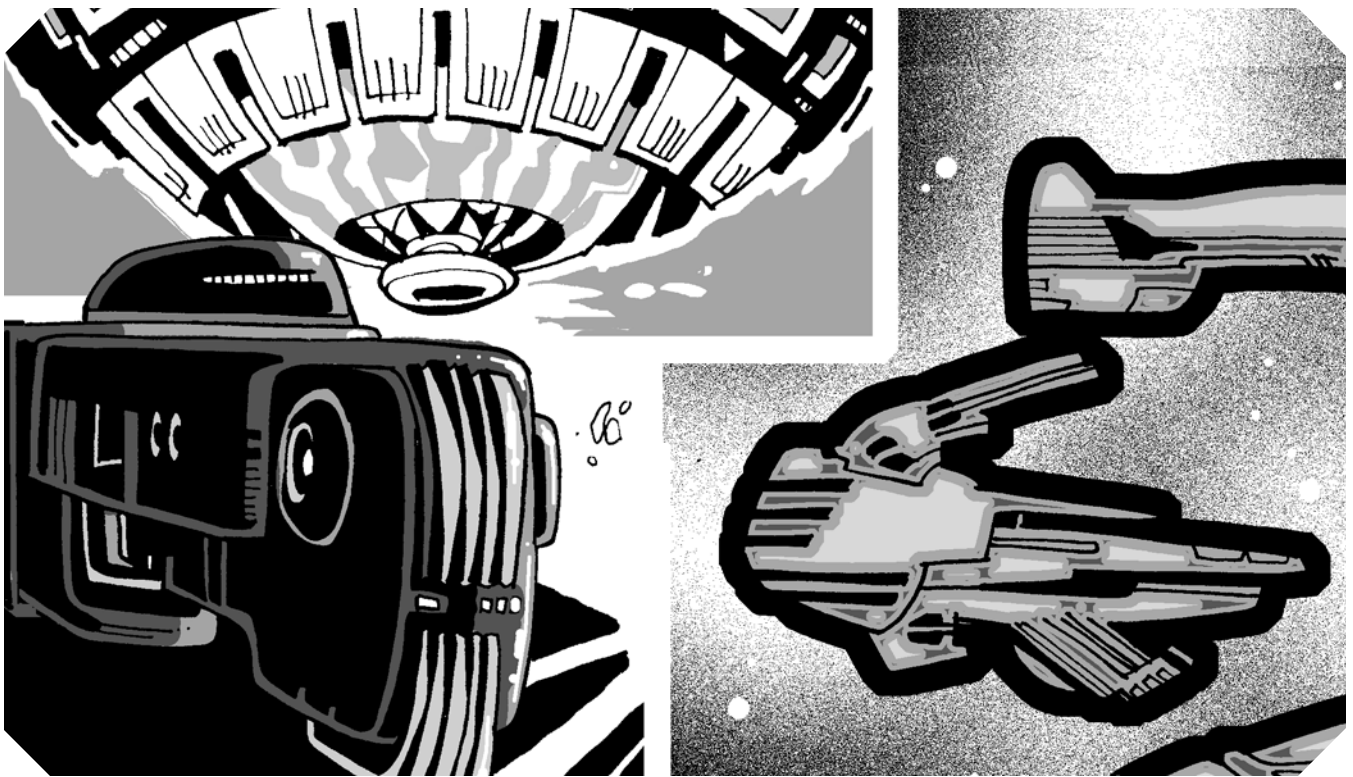


**GURPS**

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**

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*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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