

# Gurps Black Ops

Black Ops and Other Special Missions of the U.S. Air Force Combat Control Team Phillip Ryan 2012-12-15 First In, Last Out, is the motto of the U.S. Air Force Combat Control Team, and this elite group certainly lives by that slogan. Readers get a captivating look into this lesser-known branch of the special forces. Additionally, as-told-by accounts of clandestine missions offer a window into what it's really like to be the first ones in and the last ones out of war zones.

*Gurps Infinite Worlds* Kenneth Hite 2017-02-16 Infinite Worlds . . . Infinite Adventure! The good news is, there are other Earths. Maybe an infinite number. The bad news is, somebody out there doesn't like us. The shuttles of Infinity Unlimited jump between parallel Earths, seeking adventure, profit, knowledge, and even entertainment. But a parallel called Centrum has also developed the technology to hop between the worlds . . . and it wants to rule them all. The Infinity Patrol must deal with their ruthless rivals, as well as with world-jumping criminals, and with the possibility that the secret of dimension travel might escape to some of the really nasty alternate worlds like Reich-5. Welcome to the core setting of GURPS Fourth Edition! Every other GURPS setting is on one of the Infinite Worlds timelines . . . whether they know it or not! GMs can use this to create a whole meta-campaign, or just as an excuse to move characters between worlds when the plot requires it. Compiled by Kenneth Hite, the master of alternate histories, GURPS Infinite Worlds combines and updates material from GURPS Time Travel, GURPS Alternate Earths, and GURPS Alternate Earths 2 into one volume, and gives dozens of new worlds to explore as well! This is the complete genre book on both alternative-world gaming and time travel. It offers detailed advice on the unique challenges of running this type of campaign, and on designing and playing characters who regularly cross between settings. It also provides a wide variety of suitable threats and hazards - from evil

cross-time Nazis and cosmic conspiracies to "ordinary" monsters and disasters. And it gives guidelines for building alternate worlds from the perspectives of the setting, the story, and the rules. Whether you're playing accidental travelers or the hardened troops of the Infinity Patrol, this book is your gateway to adventure. Infinite adventure.

**Gurps Special Ops** Greg Rose 2002-08

Gurps Illuminati University Walter Milliken 2018-11-21 Admit it. College would have been more fun if you were allowed to blow up the instructors. And you really would have liked to major in Military Biology, Anti-Social Sciences, Double-Entendre Bookkeeping, or Computer Wizardry. Too bad you didn't know about IOU. Illuminati University is THE best place to learn Things Man Was Not Meant To Know. With departments like Weird and Unusual Science and Engineering, Inapplicable Mathematics, Misanthropology, and Zen Surrealism . . . not to mention extracurricular activities like Democrats for Cthulhu, Moopsball, and food fights that set off nuclear alerts . . . this is college as it should have been. And gadgets? Everything from the Crockpot of the Gods to the Enigmatic Alien Device Button-Pushing Table. Illustrated by the one and only (two and only?) Phil and Kaja Foglio, this book supports three different campaign styles . . . Silly, Weird, and Darkly Illuminated. GURPS IOU takes you from creating a character to enrolling in classes, to study, finals, and the occasional academic blood feud, all the way to graduation. If you survive. GURPS Lite Sean Punch 2000

**Black Ops: The Rise of Special Forces in the CIA, the SAS, and Mossad** Tony Geraghty 2012-03-12 A hard-hitting history of special-forces operations over the past fifty years in the United States, United Kingdom, and Israel. After eight challenging years in Afghanistan, the new U.S. strategy, aimed at winning hearts and minds rather than search-and-destroy, refocuses the conflict on Special Forces: unorthodox soldiers who work outside of traditional military forces to combine secret

military operations with nation building. Tony Geraghty, an expert author in this field for almost thirty years, unveils the extraordinary evolution of this refined style of war-making from its roots in anti-guerrilla warfare in Ireland and Palestine, by way of the creation of the C.I.A., the S.A.S., the Green Berets, America's Office of Strategic Services (O.S.S.), and many others, including Mossad. This history is more than a tale of derring-do, although James Bond-like characters stalk every page. It is a sweeping examination of Black Ops at a time when they represent the future of an open-ended global war against terrorism.

