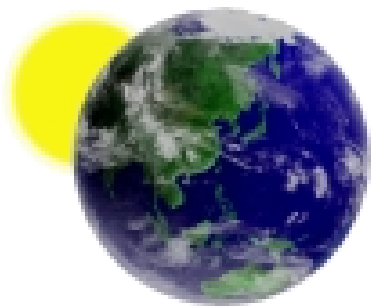




Terran Dawn

An Introduction

We Terrans conquered the stars almost two millennia ago. Manifest Destiny, Ad Astra Aspera, and all of that. Turned out there weren't just beastly aliens amongst those stars, but more Humans. What a surprise that must have been to our ancestors to find more Humaniti, the Vilani, already ruling a vast empire in our own front yard. Well, we came, we saw, we conquered. That huge, decadent Vilani Empire fell before us.

We Terrans are better warriors than stylus pushers. It took centuries, but that decaying star empire we inherited collapsed anyway.

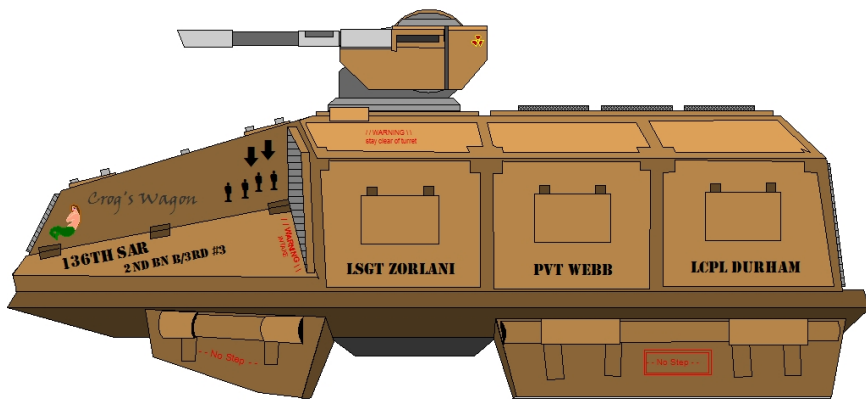
Just fragments of what we once were are scattered between the stars now. Pockets in the black. The Night it's been called. A millennia of darkness, scraping to get back our old glory.

But, scholars say the Night is ending. If that's so, I'm going to rage with the Dawn, take a piece of what's coming for myself. Why not? I'm a Terran. It's my destiny.

What is Terran Dawn?

Terran Dawn is a setting for any version of the Traveller role-playing game. It is within the same setting as the Official Traveller Universe (OTU). Most Traveller veterans think of the 3rd Imperium and the Spinward Marches when running a campaign in the OTU. But, Terran Dawn occurs centuries before the OTU within a small corner of space near Earth. Terran Dawn uses 4090 AD (early -400's Imperial) as its starting year. This is during the final days of the Long Night, between the collapse of the 2nd Imperium and the rise of the 3rd Imperium. The campaign is centered within an area of space around Earth (Terra), later known as the Solomani Rim.





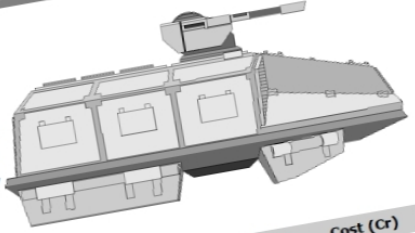
This *Terran Rim* is a place of small “pocket empires”, frontiers, and isolated worlds. Any sort of campaign can be had including exploratory, trading, military, all those found in a standard Traveller campaign.

Rules

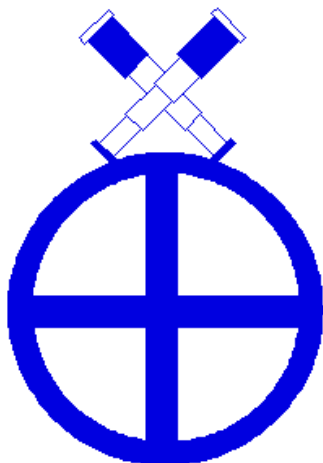
Terran Dawn is meant to be rule independent. Most materials are written without any rule system in mind. However, Technical Manuals are intended for specific rules system with *Mongoose Traveller* and *T5* versions planned.

Nanook Grav Carrier/APC
Original “Old Bear” Model

The Nanook is an aging workhorse grav carrier that has been around long enough to be found in several configurations. The “Old Bear” is the original model, is still found in large numbers, and is nearly effective as newer models.



