

# **TRAVELLER**

## *The New Era*



# TRAVELLER

## *The New Era*

0300	\$27.00	Traveller: The New Era (basic rules book)
0301	\$10.00	Survival Margin (New Era historical background information)
0302	\$46.00	Deluxe Traveller (basic rulebook and Fire, Fusion, & Steel, plus play aids)
0303	\$30.00	Brilliant Lances (starship combat boardgame and starship design rules)
0304	\$16.00	Fire, Fusion, & Steel (Traveller technical architecture sourcebook)
0305	\$14.00	Smash & Grab (adventure anthology—Star Viking Manual #2)
0306	\$ 8.00	Players' Forms (play aid)
0307	\$ 8.00	Referee's Screen (play aids and adventure)
0308	\$30.00	Battle Rider (fleet level starship combat boardgame)
0309	\$18.00	Path of Tears (sourcebook—Star Viking Manual #1)
0310	\$20.00	Reformation Coalition Equipment Guide (Star Viking Manual #3)
0311	\$14.00	World Tamers Handbook (sourcebook on world building and colonization)
0312	\$16.00	Vampire Fleets (sourcebook on Virus, robot design, intelligent machines)
0313	\$20.00	Striker II (ground combat miniatures rules)
0315	\$13.00	Star Viking: Personalities of the Reformation Coalition (Star Viking Manual #4)
0316	\$17.00	Traveller: The New Era T-Shirt (large)
0317	\$17.00	Traveller: The New Era T-Shirt (extra-large)
0318	\$14.00	Aliens of the Rim I: Hivers and Ithklur (sourcebook)
0330	\$12.00	The Guilded Lilly (adventure)
0380	\$ 5.95	Death of Wisdom (novel, part one of three)
0381	\$ 5.95	To Dream of Chaos (novel, part two of three)
0382	\$ 5.95	The Backwards Mask (novel, part three of three) Original
0383	\$ 5.95	The Backwards Mask (novel, part three of three) Alternate

# THE DAWN OF THE NEW ERA

Science Fiction Roleplaying Game

## TRAVELLER *The New Era*

- Traveller®: The New Era** • #0300, \$25.00
- Survival Margin™** • #0301, \$10.00
- Deluxe Traveller®** • #0302, \$46.00
- Brilliant Lances™**, Traveller Starship Combat • #0303, \$30.00
- Fire, Fusion & Steel™** • #0304, \$16.00
- Smash & Grab™**, Star Viking Hot Recovery Operations • #0305, \$14.00
- Path of Tears™**, The Star Viking Sourcebook • #0309, \$18.00
- Battle Rider™** • #0308, \$30.00
- Reformation Coalition Equipment Guide** • #0310, \$20.00
- World Tamer's Handbook™** • #0311, \$14.00
- Vampire Fleets™** • #0312, \$16.00
- Star Vikings™** • #0317, \$13.00



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Bloomington, IL 61702-1646

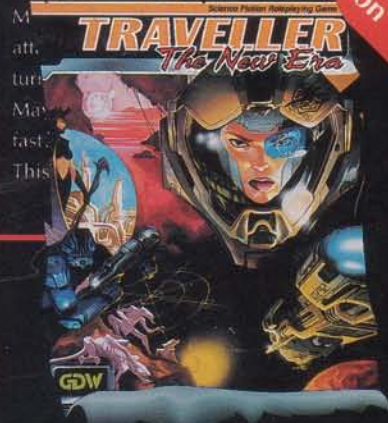


Science Fiction Roleplaying Game

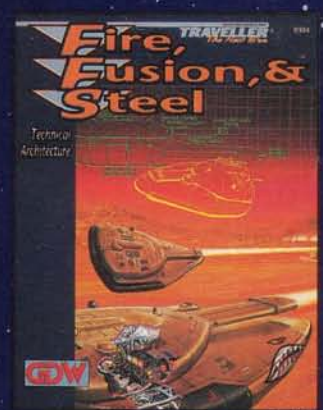
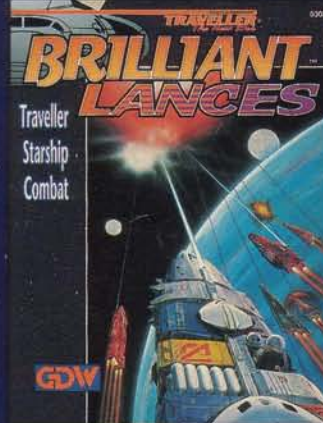
# TRAVELLER

## The New Era

This is Free Trader Beowulf,  
calling an



Game Designers' Workshop



## OWN THE FUTURE

**Traveller: The New Era** places a limitless universe before you and gives you the tools to seize control.

Whether you play a Free Trader captain, piloting your starship through the lawless Wilds, a scout, opening contact with long-forgotten worlds, or a Star Viking, rolling back the tide of darkness and ignorance, you shape the future of the universe.

### Traveller: The New Era

Science Fiction Roleplaying Adventure in the Far Future.



### Reformation Coalition Manual Series

Detailed information and adventure material that fleshes out the Star Vikings and their exploits.

**Path of Tears, The Star Viking Sourcebook**  
#0309, \$18.00

**Smash & Grab, Star Viking Hot Recovery Operations**  
#0305, \$14.00

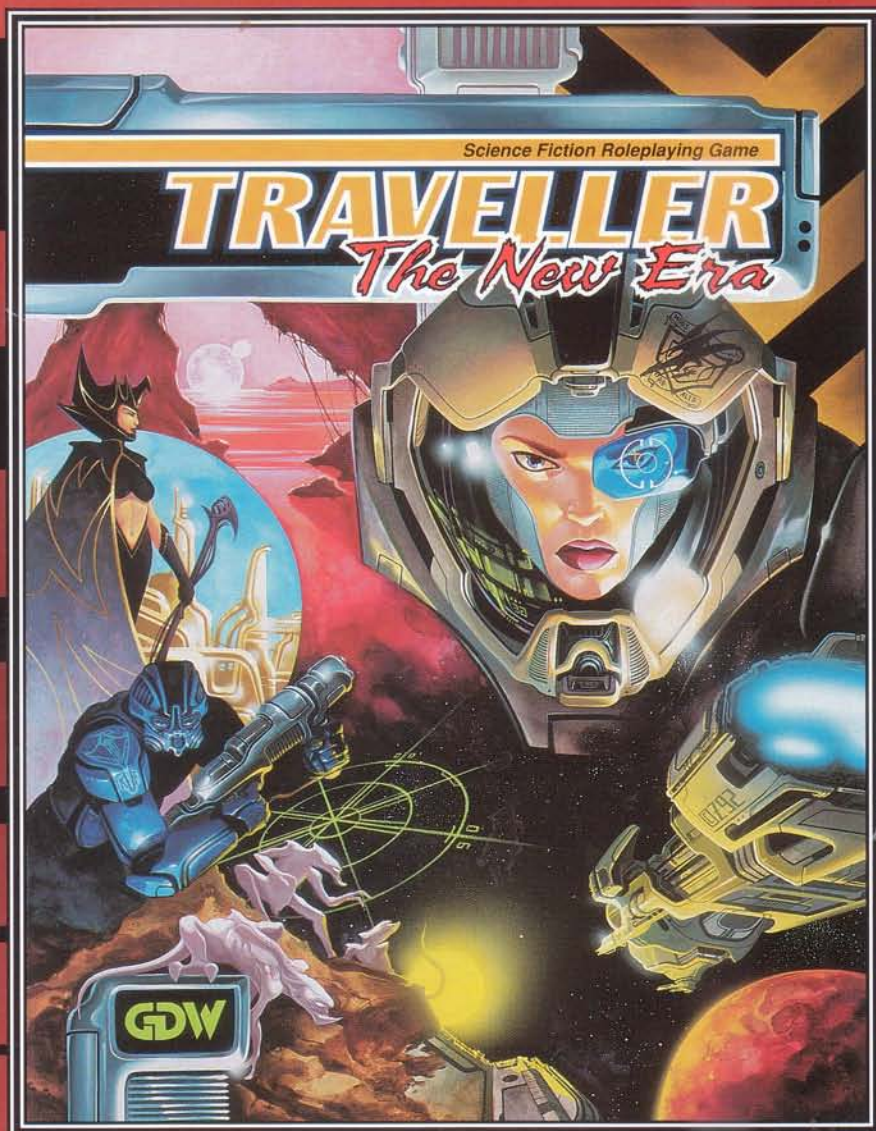
**Reformation Coalition Equipment Guide**  
#0310, \$20.00



# GAME DESIGNERS' WORKSHOP



The GREATEST science-fiction  
game ever is poised on the  
BRINK OF A NEW DAWN...



Truly the beginning of  
a New Era! TRAVELLER,  
the world's premier  
science-fiction game, is  
back in an updated and  
expanded version.

TRAVELLER: THE NEW  
ERA offers more  
opportunity for  
exploration, heroism  
and accomplishment  
than ever before! Now  
TRAVELLER is  
compatible with  
TWILIGHT: 2000™ and  
DARK CONSPIRACY™!

# TRAVELLER® *The New Era*

Join us in April for the first step into a universe of infinite discovery.

