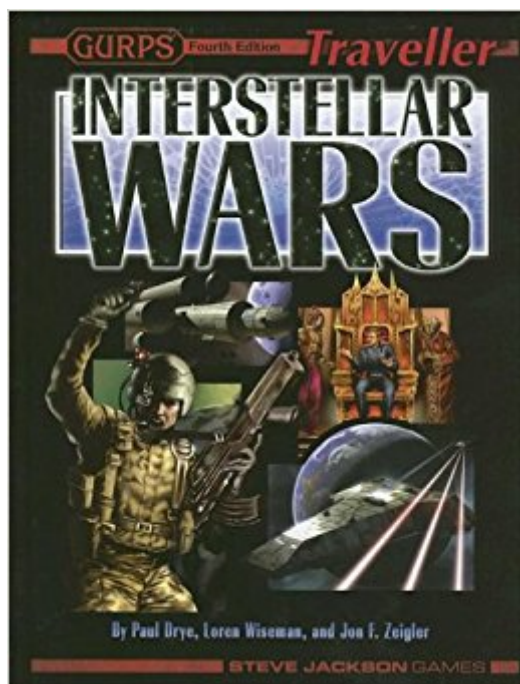


The book was found

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

Age Range: 1 and up

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: 4.2 out of 5 stars 11 customer reviews

Best Sellers Rank: #1,605,381 in Books (See Top 100 in Books) #28 in Books > Science Fiction & Fantasy > Gaming > Traveller #80 in Books > Science Fiction & Fantasy > Gaming > GURPS #223053 in Books > Children's Books

Customer Reviews

GT:IW sets out on two difficult missions; first, the long awaited detailing of the Terran/Vilani Imperium conflict, second, to serve as a transition to the Fourth Edition GURPS rules set. Done separately, each one of those tasks would be a major release by itself. The first mission is an unqualified success. This detailing of the background of the Interstellar Wars (virtually system-free) does an outstanding job of dealing with the "UN Future History" conundrum, and also with explaining the Vilani Imperium and its peoples. This part of the book is worth the sale price

alone. The second mission is hampered by the fact that a great many of the supporting rules are still in third edition limbo, particularly Vehicles. As it is, this book is effectively the GT 4E core book, and does well covering almost all of what a beginning GM would need to know for a complete sc-fi RPG campaign (in company with the 4E core rulesets). A complete re-issuing of the GT core book, modeled on these lines, would work well indeed. Such a book should assimilate GT Free Trader, Starports, Ground Forces, Starships, and First In (although the upcoming GURPS Space would seem to embody all the lessons of First In). This book, GT:IW, goes a tantalizing 50% of the way there, and stops. You can see it, just behind the glass, the revised edition of GURPS Traveller. In one HUGE book. Until SJ can afford it, this is as close as we can get, for now.

Structures as you expect from GURPS. Define the universe and game settings, characters creation, technology and supplies, How to build starships and their combat rules. The beauty of the Traveller Universe but with MUCH better rules. Especially in creating characters. With GURPS, you don't just randomly start with a character but rather you build the exact character that you want. You weren't mustered out of the service in your first term because of a bad die roll. Or, as my first introduction to Traveller at a convention, my character went through the service and died before we started playing so I had to start rolling all over again! He DIED during character creation!!! Unlike with fantasy D&D, a GURPS character might die during a campaign. Characters might die but not from rolling dice for character creation. GURPS characters are constructs of art, with specialties and weaknesses. No cookie-cutter stereo-types. You choose how strong s/he is and how many skills as well as which skills. You can be a fighter pilot/medic that can walk a tight rope and forge documents, who happens to be afraid of spiders and has a gambling problem.

I'm a long-time Traveller referee, and while I still prefer the classic ruleset, the work done by the folks behind the various 3rd edition GURPS Traveller volumes is fantastic. This book not only brings those into the GURPS 4th Edition world, it adds a great campaign setting. Well worth owning for those who enjoy a good space opera campaign.

Many of my favorite sci-fi military settings books can be played using the Traveller Setting: Serrano Legacy, The Lost Fleet, Honorverse, etc. No other book makes my job easier and more fun than having the tool kit provided by GURPS Traveller: Interstellar Wars. Simplify it, Complicate it, everything you may need you have at your finger tips with this book. Along with GURPS High Tech and Ultra Tech, are a great combination but not necessary.

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. 267-281 for Tech Level 9-11 weapons. Keep in mind that this Traveller time period is waaay earlier than the time periods of the older Traveller games, so slug, gauss and the rare laser weapons make sense here.
8. Starships...almost 20 pages of Component Systems (Drive, Bridge, Sensor, etc) Operations, Trade, Exploration.
9. Starship Design...30 pages of: 15 Steps of Ship Design, Common Ships, including 25 separate ships and 4 deck plans (nicely done.)
10. Starship Combat...10 pages of Sequences and Phases, Charts and Tables. Haven't tried this, so no comments, except that you can download a FREE pdf of starship counters from Jackson Game's e23 website.
11. Campaigns...10 pages of The Default Campaign, Alternative Campaigns, Campaign and Adventure Seeds.

Index...approx. 525 entries.

So, to run a GURPS (4th edition) Traveller campaign, at minimum you need the two GURPS Basic Set books, and Interstellar Wars (other GURPS titles, like Space and Ultra-Tech are not required, but nice to have).

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