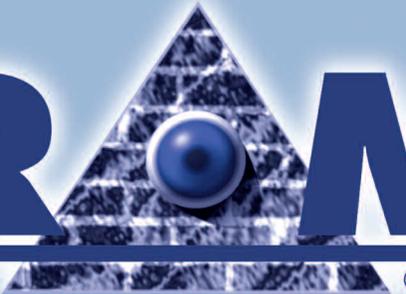


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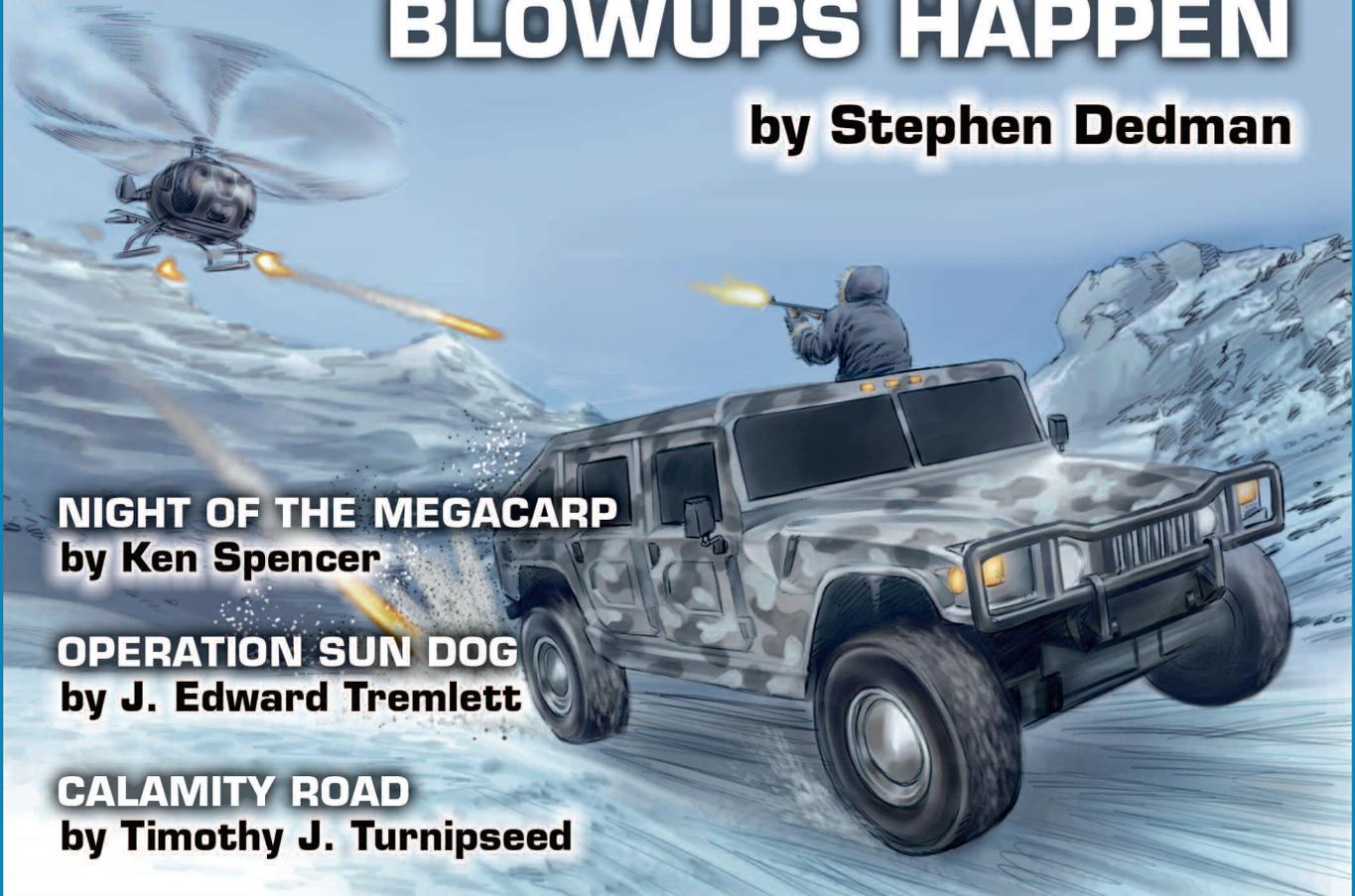


Issue 3/23 September '10

ACTION ADVENTURES

BLOWUPS HAPPEN

by Stephen Dedman



NIGHT OF THE MEGACARP
by Ken Spencer

OPERATION SUN DOG
by J. Edward Tremlett

CALAMITY ROAD
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STEVE JACKSON GAMES

Stock #37-2623

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*One way to get the most
out of life is to look upon it
as an adventure.*

– William Feather

Article Colors

Each article is color-coded to help you find your favorite sections.

Pale Blue: In This Issue

Brown: In Every Issue (letters, humor, editorial, etc.)

Dark Blue: **GURPS** Features

Purple: Other Features

COVER ART

Bob Stevlic

INTERIOR ART

Greg Hyland

IN THIS ISSUE

When you think action, you think **GURPS!** This installment is so jam-packed with action adventures, you might think we're violating some kind of high-octane ordinance!

It starts with a light-fingered maid. It ends with heavy-duty explosives. In between are bluffs, toughs, and fisticuffs. Can the heroes accomplish their mission, or do *Blowups Happen?* This adventure – written by **GURPS Martial Arts Adventures** co-author Stephen Dedman – comes with full **GURPS** stats for all the parties involved.

It's not a late-night made-for-cable movie – *this is real!* Something's fishy in a small town in Indiana, but no one wants to believe it – especially not when a major storm is rolling in. Horror, action, and nature's fury combine for *Night of the Megacarp* – including **GURPS** info for the titular threat.

Pack your cold-weather gear, soldiers: You're going to Antarctica as part of *Operation Sun Dog!* Your mission is to stop the Fourth Reich before it takes over the world – or inadvertently destroys it. Don't forget your explosives! This adventure blueprint includes **GURPS Action** guidelines.

Is there anything more action-packed than a car chase? What about a car chase with three robot-controlled vehicles, huge cash prizes, and byzantine plots? The adventure outline *Calamity Road* – suitable for any system – gives the GM the movers, motivations, and mishaps that can befall this unusual contest.

GURPS Action 2: Exploits gave GMs the tools they need to adjudicate exciting chase sequences. This issue's *Chase Cards* support that supplement by providing essential information about range and maneuvers, giving a visual aid to players and GM alike. The gaming group can use the cards to speed up decisions, keep track of progress, and introduce plot twists.

Many GMs don't want to kill off the heroes. However, they still want the players to sweat when death *could* wield its scythe. *Pyramid* editor Steven Marsh examines this very problem in this month's *Random Thought Table*, complete with **GURPS** notes.

Of course, an issue wouldn't be complete without a few serious and not-so-serious *Odds and Ends*, including *Murphy's Rules*.

This month's *Pyramid* is the anticipatory silence before the explosion. It's up to you to wear your sunglasses and walk toward the camera looking cool!

Editor-in-Chief ■ STEVE JACKSON
Chief Operating Officer ■ PHILIP REED
Art Director ■ WILL SCHOONOVER
e23 Manager ■ STEVEN MARSH

GURPS Line Editor ■ SEAN PUNCH
Editorial Assistant ■ JASON "PK" LEVINE
Production Artist ■ NIKOLA VRTIS
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Page Design ■ PHIL REED and
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