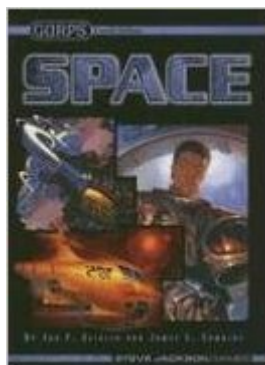


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# GURPS Space Fourth Edition (GURPS: Generic Universal Role Playing System)



## Synopsis

The Future Is Yours! Now updated for GURPS Fourth Edition, this is the ultimate toolkit for any campaign between the stars. Explore options for space travel and technology, from the realistic to the miraculous. Design alien races and monsters. Create campaigns of every style, from science fantasy to space opera to star merchants. Build worlds, from asteroids to Dyson spheres. With this book, you can create anything from a single alien beast to a whole galaxy of civilizations and star systems... quickly and randomly, or with a detailed step-by-step process that's true to biology and astrophysics as we understand them today.

## Book Information

Series: GURPS: Generic Universal Role Playing System

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Shipping Weight: 1.7 pounds

Average Customer Review: 3.7 out of 5 stars [See all reviews](#) (6 customer reviews)

Best Sellers Rank: #711,738 in Books (See Top 100 in Books) #67 in [Books > Science Fiction & Fantasy > Gaming > GURPS](#) #55631 in [Books > Teens](#)

## Customer Reviews

This is the fourth iteration of GURPS Space. It's got a lot that's new, quite a bit that's appeared elsewhere in more primitive forms, and a few relics that have been recycled from GURPS Space 1, 2 & 3. Bad bits first: The book recycles a small amount of fairly bland and pointless text about interstellar societies and "generic" organisations in chapter 1 and expands on most of this information in chapter 7. Thus, some of this text is a bit redundant. It also includes the irritating joke organisation "Special Justice Group" (SJG, like the publisher, Steve Jackson Games). There are no game statistics for equipment in the book at all, and no ship design system. Steve Jackson Games uses the avoirdupois system in preference to metric. So do most Americans, of course, but it just seems unscientific for a scientific game book. Good Bits The vast majority of the book is devoted to hard science concerns; possible and miraculous technologies, world and star system generation, and alien life. These are excellent. The technology section contains no examples, but is

nevertheless thought-provoking and useful. The worlds section is as accurate and up to date as the authors could make it, and is a vast improvement on all the prior GURPS spaces and, for that matter on any star generation system by anyone else. The same goes for the alien life chapter, which is more detailed than any other that I've seen. The remainder of the book has solid advice on how to create, fine tune and run a space campaign, and sample templates for character creation. It's all good stuff. Finally, should you buy this book? If all you want to know is "how does a 3rd Ed. TL8 gauss needler translate into a 4th Ed. weapon?" then no, because the book doesn't tell you that. But if you want to design and run a scientifically plausible, richly detailed space game for any games system, then yes, this book is definitely worth the money.

I love reading books like these because they give me ideas on and how to handle things I'm thinking of but don't know how to implement. These books are fun just for the reading alone. Recommended just fr the fact they spark me. I have an earlier edition, ad it's good to see how the newest one updates and refreshes what was previously done! Good work, people!

Steve Jackson makes some quality role playing supplements. The detail and interesting information in his source books makes them a must have for any GM or science fiction /fantasy writer. Gurps Space is no exception. Packed in these pages is information on planetary and star system world building, running a space campaign, technology, theoretical and science fiction based space travel methods, weapons, armor starship and adventure ideas. The hardback is also fully color illustrated with glossy pages well worth the money.

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