Synopsis

From the characterful and sophisticated droids of film to simple drones, this book will allow players to construct and play a variety of robots covering all Traveller universes. From the Third Imperium to Judge Dredd, robots rapidly become ubiquitous items on high technology worlds, and this book will allow you to construct, outfit and modify robots of any type with a simple to use yet comprehensive system.

Book Information

Series: Traveller
Paperback: 102 pages
Publisher: Mongoose Publishing (December 27, 2010)
Language: English
ISBN-10: 1907218890
Product Dimensions: 8.5 x 0.3 x 11 inches
Shipping Weight: 11.2 ounces (View shipping rates and policies)
Average Customer Review: 4.0 out of 5 stars Â See all reviewsÂ (3 customer reviews)
Best Sellers Rank: #1,575,148 in Books (See Top 100 in Books) #30 in Books > Science Fiction & Fantasy > Gaming > Traveller #105807 in Books > Teens

Customer Reviews

This book lives up to the great legacy that Marc Miller started. Mongoose has done a wonderful job in keeping alive the original Traveller. The modifications that they have done to the rules are well thought out and make improvements where they are really needed.

I was hoping for more stats. This gives a lot of ideas for using robots in a campaign, but not a lot of Traveller specific stats.

It offers a few new mechanics on building robots, expanding on the minimal section in the Traveller core book. However, none of the new "careers" are thought out at all- just adjuncts to existing careers that don't seem worthy of their own book. All in all, not an essential Traveller supplement at all- nice to have, but not offering enough new material to justify its being written.

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