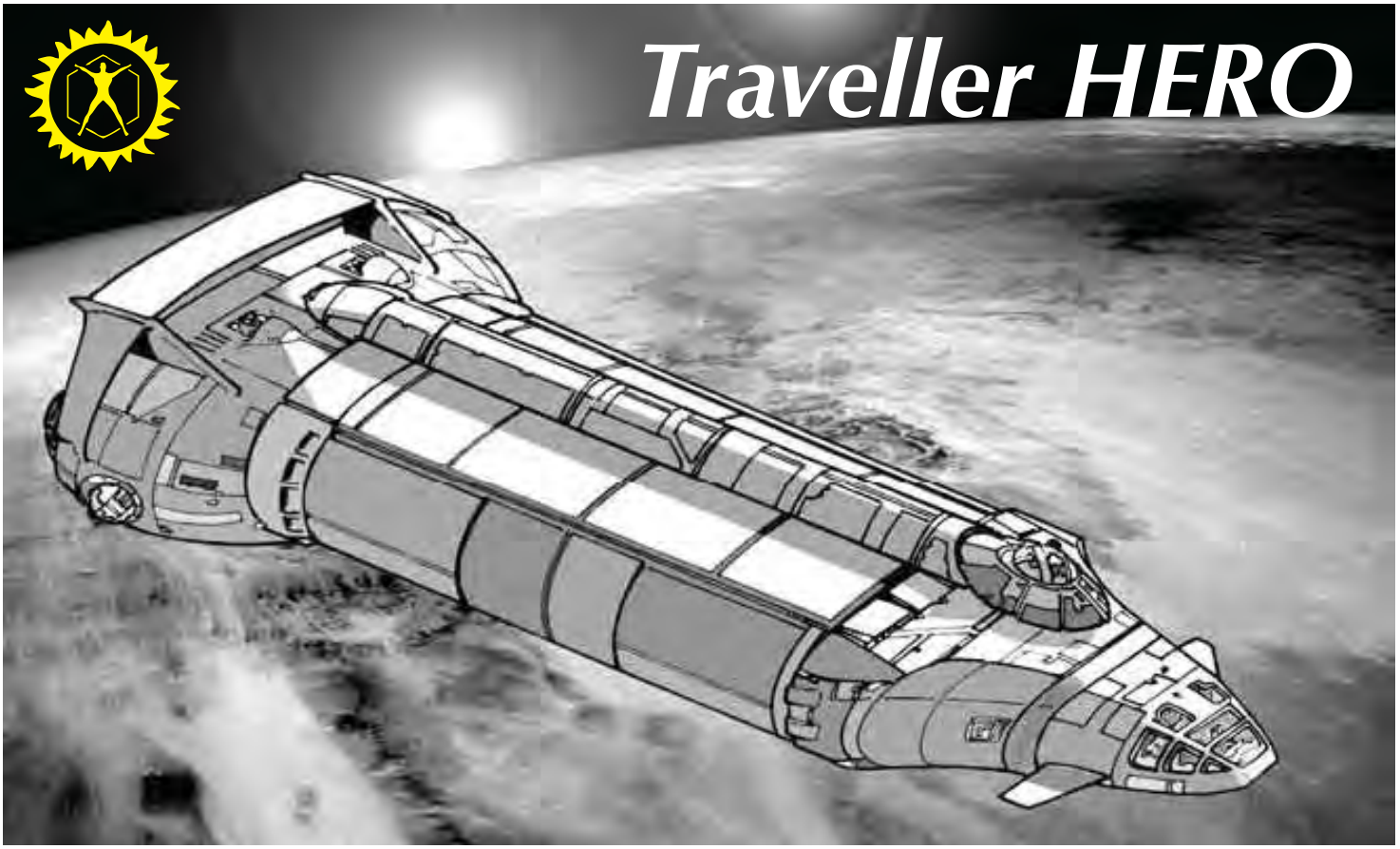


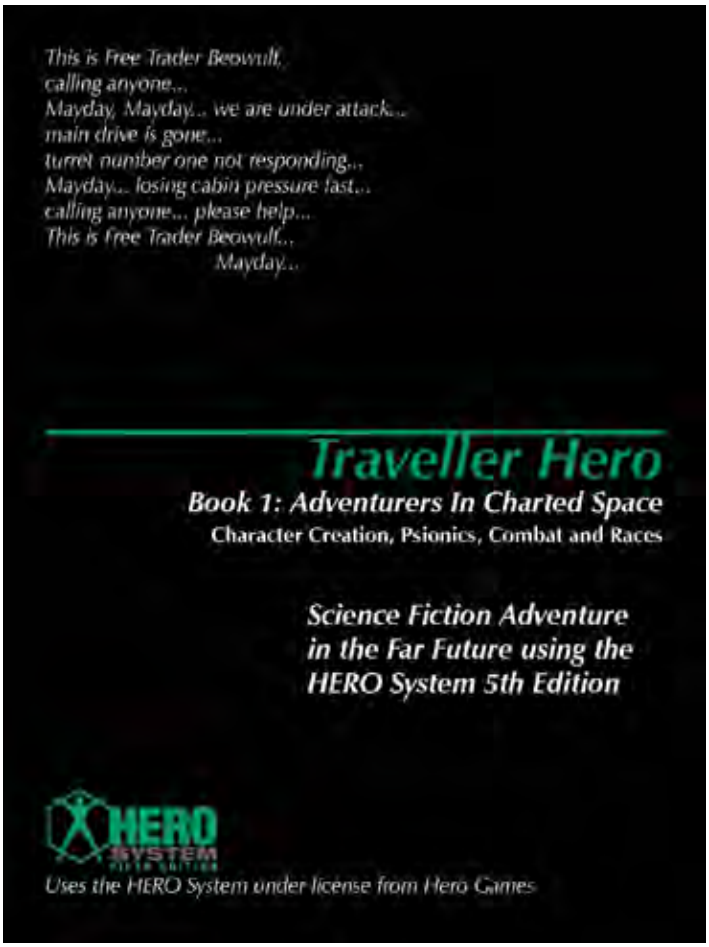
The Traveller Universe:

The universe of **Traveller** is one of the most fully realized game settings ever created. Adventures take place against the background of a vast, star-spanning empire, with a history dating back over a thousand years. Locales can range from a crowded spaceport to a lonely frontier outpost. Characters can be merchant princes, diplomats, soldiers, politicians, criminals . . . or all of them at once. Political intrigues, trading schemes, mind-wrenching alien enigmas, mercenary raids, wars . . . almost anything is possible.

First published by Game Designers' Workshop in the summer of 1977, **Traveller** was one of the first science fiction roleplaying games (indeed, it was one of the first RPGs of any sort). **Traveller** rapidly became the standard against which other SF roleplaying games were judged, and influenced many other designs in many other genres.

Traveller HERO brings the **Traveller** universe to the **HERO** role-playing game rules system. It includes the following:

Traveller HERO Book 1:	Adventurers in Charted Space
Traveller HERO Book 2:	Adventure in Charted Space
Traveller HERO Book 3:	Starship Construction In Charted Space
