

# The Canon on CD-ROM

# 2300 AD

## MAN'S BATTLE FOR THE STARS



This CD-ROM includes all of the **2300 AD** titles published by Game Designers' Workshop. In addition, this CD-ROM includes **Operation Overlord** (published under license by 3W), **The Game** (playtest material used in the creation of **2300 AD**), **Having Seen The Sky**, an unpublished manuscript for an adventure to the Pentapods, **Now Is The Time**, a tournament adventure, and the eighty-three **Challenge Magazine** articles in support of 2300 AD. This disk is the essential **2300 AD** game materials preserved in one place for the collector and the player. The majority of the files on this disk are PDF files; you will need a PDF reader to access them (see the read-me file for more information).

[On This Disk](#). Graphic Overview of the file contents of this CD-ROM.

### BASICS

**Traveller: 2300 version 1.0**. Marc Miller, Tim Brown, Lester Smith, Frank Chadwick. The first edition of **2300 AD**.

[Traveller: 2300 Box and In This Game / Forms Book](#). Blank forms for use with **Traveller: 2300**.

[Traveller: 2300 Player's Manual](#). Character generation, careers, and skills for the players, plus information on technology, equipment, and history.

[Traveller: 2300 Referee's Manual](#). Adventuring, event and task resolution, combat, space travel, and the elements of universe creation, such as world and animal generation.

[Traveller: 2300 Near Star List](#). The detailed star data used with the Near Star Map.

[Traveller: 2300 The Tricolor's Shadow](#). The introductory adventure for **Traveller: 2300**.

[Traveller: 2300 Understanding 2300](#). An overview of game concepts.

**2300 AD version 2.0**. Marc Miller, Tim Brown, Lester Smith, Frank Chadwick. The revision of **2300 AD**.

[2300 AD and In This Game / Forms Book](#). The 32-page play aids book comes complete with game forms, stellar data, and "Terror's Lair" solo adventure.

[2300 AD Adventurer's Guide](#). The 96-page Adventurer's Guide presents character generation, careers, and skills for the players, along with complete information on **2300 AD's** technology, equipment, and history.

[2300 AD Director's Guide](#). The 112-page Director's Guide covers adventuring, event and task

resolution, combat, space travel, and the elements of universe creation, such as world and animal generation.

[2300 AD Errata](#). The errata provided with most copies of the game.

[Star Cruiser](#). Frank Chadwick. A boxed game of starship combat for **2300 AD**, including maps, counters, and rules for starship construction. Winner of the *RPGA Award for Best Science-Fiction Strategy Game*.

## SUPPORT

[Nyotekundu Sourcebook](#). J. Andrew Keith. The first star along the French Arm is home to a planetary outpost and a remote ring mining station where characters will wrestle with the problem of the remains of a dead ancient being.

[Colonial Atlas](#). Rob Caswell, Deb Zeigler, and Timothy B. Brown. The human colony worlds are all described in detail, from the heavy gravity world of King to the astronomical oddity, Crater. 29 human colony worlds described in detail.

[Ships of the French Arm](#). Frank Chadwick & Timothy B. Brown. The starships of one branch of human space described and illustrated.

[Ground Vehicle Guide](#). Loren K. Wiseman. An illustrated manual profiling more than 30 vehicles for 2300 AD: civilian vehicles, more conventional vehicles, cargo hovercraft, and the most advanced military designs facing the Kafers on the French Arm.

[Equipment Guide](#). Lester W. Smith. Dozens of advanced electronic devices and mechanical conveniences from the 24th century illustrated, rated, and described in detail in this volume.

[2300 Resource](#). The **2300 AD** Newsletter. Issues 0-1-2.

## THE KAFER WAR

[Kafer Dawn](#). William H. Keith Jr. Set on Aurore are several scenarios dealing with the Kafer invasion, from combat with the Kafers to a possible expedition to reason with them.

[Mission Arcturus](#). William H. Keith Jr. & Lester W. Smith. The orbital base at Arcturus has been in Kafer hands for some time. Be part of an expedition to seek it out and possibly rescue human captives there.

[Aurore Sourcebook](#). William H. Keith, Jr. The strange colony world of Aurore, with its enormous tidal forces, is in the grips of a Kafer invasion. Recruits are needed to help clear them out.

[Kafer Sourcebook](#). William H. Keith, Jr. Man's deadliest interstellar foes, profiled in this detailed sourcebook.

