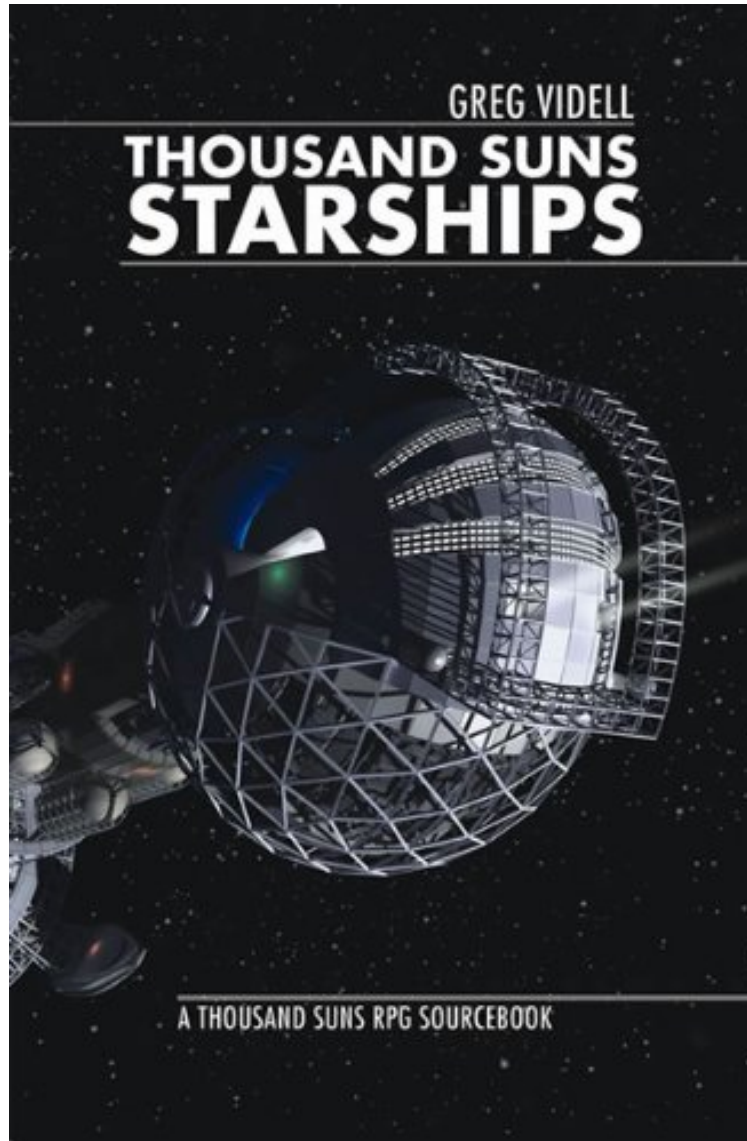


[Free] Thousand Suns: Starships

Thousand Suns: Starships

Greg Videll, James Maliszewski
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Greg Videll, James Maliszewski : Thousand Suns: Starships before purchasing it in order to gage whether or not it would be worth my time, and all praised Thousand Suns: Starships:

3 of 3 people found the following review helpful. Space Combat at its finest!By Brian E. JohnsonStarship Combat!
This is much more detailed version of the simple starship combat system that is in the Thousand Suns Core rulebook. I really like the detail. The authors were really thinking when they put a simplified version in the core book, for when the players need some sort of short space combat, that flows into the role-playing aspect of the game. Then, they give

you the more meaty version in this supplement, for those times, that you want to spend the night doing an all out space combat. Brilliant! This supplement expands the original, more simplified rules in the TS Core books. in a big way. It has Starship creation, combat rules, and a lot of campaign extras that have nothing to do with Starship combat, to add to your TS game. Space Navies: size, purpose and composition of space navies, crew training and positions and responsibilities, skill use and technology aboard ships, effects of FTL technology on campaigns, interstellar law, communications... and more. Chapter 1: All about Space Navies Chapter 2: All about shipboard activities, FTL, etc.. Chapter 3: Combat! including put your PCs into the battle. Their character can make a difference in battle. Chapter 4: Starship Creation. There are many classes of ships and you can generate your own! This is a must have supplement and there is a revised edition in the works! Thousand Suns (v2) is one of the easiest and funnest RPGs that I have played in my 35 years of tabletop RPGing! The Thousand Suns: Starships, is a fantastic addition to the core rules! I love being able to RPG most sessions and then throw in a 'Mass Combat' space battle occasionally to heighten the game! The latest version of Thousand Suns RPG can be found in print and pdf at RPGNow.com

HELPO MI, HELPO MI, MELPO MI this is fast freighter Sundown, Sundown, Sundown. HELPO MI, Sundown. Position 154 by 20 by 17. Our craft is under attack and losing pressure. We require immediate assistance. Four people on board, are taking an escape pod. OVER. Without starships, the interstellar civilization of the Thousand Suns would be impossible. Starships travel the jumplines, bringing not only passengers and trade goods but also protection against pirates and alien invaders alike. Other starships press onward into Wildspace, seeking out new worlds to explore, settle, and conquer. They are the vehicles of Man's destiny among the stars. Thousand Suns: Starships is a supplement that provides expanded options for starships construction, operation, combat, and more. Fully compatible with the revised Thousand Suns Rulebook, Starships gives players and Game Masters alike the tools they need to build and utilize any starship they can imagine, from fast, maneuverable fighters to mammoth dreadnaughts. Designed to add depth without unnecessary complexity, Starships is an invaluable resource for any Thousand Suns campaign