Traveller HERO Book 4:	Starships in Charted Space
Traveller HERO Book 5:	Psionics in Charted Space
HERO Fifth Edition:	System Reference
HERO Fifth Edition:	System Basics
HERO Fifth Edition:	System Wikipedia
HERO Sixth Edition:	Character Conversion Summary
Golden Age Starships 1:	Fast Courier
Golden Age Starships 2:	Sword Worlds Patrol Cruiser
Golden Age Starships 3:	Archaic Small Craft, Launches and Gigs
Golden Age Starships 4:	Ship's Boats and Pinnaces
Golden Age Starships 5:	Cutters and Shuttles
Golden Age Starships 6:	LSP Modular Starship
Sourcebook 1:	Grand Fleet
Spinward Marches Cluster Book 1:	The Bowman Arm
Spinward Marches System Guide 1:	Datrillian
Spinward Marches System Guide 2:	Flexos
Spinward Marches Adventure 1:	Call of the Wild
Spinward Marches Adventure 2:	Range War
Special Supplement 1:	Robots of Charted Space
Special Supplement 2:	Robot Adventures
Special Supplement 3:	Patron Encounters
Special Supplement 4:	One Crowded Hour
Special Supplement 5:	Short Adventures
TNE-Operation Dominoes 1:	Moonshadow



Traveller HERO Book 1

Adventurers in Charted Space

Traveller as a science fiction genre has many subgenres that GM's may wish to select from, based on the timeframe of the campaign, the version of **Traveller** that is being played, as well as the GM's vision.

