

CONTENTS

INTRODUCTION	3	3. MILITARY VESSELS	24
1. LOCAL SPACE VEHICLES	4	EUROPEAN SPACE CONTROL	
SURFACE-TO-SURFACE TRANSPORT	5	AGENCY (ESCA)	25
<i>Common Local Space</i>		A Fractured Fleet	25
<i>Vehicle Classes</i>	5	<i>Common Military</i>	
<i>Traveling as a Passenger</i>	6	<i>Spacecraft Classes</i>	25
WORKHORSES	7	Doctrine, Organization,	
<i>Certifications and Licenses</i>	8	and Deployment	26
2. CIVILIAN DEEP-SPACE		<i>Other ESCA Nations</i>	27
 VESSELS	10	PEOPLES' LIBERATION ARMY NAVY	
DEEP-SPACE TRANSPORTS	11	SPACE FORCE (PLAN-SF)	32
<i>Commercial Spacecraft Classes</i>	11	UNITED STATES AEROSPACE	
<i>Triplanetary Lines</i>	12	FORCE (USAF)	37
<i>Cargo Containers</i>	14	<i>Deep Space Wings</i>	38
<i>Mars Interplanetary</i>	15	<i>USTRANSCOM</i>	40
PERSONAL SPACECRAFT	16	<i>Shipboard Combat</i>	43
<i>Independents</i>	17	TRANSPACIFIC SOCIALIST	
<i>Internal Fittings and Systems</i>	19	ALLIANCE (TSA)	44
UNUSUAL DEEP-SPACE VEHICLES	20	Rogue AKVs	46
<i>Bioships</i>	22	INDEX	48

ABOUT GURPS

Steve Jackson Games is committed to full support of the *GURPS* system. Our address is SJ Games, Box 18957, Austin, TX 78760. Please include a self-addressed, stamped envelope (SASE) any time you write us! Resources include:

Pyramid (www.sjgames.com/pyramid/). Our online magazine includes new *GURPS* rules and articles. It also covers *Dungeons and Dragons*, *Traveller*, *World of Darkness*, *Call of Cthulhu*, and many more top games – and other Steve Jackson Games releases like *In Nomine*, *Illuminati*, *Car Wars*, *Toon*, *Ogre Miniatures*, and more. *Pyramid* subscribers also have access to playtest files online!

New supplements and adventures. *GURPS* continues to grow, and we'll be happy to let you know what's new. A current catalog is available for an SASE. Or check out our website (below).

Errata. Everyone makes mistakes, including us – but we do our best to fix our errors. Up-to-date errata sheets for all *GURPS* releases, including this book, are available from SJ Games; be sure to include an SASE. Or download them from the Web – see below.

Gamer input. We value your comments, for new products as well as updated printings of existing titles!

Internet. Visit us on the World Wide Web at www.sjgames.com for an online catalog, errata, updates, Q&A, and much more. *GURPS* has its own Usenet group, too: rec.games.frp.gurps.

GURPSnet. This e-mail list hosts much of the online discussion of *GURPS*. To join, e-mail majordomo@io.com with “subscribe GURPSnet-L” in the body, or point your web browser to gurpsnet.sjgames.com.

The *Spacecraft of the Solar System* web page is www.sjgames.com/transhuman/spacecraft/.

Page References

Rules and statistics in this book are specifically for *GURPS Basic Set, Third Edition Revised*. Any page reference that begins with a B refers to *GURPS Basic Set* – e.g., p. B102 means p. 102 of *GURPS Basic Set, Third Edition Revised*. Page references that begin with CI indicate *GURPS Compendium I*; TS is *Transhuman Space*. For a full list of abbreviations, see p. CI181 or the updated list at www.sjgames.com/gurps/abbrevs.html.

INTRODUCTION



In the silence of space, there is movement. Thousands of shapes glide between worlds in a stately dance, propelled by fires hotter than any sun, seeing with eyes of light. These new chariots, with skins of metal and diamond, allow man to move among the planets and seek his fortune in the dawn of a new century.

Spacecraft provide the means by which humanity has spread from Earth to the far reaches of the solar system. From NASA's ill-fated *Horus I* to the strange *Nadezhda* bioship, *Transhuman Space: Spacecraft of the Solar System* describes dozens of vessels, as well as the organizations that use them.

ABOUT THE AUTHOR

The bioroid known as Kenneth L. Peters has been playing roleplaying games since emerging from his exowomb. Since serving with the USMC as a MAGTF Planner, he has been observed playing *GURPS*, *Shadowrun*, and *2300AD* while infiltrating the local educational facilities to acquire training in anthropology.

ABOUT TRANSHUMAN SPACE

The *Transhuman Space* series presents a unique hard-science and high-biotech universe for roleplaying. Set in the solar system in the year 2100, it is a setting rich in adventure, mystery, and exploration of the possibilities of existence. The core book in the line is *Transhuman Space*, written by David Pulver. It presents an overview of the solar system of 2100.