NEO'S CUSTOM SHIP CONSTURCTION RULES v1.0

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d20 system

NEO's CUSTOM SHIP CONSTRUCTION RU L ES.

Version 1.0

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SPECIAL DEDICATION

To FFG for Dragonstar that has inspired me so, and to
Microprose for Master of Orion 2, which provided ideas a plenty.

DISCLAIMER

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EDITORIAL

So how did this project get started I hear you ask, well for a number of reasons, firstly because I am an aspiring freelancer, and creating anything and getting it out there is a great way of being noticed. Secondly because I tend to want things now, as opposed to later so while waiting for Imperial Supply from FFG to turn up I decided to make some modular, easy to add to rules that anyone could use without having to learn a whole new system, something which would allow an endless amount of customisability within most existing constraints. And finally, well because my first Project "Neo's Custom Computer Rules" went down amazingly well with heaps of positive feedback and requests for it, and I didn't want to let those supporters down. So after having spent a few months making Prestige classes, weapons, gear, race conversion and so forth for people I figured it was about time I tackled another "Major" project, and this is it "Neo's Custom Ship construction Rules". Anyway enough ramble from me I hope you enjoy!

WHAT IS A SHIP

Silly question? Well not as silly as you may think, it was in asking myself that very question that these rules came about, and also in asking a similar question i.e. "What is a Computer" that the custom computer rules came about also. To me a ship is something, which can be broken down into component parts, and by doing that is able to categorise those parts into stages of construction. So that by later moving through each of those stages and making a selection that by the time you have been through all the stages you will have a completed ship.

So you ask what parts and stages did you decide, well I broke a ship down into the following parts: -

Frame: A frame is the basic skeleton of the ship, the mesh upon which everything else is bolted, connected or welded onto. In the *Starfarers Handbook* the closest representation of Frame is the size of ship, what I will call from this point on the Size Class (SC), there are ten size classes In these rules: *Fighter (Sc1), Shuttle (Sc2), Explorer (Sc3), Corvette (Sc4), Destroyer (Sc5), Cruiser (Sc6), Battleship (Sc7), Dreadnought (Sc8), Leviathan (Sc9)* and *Space Station (Sc10).* In Terms of size from the SFHB this is size Large through to Colossal VII. A Frame sets the basics for any ship design from length, mass, base AC, hardness, basic crew and passenger limits, cargo capacity, stealth rating, base handling and maximum number of hard points upon which weapons and battery mounts can be placed.

Hull Material: Every ship has a hull covering, the layer which covers the frame into which all systems are built, this sealed layer also includes the armour of the ship being built. The type of material used can have an effect on mass, hardness, and cost, as well as possibly granting other special benefits like the ability to naturally heal for biological hulls or the immunity to lasers a Chromium hull bestows.

Power plant: Perhaps the most important part of any ship, the heart if you will, it is the power plant of any vessel that provides all the energy that is required to power it and everything in it, from doors, lights, lifts, shields, engines, weapons, life support, environmental controls, helm controls absolutely everything. All but the largest of vessels can only house a single power plant, so balancing power production with expenditure can be tricky, fortunately not everything that uses power must be powered constantly such as Escape Pods, they only need powering when they are used, thus spend most of their time unpowered and waiting. Power plants are thusly of great importance to all vessels for without them a ship is lifeless in space, unable to move or function. Power plants however also require maintenance and without it tend to fail or become prone to malfunction or overload, and so require an annual service to keep them in functioning order.

Main Engines: The ship's main engine is just that, the vast engine with which any vessel is provided forward or upward momentum. It is not however the means by which a starship is provided directional movement beyond this as it is the Manoeuvring thrusters that do that not the main engines. Main engines also tend to require a lot of energy. Every craft needs a main engine with the sole exception of space stations, which as a general rule do not require the ability to move, and only need station-keeping manoeuvring thrusters.

Transit Drives: A ships main engines may provide a fantastic burst of forward momentum, but due to the scale involved of galactic travel, even to the nearest of neighbouring stars, some other means of covering this distance was required. And so the Transit Drive was born, Transit Drive however is merely the terminology for the kind of drive, not a specific drive, as many types fall under this category both magical and mundane from Starcasters and Farcasters to Hyper drives, Jump Drives and Wormhole Generators. Again much like Power plants Transit Drives tend to need constant care and maintenance to keep them working, this can take the form of an annual service for mechanical Transit Drives, to recharging for Magical Transit Drives.

Manoeuvring Thrusters: As noted above Main Engines provide the forward and upward thrust, but to turn or aid manoeuvres a ship needs manoeuvring thrusters. They are used to speed up, slow down, turn and almost any other manoeuvre that involves something other than going forward.

Controls: Controls, although not integral such as other systems allow the crew to have an affect on various ships systems, these are broken down into five categories, Helm controls that can apply a bonus to Handling, Weapons Control which can provide a bonus to attack rolls, Sensor Controls which make the detection and acquiring of targets far simpler, Engineering controls which make repairing critical's easier and finally C3 Controls (Command, Communication & Control) that allow a ships

captain to provide an command bonus to crewmen at other controls stations and thus improve the chances of them receiving a bonus.

Shield Generators: Shield Generators are just as the name implies, although not a crucial system, and indeed many commercially or privately owned ships do not have shield generators at all. Shield Generators are a common addition to almost any military vessel. Drawing power from the power plant, the shield generators produce an energy field that deflects many attacks, they do this by quickly modulating the frequency of the energy, and some shots penetrate the shields, because they manage to strike in that millisecond between modulations.

Sensor Arrays: Sensor Arrays are the means by which a ship can detect other ships, lock onto targets and so on, there are numerous sensor arrays of varying strengths, but regardless of effect Sensor arrays all have one thing in common, they are all very energy draining. But this is unavoidable for they are also crucial to a ships operation, few if any ships captains would dare to take their vessels into space without a sensor array, as they would be blind to any dangers which may lurk in the inky void from pirates to debris, asteroids and sargasso's.

