

Previous Editions:



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:



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.

TRAVELLER⁵

*Science-Fiction Adventure
in the Far Future*

Copyright © 2008 Far Future Enterprises.

All Rights Reserved.

Made in the United States of America.

No part of this book may be reproduced in any form
or by any means without express written permission
from the publisher.

This text is subject to the FFE Fair Use Policy
which allows reasonable use, reference,
and copying for non-commercial purposes.

**Traveller, Traveller5, MegaTraveller, Traveller: The New Era,
The Spinward Marches, and Journal of the Travellers' Aid Society**
are trademarks of Far Future Enterprises.

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

Far Future Enterprises
1418 N Clinton Blvd
Bloomington IL 61701

www.farfuture.net