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Sample file

# MARC MILLER'S TRAVELLER®

## ANNILILIK RUN

Adventure Three

Sign on with Captain BlackJack Tanner on his new starship, the Annililik! Its maiden voyage, however, is more dangerous than originally advertised, jumping through pirate infested systems, one step ahead of the bankers who financed its construction. Tanner is the adventurer's adventurer, pushing ship and crew to the limits for wealth and glory!

Annililik Run is a three-part adventure for any Milieu 0 Traveller campaign.

Sample file



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Beverly Hills, CA 90212



Marc Miller's  
TRAVELLER 4TH EDITION

M A R C M I L L E R ' S

# TRAVELLER®

# ANNILILIK RUN

SCIENCE-FICTION  
ADVENTURE IN THE FAR FUTURE

Captain BlackJack Tanner needs a crew and he's not asking questions on page 11.

Rescue Captain Tanner on page 22.

Become the crew of the new ship *Annililik* on its maiden voyage on page 27.

Meet the Salvatoree clan on page 38.

Hazardous bio-cargo needs to go on the *Annililik* run, money is no object on page 44.

Outwit the pirates on page 57.

**THE FUTURE IS JUST AROUND THE CORNER**

Sample file

# CREDITS

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**A Special Thanks to:**

Tim Brown for giving me this unusual assignment.

My wife for not saying, "What in the world are you doing?"

Based on Original Concept by BITS/CORE (Andy Lilly, Jo Grant, David Burden).

Sample file

**Traveller®**,

*Science-Fiction Adventure in the Far Future*

by Marc Miller

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Traveller is Far Future Enterprises' registered trademark for its science-fiction game system.

The game and universe presented in this book envisions a referee or game master as the ultimate supervisor of game play. The publisher is prepared to answer questions about Traveller provided a stamped, self-addressed envelope accompanies the request.



Imperium Games, Inc.

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