Weapon Mounts: Weapon Mounts come in four basic categories, Battery Mounts which covers such weapons as beams and projectile weapons, all the kinds of weapon that are commonly housed in battery mounted turrets in upto groups of four individual weapons per mount. Spinal mounted Weapons, which are weapons of destruction on an unbelievable scale, these weapons draw phenomenal amounts of energy to fire and are only capable of being housed in Leviathans and Space Stations. Fixed Mount weapons, which are missile bays, torpedo bays, and all the other guided or direct fire type weapons, include mine layer's and bomb dispensers. And finally Other weapons, this covers every other type of weapon that cannot be categorised in one of the other three, such as tractor beam projectors, piercing rams, transit inhibitors, energy webs and a plethora of others both magic and mundane, weird and fantastical. There are also weapon modifications, which can also modify the effects of existing weapons in some way such as increasing the damage, range, threat range and so on.

Modifications: Modifications cover everything else that cannot be categorised in one of the above stages. These are things like Life support system's, fuel scoops, cloaking devices, shuttle hangars, crew cabins, colony modules, atmospheric capabilities. They can be everything from room types, special devices, modifications and anything else you can feasibly think of which I did not cover later in these rules.

HOW DO I GET STARTED:

So now you know the parts that make up a starship, the question is where to begin. Well first I would suggest you print off a copy of the blank ship design worksheet at the end of these rules, that sheet has the basic design layout and allows you to track cost and energy requirements.

Once you have the Design worksheet in front of you, you need to decide what kind of ship you wish to create, be it a Stealth Fighter or Patrol Cruiser, a mighty battleship or goliath Dreadnought, or even a deep space research station. Other possibilities exist too for example you may wish to create a vessel that is made of purely magical components alone, throughout the tables later on any magical item can been on the table in *Italics* and the description of how the magical component works will be described in the relevant sections along with the non magical ones. Also biological living ships are also possible via these rules.

Okay you have your blank worksheet and a concept in mind, now we can move through the construction process step by step as an example so that when were are done we have a sample ship, and you should also hopefully then understand completely how the construction rules work. Any queries or problems that the rules do not answer for you, please feel free to contact me direct at Neo_Destiny@btinternet.com

EXAMPLE OF SHIP CONSTRUCTION:

Now as a sample our concept shall be say a *Stealth Interceptor* something nice and simple.
First we start with choosing a frame, well we've already stated we want an Interceptor so we choose a fighter Frame, a Size Class 1 vessel, we mark this down on the worksheet, and looking at Table 0-1: Frame we see the cost is 1 Mcr.

The next step is to decide on the power plant for the ship, now cloaking devices are pretty energy intensive and we also want the weapon to have some tough weaponry too, and also we do not want the Stealth ship to have to worry about fuel, as such we choose a Fusion Mk1 power plant from Table 0-2: Powerplants that can produce 1000 energy Points (EP) this should be sufficient for out needs, we note that for a Size class 1 vessel it will cost 1 Mcr.

Next Step Main Engine, looking on table 0-3: Main Engines we cross reference our size (fighter) with the Type which provides the desired speed, this provides our vessel with a top speed of 50 making it very fast indeed, ideal for crossing into enemy space to make a quite strike and then retreat. We note the cost of 3 Mcr for a size class 1 vessel, and the energy cost of 50 EP

Next we decide on the material the hull will be covered by, we don't need anything out of the ordinary here so no point bumping the cost up just for the sake of it, so we choose standard Titanium from Table 0-4: Hull Materials this costs 1 Mcr which we also mark down onto the worksheet.

Onto the next part of the process Transit Drives, glancing at Table 0-5: Transit Drives we look at the options, we do not need anything particularly fancy in this department so decide to go for a standard Starcaster, we note the cost 1 Mcr and the energy cost 10 EP.

Next Step Manoeuvring thrusters, looking on Table 0-6: Manoeuvring Thrusters we look for something good, we want this ship to be able to turn full 180 degrees on a dime. Looking through the options we choose Null Mass Gravity Thrusters, checking the cost we see they will cost 500,000 credits for our ship, and will have an energy cost of 50 EP. Small price to pay in the long run as these thrusters will give us an excellent Acceleration and Deceleration of 5, and a bonus of +4 on all Piloting checks to change speed or take evasive actions.

Next Step controls, we look at Table 0-7: Control Systems, this is broken down into Command, Helm, Sensors, Engineering and Weapons, no we know we have a very manoeuvrable ship so we want controls that are going to be a little bit better than the basic, so that should it be necessary we can push our ship that little bit further. We also know our vessel is going to be a single man affair which means despite controls they will all be mounted on a single workstation, so we choose Mk 1 Helm, Engineering, Sensor and Weapon controls, no need to choose command as there is noone too command in our little fighter. We note down the controls costs 50,000 credits each, and each has an energy cost of 5 EP each. We also note 1 control Workstation and it's cost of 5,000 credits, which is found on Table 1-2: Additional Upgrades

Next Step in the creation process Sensors, looking at Table 0-8: Sensor systems, we look for something suitable, we want some pretty good sensors as our vessel is intended to get in undetected find the target strike fast and hard and then get out, chances are also that our vessel is a Military vessel, so we decide to go for Advanced military sensors, these will give us a sensor rating of +8. We note them, and their cost on the worksheet 600,000 credits, they also have a hefty energy cost of 200 EP, good job we bought that fusion Mk1 power plant earlier.

Next Step in the creation process Shields, again we turn to the relevant table, Table 0-9: Shields, we do not need anything too powerful just something to provide a few rounds of decent protection after we de-cloak to fill in the space where we hit the target and escape. We see Reflective shielding grants a bonus of +15 to AC, this is adequate for our needs and as things stand would give us an AC of 24 (base 10, size –1, dex –5, natural +5, shields +15) when the vessel is not cloaked making it very tough to hit. Our shields will cost 250,000 credits and use 60 EP.

Next step Weapon systems, now looking back on table 0-1: Frames to find our basic information we see a Size class 1 vessel has only one hardpoint, which means only a single battery mount of fixed weapons bay, looking down the table 1-0: Weapons we look for a weapon that is suitable we want a damaging weapon with a decent range and non heft energy costs. We catch sight of the Devastator Cannons, this is a good weapon because it does a fixed amount of damage which will help for a fast strike vessel such as we are creating. Each of these weapons costs 65,000 credits and has an energy cost of 50 we buy a battery mount so we can mount our weapons to the frame costing 25,000 credits, with this we could effectively mount four Devastator cannons but we don't want to go overboard because of the energy cost so settle on two of them, one on each wing and fire linked. Also at this point we decide on the Computer Targeting for the weapons, again we want something a bit beyond the normal where accuracy is concerned and decide on Advanced Targeting Computers from Table 1-2: additional Upgrades, we see that this will give the weapons a +7 attack bonus, but will also cost 25% as much again for the weapons, bringing the cost of the weapons to 122,500 credits total for both and the battery mount, we mark all this down on the worksheet.

