

GURPS[®]

Fourth Edition

SPACE ATLAS[™]

Grissom[™]



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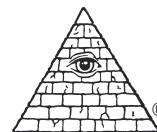
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ABOUT GURPS

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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

The Grissom system was settled in the early days of interstellar exploration, but contact was lost relatively soon after settlement. Now it’s been recontacted after hundreds of years and has resumed participation in interstellar trade. However, its inhabitants insist on using the space technology they maintained during isolation rather than modern craft.

This *Space Atlas* is intended to be dropped into an existing campaign of interstellar travel. Player characters could be the crew of a merchant ship, diplomatic problem-solvers, or part of any other occupation that takes them from planet to planet.

RECOMMENDED RESOURCES

This supplement makes some reference to the star-system- and planet-design rules from **GURPS Space**; those without that

book should treat the Resource Value Modifier (RVM; **Space**, p. 87) as an indicator of the richness of mineral resources. The **GURPS Spaceships** series is useful for rules on space travel and operations.



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, and converts star databases into sprawling interstellar maps complete with political boundaries, settlement history, and jump lanes. His gaming website is at tekeli.li.

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