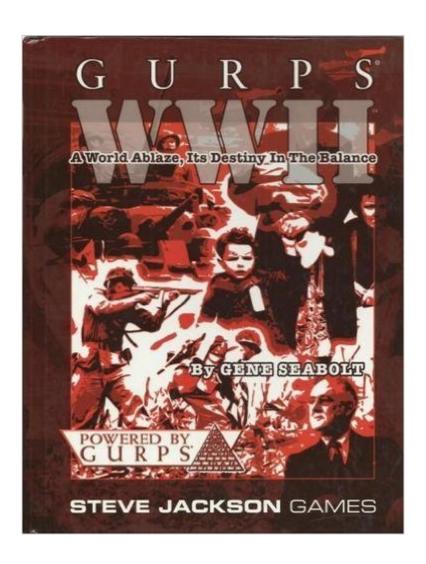
The book was found

GURPS WWII (World War 2)





Synopsis

Prepare for your finest hour as GURPS explores the defining event of the 20th century - World War II. GURPS WWII provides an overview of the war that transformed the globe, reviews of the nations and armies in the thick of the fighting, and descriptions of their primary weapons and vehicles. It also includes a modular vehicle-design system, for tailoring equipment in alternate-history campaigns or simply perfecting the unstoppable tank! This is the core book for a complete line of GURPS WWII volumes. These further illustrate specific nations and theaters, the naval and air wars, additional equipment, and much more.

Book Information

Series: GURPS

Hardcover: 208 pages

Publisher: Steve Jackson Games (January 1, 2002)

Language: English

ISBN-10: 1556346859

ISBN-13: 978-1556346859

Product Dimensions: 10.9 x 8.4 x 0.7 inches

Shipping Weight: 1.8 pounds

Average Customer Review: 3.3 out of 5 stars Â See all reviews (3 customer reviews)

Best Sellers Rank: #846,559 in Books (See Top 100 in Books) #70 in Books > Science Fiction &

Fantasy > Gaming > GURPS #11046 in Books > Humor & Entertainment > Puzzles & Games

Customer Reviews

"GURPS: World War Two: Iron Cross" is the first large sized supplement to Steve Jackson Games' attempt to bring the battles of WWII to life for gamers. There are six chapters in this book again - but there is quite a bit of additional detail in these chapters. Starting with "Germany At War", this chapter covers German history in a capsule format again. The detail about the course of the war for Germany and the Germans can even be appreciated by non-gamers for its attention to even how German families were affected by World War Two. "The German Army" chapter gives a comprehensive section on the Armies of the Fatherland. This additional info on the German Army adds richness to the background promised in GURPS WWII. "Characters" gives you everything you need to create German PC's and NPC's for a WWII campaign. The characters section adds more to what is already known by WWII GM's, and includes 4 more sample characters. The additional character templates in this section give GM's a look at the finer details of German characters and

life. The "German Armoury" chapter gives GM's a more detailed look at German armament and vehicles. Almost every weapon and most vehicles used by the Germans is in this section. "Inside the Third Reich" looks at socialism, the courts, and life while under the Reich. There's even a look at the POW camps and concentration camps inside the Third Reich. In "Campaigns" there's campaigning info for players and GM's. This campaign info includes style and substance info, and several alternate timelines and histories to explore for creative GM's. This book is a fine addition to the WWII info started in GURPS: World War Two. This book answers the challenge of bringing some depth to the already rich campaign available for World War Two.

Download to continue reading...

World War 2 History's 10 Most Incredible Women: World War II True Accounts Of Remarkable Women Heroes (WWII history, WW2, War books, world war 2 books, war history, World war 2 women) GURPS WWII (World War 2) World War 1: Soldier Stories: The Untold Soldier Stories on the Battlefields of WWI (World War I, WWI, World War One, Great War, First World War, Soldier Stories) WW2 History: The Events that Defined World War II (World War 2, WWII, History, Dday, Pearl Harbor) World War 1: World War I in 50 Events: From the Very Beginning to the Fall of the Central Powers (War Books, World War 1 Books, War History) (History in 50 Events Series) World War 2: World War II in 50 Events: From the Very Beginning to the Fall of the Axis Powers (War Books, World War 2 Books, War History) (History in 50 Events Series Book 4) World War 2: Stories from the German Special Forces: Eyewitness Accounts (German War, ww2, wwii, auschwitz, waffen ss, dday) Vietnam War: The Vietnam War in 50 Events: From the First Indochina War to the Fall of Saigon (War Books, Vietnam War Books, War History) (History in 50 Events Series Book 6) Gurps Traveller Interstellar Wars (Gurps Traveller Sci-fi Roleplaying) GURPS Mage The Ascension *OP (GURPS: Generic Universal Role Playing System) GURPS Werewolf The Apocalypse (GURPS: Generic Universal Role Playing System) GURPS Black Ops (GURPS: Generic Universal Role Playing System) GURPS Magic 2nd ed *OP (GURPS: Generic Universal Role Playing System) GURPS Horror 4th Edition (GURPS: Generic Universal Role Playing System) GURPS Vehicles (GURPS: Generic Universal Role Playing System) GURPS Space Fourth Edition (GURPS: Generic Universal Role Playing System) GURPS Infinite Worlds (GURPS 4th Edition Roleplaying) The Posters that Won the War: The Production, Recruitment and War Bond Posters of WWII Chopper: A History of America Military Helicopter Operators from WWII to the War on Terro World War 2: German Tank Crew Stories: Eyewitness Accounts (German War, WW2, World War II, Soldier Stories, Waffen SS, Last Panther, DDay, Panzer, Hitler Book 1)

Dmca