Next step Table 1-1: Weapon modifications, these can modify a weapons effect in various ways but often cost a lot and can alter the energy cost of the weapons. Looking down the list, our eye is caught by the shield Piercing modification. Sadly however one of the modification alterations is –4 dice of damage which reduce our weapons 50 Damage (x2 as fire linked to 100) to a mere 20 points total, which is unlikely to get past most vessels Hardness so we decide to give it a miss and move on.

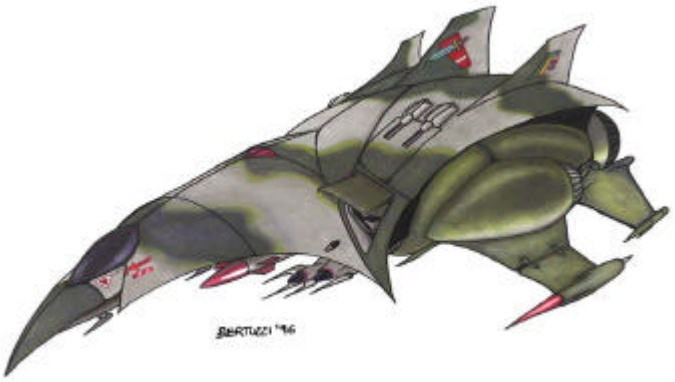
Next step Table 1-2: Additional modifications, these are the various bits and bobs that can alter a vessel or in larger vessels are necessary. All vessels need life support so we look at this one module is needed for each 10 people or fraction of, well our ship has a crew of only one, so we only need one Life support module, this costs 20,000 credits and 10 EP, next Environmental controls again all vessels need these in order to maintain a habitable environment for it's pilot and crew, looking at it we see it will cost us 100,000 credits and 10 EP we mark it down on the worksheet. Next Escape capsule, as an interceptor we decide to add the Capsule, law states escape capacity for half a ships total capacity must be available, we only have a crew of one so that's easily done, marking the Interceptor Escape Capsule down we also add it's cost 10,000 credits, Escape pods are special where energy is concerned and the 5 EP to activate them is only applied when they are activated. Next we decide we want the vessel to have Atmospheric capabilities we see these cost twice as much as the cost of Manoeuvring Thrusters in credits and Energy points which means we will have to pay 1 Mcr and 100 EP we mark it down on the worksheet. Next Landing gear if we can fly in an atmosphere we want to be able to land too this option will cost us 100,000 credits and 5 EP. Next Cloaking Device, a definite must for our ship this costs 10 Mcr !!! and has an EP cost of 100. Next we decide to add an ECM suite to give us some defence and make us harder to attack with missiles and the like this costs 500,000 credits and 50 EP, next a Self Destruct system is added, we don't want our stealth fighter falling into enemy hands this costs 100,000 credits and 5 EP. We also next decide to add some hull points to our ship's base 70 rating raising it to 100, this costs us 10,000 credits each (300,000 cr total), we also decide to add some Armor to our ship, not much but just some it is a military vessel after all we add 3 points costing 10% of our hull material cost which was 1 Mcr, so that's 100,000 credits per point, 300,000 credits total. And finally we decide to add as much to our stealth rating as we can, our base Stealth is 9, plus 2 from our ECM giving us 11, we decide to add 19 taking us to the maximum possible of 30. this costs us 100,000 credits each or 1,900,000 credits total for the full nineteen.

SHIP TYPE: Stealth Interceptor **MODEL:** Wraith Class

CATEGORY	ITEM	QTY#	Cost (cr)	Energy
Frame:-	Fighter	1	1,000,000 cr	N/A
Material:-	Titanium	1	1,000,000 cr	N/A
Powerplant #1	Fusion mk1 (1000 EP)	1	1,000,000 cr	N/A
(Dreadnought+ Only) **#2**	--	--	--	N/A
(Leviathan+ Only) **#3**	--	--	--	N/A
(Space Station Only) **#4**	--	--	--	N/A
Main Engine:-	Type 5 (top speed 50)	1	3,000,000 cr	50
Extra Hull Pt's:-	Adds to Hull point total	+30	300,000 cr	N/A
Extra Armor Pt's:-	Adds to AC Armor bonus	+3	300,000 cr	N/A
Added Stealth:-	Adds to Stealth rating	+19	1,900,000 cr	N/A
Transit Drive:	Starcaster	1	1,000,000 cr	10
Thrusters:-	Null Mass Gravity	1	500,000 cr	50
Controls:-	Command and Control	0	None	N/A
	Helm Control	Mk1	50,000 cr	5
	Engineering Control	Mk1	50,000 cr	5
	Sensor Control	Mk1	50,000 cr	5
	Weapon Control	Mk1	50,000 cr	5
Controls Workstations:-		1	5,000 cr	N/A
Sensor Array:-	Military Advanced (+8)	1	600,000 cr	200
Shield System:-	Reflective Shields (+15 AC)	1	250,000 cr	60
Inc. Cargo Cap:-	Adds Tons Capacity	0	None	N/A
Spinal Mount Weapon:-	Unable to mount, too small	N/A	N/A	--
Battery Mounts:-	Devastator Cannons	2	162,500 cr	100
	W/ Adv. targeting			
	Battery Mounts:-	1	25,000 cr	N/A
Fixed Mount Weapons:-	None			
Other Weapon Mounts:-	None			
Basic Ship Components:-:	*Escape Pods:-*	1	10,000 cr (capsule)	Spec
	Environmental controls:-	1	100,000 cr	10
	Life Support Systems:-	1	20,000 cr	10
	State Rooms:-	N/A		
	Crew Cabins:-	N/A		
	Passenger Cabins:-	N/A		
	Recreation Rooms:-	N/A		
	Workshops:-	N/A		
	Hydroponics:-	N/A		
	Laboratory's:-	N/A		
	Medical Bays:-	N/A		
	Shuttle Hangars:-	N/A		
	Fighter Hangars:-	N/A		
	Holding Cells:-	N/A		
	Astrogation Rooms:-	N/A		
Miscellaneous:-	Atmospheric Capability	1	1,000,000 cr	100
	Landing Gear	1	100,000 cr	5
	Cloaking Device	1	10,000,000 cr	100
	ECM	1	500,000 cr	50
	Self Destruct system	1	100,000 cr	5
		TOTAL	23,072,000 Cr	770 EP

So going through the worksheet and referring back to the basic information as shown on Table 0-1: Frames where necessary we write up the stat block for our ship.

