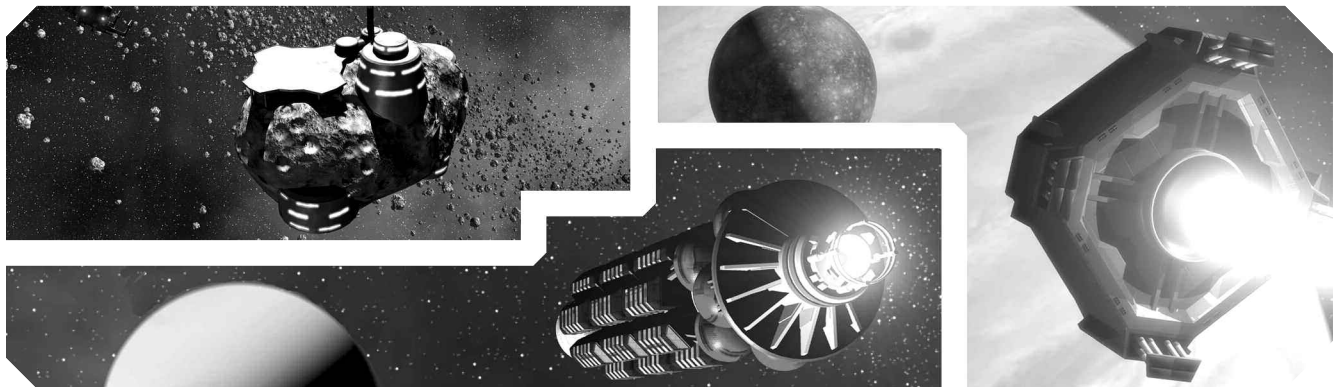


GURPS[®]

Fourth Edition

SPACESHIPS 8

TRANSHUMAN SPACECRAFT



Written by **DAVID L. PULVER**

Edited by **ANDY VETROMILE**

Editorial Assistance by **JASON "PK" LEVINE**

Illustrated by **JESSE DEGRAFF, MARCIO FIORITO, and CHRISTOPHER SHY**

An e23 Sourcebook for GURPS[®]

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Additional Material: Phil Masters, Kenneth Peters, and Jonathan Woodward

Playtesters: Frederick Brackin, Roger Burton West, and Phil Masters

Extra-special thanks to Kenneth Peters for playtest contributions above and beyond the call of duty.

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INTRODUCTION

This book provides *GURPS Spaceships* conversions for the many spacecraft in the *Transhuman Space* series, and a guide to designing new vessels for it using the *GURPS Spaceships* rules.

Those who don't use *Transhuman Space* may still find this book useful as it presents a full range of TL9-10 military and civilian interplanetary spacecraft. With minor changes, they can be adapted to other interplanetary settings or converted to starships for an interstellar campaign.

PUBLICATION HISTORY

Most of the spacecraft in this book are adapted from the following works: *Transhuman Space* by David Pulver; *Transhuman Space: Deep Beyond* by David Pulver; *Transhuman Space: High Frontier* by John Snead, David

About the Series

Transhuman Spacecraft is the eighth book in the *GURPS Spaceships* series. This line supports *GURPS Space* campaigns by providing ready-to-use spacecraft descriptions and rules for space travel, combat, and operations. Each volume offers spacecraft descriptions and supplementary rules.

GMs need *GURPS Spaceships* to use this book, along with *Transhuman Space*. The supplement *Transhuman Space: Changing Times* is also recommended.

Pulver, Phil Masters, Dawn Elliot, Gene Seabolt, Jon F. Zeigler, and James Maliszewski; *Transhuman Space: In The Well* by Jonathan Woodward; and, most significantly, *Transhuman Space: Spacecraft of the Solar System* by Kenneth Peters.

About GURPS

Steve Jackson Games is committed to full support of *GURPS* players. Our address is SJ Games, P. O. Box 18957, Austin, TX 78760. Please include a self-addressed, stamped envelope (SASE) any time you write us! We can also be reached by e-mail: info@sjgames.com. Resources include:

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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.

Last week we reported a mystery spacecraft sighting at Hyperion Proving Ground near Saturn.

– *Deep Beyond*

ABOUT THE AUTHOR

David L. 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 Mass Combat*, *GURPS Spaceships*, and numerous other gaming products.

GURPS System Design ■ STEVE JACKSON
GURPS Line Editor ■ SEAN PUNCH
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Page Design ■ PHIL REED and JUSTIN DE WITT
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