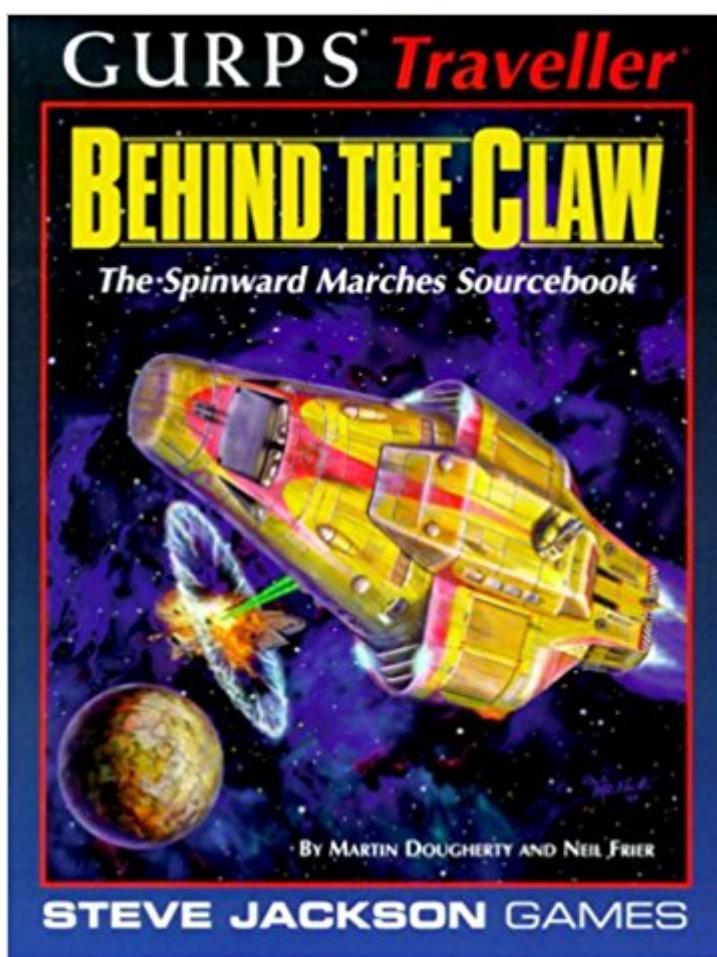


The book was found

Gurps Traveller Behind The Claw: The Spinward Marches Sourcebook



Synopsis

Behind The Claw details the Spinward Marches, a complete sector of space. Over four hundred star systems are described in detail, along with essays on the Imperial Nobility and system of government, a detailed history of the region, referee's information, current events and a wealth of adventure material.

Book Information

Paperback: 144 pages

Publisher: Steve Jackson Games (October 1998)

Language: English

ISBN-10: 1556343531

ISBN-13: 978-1556343537

Product Dimensions: 0.2 x 8.2 x 10.5 inches

Shipping Weight: 11.2 ounces

Average Customer Review: 4.3 out of 5 stars 3 customer reviews

Best Sellers Rank: #2,001,944 in Books (See Top 100 in Books) #36 in Books > Science Fiction & Fantasy > Gaming > Traveller #110 in Books > Science Fiction & Fantasy > Gaming > GURPS

Customer Reviews

Behind The Claw details the Spinward Marches, a complete sector of space. Over four hundred star systems are described in detail, along with essays on the Imperial Nobility and system of government, a detailed history of the region, referee's information, current events and a wealth of adventure material.

A nice sourcebook on the Spinward Marches. Much has been written about the Spinward Marches for other versions of Traveller, but this comprehensive sourcebook is a great go-to book for those of us with too much Traveller stuff to sort through, and a great starting place for those new to the Traveller universe.

Traveller is in my opinion the best developed sci-fi setting ever. The Spinward Marches in the Reign of Emperor Strephon are the default time and place, the setting where everyone goes back to sooner or later. They are the heart of Traveller. Traveller is an RPG in a heroic setting like a traditional space opera. It is medium level sci-fi, not "hard" (as realistic as can be) or "soft" (mostly romantic). There is plenty of room for derring do and so on, but the derring do is made believable

by the incredible work gone into drawing up the setting. Though little known, I believe Traveller is a work of genius and can be compared with Dune in complexity and surpasses almost any other work ever written. The Spinward Marches are a vast hostile border between the Third Imperium and the Zhodani Consulate, a semi-civilized area of wars large and small. Here you can find worlds that are the pinnacle of wealth and technology, and backwater worlds where nature still holds sway. This volume gives an encyclopedic description. From the political structure to the numerous business interests, to the various races and ethnic groups that inhabit the region, as well as history both recent and ancient. Added to this are short descriptions of every planet in the region. For any Gamemaster planning a campaign here there is more than enough. And for those like me that don't play but simply devour information for its own sake there is more than enough. The information here can suit for an epic campaign, or a low key adventure or anywhere in between. For those starting into Traveller Behind the Claw is one of the best volumes they can get.

This module covers the spinward marches sector in detail. This is the region of traveller universe where most adventures were designed for along the almost 30y of the game existance. The sector has been covered twice before. First in a classic traveller module in the usual UWP (universal world profile) database without much detail. Second as an appendix of megatraveller Library data, also in a UWP database. Now SJ games covers them in detail giving a small text for each planet yet allowing many mysteries for each game master to develop his own adventures. Also detailed are the major politics between the states and the corporations of the region. The versions differ from each other in world profile and even frontiers, but that is easy to be solved by the Game master. It's an excellent book lacking only a colored map in the old traveller style. This can be done by buying Megatraveller boxed set, which unfortunately is rather rare to find. Hopefully someone at SJ games will read this review and solve this...

[Download to continue reading...](#)

Gurps Traveller Behind the Claw: The Spinward Marches Sourcebook Traveller: The Spinward Marches Map Pack (Traveller Sci-Fi Roleplaying) Traveller: Spinward Marches (The Third Imperium) (Traveller Sci-Fi Roleplaying) Gurps Traveller Interstellar Wars (Gurps Traveller Sci-fi Roleplaying) Marches of the dragoons in the Mississippi Valley: An account of marches and activities of the First Regiment United States Dragoons in the Mississippi Valley between the years 1833 and 1850 Rim of Fire: The Solomani Rim Sourcebook, GURPS Traveller GURPS BASIC SET Campaigns (GURPS: Generic Universal Role Playing System) GURPS Psionics reprint (GURPS: Generic Universal Role Playing System) GURPS Black Ops (GURPS: Generic Universal Role

Playing System) GURPS Vampire The Masquerade *OP (GURPS: Generic Universal Role Playing System) GURPS High-Tech (GURPS: Generic Universal Role Playing System) GURPS Magic Items 2 (GURPS: Generic Universal Role Playing System) (No. 2) GURPS Werewolf The Apocalypse (GURPS: Generic Universal Role Playing System) GURPS Compendium I *OP (GURPS: Generic Universal Role Playing System) GURPS Horror 4th Edition (GURPS: Generic Universal Role Playing System) GURPS Banestorm (GURPS 4th Edition Roleplaying) GURPS Mecha (GURPS: Generic Universal Role Playing System) GURPS Mage The Ascension *OP (GURPS: Generic Universal Role Playing System) GURPS Old West *OP (GURPS: Generic Universal Role Playing System) GURPS Time Travel (GURPS: Generic Universal Role Playing System)

[Contact Us](#)

[DMCA](#)

[Privacy](#)

[FAQ & Help](#)