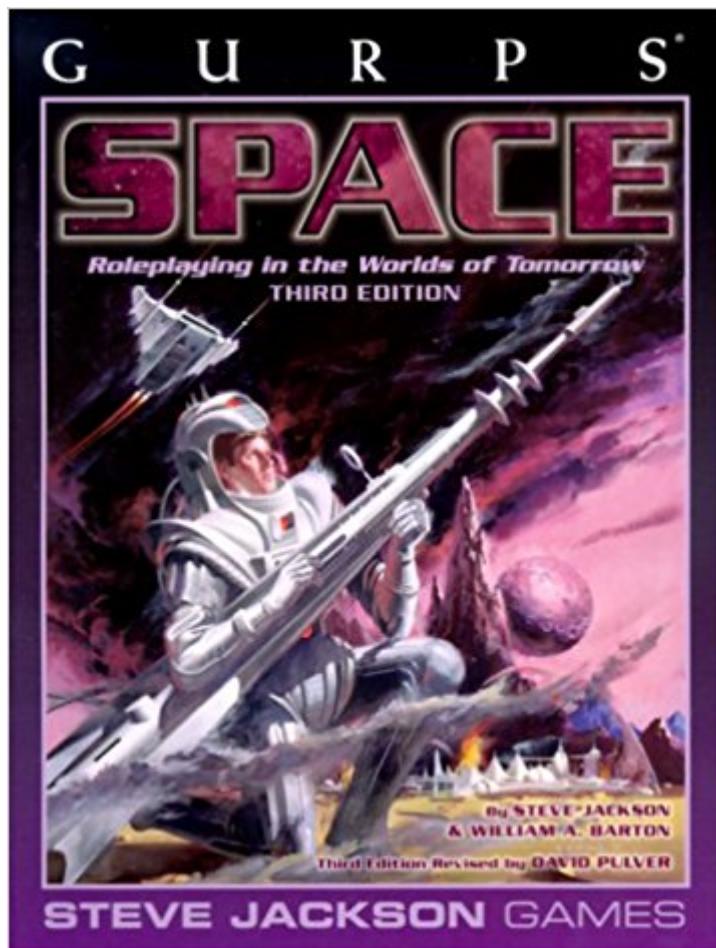


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GURPS Space, 3rd Edition



Synopsis

This third edition update to GURPS Space provides scientific information to enhance your game, character templates, gadget and tech lists, starships, and ship combat rules. This book provides the necessary tools to integrate sci-fi into any campaign.

Book Information

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Customer Reviews

This third edition update to GURPS Space provides scientific information to enhance your game, character templates, gadget and tech lists, starships, and ship combat rules. This book provides the necessary tools to integrate sci-fi into any campaign.

This is the one you want, 3rd edition (or earlier). The 4th edition has most of the crunchy data taken out and you have to buy other books to get it. Get the 3rd edition or earlier, not the 4th! This one has all the good stuff. Hard to beat as an aid to any sci-fi space game or research for a story you're writing. About as scientific as an educated space-savvy layman can easily handle, if you want to use it that way, but it also allows for more cinematic settings.

Lots of great material for space opera research, even if you don't play GURPS. I'm using it as a planning tool for my book series. An older edition but a good value.

Ahem ...This is one of the best roleplaying books I have ever read and certainly among the best for GURPS. If you want to create a pace-based science fiction campaign, this is the book for you whether you play GURPS or not. Everything is in here: spaceship design, alien races, solar

systems, planetary governments ... all organised in a take-it-or-leave-it fashion. If something seems to techy to you - leave it out! If you want hard sci-fi with colony ships and no aliens, GURPS can oblige. If you prefer Flash Gordon to Carl Sagan, GURPS has the reactionless thrusters (scientifically divided into slow and fast) primed and ready for take off. If you are desperate for a REAL hard sci-fi setting, then GURPS Traveller maybe a better purchase but if you're itching to create your own strange new worlds, this is the book. Generic in the best possible sense.

GURPS Space is one of the many competent supplements for Steve Jackson's Generic Universal Role Playing system. Or, handy when you want to go haring around in spaceships and that sort of fun stuff. Mostly we used it as an adjunct to the other games we were playing at the time, but worth a look.

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