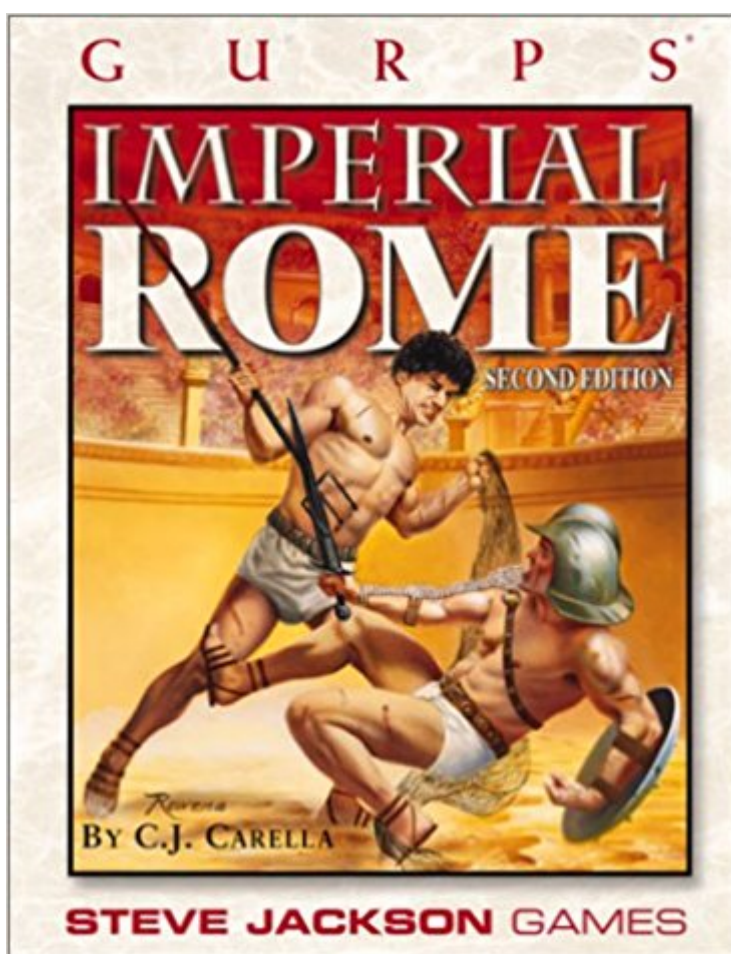


The book was found

GURPS Imperial Rome (GURPS: Generic Universal Role Playing System)



Synopsis

GURPS Imperial Rome takes you to a world of adventure and intrigue, gladiators and glory. The sprawling Roman Empire is full of campaign options, from orgies in the decadent Roman villas to battles with pirates off the coast of Sicily. As an adventurer in the Imperial Age of Rome, you can . . .

- * Journey through the narrow streets of the greatest city in the world. Haggle with shop owners, debate with senators on the floor of the Forum, or run through the dark alleys with the infamous Roman gangs.
- * Fight gruesome battles as a slave gladiator in the Colosseum - clashing with other warriors or dangerous beasts. Or race your chariot around the Circus Maximus, cheating death and vying for Imperial favor.
- * Visit exotic provinces like Greece, Egypt and Asia, and meet traveling thinkers, merchants, soldiers and mysterious natives - from the barbarian Celts of northern Britain to the nomadic Berbers of Africa.
- * March to war with the Roman legions, defending the borders against Carthagian invaders or the savage Huns of Asia.

Also includes maps of Rome and its provinces, adventure ideas and much more . . .

Book Information

Series: GURPS: Generic Universal Role Playing System

Paperback: 128 pages

Publisher: Steve Jackson Games; 2 edition (January 1, 2000)

Language: English

ISBN-10: 1556344465

ISBN-13: 978-1556344466

Product Dimensions: 8.5 x 0.3 x 11 inches

Shipping Weight: 11.4 ounces

Average Customer Review: 5.0 out of 5 stars 3 customer reviews

Best Sellers Rank: #1,497,355 in Books (See Top 100 in Books) #70 in [Books > Science Fiction & Fantasy > Gaming > GURPS](#)

Customer Reviews

Glory and Blood await you in ancient Rome. This sourcebook for the Gurps system is so informative so well put together and researched it is better than some college text books. So grab your GM and the GURPS basic core book and let honor blood and sand in ancient Rome be your next RPG destination.

Even if you never plan to play GURPS, these source books are a treasure trove of well researched

information that will tell you more about the Roman people than any history book.

This game material covers social classes, equipment, and professions particular to Ancient Rome. More than just gladiator combat rules, there is a plethora of source information and nice 'flavor' text call outs along the margins. Another nice feature is the money conversion system. I used the material it to build a nice custom campaign.

[Download to continue reading...](#)

GURPS Imperial Rome (GURPS: Generic Universal Role Playing System) GURPS BASIC SET Campaigns (GURPS: Generic Universal Role Playing System) GURPS Psionics reprint (GURPS: Generic Universal Role Playing System) GURPS Black Ops (GURPS: Generic Universal Role Playing System) GURPS Vampire The Masquerade *OP (GURPS: Generic Universal Role Playing System) GURPS High-Tech (GURPS: Generic Universal Role Playing System) GURPS Magic Items 2 (GURPS: Generic Universal Role Playing System) (No. 2) GURPS Werewolf The Apocalypse (GURPS: Generic Universal Role Playing System) GURPS Compendium I *OP (GURPS: Generic Universal Role Playing System) GURPS Horror 4th Edition (GURPS: Generic Universal Role Playing System) GURPS Mecha (GURPS: Generic Universal Role Playing System) GURPS Mage The Ascension *OP (GURPS: Generic Universal Role Playing System) GURPS Old West *OP (GURPS: Generic Universal Role Playing System) GURPS Time Travel (GURPS: Generic Universal Role Playing System) GURPS Myth (GURPS: Generic Universal Role Playing System) GURPS Compendium II (GURPS: Generic Universal Role Playing System) GURPS Fantasy Bestiary reprint (GURPS: Generic Universal Role Playing System) GURPS Celtic Myth (GURPS: Generic Universal Role Playing System) GURPS Martial Arts (GURPS: Generic Universal Role Playing System) GURPS Fantasy Folk *OP (GURPS: Generic Universal Role Playing System)

[Contact Us](#)

[DMCA](#)

[Privacy](#)

[FAQ & Help](#)