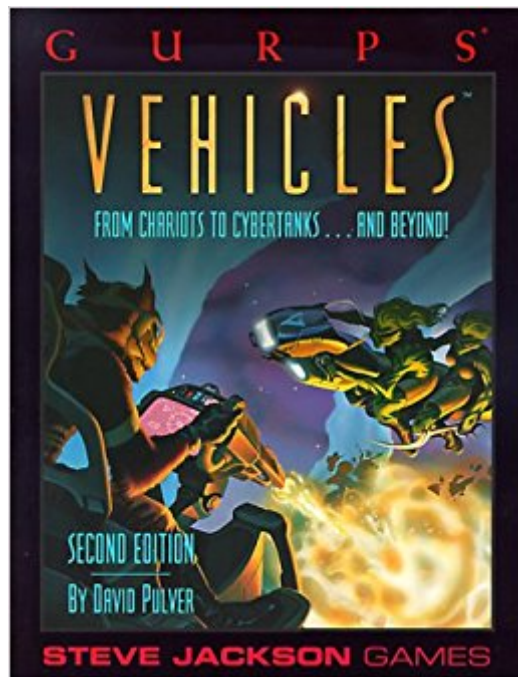




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# GURPS Vehicles (GURPS: Generic Universal Role Playing System)



## 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: 2.7 out of 5 stars 7 customer reviews

Best Sellers Rank: #575,148 in Books (See Top 100 in Books) #29 in [Books > Science Fiction & Fantasy > Gaming > GURPS](#)

## Customer Reviews

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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!

Way overly complicated. Assumes you are building a custom vehicle from scratch. Assumes you want to know precisely the weight, volume, surface area, fuel expenditure, drag, speed, deceleration, stall speed, takeoff distance, distance required to land, and cost of the vehicle you want. Get out that calculator (a few water craft rules require cube roots) and get ready for what seems to be 60 charts and 138 pages (of the total 208 pages) to arrive at the final vehicle. The only templates are sample vehicles located in the the 4 pages that compose Chapter 11. The remaining 66 pages covers the vehicle usage where chapter 12 concerns movement, chapter 13 covers targeting, and chapter 14 deals with combat. A complete contrast to way to design things would be Uncle Albert's Catalog for Car Wars where you look at pictures in the catalog and pick what you are adding to your car.

A fabulous system for people who love the nitty gritty of vehicles and customization as it contains endless chapters on every single nut, bolt and weld of a vehicle from past, present to future. Does offer handy tips for simplification, particularly with massive weapon damage. Overall, not for people who like simple vehicle stats, but amazing for folks who want something they can really sink their engineering teeth into.

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\*? Working backwards through the dozens of equations from drag to surface area to volume (which of course is largely determined by engine size itself) is nearly impossible; any attempt at building a vehicle with even vague performance parameters will take several attempts and some very good guesswork. Most disappointing of all, however, is the fact that even with the ridiculous detail and complexity required to build a vehicle, the performance characteristics are computed using absurd and arbitrary rules with no relation to reality, leading one to wonder what the point of all that trouble really was. Multihull sailboats are defined as being much heavier and having much less usable space per volume than monohulls (opposite of reality), aerodynamics have no affect at all on the handling of high speed cars or fuel efficiency, and little effect on speed (a cardboard box with a hefty engine can outperform a formula one car), a plane's vertical speed is completely independent of its weight (if it can fly at all it can climb as steeply as you like), and jet engines take twice as much space if installed in an aircraft's body as if they were installed in wing-mounted pods (again that sneaky access space rule). There is no uniformity between any two rules and everything is a special case; one wonders if this can actually be termed a "system" at all, or if it's really just a collection of ad hoc solutions to one-time problems. Any GM who wants to use this book will have to make so many changes just to make it playable that he might as well design his own rules; this ruleset's only links to reality are the  $\text{area} = \text{volume}^{2/3}$ ,  $\text{top speed} = (\text{thrust} / \text{surface area})^{1/2}$  formulae available from any physics book. The only section of the book which seems at all useful is the 3-page note on advanced maneuvering for vehicles (which of course relies on just a single simple statistic almost entirely independent of the painstakingly complex design of the vehicle); this might be appropriate for a magazine article but is hardly the basis for a sourcebook. All in all, any gaming group is much better off agreeing on their own vehicle rules than wasting time trying to understand and then repair this brain-damaged system.

Most roleplayers fall into one of two categories: The ones that prefer the dynamics of the game (whether the action, the roleplaying or the puzzlesolving) and the tinkerers that spend hours reading and contemplating RPG modules in the way some sane people read prose. This module is not for the roleplayers of the first category. Building your first vehicles takes a looong time. But after a while

you realize that these incredibly well-thought through rules are to a very high degree compatible with other GURPS rules such as those found in Ultra-tech and Robots, and you realize you can actually build that piece of equipment you need for the next scenario (whether you're a GM or player) with a minimum of fuzz. If you like this kind of RPG engineering, this is probably the module for you. Guaranteed hours of fun and entertainment.

This book is very thorough, very detailed, and massive overkill for any rational use. I just designed my first vehicle with it, and it took me most of a hour and I'm pretty sure I have missed a lot of the rules. For example: You are going through the vehicle design checklist, and you come to the step where you have to buy a powerplant (page 36). They are rated in KW of energy. How many KW do you need? It doesn't say. Searching the book, I find a formula to estimate in a sidebar on page 22, but the heading claims it is "optional" so I assume there is some other rule somewhere else. Page 61 has tables to calculate "Thrust factor" and "power factor," but does not explain why you would want to know these numbers. If you enjoy idling away the hours designing vehicles, this book is probably for you. If you want to quickly design some vehicles for a campaign, you are going to be frustrated.

I love complex, realistic systems. I wouldn't dare use this book in a real rpg campaign unless the vehicle had a role as important as the mellenium falcon in star wars or the enterprise in star trek. But for that key vehicle or starship (when used with GURPs Space), this books rocks. It gives you as much as realism as possible with the physics stuff washed down to 7th-9th grade math level (Full arithmitic with exponents, simple geometry, basic algebraic equations)

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