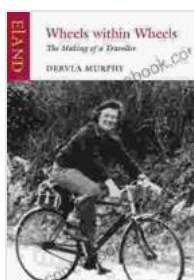


# Wheels Within Wheels: The Making of Traveller

Traveller is a science fiction role-playing game that has been in print for over 40 years. It is known for its realistic and detailed setting, and its innovative rules system. In this article, we will take a look at the history of Traveller, and how it came to be the game that it is today.



## Wheels Within Wheels: The Making of a Traveller

by Dervla Murphy

★★★★☆ 4.4 out of 5

Language : English  
File size : 1837 KB  
Text-to-Speech : Enabled  
Screen Reader : Supported  
Enhanced typesetting: Enabled  
Word Wise : Enabled  
Print length : 240 pages



## The Origins of Traveller

Traveller was created by Marc Miller in the early 1970s. Miller was a fan of science fiction, and he was particularly interested in the works of authors such as Isaac Asimov, Arthur C. Clarke, and Robert Heinlein. He was also a fan of wargames, and he was particularly interested in the game Star Fleet Battles. Star Fleet Battles was one of the first games to simulate the movement and combat of starships, and it inspired Miller to create a role-playing game that would allow players to explore the vastness of space.

Miller's original concept for Traveller was a game that would be set in a realistic and detailed science fiction universe. The game would feature a variety of alien races, planets, and starships, and it would allow players to create their own characters and explore the galaxy. Miller also wanted the game to be based on sound scientific principles, and he spent a great deal of time researching the latest scientific discoveries.

## **The First Edition of Traveller**

The first edition of Traveller was published in 1977 by Game Designers' Workshop (GDW). The game was an instant success, and it quickly became one of the most popular role-playing games in the world. The first edition of Traveller was notable for its innovative rules system, which was based on a d6 system. The d6 system was simple to learn and use, and it allowed players to create a wide variety of characters and starships.

The first edition of Traveller also featured a detailed and realistic setting. The game was set in a future where humanity had colonized the stars, and it featured a variety of alien races, planets, and starships. The setting was so detailed that it could be used to create a wide variety of adventures, and it inspired many other science fiction role-playing games.

## **The Second Edition of Traveller**

The second edition of Traveller was published in 1981. The second edition was a major revision of the first edition, and it included a number of new features. The most significant new feature was the addition of the "character creation system." The character creation system allowed players to create more complex and detailed characters, and it also made it easier to create characters that were suited to different types of adventures.

The second edition of Traveller also included a number of new rules and supplements. The new rules covered a wide variety of topics, including combat, starship design, and trade. The new supplements provided information on a variety of new alien races, planets, and starships.

### **The Third Edition of Traveller**

The third edition of Traveller was published in 1999. The third edition was a major revision of the second edition, and it included a number of new features. The most significant new feature was the addition of the "MegaTraveller" system. The MegaTraveller system allowed players to create their own star systems and planets, and it also made it easier to create large-scale campaigns.

The third edition of Traveller also included a number of new rules and supplements. The new rules covered a wide variety of topics, including combat, starship design, and trade. The new supplements provided information on a variety of new alien races, planets, and starships.

### **The Fourth Edition of Traveller**

The fourth edition of Traveller was published in 2016. The fourth edition was a major revision of the third edition, and it included a number of new features. The most significant new features were the addition of the "Cepheus Engine" and the "Character Builder." The Cepheus Engine was a new rules system that was designed to be more flexible and easier to use than the previous rules systems. The Character Builder was a new tool that allowed players to create their characters more quickly and easily.

The fourth edition of Traveller also included a number of new supplements. The new supplements provided information on a variety of new alien races,

planets, and starships. The fourth edition of Traveller is the most up-to-date edition of the game, and it is still one of the most popular role-playing games in the world.

## The Legacy of Traveller

Traveller is one of the most influential role-playing games in history. The game has been translated into over 20 languages, and it has been used to create a variety of spin-off games and products. Traveller has also been used to inspire a number of other science fiction role-playing games, including Star Wars and Star Trek.



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