

PYRAMID



Issue 3/6 April '09

SPACE COLONY ALPHA



SURPRISES FROM MOTHER NATURE

by Kelly Pedersen

WHEN THE DARK EATS YOU
by J. Edward Tremlet

HOW TO BUILD TOMORROW
by Christian Nienhaus

THE SUPER COLONY
by Brian Rogers

REACHING THE STARS
by Chris Wong Sick Hong

STEVE JACKSON GAMES

Stock #37-2606

CONTENTS

FROM THE EDITOR	3
SURPRISES FROM MOTHER NATURE	4
<i>by Kelly Pedersen</i>	
WHEN THE DARK EATS YOU	12
<i>by J. Edward Tremlett</i>	
HOW TO BUILD TOMORROW	16
<i>by Christian Nienhaus</i>	
YOUR VERY OWN SPACE COLONY	20
THE SUPER COLONY	28
<i>by Brian Rogers</i>	
REACHING THE STARS	33
<i>by Chris Wong Sick Hong</i>	
RANDOM THOUGHT TABLE:	
HOW FAR DO YOU NEED TO GO?! . . .	36
<i>by Steven Marsh, Pyramid Editor</i>	
ODDS AND ENDS	38
<i>featuring Murphy's Rules</i>	
RECOMMENDED READING:	
COLONIZING THE STARS	39
<i>by Andy Vetromile</i>	
RECOMMENDED READING:	
A NEW LIFE AWAITS YOU!	41
<i>by Matthew Pook</i>	
LAST WORD	43
<i>with Ken Burnside</i>	
ABOUT GURPS	44

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

COVER ART: Bob Stevlic

INTERIOR ART: C. Bradford Gorby,
Alan Gutierrez, Greg Hyland, JupiterImages,
NASA Images, Dan Smith, Bob Stevlic

IN THIS ISSUE

The future awaits! This issue of *Pyramid* provides the essential information you need to found your own space colony . . . at least at the gaming table. Most of the articles are generic, but our biggest article is designed with **GURPS** fans in mind: Kelly Pedersen's *Surprises From Mother Nature*. These new critters are suitable for any space world, but they're especially appropriate for groups of new space colonists trying to make sense of the local ecosystem.

The journey to a new world can batter even the most stalwart psyche, so J. Edward Tremlett explores what happens *When the Dark Eats You* – what could happen and how to prevent it.

Your new colony will never get off the ground if it doesn't have the right stuff. Thankfully, Christian Nienhaus gives you details on what a fledgling civilization needs to survive in *How to Build Tomorrow*.

Brian Rogers examines the similarities and differences between the supers and science fiction genre in *The Super Colony*. This article offers suggestions on how the two overlap, including a sample supers space colony to use as a campaign setting or a location to visit.

When it comes to colonizing another world, getting there is more than half the challenge. Chris Wong Sick Hong solves that problem by comparing the benefits and drawbacks of various engine types in *Reaching for the Stars*.

Once you decide on how to get there, let Steven Marsh, *Pyramid* editor, help you decide just how far apart worlds are in this month's *Random Thought Table*.

This issue's bonus insert, *Your Very Own Space Colony*, provides GMs with an instant method of generating colony layouts and ready-to-use maps, making it a tool especially helpful in world-hopping campaigns.

The two *Recommended Reading* articles make suggestions for games useful for replicating the space colonization experience, and they offer ideas on how to combine certain board games with roleplaying campaigns.

This month's *Last Word* comes from Ken Burnside, the creative force behind Ad Astra Games. Find out from him the final word on the final frontier.

Pyramid, **GURPS**, Warehouse 23, and the all-seeing pyramid are registered trademarks of Steve Jackson Games Incorporated. 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. *Pyramid* is copyright © 2009 by Steve Jackson Games Incorporated. Some art © 2009 JupiterImages Corporation. All rights reserved.

Submission of your photos, letters, humor, captions, and marginalia constitutes permission to Steve Jackson Games Incorporated to use them in all media. All such submissions become the property of Steve Jackson Games Incorporated and will not be returned.

The scanning, uploading, and distribution of this material via the Internet or via any other means without the permission of the publisher is illegal, and punishable by law. Please purchase only authorized electronic editions, and do not participate in or encourage the electronic piracy of copyrighted materials. Your support of the authors' rights is appreciated.