

The New Era
as seen through
GDW's advertising...

TRAVELLER

The New Era



TRAVELLER

The New Era

Product List

No.	Retail	Title	Disk
0300	\$27.00	Traveller: The New Era (basic rules book)	1
0301	\$10.00	Survival Margin (New Era historical background information)	1
0302	\$46.00	Deluxe Traveller (basic rulebook and Fire, Fusion, & Steel, plus play aids)	1
0303	\$30.00	Brilliant Lances (starship combat boardgame and starship design rules)	1
0304	\$16.00	Fire, Fusion, & Steel (Traveller technical architecture sourcebook)	1
0305	\$14.00	Smash & Grab (adventure anthology Star Viking Manual #2)	1
0306	\$ 8.00	Players' Forms (play aid)	1
0307	\$ 8.00	Referee's Screen (play aids and adventure)	1
0308	\$30.00	Battle Rider (fleet level starship combat boardgame)	1
0309	\$18.00	Path of Tears (sourcebook Star Viking Manual#1)	1
0310	\$20.00	Reformation Coalition Equipment Guide (Star Viking Manual #3)	1
0311	\$14.00	World Tamers Handbook (sourcebd on world building and colonization)	1
0312	\$16.00	Vampire Fleets (sourcebook on Virus, robot design, intelligent machines)	1
0313	\$20.00	Striker 2 (ground combat miniatures rules)	1
0315	\$13.00	Star Viking: Personalities of the Reformation Coalition (Star Viking Manual #4)	1
0316	\$17.00	Traveller: The New Era T-shirt (large)	no
0317	\$17.00	Traveller: The New Era T-shirt (extra-large)	no
0318	\$14.00	Aliens of the Rim I: Hivers and Ithklur (sourcebook)	1
0380	\$ 5.95	The Death of Wisdom (novel, part one of three)	2
0381	\$ 5.95	To Dream of Chaos (novel, part two of three)	2
0382	\$ 5.95	The Backwards Mask (novel, part three of three) Original	2
0383	\$ 5.95	The Backwards Mask (novel, part three of three) Alternate	2
		Challenge Articles (Issues 64, 69-77)	2
		Out of the Darkness (1248 Sourcebook #1)	2
		Bearers of the Flame (1248 Sourcebook #2)	2
		The Spinward States (1248 Sourcebook #3)	2
		The Freedom Leagues (1248 Sourcebook #4)	2
		Small Merchants ((1248 Ships #1)	2
		Scout Ships (1248 Ships #2)	2

Title downloads *a la carte* available through www.DriveThruRPG.com
 Comprehensive collections on CD-ROM available through www.FarFuture.net

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



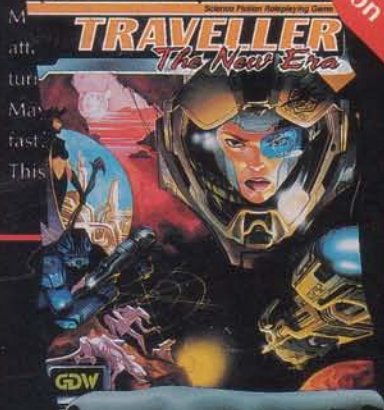
P.O. Box 1646
Bloomington, IL 61702-1646

Science Fiction Roleplaying Game

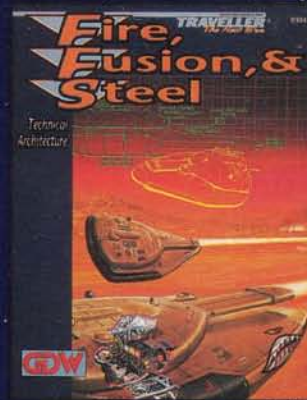
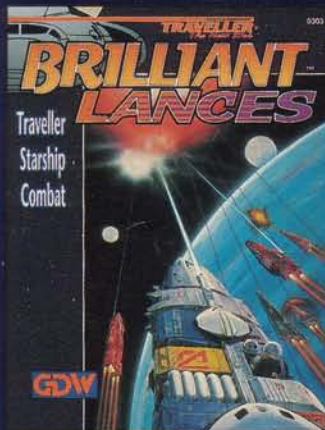
TRAVELLER

The New Era

This is Free Trader Beowulf, calling an



Game Designers' Work



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

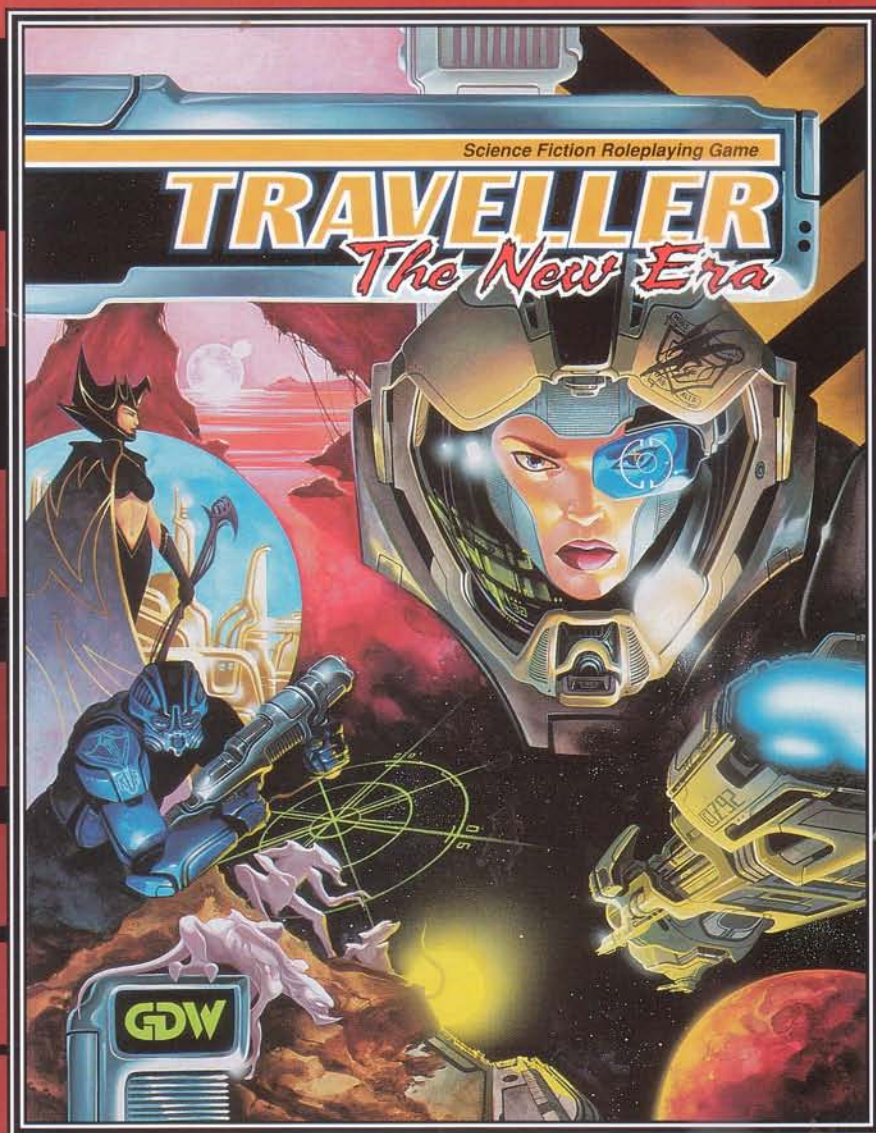
Smash & Grab, Star Viking Hot Recovery Operations #0305, \$14.00