*Gurps Wizards* Sean Punch 1998-04 -- 28 different templates for quick creation of wizard characters. -- Cover by award-winning fantasy artist Rowena! GURPS Wizards is the complete guide to magical character design. It has essays on 28 wizard archetypes, accompanied by templates that let you quickly design complete and efficient characters.

**Lois McMaster Bujold's Vorkosigan Saga** Genevieve Cogman  
2009-07-22

**Gurps Swat** Brian Underhill 2003-12

*Gurps Cops* Lisa J. Steele 2018-05-31 Out on the streets, it's you, your service revolver, and your partner. Remember to wear your vest. The day you forget is the day some punk pops a cap in your gut. GURPS Cops is an in-depth look at the world of the police officer. Players can recreate their favorite cop show with details about police forces through history, different sorts of police jobs, what investigations are like in the real world . . . through the courts and sentencing. This is a gritty, no-punches-pulled book for the player and GM who want a realistic game.

*Black Ops* Guy Bowers 2015-10-20 Black Ops is a skirmish wargame of tactical espionage combat that recreates the tension and excitement of modern action-thrillers such as the Bond and Bourne films. The fast-play rules keep all the players in the thick of the action, while the mission generator provides a wide range of options for scenarios - from stealthy extraction or surveillance missions to more overt raids and assaults. Stealth, combat, and technical expertise all have a role to play, and players may recruit a number of different operative types - spies, mercenaries, criminals, hackers, special forces, and many more - to

recruit the best possible team for the job. Players may also choose to join a faction - powerful organizations, intelligence agencies, criminal syndicates, militaries, or rebel groups, each with a stake in international affairs. By doing so, their team may receive certain benefits, but may also find itself limited at a crucial time. With the variety offered by the characters, factions, and scenarios, no two games of Black Ops should ever be the same!

*GURPS For Dummies* Adam Griffith 2006-06-26 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. How to Be a Gurps GM Warren "Mook" Wilson 2017-07-24 The Student's Guide to Ultimate Power GURPS! A game with infinite possibilities. Even those familiar with this award-winning system may not feel they've mastered the fundamentals . . . and those just starting with this game may feel lost amid the possibilities. You want help. You could use a guide. You need How to Be a GURPS GM. For the player, this supplement offers insight into how to create the perfect character to fit your vision, plus three examples of character creation and two new fantasy templates. The chapter dedicated to customizing combat and using various options can be particularly helpful for new and veteran players in making aggressive altercations even more exciting. For the Game Master, the supplement discusses everything needed to run a campaign: how to prepare the game setting, assist the players with the creation of their heroes, create challenging and engaging encounters, and design and run the first adventure. The included overview of the Fourth Edition line, plus recommended resource lists for eight popular genres, can help the GM decide which supplements will be most helpful to craft a new campaign. This supplement also provides canonical insight from Sean "Dr. Kromm" Punch, who draws on decades of experience answering questions and

providing clarifications as the GURPS Line Editor. Throughout, it follows a group of example players new to GURPS, from when their GM first opens the Basic Set through the starting session of their inaugural adventure. How to Be a GURPS GM is an invaluable aid for getting started with GURPS, bridging the previously perilous step between reading the Basic Set and participating in your first game. Half of power is knowing how to use it. With How to Be a GURPS GM, you'll be on your way to unleashing the full potential of GURPS like never before!

Gurps Illuminati Nigel D. Findley 2018-11-20 The Secret Masters have denied all knowledge of the various conspiracy theories put forth in GURPS Illuminati. "To begin with, we don't even exist," said a spokesman. "The Illuminati are a myth." He went on to deny specifically that: Everything you read in the tabloids is true! Aliens regularly visit Earth, and are in contact with high government officials. The Men in Black are everywhere, and will snatch you from your home if you ask too many questions or just see something you shouldn't see. Orbital Mind Control satellites cruise the skies, influencing international politics and deciding the fates of billions. The Gnomes of Zurich control the world's monetary supply, and manipulate it to fit their own sinister plans. The world is such a complex web of secrets, mysteries and conspiracies that nobody really knows what is happening. But everyone in power lies . . . all the time. The only real way to protect yourself is to join the conspiracy. But even then, you'll never know who is pulling your strings. Everything you know is a lie. Everything you suspect is true. The world is a very strange place. Hail Eris! All Hail Discordia! The publishers of GURPS Illuminati, Steve Jackson Games, admitted that it was a work of fiction, but added, "It's all true anyway! Just look at the book. It's closer than you think."

