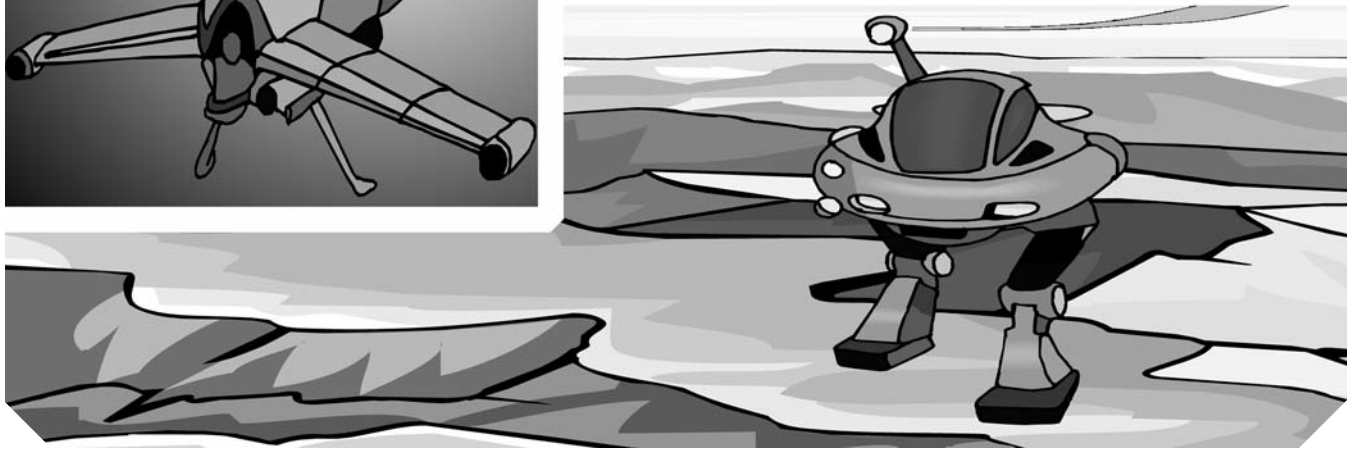
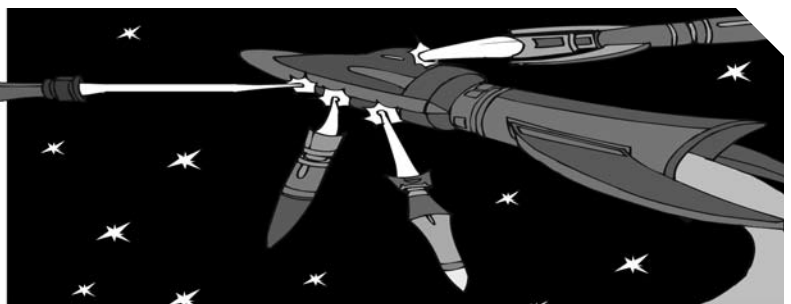
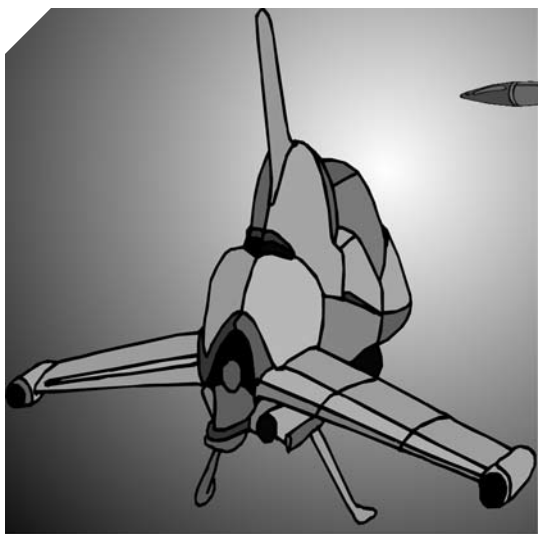