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®

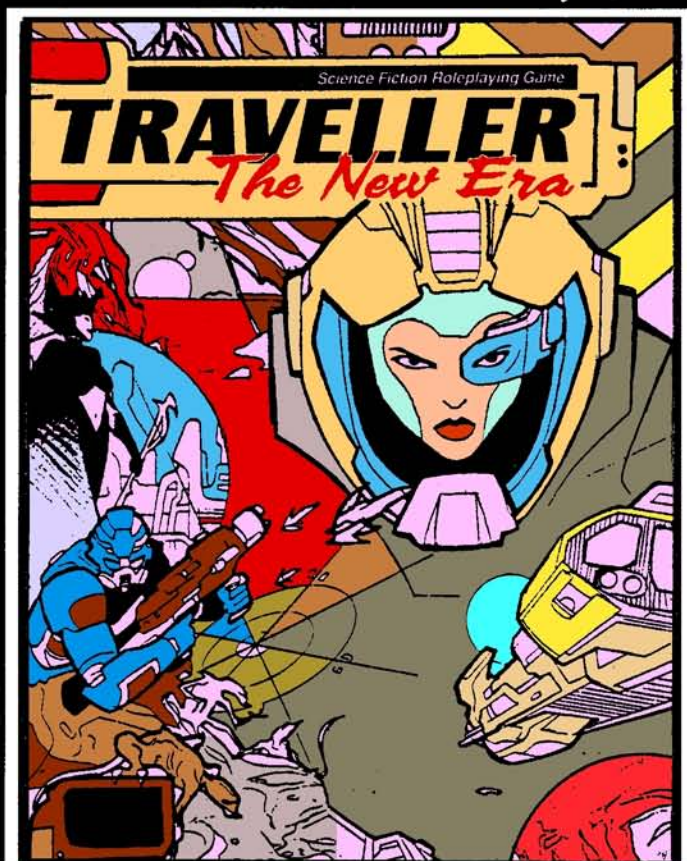
The New Era

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

GDW

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™

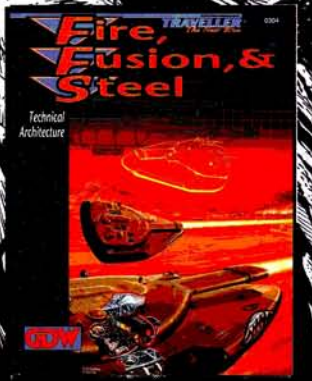


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(309) 452-3632
Fax: (309) 454-3127

What is missing from this picture?



YOU



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

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The New Era

Science Fiction Roleplaying Game

TRAVELLER

The New Era

STARSHIP COMBAT

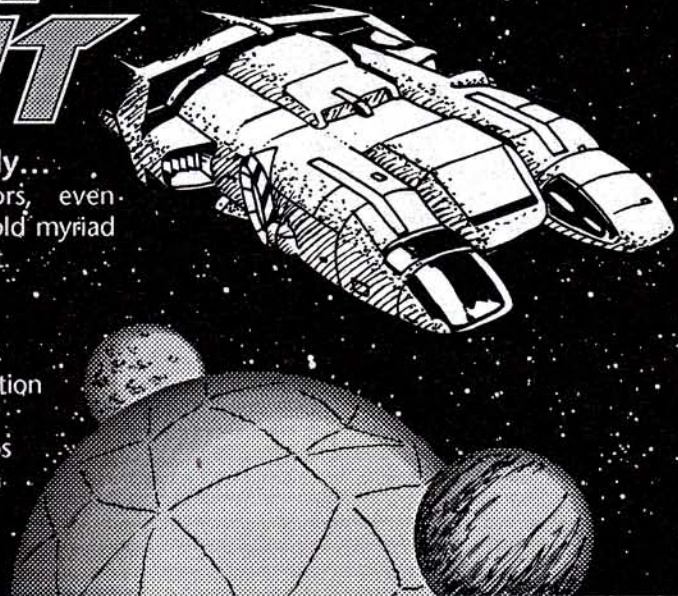
In the cold void of space, death comes easily...