	M ³	Mass (kg)	Cost (Cr)
Nanook “Old Bear” APC (TL 10)		4,375	68,250
Hull	35 m ³ Crystaliron, base armor: 6 Options: Streamlined, Sealed	-	-
Drive System	Hull: 12 Structure: 14 Grav Propulsion: Base 200 kph, 0 Agl	1.75	262.5
Power Plant	Hydrogen Fuel Cell TL 10 Power Output: 88 Fuel Consumption: 4 per hour	4	500
Fuel	200 liters (50 hours operation)	0.2	200
Armor	30 (2% Crystaliron, armor bonus: 24) Powered Med. Mount accepts up to 999 kg, 3 m ³ Powering, External, TL 10 Stabilization	0.7	5,250
		5.625	1,373.625 (x 1.65)
			1,100
		0.75	10,000

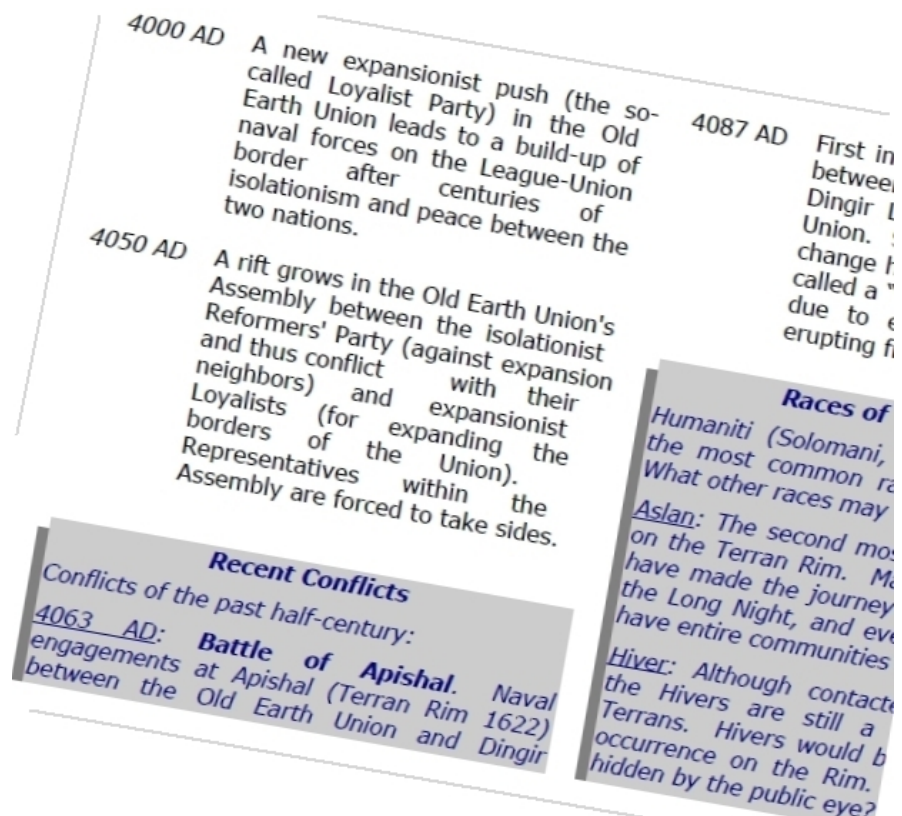


Non Canonicus

Terran Dawn is a fan creation and thus not considered canon at all. However, the author has taken pains to research every canon and non-canon source of the setting. Terran Dawn was intended from its foundation to fit well within the Official Traveller Universe.

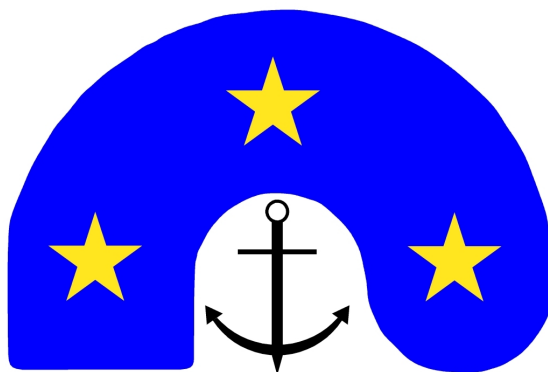
Publications

Terran Dawn PDF's are available free to download [here](#). Releases cover a variety of subjects. The Terran Dawn project is on-going, but already supports enough information to run a detailed campaign:

