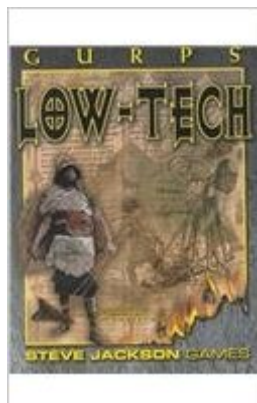


The book was found

GURPS Low-Tech (Steve Jackson Games)



Synopsis

From the dawn of civilization to the Middle Ages . . . or in any fantasy game . . . GURPS Low-Tech is a universal resource for any campaign set before the age of gunpowder and the printing press. It's 128 pages of detailed research and game ideas: **Weapons:** Cleave an enemy's skull with a stone axe, stab him with a bronze sword, or impale him on your obsidian-tipped spear. **Armor:** Whether it's the crudest leather or the finest iron chain, any armor is better than none. Plus new rules for piecemeal armor! **Vehicles:** Steer a dogsled across the Arctic, sail a trireme across the Mediterranean, or ride your chariot over the battlefields of Asia. **Equipment:** Yokes and plows, adzes and hammers, sundials and locks; everything it takes to build a town or a nation. Plus shelter, science, and civilizations . . . from the Stone Age to the Middle Ages. Whether you're playing cavemen fighting to stay alive, armored knights jousting for honor, or time travelers searching for the truth about history, GURPS Low-Tech brings the past to life!

Book Information

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Customer Reviews

When I first saw this book I thought, oh great, I need this book like I need a hole in my head. Well I must admit it is better than that. However I got it and it's quite amazing. The book has information on everything that you could ever want for TLs 0-4 and great ways to fit them into almost any campaign. The production quality is very high - excellent illustrations and the page layout makes reading the text easy. The index is well layed out and easy to use. The price is only 3 dollars more than 3e 144 pages paperbacks sold in 2004. This book "completes" the 4e hardbound book collection - 18 releases that make a great RPG that complete and ready to play. I would definitely

recommend this book to anyone who wants a good book on TL 0-4 equipment for whatever reason, it has everything you need in great detail.

Like the previous reviewer, I couldn't imagine why I would want Low-Tech. Wasn't the material provided in the Basic Set, Fantasy, and Banestorm sufficient? I'd run games for years in low tech settings without needing the book, so why did I need it now? Now, after finally getting Low-Tech, I can't imagine running a medieval game without it. It turns out the medieval weapons in the Basic Set are, well, really basic. There's tons of interesting weapons and gizmos that you never knew existed with sufficient background to give the player and GM context about when they'd be appropriate. What is Banded armor and who used it and why? What is the effective difference between a Katana and a Broadsword? What were the early types of gunpowder weapons like? All of these questions and more will be quickly answered if you buy this book. But wait, there's more!! This book would have been double its current size if Steve Jackson Games hadn't made a marketing decision to keep this book skinny. Instead they put their very useful and very detailed information about Kingdoms and Philosophers, Weapons and Fighting, and Common Life in three separate PDF available for download on their website. I've bought the first and the third supplements and can attest that they are REALLY good. Now go out and buy this book and GURPS Horror and make Evil Stevie and his merry bunch of game-writers happy so they'll write more good stuff!

This book is absolutely critical if running an early historical period or any kind of fantasy campaign. As all books in the "Tech" series, this one is pretty complete, and expands on the Basic books. Folks using Dungeon Fantasy may find a few rough spots, but only because this volume was written after that. It still all does work together very well.

Low-Tech is a fantastic supplement for GURPS. This book brings all low-tech equipment, with incredible detail. What greatly facilitates the players and the GM, because it facilitates the workings view these historical items. The great advantage of the Gurps system are your extra books, which complete the game

Great overview of pre-industrial tech, including stone age, bronze age, iron age, etc. Essential to run a realistic GURPS 4th campaign, also good for any RPG, or even a sourcebook for writing, because of the detailed text.

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