"Wraith" DS-5 Deepstrike Stealth Interceptor



The "Wraith" DS-5 Deep Strike Stealth interceptor is a new and innovative design by Neotech Industries. Designed for cloaked strikes deep into enemy territories, it can travel the whole way cloaked, passing through enemy defences and detection grids with ease until they reach their target. Once the target is found the vessel closes, de-cloaks (-15 Ac when cloaked), raises its shield and unleashes blast after blast from it's powerful fire linked Devastator cannons. The ship has onboard ECM and self destruct capabilities in order to further protect the vessel from attack or capture as necessary. It can operate and land in an atmosphere also.

Interceptor	**Size Class** 1	**hp** 100	**Top Spd** 50	**Acc** 5	**Dec** 5	**Hand** +6	**Sensor** +8	**Stealth** 30
AC 27 (-1 size, -5 Dex, +5 natural, +3 armor, +15 shields)					**SQ** vehicle		**Hardness** 8	
Fuel N/A/1,	***Total EP's Produced*** = 1000,		***Total EP's Used*** = 770					
Stations Pilot 1, Passengers 1 (possible but not necessary)								
Cargo 500 lbs	***Shuttle Capacity*:** N/A	***Fighter Capacity*:** N/A	***Point Defense Rating*:** 10					
Cost 23,072,000 credits								
Weapon: Twin Devastator Cannons (linked)		Fire Arc: front		Attack Bonus: +7 (Adv. targeting computer)				
Damage: 50pt x2	Range: 5	Modifications: None						

Table 0-1 FRAMES:-

Table Definitions:-

Size Class: All Starships have a Size class, this is a range in size from one through ten or Fighter through Space Station as shown on Table 0-1 Frames: above. Note the size class is a standard it isn't unbreakable, by this I mean Fighters for example are most commonly designed within the range of Size Class 1, and so size class one is referred to as Fighters in the table. However this is not say size class 2 fighters cannot or do not exist, the table merely reflects the standard sizes of vessels of that type in general.

AC Modifier: The AC modifier is a penalty to ships, which is due to their size, hence the larger the vessel the bigger the penalty. Some crafts like Leviathans find it all but impossible to avoid attacks based simply on their size and ability to evade, and so have to rely on powerful shields and thick armouring instead, as a general rule a ship cannot have an AC total of greater than 30. it is worth noting that ALL vessels have a –5 Dex penalty to their Ac in addition to any other modifiers.

Max Length: This is the length in meters of the ship's hull, the bigger the size class the larger the size of the vessel. Note these are not fixed sizes, e.g. all ships of Size Class 1 are not fixed at 16 feet length, but can instead be anywhere from one to sixteen feet.

Max Weight (Mass): Is the mass in pounds (lb's) of a vessel of this size class, as with Maximum length this is merely the upper end of the mass for each size class.

Base Hull Points: This is the amount of damage a ship can take before it is destroyed. This amount is fixed with each size class, but can be improved by upto the same amount as described later on. When a ships Hull points reach zero the ship is inoperable, derelict and lifeless and can be destroyed on a coup de grace.

Hardness: This rating is a reflection of how resistant to damage a spacecraft is, and is more often than not due to the material used in construction. When in combat a starship reduces all damage received by its hardness rating.

Hard Points: Hard points are the maximum number of battery or bay mounts a vessel can have installed. Each battery mount can include upto four individual weapons, for example one batter mount could consist of two laser cannons, or one ion cannon, or four plasma cannons, or any other combination of weapons upto four. One rule regarding battery mounts is that they must all be the same weapon type. e.g. a battery mount could not hold two laser cannons and two plasma cannons for instance. Also all weapons within a battery mount are fire linked, so that if one weapon fires at a target all other linked weapons fire at it at the same time too. Finally a battery mount does not necessarily constitute a turret or similar arrangement where smaller ships are concerned, but could instead represent wing-mounted weapons and so forth. Additionally other weapons tend to take up one hard point, and also missile and torpedo bays likewise take up a whole hard point to themselves.

Crew: This number or range represents the minimum amount of crew necessary to pilot the vessel and also the maximum number of crew possible. Crews are responsible for overseeing all ship functions and onboard duties. Ships crews can also

vary in quality as described on page 158 SFHB, and thus provide additional modifiers to certain rolls. Note when designing a ship you must ensure that there is adequate life support to handle the number of crew.
Passengers: This number represent the minimum amount and maximum amount of passengers for each size class. The Number in parentheses represent the base passenger capacity for a ship of that size class. Note when designing a ship you must ensure that there is adequate life support to handle the number of passengers as well as crew.
Cargo Capacity: This number represents the base cargo capacity for a ship of that size class (the lower number), and the maximum cargo capacity (the higher number), that can be managed on a vessel of that size. Increasing Cargo capacity is an option that can be bought during design or later on during play.
Handling: This is modifier to all Pilot checks to perform manoeuvres, there are certain things during design which can provide a bonus or penalty to this rating.
Base Stealth: This rating determines how easy or difficult starships are to detect and track with sensor arrays. There are various other options during the design process that can affect this rating. Stealth has a natural maximum of 30.
Natural AC modifier: This rating is the natural AC bonus all starships receive due to size, naturally the larger the vessel the higher this bonus becomes, as larger ships tend to have to be more structurally sound to function due to mass.
Cost (Cr): This is the base cost in Millions of Credits (Mcr) for the Frame.

