

Alternate Systems

Armor: Spread DR	This option spreads out the dDR of all installed armor systems across all three hull sections, giving extra points first to the Front, then Rear, then Center sections. This option is most useful for ships which will be lightly armored and want to have only one or two armor systems for the entire ship. e.g. if a ship has one Steel Armor System giving dDR 5, with spread dDR it would have dDR 2/1/2 for Front/Center/Rear hull sections.																
Comm/Sensor Arrays	Three Arrays in the same Hull section may be considered a single array of one SM larger. This gives +1 to array level. If any one section is disabled or destroyed the entire array is considered disabled or destroyed.																
Habitat	SM+4 or SM+5 craft may have Habitats; each Habitat in a SM+4 craft contains 0.1 slots; a SM+5 Habitat contains 0.2 slots. Multiple Habitat systems may be combined to allow for the installation of standard Cabins.																
Upper Stage - Small	This is similar to an Upper Stage, but it takes up two systems in the front hull, rather than an entire six-system front section. The upper stage spacecraft will be two SMs smaller; for example, a SM+10 spacecraft has a SM+8 spacecraft as its small upper stage. Adapted from the Spaceships Designer Notes.																
Weapon Battery - Peripheral	This system is only available for ships of SM+8 or larger. Very large ships may mount a very large number of relatively small weapons for anti-fighter or anti-missile purposes. These weapons stay a constant size equivalent in size to a SM+7 Tertiary Battery. Number of mounts depends on ship SM.																
	<table border="1" style="width: 100%; text-align: center;"> <thead> <tr> <th>SM+8</th> <th>SM+9</th> <th>SM+10</th> <th>SM+11</th> <th>SM+12</th> <th>SM+13</th> <th>SM+14</th> <th>SM+15</th> </tr> </thead> <tbody> <tr> <td>100</td> <td>300</td> <td>1,000</td> <td>3,000</td> <td>10,000</td> <td>30,000</td> <td>100,000</td> <td>300,000</td> </tr> </tbody> </table>	SM+8	SM+9	SM+10	SM+11	SM+12	SM+13	SM+14	SM+15	100	300	1,000	3,000	10,000	30,000	100,000	300,000
SM+8	SM+9	SM+10	SM+11	SM+12	SM+13	SM+14	SM+15										
100	300	1,000	3,000	10,000	30,000	100,000	300,000										
Weapon Battery - Mixed	A mixed weapon battery contains weapons mounts of different smaller sizes. This is particularly useful for non-combat ships which may only need to mount a single mixed battery, giving it more weapon options taking up less space.																
Weapon Battery - Mixed Medium/Secondary	Contains 2 Medium and 3 Secondary Weapon Mounts																
Weapon Battery - Mixed Med/Sec/Tertiary	Contains 1 Medium, 3 Secondary, and 11 Tertiary Weapon Mounts																
Weapon Battery - Mixed Secondary/Tertiary	Contains 5 Secondary and 15 Tertiary Weapon Mounts																

Alternate Habitats

Teleport Projector	Teleport projectors may be installed in 0.5 slot increments, each capable of transporting 1 person or 0.1 tons.
Teleport Projector - Cargo Only	Cannot transport living matter; x0.5 cost of normal projector. Can be combined with Send Only or Receive Only options for x0.25 cost.
Cabin - Cramped	A small cabin large enough for only one person. Uses 0.5 Habitat slots.
Steerage Cargo - Partial	0.25 tons of steerage cargo. Uses 0.05 Habitat slots.
Life Pod	An Escape Pod capable of carrying 4 people. Takes up 0.2 Habitat slots. TL 9, \$100,000. Adapted from the Spaceships Designers Notes.

Weapon Options

High-Thrust Missiles	Have twice the Accel but half the Delta-V
-----------------------------	---

GURPS Spaceships Design Spreadsheet is copyright © 2009 Eric B. Smith.
This spreadsheet is based on information contained in the GURPS Spaceships series of books.

GURPS, Warehouse 23, and the all-seeing pyramid are registered trademarks of Steve Jackson Games Incorporated. Pyramid, Spaceships, e23, and the names of all products published by Steve Jackson Games Incorporated are registered trademarks or trademarks of Steve Jackson Games Incorporated, or used under license.

GURPS Spaceships is copyright © 2007 by Steve Jackson Games Incorporated. All rights reserved. GURPS Spaceships 2: Traders, Liners, and Transports is copyright © 2008 by Steve Jackson Games Incorporated. All rights reserved. GURPS Spaceships 3: Warships and Space Pirates is copyright © 2009 by Steve Jackson Games Incorporated. GURPS Spaceships 4: Fighters, Carriers, and Mecha is copyright © 2009 by Steve Jackson Games Incorporated.