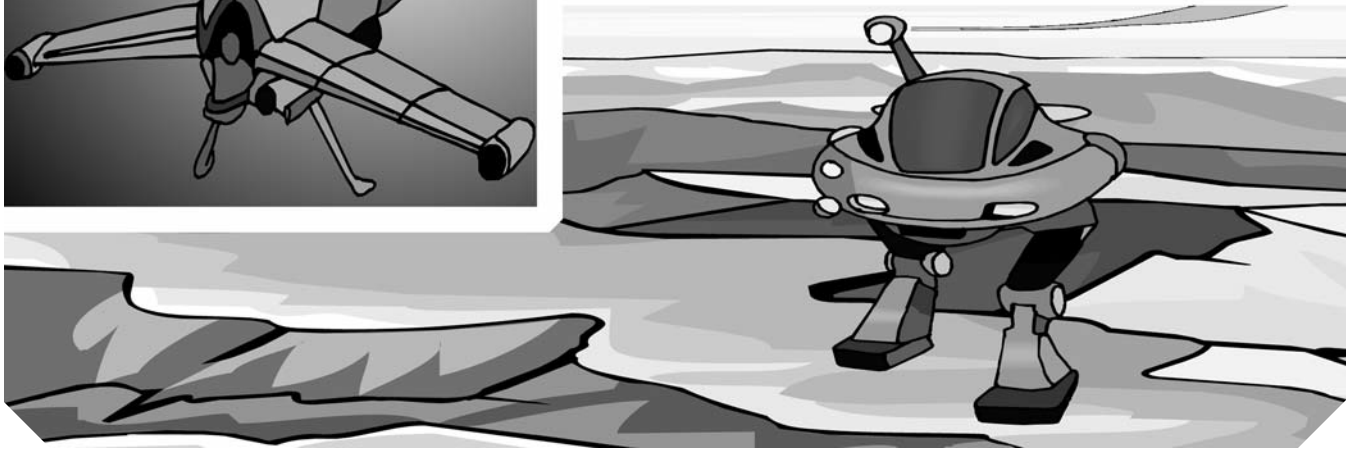
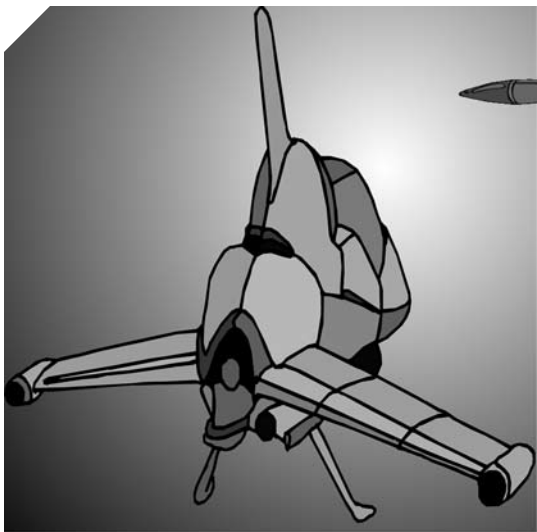


GURPS[®]

Fourth Edition

SPACESHIPS 4

FIGHTERS, CARRIERS, AND MECHA[™]



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An e23 Sourcebook for GURPS[®]

STEVE JACKSON GAMES

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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:

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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.

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

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*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

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