GURPS

Fourth Edition

SPACESHIPS 4

FIGHTERS, CARRIERS, AND MECHA™



Written by **DAVID L. PULVER**

Edited by **ANDY VETROMILE**

Illustrated by **DAN SMITH**

An e23 Sourcebook for GURPS®

STEVE JACKSON GAMES

Stock #37-0123

Version 1.0 – May 2009



CONTENTS

INTRODUCTION	3	Valkyrie-Class Drop Ship (TL9)	16	2. CINEMATIC ACTION . . .	30
<i>About the Series</i>	3	Alexander-Class Drop Ship (TL10 [^])	17	CINEMATIC PILOTING	30
Publication History	3	Banshee-Class Drop Ship (TL11 [^])	17	Closing Strategy: Reversal	30
About the Author	3	Tungusku-Class Drop Ship (TL12 [^])	18	Hugging the Enemy	30
<i>About GURPS</i>	3	<i>Search-and-Rescue Craft</i>	18	Landing on a Spacecraft	31
1. SHIPS AND MECHA	4	FLEET CARRIERS	18	Sacrificial Dodge	31
AEROSPACE FIGHTERS		Yamamoto-Class Fleet Carrier (TL10)	19	Space Piloting Techniques	31
AND GUNSHIPS	5	Alliance-Class Fleet Carrier (TL10 [^])	19	LARGE SPACE BATTLES	32
Red Arrow Aerospace Fighter (TL9)	5	<i>Other Vessels as Carriers</i>	20	CINEMATIC CLICHÉS	32
Meteor Aerospace Fighter (TL9 [^])	5	Thor-Class Fleet Carrier (TL10 [^])	20	2D Thinking	32
Shrike Aerospace Fighter-Bomber (TL10)	6	God of War-Class Fleet Carrier (TL11 [^])	21	Accidental Collisions	
Dragon Orbital Gunship (TL10 [^])	6	Continent-Class Super Carrier (TL11 [^])	21	While Dodging	32
<i>The Utility of Fighters</i>	7	GRAPPLER SHIPS AND BOARDING CRAFT	22	<i>Fuel and Ammunition Transfers</i>	32
ASSAULT CARRIERS	7	Ahab-Class Boarding Cutter (TL9)	22	Airplane-Style Dogfights	33
Overlord-Class Assault Carrier (TL10)	7	Corvus Assault Boat (TL11 [^])	23	Cockpit Multitasking	33
Ranger-Class Assault Corvette (TL10 [^])	8	Samson-Class Grappler Ship (TL9)	23	Exploding Spacecraft and Fireballs	33
Warrior-Class Assault Carrier (TL10 [^])	9	Beowulf-Class Grappler Ship (TL10 [^])	24	Exploding Instrumentation	33
Viking-Class Planetary Assault Carrier (TL11 [^])	9	LIGHT CARRIERS	24	Force Screen Options	33
DEEP SPACE FIGHTERS	10	Mithra-Class Light Carrier (TL9)	24	Improvised Weapons	33
Nova Space Fighter (TL9)	10	Inferno-Class Strike Carrier (TL10)	25	<i>Crash Landings in Hangar Bays</i>	34
Panther Heavy Fighter (TL10)	11	Nebula-Class Light Carrier (TL10 [^])	26	Relative Target Size	35
Lancer Deep Space Fighter (TL10 [^])	11	Tarot-Class Light Carrier (TL11 [^])	26	ENVIRONMENTAL EFFECTS	35
Typhoon Space Fighter (TL11 [^])	11	SPACE MECHA	27	Fighting in Low Orbit	35
Starhawk Star Fighter (TL11 [^])	12	Spartan Space-Assault Mecha (TL9)	27	Nebulas, Ion Storms, and Gas Clouds	35
Wyvern Star Fighter (TL11 [^])	12	Hades Battle Mecha (TL9 [^])	27	Unpredictable Debris Fields	35
Mirage Star Fighter (TL12 [^])	13	Black Knight Space Mecha (TL10 [^])	28	3. SMALL CRAFT, SPACE MECHA, AND MISSILE DESIGN	37
DOGFIGHT DRONES	14	Ariel Transformable Fighter (TL10 [^])	28	NEW SYSTEMS	37
ASAT Interceptor (TL8)	14	Galaxy Striker Super Mecha (TL12 [^])	29	Robot Leg (TL9) [Hull!]	37
Assegai Dogfight Drone (TL9)	14			New Design Features	37
Nightgaunt Dogfight Drone (TL10 [^])	15			BUILDING SMALL SPACECRAFT	38
Hornet Drone Star Fighter (TL11 [^])	15			Spacecraft Hull	38
DROP SHIPS	16			System Descriptions	38
Bolide Assault Pod (TL8)	16			MISSILES	40

GURPS System Design ■ STEVE JACKSON
GURPS Line Editor ■ SEAN PUNCH
e23 Manager ■ STEVEN MARSH
Page Design ■ PHIL REED and
JUSTIN DE WITT

Managing Editor ■ PHILIP REED
Art Director ■ WILL SCHOONOVER
Production Artist & Indexer ■ NIKOLA VRTIS
Prepress Checker ■ MONICA STEPHENS
Marketing Director ■ PAUL CHAPMAN

Director of Sales ■ ROSS JEPSON
Errata Coordinator ■ WARREN
MacLAUCHLAN MCKENZIE
GURPS FAQ Maintainer ■
VICKY "MOLOKH" KOLENKO

INTRODUCTION

Fast, deadly, and expendable, swarms of one- or two-man space fighters are as much an icon of space opera as lumbering interstellar battleships! This book provides examples of these and other tactical craft (such as drop ships and space mecha) along with the carriers that transport them into action. New cinematic combat options suitable for ships of all sizes have been added, as well as design rules, systems, and features for small craft (including tiny SM +4 vessels), carriers, and missiles.

