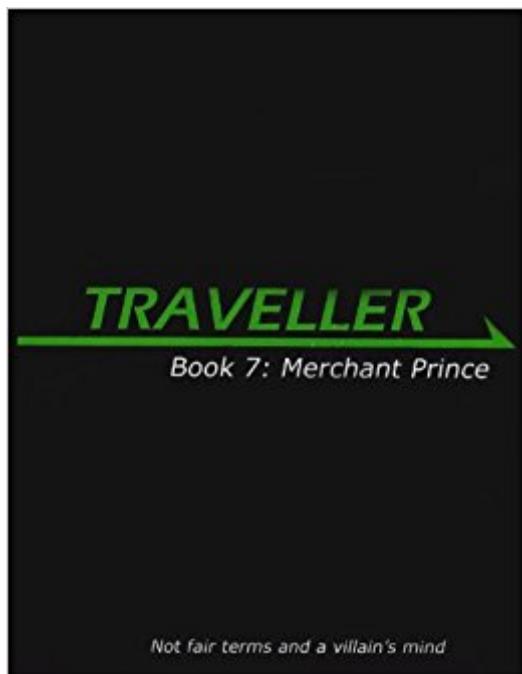


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Traveller Book 7: Merchant Prince (Traveller Sci-Fi Roleplaying)



Synopsis

Long-awaited by Traveller fans, Merchant Prince is for every character who engages in trading while roaming the stars. Starting off with some extra tips and options for the speculative trading every Traveller player is familiar with, Merchant Prince adds a whole new trading option for those wealthy enough to attempt it, allowing them to build a huge trading empire that spans the stars. With new career options, cargoes and ships, Merchant Prince is an invaluable companion to all Traveller players.

Book Information

Paperback: 124 pages

Publisher: Mongoose Publishing (April 19, 2010)

Language: English

ISBN-10: 1907218335

ISBN-13: 978-1907218330

Product Dimensions: 10.8 x 8.4 x 0.4 inches

Shipping Weight: 12.8 ounces (View shipping rates and policies)

Average Customer Review: 3.3 out of 5 starsÂ See all reviewsÂ (3 customer reviews)

Best Sellers Rank: #1,375,103 in Books (See Top 100 in Books) #24 inÂ Books > Science Fiction & Fantasy > Gaming > Traveller #95008 inÂ Books > Teens

Customer Reviews

The supplement is broken down into 7 chapters. The first is the various careers (like with all other green supplements) and the last is equipment, which includes space faring ships. The middle five are: Commerical success in ten steps (A guide to making a corporation), The Merchant Lines (An array of megacorporations for use in campaign), Trade in the Galactic Market (Detailed rules on trading(Also the biggest chapter)), Privateers (Legal piracy), and Trade Goods (Expanded from the original.)I'm not going to detail each chapter. What I will do is say the only parts of the book I have used are the character creation chapters, galactic trade, and trade goods. I didn't come looking for the other stuff when it was bought, so there hasn't been a need. So if you're looking for expanded tables on merchants, supplemental trade rules and further detail on trade goods, this book is excellent for you. With some slight caveats.I'll get to those caveats last. First thing that is noticed when looking at the book is the improved art. Drastically improved from, say, Scoundrel. The layout is also better, there aren't too many white spaces here. Finally, the ship plans are great. Simply fantastic. The trade rules are good too, and it adds two new elements : Junk trading and slaving.

The banks don't care how the Travellers pay their mortgage...Both chapters are good, though I doubt they will be used personally. Time for the caveats. Like with most of the other green supplements, they add extra characteristics to creation. Like influence and the buyer/seller dynamic. I ignore these, and so did my players. There's also the matter of a license fee for the careers in the book. How is it paid? Why? To whom? No idea. Book doesn't tell me either.

Overall, the book was a disappointment for me. I was looking for more solid campaign-level material, and strong character types to bolster the Merchant careers in the the *great* Traveller Core Rulebook. The character classes in Merchant Prince are a waste of paper. They add nothing significant to what's in the core book's Merchant class. The new traits, stuff about being a merchant, the whole lot. Forget the first 30 pages of the book. And Brian Steele needs to keep a dictionary on hand to look up terms like "Merchant Marine." The Merchant Marine class here is just another military career, and not a well designed one, either. The next section, on "commercial entities", has some useful stuff in it. I can hardly see sitting and wishing such rules were codified, though. The presentation scheme (a sort of "How to Succeed" primer) is over-strained. The information density is low. I can hardly imagine Process of Management stuff as being fun, even for obsessive players. If the character classes score a zero, I'd give this a one or two out of ten. Next comes "The Merchant Lines", which expands on the information given in the Spinward Marches book about the megacorps. If you're using the 3rd Imperium as the basis for your campaign, this is useful info. If you're not using the Official Traveller Universe, it's less useful. It could still be used in a non-3I milieu if you want plug and play megacorps, or use them as models for your own. Trade in the Galactic Market is the meat of the book. It has a somewhat corrected version of the trade section of the Core Book, with a few minor additions.

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