**GURPS Special Ops** Greg Rose 1999-04 -- Allows a very high-powered campaign with realistic "super-soldiers". -- Template system makes it easy to design complex characters. -- Covers both realistic and Hollywood-style operations.

*The Hacker Crackdown* Bruce Sterling 2020-08-11 The bestselling cyberpunk author "has produced by far the most stylish report from the

computer outlaw culture since Steven Levy's *Hackers*" (Publishers Weekly). Bruce Sterling delves into the world of high-tech crime and punishment in one of the first books to explore the cyberspace breaches that threaten national security. From the crash of AT&T's long-distance switching system to corporate cyberattacks, he investigates government and law enforcement efforts to break the back of America's electronic underground in the 1990s. In this modern classic, "Sterling makes the hackers—who live in the ether between terminals under noms de net such as VaxCat—as vivid as Wyatt Earp and Doc Holliday. His book goes a long way towards explaining the emerging digital world and its ethos" (Publishers Weekly). This edition features a new preface by the author that analyzes the sobering increase in computer crime over the twenty-five years since *The Hacker Crackdown* was first published. "Offbeat and brilliant." —Booklist "Thoroughly researched, this account of the government's crackdown on the nebulous but growing computer-underground provides a thoughtful report on the laws and rights being defined on the virtual frontier of cyberspace. . . . An enjoyable, informative, and (as the first mainstream treatment of the subject) potentially important book . . . Sterling is a fine and knowledgeable guide to this strange new world." —Kirkus Reviews "A well-balanced look at this new group of civil libertarians. Written with humor and intelligence, this book is highly recommended." —Library Journal

**Gurps Ultra-Tech** David L. Pulver 2007-01-08

**Gurps Black Ops** Jeff Koke 2018-08-30 *The Greys. Vampires. Evil Psis. Better Bring a Spare Clip. 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 they 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 best 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.

Experience GURPS as never before in *Black Ops*, an adventure setting that takes cinematic roleplaying to the edge and over the top! GURPS Basic Set, Third Edition is required to use this supplement in a GURPS campaign. GURPS Ultra-Tech is recommended. The setting described here can be adapted for any game system.

GURPS Martial Arts C. J. Carella 1996-02 -- A "sleeper" worldbook that has just continued to sell and sell. -- Martial arts are applicable to every sort of campaign...fantasy, SF, or modern! -- Detailed discussions of over 50 different fighting styles.

**GURPS Warehouse 23** S. John Ross 1997-01-01 -- Ties in with current Hollywood hits...aliens and conspiracy! -- A fan favorite: a whole book with hundreds of Weird Things which the government is supposedly keeping from us all. -- Launched a whole online feature:

[www.warehouse23.com/basement/](http://www.warehouse23.com/basement/)

*Black Ops and Other Special Missions of the U.S. Navy SEALs* Simone Payment 2012-12-15 The Navy SEALs are among the most elite combat units in the history of the military. Readers dive into what makes them so good as they take a close look at the extreme training regimen and weaponry used. An exciting blow-by-blow account of some of the SEALs most clandestine missions, including the hunt for Osama bin Laden, will engage readers from cover-to-cover.

**Gurps Horror** Kenneth Hite 2017-09-21 It's back . . . and the fear has grown! GURPS Horror, Fourth Edition, is the latest incarnation of one of the most popular GURPS supplements ever . . . and now it's been given a new lease on unnatural life by horror master Kenneth Hite. Its time-tested advice on running scary campaigns has been expanded to include current trends and tropes, showing you how to run everything from old-fashioned Gothic and supernatural horror to the latest J-horror, survival horror, and torture horror. The famous bibliography of unspeakable tomes and frightening films has grown to match. And the monsters

return with unpleasant friends, as monsters inevitably do - all with GURPS Fourth Edition racial templates that let you use them as foes, as sinister Allies and cursed Alternate Forms, and even as PCs! Add the new and disturbing powers, the expanded rules for madness and corruption, and countless other updates, and you have everything you need to drag your horror campaign screaming into the 21st century.

