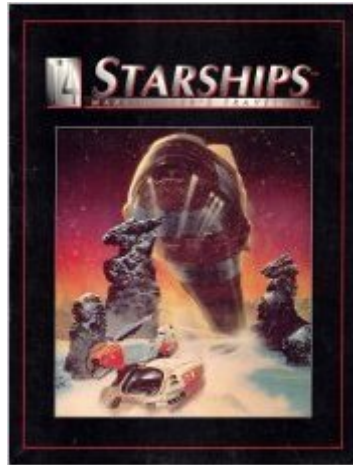


The book was found

Starships: Traveller Role Playing Game



Synopsis

Each of the classic Traveller ships gets two pages of stats, sketch, and deck plans. Also includes a ship design system.

Book Information

Paperback: 108 pages

Publisher: FASA Corporation, U.S. (1996)

ISBN-10: 1578283019

ISBN-13: 978-1578283019

Product Dimensions: 8.4 x 5.8 x 0.7 inches

Shipping Weight: 1.1 pounds

Average Customer Review: 2.5 out of 5 stars [See all reviews](#) (2 customer reviews)

Best Sellers Rank: #430,882 in Books (See Top 100 in Books) #8 in [Books > Science Fiction & Fantasy > Gaming > Traveller](#)

Customer Reviews

This book was written by Don Perrin, Tony Lee and Lester Smith not Marc Miller. Kind of a letdown after the release of the original corebook. Artwork is great. There is an imperial calendar (p. 5) in the book that is very helpful. The QSDS (Quick Ship Design System) has been revised and is much more accurate and easy to use. You will still need to go back to the core book in order to use weapons data and learn how batteries work. (the 0-0-0-1 type numbers) I feel that this book was an attempt at redeeming the initial low-quality and disorganization of the core rulebook. I take one star off for the apparent fact that it is a revision of the original design system and the first place an imperial calendar appears in Traveller4. The stats tables in the back of the book are very helpful. The USP rating system is ingenious and helpful

Not terribly well done and hardly worth the cost. Why all the color art work that does not actually go to any of the ships? No deck plans and all the ships look the same. Go elsewhere for inspiration

[Download to continue reading...](#)

Starships: Traveller Role Playing Game Emperor's Arsenal: Traveller Role Playing Game Aliens Archive: Traveller Role Playing Game Millieu O Campaign: Traveller Role Playing Game The Game Inventor's Guidebook: How to Invent and Sell Board Games, Card Games, Role-Playing Games, & Everything in Between! Men & Monsters: for Mythic Fantasy Role-playing Game Travels &

Treasures: for Mythic Fantasy Role-playing Game Deus ex machina: for Mythic Fantasy Role-playing Game Deathstalkers II: The Fantasy-Horror Role-Playing Game Operation: Perfect Blue: A Role-Playing Game of Command, Evolution and Combat EverQuest Player's Handbook (EverQuest Role-Playing Game) Serenity Role Playing Game Serenity Adventures (Serenity Role Playing Game) Rifts: Role-Playing Game The Complete Masks of Nyarlathotep (Call of Cthulhu Role Playing Game Series) The Compact Trail of Tsathoggua (Call of Cthulhu Role Playing Game Series) Spells & Favours: for Mythic Fantasy Role-playing Game Random Encounters Volume 2: 20 MORE epic ideas for your role-playing game Random Encounters Volume 3: 20 FURTHER epic ideas for your role-playing game The Traveller's Guide to Sacred Scotland: A Guide to the Legends, Lore and Landscape of Scotland's Sacred Places (Traveller's Guides)

[Dmca](#)