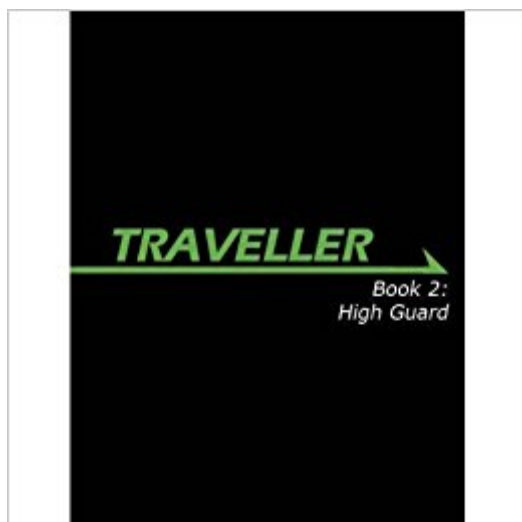


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# Traveller Book 2: High Guard (Traveller Sci-Fi Roleplaying)



## Synopsis

Advanced rules for character creation for Navy characters, ship construction and space combat are all included in this rulebook updated for the latest version of the Traveller game. This is an essential rulebook for those who want a more detailed space combat system or who want more detailed Navy characters.

## Book Information

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## Customer Reviews

Good addition to the Traveller universe with rules for Navy characters, and ship creation.

While the initial version had some problems, Mongoose Publishing did the right thing and replaced the initial print run free of charge and threw in an extra book besides. There are some errors, but the errata does help to clear things up. Overall I would have to recommend this product.

Awesome!

After a rather disappointing Mercenary book, I was pleasantly surprised by a masterful game supplement. The character generation rules for Navy characters are probably a little too hard (it is really hard to survive for long), but they are most certainly fun. Building a ship is fun. Massive starship combats are possible, though it's really a backdrop for smaller-scale action. The prose is no-nonsense, and the book is not exactly an enjoyable read, but it is packed. I can read something else for pleasure and pull what I need from this when I need it. Best of all, my book had some typos in it. So Mongoose is going to send me a new book, plus another rulebook to make up for the

"inconvenience." I hope I can find some more Traveller books with typos! Great customer service.

High Guard is a refreshingly familiar upgrade to the "old" books. I like the new presentation and depth of information and I think I will find this book even more heavily referenced than the original.

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