Size Class	AC Modifier	Max Length	Max Weight (Mass)	Base Hull Points	Hard-ness	Hard Points	Crew	Passengers	Cargo Cao (Tons)	Handling	Base Stealth	Natural AC	Cost (cr)
Fighter	-1	16 ft	10,000 lb	70	8	1	1	1-2 (1)	500 –1000 lb	+6	9	+5	1 Mcr
Shuttle	-2	32 ft	50,000 lb	90	10	1	2	1-10 (6)	1-20 ton	+4	8	+5	2 Mcr
Explorer/Free Trader	-4	64 ft	500,000 lb	100	20	2	2	1-10 (6)	25-100	+2	7	+5	10 Mcr
Corvette/Freighter	-8	128 ft	1,000,000 lb	200	30	3	2-25	20-100 (20)	50-250	+4	6	+6	28 Mcr
Destroyer	-16	256 ft	5,000,000 lb	300	40	5	26-60	50-150 (50)	100-500	+2	5	+6	55 Mcr
Cruiser	-32	512 ft	50,000,000 lb	400	50	10	61-250	200-400 (200)	500-1000	+0	4	+15	105 Mcr
Battleship/Carrier	-64	1024 ft	100,000,000 lb	600	60	20	251-1200	100-800 (100)	300-2000	-4	2	+30	260 Mcr
Dreadnought	-128	2048 ft	500,000,000 lb	800	80	40	1201-3000	600-2000 (600)	500—5000	-6	1	+60	540 Mcr
Leviathan	-256	4096 ft	1,000,000,000 lb	1000	100	80	3001-5000	1000-6000 (1000)	1000-10k	-8	0	+80	860 Mcr
Space Station	-512	8192 ft	5,000,000,000 lb	1200	120	160	5001+	10,000+ (10,000)	10k +	-10	0	+100	1.4 Bcr

Table 0-2 POWERPLANTS:-

Table Definitions:-
Power plant Type: This is the kind of Power plant that powers the starship, ALL starships must have a power plant, as without one they have no power and thus cannot function, power life support, power weapons, or even open doors or turn the lights on.
Energy Produced: This number is noted in EP's or Energy Points, and represents the amount of energy a starships power plant produces based upon the size class of the ship it is on. Obviously a Fusion power plant on an Interceptor is much smaller and produces less energy than say a Fusion power plant on a Battleship.
Service Cost (cr): The Service cost of a power plant is the annual cost in credits that must be paid in order to ensure that the power plant continues to functions safely and efficiently. Without an annual service the power plant begins to become less efficient generating less EP's (-10% cumulative per month generated) in addition the GM must make a roll for the ship for each month it passes the year mark without a service. The roll is a d20 modified by +1 for each month beyond the first, if the result ever totals 30 or more the power plant explodes (50%) doing 100 points x the size class of the ship in damage, or shuts down completely (50%) leaving the vessel dead in space.
Fuel Capacities: This doesn't really apply to most power plants except conventional, which requires fuel to function and thus has the additional running costs associated. Most power plants instead have a working life slowly losing the ability to generate power or function safely over the span of many decades. The Fuel Capacity represents the amount of fuel a vessel of the relevant size class can hold.
Fuel Cost per size Class: This cost is how much in credits, it costs to refuel a vessel of that size the cost given is for 100 points worth of fuel. Thus an Interceptor would cost 50,000 credits to totally refuel it (500,000 cr /100 = 5000 cr x 10cr = 50,000 cr)
Cost per Size Class: This is the cost in credits to purchase a power plant of that type per size class, thus a Conventional power plant in an Interceptor costs 500,000 cr, but the same in a Cruiser would cost 3,000,000 cr.

Special note Regarding Living Ships and Power plants:
Living ships can have the biological capacity to generate power for themselves exactly as a power plant works. When designing a living ship, you should choose the type of power plant which best reflects the amount of energy you want the living vessel to produce and work out the price as if for a normal vessel with that power plant and then double it. For example *In designing our Stealth Fighter we decide it should have a conventional power plant, the Interceptor is Size Class 1 and thus costs 500,000 credits, now consider if you will if our stealth fighter was actually a living biomechanical vessel with the same power plant, it generates the same amount of energy and has the same requirements (except its fuel is nutrients and food as opposed to normal fuel) but costs 1,000,000 credits.*

Power plant Type	Energy produced	Service Cost (cr)	Fuel Capacities	Fuel Cost per Size Class	Cost (cr) per Size Class
Solar	100 EP/Sc	10,000 cr	N/A	NA	100,000 cr
Conventional	650 EP/Sc	60,000 cr	SC1-3= 500,000. SC4 = 300k, SC5 = 150k, SC6+ 100,000	10cr/20cr/40cr/80cr/150cr/300cr/600cr/ 1200cr/2400cr/5000cr/10,000cr	500,000 cr
Fusion Mk1	1000 EP/Sc	100,000 cr	20 years	N/A	1,000,000 cr
Fusion Mk2	1500 EP/Sc	150,000 cr	40 years	N/A	1,500,000 cr
Antimatter Mk1	2000 EP/Sc	200,000 cr	100 years	N/A	2,000,000 cr
A-Matter Mk2	3000 EP/Sc	300,000 cr	200 years	N/A	3,000,000 cr
A-Matter Mk3	4500 EP/Sc	450,000 cr	300 years	N/A	4,500,000 cr
Singularity	6000 EP/Sc	600,000 cr	Effectively Unlimited	N/A	6,000,000 cr
Interphased	8000 EP/Sc	800,000 cr	Effectively Unlimited	N/A	8,000,000 cr
Living	As above	N/A	N/A	N/A	200% above

Solar Power plant: Ships with Solar power plants are rarely self sufficient in their power needs, and only the earliest vessels with solar sails ever relied on Solar power plants entirely for their power needs. Vessels with Solar Power plants in this day and age almost always use them as backup power sources if they have them at all. As such Solar Power plants are the only power plants that are exempt from the normal limitations regarding the maximum number of power plants allowed on any vessel of a particular size class. As backup power plants they only come into effect if the primary power plants are unavailable for some reason.

GM's Note: *The reason solar power plants are exempt from the normal maximum number of power plants rules is because they cannot be providing power at the same time as the main power plant. So unlike a Dreadnought size vessel which may say have two Fusion Mk1 power plants* producing a total Energy allotment of 16,000 EP's (1000 EP x SC8 = 8,000 EP x 2 = 16,000 EP total), a With a backup solar power plant would produce 16,000 EP from its main power plants, but should they fail or be destroyed its backup Solar then activates producing only 800 EP's which will likely prevent many systems from being powered and likely only provide life support for a small portion of the crew.

Conventional Power plant: Conventional Power plants are huge electrical turbine like generators, which rely on fuel to keep them operating. Such that as long as they remain fuelled they will continue to produce power. Conventional power plants were quite common on vessels some two or three hundred years ago and many old military vessels still have them. But as time goes by they are slowly being replaced as new vessels roll off the assembly lines or old vessels are refitted with the more up-to-date fusion or anti matter power plants.

