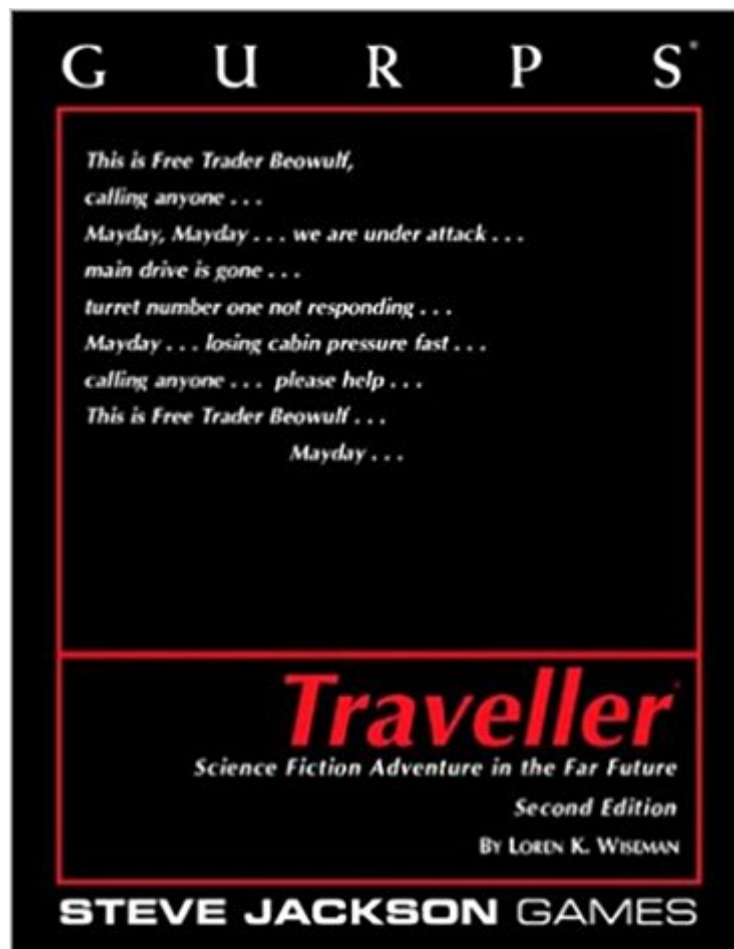




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Gurps Traveller: Science Fiction Adventure In The Far Future, 2nd Edition



Synopsis

Marc Miller's Traveller is one of the most fully realized game backgrounds ever created . . . a vast empire of over 11,000 systems, with a turbulent history dating back thousands of years. Locales can range from a crowded spaceport to a lonely frontier outpost, from the teeming cities of the Core to the unexplored worlds on the edge of the Great Rift. Characters can be merchant princes, diplomats, soldiers, politicians, nobles, criminals . . . or all of them at once. Political intrigues, trading schemes, mind-wrenching alien enigmas, mercenary raids, wars . . . almost anything is possible. ~ The newly revised GURPS Traveller, Second Edition melds this exciting universe with the rules system of GURPS, and includes rules for creating new characters and for converting old ones from other Traveller rules systems. It includes a modular starship construction system (fully compatible with GURPS Vehicles) and a space combat system for ship-to-ship encounters.

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Customer Reviews

Marc Miller's Traveller is one of the most fully realized game backgrounds ever created . . . a vast empire of over 11,000 systems, with a turbulent history dating back thousands of years. Locales can range from a crowded spaceport to a lonely frontier outpost, from the teeming cities of the Core to the unexplored worlds on the edge of the Great Rift. Characters can be merchant princes, diplomats, soldiers, politicians, nobles, criminals . . . or all of them at once. Political intrigues, trading schemes, mind-wrenching alien enigmas, mercenary raids, wars . . . almost anything is possible. ~ The newly revised GURPS Traveller, Second Edition melds this exciting universe with the rules

system of GURPS, and includes rules for creating new characters and for converting old ones from other Traveller rules systems. It includes a modular starship construction system (fully compatible with GURPS Vehicles) and a space combat system for ship-to-ship encounters.