Conspiracy 365 Black Ops Hunted Gabrielle Lord 2013-05-01 Cal has been undercover on Shadow Island investigating the secrets hidden beneath the surface of this would-be tropical paradise. Evading search parties while being spied on by robotic pythons, planning rescue missions, being chased through the forest and sneaking through hidden tunnel systems . . . it's now just an average day for Cal. Trapped in the leader's office, how can Cal evade capture and continue his double-act with his twin brother, Ryan? As his enemies increase and the dangers multiply at every turn, at least he knows he can count on SI-6-or can he? The clock is ticking. Any second could be his last.

*American Jihad* William W. Johnstone 2006 This first book in an all-new action series introduces Art Jensen, a direct descendant of the legendary mountain man Smoke Jensen. A born warrior, Jensen is destined to continue his ancestor's legacy of heroism, for the courage, strength, and honor of a man never dies. Original.

**GURPS MAGIC** Steve Jackson 2016-11-28 Now available in softcover, this GURPS Fourth Edition book combines the spells from the Third Edition GURPS Magic and GURPS Grimoire, plus dozens of all-new spells, for the ultimate tome of magic! Within these pages, crackling with mystic energies, you'll find: The core magic system for GURPS, expanding on the material presented in the Basic Set . . . rules for learning magic, casting spells, enchanting magic items, and more! Complete alchemy rules . . . creating magical elixirs, using them, and even researching new ones . . . with an extensive list of known elixirs and their powers. Alternatives to the core magic system, including complete rules for improvised magic and rune magic. There are also guidelines for the GM who wants to change how magic works in particular worlds in a multi-world campaign. Plus special material from the GURPS Magic

Items series and Wizards. This is a powerful book, indeed. Use it wisely. *Gurps Fantasy* Steve Jackson Games 2004-10 Fantasirollespil.

Black Ops Guy Bowers 2015-10-20 Black Ops is a skirmish wargame of tactical espionage combat that recreates the tension and excitement of modern action-thrillers such as the Bond and Bourne films. The fast-play rules keep all the players in the thick of the action, while the mission generator provides a wide range of options for scenarios - from stealthy extraction or surveillance missions to more overt raids and assaults. Stealth, combat, and technical expertise all have a role to play, and players may recruit a number of different operative types - spies, mercenaries, criminals, hackers, special forces, and many more - to recruit the best possible team for the job. Players may also choose to join a faction - powerful organizations, intelligence agencies, criminal syndicates, militaries, or rebel groups, each with a stake in international affairs. By doing so, their team may receive certain benefits, but may also find itself limited at a crucial time. With the variety offered by the characters, factions, and scenarios, no two games of Black Ops should ever be the same!

*Fading Suns Players Companion* Holistic Design 1997-08-01

**Gurps Dragons** Phil Masters 2018-03-19 Dragons! The most fabulous of all fabulous beasts. Throughout history, around the world, tales of fire-breathing monsters have stirred awe and terror. Now . . . play a dragon. Take to the air with prodigious wingbeats, soaring effortlessly for hundreds of miles. Terrify your foes with fire, claws, and teeth. Gather your hoard. Study ancient lore and magic . . . and take human form to walk in the world of men! GURPS Dragons includes: Origins of the dragon, through myth and legend and even true history. How do dragons fly? How to hunt dragons . . . and survive. Creating dragon characters in GURPS. Dragon-specific combat maneuvers. Templates for Firedrakes, Naga, Chinese Dragons, Sea Serpents, and others. Ideas for dragon-centric campaigns, including two campaign backgrounds! A special Appendix converts the game material to the GURPS Fourth Edition rules, making it even more useful!

