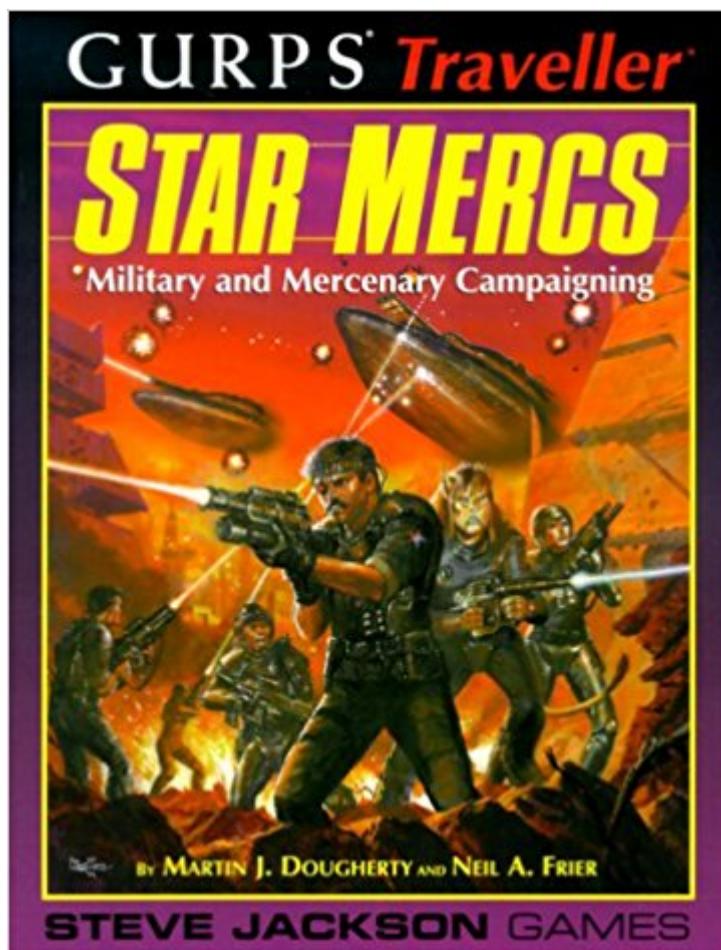


The book was found

# GURPS Traveller: Star Mercs



## Synopsis

Prepare for War . . . . . with Star Mercs. Everything you need for a star-spanning, military-oriented campaign in the Traveller universe is here! Experience combat (and a soldier's life) in the 57th century. Learn how to recruit, organize, and equip a mercenary unit. Familiarize yourself with the Imperial rules of war. Get the edge with discourses on strategy and tactics. Arm your troops from a comprehensive list of weapons and other tools of the soldier's trade. Star Mercs also includes deck plans for the 800-ton Broadsword class mercenary cruiser, templates for military and mercenary soldier characters, sample missions, and a variety of units and NPC personalities your mercenary group might encounter, including the famed and feared Imperial Marines. Face front, soldier! This is the Big One!

## Book Information

Paperback: 128 pages

Publisher: Steve Jackson Games (January 1, 1999)

Language: English

ISBN-10: 1556343647

ISBN-13: 978-1556343643

Product Dimensions: 8.5 x 0.5 x 11 inches

Shipping Weight: 11.2 ounces

Average Customer Review: 4.0 out of 5 stars 1 customer review

Best Sellers Rank: #874,288 in Books (See Top 100 in Books) #13 in Books > Science Fiction & Fantasy > Gaming > Traveller #41 in Books > Science Fiction & Fantasy > Gaming > GURPS

## Customer Reviews

This book supplements the GURPS Traveller system by describing the history, organization and tools of the mercenary's trade. Written by two veteran Traveller authors, the attention to detail is refreshing in a gaming supplement. The mercenary's life is thoroughly described in the main text and typical of the GURPS products, spiced up with lots of interesting snippets on the sidebars. New templates and new equipment will be of interest to players keen on dishing out (as mentioned in the preface) "Grade-A violence to all comers". The only (minor) fault I could find is that the sample characters are not particularly inspiring. The original Mercenary book was arguably the most exciting of the supplements published by the now-closed Game Designers Workshop when I first started playing Traveller. This new version for GURPS Traveller is even better. Easily the first supplement I

would get for the GURPS Traveller system.

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

GURPS Traveller: Star Mercs GURPS Traveller Interstellar Wars (GURPS Traveller Sci-fi Roleplaying)  
Phasma (Star Wars): Journey to Star Wars: The Last Jedi (Star Wars: Journey to Star Wars: the Last Jedi) GURPS BASIC SET Campaigns (GURPS: Generic Universal Role Playing System)  
GURPS Psionics reprint (GURPS: Generic Universal Role Playing System) GURPS Black Ops (GURPS: Generic Universal Role Playing System) GURPS Vampire The Masquerade \*OP (GURPS: Generic Universal Role Playing System) GURPS High-Tech (GURPS: Generic Universal Role Playing System) GURPS Magic Items 2 (GURPS: Generic Universal Role Playing System) (No. 2) GURPS Werewolf The Apocalypse (GURPS: Generic Universal Role Playing System)  
GURPS Compendium I \*OP (GURPS: Generic Universal Role Playing System) GURPS Horror 4th Edition (GURPS: Generic Universal Role Playing System) GURPS Banestorm (GURPS 4th Edition Roleplaying) GURPS Mecha (GURPS: Generic Universal Role Playing System) GURPS Mage The Ascension \*OP (GURPS: Generic Universal Role Playing System) GURPS Old West \*OP (GURPS: Generic Universal Role Playing System) GURPS Time Travel (GURPS: Generic Universal Role Playing System) GURPS Myth (GURPS: Generic Universal Role Playing System) GURPS Compendium II (GURPS: Generic Universal Role Playing System) GURPS Imperial Rome (GURPS: Generic Universal Role Playing System)

[Contact Us](#)

[DMCA](#)

[Privacy](#)

[FAQ & Help](#)