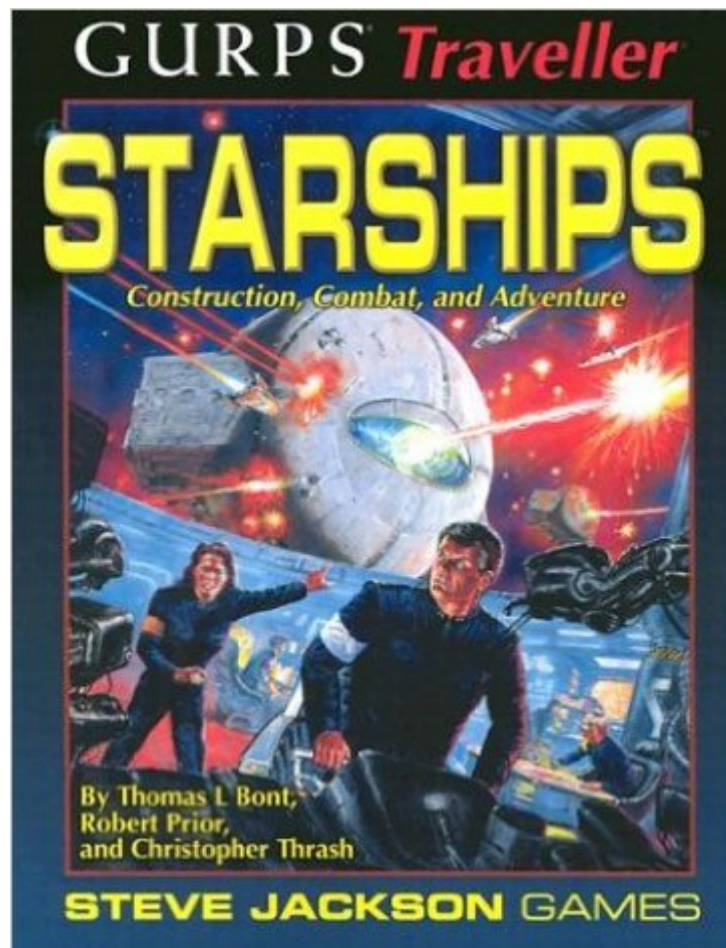


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# GURPS Traveller Starships



## Synopsis

Book by Bont, Thomas

## Book Information

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## Customer Reviews

I have mixed feelings about this book after reading it. At the bare minimum, I wanted Starships to expand on the various tech levels represented in the universe and I am pleased to report that the detail desired in the vehicle design was delivered. Still the rules aren't too bogged down, so designing new ships isn't going to overwhelm, like say designing a scratch vehicle from GURPS Vehicles. And as expected with each GURPS Traveller installment, there are a couple more ships outlined and detailed, though the emphasis in Starships seems to be Martial. But pleasantly detailed are some of the smaller vessels, the Boat, Pinnace, and Shuttles, which would be encountered quite often. The evolution of the top designs is laid out with enough flavor text to please the avid Traveller fan. I have only two disappointments with Starships; First, some of the assumptions with the Combat rules seem a bit silly, especially when it comes to guided missiles. This may indeed be an attempt to "balance" combat and make encounters more survivable, but I found most of the new assumptions to be severely limiting and "unrealistic?" Either way the beauty of options are that they are just that; Options! Lastly, the author did a terrific job giving the impression that life on a Starship is filled with boredom and tedium. So much routine and ordinary that rolling skill checks are largely unnecessary. This is to be contrasted with GURPS Starports, where a fairly routine and mundane subject was brought to vibrant and unexpected life. Starports suddenly became interesting! Unfortunately, the authors chose to take a romantic subject

(starships) and emphasis a boring existence. In short, I expected something more rewarding and was disappointed with the results.

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