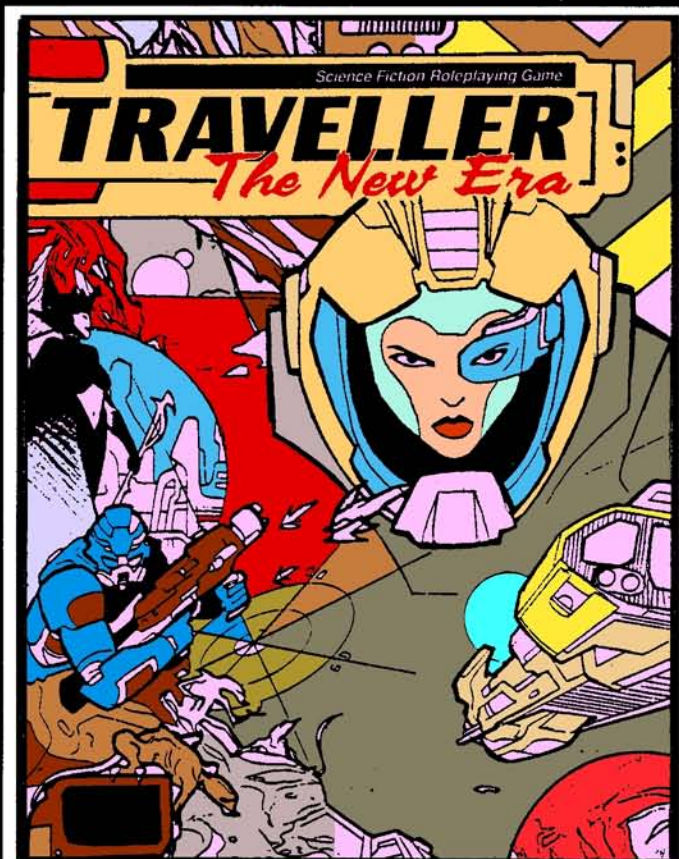
**GDW**

Distributed in the UK by Hobbygames Ltd., Unit S4, Rudford Industrial Estate, Ford Airfield, Nr. Arundel, West Sussex, BN18 0BD Tel 0903-730998



The greatest science-fiction roleplaying system ever made is making another evolutionary step. Humaniti has faced down the darkness it unleashed and is now poised on the brink of a new dawn.

The vast area of the old Imperium is ready to re-awaken, and it is yours for the taking. The rewards are greater than ever, but the dangers that await you have never before been imagined.



**Traveller: The New Era** uses a quick, clean, detailed combat and task resolution system that can be learned almost instantly by **Twilight: 2000**

2nd edition, **Merc: 2000** and **Dark Conspiracy** players. There is a wide open environment for exploration that uses all previously published **Traveller** locations, but makes them new again, ripe for rediscovery. Dynamic starship combat that interacts strongly with design decisions and presents a broad choice of tactical approaches makes this new **Traveller** sciencefiction at its best.

GDW: 0300. \$30.

Science-Fiction Roleplaying Game

**TRAVELLER**  
*The New Era*™



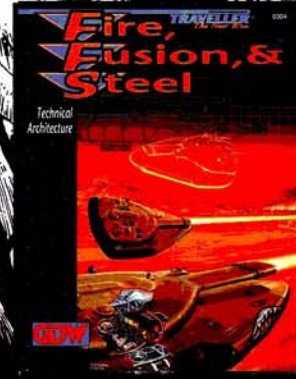
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# What is missing from this picture?

# you

GDW



Worlds to be discovered, civilizations to be rebuilt and epic confrontations  
to be fought. Put yourself in the picture with

**TRAVELLER**  
*The New Era*



Science Fiction Roleplaying Game

# TRAVELLER

*The New Era*

## STARSHIP COMBAT

In the cold void of space, death comes easily...

Vampire ships, technologically elevated dictators, even pirates—the ruins of the shattered Third Imperium hold myriad dangers. **Starship Combat** lets you shoot your way out.

**Starship Combat** includes:

- Vector-based movement
- Detailed hit location and damage resolution
- Lasers, particle accelerators, meson guns, and detonation laser missiles
- Extensive ship ratings, including pre-Collapse warships
- Complete starship design sequence, usable both with this game and with the roleplaying game

GDW: 0303 \$26



Science Fiction Roleplaying Game

# TRAVELLER

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## STARSHIP COMBAT

In the cold void of space, death comes easily...

Vampire ships, technologically elevated dictators, even pirates—the ruins of the shattered Third Imperium hold myriad dangers. **Starship Combat** lets you shoot your way out.

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GDW: 0303 \$26

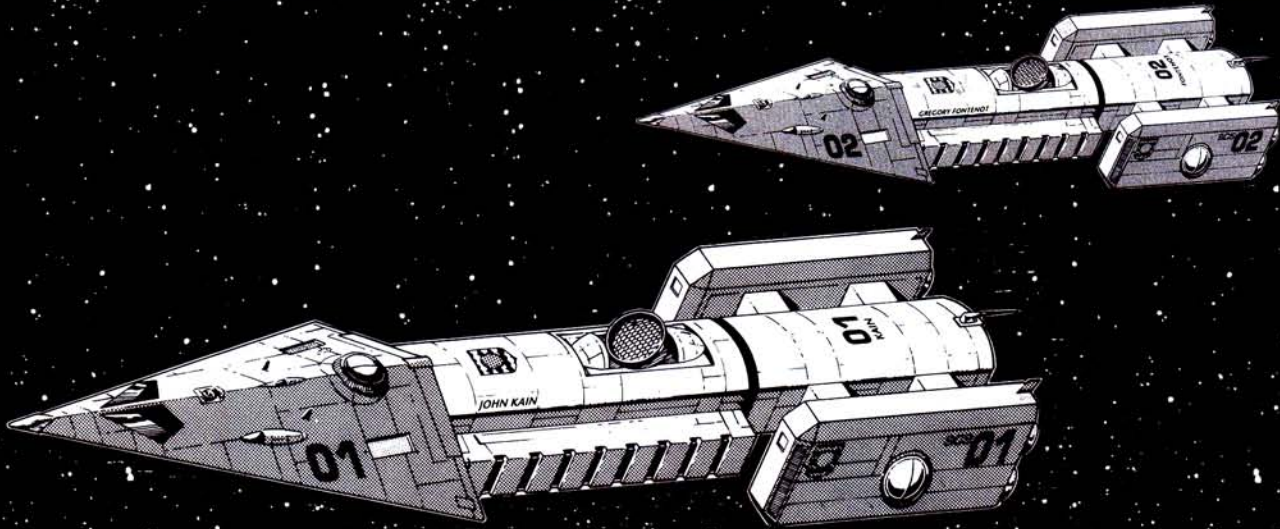




# TRAVELLER

*The New Era*

# BRILLIANT LANCES™



**In the cold void of space, death comes easily...**

Vampire ships, technologically elevated dictators, even pirates—the ruins of the shattered Third Imperium hold myriad dangers. **Brilliant Lances** lets you shoot your way out.

**Brilliant Lances** includes:

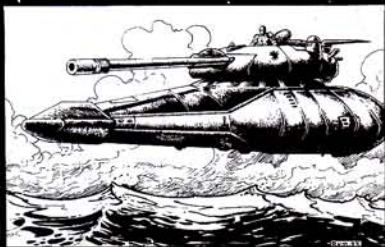
- Vector-based movement
- Detailed hit location and damage resolution
- Lasers, particle accelerators, meson guns, and detonation laser missiles
- Extensive ship ratings, including pre-Collapse warships
- Complete starship design sequence, usable both with this game and with the roleplaying game

**GDW: 0303 \$30**



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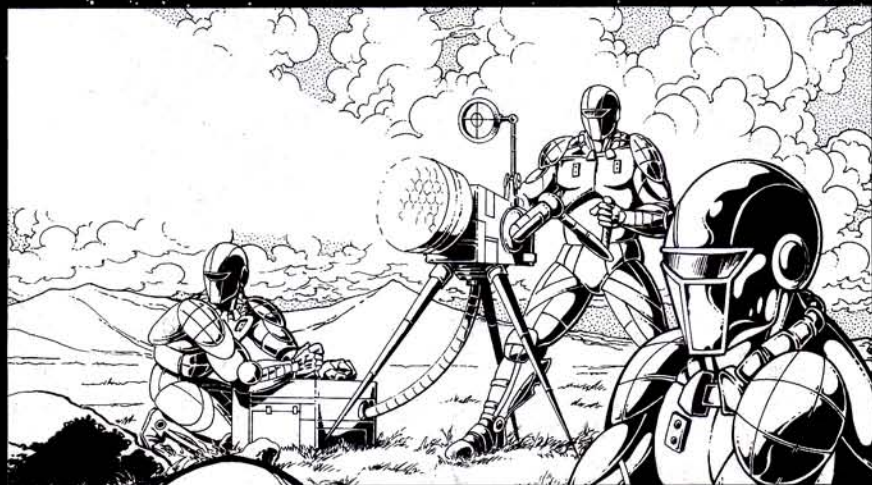




# Fire, Fusion, & Steel

GDW: 0304 \$16.00

TECHNICAL  
ARCHITECTURE



Science Fiction Roleplaying Game

TRAVELLER®  
*The New Era*

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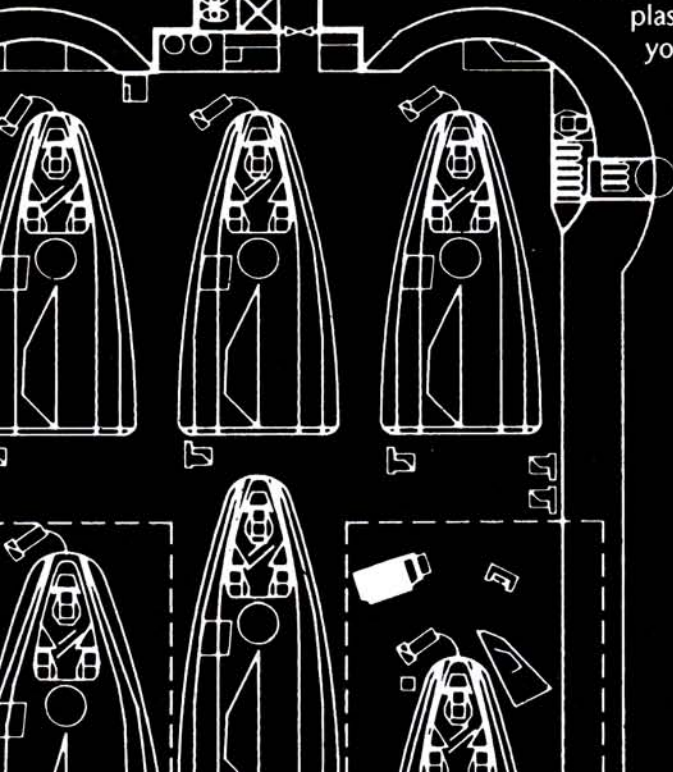
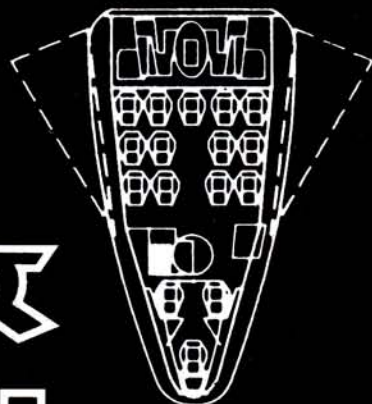
GDW





**Traveller Technical Architecture** gives you

# Fusion, Fire, & Steel



The **Traveller: The New Era** rulebook was only the beginning. Now that you know what the universe is like, and how it works, you'll want to start building it your way.

