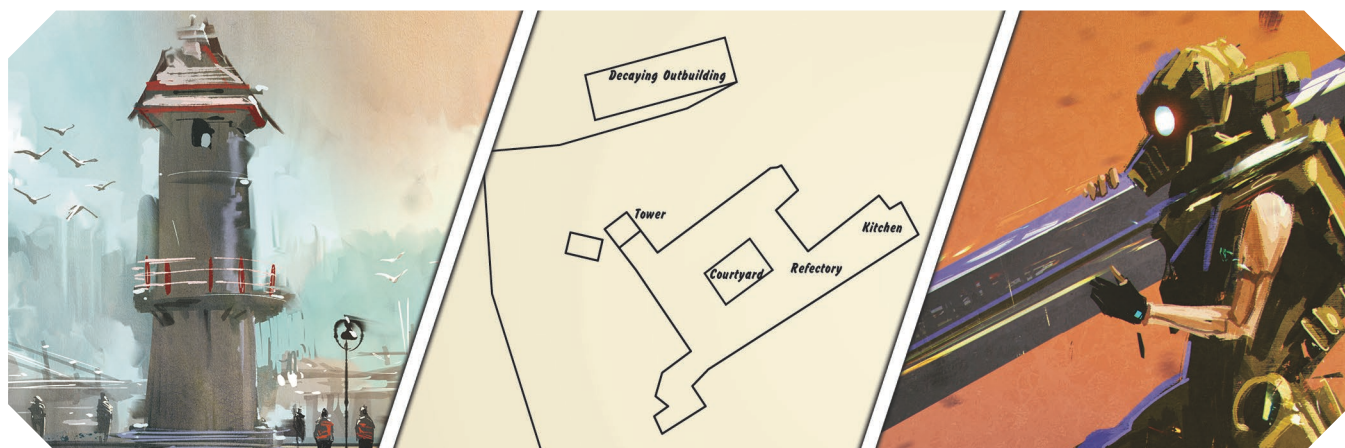


GURPS®

Fourth Edition

REIGN OF STEEL™

READ THE SKY™



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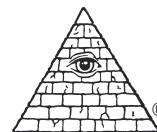
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STEVE JACKSON GAMES

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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:

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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

Twenty years ago, the robots rebelled against humanity. Now the surviving humans do their best to stay alive. But the robots aren't the only hazard civilized people must face! A pirate band has started to cause trouble that might end up bringing robot retaliation down on townsfolk who were just trying to survive.

Read the Sky is an adventure for **GURPS Classic: Reign of Steel**, which is necessary for background information. It relies on statistics and rules from **GURPS Reign of Steel: Will to Live** and **GURPS Ultra-Tech**, as well as the **GURPS Basic Set**. For the TL8 equipment used by Zone London's survivors – considered antique before the Final War – see **GURPS**



High-Tech (if that book is unavailable, use TL8 gear from the **Basic Set**).

The adventure may be run in a cinematic mode using the **GURPS Action** series.

ABOUT THE AUTHOR

Roger Burton West is a British computer system administrator who's been gaming for nearly four decades. He lives in an obscure hamlet over the horizon from London, still with too many computers and a 4,000-gallon potable water reserve at the bottom of the garden. As a techie, he confidently expects to be first against the wall when the robot revolution comes. His gaming website is at tekeli.li.

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