



Gurps Traveller Interstellar Wars (Gurps Traveller Sci-fi Roleplaying)

Paul Drye, Loren Wiseman, Jon Zeigler

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The transition between the First Imperium, governed by the Vilani, and the Rule of Man, led by the Terran Confederation, has always been a pivotal era in Marc Miller's Traveller universe. Now, for the first time in any game system, Traveller players can explore this rich setting.

GURPS Traveller: Interstellar Wars covers the 200 years of war and change as the ancient Vilani empire falls to the upstart Terrans. This is an official GURPS Fourth Edition sourcebook for the Traveller universe. It includes a detailed timeline, along with rules for starship design, interstellar trade, exploration, ship-to-ship combat, and tailoring characters to the last days of the First Imperium.

- * Traveller is the classic science fiction roleplaying universe, and GURPS Fourth Edition is the perfect system for it.
- * Live through the history! This book allows fans to explore a key era in the development of the Traveller universe, never before explored.
- * The Traveller universe is adaptable to many styles of play - the potential campaigns are virtually unlimited.

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