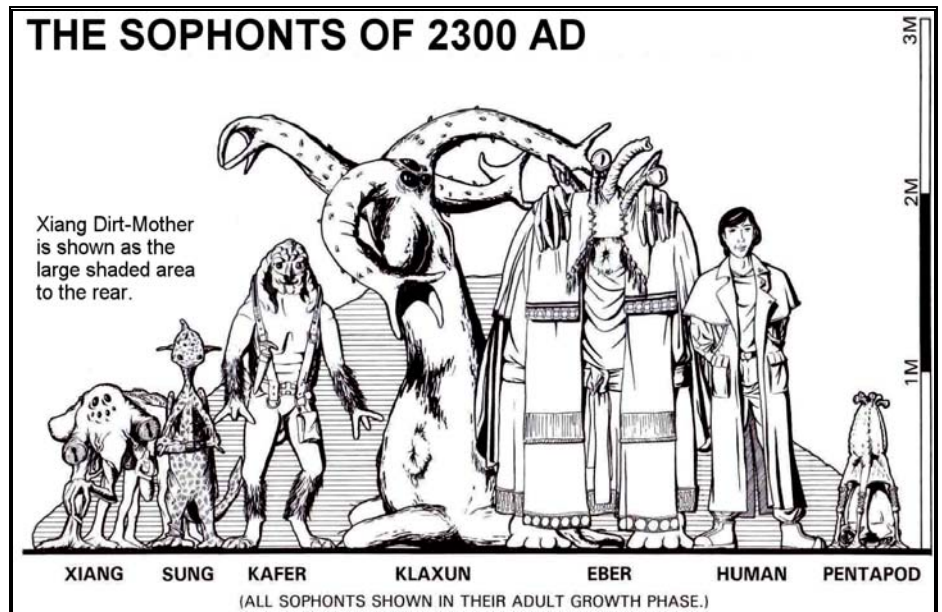


The 2300 AD CD ROM



The **2300 AD CD-ROM** preserves the essential **2300 AD** game materials in one place for the referee and the player. It includes all of the **2300 AD** titles published by Game Designers' Workshop, plus: **Operation Overlord** (published under license by 3W), **The Game** (playtest material used in the creation of **2300 AD**), **Having Seen The Sky**, an unpublished manuscript for an adventure to the Pentapods, **Now Is The Time** (a tournament adventure), and the eighty-three **Challenge Magazine** articles in support of **2300 AD**.

BASIC GAMES

Traveller: 2300 version 1.0. The first edition of **2300 AD**.

2300 AD version 2.0. The revision of **2300 AD**.

Star Cruiser. A boxed game of starship combat, including maps, counters, and rules for starship construction

SUPPORT

Nyotekundu Sourcebook. The first star along the French Arm.

Colonial Atlas. 29 human colony worlds described in detail.

Ships of the French Arm. The starships of one branch of human space described and illustrated.

Ground Vehicle Guide. An illustrated manual profiling more than 30 vehicles for 2300 AD:

Equipment Guide. Dozens of advanced electronic devices and mechanical conveniences from the 24th century.

2300 Resource. The 2300 AD Newsletter. Issues 0-1-2.

THE KAFER WAR

Kafer Dawn. William H. Keith Jr. Several scenarios dealing with the Kafer invasion.

Mission Arcturus. Recapture the orbital base at Arcturus.

Aurore Sourcebook. The strange colony world of Aurore.

Kafer Sourcebook. Man's deadliest interstellar foe, detailed.

Invasion. The Kafers unleash an enormous and terrible host sweeping over dozens of human colonies and outpost worlds,

ADVENTURES

Beanstalk. The first published adventure for 2300 AD.

Energy Curve. An unexplored world and a race: the Klaxun.

Bayern. An expedition to the Pleiades.

Ranger. Texas Rangers on the Eber homeworld.

Operation Overlord. A counter-offensive against the Kafers. This module was a licensed adventure published by 3W.

EARTH

Earth/Cybertech Sourcebook. Details of Earth in 2300 AD.

Deathwatch Program. A plot to bring Earth to economic ruin.

Rotten to the Core. Details of Libreville, the city at the base of Earth's beanstalk.

MAPPING

Near Star Map (Large). The Near Star Map in six panels, each approximately 11 Mb. JPG files.

Near Star Map Stellar Data. Text file for use with spreadsheet.

THE GAME

Overlord. A contemporaneous recapitulation recording what The Game attempted to accomplish.

The Game. A convention handout reproducing the surviving fragmentary rules for The Game

The Game. HTMLized by Steven Alexander

The Game Spreadsheet. Charts, Counters (no calculations)

Playtesting The Game.. An album of photos taken during the 1985 playtest sessions of The Game.

SPECIALS

Now Is The Time. An RPGA tournament.

Having Seen The Sky. The unpublished (and only partially edited manuscript) for an adventure to the Pentapods.

The 2300 AD Font. This pdf shows the font. Access the folder: "2300AD ttf font" for the actual font.

CHALLENGE MAGAZINE (83 articles)

GDW's continuing support for **2300 AD** included at least one article in every issue of **Challenge Magazine** from Issue 27 through Issue 74. The last three issues 75-76-77 did not have **2300 AD** coverage. Issue 77 forecast Issue 78 and its **Esper Project** by Paul Lucas, but sadly that issue and that article were never published.

Each PDF here includes the magazine cover, table of contents, and the **2300 AD** articles.