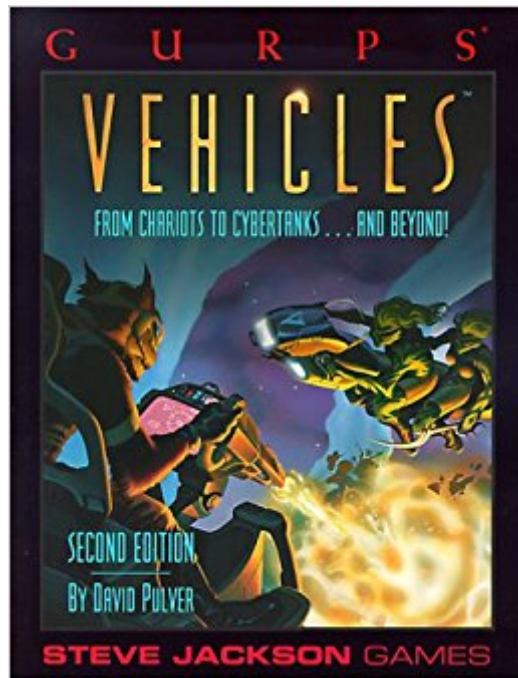


The book was found

# GURPS Vehicles (GURPS: Generic Universal Role Playing System)



## Synopsis

Re-Invent The Wheel From Chariots To Cybertanks . . . And Beyond! From rowboats to racing cars, balloons to battlesuits, trains to teleporters - if you can dream it up, you can design it with GURPS Vehicles. This massive book contains everything GMs and players need to build any vehicle, whether it drives, floats or flies to the stars. This all-new Second Edition includes: A streamlined vehicle design process, with more options, features and accessories at every step. You choose the level of complexity you want - as simple as a starship. And it's all compatible with GURPS Robots! You can outfit your vehicle with any weapon from the past, present or future . . . or use the detailed weapon design system to build your own ideas - mechanical artillery, guns, bombs, missiles, rockets, mines, liquid projectors, or beams. Eleven fully-designed vehicles ready to take to the road . . . the seas . . . the sky . . . or deep into space . . . And the only worksheet you'll need is a piece of paper!

## Book Information

Series: GURPS: Generic Universal Role Playing System

Paperback: 208 pages

Publisher: Steve Jackson Games; 2 edition (June 1, 1998)

Language: English

ISBN-10: 1556343256

ISBN-13: 978-1556343254

Product Dimensions: 8.4 x 0.5 x 10.8 inches

Shipping Weight: 1.3 pounds

Average Customer Review: 3.3 out of 5 stars [See all reviews](#) (7 customer reviews)

Best Sellers Rank: #609,545 in Books (See Top 100 in Books) #56 in [Books > Science Fiction & Fantasy > Gaming > GURPS](#)

## Customer Reviews

This is by far the worst GURPS book I've ever seen. The most obvious problem is that the book isn't just poorly organized- it's not organized at all. It begins with what I initially assumed was an overview and introduction to the (rather complex) design process, making occasional references to formulae but describing most steps in only general terms. Well, it turns out that this is the *\*only\** place that the entire process is documented, and (despite leaving many complex steps completely undefined, without even a chapter reference) it is the only place in the book that some important formulae appear (if you missed the paragraph on access spaces, you'll never read another word

about the fact that all your numbers are now off by a factor of two or more). If you want to design a vehicle, the only way to get it right is to read the entire book from cover to cover and hope you remember it all. Even more fundamental than the book's lack of organization is the utter ludicrousness of the design process itself. The "simple step-by-step process" is set up in about the most awkward way imaginable: first pick everything you want in the vehicle, then decide what kind of body you want the vehicle to have, then add more components, then determine structural characteristics, then layer on armor, then compute statistics. This system is completely backwards for players who wish to design vehicles for a particular purpose. i.e. Suppose you want to build a plane which can travel at mach 2. The first thing you have to do is decide how powerful an engine you want. How on earth are you supposed to know that \*first\*?

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