[Invasion](#). J. Andrew Keith. The Kafers unleash an enormous and terrible host which sweeps over dozens of human colony and. outpost worlds, laying waste to everything they find.

## ADVENTURES

[Beanstalk](#). Lester W. Smith. The first published adventure for **2300 AD**.

[Energy Curve](#). Timothy B. Brown. An unexplored world and an encounter with a new race: the Klaxun.

[Bayern](#). William W. Conners. An expedition to the Pleiades.

[Ranger](#). David Nilsen. Texas Rangers on the Eber homeworld.

[Operation Overlord](#). Clare W. Hess. A counter-offensive against the Kafers. This module was a licensed adventure published by 3W.

## EARTH

[Earth/Cybertech Sourcebook](#). Lester W. Smith. Details of Earth in **2300 AD**. Notice the misprinted barcode on the cover.

[Deathwatch Program](#). Lester W. Smith. A plot to bring Earth to economic ruin.

[Rotten to the Core](#). Julia Martin. Details of Libreville, the city at the base of Earth's beanstalk.

## MAPPING

Near Star Map (Large). The Near Star Map in six panels, each approximately 11 Mb. JPG files.

[Near Star Map 1](#) (Upper Left; includes French Arm detail)

[Near Star Map 2](#) (Upper Right; includes American Arm detail)

[Near Star Map 3](#) (Center Left)

[Near Star Map 4](#) (Center Right)

[Near Star Map 5](#) (Lower Left; includes Chinese Arm detail)

[Near Star Map 6](#) (Lower Right; includes Map Key)

[Near Star Map Stellar Data](#). Text file for use with spreadsheet.

## THE GAME

[Overlord](#). A contemporaneous recapitulation recording what **The Game** attempted to accomplish.

[The Game](#). A convention handout reproducing the surviving fragmentary rules for **The Game**

[The Game](#). HTMLized by Steven Alexander

[The Game Spreadsheet](#). Charts, Counters (no calculations)

[Playtesting The Game](#). An album of photos taken during the 1985 playtest sessions of **The Game**. More photos available in in the "playtesting-the-game" folder on the CD-ROM.

## SPECIALS

[Now Is The Time](#). An RPGA tournament.

[Having Seen The Sky](#). The unpublished (and only partially edited manuscript) for an adventure to the Pentapods.

[The 2300 AD Font](#). This pdf shows the font. Access the folder: "2300AD ttf font" for the actual font.

## CHALLENGE MAGAZINE (83 articles)

GDW's continuing support for **2300 AD** included at least one article in every issue of **Challenge Magazine** from Issue 27 through Issue 74. The last three issues 75-76-77 did not have **2300 AD** coverage. Issue 77 forecast Issue 78 and **The Esper Project** by Paul Lucas, but sadly that issue and that article were never published.

Each PDF here includes the magazine cover, table of contents, and the **2300 AD** articles.

