

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

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