PUBLICATION HISTORY

Some of the rules for cinematic space combat are derived from those in *GURPS Space, Third Edition* by Steve Jackson, William Barton, and David Pulver.

ABOUT THE AUTHOR

David L. Pulver is a freelance writer and game designer based in Victoria, British Columbia. He is the co-author of the

About the Series

GURPS Spaceships 4: Fighters, Carriers, and Mecha is one of several books in the *GURPS Spaceships* series. It supports *GURPS Space* campaigns by providing ready-to-use spacecraft descriptions and rules for space travel, combat, and operations. Each volume offers vessel descriptions and supplementary mechanics. GMs need the core book, *GURPS Spaceships*, to use this one.

This book doesn't cover all combat vessels. For battleships, frigates, space fortresses, and other fighting ships, see *GURPS Spaceships 3: Warships and Space Pirates* (which also covers hex-grid combat).

GURPS Basic Set, Fourth Edition and author of *Transhuman Space*, *GURPS Spaceships*, *GURPS Banestorm: Abydos*, and numerous other RPGs and supplements.

About GURPS

Steve Jackson Games is committed to full support of *GURPS* players. Our address is SJ Games, P.O. Box 18957, Austin, TX 78760. Please include a self-addressed, stamped envelope (SASE) any time you write us! We can also be reached by e-mail: info@sjgames.com. Resources include:

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

e23. Our e-publishing division offers *GURPS* adventures, play aids, and support in PDF form . . . digital copies of our books, plus exclusive material available only on e23! Just head over to e23.sjgames.com.

Pyramid (www.sjgames.com/pyramid). Our monthly PDF magazine includes new rules and articles for *GURPS*, systemless locations, adventures, and much more. Look for each themed issue from e23!

Internet. Visit us on the World Wide Web at www.sjgames.com for errata, updates, Q&A, and

much more. To discuss *GURPS* with our staff and your fellow gamers, visit our forums at forums.sjgames.com. You can find the web page for *GURPS Spaceships 4: Fighters, Carriers, and Mecha* at www.sjgames.com/gurps/books/spaceships/spaceships4.

Bibliographies. Many of our books have extensive bibliographies, and we're putting them online – with links to let you buy the resources that interest you! Go to each book's web page and look for the "Bibliography" link.

Errata. Everyone makes mistakes, including us – but we do our best to fix our errors. Up-to-date errata pages for all *GURPS* releases, including this book, are available on our website – see above.

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.

Lead Playtester: Jeff Wilson

Playtesters: Paul Blankenship, Frederick Brackin, Kyle Bresin, Douglas Cole, Shawn Fisher, Thomas Gamble, Jon Glenn, Martin Heidemann, Anthony Jackson, Thomas Jones-Low, C.R. Rice, Christopher Thrash, Jon Walters, Sam Young

Extra-special thanks to Martin Heidemann, Kenneth Peters, and Jon Walters for playtest contributions above and beyond the call of duty.

GURPS, Warehouse 23, and the all-seeing pyramid are registered trademarks of Steve Jackson Games Incorporated. *Pyramid*, *Fighters, Carriers, and Mecha*, e23, and the names of all products published by Steve Jackson Games Incorporated are registered trademarks or trademarks of Steve Jackson Games Incorporated, or used under license. *GURPS Spaceships 4: Fighters, Carriers, and Mecha* is copyright © 2009 by Steve Jackson Games Incorporated. Some art © 2009 JupiterImages Corporation. All rights reserved.

The scanning, uploading, and distribution of this material via the Internet or via any other means without the permission of the publisher is illegal, and punishable by law. Please purchase only authorized electronic editions, and do not participate in or encourage the electronic piracy of copyrighted materials. Your support of the author's rights is appreciated.

NEBULA-CLASS LIGHT CARRIER (TL10[^])

This is a very small, streamlined carrier starship designed for both space and atmospheric combat. Built on a 3,000-ton (SM +9) hull, this 300-foot-long vessel is intended for assaults on planets and large space colonies. Weaponry is optimized for close-range combat and anti-missile or anti-fighter defense. Its torch drives give it sufficient thrust and delta-V to land on a planet and to maneuver using fusion ram-rocket engines.