That's where the **Traveller Technical Architecture**

handbook comes in. You know the kind of science fiction hardware you've always wanted to build, the custom features that only you would think to add. Well here's your chance.

High-performance atmospheric fighters. Deep-space star cruisers. Mammoth interstellar bulk haulers. Sophisticated early-warning and command systems. High-G self-directing missiles. Robots. Powered battle armor. Cybernetic add-ons and implants. Or how about the heavy iron—fusion-powered grav tanks—with full orbital capability, laser sensors, and large-bore fusion cannons. With **Technical Architecture**, before you know it, you'll be cutting metal on your own designs.

3000 years of technical advances are yours for the asking: MHD turbines, fusion reactors, contra-grav generators. Coherent superdense armor, fusion and plasma guns, subatomic particle accelerators. McDonnell Douglas, eat your heart out.

Before the next time you train your 36-decimeter laser dish on an incoming thermonuclear-pumped X-ray laser carrier, you'll want to know it's the best laser you can bolt to your hull. Adjust the wavelength. Up-rate the fire control system. Beef up the capacitors. Build a laser that fits your specifications. Why settle for someone else's design? Why buy off the shelf when it's your life on the line? Other games give you equipment catalogs. **Traveller** gives you the factory.

**Traveller Technical Architecture.**

**Do it  
your  
way**

GDW: 0304

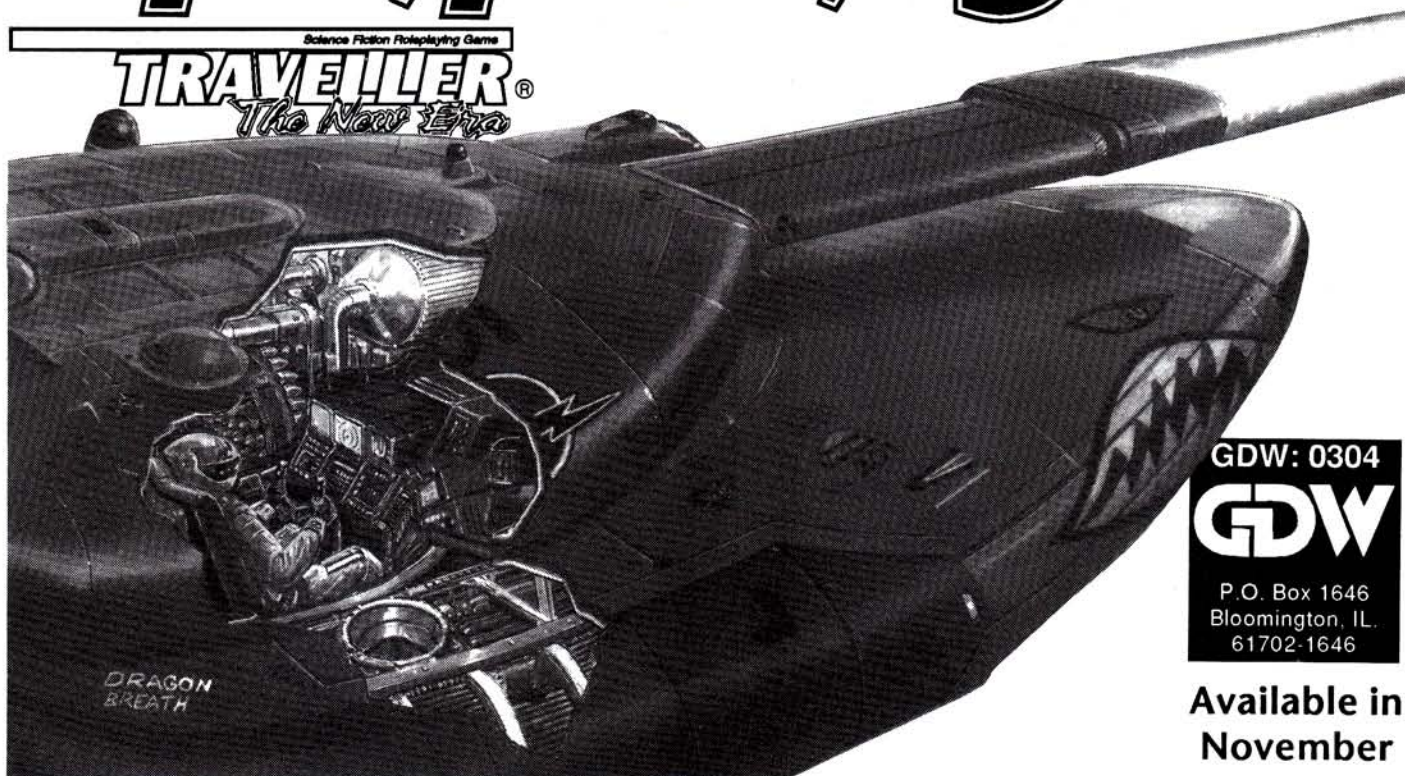


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# Fire, Fusion, & Steel

Science Fiction Roleplaying Game  
**TRAVELLER®**  
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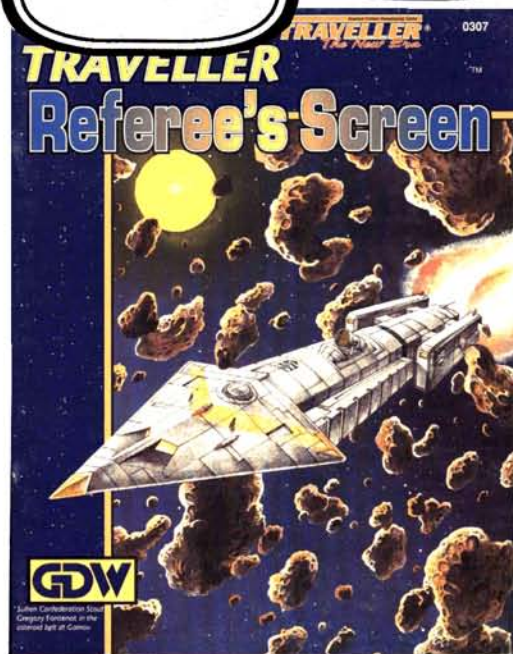
**Available in  
November**



# TRAVELLER

# Referee's

# Screen



Face it, it's tough to stay ahead of your players, but we're here to help. The TNE Referee's Screen is six colorful panels including four packed with the data and tables you need!

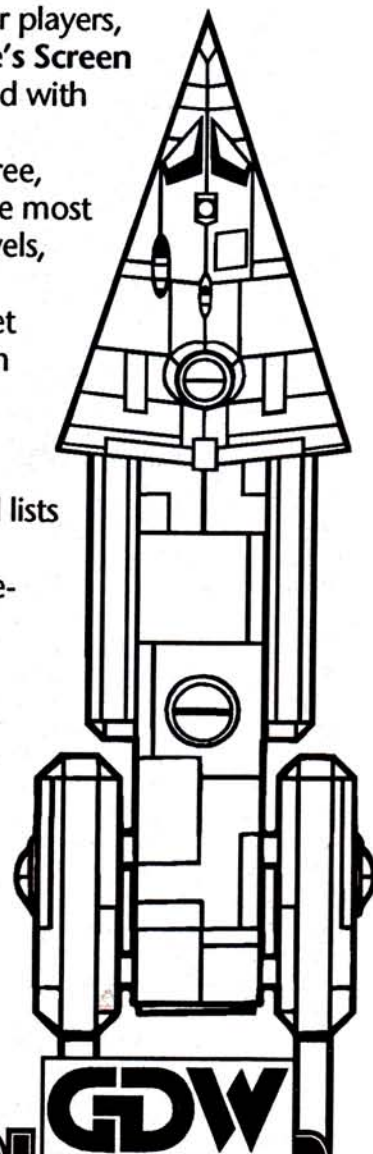
- Three of these panels are for the referee, while one faces the players and shows the most common combat tasks, with difficulty levels, damage, and fatigue penalties.

- Also for the referee, a 16-page booklet collecting the most important tables from *Traveller: The New Era* into a handy, easy-to-use resource.

- A set of character generation player aids cards. These distill the important skill lists and career entry requirements from *Traveller: The New Era* onto two double-sided cards.

