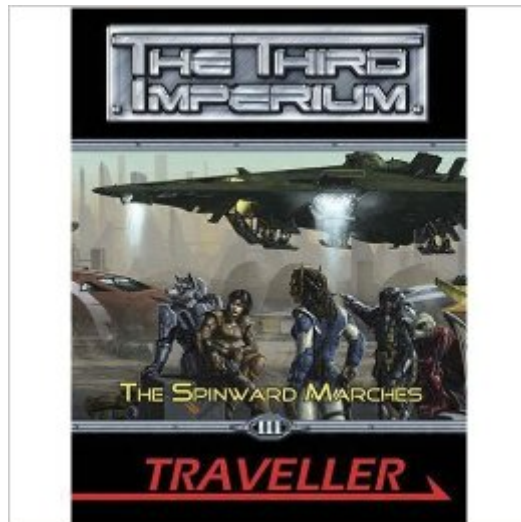


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# Traveller: Spinward Marches (The Third Imperium) (Traveller Sci-Fi Roleplaying)



## Synopsis

The Spinward Marches is one of the most volatile sectors with the Zhodani Consulate and Third Empire frequently clashing over frontier worlds, both militarily and through more subtle means via proxies and espionage. This book details the sector, with descriptions of many of the worlds, their governments, the vast corporations active there and the alien species that inhabit many of the systems. Besides basic planetary statistics detailing government types, population, atmosphere and much more there are short descriptions and multiple plot hooks spread throughout the book making it an invaluable aid to any Traveller campaign.

## Book Information

Paperback: 142 pages

Publisher: Mongoose Publishing (August 19, 2008)

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Average Customer Review: 3.9 out of 5 stars [See all reviews](#) (8 customer reviews)

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## Customer Reviews

'The Spinward Marches lie on the edge of Imperial space, an area that borders rival interstellar governments that directly oppose any further expansion. Far from the major centres of power the local rulers have more practical power than the Emperor himself. It is here that bands of daring individuals can take advantage of the hostile factions in order to carve out a fortune for themselves. The Spinward Marches offer untold adventure for those willing to seek it out.' This is a complete campaign sourcebook for The Spinward Marches and the general idea is that it's an area of space where pretty much anything goes... you can keep your political wrangling, your feuding houses and your squabbling feudal worlds; out here, on the edges of 'civilisation', is where the money and the adventure is. THE BOOK To be used in conjunction with Mongoose's 'Traveller' core rulebook, The Third Imperium - The Spinward Marches is a 142 page softback book with full colour covers and a black and white interior, with greyscale artwork and an easy to read font. The presentation is very good but the one area that lets it down is the artwork; there are some nice images in here but some

of the art simply doesn't suit the setting at all. There's one thing that pulls me into a game world and that's the artwork as it gives a visual representation of what the world is like. It's easy enough to ignore the art - and heaven knows I've done that with a lot of books - but incompatible art can affect how a work is perceived. The full colour cover, a mixed race crew standing around a starport as a starship touches down behind them, is excellent and is much more inkeeping with the style of the setting. THE CONTENTS The book is laid in several chapters.

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