Front Hull System

[1-2]	Advanced Metallic Laminate Armor (total dDR 30).
[3]	Habitat (eight cabins, eight bunkrooms, and four-bed sickbay).
[4-6]	Hangar Bays (100 tons capacity each).
[core]	Control Room (C8 computer, comm/sensor 8, and six control stations).

Central Hull System

[1]	Advanced Metallic Laminate Armor (dDR 15).
[2]	Tactical Array (comm/sensor 10).
[3!]	Secondary Battery (10 turrets with 10 MJ rapid fire improved lasers).
[4]	Hangar Bay (100 tons capacity).
[5]	Engine Room (two workspaces).
[6!]	Stardrive Engine (FTL-1).

Rear Hull System

[1]	Advanced Metallic Laminate Armor (dDR 15).
[2-4]	Fuel Tanks (150 tons hydrogen with 7.5 mps delta-V each).
[5-6]	High-Thrust Fusion Torch Engines (ram rockets, 1G acceleration each).
[core]	Fission Reactor (one Power Point).

Typical crew is five bridge officers (pilot, captain, navigator, communications operator, engineering officer), two gunners, two technicians, and the small-craft pilots (with any techs they require).

TL Spacecraft dST/HP Hnd/SR HT Move LWt. Load SM Occ dDR Range Cost

PILOTING/TL10 (HIGH-PERFORMANCE SPACECRAFT)

10[^] Nebula-class 100 -1/5 13 2G/22.5 mps 3,000 404.8 +9 48ASV 30/15/15 1x \$723.2M

Top air speed is 3,500 mph.

TAROT-CLASS LIGHT CARRIER (TL11[^])

This is a far-ranging interstellar carrier for transporting fighters and other small craft. It uses a 30,000-ton (SM +11) unstreamlined hull 400 feet long. It relies on its onboard squadrons for both striking and protection – backed up by decent armor, its force screen, and two batteries of beam weapons for self-defense. The *Tarot*-class carries 4,000 tons of small craft in its four hangar bays. An unusual choice is the provision of onboard manufacturing capability, freeing it from the need to return to base to repair itself or its fighters (as long as the fabricator is undamaged). This makes the *Tarot*-class especially useful for lengthy armed-exploration missions of hostile space or long-term operations behind enemy lines.

Front Hull System

[1]	Nanocomposite Armor (dDR 70).
[2!]	Light Force Screen (dDR 200).*
[3]	Tactical Array (comm/sensor 13).*
[4-5]	Hangar Bays (1,000 tons capacity each).*
[6!]	Fabricator (\$1.5M/hour production capacity).*

Central Hull System

[1]	Nanocomposite Armor (dDR 70).
[2-3!]	Secondary Batteries (10 turrets with 1 GJ improved UV laser each).*
[4]	Habitat (50 cabins and 25 bunkrooms with total life support, 20-bed sickbay, and 150 tons cargo).*
[5-6]	Hangar Bays (1,000 tons capacity each).*
[core]	Control Room (C10 computer, comm/sensor 11, and 15 control stations).*

Rear Hull System

[1]	Nanocomposite Armor (dDR 70).
[2-3!]	Super Reactionless Engines (50G each).*
[4-6!]	Stardrive Engines (FTL-1 each).*
[core]	Super Fusion Reactor (four Power Points).*

* Three workspaces per system.

It has artificial gravity and gravitic compensators.

Typical crew is 10 bridge operators (including captain, executive officer, pilot, engineering officer, navigator, sensor operator, communication officer, and carrier operations officer), 20 gunners, 51 technicians, and one medic, plus small-craft pilots and flight crews. Multiple crew shifts are carried.

TL Spacecraft dST/HP Hnd/SR HT Move LWt. Load SM Occ dDR Range Cost

PILOTING/TL11 (HIGH-PERFORMANCE SPACECRAFT)

11[^] Tarot-class 200 0/5 14 100G/c 30,000 4,170 +11 200ASV 70* 3x \$5.512B

* Add dDR 200 if force screen is powered up.

LANDING ON A SPACECRAFT

A small spacecraft may actually land *on* a larger vessel, even if that vehicle lacks external clamps or hangar bays, and/or is uncooperative! This can only be performed on a spacecraft whose SM exceeds your own by eight or more. Thus, an SM +4 fighter can land on a craft with SM +12 or more. (The GM is free to rule that a ship's unique geometry precludes available landing space, however.) It requires a Rendezvous, followed by a Piloting roll for the actual landing. Use the same rules as for entering a hangar, but with an extra -4 penalty. All landings (and subsequent takeoffs) are assumed to use low-powered attitude thrusters (as incorporated into the spacecraft's control system) and do not damage either vessel.

