adventure for **Traveller**. This scenario makes use of rules and information presented in **The Undersea Environment**, a **Traveller** supplement also by Gamelords, Ltd., and **Traveller Book 4, Mercenary**; use of these supplements is recommended, but not required.



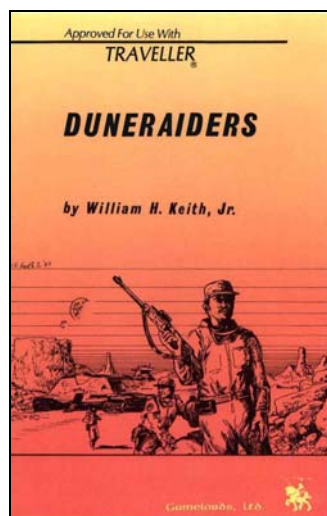
The Desert Environment

By William H. Keith, Jr.
Art by William H. Keith, Jr.

The Desert Environment is a **Traveller** supplement dealing with the particular situations and problems of travel and survival in a desert climate. Included are specific rules systems designed to simulate all aspects of desert survival, explanations of equipment available for use in such terrain, and guidelines for setting up specific desert situations, special events and encounters, and adventures.

Challenge your players to broaden their horizons and enter ...

The Desert Environment.

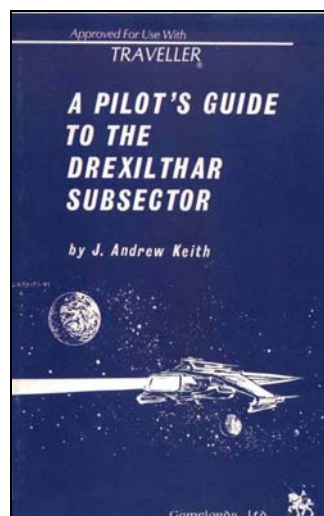


Duneraiders

By William H. Keith, Jr.
Art by William H. Keith, Jr.

Riches, danger, and mystery lie within the arid wastes of Tashrakaar, a desert world peopled by the savage and enigmatic Duneraiders. The players soon learn that desert nomads and desert heat aren't the only enemies they face when they find themselves trapped in the midst of vicious inter-corporate war!

Duneraiders is a complete adventure for **Traveller**. This scenario makes use of rules and information presented in **The Desert Environment**, a **Traveller** supplement from Gamelords, Ltd. The Desert Environment is recommended for playing **Duneraiders**, but not required.

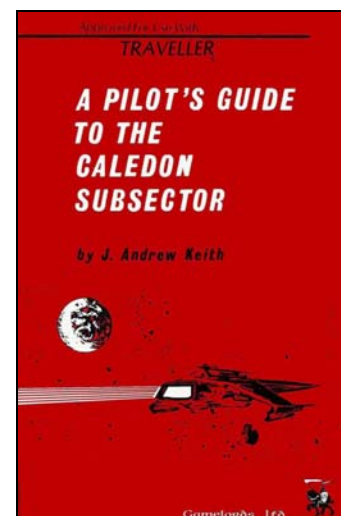


A Pilot's Guide to the Drexilthar Subsector

By J. Andrew Keith
Art by William H. Keith, Jr.

From the navigational computer files of the Imperium comes **A Pilot's Guide to the Drexilthar Subsector**, a detailed examination of a single subsector of Reavers' Deep on the imperial frontiers. This supplement presents background information on the Deep and on the Drexilthar subsector (setting for **The Drenslaar Quest** and **Duneraiders**). Each world in the subsector is explored in sufficient depth to be the setting for one or more specific adventures for use with **Traveller**. Planetary data on each world is also of use in conjunction with the Gamelords **Traveller** supplements dealing with environments.

Come explore the **Traveller** universe ... with **A Pilot's Guide to the Drexilthar Subsector**.



A Pilot's Guide to the Caledon Subsector

By J. Andrew Keith
Art by William H. Keith, Jr.

From the files of the Imperium comes **A Pilot's Guide to the Caledon Subsector**, a detailed examination of a single subsector of Reavers' Deep on the imperial frontiers, and a neighbor to the already chronicled Drexilthar Subsector.

Resurrected From The Archives!

This supplement by J. Andrew Keith was submitted to GameLords but never published. An abridged version (with inaccurate maps) was previously published in **The Traveller Chronicle**.

Planetary data on each world is also of use in conjunction with the Gamelords **Traveller** supplements dealing with environments.

Come explore the **Traveller** universe ...