Challenge 27 [The North American Research League](#), Timothy B. Brown

Challenge 27 [Traveller: 2300 Designer's Notes](#), Marc Miller

Challenge 28 [Designer's Notes](#), Marc Miller

Challenge 28 [The Astronomischen Rechen-Institut](#), Timothy B. Brown

Challenge 29 [In the Cards](#), Timothy B. Brown

Challenge 29 [Trade in 2300](#), Gary Thomas

Challenge 30 [Bayern](#), Rob Caswell and Timothy B. Brown

Challenge 30 [IEX](#), Deborah Zeigler

Challenge 30 [Stutterwarp](#), Rob Caswell and Timothy B. Brown

Challenge 31 [Earth: 2300](#), Tom Peters and David Nilsen

Challenge 31 [Spacesuits](#), Robert Bodine

Challenge 31 [The Sung, Chapter 19](#), Deb Zeigler

Challenge 32 [Cayuga-Class Close Escort](#), Clare W. Hess

Challenge 32 [Papers and Passports](#), Kevin Stein

- Challenge 32 [The Xiang: Chapter 19](#), Deb Zeigler
- Challenge 33 [Davout](#), Clay Johanson
- Challenge 33 [Lone Wolf](#), David Nilsen
- Challenge 33 [North America, 2300](#), Timothy B. Brown
- Challenge 33 [Stutterwarp Revisited](#), Lester W. Smith
- Challenge 34 [INAP](#), Dave Finnigan
- Challenge 34 [Ogre: 2300](#), Lester W. Smith and Frank Chadwick
- Challenge 34 [The 2300 AD Revision](#), Lester W. Smith
- Challenge 34 [Thorez](#), C. W. Hess
- Challenge 35 [A World Invaded](#), C. W. Hess
- Challenge 36 [Devil in the Dark](#), Pete Rogan
- Challenge 36 [The Anatomy of a Missile](#), Karl Bergman
- Challenge 37 [Three Blind Mice](#), David Nilsen
- Challenge 38 [Star Cruiser Power](#), C.W. Hess
- Challenge 39 [The American Marines](#), C. W. Hess
- Challenge 39 [The French Lieutenant's Connection](#), Marcus L. Rowland
- Challenge 40 [Anatomy of a Space Mine](#), Karl A. Bergman
- Challenge 40 [Cellular Launcher](#), Carl A. Bergman
- Challenge 40 [GDW System Overview](#),
- Challenge 40 [M17A1 APC](#), C. W. Hess
- Challenge 40 [Riding the Wave](#), Lester W. Smith
- Challenge 40 [The Stahlhammer](#), Karl Martin
- Challenge 41 [Maacrocombat](#), David Nelson
- Challenge 41 [The Sweet Trade in Space: Piracy](#), Erick Melton
- Challenge 42 [AV-90 Marine VTOL](#), C.W. Hess
- Challenge 42 [Italy: 2300](#), Mark Galeotti
- Challenge 42 [Leathernecks on Aurore](#), C.W. Hess
- Challenge 42 [Manhunt](#), Mark Galeotti
- Challenge 42 [Where Ya From, Mack?](#), C.W. Hess
- Challenge 43 [AECA](#), Clay Johanson
- Challenge 43 [L-5: Community in the Sky](#), Pete Rogan
- Challenge 43 [New Cyber Equipment](#), Michael LaBossiere
- Challenge 43 [Where Ya from, Mate?](#), C. W. Hess
- Challenge 44 [Black Market](#), Matthew S. Prager
- Challenge 44 [Highland](#), Clay Johanson
- Challenge 44 [Social Class in 2300](#), Andy Slack
- Challenge 45 [Catch & Carry Team](#), Erick Melton
- Challenge 45 [Hot Stuff](#), Matthew S. Prager
- Challenge 46 [Contagion](#), Richard S. McEnroe
- Challenge 47 [New Attack Programs for Cyberjockeys](#), Markku Honkonen
- Challenge 48 [We're Going Where?: Naval Reservists in 2300](#), Richard S. McEnroe
- Challenge 49 [Operation Back Door 1](#), Charles E. Gannon
- Challenge 50 [Operation Back Door 2](#), Charles E. Gannon
- Challenge 50 [The Ylii](#), Charles E. Gannon
- Challenge 51 [Operation Back Door 3](#), Charles E. Gannon
- Challenge 52 [Operation Back Door 4](#), Charles E. Gannon
- Challenge 53 [Wired Society](#), Andy Slack
- Challenge 54 [Master Race](#), Craig Sheeley
- Challenge 55 [Motorcycles](#), Jay Adan
- Challenge 56 [SAMN](#), Erick Melton
- Challenge 57 [Cache and Carry](#), Andy Slack

- Challenge 58 [Just How Good is Sidearm-5, Anyway?](#), Andy Slack
- Challenge 59 [Rock 'n' Roll Never Dies](#), Michael C. LaBossiere
- Challenge 60 [X-Wing Down](#), C.W. Hess
- Challenge 61 [This is Only a Test](#), Michael C. LaBossiere
- Challenge 62 [Catch as Catch Can](#), Erick Melton
- Challenge 63 [Into the Depths](#), Michael C. LaBossiere
- Challenge 63 [Jacked in](#), Matthew S. Prager
- Challenge 64 [Drifter](#), Michael C. LaBossiere
- Challenge 65 [One Of Us Always Stays Awake](#), Andy Slack
- Challenge 66 [Diamonds from Premiere](#), Andy Slack
- Challenge 67 [Old Enemies](#), Michael C. LaBossiere
- Challenge 68 [Bug Hunt](#), Craig Sheeley
- Challenge 69 [Repo Men](#), Andy Slack
- Challenge 70 [Gorgon Hunt](#), Andy Slack
- Challenge 71 [Stowaway](#), Andy Slack
- Challenge 72 [Bioadversity](#), Andy Slack
- Challenge 73 [The Edge of Memory](#), Matthew S. Prager
- Challenge 74 [Survival Course](#), Paul Lucas

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