## *What do you mean that's not enough?*

Okay, we've also included an eight-page New Era adventure introducing a pocket empire: the Covenant of Sufren. And if there's one thing the people of the Covenant have learned, it's this: Once you've met Virus, the little stuff doesn't scare you anymore. GDW: 0307 \$8.00



Science Fiction Roleplaying Game  
**TRAVELLER®**  
*The New Era*

# GAME DESIGNER'S WORKSHOP

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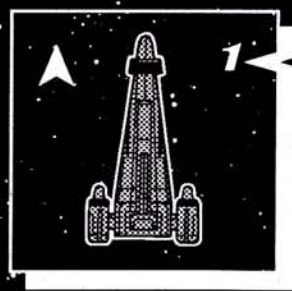
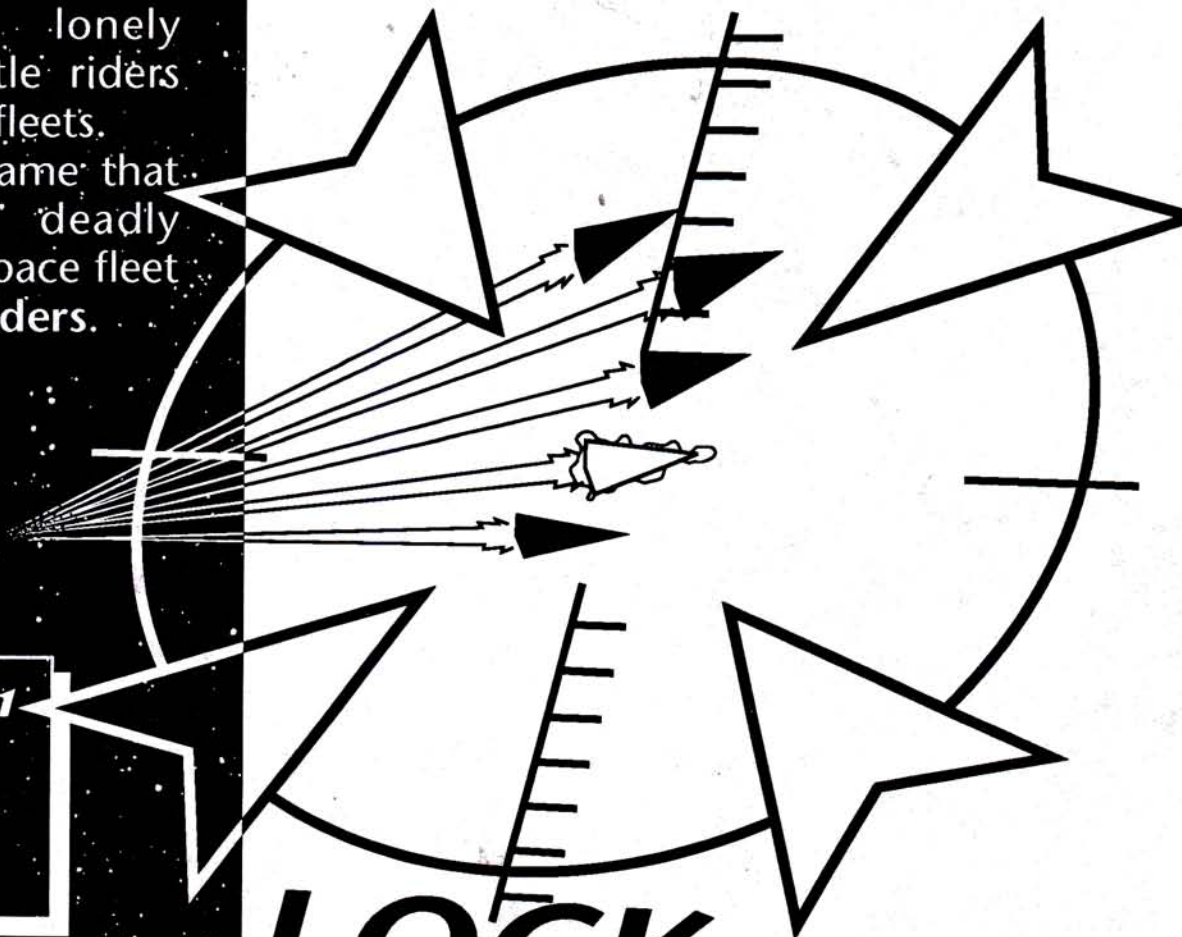


Carried from star to star by massive jump tenders, the sleek, heavily armored battle riders bristle with sensors, shields, and weaponry—the ultimate symbol of interstellar power for centuries.

Escorts, scouts, and cruisers fight their battles for control of distant spacelanes in lonely solitude; but battle riders move and fight in fleets.

Now there's a game that captures the deadly violence of deep space fleet combat—Battle Riders.

# BATTLE RIDER



Science Fiction Roleplaying Game

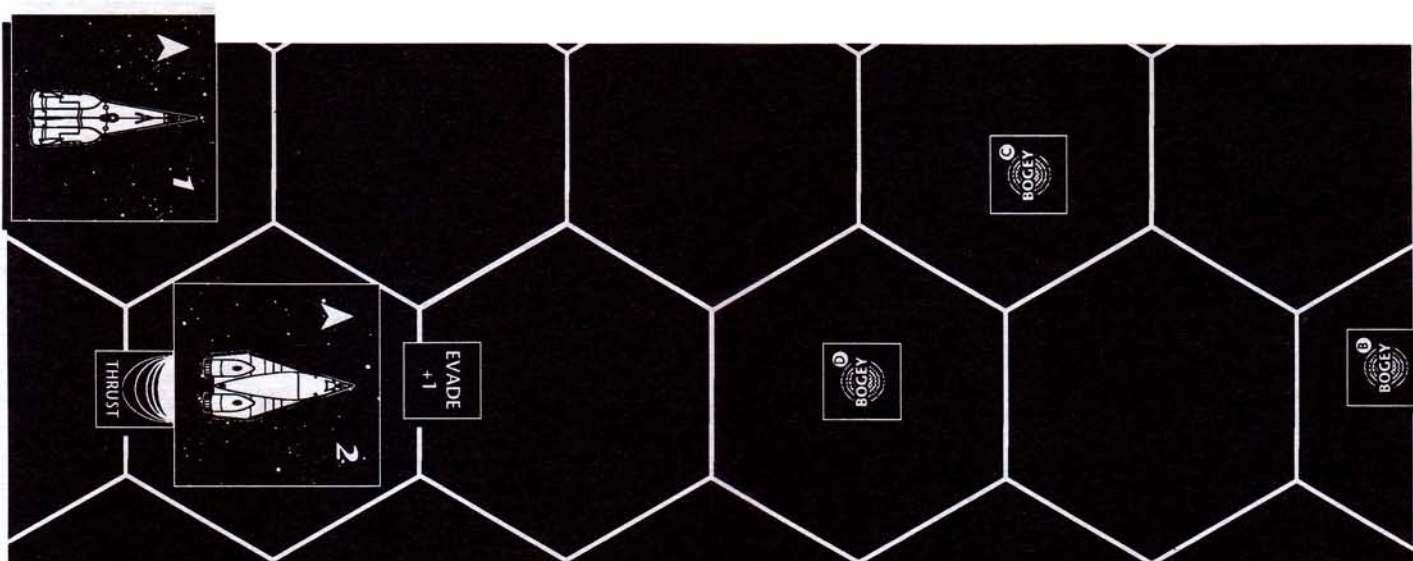
**TRAVELLER**  
*The New Era*

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**GDW**

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In the 57th century, travel between the stars has long been an accepted fact of life. Starships with powerful jump drives form the basis of interstellar commerce and the warships that protect that commerce.

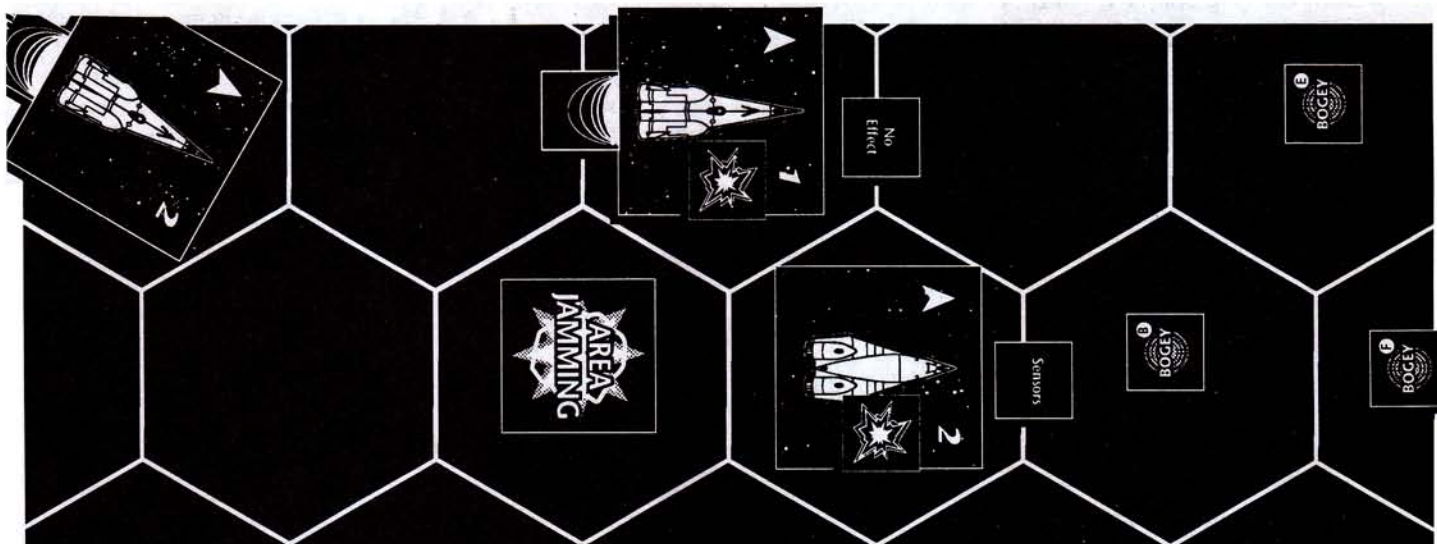
But jump drives are bulky and take up volume that could be filled with defensive systems or offensive weaponry. A specialized vessel, optimized for large fleet actions, gained popularity during the Second Imperium and came to completely dominate the fleets of the Third Imperium.

