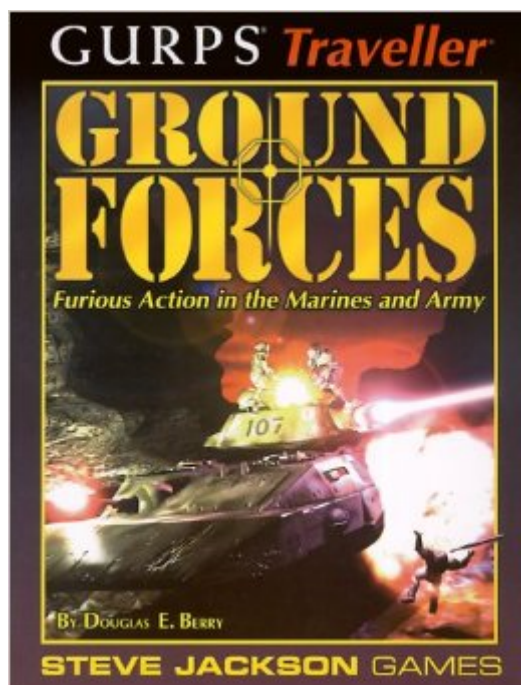


The book was found

GURPS Traveller Ground Forces



Synopsis

Holding together an Imperium requires the services of an iron elite, Marines willing to jump from a starship and into the teeth of a planetary defense net, Army troopers willing to travel the universe one slit trench at a time, armor commanders willing to bet their lives that they can get there first with the most. Do you have what it takes? GURPS Traveller: Ground Forces describes the Imperial Marines and Unified Armies, laying the foundation for a campaign thick with laser fire and full of action! It includes: A history of ground combat and campaigns in the Imperium. Detailed descriptions of Marine and Army units, from squads to battalions and up - as well as rules for easily determining the makeup of a world or subsector army. New, expanded templates for Marine and Army characters. New gear for Imperial soldiers. New, modular rules for designing military and civilian grav vehicles in GURPS Traveller. And much more! GURPS Traveller: Ground Forces has everything you need to add untold punch to your campaign!

Book Information

Series: Gurps Traveller

Paperback: 144 pages

Publisher: Steve Jackson Games (November 1, 2000)

Language: English

ISBN-10: 1556344449

ISBN-13: 978-1556344442

Product Dimensions: 8.4 x 0.4 x 10.8 inches

Shipping Weight: 1 pounds

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

Best Sellers Rank: #1,395,692 in Books (See Top 100 in Books) #25 in [Books > Science Fiction & Fantasy > Gaming > Traveller](#) #101 in [Books > Science Fiction & Fantasy > Gaming > GURPS](#)

Customer Reviews

This book has it all. Maps, history, weapons, organizational charts, slang, traditions, characters, special forces, citations, orders, military justice, battle dress, drop ships, operational procedures... (deep breath). Even if you know nothing about the military, you can read this book, and run a campaign that'll leave your players thinking you're a retired SgtMaj. So there I was...

Awesome for GURPS players! This book is fantastic, well written, and technically correct. Its perfect for anyone wanting to use ground forces ideas in the Traveller Universe, which has been around

since the 1970s and is one of the most famous sci-fi RPGs out there. LOVE THIS BOOK!

Chapter 1 - History of wars found in Traveller's universe. (Rating - mostly boring but good was side notes on role-playing in the military and military slang)Chapter 2 - Army structure in the Imperium forces (focusing like the break down of the corp into the various battalions, squadrons, regiments, etc.). Rating - good but not greatChapter 3 - Imperial marines. Rating- good but not great.Chapter 4 - Characters. Rating- good but templates superb. Wish there were more templates.Chapter 5 - Operations. Rating- good. Rules for building an army is great.Chapter 6 - Standard Issue. About Vehicles, Guns, and equipment. Rating - Great.Chapter 7 - Grav Vehicle Design. Rating - Great.Chapter 8 - Personnel Files. Rating- Good. Characters are a little cliché.

The author is a former US Army NCO and applies that sense of "Been There, Done That" to his writing. This is a good source book for any Traveller rule system.

A great out of print find!

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