Tactical Combat: This rule can be used if the spacecraft have matched velocities (with their vector counter and position counter in the same location).

SACRIFICIAL DODGE

Your spacecraft can defend another by flying into the path of an attack against it! To do so, your ship must be flying in formation or rendezvoused with the ally you are protecting. Announce a sacrificial dodge *after* the enemy makes his attack roll but *before* your friend attempts his defense roll. Use the ordinary rules for a dodge. If you succeed, *you* are hit by the attack. If you fail, you didn't move in time, but your ally still gets his normal defense roll. In either case, since you moved, you cannot retreat if *you* are attacked before your next turn. This is a cinematic rule if dodging beam weapons, but reasonably realistic for dodging ballistic attacks.

Tactical Combat: This defense can be used if the allied spacecraft are in the same hex. Ignore the references to retreating, but otherwise the procedure is identical.

SPACE PILOTING TECHNIQUES

GMs may allow space pilots to learn particular techniques – for example, a smuggler might practice evasive maneuvering. Individuals often give them flashy names such as “Reverse Cobra” or “Freda's Feint.”

Tactical Combat: These techniques are usable only with the basic space combat system.

Aggressive Maneuvering

Average

Default: prerequisite skill.

Prerequisite: Piloting (High-Performance Spacecraft); cannot exceed prerequisite skill+2.

You are skilled at offensive space-combat maneuvers. If you know this technique above default, you may use it instead of the underlying Piloting skill when you take the Closing maneuver option, except for Closing maneuvers that use the Ambush or Reversal strategies.

Ambush Maneuver

Average

Default: prerequisite skill.

Prerequisite: Piloting (any type); cannot exceed prerequisite skill+3.

You are skilled at carefully timed ambushes. If you know this technique above default, you may use it instead of the underlying Piloting skill when you take a Closing maneuver using the Ambush strategy.

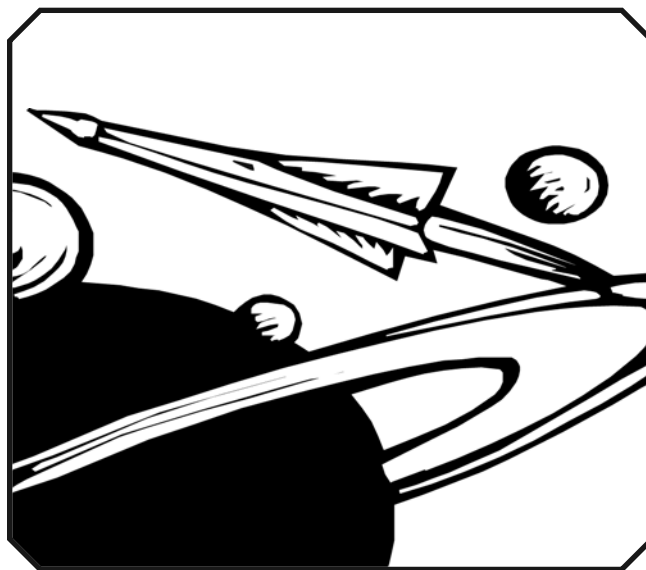
Escape Maneuver

Average

Default: prerequisite skill.

Prerequisite: Piloting (High-Performance Spacecraft); cannot exceed prerequisite skill+4.

You are familiar with space-combat maneuvers designed to break off from combat. If you know this technique above default, you may use it instead of the underlying Piloting skill if your last movement option was Retreat and a foe is Closing against you.



Evasive Maneuvering

Average

Default: prerequisite skill.

Prerequisite: Piloting (High-Performance Spacecraft); cannot exceed prerequisite skill+4.

You are skilled at performing evasive space-combat maneuvers. If you know this technique above default, you may use it instead of the underlying Piloting skill if your last movement option was Evasive Action and a foe is Closing against you.

Reversal Maneuver

Average

Default: prerequisite skill.

Prerequisite: Piloting (High-Performance Spacecraft); cannot exceed prerequisite skill+3.