**GDW: 0308. \$30.**



**To continue on page 55**





These vessels had no jump drives, had nothing in fact not directly related to producing the most effective line-of-battle combatant possible.

They were carried across the interstellar distances by huge jump tenders, vessels with little or no combat ability of their own, which would release their deadly cargo before the battle began and then withdraw to a safe distance. These warships became the very symbol of large fleet actions. Because they were carried from star to star, they were called...

GDW: 0308. \$30.

**GDW**

To continue on page 64

...Battle Riders!

# BATTLE RIDER™

Battle Rider™ is the game of squadron and fleet combat in GDW's Traveller® universe. Brilliant Lances™ brought you detailed starship combat designed for roleplaying interaction. Battle Rider gives you fast-moving fleet combat without the need for roleplaying levels of detail.

GDW: 0308. \$30.

**GDW**

To continue on page 74

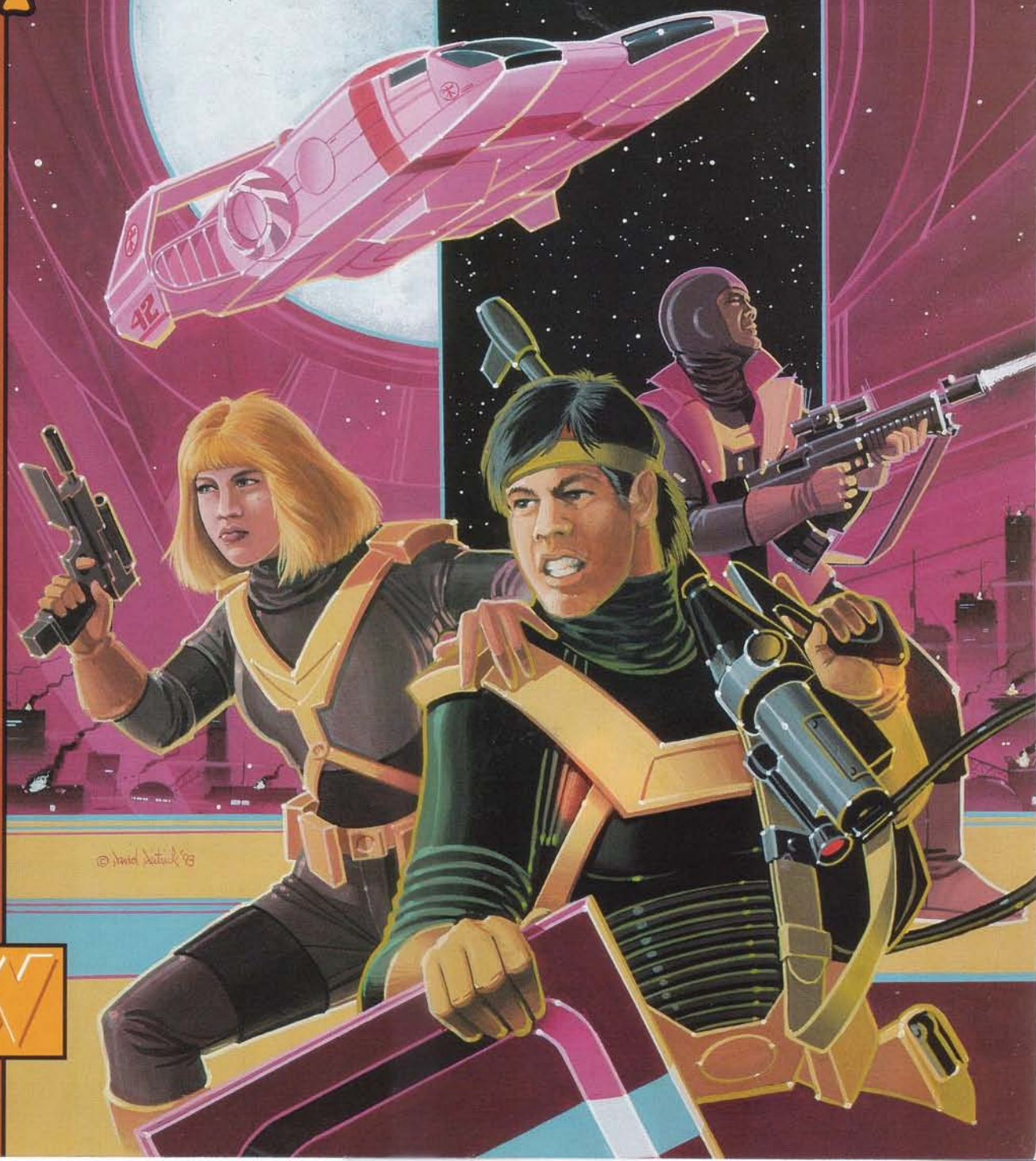


# PATH of TEARS<sup>TM</sup>

**THE  
STAR  
VIKING**  
SOURCEBOOK

**1**  
Reformation  
Coalition  
Manual

**GDW**





# Path of Hope...Path of Blood...

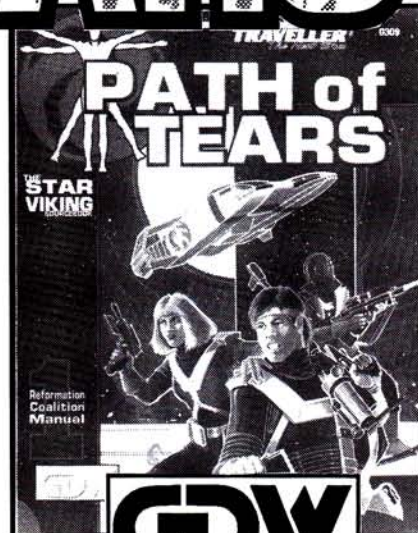


## PATH OF TEARS

3KM-91

Tread the Path of Tears with the men and women of the Reformation Coalition, the so-called Star Vikings, as they attempt to rekindle the lights of civilization in a universe ravaged by war and Virus. Included in this book are detailed descriptions of the worlds and ways of Star Vikings, information on the aquatic Schalli, not to mention data on the Coalition's inimical enemies, the Mercantile Guild, and worlds controlled by Virus. *Path of Tears* also presents almost 100 adventure plots, numerous pieces of valuable equipment, and two new ship types.

(#0309, \$18.00, ISBN: 1-55878-162-5)



Science Fiction Roleplaying Game  
**TRAVELLER®**  
*The New Era*

# GAME DESIGNERS' WORKSHOP

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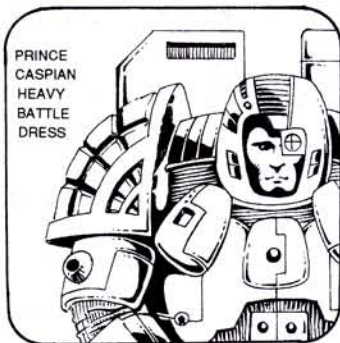
# REFORMATION COALITION

## TRAVELLER

*The New Era*

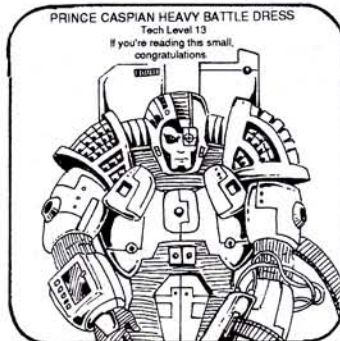
### EQUIPMENT GUIDE

PRINCE  
CASPIAN  
HEAVY  
BATTLE  
DRESS



PRINCE CASPIAN HEAVY BATTLE DRESS

Tech Level 13  
If you're reading this small  
congratulations



RCES SECURITY: EYES ON  
FILE NAME: PRINCE CASPIAN  
HOMEWORLD: AUBAINE  
ARMAMENT:

GAUSS RIFLE MARK  
ARMOR:

SECTIONAL REACTIVE  
ABLATIVE COMPOSITE  
BALLISTIC WEAVE

COMPUTER:

TACTICAL

NOTES: PRINCE CASPIAN'S  
ARMOR CAN BE DAMAGED  
QUICKLY IN CASE OF  
OF DAMAGE TO THE  
EXPLOSIVE CHARGE  
POSITIONED ON THE  
ON EXTREME  
AND MAIN  
OF ARMOR.