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

The New Era

STARSHIP COMBAT

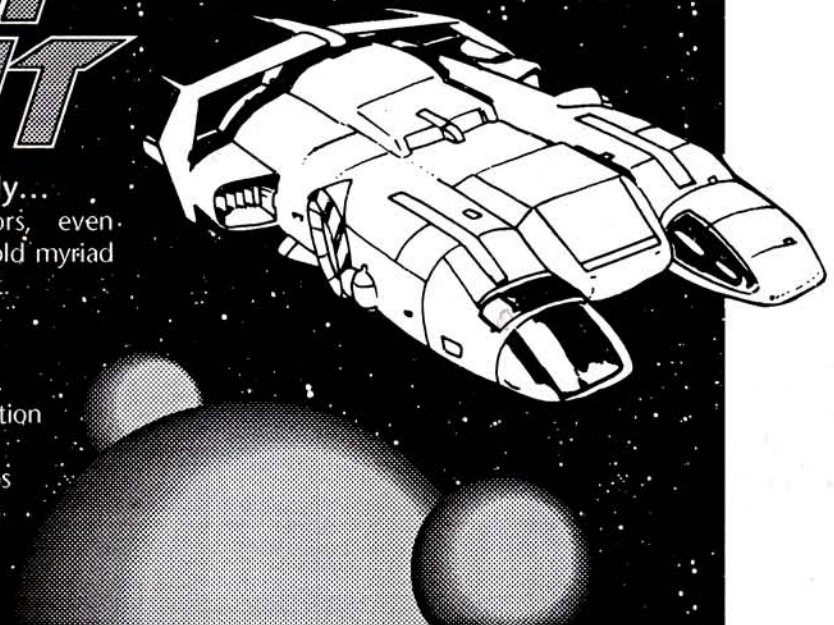
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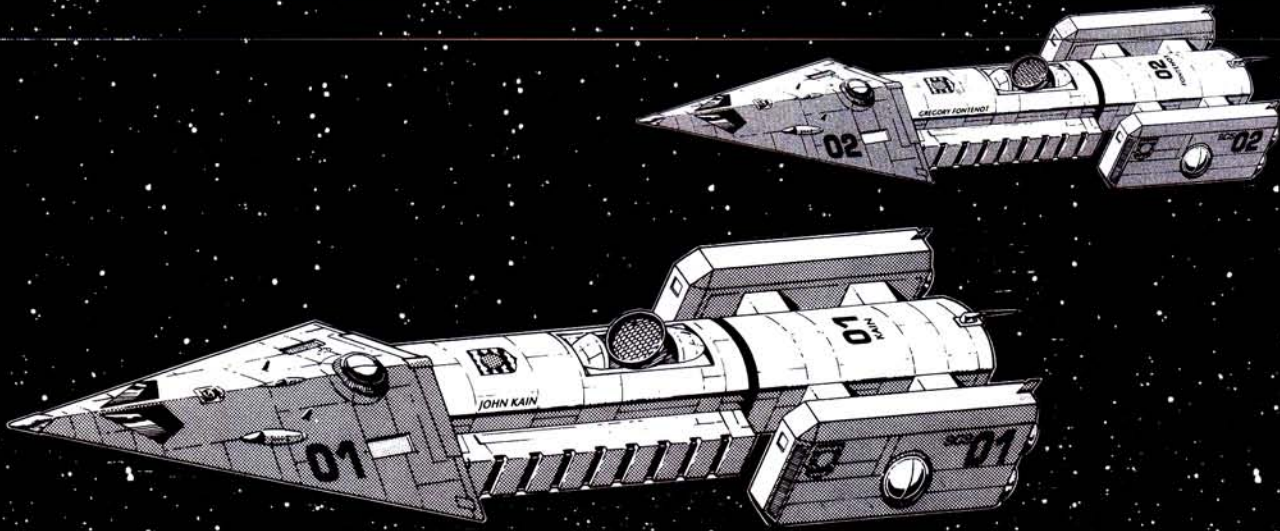
GDW: 0303 \$26



TRAVELLER

The New Era

BRILLIANT LANCES™



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

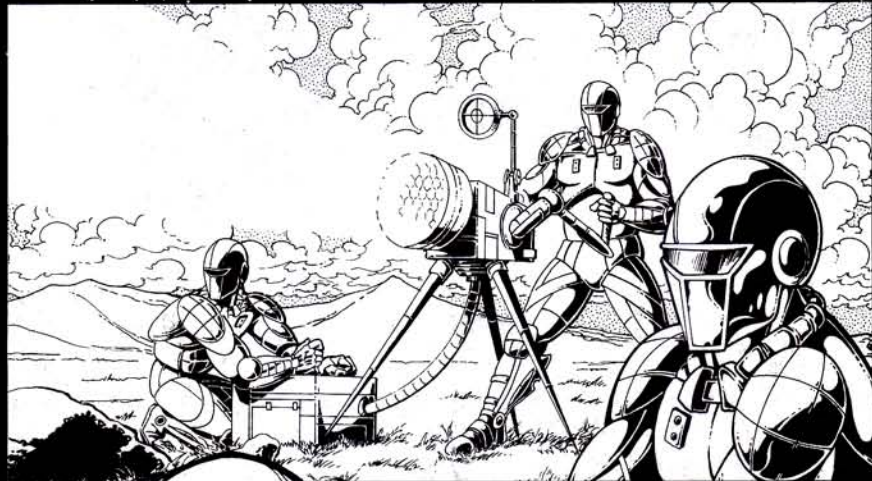
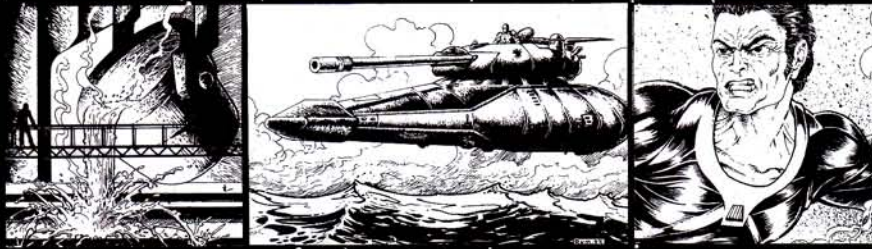
Vampire ships, technologically elevated dictators, even pirates—the ruins of the shattered Third Imperium hold myriad dangers. **Brilliant Lances** lets you shoot your way out.

