



# Preface

This volume may seem daunting: hundreds of pages about the universe of the future. Where should you start? What material is new? What has changed?

This is a daunting volume, more than ten years ( in some respects more than that ) in the making. There was a point when the text flowed non-stop evening after evening almost directly into the original Little Black Books. The concepts that went into those three books have come back time and again, to be revised, expanded, and elaborated upon. A few words about mercenaries and the military became a major emphasis in **Traveller**; a few more worlds about space navies became another emphasis.

This text takes so many of the ideas from the original **Classic Traveller** and all that followed it, and brings them to maturity. It helps to point out some of the advances and details in this volume, rather than make you dig for them.

## The Foundations

We lay out early many basic concepts that come back time and again.

The chapter on **Dice** provides the statistical expectations for die rolls: to help player make better choices. Then it defines the types of die rolls that will be used throughout these pages: rather than define them again and again as they come up. We introduce terms like Assets and Target Number and Mod and DM. We introduce standard rolls, and special purpose rolls, and a new one: Flux.

We cover **Traveller's** traditional hexadecimal "use letters as numbers" concept now labeled **Ehex**.

We define what a **ton** is (it's the volume of 1000 kilograms of liquid hydrogen) and how its used to measure cargo, and ship size, and more.

We define the values for **Range Bands**: in fact, we define several different types of Range Bands for use on worlds, for use in space, for calculating altitudes, and even social distance (see the chart for Fame). Flyers can fly at specific altitudes; starships can skim gas giants at specific altitudes; submarines can dive to specific depths.

We define what **money** is: the Credits that characters carry in their pockets; the MegaCredits that business and companies spends, and the Aryu that worlds use in their budgets.

We also define **Benchmarks** for money: how much a person needs to live on; how much a person can earn at various jobs; how much common items cost. We also address Benchmarks for Sizes: we discuss how big some things are, and then assign number values to them.

The preliminaries define early in the text some very basic concepts that are helpful for players.

## Characters

We took a careful look at the six personal characteristics and defined them in detail. Earlier **Traveller** aliens had alternative characteristics, and we have expanded that concept to include alternative or analog characteristics for some non-humans. We also defined two secret (or at least obscure) characteristics: Psi and Sanity.

We considered a wide variety of career types and narrowed them down to 13: any other career is really just a subset or a specialization of these 13. We defined how to create homeworlds; what sorts of education are available; what benefits accrue when a character retires.

Yet the basic concept of career resolution for characters remains: updated, refined, but still recognizable to veteran **Traveller** players.

We have added **Genetics**. A character can record genetic information during character generation, or discover it later through genetic testing. Genetics allows characters to establish a link with characters (ancestors, descendants) in other milieux. Genetics is also a basis for **Geneering**.

We provide detailed rules for **Clones**, including Life Insurance. We go beyond clones to address **Chimeras** and **Androids**.

We address (at length) **Sophonts**: aliens of all sorts and types, including the ability to create new sophonts (or import your favorites) with relative ease.

Standard Die Rolls  
Standard Die Roll Terms  
Probabilities of Die Rolls  
Flux

Ehex

The Ton

World Range Bands  
Space Range Bands  
Attitudes on Worlds  
Depths of Oceans  
The Depths of Gas Giants

Money  
Credits, MegaCredits, and Aryu

Benchmarks  
Costs  
Values  
Sizes

Characteristics  
Alternative Characteristics  
Sanity  
Psi

13 Basic Careers

Genetics  
Geneering

Clones  
Chimeras  
Androids  
Sophonts

## Basic System Mechanics

The central mechanics of **Traveller** remain the detailed task resolution system and its companion skill set. A defined set of skills is paired with an unlimited set of knowledges: characters can turn their attention to anything they want and find the task system supports them. We have implemented Talents: special abilities for non-humans.

Some details may seem superficial: Birthdays, for example. But the character's birthday provides a recurring time for that character to evaluate experience and increase abilities.

We have defined how the senses work: a character can ask "Can I overhear that conversation?" or, "Can I see anyone through this haze?" and get a reasonable answer. We have defined two alien senses which non-humans may make use of. And having defined how the senses work, we have provided the ability to reasonably determine how binoculars and sound amplifiers work.

