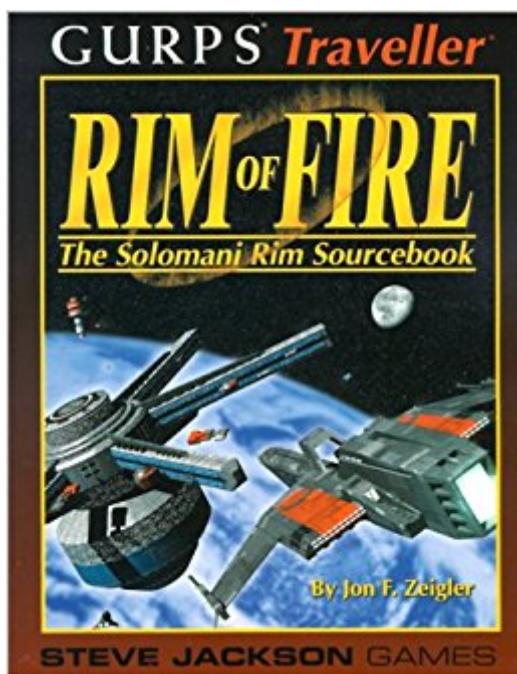


The book was found

Rim Of Fire: The Solomani Rim Sourcebook, GURPS Traveller



Synopsis

Where Empires Collide . . . The Solomani Rim stands at the center of Human and Imperial history. It is home to the Solomani Confederation, an aggressive empire of Human supremacists eager to back their beliefs with force. Adventurers entering the Solomani Rim will discover some of the Imperium's oldest and most developed worlds - and some of its greatest dangers. Rim of Fire describes more than 400 worlds and star systems . . . Imperial, Solomani, Vegan and rebellious. It also describes: The Solomani Confederation, and the iron-fisted SolSec that keeps the populace in line. Rules for Solomani characters and sample Solomani Confederation starships. The great clashes between the First imperium and the Earth-bred founders of the Second, as well as between the Third Imperium and the Solomani descendants of the Second. Life on Terra, birthplace of all Humaniti . . . a shrine to the Solomani, now held by the Imperium. The Vegans and the Vegan Polity, an economic powerhouse that plays an important role in past and present Solomani Rim politics. The Solomani Rim contains more history, honor, and horrors than any other part of Charted Space. Explore it today!

Book Information

Series: GURPS Traveller

Paperback: 144 pages

Publisher: Steve Jackson Games (July 1, 2000)

Language: English

ISBN-10: 1556344368

ISBN-13: 978-1556344367

Product Dimensions: 8.4 x 0.4 x 10.9 inches

Shipping Weight: 12 ounces

Average Customer Review: 4.7 out of 5 stars 2 customer reviews

Best Sellers Rank: #845,278 in Books (See Top 100 in Books) #12 in Books > Science Fiction & Fantasy > Gaming > Traveller #40 in Books > Science Fiction & Fantasy > Gaming > GURPS

Customer Reviews

Great book, Thank you

Being a really late entrant to the Traveller universe this book is actually my first introduction to what the setting is like. That and I was too late to get a copy of "Behind the Claw" (the conventional setting for Traveller campaigns.) The material devoted to the "Behind the Claw" sector hints at a

highly contested section of space divided by three different human empires, plagued by the chaotic Vagrr corsairs as well as anyone devious enough to put together a pirate crew. Throw in a dash of political intrigue and you instantly want to play in that sector! If "Rim of Fire" suffers anything it's that it isn't "Behind the Claw." Indeed, the assumptions are quite the contrary. The Sol Sector is decidedly more developed and civilized, lacking the rough hewn frontier feel hinted at in "Behind the Claw." Nearly every system has decent port facilities and there's nothing for the Imperial Interstellar Scout Service to explore. (Buying a Starship should be NO problem what with nearly every starport housing a shipyard!) What "Rim of Fire" does offer is an epic battle between two dominant races of Humaniti, the displaced Vilani and the descendants of the birth-world of the galaxy, Terra. Though the Confederation is definitely billed as the setting heavies, it's not hard to develop some sympathy, especially since the Imperial side is in some cases equally culpable for Sector unrest. Also, the sector lies between the worlds of the Aslan and Hiver Empire, both whom provided added tension and potential. The riddle of the Ancients doesn't seem to have quite the weight that it does in the original setting, and their artifacts and influence seem to be quite sparse, traded instead for worlds struggling with old resentments and a high degree of political intrigue. And whatever you do, don't turn your back on the Vegans. Encompassed within the sector, this race of previously oppressed aliens has broken the shackles of slavery and technologically surpassed their neighbors. (It's a good thing they're so "friendly.") By itself, "Rim of Fire" is a rather compelling setting. You're less likely to be attacked outright by pirates or aliens, but don't rule the possibility out! Cutting along the spinward side of the sector is a simmering interstellar border along which the Xth Interstellar War could break at any unsuspecting moment. Indeed the fires from the previous conflict are still smoldering on many worlds. In essence, "Rim of Fire" offers an intriguing alternative setting for the Traveller universe without sacrificing too many of the conventions one would expect. There is plenty of room in this setting for being heroic or devious. And there are some rather quaint and interesting worlds to visit.

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

Rim of Fire: The Solomani Rim Sourcebook, GURPS Traveller Fire Encyclopedia: Kindle Fire Manual for the latest generation of Kindle E-Readers and Fire Tablets, Kindle Voyage, Kindle Paperwhite, Fire HD 6, Fire HD 8, Fire HD 10, and Fire HDX 8.9 GURPS Traveller Interstellar Wars (GURPS Traveller Sci-fi Roleplaying) GURPS Traveller Behind the Claw: The Spinward Marches Sourcebook Along the Rim: A Guide to Grand Canyon's South Rim, Second Edition (Grand Canyon Association) Along the Rim: A Road Guide to the South Rim of Grand Canyon Fire TV: Fire Stick: The Ultimate User Guide to Fire Stick To TV, Movies, Apps, Games & Much More (how to

use Fire Stick, streaming, tips ... (User guides, internet, free movie Book 2) How to Install Kodi on Fire Stick: Install Kodi on Fire Stick: Step-By-Step Instructions with Screen Shots! (2017 Kodi User Guide, fire tv stick, kodi book, kodi fire tv stick, kodi stick) All-new Fire HD8 and Fire HD10 Tips, Tricks, and Traps: A comprehensive user guide to the new Fire HD8 and Fire HD10 tablets Fire Stick: The Ultimate Fire Stick User Guide - Learn How To Start Using Fire Stick, Plus Little-Known Tips And Tricks! (Streaming ... TV Stick User Guide, How To Use Fire Stick) 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)

[Contact Us](#)

[DMCA](#)

[Privacy](#)

[FAQ & Help](#)