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*GURPS Traveller: Interstellar Wars* is an official *GURPS Fourth Edition* sourcebook for the *Traveller* universe. It includes a detailed timeline, along with rules for starship design, interstellar trade, exploration, ship-to-ship combat, and tailoring characters to the last days of the First Imperium.

By Paul Drye, Loren Wiseman, and Jon F. Zeigler Edited by Wil Upchurch and Steve Jackson

Cover Art by Jesse DeGraff and Bob Stevlic

Illustrated by Andy Akins, Jesse DeGraff, Chris Quilliams, and Bob Stevlic

**STEVE  
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**GURPS**

*Traveller*

INTERSTELLAR WARS



STEVE JACKSON GAMES

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**GURPS** Fourth Edition *Traveller*

# INTERSTELLAR WARS™



By Paul Drye, Loren Wiseman, and Jon F. Zeigler

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**GURPS**

Fourth Edition

**Traveller**

# INTERSTELLAR WARS™



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Based on the award-winning *Traveller* science fiction universe by **MARC MILLER**

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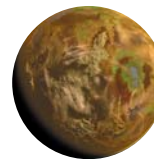
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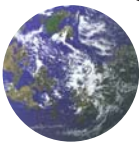
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# INTRODUCTION

*Traveller* was first published in 1977. It was one of the *first* roleplaying games, and for many years it was the standard by which all other science-fiction RPGs were measured. At first, the game was very nearly generic. It made certain broad assumptions about the far-future universe characters would travel in, but the details of back story and setting were largely left for players to define. Before long, however, a specific setting began to take shape: a vast Imperium existing over 3,000 years in the future, controlling thousands of worlds, with its own leaders, social forces, and deep history.

Yet the galactic state portrayed in *Traveller* was the *Third Imperium*, the successor to other empires that had existed long before. Once there had been a *First Imperium*, which laid the groundwork for everything that followed. After thousands of years of

ruling the known galaxy, the First Imperium came into contact with an obscure barbarian race, backward and poor, from a world called Earth.

The Interstellar Wars followed: struggles against overwhelming odds, exploration of exotic worlds, heroism, betrayal, triumph, tragedy . . . and, in time, the fall of empire.

The Interstellar Wars era is one inspired by science fiction of the “space opera” genre. Here you will find epic battles, new worlds to explore, long trade voyages, exotic aliens, and the clash of civilizations. Fans of Poul Anderson, Isaac Asimov, James Blish, or E.E. “Doc” Smith – or of more recent “star empires” fiction, by authors like Iain M. Banks or David Weber – will find this universe to their liking.

As a concept, the Interstellar Wars actually predate *Traveller* itself. In 1976, before the first *Traveller* books

were published, a subsidiary of Game Designers’ Workshop published a board game titled *Imperium*. The early versions of the game portrayed the early conflicts between Terra and a vaguely defined alien empire. In 1977 and 1978, new printings of the game were released directly by GDW. The board game was soon integrated into the *Traveller* back story, the “aliens” becoming the Vilani, their empire becoming the First Imperium of ancient history. By 1980 the Interstellar Wars were a well-established part of the *Traveller* future history, and the stars of the *Imperium* game map had been placed on the *Traveller* galactic map. Later releases of *Imperium* included “color” material that had originally been developed for *Traveller*.

*Imperium* still exists – indeed, Avalanche Press released a new





edition of the game in 2001, which remains in print. Yet after over 25 years, the Interstellar Wars era has never made the transition to a role-playing game . . . until now.

If you're a long-time *Traveller* fan, here's your first chance to explore one of the most critical – but least-known – periods in the history of the Third Imperium.

On the other hand, if you're new to *Traveller*, this book is specifically designed for you. Aside from the *GURPS Basic Set*, the book you are holding provides everything you'll need to begin adventuring in the Interstellar Wars era. You won't need any other *GURPS* or *Traveller* materials to play – in particular, you won't need any of the dozens of *Traveller* sourcebooks that have gone out of print over the years. If you've always wanted to try *Traveller*, here's an opportunity to do so in a setting that offers epic adventure.

