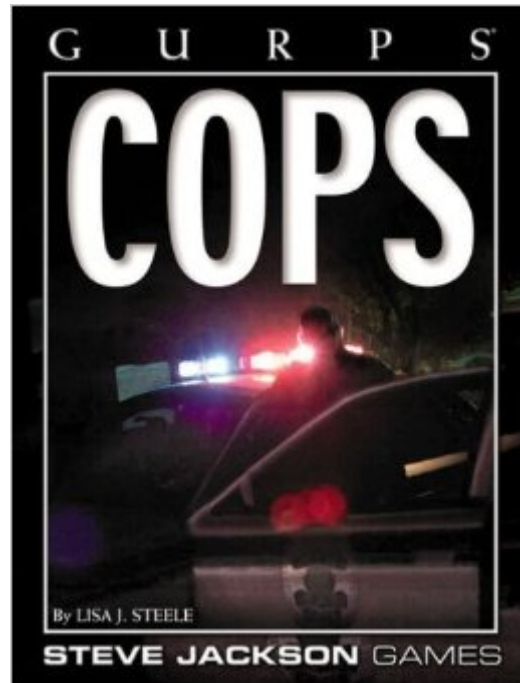


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# GURPS Cops



## Synopsis

Book by Steele, Lisa

## Book Information

Paperback: 128 pages

Publisher: Steve Jackson Games (March 1, 2002)

Language: English

ISBN-10: 1556344589

ISBN-13: 978-1556344589

Product Dimensions: 8.4 x 0.3 x 10.8 inches

Shipping Weight: 13.4 ounces

Average Customer Review: 4.7 out of 5 stars [See all reviews](#) (3 customer reviews)

Best Sellers Rank: #292,390 in Books (See Top 100 in Books) #11 in [Books > Science Fiction & Fantasy > Gaming > GURPS](#)

## Customer Reviews

This isn't a review, per se; it is a description. Take the stars with that grain of salt. Cops is about portraying a police officer, detective, or federal agent in a role-playing game setting. The tone is dramatic (think NYPD Blue or Alien Nation), but cinematic play (Lethal Weapon, Supercop) is possible too. Chapters include: A short history of policing and police duties Campaign set-up, departments, sample police agencies (US, UK, Japan, Soviet model), types of officers and agents, and adventure ideas. Character templates, equipment, and notes on adapting GURPS to a police adventure or campaign. Typical adversaries, crimes, and other adventure ideas. A guide to solving crimes including basic crime scene investigation, interviews, and interrogations. A guide to trials in an RPG context, also a quick guide to doing time, jailbreaks, and extradition. Four densely packed pages of sources and recommended reading/viewing. Cops was published in December, 2001. It was in final editing on 9/11 and does not address the significant changes in policing caused by the war on terror, the Patriot Act, and the creation of the Department of Homeland Security. The book is designed as an RPG supplement, but may also be useful to writers and those interested in police and crimes.

like many gurps books i was impressed by the sheer depth of this books knowlage of just about everything you could want to know about cops jails and the criminal justice system in general for example prisoners in jail can.t have tv antinas becuse they could use it to make a zap gun all this

and much more in gurps cops

Another great book by Lisa Steele. Excellent resource if your game has a lot of police in it. Regardless if you use the GURPS systems or not.

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Blue on Blue: An Insider's Story of Good Cops Catching Bad Cops GURPS Cops GURPS Old West \*OP (GURPS: Generic Universal Role Playing System) GURPS Fantasy Bestiary reprint (GURPS: Generic Universal Role Playing System) The Little Book of Tom of Finland: Cops & Robbers The War on Cops: How the New Attack on Law and Order Makes Everyone Less Safe Police State: How America's Cops Get Away with Murder 400 Things Cops Know: Street-Smart Lessons From a Veteran Patrolman The Brotherhoods: The True Story of Two Cops Who Murdered for the Mafia Mystery Writers of America Presents The Blue Religion: New Stories about Cops, Criminals, and the Chase GURPS Space, 3rd Edition GURPS Magic 4E Softcover GURPS Fantasy HC GURPS Voodoo: The Shadow War GURPS Cabal GURPS Religion GURPS Low-Tech (Steve Jackson Games) GURPS Supers (4ed) \*OP GURPS Traveller Starships

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