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





Fire, Fusion, & Steel

GDW: 0304 \$16.00

TECHNICAL ARCHITECTURE



Science Fiction Roleplaying Game

TRAVELLER®

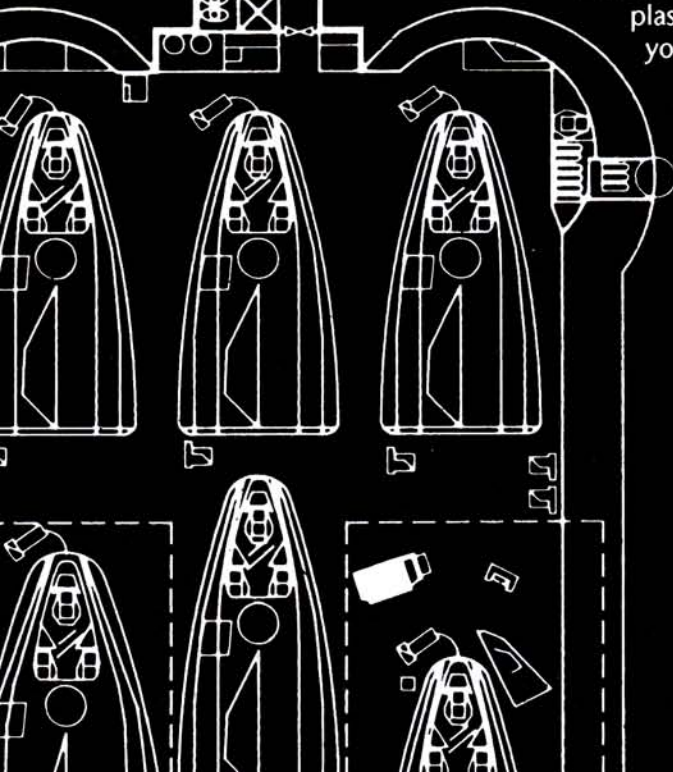
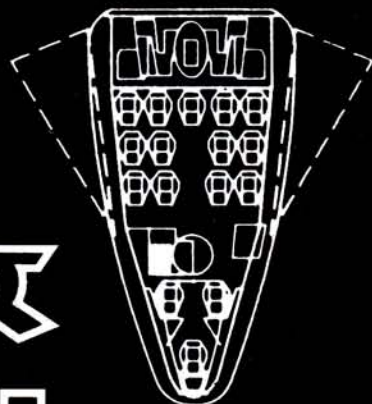
The Next Era

GAME DESIGNER'S WORKSHOP

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

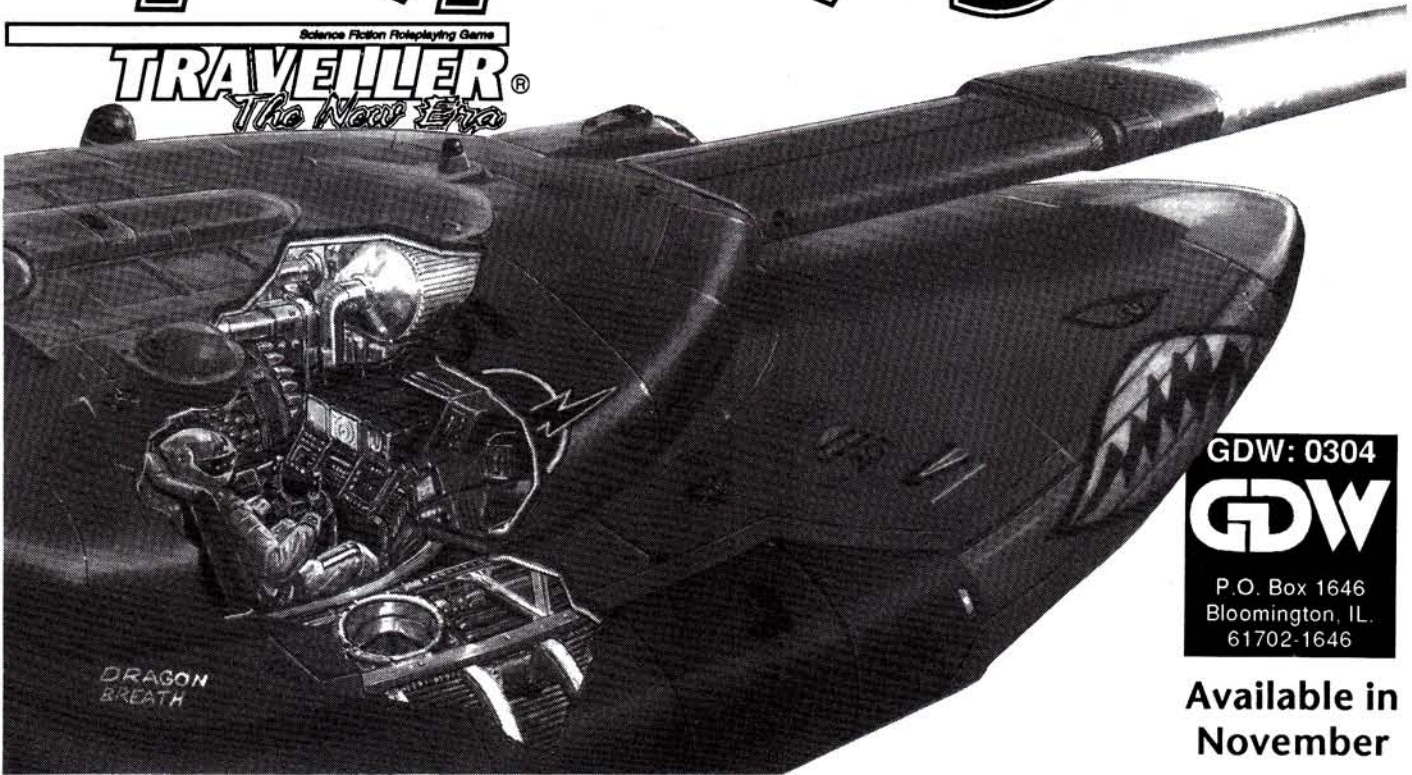
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Fire, Fusion, & Steel

