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GURPS High-Tech (GURPS: Generic Universal Role Playing System)



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Synopsis

All the Gear Is Here! In 256 meticulously researched pages, GURPS High-Tech gives descriptions and stats for hundreds of kinds of historical weapons and personal armor, vehicles from the stagecoach to modern helicopters, and much more. GURPS High-Tech also has the gear and gadgets characters need. Communication, from early telegraphs to modern computers; tools of the trade for detectives, spies, and thieves; camping equipment, rations, and first-aid kits; business cards, watches, and fashionable duds - this book has everything, for encounters from the wilderness to high society and everything in between. GURPS High-Tech is the complete resource for equipment from the 18th century through the modern age, and will be appreciated by Game Masters no matter what system they use! GURPS High-Tech replaces GURPS High-Tech for Third Edition, GURPS Modern Firepower, and portions of GURPS Covert Ops.

Book Information

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Customer Reviews

As stated in an earlier review, this book’s scope is too narrow. Its focus on weapons is distracting; if you’re trying to recreate an 18th century environment, you need to know about more than muskets. When did people start using the Franklin Stove? How available was printed material? How did people get around? How did they climb mountains, how did their ships work, how accessible was glass?This is a handy book about weapons up through the 20th century, but not much else.

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