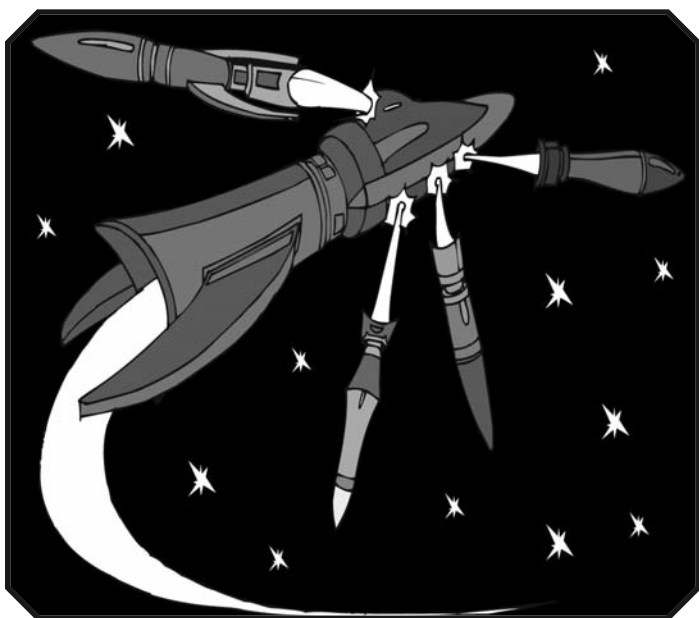
You are skilled at sudden direction changes. If you know this technique above default, you may use it instead of the underlying Piloting skill when you take a Closing maneuver using the Reversal strategy.

MISSILES

The standard missiles in *GURPS Spaceships* only cover some of the possible types. This section provides additional rules for customization. Any spacecraft – not just fighters, mecha, and carriers – can use them.

BOMBS

Spacecraft may replace some or all of their missile load with *bombs*. Bombs are precision-guided munitions, similar to intercontinental ballistic missile reentry vehicles. Launchers may load three bombs in place of a single missile. They lack propulsion systems but have small maneuver thrusters (for vacuum) and steering fins (for atmosphere), permitting terminal guidance.



Statistics

Bombs mass one-third as much as an equivalent missile and are one SM smaller. They cost \$100K per ton. They may have conventional or unconventional warheads.

Bombing

Bombs may be used against space or ground targets. For ground targets, bombs up to 28cm have space accuracy (sAcc) of TL-8, while those of 32cm or more have sAcc of TL-7. All sizes of bombs have only sAcc -11 vs. space targets.

In the basic combat system, bombs have range P vs. space targets and range S vs. surface targets. They have no minimum velocity. In the tactical combat system, bombs are used like missiles but lack a thrust rating or burn points.

When dropped on surface targets, bombs rely on targeting data from the launching spacecraft. However, a forward observer on the ground with line of sight on the target can communicate with the firing vessel or paint the target with a laser designator to guide the bombs. Roll against his Forward Observer skill. Success adds +2 to the roll to hit.

CUSTOMIZED MISSILE WARHEADS

A missile may have one of these warhead options instead of a conventional or nuclear warhead.

X-Ray Laser Warheads (TL10)

This is a targeting system and set of lasing rods wrapped around a nuclear bomb. X-ray laser warheads are available for missiles and 16cm+ guns. As it approaches the target, the warhead aligns itself and detonates. The explosion pumps multiple powerful (but short-ranged) X-ray laser beams.

Equipped missiles and shot do not make ballistic attack rolls – instead they make beam-fire attacks. The X-ray laser warhead has a RoF equal to its diameter in cm/2, *not* modified by turn length (since it fires all shots at once). It detonates far enough from the target that the small nuclear blast does not inflict damage.

In the basic space combat system, the X-ray laser has the same range as a missile (of whatever type), but attacks only once, as if it were a beam weapon.

In the tactical space combat system it attacks in the beam fire phase (self-destructing as it does so). Roll against the missile gunner's Gunner (Beams) skill instead of Artillery (Guided Missile). Each beam that hits inflicts 10d(5) burning damage (radiation and surge damage modifiers). Range is 300/1,000 miles: 0/1 hex for 1,000-mile scale, 3/10 in 100-mile scale, or 30/100 in 10-mile scale.

X-ray laser warheads have the same cost and LC as anti-matter warheads.

Devourer Warheads (TL11)

This warhead spreads a swarm of hungry microbots or nanomachines over the target, which eats through the armor and enters the vessel. These warheads cannot penetrate force screens! Otherwise, a successful hit inflicts corrosion damage depending on the time scale, shown in the following table.

Scale	d-Damage
20-second	1d(10) corrosion
1-minute	3d+1(3) corrosion
3-minute	10d corrosion
10-minute	20d(0.5) corrosion

The effect burns out after 10 minutes. Devourer warheads have the same cost and LC as nuclear warheads.

Eagle Two-Nine approaching asteroid, commander. Eagle Ten descending with nuke.

