

Guide to

PARANOIA PRESS

Paranoia Press was one of the early *Approved for Traveller* publishers, founded by Don Rapp and Chuck Kallenbach II.

Planned But Never Published

ALIENS & ARTIFACTS

Four new races (mentioned in the Library Data in the Vanguard Reaches and Beyond) with complete character generation systems and artifacts and weapons used by them. Available December, 1981.

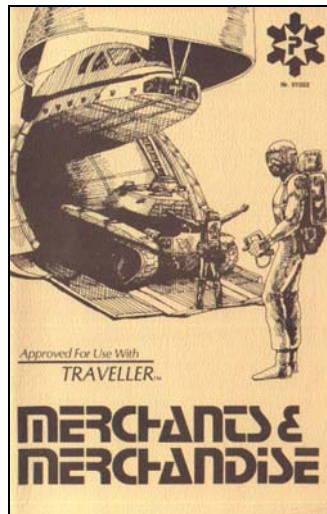
RYKER'S CATALOG OF ARMS Vol. 1, Nr. 1

First edition in a continuing series of military and civilian weapons, vehicles and other equipment for use with *Traveller*. Catalog sheets in ziplock bag: Available December, 1981.



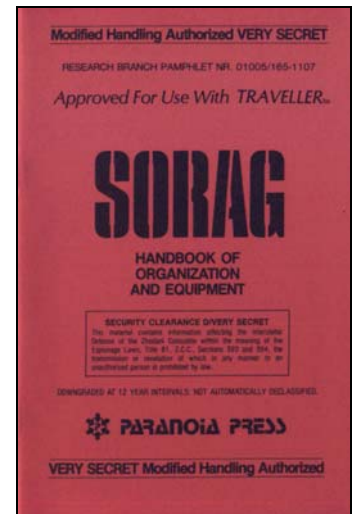
SCOUTS & ASSASSINS

Includes an expanded Scout Service character generation system; the new character class of Assassin; and full size scout ship deck plans. 16 page booklet plus insert: \$4.00.



MERCHANTS & MERCHANDISE

Features an expanded Merchant generation system and over 15 new items of merchandise. 24 page booklet: \$4.00.



SORAG

A detailed description of the secret intelligence branch of the Zhodani in the Vanguard Reaches including character generation, sample characters and special equipment. 26 page booklet: \$4.00.

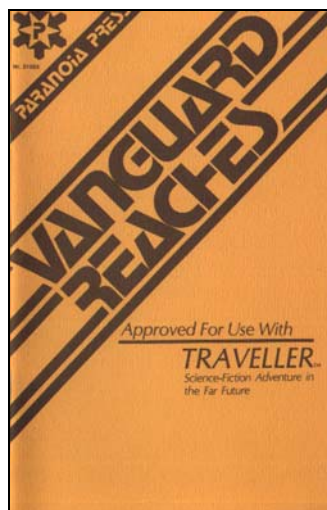


As detailed in
Scouts & Assassins.

Paranoia Press, in addition to its supplements, produced a line of fill-in forms for use by players and referees.

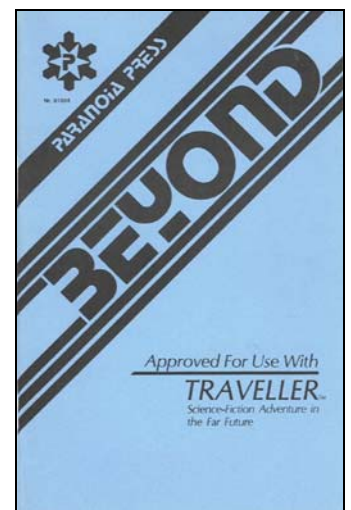


Starship Log Entry
System Data Sheet
Ship's Papers
Planetary Data Sheet
Personal Data Sheet (Not Shown)



VANGUARD REACHES

Statistical and library data on sixteen new *Traveller* subsectors. 28 page booklet plus insert: \$4.00.



BEYOND

Statistical and library data on sixteen more new *Traveller* subsectors. 32 page booklet plus insert: \$4.00.