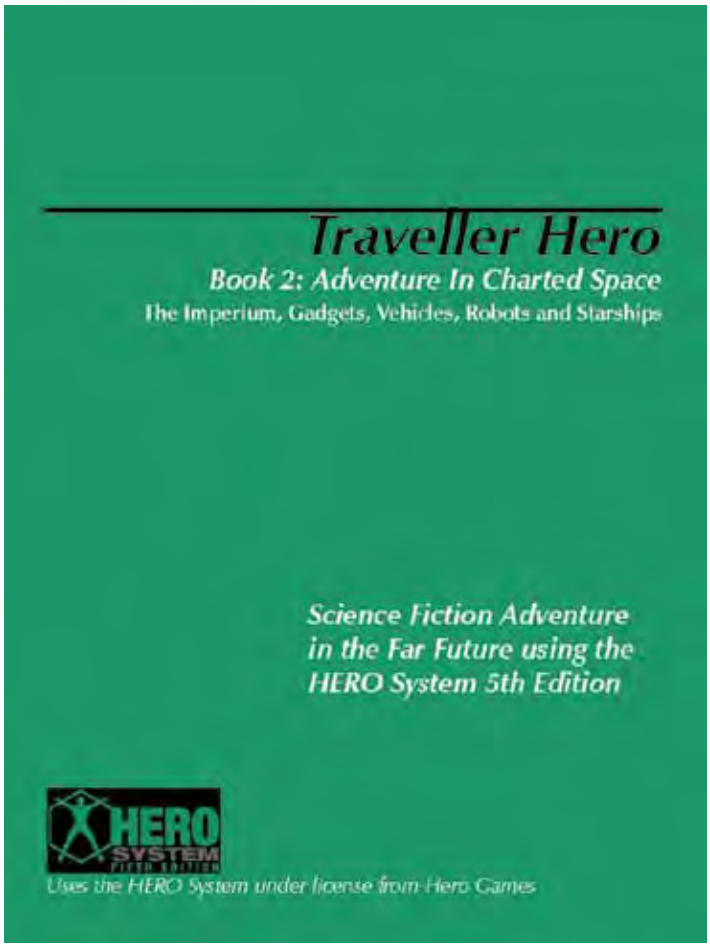
The information presented here describes each subgenre, some of the options within the subgenre, and the typical Heroic campaign level for that subgenre.

Traveller Hero is the reference for playing **Star Hero** campaigns in the **Traveller** setting using the **HERO System 5th Edition** rules. **Traveller** has been around in various incarnations since 1977, and was one of the first science fiction role-playing games. It is a popular backdrop for many science fiction RPG campaigns.

Traveller Basics

Traveller is science-fiction adventuring in the far future, in or after the Third Imperium. The **Traveller** universe does not have the lofty ideals of works like **Star Trek**; it parallels the European discovery and conquest of the Americas. Many of the parallels are intentional.

Traveller isn't **Star Trek**, and there's no Prime Directive. You can sell laser pistols to primitives, and advanced computers to railway-age nations at war; just make sure you can make a profit on the deal, and that you don't get caught in the crossfire.



Traveller HERO Book 2

Adventure in Charted Space

The universe is a big place, and one of the challenges faced by many Star Hero GMs is creating that universe, or at least the part of it that's important to the campaign. Traveller Hero Book 2 is a sourcebook for playing Star Hero campaigns in the Traveller setting using the HERO System 5th Edition rules.

Section One, Traveller Across Time, provides history and a timeline of adventures.

Section Two, Imperial Life, discusses some of the facets of life and travel in charted space.

