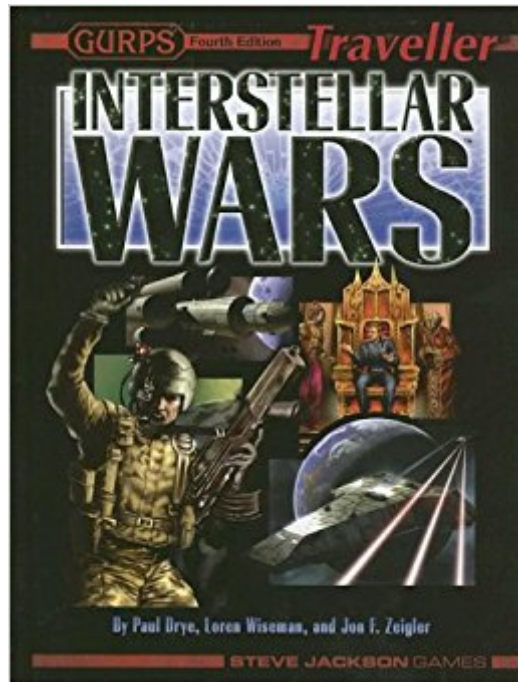




The book was found

Gurps Traveller Interstellar Wars (Gurps Traveller Sci-fi Roleplaying)



Synopsis

The transition between the First Imperium, governed by the Vilani, and the Rule of Man, led by the Terran Confederation, has always been a pivotal era in Marc Miller's Traveller universe. Now, for the first time in any game system, Traveller players can explore this rich setting. GURPS Traveller: Interstellar Wars covers the 200 years of war and change as the ancient Vilani empire falls to the upstart Terrans. This is an official GURPS Fourth Edition sourcebook for the Traveller universe. It includes a detailed timeline, along with rules for starship design, interstellar trade, exploration, ship-to-ship combat, and tailoring characters to the last days of the First Imperium. * Traveller is the classic science fiction roleplaying universe, and GURPS Fourth Edition is the perfect system for it. * Live through the history! This book allows fans to explore a key era in the development of the Traveller universe, never before explored. * The Traveller universe is adaptable to many styles of play - the potential campaigns are virtually unlimited.

Book Information

Hardcover: 240 pages

Publisher: Steve Jackson Games (February 27, 2006)

Language: English

ISBN-10: 1556347464

ISBN-13: 978-1556347467

Product Dimensions: 8.5 x 0.6 x 11.3 inches

Shipping Weight: 2 pounds

Average Customer Review: 4.1 out of 5 starsÂ Â See all reviewsÂ (11 customer reviews)

Best Sellers Rank: #522,139 in Books (See Top 100 in Books) #11 inÂ Books > Science Fiction & Fantasy > Gaming > Traveller #58 inÂ Books > Science Fiction & Fantasy > Gaming > GURPS #42865 inÂ Books > Teens

Customer Reviews

I've been away from RPGs for a while. I played Traveller (T1, '77 era) from about '79 - '82. Recently, I found a group of folks playing Star Wars Saga edition. It's not bad, but the lack/imbalance of certain technologies gets a little annoying. But the game got my juices flowing, and I've got a campaign arc in mind. What other Sci-fi RPG can I run? I happened upon GURPS Ultra-Tech 4th edition. I was really impressed with the clarity and conciseness of the writing. It provides very good guidelines for choosing a sci-fi background, and which of many technologies--and technology "paths"--to incorporate. Then I spot GURPS Traveller Interstellar Wars. Here's the Table of

Contents:1. A Dangerous Galaxy...10 page intro to the current time period, the Terran Confederation and the Vilani Imperium.2. The Epic Struggle...30 pages of in-depth timeline on the Terran-Vilani conflict, plus ten "biographies" of important people in the setting.3. Terra...20 pages of: The Home Front, Terran Confederation, Navy, Ground Forces, Merchant Marine, etc.4. The Imperium...24 pages of same for Vilani.5. The Known Universe...37 pages of: one sector and 9 subsector maps and star system/planet descriptions, how to describe and generate your own planets, populations, starports, tech level, trade routes, etc.6. Characters...24 pages of Point Totals, Advantages/Disadvantages, Skills, Ranks, Wealth, Racial & Occupational Templates, and Jobs. (You need info from the GURPS 4th Ed Basic set to generate your own characters.)7. Technology...10 pages of Armour & etc, Communications, Computers & etc, Med Gear, Sensors & etc, Survival Gear, and Weapons. NOTE: As another reviewer noted, this book refers to Basic Set pp.

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