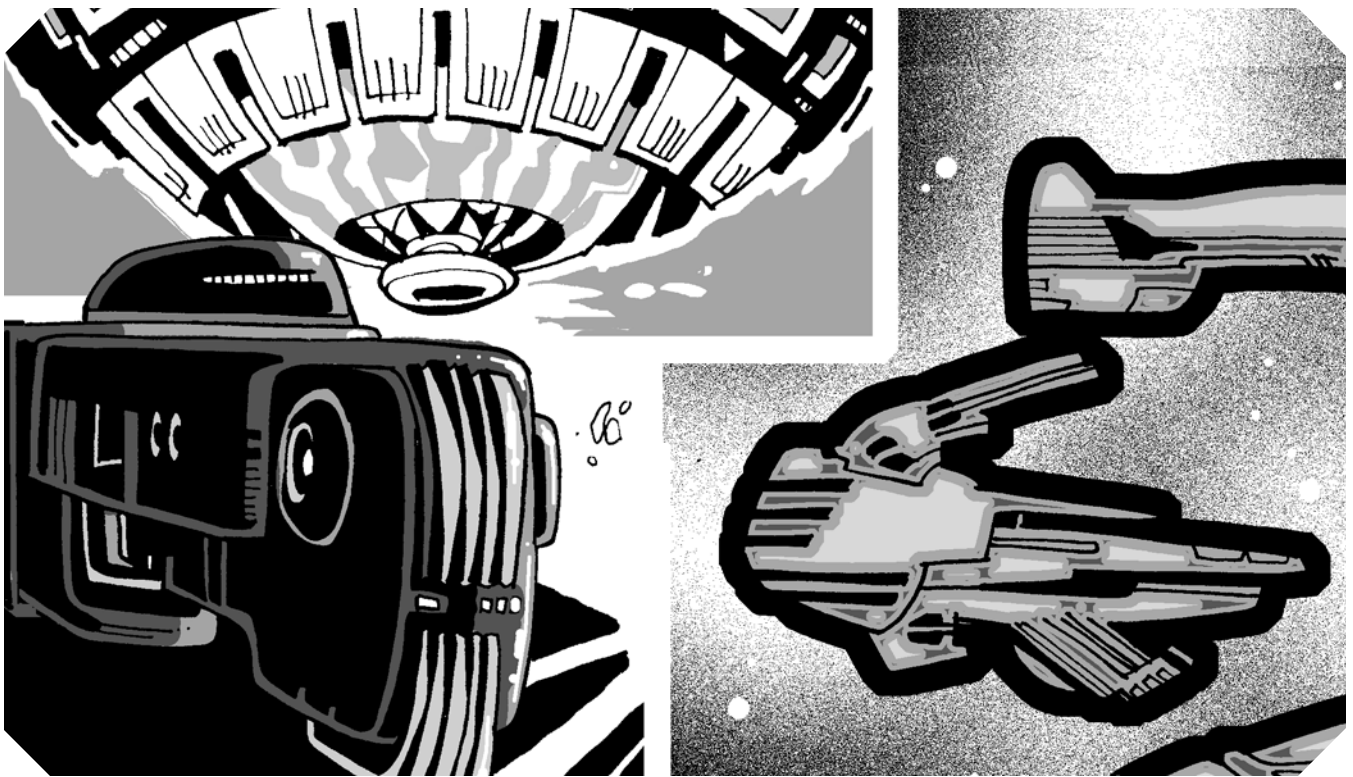


GURPS

Fourth Edition

SPACESHIPS 3

WARSHIPS AND SPACE PIRATES™



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An e23 Sourcebook for GURPS®

STEVE JACKSON GAMES

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INTRODUCTION

Space warships, whether commanded by military officers or swashbuckling pirates, are a defining element of space opera and indeed science fiction. Intended as a tool kit for GMs who wish to focus on this aspect of space roleplaying, this book presents a complete fleet of easily customized warships, as well as outlining how pirates and space navies might operate. For GMs and players who want more tactical options, these rules adapt the **GURPS Spaceships** combat system into a hex-based tactical combat game, allowing space battles to be resolved with counters or miniatures.

About the Series

GURPS Spaceships 3: Warships and Space Pirates is one of several books in the **GURPS Spaceships** series, which supports **GURPS Space** campaigns by providing GMs with ready-to-use spacecraft descriptions and rules. Each volume offers spacecraft descriptions and supplementary rules. This book doesn't cover all warships – space fighters, carriers, and troop ships are presented in a later volume.

The core book, **GURPS Spaceships**, is required to use this book. **GURPS Spaceships 2: Traders, Liners, and Transports** will be useful.

PUBLICATION HISTORY

Some of the rules for tactical space combat are derived from the space combat system written by David L. Pulver for **GURPS Traveller** (which was adapted in **GURPS Traveller: Interstellar Wars**).

ABOUT THE AUTHOR

David Pulver is a freelance writer and game designer based in Victoria, British Columbia. He is the co-author of the **GURPS Basic Set, Fourth Edition** and author of **Transhuman Space**, **GURPS Spaceships**, and numerous other RPGs and supplements.

The captain wants the biggest fleet in history if we're gonna end this war. The way things are shaping up out there, it looks like he just might get it.

– Commander Ivanova, **Babylon 5**

About GURPS

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Bibliographies. Many of our books have extensive bibliographies, and we're putting them online – with links to let you buy the resources that interest you! Go to each book's web page and look for the "Bibliography" link.

Errata. Everyone makes mistakes, including us – but we do our best to fix our errors. Up-to-date errata pages for all **GURPS** releases, including this book, are available on our website – see above.

Rules and statistics in this book are specifically for the **GURPS Basic Set, Fourth Edition**. Page references that begin with B refer to that book, not this one.

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