We have defined a system for evaluating the **Quality** and performance of objects. Calling a rifle High Quality means something; saying a communicator is Easy-To-Use also means something. It's possible to find a device and find it dangerous to use, or buy a computer that is extremely reliable. The **QREBS** System (for Quality, Reliability, Ease-of-Use, Bulk, and Safety) defines a range of characteristics for equipment.

We have refined the Interpersonals from **MegaTraveller** into **Personals**: a system, for interaction with Non-Player Characters. Personals guide a Referee as he role-plays a Patron or a casual encounter.

## Combat

The Traveller Combat System implements a two stage process of weapons attacking, penetrating armor, and finally inflicting wounds. The system is easy to use and provides detailed information about injuries to characters.

We have implemented a wide range of weapon Effects: Acid, Burn, Hot, Cold, Electric Shock, Infection, as well as traditional Bullets.

In response to the weapon Effects, we have implemented protections which resist them: Insulation (protecting against Hot and Cold and Electric), Sealed Environments, SoundProof, RadProof, and more.

Effects which penetrate Protections inflict injuries on characters and damage to vehicles. Injuries produce reductions in Characteristics. Damage affects locations based on a Hit Location Chart. If the damage is not too severe, it can be repaired after the battle.

Supporting the Combat system is a series of Makers:

**GunMaker** creates guns from small pistols to gatlings, each with its own special features. Many weapons are non-lethal; others are weapons of mass destruction. GunMaker includes a variety of options for weapons (folding stocks, special sights). Silencers are available (and the Sense rules make it harder to hear Silenced weapons).

**ArmorMaker** defines a variety of protections: filter masks and respirators, ballistic vests, and more. It also creates vac suits and battle armor in a broad range of tech levels and armor levels. Some armor is traditional; others are small vehicles. Armor Maker also allows creation of Oversized and even Titan suits: for larger, non-human soldiers.

**VehicleMaker** creates a broad range of vehicles, customized for special purposes. In many ways, **Traveller5** has abandoned the detailed piecemeal construction systems of **Fire Fusion and Steel**, and replaced it with the faster, easier, and often more satisfying, Maker systems.

## Starships and Space Travel

We define Starports in detail.

We also define star travel in detail, including how Jump works.

This volume includes ACS Adventure Class Starship Design and Construction. It covers ships from 100 to 2400 tons with an easy-to-use FillForm for recording the design process.

The design system integrates extensive coverage of Sensors, Weapons, and Defenses. The system allows one weapon as a MainWeapon; it includes turrets, barbettes, and bays. Some defenses operate in Absolute Mode against a specific weapon; some weapons can be deployed in a defensive Anti-Missile Mode.

Armor can be installed in Layers.

Task Resolution  
Skills  
Knowledges  
Talents

Birthdays  
Experience

The Senses

Quality

The QREBS System

Personals

Personal Combat

Non-Bullet Weapon effects

Non-Lethal Weapons

Armor and Protections

Injuries to Characters

Damage to Vehicles

GunMaker

ArmorMaker

VehicleMaker

Starports  
How Jump Works

Ship Design 100 to 2400 tons

Sensors  
Weapons  
Defenses  
Armor

A powerful Computer system produces networked computers on-board ships. integrated with Software and Computer Architecture that allows sophisticated computer operations and artificial intelligence.

Computers  
Software  
Computer Architecture

The system creates a powerful interaction between the design choices of the Naval Architect and the final values on the ShipSheet (the Ship Damage Sheet) used in Space Combat.

The Ship Design System also introduces the logical technological extensions of drives and power plants: Anti-Matter Plants and Energy Collectors, the Hop and Skip Drives, and NAFAL.

Advanced Drives  
Advanced Power Plants

### Space Combat

The Space Combat system produces a clearly defined procedure for resolving attacks.

Combat uses Range Bands with clear definition of what weapons can attack when. Missiles launched from far away attack in the next (or later) turn. Ships can ram targets. We have introduced Kinetic Kill Missiles, Nukes, Battery Fire, and allocation of some weapons to Anti-Missile Mode.

Ramming  
Kinetic Kill Missiles  
Nukes  
Ortillery Bombardment

DataCasters can try to insert viruses in enemy ships. CommCasters can co-ordinate attacks by multiple ships. Ortillery can bombard worlds.

