

GURPS[®]

Fourth Edition

ACTION[™] **6**

TRICKED-OUT RIDES[™]



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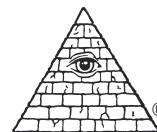
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STEVE JACKSON GAMES

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ABOUT GURPS

Steve Jackson Games is committed to full support of **GURPS** players. We can be reached by email: info@sjgames.com. Our address is SJ Games, P.O. Box 18957, Austin, TX 78760. Resources include:

New supplements and adventures. **GURPS** continues to grow – see what’s new at gurps.sjgames.com.

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teasers with #GURPShook on Twitter. Or explore that hashtag for ideas to add to your own game! The web page for **GURPS Action 6: Tricked-Out Rides** can be found at gurps.sjgames.com/action6.

Store Finder (storefinder.sjgames.com): Discover nearby places to buy **GURPS** items and other Steve Jackson Games products. Local shops are great places to play our games and meet fellow gamers!

Bibliographies. Bibliographies are a great resource for finding more of what you love! We’ve added them to many **GURPS** book web pages with links to help you find the next perfect element for your game.

Errata. Everyone makes mistakes, including us – but we do our best to fix our errors. Errata pages for **GURPS** releases are available at sjgames.com/errata/gurps.

Rules and statistics in this book are specifically for the **GURPS Basic Set, Fourth Edition**. Page references that begin with B refer to that book, not this one.

INTRODUCTION

Whether your inspirations are the *Transporter* movies, the *Fast & Furious* franchise, or James Bond, one thing is true: Action heroes love cars! Without high-speed mayhem, where’s the fun in playing a wheel man (**GURPS Action 1: Heroes**, pp. 14-15) . . . and what’s the point of having rules for chases (**GURPS Action 2: Exploits**, pp. 31-35)?

No hero worth their salt settles for a stock car, though. Action autos are tuned-up and heavily customized: Prowlers have all that great police gear, spy cars bristle with high-tech gimmicks, SUVs in VIP motorcades are armored (and perhaps armed), and military vehicles boast *serious* firepower.

GURPS Action 6: Tricked-Out Rides is for those who want more detail than *Vehicles* (**Heroes**, p. 34) provides. It *isn’t* a realistic design system that tracks every horsepower, pound, and dollar, though. It’s a quick-and-dirty toolkit for

adventures where sports cars pack more gadgetry than fighter jets, and miniguns fit behind headlights!

ABOUT THE AUTHOR

Sean Punch set out to become a particle physicist in 1985 and ended up as **GURPS** Line Editor in 1995. In that capacity, he has written, edited, or contributed to some 150 **GURPS** releases, revised the game into its fourth edition (2004), and been a regular contributor to *Pyramid* magazine. From 2008, he has served as lead creator of the **GURPS Action** and **GURPS Dungeon Fantasy** series; work on the latter led to his design of the **Dungeon Fantasy Roleplaying Game**, released in 2017. Sean has been a gamer since 1979, but devotes most of his spare time to Argentine tango. He lives in Montréal, Québec with *son amour*, Geneviève.

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