Science Fiction Roleplaying Game

TRAVELLER[®]
The New Era



GDW: 0304

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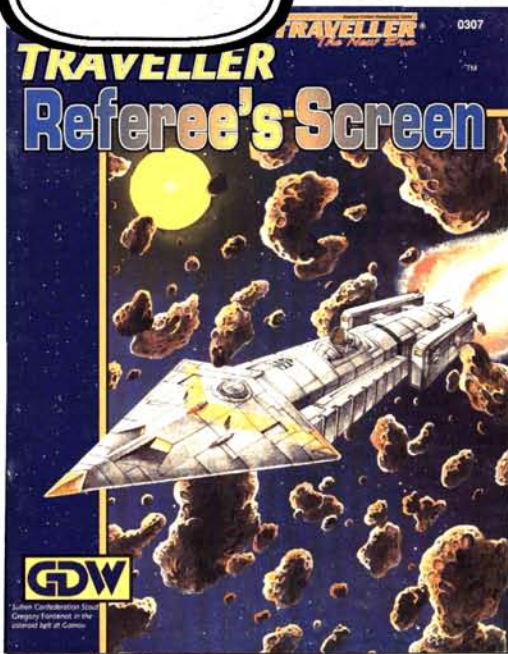
P.O. Box 1646
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**Available in
November**

TRAVELLER

Referee's

Screen

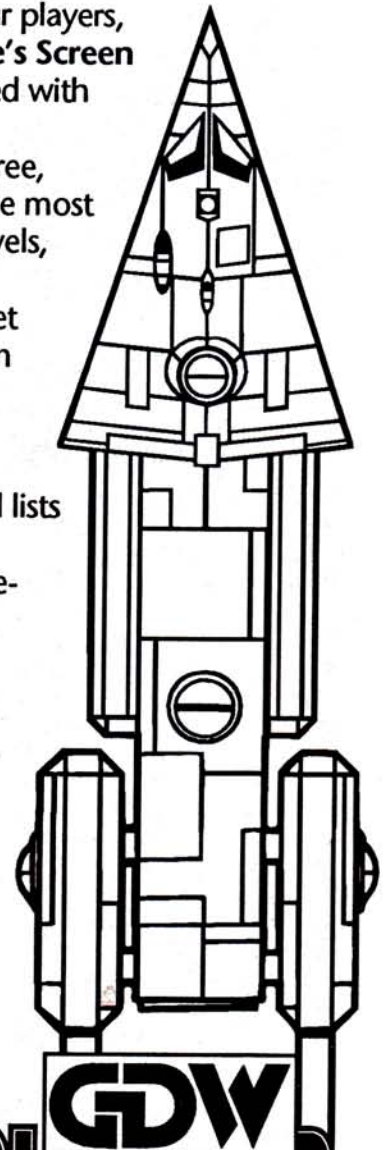


Face it, it's tough to stay ahead of your players, but we're here to help. The TNE Referee's Screen is six colorful panels including four packed with the data and tables you need!

- 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

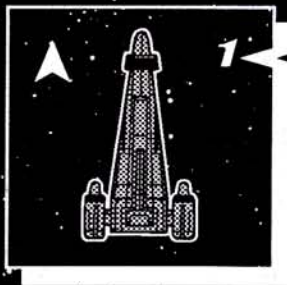
P.O. Box 1646, Bloomington, IL 61702-1646

