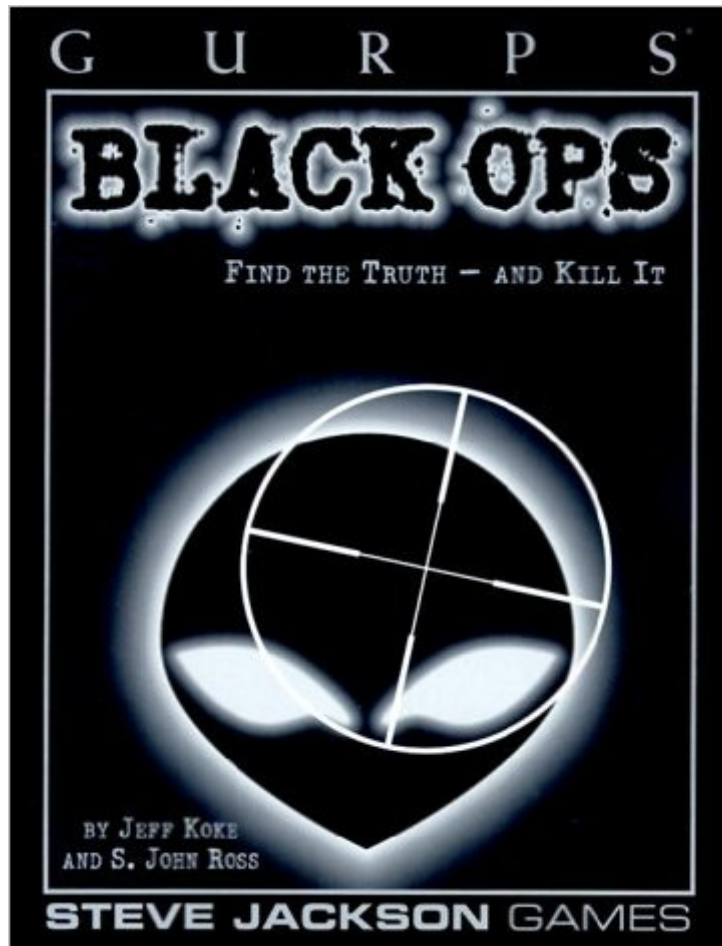


The book was found

GURPS Black Ops (GURPS: Generic Universal Role Playing System)



Synopsis

The Greys. Vampires. Evil Psis. Better Bring A Spare Clip. Experience GURPS as never before in Black Ops, an adventure setting that takes cinematic roleplaying to the edge and over the top! Wrestle enraged gargoyles on rain-slick ledges high over dark city streets! Endure the raw psychic fury of the dreaded soul dog! Above all, watch out for the insidious Greys, as the kidnap human women and steer the destiny of entire nations! Our only defense against these terrifying foes is the Company, which takes conspiracy from theory to practice. As one of its recruits, you'll endure five years at the hellish Academy, where only the best of the best graduate and failing grades become tombstone inscriptions. Upon becoming a black op, you'll possess attributes and deadly expertise to make mere normals tremble. You'll need them - because it's all true. Ancient alien visitors and recent arrivals, things slithering in sewers and alleys by night, dark plots by paranormal cabals to bend humanity to their will - all these dangers and more lurk in society's shadow. Odds are you'll die in style. Your job is to take as many of them with you as you can. The GURPS Basic Set is required to use this book in a GURPS campaign. Ultra-Tech and Ultra-Tech 2 are recommended by not necessary. The setting described here can be adapted for any game system.

Book Information

Series: GURPS: Generic Universal Role Playing System

Paperback: 128 pages

Publisher: Steve Jackson Games (October 1, 1997)

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Product Dimensions: 8.4 x 0.4 x 10.9 inches

Shipping Weight: 13.3 ounces

Average Customer Review: 4.0 out of 5 stars [See all reviews](#) (4 customer reviews)

Best Sellers Rank: #1,352,033 in Books (See Top 100 in Books) #97 in [Books > Science Fiction & Fantasy > Gaming > GURPS](#)

Customer Reviews

This world book is a combination of diverse elements; it's part Illuminati, part Men in Black, part X-Files, part Call of Cthulhu, and part Paranoia-- all at the 700 point level! The book details The Company that works behind the scenes, and The Conspiracy that keeps it hidden. Players have the opportunity to become operatives working behind the scenes and handling situations that civilians

just couldn't deal with. I feel somewhat Illuminated just from reading this book. I'm just itching to start a Black Ops campaign in my group!

My feelings on this title are mixed. It is well written and organized. The idea is interesting (basically an rpg version of the Men in Black movie). It has very limited usefulness in any other type of campaign. The characters are very powerful (700 points). They do not cross well and are sort of hard to handle for a GM. Buy this is you loved Men in Black, but otherwise I would recommend gurps illuminati.

This book is a wonderful collection of rules for playing high-powered characters combined with a nightmarish conspiracy theory that makes just a little too much sense for my comfort. Although gamers may not want to play in the world presented by the book (it's HARD playing a character with that many skills and advantages), GM's can dredge the well-constructed world for inspiration in other settings and use the many short-cut rules for keeping their own high-point campaigns running smoothly.

Hands down my favorite setting ever. The PCs have a godlike level of power, which means it becomes more about HOW you do something than CAN you. (Of course you can, the Company wouldn't have let you graduate the Academy otherwise.) Nicely tongue-in-cheek, it doesn't get too full of itself as it describes the demons, aliens, and other assorted squiggles that go bump in the night. The setting incorporates psi but not magic... although there's always room for the boys down in Science to find that one out. If nothing else, fun as all hell to read. Get a copy before they're all gone.

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