## ABOUT THE AUTHORS

When Paul Drye was 12 years old, his parents took him on a long plane trip. To give him something to do in-flight, they took him to a “game store” beforehand and let him buy any one item off the shelf. In the dusty corner labeled “roleplaying,” he reached up and pulled down . . . *Champions, the Superhero Roleplaying Game*. Fortunately, his brother had cut the same deal with his parents, and *he* picked *Traveller*. This is all your fault, Stephen.

Loren Wiseman was one of the founding partners of GDW, the original publishers of *Traveller*. He spent more than 20 years there as a game designer, developer, typesetter, and editor. After GDW closed, Loren freelanced for a while, and then came to Steve Jackson Games, where he serves as the *GURPS Traveller* Line Editor.

Jon F. Zeigler has been a science fiction fan since the cradle (literally). He and his wife and two children live in Maryland, where he works as a computer security consultant. He has written or contributed to over a dozen books for *GURPS*, and served for two years as the *GURPS Traveller* Line Editor.

## About GURPS

Steve Jackson Games is committed to full support of *GURPS* players. Our address is SJ Games, P.O. Box 18957, Austin, TX 78760. Please include a self-addressed, stamped envelope (SASE) any time you write us! We can also be reached by e-mail: [info@sjgames.com](mailto:info@sjgames.com). Resources include:

*Pyramid* ([www.sjgames.com/pyramid/](http://www.sjgames.com/pyramid/)). Our online magazine includes new *GURPS* rules and articles. It also covers the *d20* system, *Ars Magica*, *BESM*, *Call of Cthulhu*, and many more top games – and other Steve Jackson Games releases like *Illuminati*, *Car Wars*, *Transhuman Space*, and more. *Pyramid* subscribers also get opportunities to playtest new *GURPS* books!

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*Errata*. Everyone makes mistakes, including us – but we do our best to fix our errors. Up-to-date errata sheets for all *GURPS* releases, including this book, are available on our website – see below.

*Internet*. Visit us on the World Wide Web at [www.sjgames.com](http://www.sjgames.com) for errata, updates, Q&A, free webforums, and much more. The *GURPS Traveller: Interstellar Wars* web page can be found at [www.sjgames.com/gurps/traveller/interstellarwars/](http://www.sjgames.com/gurps/traveller/interstellarwars/).

*Bibliographies*. Many of our books have extensive bibliographies, and we're putting them online – with links to let you buy the books that interest you! Go to the book's web page and look for the “Bibliography” link.

*GURPSnet*. This e-mail list hosts much of the online discussion of *GURPS*. To join, point your web browser to [mail.sjgames.com/mailman/listinfo/gurpsnet-l](mailto:mail.sjgames.com/mailman/listinfo/gurpsnet-l).

Rules and statistics in this book are specifically for the *GURPS Basic Set, Fourth Edition*. Page references that begin with B refer to that book, not this one.



## Journal of the Travellers' Aid Society

The long-running *Traveller* magazine is now online at [jtas.sjgames.com](http://jtas.sjgames.com). It supports all versions of *Traveller* with news, articles, discussion areas, and reviews. Subscriptions are \$20 per two years, for 52 biweekly updates and full access to archives.

The *Traveller News Service* is updated weekly, chronicling the life and times of the Imperium, and is viewable *free* at [www.sjgames.com/gurps/traveller/news.html](http://www.sjgames.com/gurps/traveller/news.html). The SJ Games *Traveller* links page ([www.sjgames.com/gurps/traveller/links.html](http://www.sjgames.com/gurps/traveller/links.html)) links to the *Traveller* Web Ring, which includes most of the major *Traveller*-oriented websites. For information on subscribing to the *Traveller* mailing list, go to [lists.travellerrpg.com](http://lists.travellerrpg.com).