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



LOCK

Science Fiction Roleplaying Game

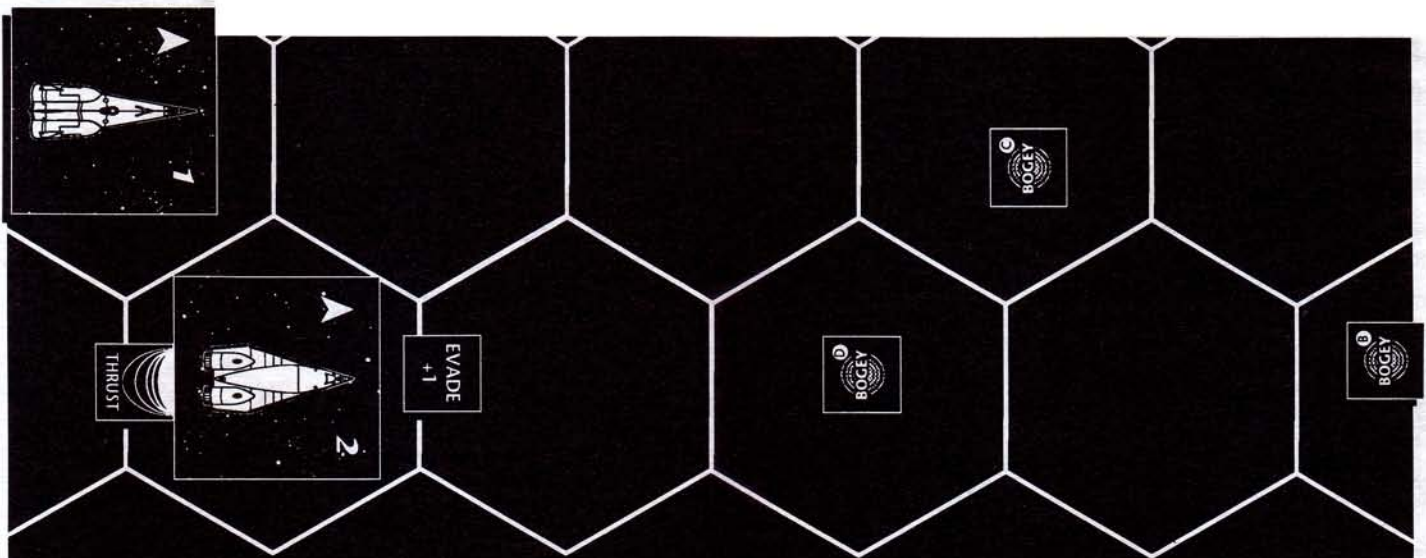
TRAVELLER

The New Era

GAME DESIGNERS' WORKSHOP

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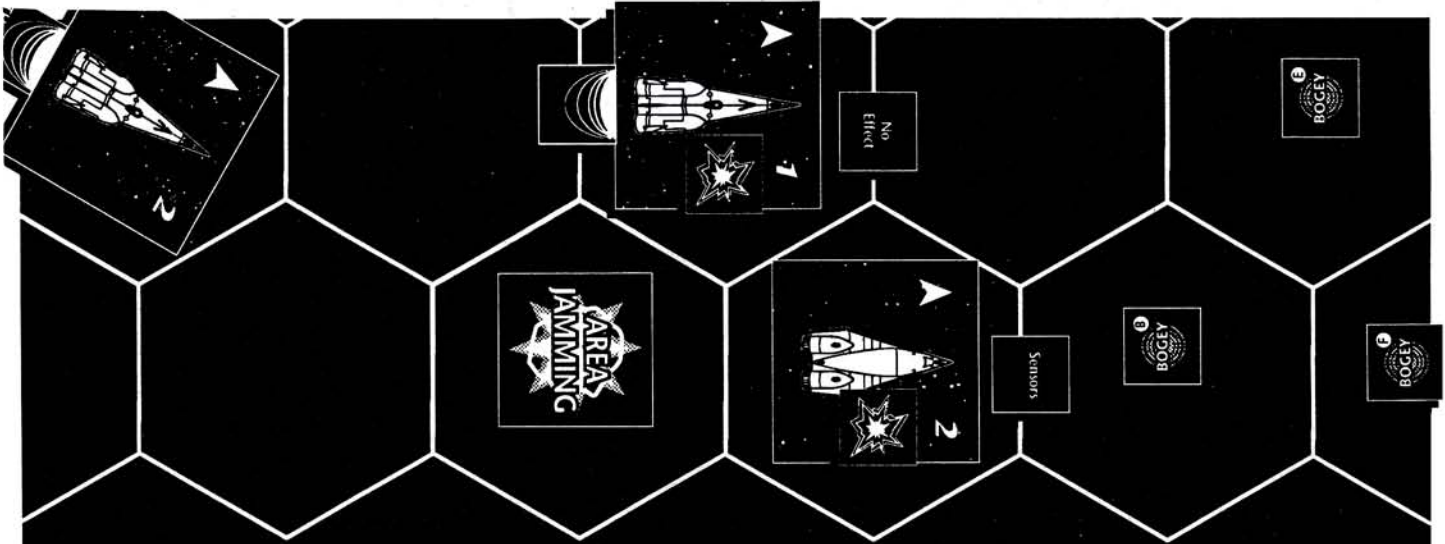
In the 57th century, travel between the stars has long been an accepted fact of life. Starships with powerful jump drives form the basis of interstellar commerce and the warships that protect that commerce.

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.



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.



To continue on page 74



PATH of TEARS

**THE
STAR
VIKING**
SOURCEBOOK



1
Reformation
Coalition
Manual

GDW

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

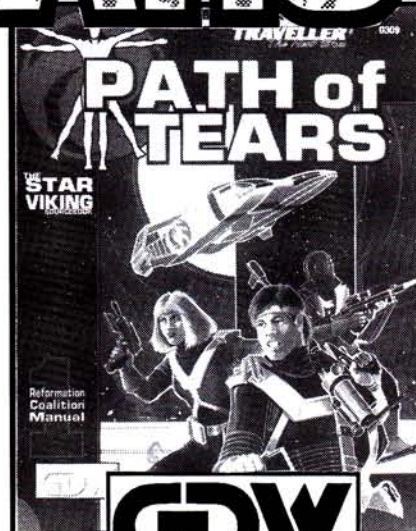
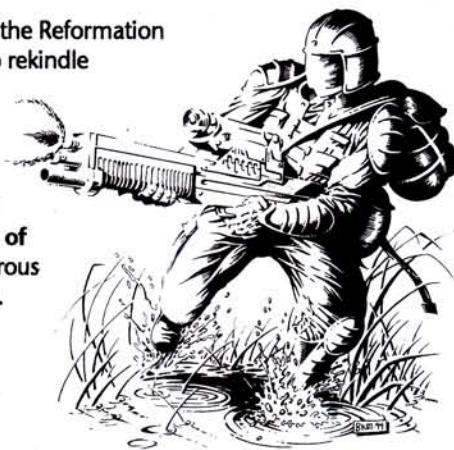


PATH OF TEARS

0309

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

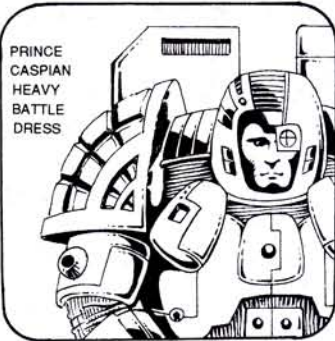
GDW GAME DESIGNERS' WORKSHOP

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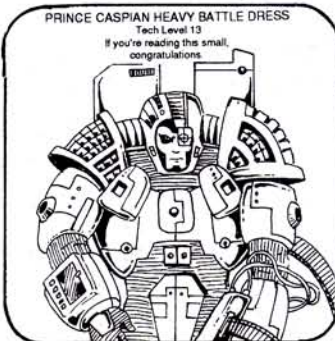
REFORMATION COALITION TRAVELLER

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.

