

STRIKER

Rules for 15mm Traveller Miniatures

A Complete Adventure Game of Rules for Miniatures from Game Designers' Workshop

The Universe of *Traveller* — Communication is limited to the speed of courier ships. Remote central governments exercise only limited control over the affairs of their frontier territories. Megacorporations struggle for control of sparsely settled mineral-rich worlds. And everywhere, there are mercenaries for hire to settle disputes.

Striker fills an important place in the *Traveller* universe — rules for ground combat with 15mm figures and vehicles.

The basic combat system used in **Striker** is based on the popular *Azhanti High Lightning* game system. The movement system is simplified for

use with larger forces and a ground scale of 1"=25 meters. The basic rules are written with the beginning miniatures player in mind and can easily be used as a combat resolution system for existing *Traveller* games. All weapons and vehicles covered in *Traveller* and *Mercenary* (Book 4) are rated for use in the game.

The true value of **Striker**, however, lies with the advanced rules. A complete system for designing armored vehicles and aircraft at different tech levels is presented, along with air-to-air and air-to-ground combat rules. The package contains everything a *Traveller* adventurer needs for campaigning with miniatures.



This box contains the following game components:

Book 1 — Basic Rules

Book 2 — Equipment

Book 3 — Advanced Rules

2 Dice

15mm figures and vehicles are available separately

Design: Frank Chadwick

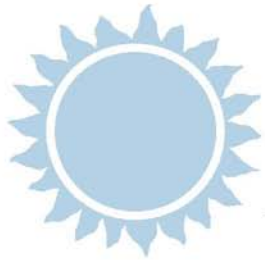
Development: John Harshman

Art Director: Paul R. Banner

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Sample file



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Rule Book 1
Basic Rules

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Basic Rules

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Rules for 15mm
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Striker is a set of 15mm miniatures rules designed for use with **Traveller**, but capable of being played separately. It is not necessary to own **Traveller** in order to play *Striker*.

CREDITS

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Book 1, Basic Rules

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Although this game (as represented in Books 1, 2, and 3) envisions a referee or umpire to supervise play and resolve questions, the publisher is prepared to answer questions or inquiries on *Striker* provided a stamped, self-addressed envelope accompanies the request.

Traveller is GDW's trademark for its science fiction role-playing game materials.

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