

Spacecraft Design Table

Version 1.06a

TL	Spacecraft	dST/HP	Hnd/SR	HT	Move	LWt.	Load	SM	Occ	dDR	Range	Cost
11^	Thimble-Class Carrier	50	-1 / 5	13	2G/c	300	61.4\$	+7	14ASV	20*†	3x	\$58.23 M

Length: 30 yd. (90 ft.) Air Speed: 400 mph FTL Rating: FTL-3 Crew Requirement: 4 Power Points: +4 / -7

Ship Systems

Front Hull Systems		Center Hull Systems		Rear Hull Systems	
[1]	Armor - Diamondoid 20 dDR	[1]	Armor - Diamondoid 20 dDR	[1]	Armor - Diamondoid 20 dDR
[2-4]	Hangar Bay Launch: 10 ton/min / Cap.: 10 tons each	[2-4]	Hangar Bay Launch: 10 ton/min / Cap.: 10 tons each	[2-4!]	Stardrive - Warp FTL-1 each
[5!!]	Force Screen - Heavy 50 dDR or 100 dDR	[5-6]	Habitat 2 Cabins each	[5!]	Reactionless Engine - Hot 2G Acceleration
[6!]	Weapon Battery - Mixed Medium/Secondary 2+3 Weapon Mounts			[6]	Engine Room Workstations: 1
[Core]	Control Room Complexity: 8 Comm/Sensor: 7 Stations: 3			[Core††]	Power Plant - Super Fusion 4 Power Points

Design Switches, Features, & Notes: Artificial Gravity, Gravitic Compensators, Stealth, Dynamic Chameleon, *All Armor is Hardened, †Plus dDR 50 Force Screen (dDR 100 if reinforced with second Power Point), §Load Includes: 1.4 ton of Crew & Passengers, 60 ton Hangar Bay Capacity

Habitat Modules

Available Cabins: 4 (0/4/0)

Qty	Loc	Type	Notes	Qty	Loc	Type	Notes	Qty	Loc	Type	Notes
1	C	Cabin	2 person	3	C	Bunkroom	12 person				

Weapon Systems

Available Mounts: Medium: 2 (2/0/0), Secondary: 3 (3/0/0)

Turn Length: 20-sec

Range Scale: Basic Combat Ranges

Qty	Mount	Weapon	Options	Size	Range	Damage	sAcc	Rcl	RoF	Shots	MPS	Accel	Rating	Thrust	Points	Burn	Impulse	Ballistic	
1	Front - Medium - Fixed	X-Ray Laser		30 MJ	S/L	6d burn sur (5)	+2*	1	1										
1	Front - Medium - Turret	X-Ray Laser	Rapid Fire	3 MJ	S/L	3d burn sur (5)	+0	1	10										
3	Front - Secondary - Fixed	Missile Launcher		100kT Nuke	20 cm Linked	8dx1,000 burn ex rad sur 6dx2,000 cr ex	+5*	1	3	21	10	5G							
	Front - Secondary - Fixed	Missile Launcher			20 cm	6dx5 cr (2)	+5*	1	1		10	5G							

* Includes +2 for being a fixed mount

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TL	Spacecraft	dST/HP	Hnd/SR	HT	Move	LWt.	Load	SM	Occ	dDR	Range	Cost
11^	Needle-Class Fighter	15	+2 / 4	12	302G/c / 450 mps	10	0.1\$	+4	1+0SV	10*/5*/5*†		\$3.931 M

Length: 10 yd. (30 ft.) Air Speed: 43,000 mph Air Hnd/SR: +5 / 5 Crew Requirement: 1 Power Points: +8 / -7

Ship Systems

Front Hull Systems		Center Hull Systems		Rear Hull Systems	
[1-2]	Armor - Diamondoid 5 dDR each	[1]	Armor - Diamondoid 5 dDR	[1]	Armor - Diamondoid 5 dDR
		[2!]	Weapon Battery - Major 1 Weapon Mount	[2!]	Reactionless Engine - Hot 2G Acceleration
[3-4!]	Weapon Battery - Major 1 Weapon Mount each	[3-4]	Fuel Tank 0.5 Tons of fuel each	[3-5]	Reaction Engine - Super Fusion Torch 100G Acceleration each
[5!]	Weapon Battery - Spinal (Front)	[5!!]	Force Screen - Heavy 15 dDR or 30 dDR		
[6]	Control Room Complexity: 7 Comm/Sensor: 4 Stations: 1	[6††]	Power Plant - Super Fusion 4 Power Points	[6!]	Weapon Battery - Spinal (Rear)
[Core††]	Power Plant - Super Fusion 4 Power Points	[Core!]	Weapon Battery - Spinal (Core) 1 Weapon Mount		

Design Switches, Features, & Notes: Streamlined, Winged, Gravitic Compensators, Stealth, Dynamic Chameleon, Emergency Ejection Seat, Engine Options: High-Thrust, *All Armor is Hardened, †Plus dDR 15 Force Screen (dDR 30 if reinforced with second Power Point), §Load Includes: 0.1 ton of Crew & Passengers

Weapon Systems

Available Mounts: Spinal: 1, Major: 3 (2/1/0)

Turn Length: 20-sec

Range Scale: Basic Combat Ranges

Qty	Mount	Weapon	Options	Size	Range	Damage	sAcc	Rcl	RoF	Shots	MPS	Accel	Rating	Thrust	Points	Burn	Impulse	Ballistic	
1	Front - Spinal	X-Ray Laser		10 MJ	S/L	4d burn sur (5)	+2*	1	1										
2	Front - Major - Fixed	Missile Launcher		25kT Nuke	16 cm Linked	4dx1,000 burn ex rad sur 3dx1,000 cr ex	+5*	1	2	10	10	5G							
	Front - Major - Fixed	Missile Launcher			16 cm	6dx4 cr (2)	+5*	1	1		10	5G							
1	Center - Major - Turret	X-Ray Laser	Rapid Fire	300 kJ	S	1d+2 burn sur (5)	+0	1	10										

* Includes +2 for being a fixed mount

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