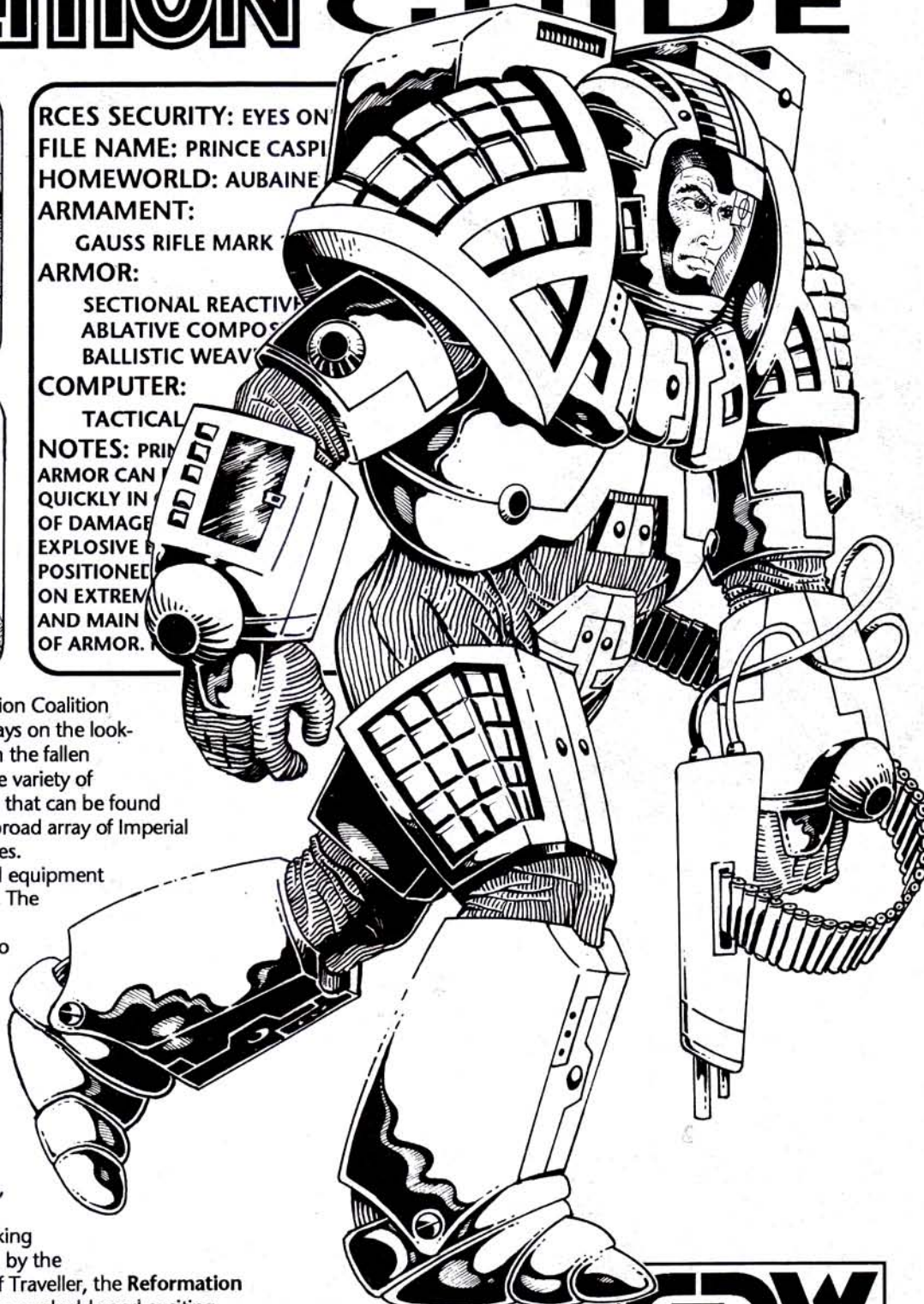
RCES SECURITY: EYES ON
FILE NAME: PRINCE CASPIAN
HOMEWORLD: AUBAINE
ARMAMENT:

GAUSS RIFLE MARK
ARMOR:

SECTIONAL REACTIVE
ABLATIVE COMPOSITE
BALLISTIC WEAVE

COMPUTER:
TACTICAL

NOTES: PRINCE CASPIAN
ARMOR CAN BE DAMAGED
QUICKLY IN THE PRESENCE
OF DAMAGE TO THE
EXPLOSIVE CHARGES
POSITIONED AT THE
ON EXTREMITY AND MAIN
AND MAIN BODY 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)



To **BUILD**
the future

To **DARE**
greatly

To take one's
PLACE
in the arena

GDW

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*

GAME DESIGNERS' WORKSHOP

GDW

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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

GDW

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

GAME DESIGNERS' WORKSHOP

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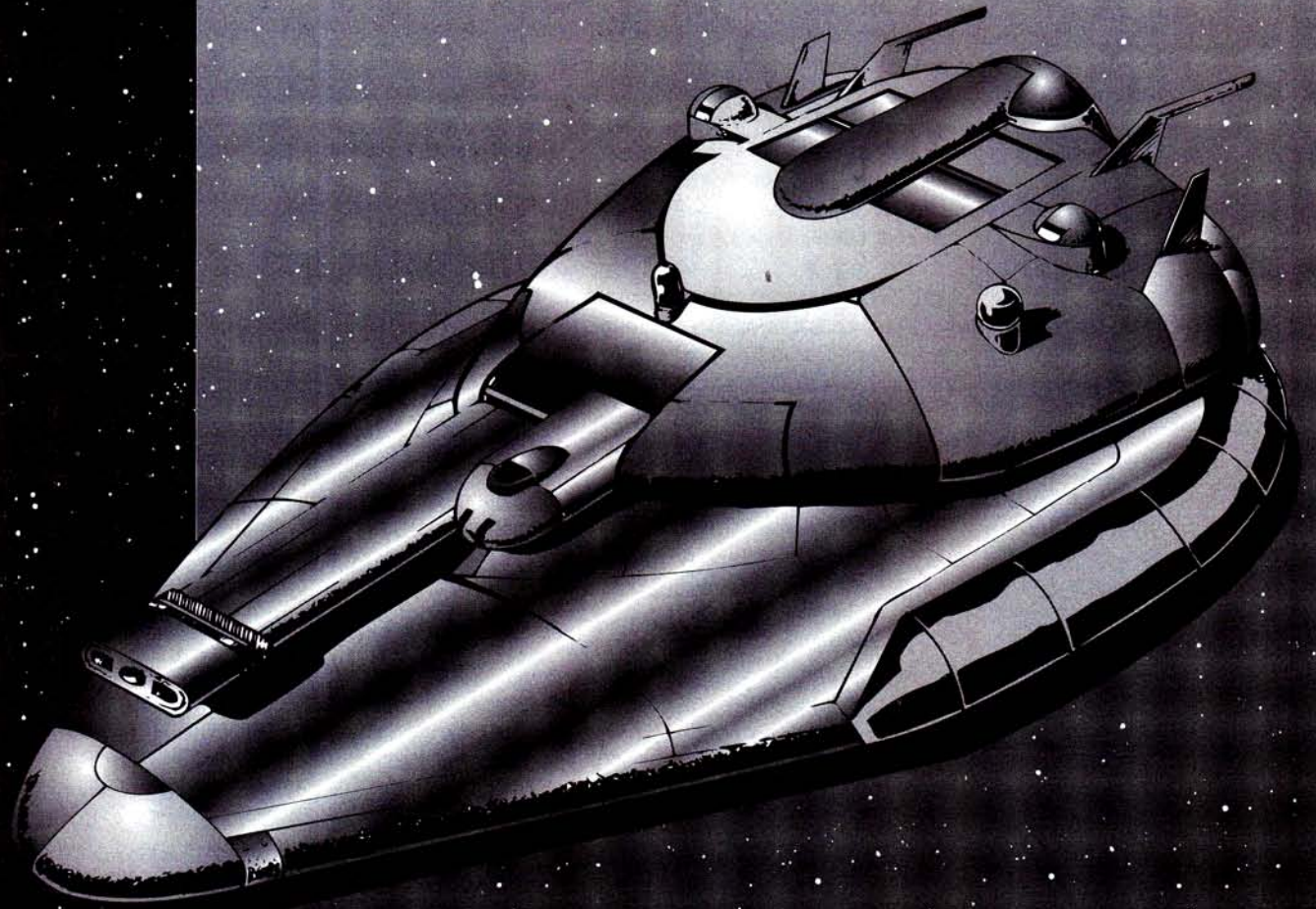
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Science Fiction Roleplaying Game [®]