Excellent source book for Traveller, and a worthy adaptation to the GURPS 3rd Edition system.

Note: to use with 4th edition you will need to do some converting, but not too much. There is a conversion guide on SJGames.com you can download.

Space bears? There are no space bears in Traveller! And I'm not crazy about the GURPS rule set. I'll stick to vanilla traveller.

I'm a twenty year traveller veteran - I cut my teeth on classic Traveller, played MegaTraveller so much I probably could have won the rebellion single-handedly ;-)) - and enjoyed wandering around the ruins of the Third Imperium, in Traveller : The New Era.... Let me say straight out that this is a *great* addition to that legacy. Loren Wiseman has done a fantastic job of presenting a background rich in detail that will be accessible to newbies and ancient grognards alike. Set in an "alternate universe" in 1120, where the Imperium never fell, the supplement lovingly brings the feel of classic traveller to the GURPS system. The book is packed with library data, essays on the Imperium and its worlds, character templates, weapons, equipment - and the second edition even includes a modular starship design system to ease the pain associated with the enormous detail in GURPS vehicles. So without further ado - I bequeath this supplement ...5 stars. Its well written, beautifully presented and just a joy to own. If you are inquisitive about Traveller this is a great book to start with. If you are vaguely serious about Traveller this is a purchase that you just can't do without.

to set up a new campaign or universe. I've been away from gaming for about 15 years and have passed on all my old Traveller stuff. Never having used Gurps before, I thought that the Traveller book would be enough to get going again. I figured it would contain the basic info as found in the first three original Traveller books. Wrong! There's no real info on world creation or space combat or even character creation. That's all covered in other GURPS books. By the time I get all the books I think I'll need, I'll be in for \$100 or more. The GURPS system takes the narrow yet deep info approach to gaming. Traveller is a good background book if you're already a GURPS player but you need other books if you're new to this. It looks like I'll be getting "Traveller Scouts: First In" for world building and "GURPS Space" for space combat as well as "GURPS Basic Set" and "Compendium

II" (character creation) . The good thing is that SJGames (publisher of GURPS) has a free GURPS Lite pdf file you can download that gives the basics of GURPS roleplaying. This may let me put off picking up the Basic Set for a while.

As a big fan of Traveller, I was eager to see how Loren Wiseman would adapt the game for GURPS. While I suppose GURPS Traveller is a necessary book to introduce Traveller to GURPS, the book certainly isn't very meaty and doesn't have much in it that you couldn't just glean from purchasing the GURPS main rulebook. The character archtypes are a must but beyond that, they could have distributed the material among GURPS other sourcebooks. I would have rather seen a more detailed history section, akin to those I've come to expect from my Traveller products.

Well...as an avid Traveller player, I was very interested in seeing what SJG could do to Traveller. I approached buying the game with great apprehension. But, in the end I was thoroughly satisfied. Sure, I beef with the GURPS mechanics, but there is more than enough background info which one can overcome that by possessing another rulebook. If you are a Traveller collector, which owns everything that GDW ever produced for the game...then this game is not for you (you will find too much repetition). But, if you are like most of us with a decent Traveller collection. You will find happy to see everything under one roof, so to speak. In the meantime, let's hope T5 is everything we want!

Wow! Finally got round to playing Traveller with the GURPS system last night and I was amazed at what a good fit they make. The attention to detail in GURPS (and in particular combat) really works well with Traveller. The weapons and armour are beautifully realized and the character generation system gives a level of detail and flexibility that sits well with the depth of the Traveller universe. My worry that we would get bogged down in details was groundless. Though the GURPS rules cover pretty much everything, they don't get in the way. And another thing, how nice, how Traveller, to only be using six sided dice!

Where GDW and others no longer are SJG keeps the flame burning. For those who want this RPG system to grow and live this is a must have.

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