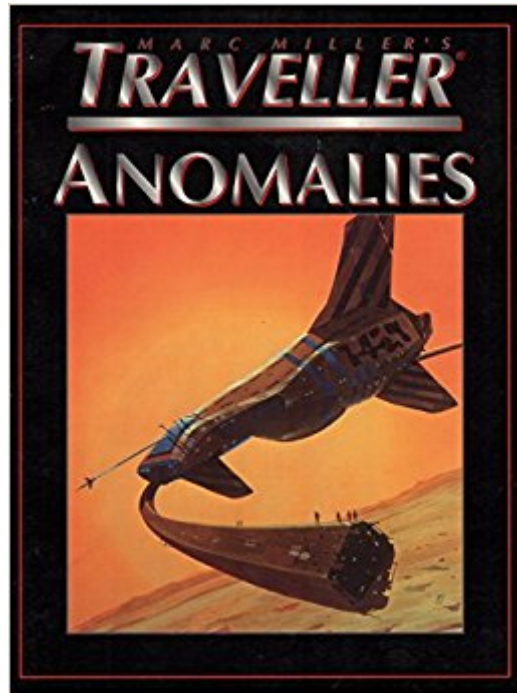




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# Traveller: Anomalies



## Synopsis

"Take an adventurous odyssey among the star systems of the growing Imperium. Wander the systems of Core sector, discover the secrets of a strange, psionic, child, enter and explore a research station, and confront the many mysteries of worlds of humans beneath other suns. Anomalies sets the stage for nine exciting adventures for Marc Miller's Traveller set in Milieu 0. Play them individually, or put them together to create a long-term, fascinating Milieu 0 campaign!"

## Book Information

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## Customer Reviews

"Take an adventurous odyssey among the star systems of the growing Imperium. Wander the systems of Core sector, discover the secrets of a strange, psionic, child, enter and explore a research station, and confront the many mysteries of worlds of humans beneath other suns. Anomalies sets the stage for nine exciting adventures for Marc Miller's Traveller set in Milieu 0. Play them individually, or put them together to create a long-term, fascinating Milieu 0 campaign!"

Writing was good, scenarios interesting, and their resolution requires (for the most part) more than simply taking off and nuking the site from orbit. Per the publishers description, this is a series of scenarios intended for Traveller but would be adaptable to any other system without any great effort. As written, the scenarios require a "normal" group (ie no need for mechanized infantry companies, grav tanks, or 90,000-ton assault cruisers) of 3-6 players with transportation; for groups otherwise lacking transportation, description and floor plans of a useful vessel are provided. The scenarios themselves can be played individually or as an extended campaign, though the links might be somewhat tenuous between a couple of them. In one scenario, I was somewhat surprised

to see the outline of an episode from "Firefly" appear in a book published several years prior to the production of that TV series, but I guess great minds think alike. My confusion, concerning the titles of the book and this review, is only that I have not yet figured out what is particularly anomalous about the contents of the supplement, but it may just be that someone decided it was a better title than "Adventure Pack 04a3".

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