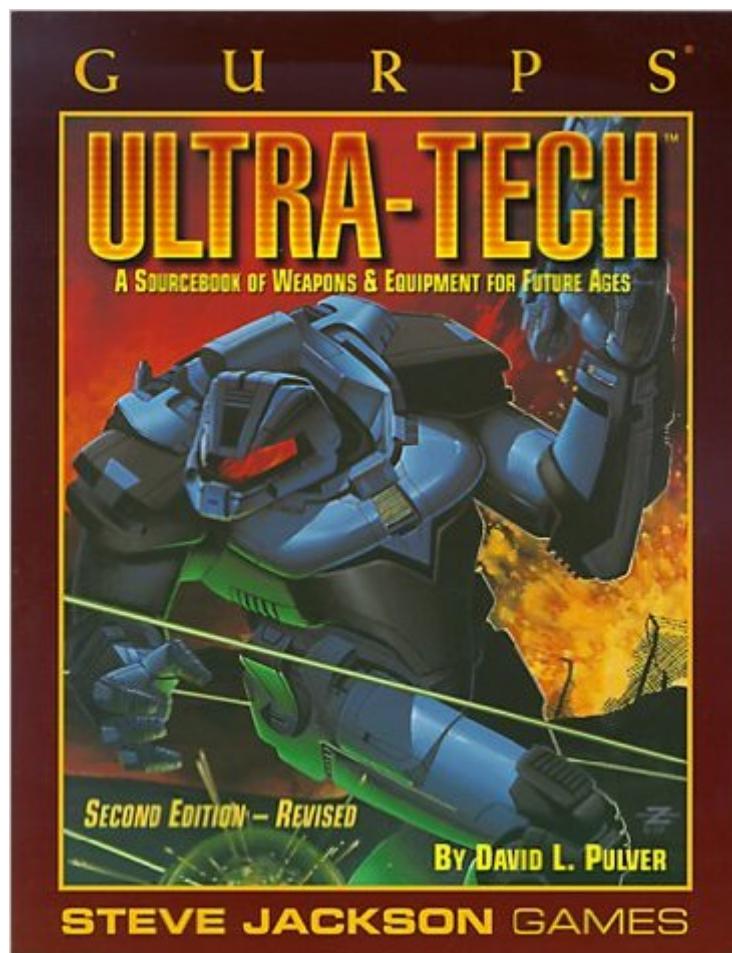


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GURPS Ultra-Tech: A Sourcebook Of Weapons & Equipment For Future Ages



Synopsis

Tired of everyone carrying the same firepower and sneaky gadgets as you? Expand your arsenal with GURPS Ultra-Tech 2! This sequel to the popular GURPS Ultra-Tech offers a wide variety of new science-fiction personal equipment, along with rules for building combined gadgets, variant-technology campaigns and more! Already converted to Fourth Edition? The newest edition of GURPS Ultra-Tech replaces and expands on the information from this book.

Book Information

Paperback: 128 pages

Publisher: Steve Jackson Games; 2nd Rev edition (February 1, 1996)

Language: English

ISBN-10: 1556343159

ISBN-13: 978-1556343155

Product Dimensions: 8.3 x 0.4 x 10.9 inches

Shipping Weight: 12 ounces

Average Customer Review: 4.2 out of 5 starsÂ See all reviewsÂ (5 customer reviews)

Best Sellers Rank: #985,185 in Books (See Top 100 in Books) #76 inÂ Books > Science Fiction & Fantasy > Gaming > GURPS

Customer Reviews

This GURPS sourcebook is designed to work well with any science fiction setting, and can easily be converted for use in a non-GURPS game. Hundreds of items are listed, described in relatively short capsules (1-3 paragraphs, usually) with good descriptions of game effects. While the book is useful beyond description, there are a few (minor) flaws. First, for people inclined to mercantile campaigns, a great deal of the book deals with weapons and armor. Secondly, there is nothing to differentiate between hard-sf equipment and cinematic "rubber science" sci-fi type gear. For those of us who play games closer to Larry Niven than George Lucas, this can be irritating, especially if we know more about history than physics.

I loved this book! If the technological device in a sci-fi book somewhere, the rules for having it are in here. It is organized by Tech Level so it is very easy to find what you want. There are also very good descriptions of possibilities of what life will be like in the future at every tech level. Of course at TL 15-16 things get a little hard to conceive. The book has a somewhat optimistic outlook on the future, which, compared to GURPS supplements like Cyberpunk is quite odd. This is a definite must

have for people who want to play campaigns of high technology set in the future. Of course one should also look out for Ultra-Tech 2 which is in the process as I type. It has a good blend of playing rules for both cinematic and "realistic" and has rules for the following things that are vital Cybernetics Weapons Melee Weapons Transportation Armor Medical Technology etc. I would definitely recommend this to people who play futuristic GURPS and to those who don't, try it, it's awesome!

A bit on the weighty side as far as rules go, but the very end of the book makes the whole purchase worth it as one will find a grand assortment of technological devices to add flavor to any futuristic GURPS campaign.

I don't think this is GREAT utility but it is certainly very good. The book has several sections for different Tech Levels but only a handful of items that sometimes seem completely unrelated. I would have liked to have seen a whole mass of civilian items that seem more related as well as military. Very good but could have been better.

Fantastic gaming source. Provides futuristic technologies and gadgets for any science fiction game, as well as some ideas on the changes society might go through in dealing with advanced technology.

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