– Paul Morrow, *Space: 1999* #1.3

INDEX

2D thinking, 32.
3D Spatial Sense advantage, 32.
About the series, 3.
Accidental collisions while dodging, 32.
Aerospace fighters and gunships, 5-7;
 benefits, 7.
Aggressive Maneuvering technique, 31.
Ahab-class boarding cutter, 22-23.
Airplane-style dogfights, 33.
Alexander-class drop ship, 17.
Alliance-class fleet carrier, 19-20.
Alternate carriers, 20.
Ambush Maneuver technique, 31.
Ammunition transfers, 32.
Area jammer design feature, 37-38.
Ariel transformable fighter, 28-29.
Armor at SM +4, 39.
ASAT Interceptor, 14.
Assault carriers, 7-10.
Assegai dogfight drone, 14.
Banshee-class drop ship, 17.
Beowulf-class grapppler ship, 24.
Black Knight space mecha, 28.
Boarding craft, 22-24.
Bolide assault pod, 16.
Bombs, 40.
Building small spacecraft, 38-39.
Carriers, 7-10, 18-22, 24-26.
Cinematic, *actions*, 30-36; *clichés*, 32-35;
 piloting, 30-31.
Closing strategy, new, 30.
Cockpit multitasking, 33.
Continent-class super carrier, 21-22.
Corvus assault boat, 23.
Cover in a debris field, 36.
Crash landings in hangar bays, 34.
Customized missile warheads, 40.
Debris fields, 35-36.
Deep space fighters, 10-13.
Design features, *costs at SM +4*, 39; *new*,
 37-38.
Devourer warheads, 40.
Dodging, 31-36.
Dogfight drones, 14-15.
Dogfights, airplane-style, 33.
Dragon orbital gunship, 6.
Drop ships, 16-18.
Engines as weapons, 33-34.
Environmental effects, 35-36.
Escape Maneuver technique, 31.
Evasive Maneuvering technique, 31.
Exploding, *instrumentation*, 33;
 spacecraft, 33.
Fighters, 5-7, 10-15, *benefits*, 7.
Fighting in low orbit, 35.
Fireball Damage Table, 33.
Fleet carriers, 18-22.
Force screen options, 33.
Fuel transfers, 32.
Galaxy Striker super mecha, 29.

Gas clouds, 35.
God of War-class fleet carrier, 21.
Grapppler ships, 22-24.
Ground performance of robot legs, 37.
Gunships, 5-7.
GURPS, 4; *Basic Set*, 37; *Space*, 3;
 Spaceships, 3, 4, 16, 30, 32-40;
 Spaceships 3: Warships and Space
 Pirates, 3, 30, 35; *Ultra-Tech*, 14, 39.
Hades battle mecha, 27-28.
Handheld design feature for weapons, 38.
Hangar bays, 34, 38.
Hornet drone star fighter, 15.
Hugging the enemy maneuver, 30.
Hulls at SM +4, 38.
Improvised, *missiles*, 34; *weapons*, 33-34.

*Pretty soon the Defiant will be going into
battle, Worf will be happy, and the rest of us will
be miserable.*

– Chief Miles O'Brien,
Star Trek: Deep Space Nine #7.1

Inferno-class strike carrier, 25.
Ion storms, 35.
Kinetic transfer force screen option, 33.
Lancer deep space fighter, 11.
Landing on a spacecraft, 31.
Large space battles, 32.
Light carriers, 24-26.
Lightsails as weapons, 34.
Mecha, 27-29.
Meteor aerospace fighter, 5-6.
Mirage star fighter, 13.
Missiles, 34, 40.
Mithra-class light carrier, 24.
Nebula-class light carrier, 26.
Nebulas, 35.
New design features, 37-38.
Nightgaunt dogfight drone, 15.
Nova space fighter, 10.
Object Table for debris fields, 36.
Optimized hangar bay design feature, 38.
Orbital fighters, 10.
Other vessels as carriers, 20.
Overlord-class assault carrier, 7-8.
Panther heavy fighter, 11.
Pilots, 5, 10, 16, 22.
Prismatic screen option, 33.
Publication history, 3.
Ranger-class assault corvette, 8.

