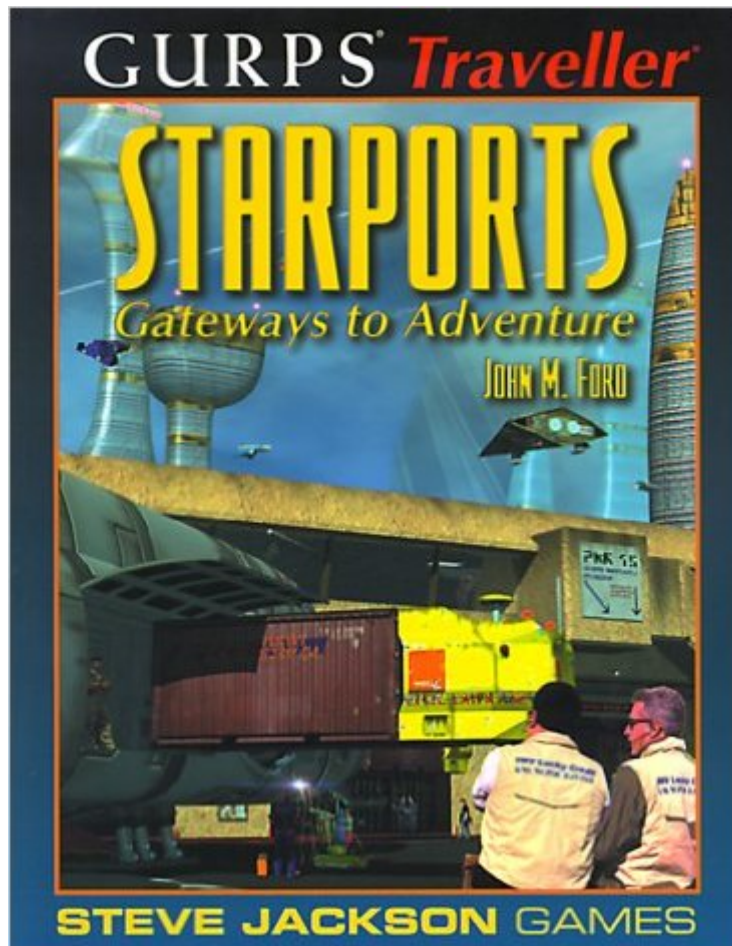


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# GURPS Traveller Starports



## Book Information

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Average Customer Review: 4.8 out of 5 stars [See all reviews](#) (4 customer reviews)

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## Customer Reviews

Whether you play Traveller or Gurps-Traveller, this is an excellent supplement. The details and game ideas are at the level of excellence that we've come to expect from Steve Jackson Games. Players often spend a lot of time at a world's starport, and this helped me to bring them alive in ways I'd never thought of before. The first time your players goto an otherwise mediocre world specifically because they like its starport, you'll know you got your money's worth. Maps of several starports, buildings, and small craft are included. I didn't give it 5 stars only because the book should really be titled Imperial Starports, as it gives less than a page of data on ports outside the Imperium.

Wow, this is one of the best Traveller products out there! Anyone that likes Sci-Fi should check out the Traveller universe, which has been around since the 1970s. John Ford (who is a INCREDIBLE in his own right, check out his Star Trek stuff), has done an astounding job at describing the various types of starports in the Traveller setting. This book is also VERY useful to other Sci-Fi role play gamers because of its technical expertise on describing the details of a space port and its surroundings. LOVE your work, John Ford....keep it up and I cannot wait to see more! AAA+++

Every GURPS Traveller GM (and, I would argue, every Traveller GM no matter the rules flavor being used) should have this book. It's that good! There is so much information and so many adventure hooks in here that it would be foolish not to own this one.

What I wanted and expected

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