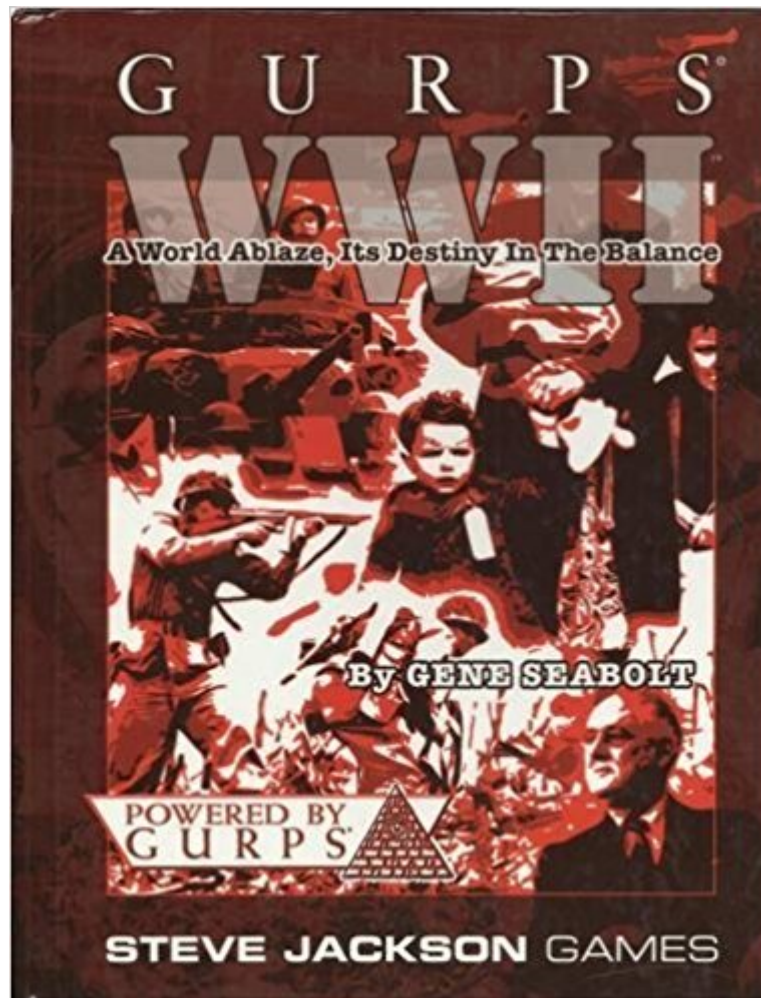


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# GURPS WWII (World War 2)



## Synopsis

Prepare for your finest hour as GURPS explores the defining event of the 20th century - World War II. GURPS WWII provides an overview of the war that transformed the globe, reviews of the nations and armies in the thick of the fighting, and descriptions of their primary weapons and vehicles. It also includes a modular vehicle-design system, for tailoring equipment in alternate-history campaigns or simply perfecting the unstoppable tank! This is the core book for a complete line of GURPS WWII volumes. These further illustrate specific nations and theaters, the naval and air wars, additional equipment, and much more.

## Book Information

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Average Customer Review: 3.3 out of 5 stars [See all reviews](#) (3 customer reviews)

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## Customer Reviews

"GURPS: World War Two: Iron Cross" is the first large sized supplement to Steve Jackson Games' attempt to bring the battles of WWII to life for gamers. There are six chapters in this book again - but there is quite a bit of additional detail in these chapters. Starting with "Germany At War", this chapter covers German history in a capsule format again. The detail about the course of the war for Germany and the Germans can even be appreciated by non-gamers for its attention to even how German families were affected by World War Two. "The German Army" chapter gives a comprehensive section on the Armies of the Fatherland. This additional info on the German Army adds richness to the background promised in GURPS WWII. "Characters" gives you everything you need to create German PC's and NPC's for a WWII campaign. The characters section adds more to what is already known by WWII GM's, and includes 4 more sample characters. The additional character templates in this section give GM's a look at the finer details of German characters and

life. The "German Armoury" chapter gives GM's a more detailed look at German armament and vehicles. Almost every weapon and most vehicles used by the Germans is in this section. "Inside the Third Reich" looks at socialism, the courts, and life while under the Reich. There's even a look at the POW camps and concentration camps inside the Third Reich. In "Campaigns" there's campaigning info for players and GM's. This campaign info includes style and substance info, and several alternate timelines and histories to explore for creative GM's. This book is a fine addition to the WWII info started in GURPS: World War Two. This book answers the challenge of bringing some depth to the already rich campaign available for World War Two.

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