

# (draft) Traveller<sup>5</sup>

Contents and structure for the basic  
**Traveller** (5th edition) game system.

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| <b>Introduction</b><br>Foreword<br>The Foundations of Traveller<br>The Vast Span of History<br>The Milieux                                                                               | Friendships<br>Enmity<br>Getting Information<br>Bargaining<br>Persuading<br>Forcing Action<br>Fighting<br>Multi-Personal<br>Battles<br>Wars                      | <b>The Galaxy</b><br>Regions<br>Sectors and Subsectors<br>Star Systems<br>Stars<br>Mapping Space                                                                | Barter                                                                                                                                                                                                                                                                                                                   |
| <b>Basics</b><br>The Nature of Role-Playing<br>What You Need<br>Players Guide to Traveller<br>Master's Guide to Traveller<br>Die Rolls and Dice<br>Units of Measure<br>The Typical Setup | <b>Situations</b><br>Goals<br>Missions<br>Events<br>Encounters<br>Patrons<br>People<br>Animals<br>Monsters<br>Situations<br>The Unusual<br>Generating Encounters | <b>Worlds</b><br>Worlds<br>World Generation<br>Terrain<br>Cities and Settlements<br>World Surface Travel<br>Mapping Worlds<br>Animal Encounters<br>Travel Times | <b>Information</b><br>Library Data<br>Museum Data<br>Information Analysis<br>Research and Development                                                                                                                                                                                                                    |
| <b>Characters</b><br>Characters<br>What Characters Do<br>Careers<br>Life Pursuits<br>Humans and Non Humans<br>The Major Races<br>The Minor Races                                         |                                                                                                                                                                  | <b>Flora And Fauna</b><br>Animals<br>Land<br>Air<br>Sea<br>Plants<br>Land<br>Air<br>Sea                                                                         | <b>Activities</b><br>Con Games<br>Corporations<br>Entertainment<br>Exploration and Surveys<br>Manufacturing<br>Masquerade<br>Mercenary Operations<br>Military Operations<br>Naval<br>Noble Missions<br>Prospecting<br>Psionics<br>Quests<br>Research<br>Strategic Manipulations<br>Trade<br>Transport<br>Troupes (Bards) |
| <b>Character Creation</b><br>The Creation Process<br>Experience<br>Aptitudes<br>Heritage<br>Homeworld<br>Genetic<br>Cultural                                                             | <b>Actions and Consequences</b><br>Events<br>Continuing NPCs<br>Patrons<br>Nemeses<br>Gimmicks                                                                   | <b>Technology</b><br>The Tech Level Scale<br>Alternative Technology (ies)                                                                                       | <b>Creating Adventures</b><br>Elements of the Scenario<br>Elements of the Adventure<br>Elements of the Campaign                                                                                                                                                                                                          |
| <b>Skills and Tasks</b><br>Tasks<br>Task Library<br>Creating Tasks<br>Skills                                                                                                             | <b>Objects</b><br>Weapons<br>Equipment<br>Equipment Design<br>Vehicles (Land Sea Air)<br>Vehicle Design<br>Beasts of Burden                                      | <b>Cultures</b><br>Populations<br>The Focus of Population<br>Historical Antecedents<br>Rival Factions<br>The Influence of Economics                             | <b>Appendices</b><br>The Traveller Card System<br>IMTU<br>Language (s)<br>Calendars<br>The Milieux<br>Faraway Sector<br>Deck Plan Symbols<br>Outdoor Mapping<br>The History of Traveller                                                                                                                                 |
| <b>Adventuring</b><br>Every Adventure Begins and                                                                                                                                         | <b>Starships and Spacecraft</b><br>Space Travel<br>Starship Operations<br>Starship Design<br>Starship Combat                                                     | <b>Money and Accounting</b><br>Currency<br>Items of Value<br>Types of Accounting<br>Loose<br>Strict<br>General Fund                                             |                                                                                                                                                                                                                                                                                                                          |
| <b>Interactions</b><br>Personal<br>Getting Acquainted                                                                                                                                    |                                                                                                                                                                  |                                                                                                                                                                 |                                                                                                                                                                                                                                                                                                                          |

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| <b>Basic Books</b><br>Core Rules<br>Game Master's Companion<br>Players' Handbook<br>Technical Design Reference<br>Starships and Vehicles<br>Equipment and Weapons<br>Stellar Atlas                                                                                                                                                                                                                                                                                                                                                                             | Basic Reference<br>Used with any era<br>Used with any era<br>Basic Reference | <b>Boxed Games/ Products</b>                                                                                                                                                                                                                                             |                                                                                                                                                                                                                                                                                                                                       |
| <b>Other Core Books</b> (probably not all these)<br><b>The Ancient War</b> (Grandfather's conflict with his children).<br><b>First Contact</b> (The Solar System before jump drive)<br><b>The Interstellar Wars</b> (space war)<br><b>The Rule of Man</b> (the wonders of the collapsed First Empire).<br><b>The Golden Age</b> (the mature Imperium).<br><b>The Plague</b> (the Virus Era).<br><b>Into The Unknown!</b> (explorations)<br><b>The Border Wars</b> (Human Aslan conflict)<br><b>The Far Far Future</b> (thousands of years after the Imperium). |                                                                              | <b>Ships and Troops</b><br>Signal GK<br>Squadrons<br>Vanguard<br>Snapfire<br>Regiments<br>Striker<br>Theater of War<br><b>Game Support</b><br>Faraway Sector<br>Yard 9<br><b>Other Things</b><br>Ships Papers<br>Patents of Nobility<br>Calendars<br>Tee Shirts and Caps | (tactical like <b>Mayday</b> )<br>(operational)<br>(starship miniatures)<br>(tactical like <b>Snapshot</b> )<br>(operational)<br>(military miniatures)<br>(strategic like <b>IE and FFW</b> )<br><br>(custom sectors)<br>(starship deck plans)<br><br>Annic Nova, Far Trader, Scout<br>Baron, Count, Marquis, Duke<br>2004 and Beyond |