Fusion Mk1 and Mk2 Power plants: fusion power plants are basically huge nuclear reactors, they produce far greater amounts of energy as a result of the Nuclear fusion which takes place within them. This is basically the combination of two nuclei to form a heavier nucleus with the release of energy. Of course the main problem with fusion reactors of this kind is that they are not necessarily clean and if they are poorly maintained or begin to leak or overload can be immensely dangerous. However on the whole so long as they are maintained they are far more reliable and produce far greater amounts of energy than conventional power plants. Fusion Mk2 power plants are more finely tuned than the Mk1's and capable of producing more energy as a result.

Anti Matter Mk1, Mk2 & Mk3 Power plants: Anti-matter power plants are far more capable of producing energy than either Convention or Fusion power plants. How does Anti-matter work well each elementary particle has a special partner called its *anti-particle* that has the same mass but the opposite electric charge. For matter particles with non-zero charge, the particle and its anti-particle are two distinct objects that can be told apart, it is by harnessing these Anti-particles that anti-matter is produced, and anti-matter produces a lot of energy. It is however very crucial that Anti-Matter and Matter do not come into contact, as they would repel each other explosively, which would almost certainly result in the vessel being destroyed.

Harnessed Singularity Power plant: Harnessed Singularity power plants use the oscillating tides of the singularity, which is in effect an artificially created miniature black hole, contained within a specially designed containment device, which also absorbs the energy produced which is immense. The Harness singularity creates photons and particle-anti-particle pairs out of the vacuum, which is a very ferocious energy that can be harnessed in vast, almost endless quantities. As is a common thread with power plants a Harnessed singularity is very dangerous, if the containment should fail or it be damaged, the Singularity within would literally pull the vessel apart particle by particle through itself and into nothing, nothing could survive, not even light can exist within a singularity as even photons are pulled apart.

Interphased Power plant: An Interphased power plant is the absolute pinnacle of power generating technology at the current time, it was discovered by Professor Ning'Tal a half Bronze Dragon scientist. He discovered an energy form that lies in a thin layer between the dimensions, and over four centuries worked diligently to develop a means of harnessing those energies, which are in essence the very fabric of reality itself. The Interphased power plant was the culmination of his research, essentially it draws energy from all around it like a siphon which works by means of "Interphasing" between the dimensional layers. The Interphased power plant has more or less a limitless supply of energy, its only limitation to date is the technology to harness energies in such vast amounts, otherwise it could theoretically produce almost any quantity. However Interphased

energies can be dangerous like no other power plant, because if overused in a particular area of space then the veil between dimensions can become weak and they begin to leak into one another. Of course the amount of ships and the frequency with which they would have to be used to cause this is great, but if it ever occurred it could spell disaster on a galactic scale. If the Interphased power plant is damaged or destroyed it has been known to tear a small rift between dimensions through which things can pass both ways, this has once or twice during the Interphased power plants initial testing led to the creation of some rifts through which some alien and hostile lifeforms have been able to pass.

Table 0-3 MAIN ENGINES:-

Table Definitions:-
Size Class: This is the size of vessel the engine is being fit into, it is by cross referencing this on the table with the engine type that the Top Speed attainable for that given engine in that size of ship can be determined. Where N/A is listed a ship of that size cannot mount an engine of that type.
Engine Type: This is the Type of Engine that is being mounted into the ship, you cross reference this with the relevant size of the ship being constructed to find out the Top Speed attainable for the vessel of that size with that engine. Where N/A is listed a ship of that size cannot mount an engine of that type.
Energy Cost (EP's): This is the energy requirement in EP's required to power the vessels engine. Typically the faster the ship goes the better the engine required, and as such the more energy required, the size of the vessel also increases the energy required.
Cost (Cr): This is the cost of the engine, the larger the ship the more expensive the engine will cost.

Size Class	Type 1	Type 2	Type 3	Type 4	Type 5	Type 6	Type 7	Type 8
Fighter	25	30	40	45	50	60	65	70
Shuttle	20	25	30	40	50	55	60	65
Explorer	15	20	25	30	40	50	55	60
Corvette	10	15	20	25	30	40	50	55
Destroyer	5	10	15	20	25	30	40	50
Cruiser	NA	5	10	15	20	25	30	40
Battleship	NA	NA	5	10	15	20	25	30
Dreadnought	N/A	NA	NA	5	10	15	20	25
Leviathan	N/A	N/A	NA	NA	5	10	15	20
Space Station	N/A	N/A	N/A	NA	NA	5	10	15
Energy Cost	10/Sc	20/Sc	30/Sc	40/Sc	50/Sc	60/Sc	70/Sc	80/Sc
Cost (cr)	100k/Sc	500k/Sc	1Mcr/Sc	2Mcr/Sc	3Mcr/Sc	4Mcr/Sc	5Mcr/Sc	6Mcr/Sc

Special note Regarding Living Ships and Main Engines:
Living ships require main engines just like their mechanical equivalents, except these reflect the ships own ability to produce thrust and may not necessarily be in the same way as a mechanical ship. In order to choose a main engine for a living ship use Table 0-3: Main Engines as you would to normally choose a main engine. Simply cross reference the size of the living ship being constructed and then choose the engine type, which grants you the desired Top Speed for it. All this is as normal, the main difference is the cost a biological engine costs twice as much as normal. So simply multiply the listed price by 2.

Table 0-4 HULL MATERIALS:-

Table Definitions:-
Hull Material: This is the material type used in the construction of the vessel, each material has variable effects, special conditions and variable cost.
Bonus to AC: This is the bonus to natural AC the starship receives based on its size class when built with this material.
Additional Benefits: This a basic description of additional benefits that the material bestows, most commonly an increase in the vessels hardness, but other benefits like the ability to repair naturally and so forth can also apply.
Frame Mass Multiplies: This is the multiplier by which the ships mass is multiplied when constructed of this material. This is because some materials are heavier, while others are lighter.
Cost per Size Class: This is the cost in Credits per Size Class (SC) when constructing a vessel of this hull material.
Cost Per Hull Point: Is the cost in credits required to buy a single point of Hull increase when your starship is produced of this material. NOTE: Vessels may only have upto twice as many as the base amount of Hull points listed in Table 0-1: Frames.

