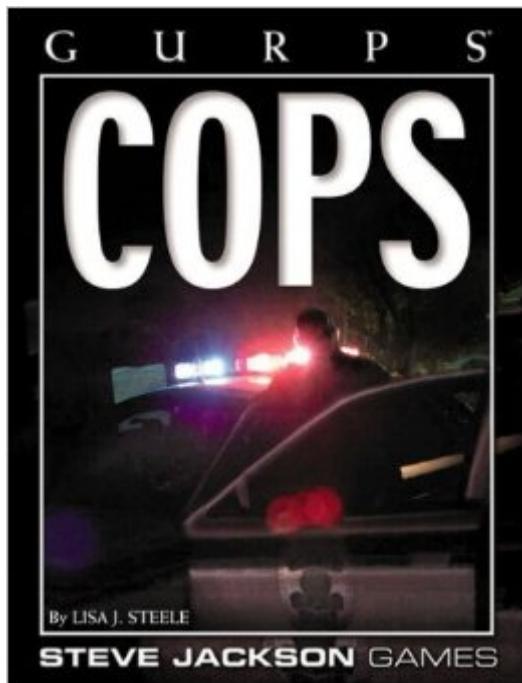


The book was found

GURPS Cops



Synopsis

Book by Steele, Lisa

Book Information

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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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