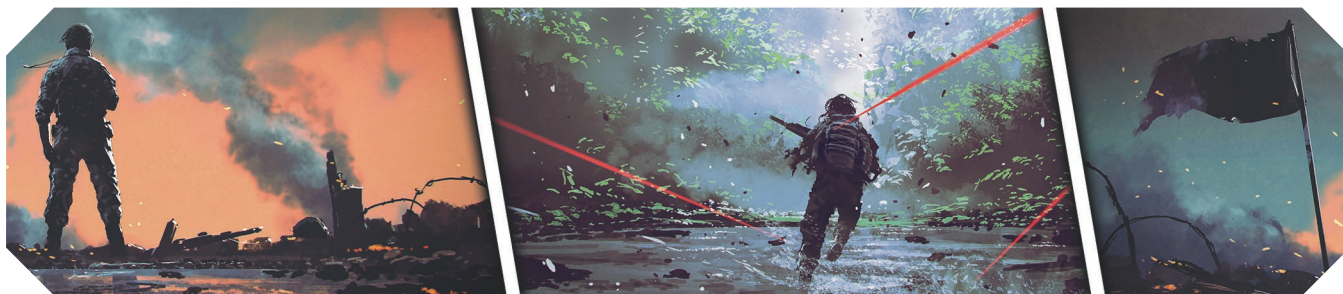


GURPS[®]

Fourth Edition

ACTION[™] **7**

MERCENARIES



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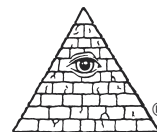
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ABOUT GURPS

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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

The mercenary (“merc”) as an action hero is a time-honored tradition in both books and films. Mercs are well represented in novels from such authors as Frederick Forsyth and Jack Higgins, and in the likes of *Mack Bolan* and *Able Team*. The soldier of fortune is also a classic character in action cinema – whether it's the crack team of Vietnam veterans in *Uncommon Valor*, John Matrix in *Commando*, Dutch Schaefer and the boys in *Predator*, or Barney Ross and the crew in the *Expendables* series.

GURPS Action 7: Mercenaries provides details on the “mercs” genre for use in **GURPS Action**. It examines building a setting and campaign structure, looks at creating merc

characters, and provides how-to advice for GMs running military-themed **Action** campaigns.

ABOUT THE AUTHOR

S.A. Fisher is from Arkansas, where he teaches military history. He is a former infantryman and police officer. His hobbies include blacksmithing and gun-making. He is the author of **GURPS WWII: Dogfaces** and **GURPS WWII: Hand of Steel**, and co-author of **GURPS High-Tech**, **GURPS Gun Fu**, and **GURPS Loadouts: Monster Hunters**.

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