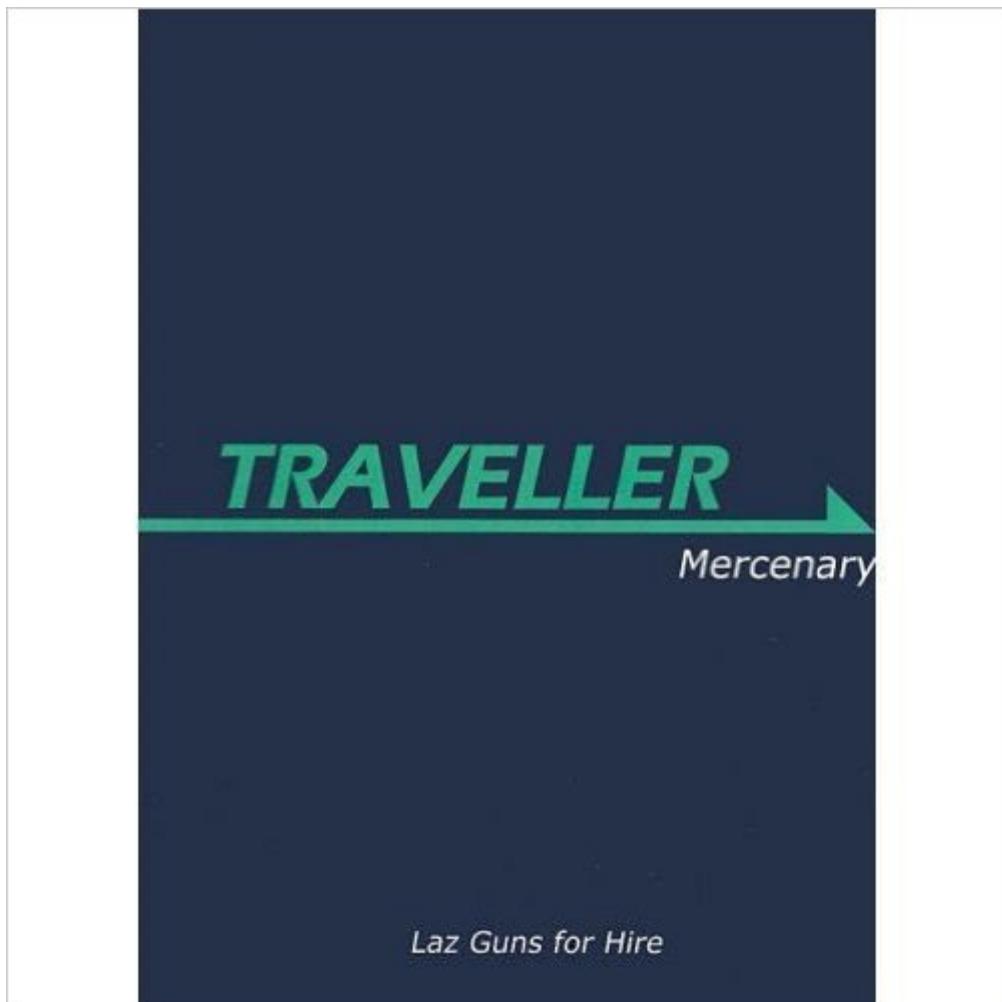


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Traveller: Mercenary (Traveller Sci-Fi Roleplaying)



Synopsis

Out on the fringes of charted space, there's dirty work that needs doing. This sourcebook for adventuring on the violent and illegal end of the spectrum covers mercenary actions, including aircraft and ground craft, more guns and armour, mercenary careers and units, and lots of adventure seeds and patrons.

Book Information

Paperback: 128 pages

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Average Customer Review: 3.9 out of 5 starsÂ See all reviewsÂ (7 customer reviews)

Best Sellers Rank: #3,005,286 in Books (See Top 100 in Books) #66 inÂ Books > Science Fiction & Fantasy > Gaming > Traveller #170530 inÂ Books > Teens #1014541 inÂ Books > Literature & Fiction

Customer Reviews

If you're wondering what the difference between this and the \$40 hardback is- there isn't much. This book has 100% of the content of the hardback with incorporated errata and some minor changes to the layout. The binding has proven to be of good quality and durable, so no complaints there either. My only complaint with this edition vs the hardback is the text is very tiny! I have good, 22 year old eyes and even I have to squint sometimes to read the text- it's probably the tiniest I have ever seen in an RPG. Luckily it uses an attractive and highly legible sans-serif font or there could be serious trouble! Still, that is going to be an issue for some

people.-----Presentation(20%): 3/5 Tiny

text. Art is stylistically consistent within two styles, and generally adds to the content. I universally loved the spaceship art. Your mileage may vary on the character art- some of it is a bit

odd. Rules(40%): 4/5 A smooth update of the classic rules. Manages not to feel outdated despite a close similarity to the 70's rules it's based on. Runs fast and fun. Character advancement missing

from the core rules feels like a big oversight, though. Setting(40%): 1/5 Traveller is a classic 1970's style space opera setting... and that's about all you get. A tiny thread of information is weaved

throughout the book, particularly in the character creation, but overall it's very slim indeed. Traveller isn't presented as a scifi toolkit system, nor is the setting presented in such a way as to suggest you are supposed to fill in the blanks yourself.

I've played Traveller for literally decades, off and on, and was eager to see the updates Mongoose had come up with. I'm very impressed, and am planning to incorporate it into a Traveller campaign of my own. This version expands upon the strictly military career paths in Classic Traveller [CT], giving options such as Entertainer, Nobility (available in a CT supplement), Scientist and others, giving characters the opportunity to play anything they might want to. One of my pet peeves when making up a character in CT was the chance your character might die in the middle of the creation process. This is kept in this version, but as the "Ironman" option. Usually, if your character fails the survival roll, they leave their service, and suffer some form of injury, possibly having medical bills to resolve when they muster out. This is very similar to a number of house rules I've seen in play. Skills acquisition and usage are better, also. All characters in a given service have the basic skills needed to do their job at Level 0, which is basic familiarity. Any levels above basic give you an additional +1 to succeed. When using a skill, all you need to do is roll 8+ on two six-sided dice. Your *roll* (not the target) is modified by your skill level, target difficulty, circumstances, and so forth. As a result, your rolls, both as player and referee, are much simpler to calculate. Psionics is handled much better than in CT. Basically, if you have a psionic ability at Level 0, you can use any of the powers within that ability, subject to psionic strength. If you later gain additional levels in that discipline, it becomes a positive modifier to your roll to use psionics.

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