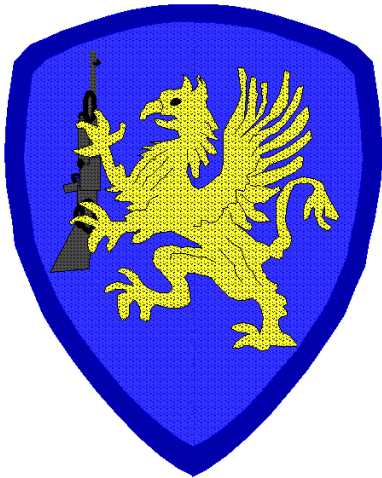
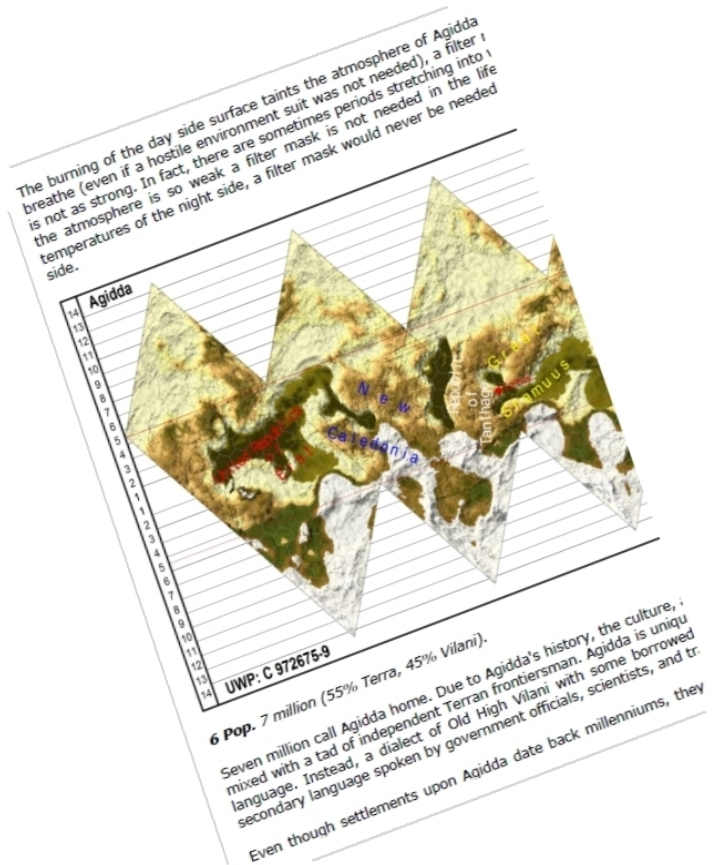


History: The 19 page *History* chapter begins with Terra's reach to the stars. It then details the rise of the 2nd Imperium and the fall of the Long Night as it pertains to the Terran Dawn area of space. The History chapter is divided into a textual history followed by a time line. Several sidebars give further details and help flesh out the feel of the campaign.

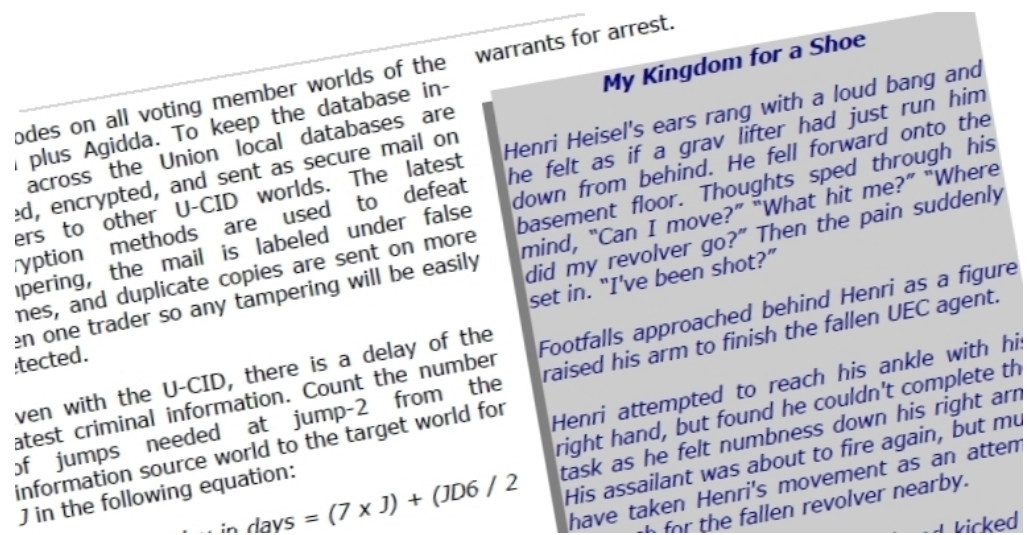
Gazetteer: The 17 page *Gazetteer* chapter includes a sector map and UWPs for the "Terran Rim" (later know as the Solomani Rim sector). Two different versions of the Gazetteer chapter are available, one for players and one for referees. The player version has some details purposely left out, to be discovered by exploring players.



Pocket Campaign Guides: Each campaign guide details an area of space within the Terran Rim ranging from a large pocket empire to little-explored frontier areas. "Pocket" does not refer to the size of the guides. The default starting campaign guide, *The Old Earth*, numbers almost 250 pages. It covers the *Old Earth Union* pocket empire in detail including history, government, military, organizations, worlds, library entries, current events, and other details such as cultural notes.



Adventures: One fan submitted adventure placed within the Terran Dawn setting is already available. A series of adventures that culminates with an advance of the the time line in the Old Earth Union is planned.





Technical Manuals:

Technical Manuals are a collection of weapons, vehicles, and spacecraft that may be used in a lower technology *Traveller* campaign (TL 12-) such as the *Terran Dawn* setting. *Technical Manuals* will be available in separate versions for different *Traveller* rules systems. For example, the *Mongoose Traveller Technical Manual* is the first version.

Technical Manuals are an open-ended growing project as more designs are inserted and new versions are planned for other rules systems such as *T5*.

Where to go for updates and discussions

Discussion of the *Terran Dawn* setting is on-going at both the [Mongoose Traveller](#) and [Citizens of the Imperium](#) forums. Please drop by to submit your own suggestions or even volunteer to help expand this growing project.

"Sturn"
[Terran Dawn](#)