Hull Material	Bonus to AC	Additional Benefits	Frame Mass Multiplier	Cost (cr) per size Class	Repair Cost (cr)/Point	Cost per Hull Point
Plant	--	Heals Naturally, Susceptible to fire and disease	X 0.5	1,000,000 cr	10,000 cr	10,000 cr
Biological	No Dex Penalty.	Heals Naturally, Susceptible to poison and disease	--	2,000,000 cr	20,000 cr	20,000 cr
Steel	-1 /Sc	Heavy, -2 Hardness	X 2	400,000 cr	4000 cr	4000 cr
Titanium	--	Standard Material	X 0	1,000,000 cr	10,000 cr	10,000 cr
Gold	-2 /Sc	Susceptible to Fire Attacks	X 3	750,000 cr	7500 cr	7500 cr
Crystal	--	Susceptible to Sonic Attacks	X 0	1,500,000 cr	15,000 cr	15,000 cr
Mithril	+1 /Sc	Light and Strong, +5 Hardness	X 0.75	3,000,000 cr	30,000 cr	30,000 cr
Adamantine	+2 /Sc	Meteoric alloy very strong, +10 Hardness	X 0	8,000,000 cr	80,000 cr	80,000 cr
Duranium	--	Magic Immunity	X 0	6,000,000 cr	60,000 cr	60,000 cr
Living Metal	+1 /Sc	Self Shaping, and repairs, +2 Hardness	X 0	5,000,000 cr	50,000 cr	50,000 cr
Chromium	--	Laser Immunity	X 1.5	2,000,000 cr	20,000 cr	20,000 cr
Liquid Mithril	+2 /Sc	Self Shaping, Strong, +5 Hardness	X 0.5	6,500,000 cr	65,000 cr	65,000 cr

Plant: This is any vegetable matter that is hard enough and strong enough to be able to be grown by special process into a vessel. This kind of hull is most commonly found in use by elves or other fae creatures, in comparison to some materials it is quite light, but provides no more or less protection than a titanium hull would. Carapace hull material can only be used on living or biomechanical ship designs.

GM's Note: *Plant as a living material heals naturally of its own accord so long as it receives exposure to sunlight, each day the vessel regains 10 x Size Class in hull points back via natural healing so long as it is in a system with a sun and not being obscured from the suns rays. Plants as a form of living organism is susceptible to disease which in the context of this rule-set means they take full damage or effect from such weapons as Virus missiles/torpedoes etc and also to Fire meaning they will take full damage from Lasers and other fire type weapons. Plant hulls are also exceptionally light, so ships with Plant-like hulls have a base mass of half the listed amount.*

Biological: Biological Hull material covers most types of flesh, hide, jelly, chitinous shell or armoured plate-like and basically almost any other type of biological matter that isn't covered elsewhere.

GM's Note: *Biological as a living material heals naturally of its own accord, each day the vessel regains 10 x Size Class in hull points back via natural healing. Biological is also as part of a living organism susceptible to poison and disease, which in the context of this rule-set means they take full damage or effect from such weapons as Virus missiles/torpedoes etc.*

Steel: Steel is the cheapest hull material available, more commonly found on older vessels, as newer craft are constructed with Titanium hulls as standard for the last five hundred years . Steel is an alloy and as such quite strong and resilient but prone to rust, tending to mean the hull needs constant care and maintenance to maintain its integrity, it is however inevitable that Steel will eventually need patching or replacing. Steel I s also quite a heavy material in comparison to the lighter non rusting Titanium which is more commonly used these days

GM's Note: *Ships constructed of Steel have –1 base Armor Class (AC) as shown in table 0-1 Frames: per size class. So a Cruiser with a Steel hull would have a Natural AC of +15 base – 6 (size class) = +9 AC. Steel ships also have a –2 modifier to Hardness not being quite as able to absorb damage as more recent ships, which use hardier materials. Steel hulled vessels weigh twice as much as normal and so double the base mass of a ship.*

Titanium: Titanium is the material that is now most commonly used to build ships with it is stronger and lighter than steel, and it has the added benefit of never rusting.

GM's Note: *Titanium has no special properties or rules regarding it.*

Gold: Gold is contrary to popular belief not meant as solid gold construction but more refined and treated gold that is almost as hard as steel, this however is still technically a soft metal and tends to be used only by the extravagantly rich or vain, or those who have no other applicable natural resource except gold with which to make ships.

GM's Note: *Ships of Treated gold hulls suffer a –2 penalty to Natural AC per size class, they are also more susceptible to Heat type attacks and as a result take Full damage from them. In addition to this gold is immensely heavy and triples the ships base mass.*

Crystal: Crystal hulls are usually grown and although quite strong and not very heavy, they are quite rare and not very commonly seen within the Dragon Empire.

GM's Note: *Crystal Vessels are very susceptible to sonic vibrations, which are capable of shattering them like glass if strong enough. Crystal ships take full damage from Sonic attack.*

Mithril: Mithril referred to as "True Silver" is a special alloy whose secret of construction is known mostly to only Elves who guard its secret closely. Mithril is a silvery material with a greenish tinge that is exceptionally strong, and light. Mithril is very rare and expensive.
GM's Note: *Mithril hulls weight only 75% the normal mass for a vessel of the relevant size, they also receive a +5 bonus to Hardness being far more capable of absorbing damage than most materials. Mithril hulls also receive a +1 bonus to Natural AC for every size class of the vessel being constructed.*

Adamantine: Adamantine is one of the strongest materials in the known universe, it is blackest black in colour and is only found in some meteorites and asteroids, and the occasional comet. The secret of working this ultra hard material is known only to Dwarves, who pass the knowledge to only a handful of their own kind from generation to generation.
Gm's Note: *Adamantine hulls are exceptionally tough and receive a +10 bonus to Hardness, Adamantine hulls also receive a +2 bonus to their natural Ac bonus for each size class of the vessel.*

Duranium: Duranium is a bronze coloured magical metal that is only found in the ground on magic dead worlds, it is always slightly warm to the touch, but is most renowned for its immunity to any magical affects, it is about the same in weight to titanium and so does not alter a ships mass at all. Duranium is however extremely expensive.
GM's Note: *Duranium is no more resilient against attacks than normal Titanium, however its value comes from its added benefit which is its totally immunity to magic, it takes no damage from magical weapons or affects, no magical effect may pass through its hull nor take effect within it. This also sadly means any vessel with a Duranium hull cannot have a magical Transit drive, weapons or any other component that uses magic.*

