

GURPS

Fourth Edition

Traveller

INTERSTELLAR WARS™



Written by **PAUL DRYE, LOREN WISEMAN, and JON F. ZEIGLER**

Based on the award-winning *Traveller* science fiction universe by **MARC MILLER**

Additional Material by **DOUGLAS E. BERRY, STEVE KENSON,
ANDREW MOFFATT-VALLANCE, DAVID SUMMERS,
CHRISTOPHER THRASH, and ERIC UEBER**

Starship Design and Combat Systems by **DAVID PULVER and JON F. ZEIGLER**

Edited by **WIL UPCHURCH and STEVE JACKSON**

Cover Art by **JESSE DEGRAFF and BOB STEVLIC**

Illustrated by **ANDY AKINS, JESSE DEGRAFF, CHRIS QUILLIAMS, and BOB STEVLIC**

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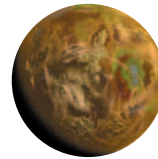
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GURPS System Design ■ STEVE JACKSON
GURPS Line Editor ■ SEAN PUNCH
 Production Manager ■ MONICA STEPHENS
 Art Director ■ WIL UPCHURCH
 Page Design ■ PHIL REED
 Production Artist ■ JUSTIN DE WITT

Print Buyer ■ MONIQUE CHAPMAN
 Marketing Director ■ PAUL CHAPMAN
 Sales Manager ■ ROSS JEPSON
 Errata Coordinator ■ ANDY VETROMILE
GURPS FAQ MAINTAINER ■ STÉPHANE THÉRIAULT

Playtesters: John Buston, Henry Cobb, Nelson Cunnington, Alain Ducharme, Anthony Jackson, Onno Meyer, Robert Prior, Hans Rancke-Madsen, Chad Underkoffler, Paul Whiteley

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INTRODUCTION

Traveller was first published in 1977. It was one of the *first* roleplaying games, and for many years it was the standard by which all other science-fiction RPGs were measured. At first, the game was very nearly generic. It made certain broad assumptions about the far-future universe characters would travel in, but the details of back story and setting were largely left for players to define. Before long, however, a specific setting began to take shape: a vast Imperium existing over 3,000 years in the future, controlling thousands of worlds, with its own leaders, social forces, and deep history.

Yet the galactic state portrayed in *Traveller* was the *Third* Imperium, the successor to other empires that had existed long before. Once there had been a *First* Imperium, which laid the groundwork for everything that followed. After thousands of years of

ruling the known galaxy, the First Imperium came into contact with an obscure barbarian race, backward and poor, from a world called Earth.

The Interstellar Wars followed: struggles against overwhelming odds, exploration of exotic worlds, heroism, betrayal, triumph, tragedy . . . and, in time, the fall of empire.

The Interstellar Wars era is one inspired by science fiction of the “space opera” genre. Here you will find epic battles, new worlds to explore, long trade voyages, exotic aliens, and the clash of civilizations. Fans of Poul Anderson, Isaac Asimov, James Blish, or E.E. “Doc” Smith – or of more recent “star empires” fiction, by authors like Iain M. Banks or David Weber – will find this universe to their liking.

As a concept, the Interstellar Wars actually predate *Traveller* itself. In 1976, before the first *Traveller* books

were published, a subsidiary of Game Designers’ Workshop published a board game titled *Imperium*. The early versions of the game portrayed the early conflicts between Terra and a vaguely defined alien empire. In 1977 and 1978, new printings of the game were released directly by GDW. The board game was soon integrated into the *Traveller* back story, the “aliens” becoming the Vilani, their empire becoming the First Imperium of ancient history. By 1980 the Interstellar Wars were a well-established part of the *Traveller* future history, and the stars of the *Imperium* game map had been placed on the *Traveller* galactic map. Later releases of *Imperium* included “color” material that had originally been developed for *Traveller*.

Imperium still exists – indeed, Avalanche Press released a new



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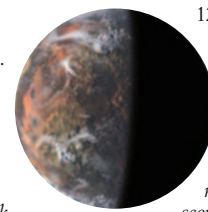


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