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 Pankeovski
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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STAR-VIKINGS™

Personalities of the Reformation Coalition



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The logo for Games Design Workshop (GDW), consisting of the letters 'GDW' in a bold, stylized font inside a rectangular border.

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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Roleplaying games are a mix of rules mechanics and player-referee free-form interaction. While most Traveller products concentrate on the mechanical aspect of gaming, leaving the free-form aspect to the players, this book is a notable exception. Everything here is designed to help players better get into their roles, and better understand the viewpoint and values of the characters they portray. It presents values of the characters they portray. It presents a common background of knowledge that all characters from the Coalition are familiar with and then goes on to explore aspects of psychology and everyday life.

History:

A capsule history of human space travel, from man's first venture off the planet earth, up through the Reformation Coalition. Everything the "man on the street" knows about his world and how it got to be the way it is.

Geography:

An overview of known space (the territory of the former Third Imperium and its neighbors) as well as a detailed map of the Reformation Coalition and the high points about each world in it.

People:

Each world of the Coalition brings a unique perspective to the group. Each player must choose a home world for his or her character, and this section gives invaluable background on the special physical and social aspects of the seven major worlds as well as the intelligent aquatic race the Schali.

Life:

Government, politics, everyday life, famous people, the mechanics of space travel, RCES operations, slang, terminology, and more round out the book.

Some of the material in the book is gathered together from a number of key Traveller products, other material is brand new and appears here for the first time. Taken together, this one volume has everything players need to know to roleplay characters from the Reformation Coalition, with a richness of detail never possible before.

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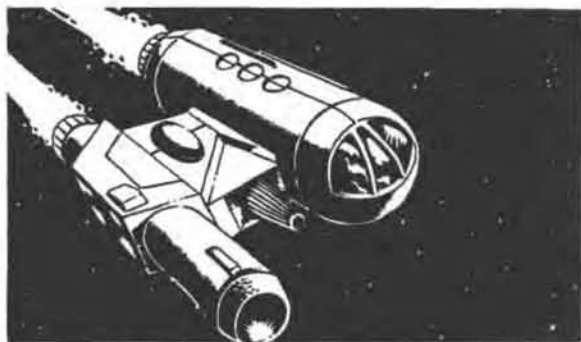
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The Reformation Coalition Player's Handbook

The Regency Starship Guide



This ain't the Wilds, this is the Regency.

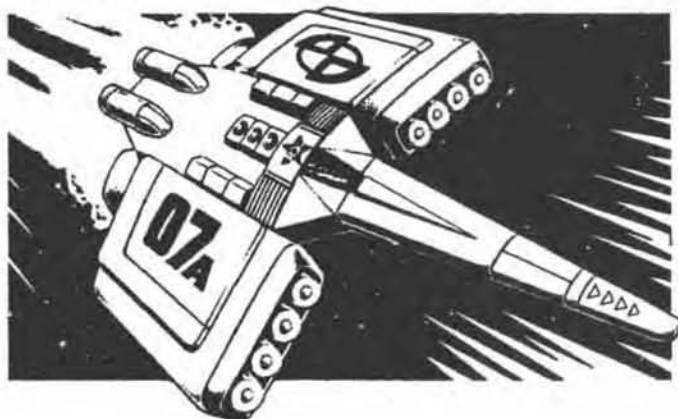
And these ain't no family-owned rustbucket free traders, held together with gum and spit for four generations.

This is tech level 15 hardware, the way the Emperor used to make it. It moves fast, and it hits hard.

Regency ships might be old, hard-used, and scarred by combat, but they're not rusty, and you won't find any gum. They've been held together for 85 years by the best technicians and tech-15 and -16 shipyards humanity has to offer. Not by spit.

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Except for one last spark of hope.

The Regency

All was gone of the Imperium except for one isolated out post, a frontier backwater called "The Marches," barely one-tenth the size of the Imperium. Facing their destruction, these people resolved to carry on the promise of the dead Imperium and preserve its heritage for the future.

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The sword, or more properly, the cut-throat of the highly trained Marine assault forces is wielded by pure TL-15 forces equipped with such vehicles as the legendary Imperial Marine Grav APC, Imperial Marine Fire Support APC, Imperial Marine Assault Gun, the Norris Battle Tank, and the Imperial Meson Artillery Vehicle.

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If you've been a Traveller military fanatic for years, locked in your basement with *Striker* while your family desperately bangs on the door, or if you are a relative newcomer (locked in your basement with *Striker II*), this is the book you've been waiting for. Even if you're not a miniatures player, but simply like to let your mind soar through the future with Traveller's carefully detailed and visualized high-tech military forces, the *Regency Combat Vehicle Guide* provides extensive hardware detail ready for use in your Traveller campaign, and plenty of grist for your unbounded imagination.

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