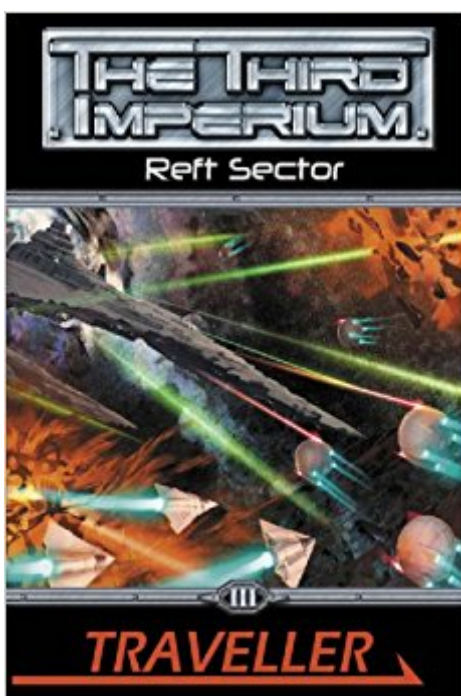


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# Traveller: Reft Sector (The Third Imperium) (Traveller Sci-Fi Roleplaying)



## Synopsis

Continuing the exploration of the Third Imperium, Reft Sector provides new ground for your players to explore, colonise and capitalise! Part of the Great Rift, Reft Sector is a true wilderness, with opportunities abounding for lucky or skilled Travellers - or those on the run from more civilised space. With a complete history and every subsector and planet covered, Reft Sector opens fresh ground for Traveller players, allowing them to interact with the inhabitants of these new worlds.

## Book Information

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## Customer Reviews

Good item will help fill in the details for other parts of the imperium and ways to get there thru the sector

This isn't a poorly written or organized reference, just a little light on the info that I was hoping for. There's quite a bit of content in this book that is generic Traveller info rather than specific to the Reft Sector (communications in traveller, the Imperium, races, traders, etc). If you don't have Traveller you can't play the game with just this book, so why include info that is duplicated in rule books that you have to have in order to play the game? And then when you get to the details on the sector itself, every system isn't covered. For both the new and old islands subsectors there's about 6 systems that are addressed in the book. I was hoping for significantly more depth that included every system (there's simply not that many in the Sector anyway), and more info on the politics and history of the sector, corporations, alliances, major players, etc. What is there is good, especially the background info on the settling of the island systems. I just wish that the new info was more in depth and extensive, and that there was less rehash of general Traveller info.

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