

### Previous Editions:

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**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:

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**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.

# TRAVELLER<sup>5</sup>

*Science-Fiction Adventure  
in the Far Future*

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FFE invites questions and comments on the preliminary edition. Please contact us at:

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