Section Three, Equipment and Technology, provides a large resource of equipment encountered in the reaches of charted space. Discussed technology includes computers, sensors and communications, medical, survival, and miscellaneous equipment.

Section Four, Mechanical Men, provides a selection of robots that may be encountered.

Section Five, Transportation, provides a selection of vehicles from speeders to hovertanks.

Section Six, Starships, discusses starship construction and provides a selection of starships, including free traders, scout ships, and military craft.

The GM Vault includes information on World Generation and Cybernetics.

Traveller Starship Tech

Ship Construction

Ship Design

Traveller Starship Tech

Ship Construction

Ship Design

PSI Strength (cost:____) Total cost of PSI Talents:____

PSI Meltpower Pool

PSI Points (END Reserve)

PSI Recovery (END Reserve REC)

Traveller HERO Book 3

Starship Construction In Charted Space

Imperial starships in the **Traveller** universe are different from starships in Terran Empire or Star Trek.

Standard starship designs are specified by navies or corporations, while individuals require the services of a naval architect to prepare plans.

Starships (ships with jump drives) may be built in the shipyards of any class A starport. Spaceships (ships without a jump drive) may be built in the shipyards of any class A or B starport.

Traveller HERO Book 4

Starships in Charted Space

This chapter contains information from the simplified construction chapter, and adds additional information, writeups, more gadgets, and some alternatives GMs may use when building starships.

Traveller HERO Book 5

Psionics in Charted Space

This collection of kludges is to facilitate the few characters still in play that have access to Traveller style Psionic Talents but who have been migrated out of their starting campaigns. There may also be one or two cases where characters who were not from a **Traveller** campaign have learned to use PSI Talents. The use of PSI Talents comes in two parts: the character's Psionic Strength Rating (PSR), and the Psionic Talent groups the character can use.

HERO Fifth Edition

System Reference

Widely regarded as the best role-playing game system ever created, the HERO System has become even better with this Revised version of the 5th Edition rules!

Unlike any other roleplaying game, the HERO System provides you with unfettered flexibility, allowing you to exercise your own creativity without hindrance. Build any character, power, gadget, skill, weapon, ability, or vehicle you can think of! It's the ultimate gamer's toolkit, allowing you to do what you do best: create great characters and games.

This sheet provides more information on the System Reference for the HERO system.

HERO Fifth Edition

System Basics

The HERO System is unique because it's the only game on the market offering players and GMs the means to create any character they want, and yet keep that character balanced against other characters and threats. It's a point-build system based around the concept of special effects. The rules are written generically, allowing the gamer himself to decide exactly what a power or ability does, and then define it in game terms.

This is the official FAQ about the system.

HERO Sixth Edition

Character Conversion Summary

Many of you have run or played in HERO System games for so long that you've got dozens, maybe even hundreds, of characters. You'll probably want to convert them over to the Sixth Edition. Here's some guidance on the easiest way to do that.

HERO Fifth Edition

System Wikipedia

Distilled from Wiki, the basic information youneed to know about HERO.

The Hero System (or HERO System) is a generic roleplaying game system that developed from the superhero RPG Champions. It is used as the underlying mechanics of other Hero Games role-playing games such as Dark Champions, Fantasy Hero, Star Hero, and Pulp Hero. It is characterized by point-based character creation and the rigor with which it measures character abilities. It uses only six-sided dice.

Golden Age Starships 1:

Fast Courier

This booklet contains complete information and deckplans for the Type CF Fast Courier, a starship that has been operating with the Scout Service for hundreds of years and can be found throughout the Imperium. This starship is also suitable as a character ship, as it is used on merchant routes to transport priority cargos and VIPs as well as acting as a mailship. In addition, seven adventure seeds are presented based on the Fast Courier.

Golden Age Starships 2:

Sword Worlds Patrol Cruiser

This booklet contains complete information and deckplans for the 600 ton Sword Worlds Patrol Cruiser, a standard design used by various member worlds of the Sword Worlds Confederation for at least two centuries. The Cruiser is suitable as a ship that could be encountered by characters if they are travelling in or around the Sword Worlds subsector, and sometimes beyond in non-aligned star systems. A sample NPC crew is included, as well as tactics adopted by the Patrol Cruiser.

