



Traveller. [TRAV-uh-ler, TRAV-ler]. –noun. [Origin circa 1300, from the Middle English, *travaillour*, with connotations of toil, as in “to make a difficult journey”]. 1. One who travels, or who has traveled, or who will travel, as to distant places. 2. An adventurer. 3. The game of science-fiction adventure in the far future.

Deraabelar. [der-AAB-el-ur, de-RAAB-e-lur]. –noun. [Origin circa -2200, loan word from the Anglic, but with connotations of distance because of its similarity to the Vilani **ᑕᑕᑦᑭᑭᑕᑕᑕ** *rabelar*, far away]. 1. One who goes far away, or has gone far away and returned. 2. A rogue. 3. A popular Terran role-playing game transplanted to the worlds of the First Imperium.



Core Rules

TRAVELLER⁵

*Science-Fiction Adventure
In the Far Future*



Previous Editions:



Classic Traveller (CT). The original edition of **Traveller** published by GDW, released in 1977, and revised in 1981. The core rulebooks were intended as generic science-fiction, and the development of the Third Imperium setting came through adventures and supplements.



MegaTraveller (MT). The second edition of Traveller published by GDW, released in 1987, introduced a unified task structure around a fully developed skill system, and advanced the Imperium setting into the Rebellion era.



Traveller: The New Era (TNE). The last edition of **Traveller**, published by GDW and released in 1993, changed the game mechanics to be compatible with the GDW "House System" of RPG rules. The setting is one of recovery after an interstellar collapse.



Marc Miller's Traveller (T4). Created as a successor to the GDW editions, published by Imperium Games and released in 1996, and rolling back the setting to the founding years of the Third Imperium.

This Edition:



Traveller5 is the fifth numbered edition of the **Traveller** science-fiction role-playing game and its associated publications.

Preliminary CD-ROM edition, Version 1.0.

TRAVELLER⁵

*Science-Fiction Adventure
in the Far Future*

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**Traveller, Traveller5, MegaTraveller, Traveller: The New Era,
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FFE invites questions and comments on the preliminary edition. Please contact us at:

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Travel without companions is an empty journey.
My joy and satisfaction in writing and playing **Traveller**
would be empty without my faithful support and life's companion.

to Darlene

*TRAVELLER*⁵

Science-Fiction Adventure in the Far Future

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Robert Eaglestone

Don McKinney

Hunter Gordon

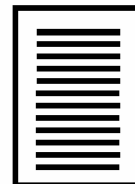
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Gedeon Trias, Wolfgang Reich, Constantin Terton, James Kilbride, Ty Beard.
And an army of dedicated, helpful playtesters.



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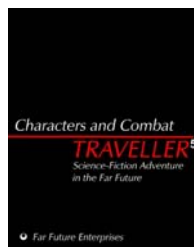
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