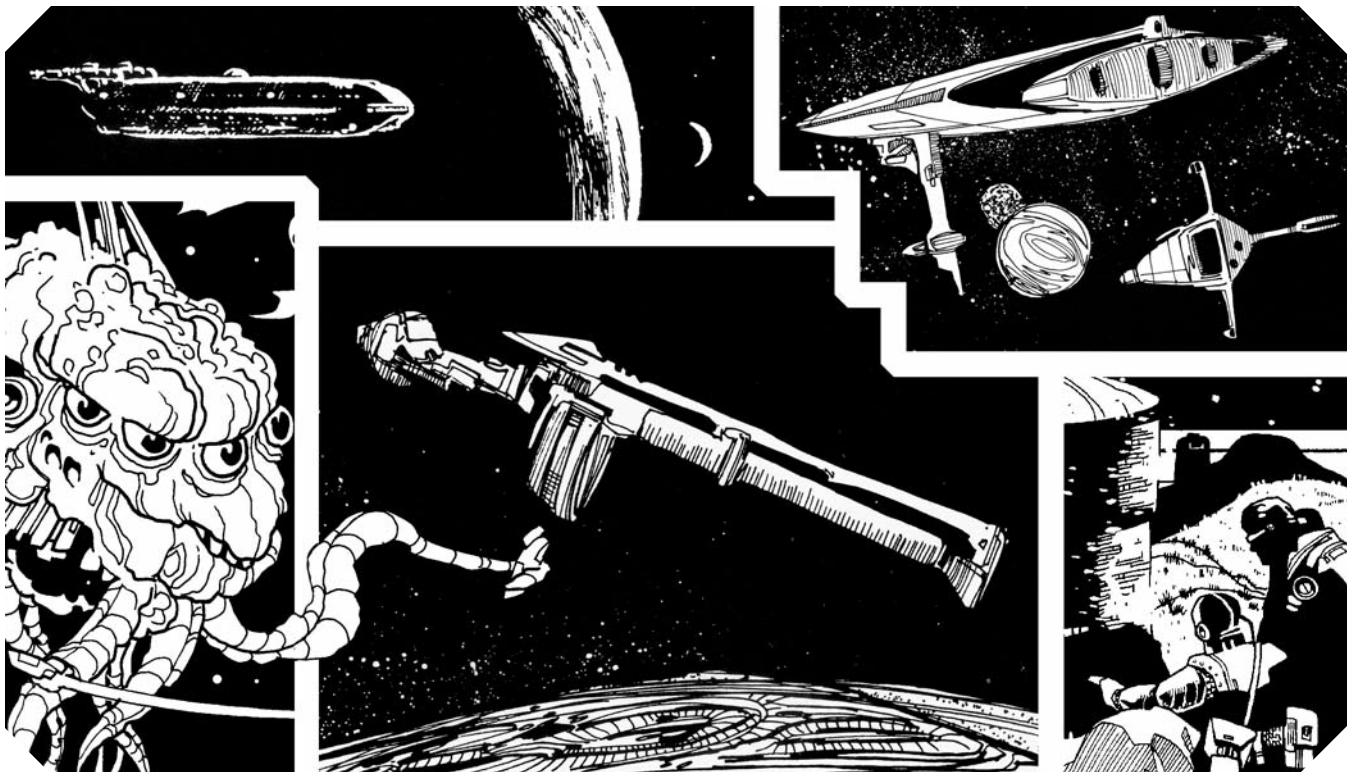


**GURPS**

Fourth Edition

# SPACESHIPS 5

*EXPLORATION AND COLONY SPACECRAFT*<sup>TM</sup>



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# INTRODUCTION

Voyaging across the void, to uncover the mysteries of strange new worlds – this is the great dream and promise of space travel. This book presents a range of unmanned space probes and manned exploration and survey vessels designed to do just that, as well the colony ships that may follow them. In addition, game mechanics for exploration, survey, and contact missions are included, as well as and rules for facing the worst “man against nature” hazards of extended voyages in space, such as cosmic radiation and solar flares.

## PUBLICATION HISTORY

Some of the survey and contact rules are derived from those found in *GURPS Traveller: Interstellar Wars* by Paul Drye, Loren Wiseman, and Jon F. Zeigler.

## About the Series

*GURPS Spaceships 5: Exploration and Colony Spacecraft* is one of several books in the *GURPS Spaceships* series. This series supports GURPS Space campaigns by providing ready-to-use spacecraft descriptions and rules for space travel, combat, and operations. GMs will need the core book, *GURPS Spaceships*, to use this book.

## 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 *GURPS Basic Set Fourth Edition* and author of *Transhuman Space*, *GURPS Spaceships*, *GURPS Ultra-Tech*, 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](mailto: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](http://forums.sjgames.com). You can find the web page for *GURPS Spaceships 5: Exploration and Colony Spacecraft* at [www.sjgames.com/gurps/books/spaceships/spaceships5](http://www.sjgames.com/gurps/books/spaceships/spaceships5).

*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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*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, and Sam Young

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... journey to all the undiscovered countries, boldly  
going where no man ... where no one ... has gone  
before.

– Captain James Kirk, *Star Trek VI:  
The Undiscovered Country*