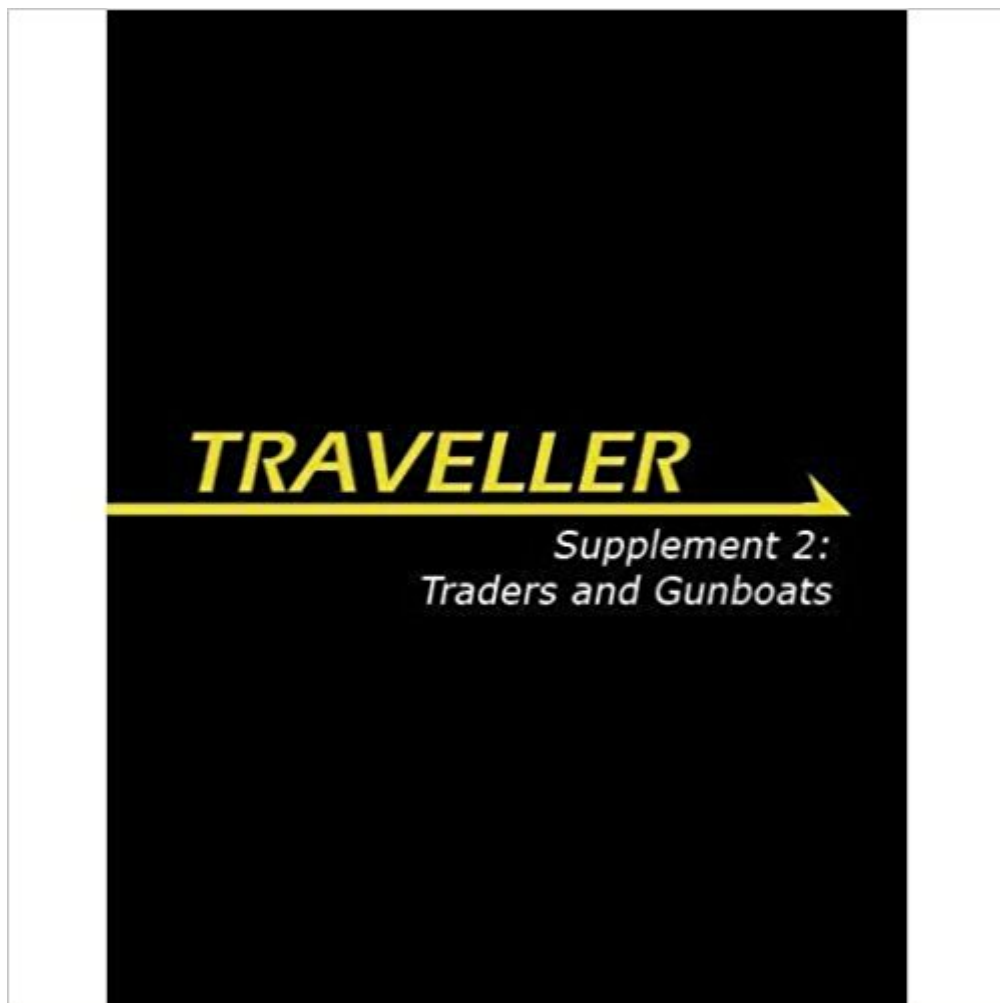




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Traveller Supplement 2: Traders & Gunboats (Traveller Sci-Fi Roleplaying)



Synopsis

From freelance tramp freighters to bulk carriers to the mainstays of large shipping lines the Traders and Gunboats rulebook introducers many new ship types to the universe of Traveller. In addition to purely civilian vessels there are also details on system police cutters and gunboats that aim to help those in trouble and to stamp out criminal activity within a system, be it smugglers, hijacks or piracy.

Book Information

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Customer Reviews

I must say this compilation is impressive and most could be had be adventurers. There is even my beloved type "T" which frankly has been imposable to find in other mongoose publications! It is a wealth of ships from drones and system vehicles to civilian starships all the way up to warship. Having just counted there are 55 ships with mongoose data (some using extended rules) with deck plans! :)

This was a most looked forward to book being a longtime fan and player of the Traveller RPG, the promise of a new collection of deck plans was welcome news, sadly after receiving said tome it was more disappointment than delight. While the publishers presented new takes on classic Traveller starship designs and unveiling several unique-niche vessels, the presentation of such was hamstrung by deck plans, the entire crux of the original Traders and Gunboats, which for the most part were unreadable and useless for game play. Mongoose has done a commendable breathing fresh life into the current incarnation of Traveller, that accolade duly noted here, Traders and Gunboats simply needs a brief return to the shipyards to smooth it's rough edges. My suggestion is that potential buyers may care to wait for a corrected and reformatted second edition, especially if

usable deck plans are as important to your Traveller game as such are in mine.

A very necessary book for any GM or player.

I will definitely be using this book a great deal in all my future games, since these class' of ships are my favorite to use for my campaigns. Well laid out, few errors, and highly reminiscent of older material, which I consider a huge plus.

I found the book a great addition to the Traveller universe and a welcome addition to use in my game. It helps that i dont have to create every ship anymore to get a game going, it is well written and the layout is fine, some people expect way to much in their game material, I'm not one to be that picky.

While I have noticed a few errors in the included specifications overall they are of good quality and a useful supplement if you are needing some extra ships.

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