Space Combat normally hits specific parts of ships: a turret, the drives, the bridge. But some hits (if big enough) can blow a ship up.

Hit Locations  
Critical Hits

### Charted Space: Within and Beyond

We define Charted Space: the miniscule portion of the Galaxy inhabited by humans and other races. We also give a glimpse of what lies beyond the boundaries of Charted Space.

Sector Mapping  
Subsector Mapping

We detail interstellar mapping on a Sector and Subsector basis.

World and System Creation

Then we move into a rational star system and world creation system based on Classic Traveller. It covers creating one or more stars and then a mainworld. Other worlds are created as necessary.

The MOARN Concept

We introduce the concept of **MOARN** Map Only As Really Necessary; detailed systems are necessary only as they are visited or explored. But let's look at what is possible. Worlds have the traditional UWP. New provisions allow for occasional world sizes and occasional world populations above 10 (to as high as 15). There are a variety of new trade classifications (which have extensive effects throughout the entire game system).

World Size to 15

Population to 15

We introduce three "Extensions" of additional information about Worlds: Importance (ranking worlds in a region and governing the designation of the Capital and placement of Trade Routes), Economic (providing insights in the world's budget), and Cultural (providing insights into social behaviors).

The Importance Extension  
The Economic Extension  
The Cultural Extension

The old tradition of Starport X for Red Zones has been displaced by Trade Classifications; Starport X simply means "No Known Starport."

A system can have as many as eight stars, although that many is very rare. Many systems do have multiple stars: some are near companions; some systems essentially have two or three systems crammed into a stellar hex.

Multiple Stars in a System  
Multiple Systems within a System

The other worlds in a system have more flavor: IceWorlds, RadWorlds, Infernos, Stormworlds, and more.

IceWorlds  
RadWorlds  
Infernos

Gas Giants are differentiated into Small and Large, with the addition of Ice Giants. There is also the occasional Brown Dwarf.

The Star System is broken into the Inner System (Orbits 0 to 5), the Outer System (Orbits 6 to 12), and the Remote System (Orbits 13 to 19). Graphic charts show the location of the Habitable Zones for the placement of Mainworlds. An M9 II has a Habitable Zone at Orbit-11 (21 light-hours out).

Inner, Outer, and Remote Systems.

Easy to use graphic FillForms record the worlds in a system.

### Terrain and Mapping

We define world terrain (for habitable and inhospitable worlds) and its effect on vehicle movement. Charts define altitudes for use by Flyers, and depths for use by submersibles.

Defined Terrain

World maps have been standardized on 1000 km hexes; the standard geodesic world map changes in number of hexes based on world size.

Standard World Maps

Sample blank world maps are provided for all sizes from 1 to 15.

Blank Maps

World Hexes have a hierarchy: World Hexes contain many Terrain Hexes, which contain many Local Hexes, which contain many Single hexes. It is possible to map a world down to 1 km hexes.

## **Technology**

While based on traditional technology levels in **Traveller**, the Technology chapter defines all possible tech levels, including the theoretical maximum Tech Level (Z) and its repercussions on the universe in general.

The Technology chapter also details creating objects at higher than their normal TL (as Improved or Advanced devices) or lower (as Prototypes or Experimental). Tech Level for objects becomes a range rather than a point on a scale.

Advanced Technology is defined and used consistently in this edition to a far greater degree than ever before.

All Tech Levels Defined

Experimental Devices

Advanced Devices

## **Trade And Commerce**

We define a trade system with hundreds of differentiated goods and how they are priced for buyers and sellers.

Hundreds of Trade Goods

## **Psionics**

The entire Psionics system has been rationalized and defined to make it useful and usable (for those who dare pursue its secrets). Psionic Senses mimic the real senses; Psionic Actions are clearly defined.

Psionic Senses

Psionic Actions

## **Sophonts**

Our extensive sophont creation system produces detailed non-humans: some are very near human; others are strange and fantastic. The range from small intelligent creatures to huge lumbering but intelligent beasts. Their many differences present intriguing challenges to players who take them on as characters.

Complete Alien Creation

There is, of course, much more than this short overview...