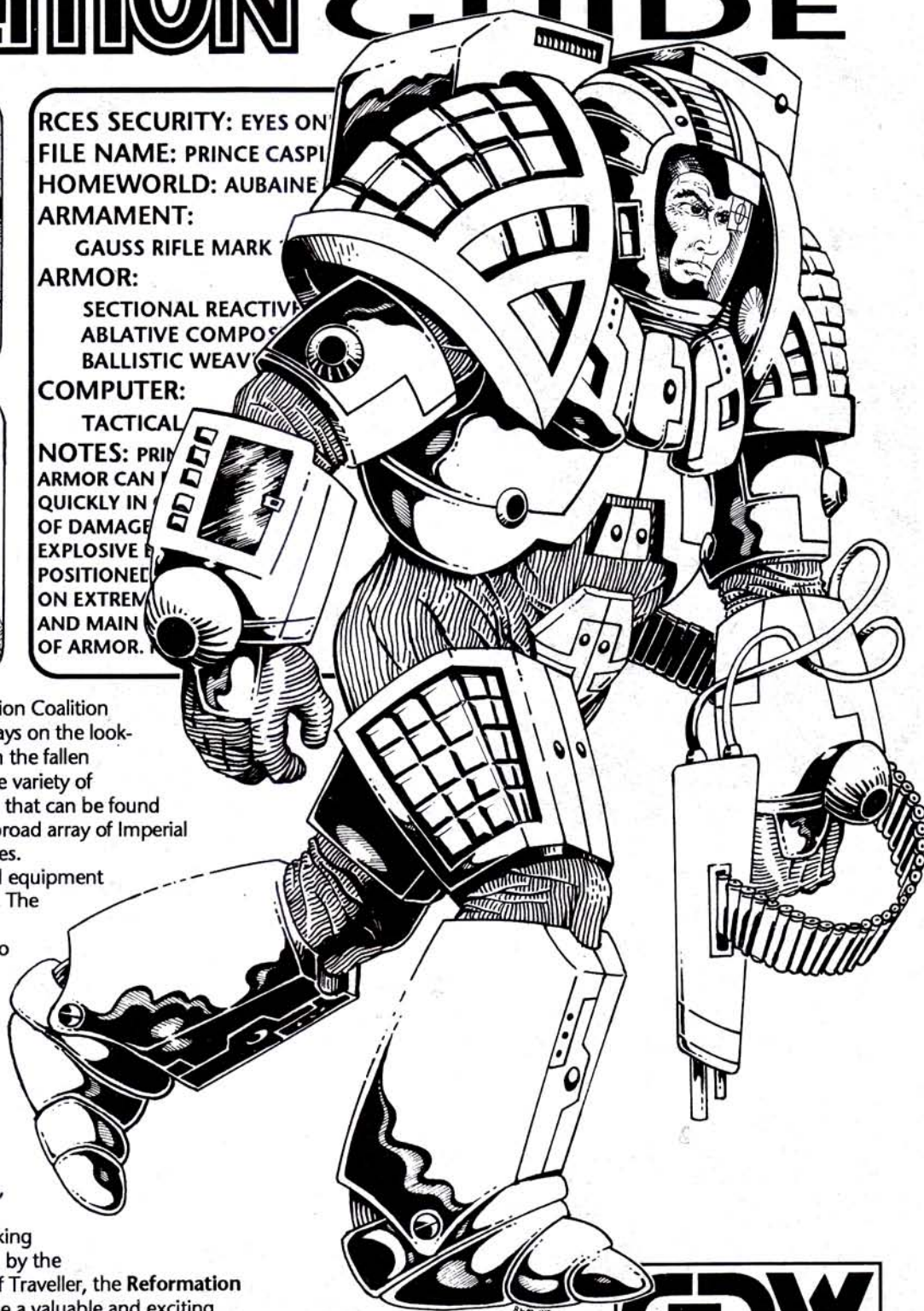
The Star Vikings of the Reformation Coalition Exploratory Service (RCES) are always on the lookout for useful relic technology from the fallen Imperium. This guide details a wide variety of equipment, weapons, and vehicles that can be found on RCES missions, representing a broad array of Imperial technologies and design approaches.

The guide also includes standard equipment used by the Reformation Coalition. The hallmark of this equipment is the Reformation Coalition's attention to flexibility and ruggedness: Their designs are intended to make the maximum use of their limited technological and manufacturing resources.

All equipment is designed in accordance with the design sequences presented in the December 1993-released Traveller technical architecture manual: *Fire, Fusion, & Steel* (#0304).

For the referee running a Star Viking campaign to the players fascinated by the infinite technological possibilities of Traveller, the *Reformation Coalition Equipment Guide* will be a valuable and exciting resource.

(#0310, \$14.00, 120 pages)



# GDW



To **BUILD** the future  
To **DARE** greatly  
To take one's **PLACE** in the arena



For Traveller®:  
The New Era  
GDW: 0311 \$14.00



**WORLD  
TAMER'S™**  
H A N D B O O K



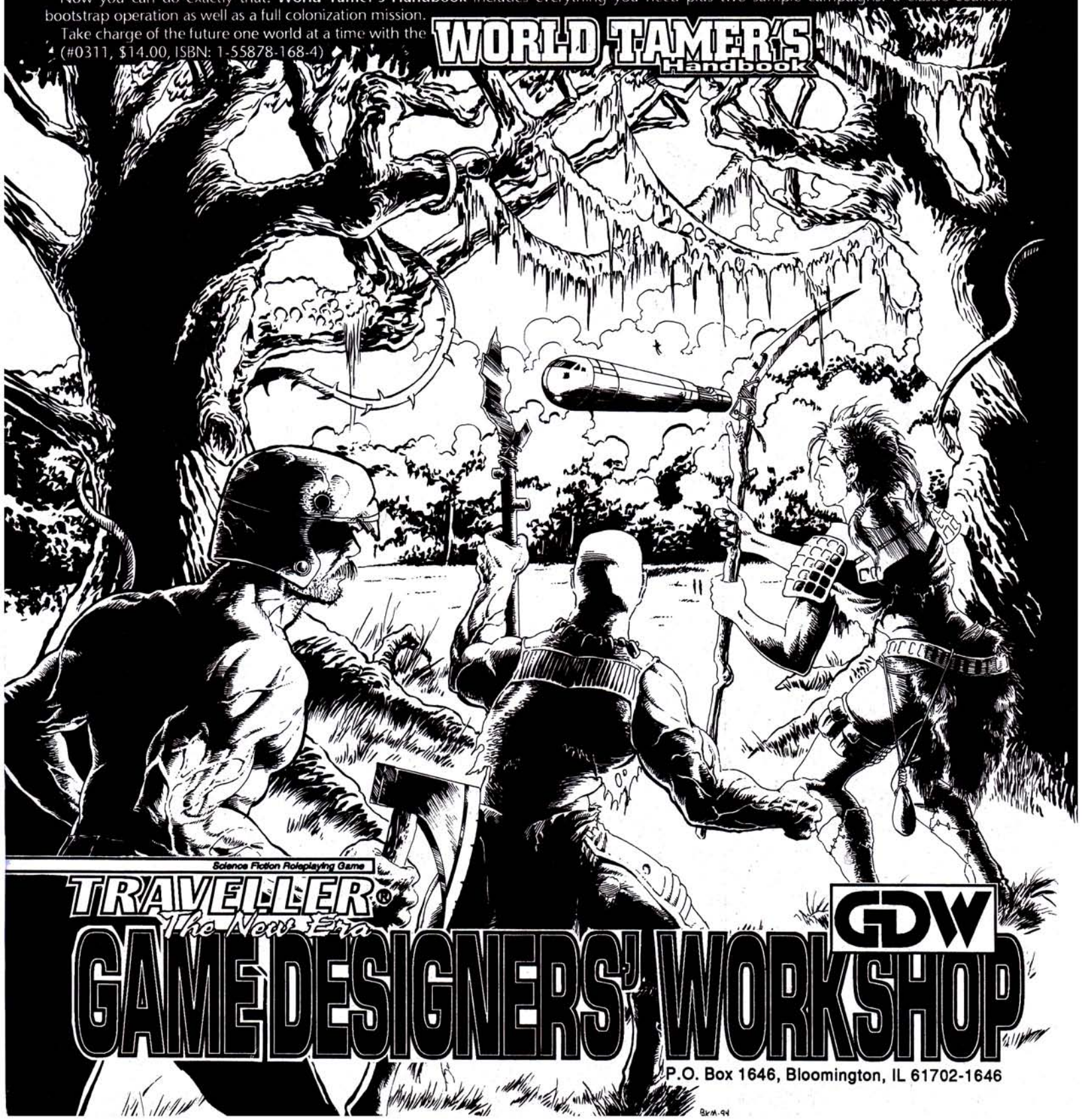
# It's yours if you can tame it!

There's more to life than trade and hot recovery missions. In order to build an interstellar civilization, you have to get down on the surface of a planet and make things happen. You have to survey and explore the world, educate the inhabitants or bring in colonists, fight hostile fauna and flora, protect your people against raids—in short, tame the world.

Now you can do exactly that. **World Tamer's Handbook** includes everything you need plus two sample campaigns: a classic coalition bootstrap operation as well as a full colonization mission.

Take charge of the future one world at a time with the  
(#0311, \$14.00, ISBN: 1-55878-168-4)

## WORLD TAMER'S Handbook



Science Fiction Roleplaying Game

### TRAVELLER®

The New Era

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**The Final Lords of the stars  
will be born of man.  
But they won't be  
in his image.**

**Vampire**  
**FLEETS**  
THE VIRUS SOURCEBOOK

Science Fiction Roleplaying Game

**TRAVELLER**  
*The New Era*



**GAME DESIGNERS' WORKSHOP**



# STRIKER II

One of the most popular science-fiction miniatures games of all time is back, and it's better than ever.

**Striker II** is the game of mobile ground combat in the far future. Although it is set in GDW's *Traveller* universe, the game system is suitable for any science-fiction milieu.

The game covers individual vehicles and soldiers (sometimes grouped into four-person fire teams). Player characters and key NPCs are easily inserted directly into any scenario.

**Striker II** comes complete with unit organization charts to enable you to assemble Imperial, Zhodani, Regency, Coalition, and other armies from the *Traveller* universe.

Vehicle and weapon ratings are included as well, along with simple guidelines for rating any item of military hardware in the *Traveller* universe (including those designed using *Fire, Fusion, & Steel*™) for the game.

Special rules cover meteoric planetary assault, orbital bombardment, hostile planetary environments, electronic warfare, and all of the other key issues of future military conflict.