Golden Age Starships 3:

Archaic Small Craft, Launches and Gigs

This booklet has three sections.

The first section covers extensions to the High Guard starship design sequence and vehicle design sequence to allow Traveller players to design “archaic” TL-6-8 rocket propelled small craft, including small space capsules, planetary landers, space stations and rocket launch vehicles. Some example craft are presented, including deckplans. This section will be particularly useful in the post-Third Imperium 1248 Milieu where technologically regressed societies abound. In some cases those regressed societies may only have access to data on primitive rocket power, despite having a nominal tech level of 7-8. Therefore they may use rockets as opposed to the standard maneuver drives found at those same tech levels.

The second section covers 10 and 20 ton small craft, including deckplans and variants on the standard craft. Classic Traveller statistics are included. While the small craft in this book are defined using those statistics, the statistics and deckplans may be used with little modification for Traveller games based on other Traveller rule sets. Full deckplans are included, as are adventure seeds based around the small craft in this booklet.

Starships are the lifeblood of the **Traveller** Universe. Most campaigns will revolve around at least one starship – the character’s. If characters do not possess one, they will likely travel on starships many times in the course of a campaign. Starships run by characters take on a life of their own as they are husbanded between star systems, illegal operations, and overdue overhauls. Properly detailed small starships add color to any campaign, even if they are used as encounters rather than PC starships.

Hence this line of booklets for **Traveller HERO**.

Golden Age Starships 4:

Ship's Boats and Pinnaces

This supplement continues the small craft theme in the Golden Age Starships series. These small craft can be used in any **Traveller** era or timeline.

30 ton ship's boats and slow boats, and 40 ton pinnaces and slow pinnaces are outlined, with Classic Traveller High Guard statistics. Deckplans and variants on the standard craft are also included. Adventure seeds are also included based around these small craft. An additional High Guard item has been specified for these designs - a missile magazine. The magazine has an armored hull, displaces 1 dton, can carry 20 missiles in secure storage, and costs Cr100,000 per ton. Smaller and larger magazines are possible.

This booklet outlines airframe variants of pinnaces. Airframes are winged control surfaces added to existing configurations. Since no High Guard equivalent exists, the Referee should consider that an airframer Pinnace will be able to outrun/overtake any craft with no airframe in an atmosphere which has the same G rating as the Pinnace. While the small craft in this book are defined using High Guard statistics, the statistics and deckplans may be used with little modification for **Traveller** games based on other **Traveller** rule sets.

Golden Age Starships 5:

Cutters and Shuttles

This booklet concludes the small craft trilogy. The **Traveller** Universe is filled with vast numbers of small craft of all types, and some of the most interesting and useful are the Modular Cutters and Shuttles that undertake valuable roles both in civilian and military spheres. This supplement outlines 50 ton civilian Cutters and 65 ton military Cutters, with a selection of 8 30 ton Cutter modules designed for both types of Cutter.

This supplement also details 7 different types of 95 ton shuttle found throughout known space. Specialised Shuttles are detailed, including Tugs, passenger Shuttles and mining Shuttles.

Classic **Traveller** statistics are included, including deckplans for all Cutters, Shuttles and Cutter modules.

Golden Age Starships 6:

