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Edited by Susan Pinsonneault

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STEVE JACKSON GAMES



ISBN 1-55634-233-0



9 781556 342330

SUGO1795 6511

Printed in the U.S.A.

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Computer Gaming World , **Zones of Control** Pat Harrigan, Matthew G. Kirschenbaum, 2016-04-15 A look at wargaming's past present and future from digital games to tabletop games and its use in entertainment education and military planning With examples from Call of Duty Modern Warfare Harpoon Warhammer 40 000 and more Games with military themes date back to antiquity and yet they are curiously neglected in much of the academic and trade literature on games and game history This volume fills that gap providing a diverse set of perspectives on wargaming's past present and future In *Zones of Control* contributors consider wargames played for entertainment education and military planning in terms of design critical analysis and historical contexts They consider both digital and especially tabletop games most of which cover specific historical conflicts or are grounded in recognizable real world geopolitics Game designers and players will find the historical and critical contexts often missing from design and hobby literature military analysts will find connections to game design and the humanities and academics will find documentation and critique of a sophisticated body of cultural work in which the complexity of military conflict is represented in ludic systems and procedures Each section begins with a long anchoring chapter by an established authority which is followed by a variety of shorter pieces both analytic and anecdotal Topics include the history of playing at war operations research and systems design wargaming and military history wargaming's ethics and politics gaming irregular and non kinetic warfare and wargames as artistic practice

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Gurps New Sun Gene Seabolt, Michael Andre-Driussi, 1999-12-01 Gene Wolfe's science fiction is acclaimed for literary excellence Cover by award winning science fiction and fantasy artist Don Maitz Includes maps and a comprehensive glossary of the New Sun background a valuable resource for any Wolfe fan gamer or not

Gurps Basic Set, Third Edition, Revised Steve Jackson, 2018-03-19 Adventure in any world you can think of with GURPS the Generic Universal RolePlaying System the most flexible roleplaying system you can use If you haven't yet upgraded to the Fourth Edition you're a completist or you're looking for a dose of nostalgia here's the previous edition It's easy to learn you can jump right in with the included quick start rules pre designed characters and an easy to play solo adventure The Basic Set is designed to be Game Master friendly with Table of Contents Glossary Appendix and Index as well as lots of examples

GURPS For Dummies Adam

Griffith, Bjoern-Erik Hartsfvang, Stuart J. Stuple, 2006-03-06 Let the adventure begin with this straightforward guide to GURPS This is it the key that unlocks the riches of GURPS Generic Universal Role Playing System and gives you a wealth of information on how to create your character and fine tune your play Produced in partnership with Steve Jackson Games the game's creator GURPS For Dummies is the ideal companion to GURPS Basic Set 4th Edition that explains the rules It gives you insight into the choices you'll make in everything from creating a fun dynamic character using the allotted number of points to playing in an adventure to becoming a GM Whether you want to be an Amazon princess or a stalwart warrior an old fashioned swashbuckler or a modern investigator a tough cop or a cat burglar a sorcerer casting spells or a cosmic ranger fighting lawlessness in the asteroids this guide will help you Determine your character's basic attributes IQ DX dexterity ST strength and HT health Figure out your character's secondary characteristics Choose advantages including powers and perks and disadvantages including quirks and disadvantages with a self control roll modifier Optimize your points by using talents Select your skills based on functional area or the campaign setting Enhance your character with spells magic items magic staves and powerstones Strategically purchase equipment for different characters tech levels and campaign types Create and manage a character sheet write a character background keep a character log and more all with samples Choose good combat techniques and play with your character If you want to become a GM this guide gets you going with advice on creating the adventure managing the character creation process managing combat and interpreting the rules There's even a handy Cheat Sheet tear out GM screen in the front of the book There are tips throughout plus advice on how to Create your very own GURPS universe for your campaign whether it's dungeon crawl high adventure combat focused puzzle focused or masquerade type Provide a basic write up of the world for your players including technology level supernatural and supernormal abilities and powers races setting character templates cultural and social information and limitations Create an electronic combat grid a battle log a tactical map and more with samples Do mapping planning and plotting Create memorable NPC nonplayer characters both good guys and bad guys GURPS For Dummies helps you create more detailed exciting and interesting characters and take your game to the next level That's important whether you're saving a princess or saving the planet searching for hidden treasure or for secrets to eliminate disease fighting crime or combating armies of evil robots casting spells in medieval castles or destroying terrorist cells in modern day milieus With GURPS the only limitation is your imagination

Gurps Warriors John Goff, 1999-07 A valuable book for Game Masters and players alike Designed to speed preparation for play so you can get on with the game

GURPS Compendium II, 1996-11 Another best selling rules supplement for the GURPS system Convenient lie flat binding so this valuable reference book will last a long time Includes the popular Mass Combat System for GURPS

GURPS Magic Steve Jackson, 1994-03 Over 300 new magic spells adaptable to any game Two whole new optional systems of magic Written by system designer Steve Jackson

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