

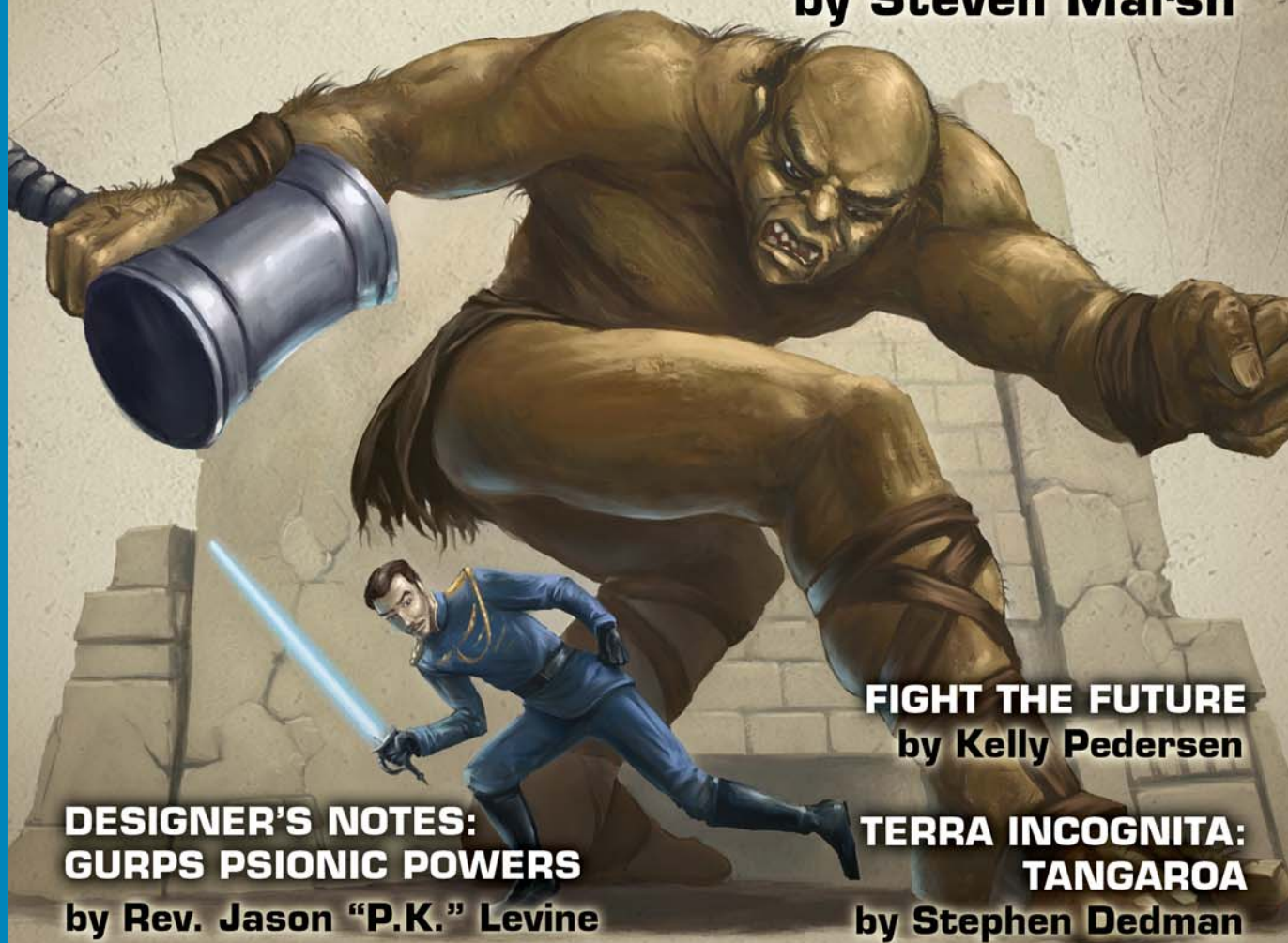
PYRAMID

Issue 3/9 July '09

SPACE OPERA

DOOMSDAY WEAPONS

by Steven Marsh



FIGHT THE FUTURE
by Kelly Pedersen

**DESIGNER'S NOTES:
GURPS PSIONIC POWERS**
by Rev. Jason "P.K." Levine

**TERRA INCOGNITA:
TANGAROA**
by Stephen Dedman

STEVE JACKSON GAMES

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COVER ART

Michael Clark

INTERIOR ART

Greg Hyland
JupiterImages

IN THIS ISSUE

Whether epic encounters between massive starships, or memorable matches between psychically enhanced warriors, space opera puts the fantasy in high-tech. This issue offers readers a selection of exciting additions to space-opera campaigns.

Steven Marsh provides potential galaxy conquerors with four *Doomsday Weapons*. From the sinisterly simple System Silencer to the horrifying Madness Bomb, potential emperors should be able to find something suitable for their diabolical schemes. And they're all generic, so they fit into most space-faring campaigns.

If you'd spent your points on precognitive abilities, you could've read *Designer's Notes: GURPS Psionic Powers* before Rev. Jason "P.K." Levine had even written it. For those who didn't spoil the fun preemptively, this article is a fascinating collection of discarded design options, peeks under the hood, and other insights. It also comes with a psi-centric setting with cyborgs, degenerate humans, and psionic agents.

Kelly Pedersen shows players how to *Fight the Future* with five new *GURPS* martial-arts styles that rely heavily on gear from *GURPS Ultra-Tech*. Soldiers, thieves, and star-roaming knights will all find something new to bring to the battlefield.

Because space operas need interesting destinations, *GURPS* author Stephen Dedman has obliged with some details on *Tangaroa*. This backwater planet is a favorite pilgrimage site with potential for some interesting ecological and archeological finds.

This issue's handout – the *Space-Opera Scanner* – can add verisimilitude to the gaming table. Players can assemble their own bulky "high-tech" space-opera scanners and use them to analyze plants and rocks or keep track of select ship functions.

Andy Vetromile and Matthew Pook make "as big as space" game suggestions with this issue's *Recommended Reading*. *Odds and Ends* offers some bonus space-opera tips, as well as presenting *Murphy's Rules*.

The *Last Word* on space opera is our biggest word yet, and is almost certainly illegal (and impossible) in *Scrabble*. Find out what Chris Birch, coauthor and line developer of Cubicle 7's *Starblazer Adventures: The Rock and Roll Space Opera Adventure Game*, has to say about the genre.

Article Colors

Each article is color-coded to help you find your favorite sections.

Pale Blue: In This Issue

Brown: In Every Issue (letters, humor, editorial, etc.)

Dark Blue: *GURPS* Features

Purple: Other Features

Green: Recommended Reading

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