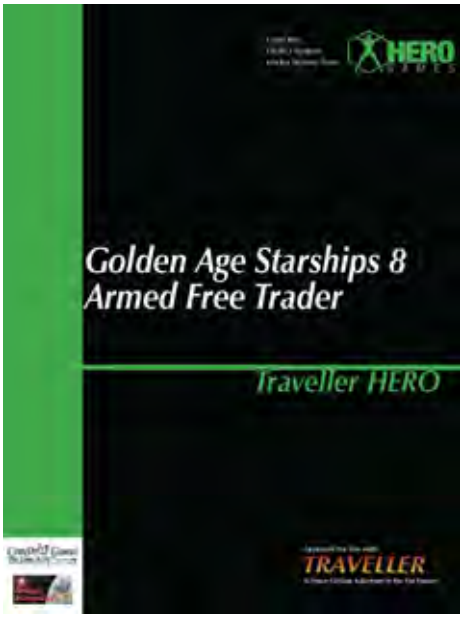
Corsair

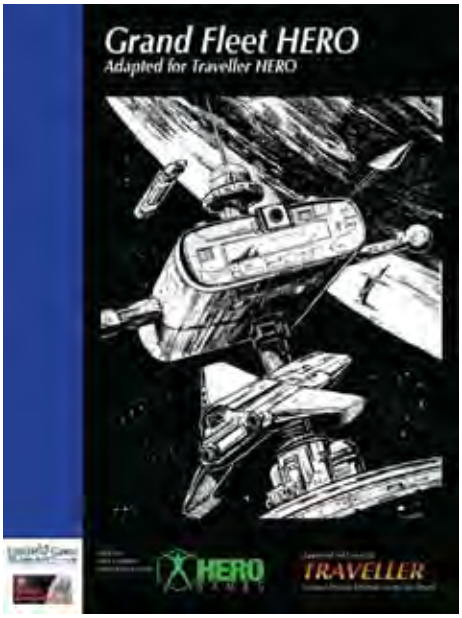
This booklet contains complete information and deckplans for the Buccaneer class 400 ton corsair, a standard design that has been used for centuries throughout charted space.

Five corsair bands are also presented, all operating somewhere in the Spinward Marches. Some corsair bands are new to the piracy game, some have been operating for decades beyond the long arm of the Imperial Navy, making their bases deep in non-aligned territory. Each corsair is presented with background information on the group and likely systems the corsair will be encountered in.

The course of the encounter is also outlined, which is determined by the attitude and tactics of the corsair band in question. Two additional Adventure seeds are also presented which the Referee can use to provide further interaction between the corsair bands and the characters.

These five corsair bands can easily be transplanted to other areas of charted space, and placed in times other than the late "Golden Age" of the Third Imperium.





Golden Age Starships 7:

LSP Modular Starship

This booklet outlines Ling Standard Product's 300 ton modular starship, The ship designed to be a multi-purpose workhorse capable of easy customisation through the changeout of standard 30 ton Cutter Modules.

The ship is seem throughout the Imperium, and with its 6 module capacity is used in roles as diverse as military support, cargo hauling, exploration and research.

Golden Age Starships 8:

Armed Free Trader

One of the most common starships in the Imperium, the Type A free trader has remained unchanged for centuries. Built throughout the Imperium and beyond by the thousand, this small 200 ton cargo ship continues to ply the trade routes and mains, picking up small cargoes and engaging in speculative trade. The primary variant of the free trader is the Jump-2 capable far trader, also used throughout Known Space. Enterprising merchant captains starting their own businesses usually start with a free trader and work their way up from there. The free trader is a simple, cheap design with minimal specifications that will be built for centuries to come.

Variants of the free trader exist – all have the same characteristics but differ slightly in shape and internal layout. The design outlined in this book is the armed Liberty class free trader, a standard design mainly found in the frontier areas of the Imperium. Due to the regions they operate in, Liberty class ships are designed from the ground up with some form of armament, and have a slightly enlarged powerplant to power ship's weapons.

Sourcebook 1:

Grand Fleet

The Third Imperium covers a vast region of space; a region that must be defended against internal and external enemies. The Imperial Navy carries out that role in the name of the Emperor.

Its ships are often the only representatives of the Imperium in a system, carrying the burden of defense and law enforcement in far-off places. Small wonder, then, that the Imperial Navy is the "senior service" and inextricably tied with the Imperial Nobility. For the Navy is not merely the tool of Imperial power. Its personnel are drawn from thousands of worlds. Its ships are constructed in dozens of yards; systems are supplied by hundreds of corporations. Its leaders are the great nobility of the Imperium.

In a very real way, the Imperial Navy IS the Third Imperium. Normally, even official documents refer to the "Imperial Navy". However, in highly formal circumstances, the navy is given a rather more impressive title – the Grand Fleet of the Third Imperium. That Grand Fleet is the focus of this book. Its vessels and personnel, its allies and its enemies, the missions it undertakes and the regulations it obeys.

