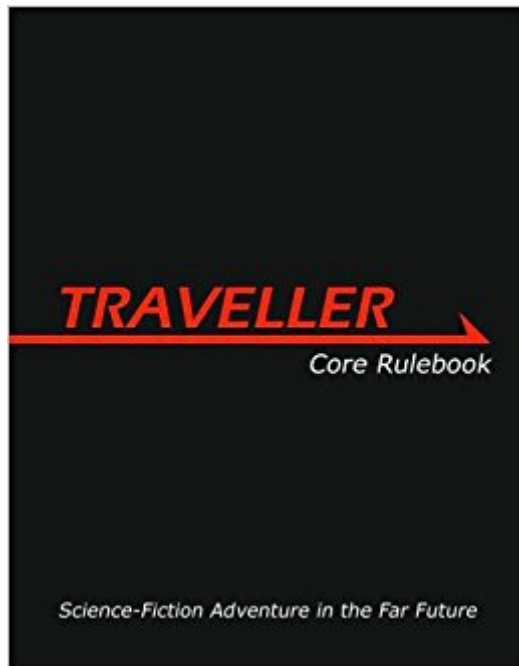


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# Traveller Core Rulebook



## Synopsis

Traveller is back, and it is better than ever! Based on the Classic Traveller rules set, this book has been streamlined for modern roleplaying, and yet still retains that unmistakable Traveller aura. With complete rules for character and world creation, spaceships, encounters and trading, it is your gateway into new universes. The Traveller Main Rulebook is the cornerstone of all your Traveller games, to be expanded upon with core supplements such as Mercenary and High Guard, or used with different settings like Starship Troopers, Judge Dredd and, of course, the Original Traveller Universe. Written by Gareth Hanrahan, the Traveller Main Rulebook contains many things fans of the classic game will find familiar, but always with a new twist Traveller has come back. Discover what is out there.

## Book Information

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## Customer Reviews

This new edition of Traveller is, quite frankly, much better than I expected. It manages to evoke the style and mechanics of the original edition while consolidating information and updating content to feel slightly less dated. The whole game seems designed first and foremost with the goal of being playable. The book is well-bound and sturdy. The layout isn't fancy or flashy, just black and white with grayscale tables. The art is mainly black and white line illustrations. I might have hesitated to pick this up at the \$40 it retails for at most game stores; that price is the result of the brutal pounds sterling to U.S. dollar exchange rate (Mongoose is a British publisher). Incidentally, the price is the best one that I have found for this game, and brings the price point very much into line with other rpg core books. As for the contents, they are well-written, nicely organized, and easy to read. The

game starts with a very brief introduction to the Traveller setting and the dice conventions. Basically, you roll 2d6, add the level of any appropriate Skill and any positive or negative modifiers for a relevant attribute (Dexterity if shooting at someone, Intellect if trying to crack a computer code, for example) and try to roll an 8 or higher to succeed. The next 43 pages cover character creation. Just as in the original Traveller, players roll their character's six core attributes (Str, Dex, End, Int, Education, and Social Status) and then choose from a wide variety of career paths (Agent, Army, Citizen, Drifter, Entertainer, Marines, Merchants, Navy, Nobility, Rogue, Scholar, or Scout). Each career path has three specialized sub-paths that players must choose from. For example, an Agent could be a law enforcement officer, an intelligence agent, or a corporate espionage person. You don't get to just choose your skills in the standard character creation system--you roll to gain entry to a career and must make survival and advancement rolls to continue in it. Fail and you get kicked out of that career, collecting benefits based on how many four-year terms you've served. Then it's off to try another career path. Once you've served 4 terms overall, you start making aging rolls, which start off pretty kind and get harsher the longer you serve. Most players will probably start with 4-6 terms, which generate either a decent range of average skills or a few excellent skills and some basic knowledge, depending on how well you roll. The process is really a lot of fun--there are lots of events on the tables designed to spark creativity and help create both a backstory and ties to other characters. There's also a simple point-buy system if you prefer that approach. The next twelve pages deal with skills, with examples of tasks for each skill at varying degrees of difficulty. Then you get nine pages on Combat, seventeen pages on Encounters and Dangers (lots more tables here in the old Traveller tradition), nineteen pages of Equipment (which covers a very good range of armor, weapons, vehicles, and other gear), and about 47 pages on designing and operating spacecraft, including game statistics and deck plans for 18 spacecraft common to the Traveller setting. This is followed by rules for Psionics, Trade, and basic World Creation. It's a very complete package, with pretty much everything you need to play a game in the vein of Firefly or classic Imperial science fiction in one book. The rules for creating aliens aren't very sophisticated as presented in this volume, but you can do most of the humanoid style aliens you see on television shows. The random roll tables are actually quite thorough and often creative in the types of events they produce. Career events are nicely tailored to each general career path, for example. It's all clearly done with the goal of producing usable results/inspiration for gamemasters without requiring lots of planning or lengthy writeups for NPCs (spaceships may require a bit more, but there are plenty of premade designs to choose from). There isn't a whole lot of background fluff on the Traveller setting, but the mechanics/equipment provided reflect the assumptions of the Traveller backdrop quite well. Being

more generic actually makes it easier to adapt these rules to other settings. I particularly like how the descriptions of the technologies feel less dated than the original Traveller material (based in 1970s science fiction) but stay grounded and easily accessible to most consumers of contemporary cinematic science fiction, much less readers of more sophisticated written s.f. Overall, this is a very nice set of core rules that pleasantly surprised me with its accessibility, clarity, and quality.

I'm a long time Traveller player. I cut my teeth in the Third Imperium setting for the Classic Traveller product. I always liked the minimalist approach regarding artwork on the Little Black Books. Recently, my interest in the game has been rekindled by Mongoose Publishing's reboot of Traveller. The rules are streamlined and explained better than the original. There are far more helpful examples of the rules in action. I haven't made it all the way through this rulebook yet, but if you like roleplaying in a realistic sci-fi setting (with some incredibly detailed fluff), then this is the game for you. The big problem with this game is that Mongoose Publishing is located in the UK. Not because I hate the English people, but the fact that their currency is worth more than ours. Thusly, the books are expensive! I was able to snag a copy of this book on for \$4! One could easily break the bank buying all the books and supplements. Your best bet is to stick to secondary sellers and be patient for bargains.

I like the artwork, and the planet creation rules. The random character generation is fun for events, but silly to randomise skill choice imop. Used ship pricing is ridiculous, and i plan to rewrite a standard depreciation based on modern airplanes. Upgrades and defects should not both offer a discount. I like the game so far but it falls flat on a few parts, but worth looking into.

Modernized, streamlined, complete. I'd describe Mongoose's Traveller rules in that it is essentially what Traveller seems to have been meant to be. It is well organized, with all items in the book in the order that I would use them; it seems that this book was written for my play style, and even though the SRD is available online for free, I prefer the paper part of my pen & paper RPGs; this is certainly no exception.

Gateway to a rich universe and adventure just waiting for you.

The glossary could be better and I wish the space ship functions and space ship combat sections were back to back as I find myself constantly needing to find information in one or the other, but

otherwise it's quite the wonderful book.

Everything is ok about sytem, rules etx. But quality of book is really poor. Yes, it's hardcover and binded good but pages are too thin, You can see backward of every page.

This rule book more than met my expectations for the variety and quality of information it provides. Its binding and durability have held up well ,however; I was surprised that the interior pages were made of plain stiff paper rather than having a waxy finish that other RPG rule books posses.

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