But most of all, **Striker II** is fun and fast-playing even when large units are used. That's a claim made by most miniatures rules, and most of them fail to deliver the goods. But **Striker II** is built on GDW's popular *Command Decision*™ World War II and modern rules, a proven game system known for its fast play and rapid movement.

So mount up in your grav tank, trooper. Things are about to get a lot more interesting.

Science Fiction Roleplaying Game

**TRAVELLER®**  
*The New Era*

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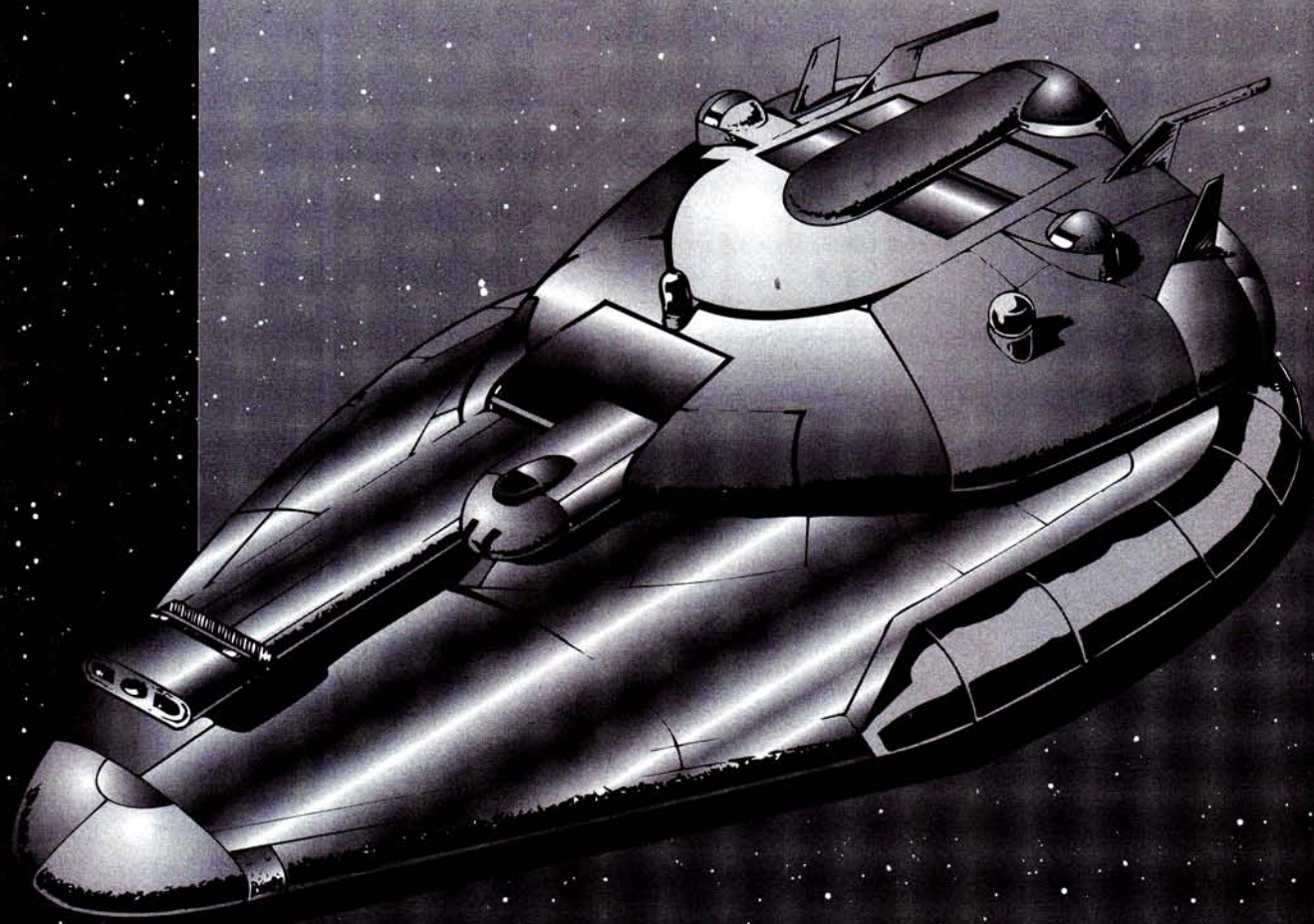


Science Fiction Roleplaying Game <sup>®</sup>

**TRAVELLER**  
*The New Era*

# STRIKER II™

Miniatures Warfare  
in the far future



**GDW**

# GAME DESIGNERS' WORKSHOP

P.O. Box 1646, Bloomington, IL 61702-1646

Available now at finer hobby stores #313 \$20.00



# STAR VIKINGS

## Personalities



◀ Senta "Boom Boom" Romero  
Scout Commander for the  
Reformation Coalition



Igor Pankеровski  
Guild Captain of Anunnaki ▶



The Reformation Coalition contains a wide variety of personalities, and **Star Vikings** will allow referees to run them all: members of the RC government and armed forces, covert intelligence operatives, RC allies from free-lancers to Free Traders, plus representatives of the RC's implacable opponents: the Guild and the ruthless dictators from the Wilds.

Each personality is a fully detailed **Traveller** character ready for use in a **Star Viking** campaign, with extensive referee's notes on the characters' motivations and backgrounds, plus guidelines on how to introduce these characters into a campaign, and keep them crossing the players' paths.

In addition, **Star Vikings** presents eight unique starships and their crews, complete with maps of their areas of operation and scheduled trade routes, and full color profiles of their configurations and markings.

These characters and ships are not one-trick ponies; they are useful, long-term NPCs and crews that will add color and detail to your campaign for a long time to come.

Science Fiction Roleplaying Game

# TRAVELLER

*The New Era*

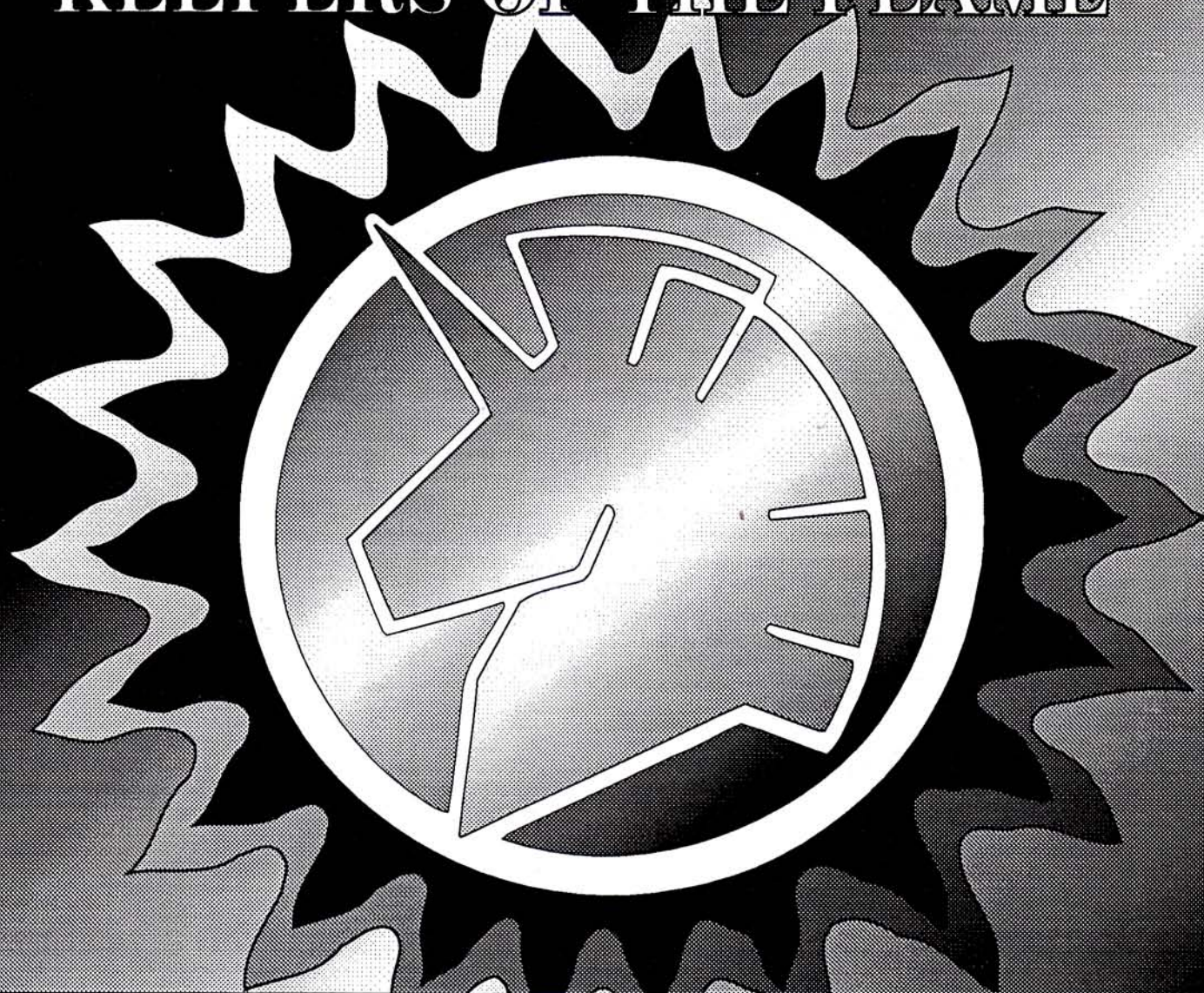
# GAME DESIGNERS' WORKSHOP

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# THE REGENCY SOURCEBOOK: KEEPERS OF THE FLAME



Since 1979 the Spinward Marches have been the birthplace of most **Traveller** campaigns. Now a part of the Regency, they return in all of their multi-faceted glory to **Traveller: The New Era** in the **Regency Sourcebook**.