*Gurps Banestorm* Phil Masters 2018-02-05 Welcome to the land of Yrth, a

magical realm of incredibly varied races and monsters - including people snatched from our Earth and other worlds by the cataclysmic Banestorm! Whole villages were transported - from such diverse locales as medieval England, France, Germany, and the Far East. Now humans struggle with dwarves, elves, and each other. The Crusades aren't ancient history here - they're current events! Characters can journey from the windswept plains of the Nomad Lands - where fierce Nordic warriors seek a valiant death to earn a seat in Valhalla - to Megalos, the ancient empire where magic and political intrigue go hand in hand. Or trek south to the Muslim lands of al-Wazif and al-Haz to explore the forbidden city of Geb'al-Din. This book updates the original Yrth of GURPS Third Edition Fantasy and Fantasy Adventures. It provides GMs with a complete world background - history, religion, culture, politics, races, and a detailed map - everything needed to start a GURPS campaign. Phil Masters (Discworld and Hellboy RPGs) and Jonathan Woodward (Hellboy and GURPS Ogre) have added new peoples, places, and plots, as well as lots more on magic and mysticism, all of which conforms to GURPS Fantasy and GURPS Magic. So prepare to make your own mark on Yrth. Plunder elven ruins while evading the desert natives. Play a peasant-born hero . . . an orcish pirate . . . a Muslim double agent commanded to infiltrate the Hospitallers. Yrth awaits the legend of you!

**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 Basic Set: Campaigns* David L. Pulver 2004 "GURPS is the most flexible roleplaying system ever created. With just this book, you can adventure in any world you can imagine"--Cover

**Gurps Villains** James Lowder 2000-05

**Black Ops** W. E. B. Griffin 2008 In the wake of a series of murders involving covert intelligence informers, Delta Force Lieutenant Colonel Charley Castillo wonders about vague similarities between the killings and a recent case involving a pair of CIA traitors, a situation that is further complicated by an arms dealer's prediction that the deaths are linked to Kremlin activities. 400,000 first printing.

**Black Ops and Other Special Missions of the U.S. Marine Corps Special Operations Command** J. Poolos 2012-12-15 The Marine Corps Special Operations Command engage in direct action, reconnaissance, counter-terrorism, information-gathering, and unconventional warfare. Readers are provided enthralling details, including explanations of the training that enrollees endure and special inside missions that show the skills and discipline of the members of one of the world's most exclusive defense forces.

**Reality's Edge** Joseph McGuire 2019-08-22 Hyper-reality. The area between the thriving mass of humanity known as the Sprawl and the digital refuge of Cyberspace. This is your playground. As a Showrunner, you can see and manipulate the flow of digital data through the real world - for you, reality is limitless. Welcome to Reality's Edge, a skirmish wargame set in a dystopian cyberpunk future, where players take on the roles of Showrunners - mercenary hackers who lead small teams of trusted operatives and disposable freelancers. Funded by shadow backers, the Showrunners accept jobs from faceless clients for profit, glory, and better chrome... always better chrome. Battles take place in the concrete jungle known as the Sprawl, but Showrunners must remain wary of the threat posed by Cyberspace. Hacking is pivotal to the game, with data nodes, robots, machines, and even enemy chrome presenting potential targets for a cunning Console Cowboy. In an ongoing campaign, each skirmish offers you the opportunity to earn experience and equipment, from advanced weaponry and synthetics to cyber-implants, biological enhancements, clones, and much more. This is a world obsessed with whether something can be done, not whether it should.

**Gurps Tactical Shooting** Hans-Christian Vortisch 2011-10-12

**Black Ops** Stephen Leather 2015-10-01

*Black Ops* Ed Schroeder 2015-07-04 *Black Ops: Cemetery Wind* is the fictional account of the ultra-secret, U. S. Army Intelligence Support Activity. This is the fictional account of real men and women who put their lives on the line every day in defense of the United States. The unit is unique in the world of special operations in that, they have the ability to generate their own intelligence and immediately act on it. The unit members are highly skilled in electronic intelligence gathering and are trained by the National Security Agency. The unit never makes the news and when asked, the U.S. Army will not officially acknowledge their existence. This is the fictional account of the real unit of nameless, faceless men and women who silently and without fanfare keep America safe; their heroism and bravery known only to themselves.

**Gurps** Steve Jackson Games, Incorporated 2003-10-01

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## Gurps Black Ops

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