Spinward Marches Cluster Book 1:

The Bowman Arm

The Bowman Arm lies in District 268 of the Spinward Marches, on the very outer fringe of the Third Imperium. This book is an overview of the region and details one world within it. It also stands alone as a game setting.

Spinward Marches System Guide 1:

Datrillian

Lying at the "entry point" to the Bowman Arm, Datrillian is an obvious candidate for investment and development. This will however require winning over the ruling caste, who are opposed to expansion on the sensible grounds that they might lose control of their world.

Spinward Marches System Guide 2:

Flexos

Flexos is a backwater world whose vast deserts, exotic atmosphere, primitive starport, low population, and inconvenient location make it an unlikely stop except for ships plying the jump-2 route from Tarkine and Noctocol to Walston and the Bowman belt. The planet does have some undeveloped potential, however, in the form of its fluid oceans and unique plant life, and it is well-known in the xenobiology departments of universities in the Spinward Marches for the extensive ruins left by a long-extinct primitive race.

Spinward Marches Adventure 1:

Call of the Wild

Call of the Wild is set in the Spinward Marches of Official Traveller Universe, in the period just after the end of the Fifth Frontier War.

Spinward Marches Adventure 2:

Range War

Range War is set in the Spinward Marches of Official Traveller Universe, in the period just after the end of the Fifth Frontier War.

Special Supplement 1:

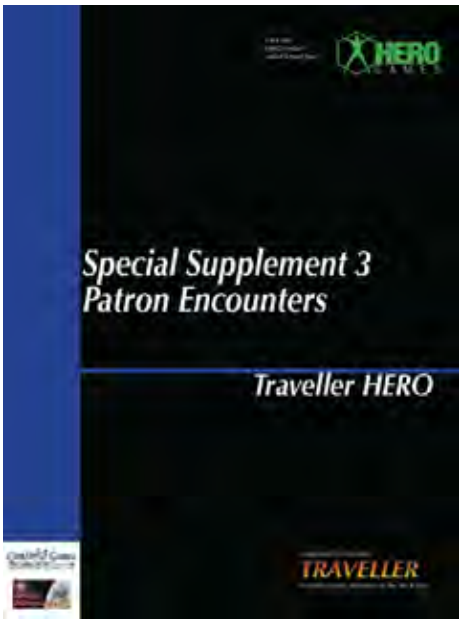
Robots of Charted Space

Robots have the potential to add great depth to any **Traveller** campaign.

Special Supplement 2:

Robot Adventures

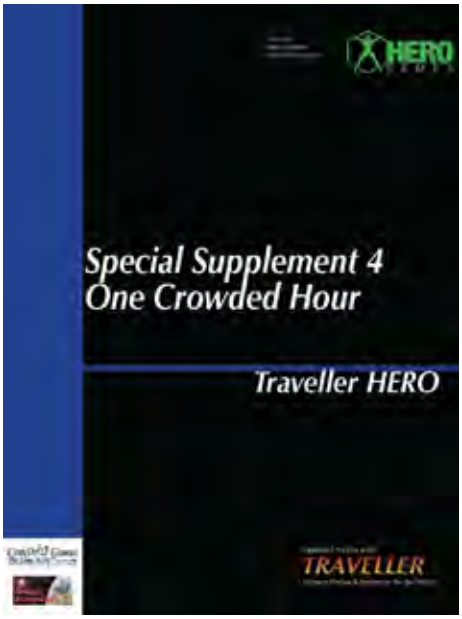
Robot Adventures, is a collection of adventure material for use in a **Traveller** campaign.



Special Supplement 3:

Patron Encounters

There are times when any **Traveller** Referee needs to generate a quick adventure.



Special Supplement 4:

One Crowded Hour

This adventure is designed to be dropped into any **Traveller Hero** game or to be played as a one-off scenario.

Special Supplement 5:

Short Adventures

This book presents two kinds of ready-made adventure seeds, each with enough detail to get started straight away.

TNE-Operation Dominoes 1:

Moonshadow

This adventure is designed as a series of missions for members of an RCES team (marines),