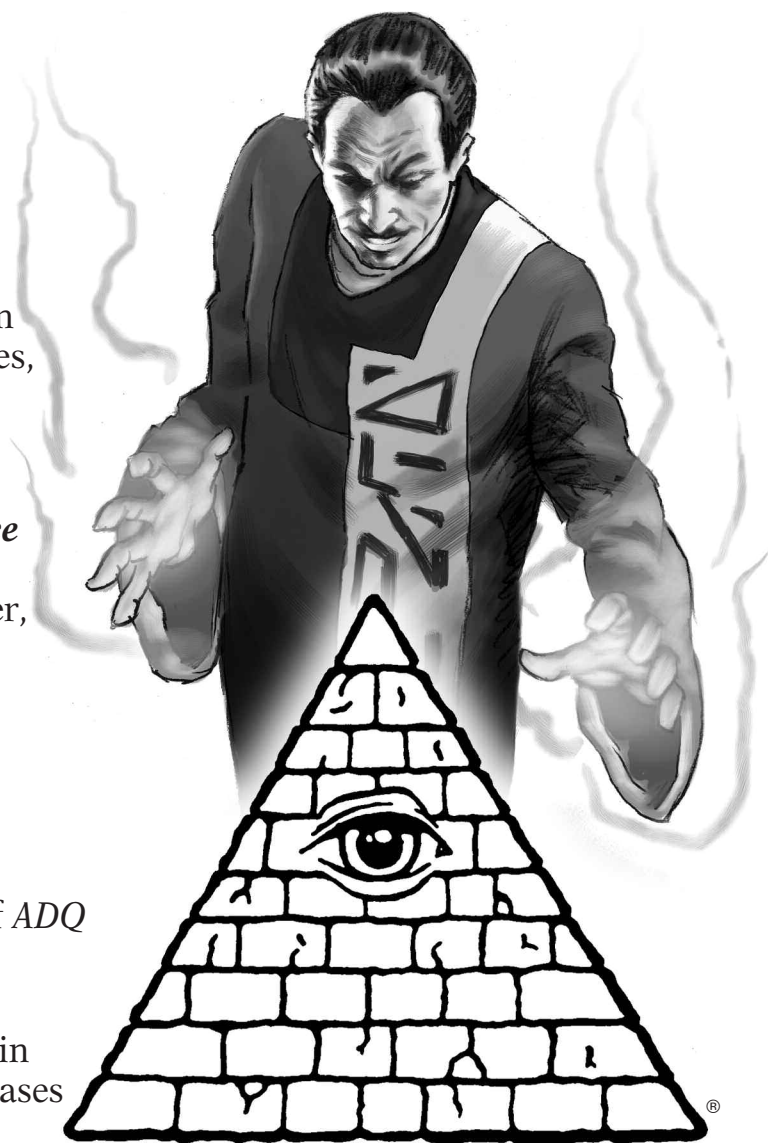
Reaction drives as weapons, 33-34.
Red Arrow aerospace fighter, 5.
Relative target size, 35.
Rescue craft, 18.
Reversal Maneuver technique, 31.
Risking collision, 36.
Robot leg, 37.
S&R craft, 18.
Sacrificial dodge maneuver, 31.
Samson-class grapppler ship, 23-24.
Search-and-rescue craft, 18.
Sensor arrays as weapons, 34.
Shrike aerospace fighter-bomber, 6.
Space battles, large, 32.
Space mecha, 27-29.
Space piloting techniques, 31.

Spacecraft hull at SM +4, 38.
Spartan space-assault mecha, 27.
Stardrive engines as weapons, 34.
Starhawk star fighter, 12.
Systems for spacecraft, *at SM +4*, 38-39;
 new, 37.
Tactical combat and cinematic actions,
 30-31, 33-36.
Target size and weapons, 35.
Tarot-class light carrier, 26.
Thor-class fleet carrier, 20.
Tungusku-class drop ship, 18.
Typhoon space fighter, 11-12.
Unavailable systems at SM +4, 39.
Unpredictable debris fields, 35-36.
Utility of fighters, 7.
Valkyrie-class drop ship, 16.
Viking-class planetary assault carrier,
 9-10.
Warheads, customized, 40.
Warrior-class assault carrier, 9.
Weapon equivalents of engines, 34.
Weapons and target size, 35.
Weapons battery statistics at SM +4, 39.
Wyvern star fighter, 12-13.
X-ray laser warheads, 40.
Yamamoto-class fleet carrier, 19.

STUCK FOR AN ADVENTURE? NO PROBLEM.

Warehouse 23 sells high-quality
game adventures and supplements
in print and PDF formats.

- Free downloadable adventures for *GURPS*, *In Nomine*, and *Traveller*!
- Fun gaming accessories – shot glasses, shirts, specialty six-siders, and more!
- PDFs from Atlas Games, Amarillo Design Bureau, Pelgrane Press, Goodman Games, and many others – plus gems from the up-and-comers.
- Original material for *Transhuman Space* and new *GURPS* supplements from Kenneth Hite, Phil Masters, David Pulver, Sean Punch, and William Stoddard!
- Fully searchable files of *GURPS Fourth Edition* supplements.
- Digital editions of out-of-print classics, from *Orcslayer* and the complete run of *ADQ* to *GURPS China* and *GURPS Ice Age*.
- Buy board games and roleplaying PDFs in the same order! Download digital purchases again whenever you need to.



STEVE JACKSON GAMES
warehouse23.com