The citizens of the Regency are the Keepers of the Flame: guardians of all that was great in the fallen Imperium. But beset by enemies without and within, it will not be easy for them to restore this light to the galaxy.

The Regency sourcebook contains data on the history and current status of the Regency and its neighbors (The Zhodani, Vargr, Aslan, Darrians, Sword Worlds, and Islands), Library Data, Referee's Notes, 11 new TL-15 and -16 spacecraft, and maps and data for all 45 subsectors of the Regency—981 worlds in all.

**The Regency Sourcebook. Available August, 1995. Item #0314. \$20.00**

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Science Fiction Roleplaying Game

# TRAVELLER

*The New Era*

## T-Shirt

**\$17.00**

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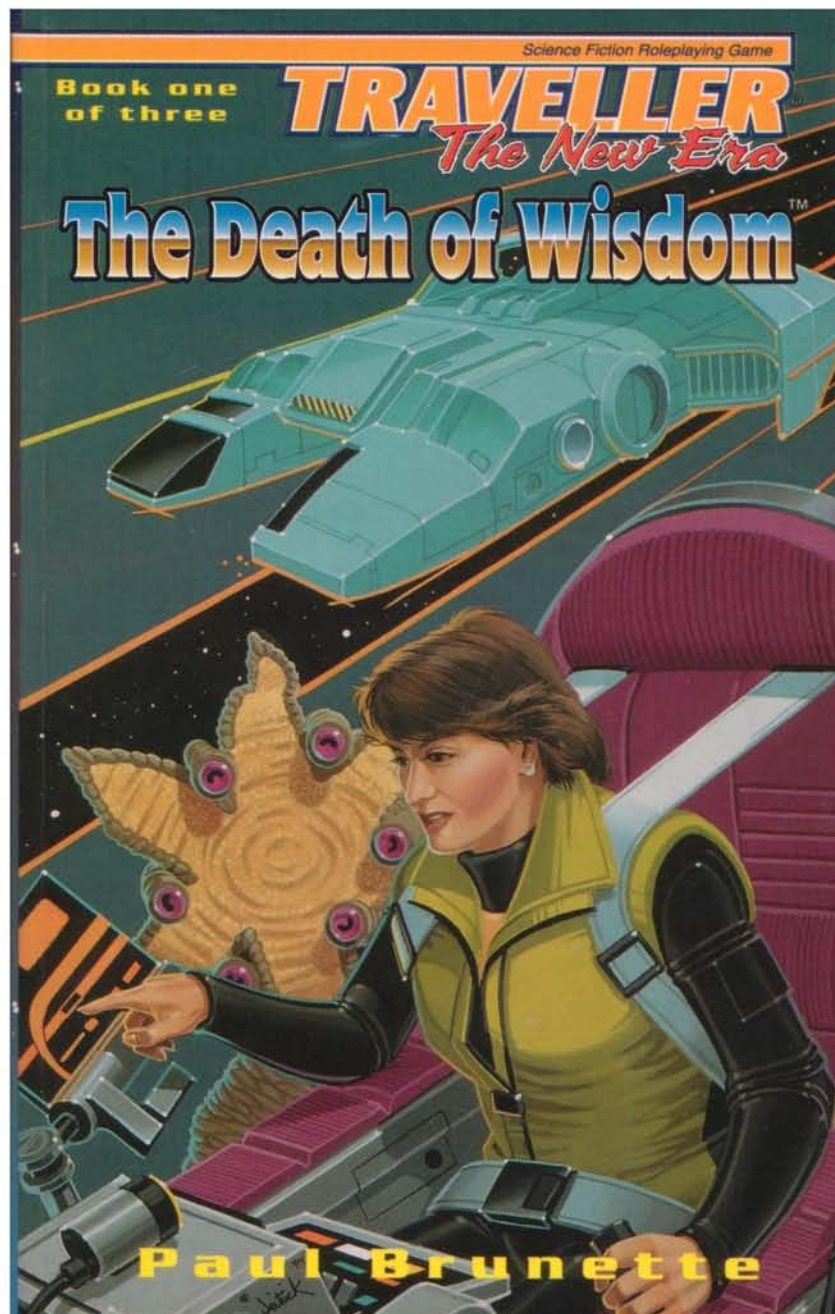
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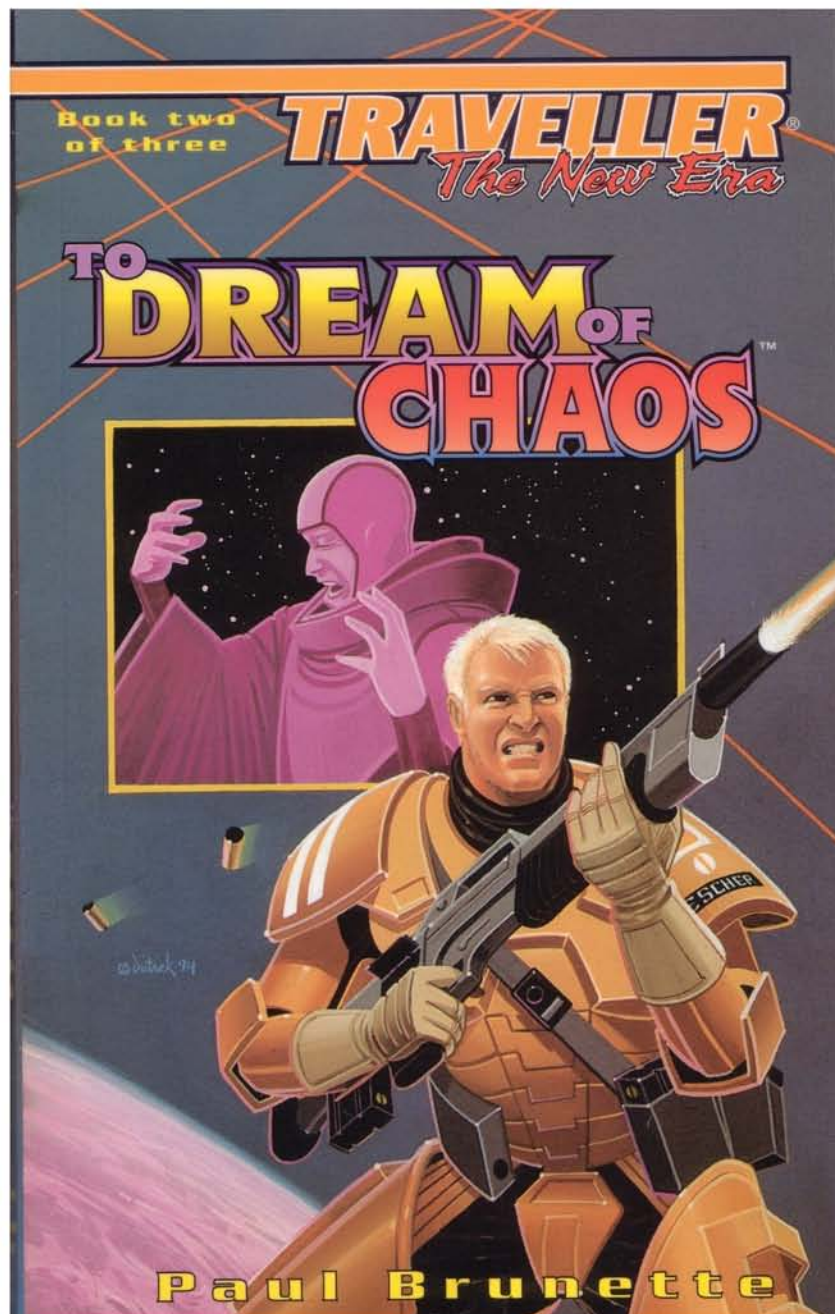
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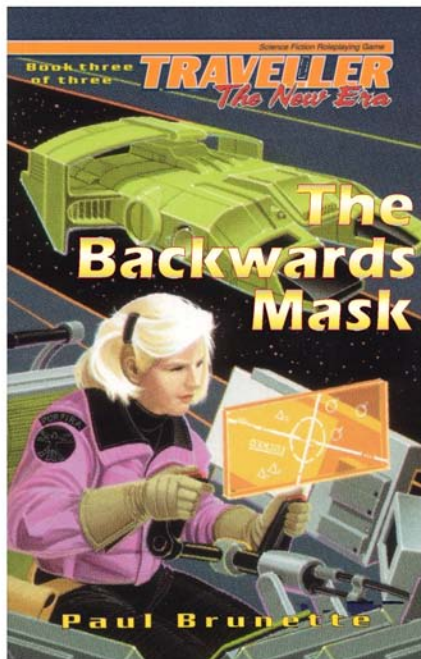




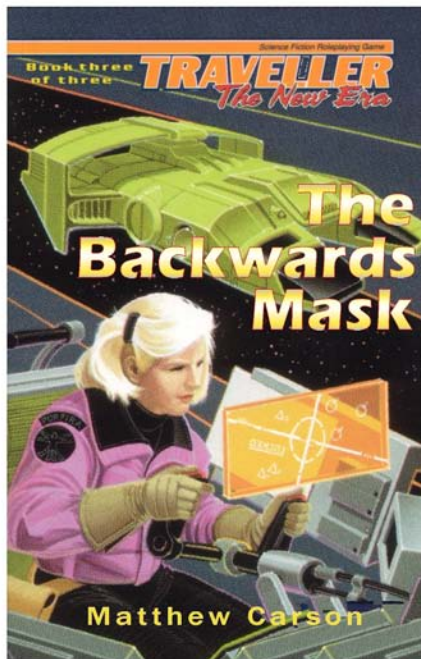














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