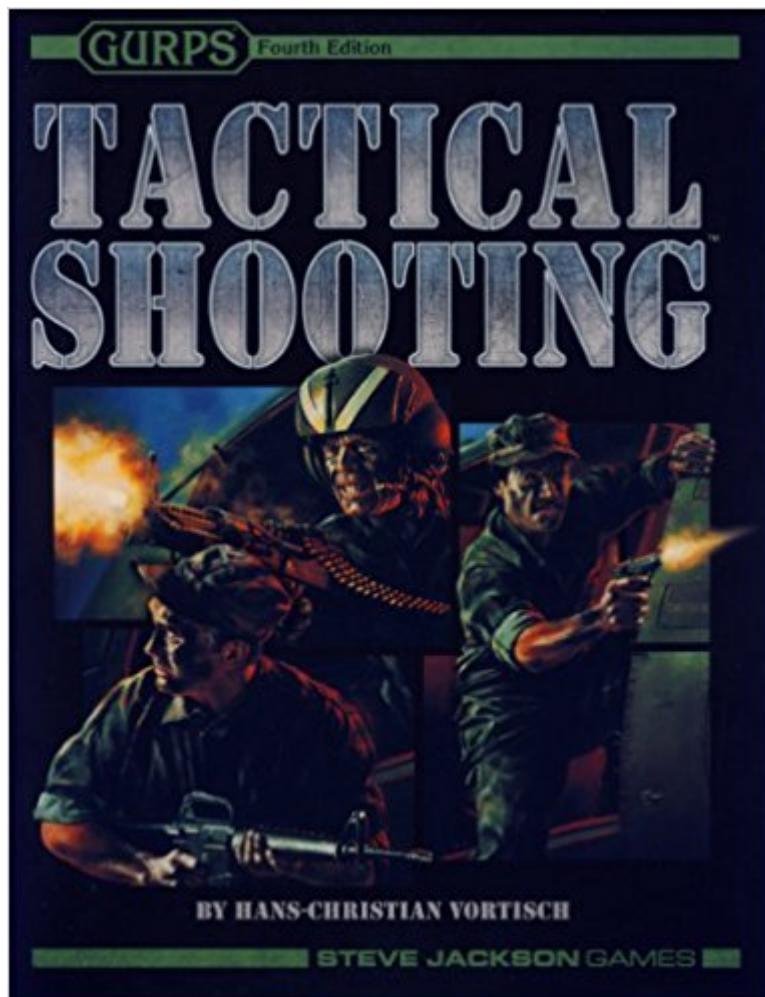


The book was found

GURPS Tactical Shooting



Synopsis

As Real as a Fistful of Steel! GURPS Tactical Shooting does for shooting what GURPS Martial Arts brings to real hand-to-hand combat – it has all the information gamers need to bring realistic firearm combat to the gaming table. With stances, tactics, military preferences, and a lot of busted gun myths, this book has everything a GM needs to give a modern-day campaign an extra level of depth. Players creating weapon-specialist characters will find over 20 new perks, nearly as many techniques, and six new styles of gunfighting . . . plus dozens of new guns, and other gear to give those guns an extra realistic edge. Whether they’re looking to ramp up the realism of their modern-day adventures, build and equip characters who are sharpshooting specialists, or arm the heroes (and villains!) with tactics and tricks to shift the odds, GURPS Tactical Shooting is loaded for bear!

Book Information

Series: GURPS

Paperback: 88 pages

Publisher: Steve Jackson Games (October 26, 2011)

Language: English

ISBN-10: 1556348045

ISBN-13: 978-1556348044

Product Dimensions: 8.5 x 0.2 x 11 inches

Shipping Weight: 10.4 ounces (View shipping rates and policies)

Average Customer Review: 4.7 out of 5 stars 4 customer reviews

Best Sellers Rank: #1,310,921 in Books (See Top 100 in Books) #63 in Books > Science Fiction & Fantasy > Gaming > GURPS #91026 in Books > Teens

Customer Reviews

A thorough and well written exploration of advanced firearms rules for the GURPS RPG system.

Another excellent GURPS product. Well researched with plenty of information for those that want realistic firearms and tactics in their games.

Great book

Probably one of the most realistic depictions of tactical shooting and tactics you will get for a pen

and paper game. It adds a lot to the basic GURPS, and even if you don't do a modern setting with guns, the tactics and ideas from it still can apply to any other setting. I will admit it is fun to watch players just charge in and reap what they sow, but tactics can help you build a better dungeon and them to work better as a team.

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