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## *The Classic Traveller Canon*

The basic reference materials for **Traveller** as published by GDW between 1977 and 1996 comprise the **Traveller** canon. The materials on this page were part of the series called **Classic Traveller**. **Classic Traveller** appeared in 1977 with a universe set in the golden age of the Third Imperium... the Imperial year 1107 to (approximately) 1116. The components of the system include:

- B00 [Understanding Traveller](#). Freely distributed brochure about Traveller.
- B00 [The Traveller Book](#). The complete Classic Traveller basic rules in one volume.
- B00 [The Traveller Adventure](#). Epic adventure companion to The Traveller Book.
- B00 [Starter Traveller](#). Boxed introductory rules set for Classic Traveller.
- B00 [Introduction To Traveller](#)
- B01 [Characters and Combat](#)
- B02 [Starships](#).
- B03 [Worlds and Adventures](#)
- B04 [Mercenary](#).
- B05 [High Guard](#).
- B06 [Scouts](#).
- B07 [Merchant Prince](#).
- B08 [Robots](#).

### **SUPPLEMENTS**

- S01 [1001 Characters](#).
- S02 [Animal Encounters](#).
- S03 [The Spinward Marches](#). Ultimately, the worlds of the Spinward Marches were mapped on the [Spinward Marches Map](#).
- S04 [Citizens of the Imperium](#).
- S05 [Lightning Class Cruisers](#). This Supplement was never sold individually; it was available only within Azhanti High Lightning.
- S06 [76 Patrons](#).
- S07 [Traders & Gunboats](#).
- S08 [Library Data \(A-M\)](#). Library Data proved too big to fit in only one Supplement.
- S09 [Fighting Ships](#).
- S10 [The Solomani Rim](#).
- S11 [Library Data \(N-Z\)](#).
- S12 [Forms & Charts](#).
- S13 [Veterans](#).

- SS1 [Merchant Prince.](#)
- SS2 [Exotic Atmospheres.](#)
- SS3 [Missiles in Traveller.](#)

### ADVENTURES

- A00 [The Imperial Fringe.](#) This introductory adventure was included in Deluxe Traveller.
- A00 [Imperial Fringe Map.](#)
- A01 [The Kinunir.](#)
- A02 [Research Station Gamma.](#)
- A03 [Twilight's Peak.](#)
- A04 [Leviathan.](#)
- A05 [Trillion Credit Squadron.](#)
- A06 [Expedition to Zhodane.](#)
- A07 [Broadsword.](#)
- A08 [Prison Planet.](#)
- A09 [Nomads of the World Ocean.](#)
- A10 [Safari Ship.](#)
- A11 [Murder on Arcturus Station.](#)
- A12 [Secret of the Ancients.](#)
- A13 [Signal GK.](#)

### DOUBLE ADVENTURES

- D01 [Shadows.](#)
- D01 [Annic Nova.](#)
- D02 [Mission On Mithril.](#)
- D02 [Across The Bright Face.](#)
- D03 [Death Station.](#)
- D03 [Argon Gambit.](#)
- D04 [Marooned.](#)
- D04 [Marooned Alone.](#)
- D05 [Chamax Plague.](#)
- D05 [Horde.](#)
- D06 [Night of Conquest.](#)
- D06 [Divine Intervention.](#)

### ALIEN MODULES

- AM1 [Aslan.](#)
- AM2 [K'kree.](#)
- AM3 [Vargr.](#)
- AM4 [Zhodani.](#)
- AM5 [Droyne.](#)
- AM6 [Solomani.](#)
- AM7 [Hivers.](#)
- AM8 [Darrians.](#)

### MODULES

- M01 [Tarsus \(boxed\).](#)
- M02 [Beltstrike \(boxed\).](#)
- M03 [The Spinward Marches Campaign.](#)
- M04 [Alien Realms.](#)
- M05 [Atlas of the Imperium.](#)

### BOARDGAMES

- G00 [Imperium.](#)
- G01 [Mayday. -Rules. -Maps and Counters.](#)
- G02 [Snapshot. -Rules. -Counters and Maps. -Maps.](#)
- G03 [Azhanti High Lightning. -Rules. -Deck Plans. -Counters and Charts.](#)
- G04 [Fifth Frontier War.](#)
- G05 [Invasion: Earth. -Rules. -Charts and Counters. -Map.](#)
- G06 [Dark Nebula. -Rules and Charts. -Maps and Counters.](#)
- G07 [Striker Miniatures Rules. -Book 1. -Book 2. -Book 3. -Book 4.](#)

This material, more than 60 books (totaling some 3,000 pages and more than half a million words) is the authoritative set of materials for the **Classic Traveller** game system.