Living Metal: Living Metal is a light grey-green metal that is found in places where great significant sources of life energy exist, such as the birth of a planet, or where significant divine events have occurred, the iron deposits in the ground become significantly charged by this life energy and change, becoming living metal.
GM's Note: *Living Metal is a smart material it reshapes to the frame of a vessel whatever its shape and is also capable of repairing itself at a rate of 10 hull points times the size class of the vessel each day naturally. Also note it is impossible for a hull breach to occur on a living metal vessel because it automatically seals itself with its material flowing over and sealing the breach. Living metal is also slightly more resistant to damage than some materials and vessels with living metals hulls receive a +2 bonus to Hardness, in addition living metal vessels receive a +1 natural AC bonus per size class of the ship.*

Chromium: Chromium is a tough metal ore that when refined and work forms a highly reflective surface, and with the technology of the Dragon Empire this mirror-like effect can be maximised to such an extent that laser weapons are reflected as opposed to penetrating it, reflecting the light away from the hull.
GM's Note: *Chromium is heavier than standard material so any ship with a chromium hull has its base mass half again as heavy as standard. As a result of its reflective-ness laser and light based weapons can do no damage to the vessel bouncing off the vessels hull without effect. In fact if an attacker who fires a laser weapon at a vessel with a chromium hull misses by 10 or more then the shot reflects back straight at them, the attacker then makes a second attack roll with a –4 penalty against their own vessel if the roll hits the weapon shot being reflected back flies straight back at and hits the attackers vessel instead.*

Liquid Mithril: Liquid Mithril is the latest development in hull material technology, developed by the Metallic Dragon houses it is a means by which Mithril is mixed with certain other chemicals and magically charged the end result is a mercurial soup that like living metal can run over a frame and provide a very tough coating. A vessel with a liquid Mithril hull effectively has a liquid hull coating that is capable of hardening and reshaping itself at will.
GM's Note: *Liquid Mithril is very light, as such vessels with this material have a base mass equal to half the listed amount. In addition a liquid mithril hull has +5 base Hardness, and receives s +2 Natural AC bonus per size class of the vessel. Also the ship is capable of sealing any hull breaches by flowing over the breach and hardening to seal them, which means decompression of a vessel with a liquid mithril hull is impossible by accident or attack.*

Table 0-5 TRANSIT DRIVES:-

Table Definitions:-
Transit Drive: This is the type of Transit Drive
Charges: This only applies to magical Transit Drives, but these are charges just like a wand has charges. Each Use of the relevant Drive will drain a certain number of charges based on the size of the vessel involved.
Recharge Cost: Again this mainly only applies to magical Transit Drives, but represents the cost in credits and experience required to recharge a single charge of the Transit Drive.
Distance Per Jump: This is the maximum distance in Light Years (LY) the Transit Drive can achieve in a single jump.
Maintenance Cost: This is the cost in Credits required in order to maintain non-magical drives, this cost must be paid once per year. Failure to pay this and the Transit drive begins to lose efficiency and become far less accurate in its use. For each month after a year that the Transit drive has not been maintained the transit Drive incurs a cumulative –1 Penalty on the Use Device check to use it, as well as a –10% penalty on the maximum distance the Transit Drive can reach (where applicable). The Number in Parentheses in this column after the cost is the DC of a Repair roll which if succeeded removes the need to pay the upkeep cost for the Transit Drive, failing this maintenance roll means the Transit Drive begins to deteriorate in quality exactly as normal.

EP Cost: This is the cost in Energy Points (EP's) that is required to power the drive and associated equipment, such as the nav computer and so forth. Even magical Transit Drives require an electronic nav computer to work alongside them. The larger the ship the more equipment required and hence the greater the energy cost.
Frame Limitation: This is the limitation if any size-wise a particular Transit Drive may have, for example a Starcaster may be fitted in any size of vessel and so has a limitation of *None*, whereas a Farcaster can only be fitted into vessels upto Cruiser in size and hence is listed as *Cruiser*, and finally some Transit Drives are only capable of being fitted into larger vessels like Jump Drives, this is listed as *Cruiser+* meaning only sizes from Cruiser upwards can fit this drive.
Transit duration: This lists the duration of the Transit, any particular use of a particular type of Transit Drive can have a duration anywhere from Instant to d6 hours for every 100 light years (LY) and so on.
Charges per Size Class (SC) per Use: This is the number of Charges a Transit Drives uses whenever it "jumps", this is only really applicable to Magical Transit Drives.
Cost (Cr): This is the cost in credits (cr) of the Transit Drive in question.

Transit Drive	Charges	Recharge Cost (cr)	Distance per Jump	Maintenance Cost (DC)	EP Cost	Frame Limitation	Transit Durration	Charge / Sc per Use	Cost (cr)
Starcaster	50	10,000cr 400 Xp	1000 LY	NA	10 /Sc	None	Instant	By Sc = 1/1/1/3 /4/5/10/20/25/50	1,000,000 cr
Farcaster	50	20,000 cr 800 Xp	2000 LY	NA	10 /Sc	Cruiser	Instant	SC1-5=1, SC6=2	2,000,000 cr
Infinity Sphere	25	1,000,000 20,000 Xp	Unlim	NA	20 /Sc	Cruiser +	Instant	1 regardless	10,000,000 cr
Slingshot Drive	N/A	N/A	100 LY	50,000cr (10)	5 /Sc	Corvette	2d6 Days	N/A	500,000 cr
Jump Drive	N/A	N/A	Special	100,000cr (20)	10/Sc	Cruiser +	D6 hrs/ 100 LY	N/A	1,000,000 cr
Hyper Drive	N/A	N/A	Special	200,000cr (25)	25/Sc	None	1 day/100 LY	N/A	2,000,000 cr
Astral Drive	N/A	N/A	Special	500,000 cr (40)	N/A	Cruiser +	Instant	N/A	5,000,000 cr
Phase Drive	N/A	N/A	5000 LY	500,000cr (30)	30/Sc	Explorer +	Instant	N/A	5,000,000 cr
Slipstream Drive	N/A	N/A	10,000 LY	750,000cr (35)	50/Sc	Battleship +	D4 Rnds / LY	N/A	10,000,000 cr
Wormhole Generator	N/A	N/A	Unlim	1 Mcr (40)	100/Sc	Battleship +	1d20 rounds	N/A	50,000,000 cr
Foldspace Engine	N/A	N/A	Unlim	2,5 Mcr (45)	150/Sc	Leviathan +	Instant	N/A	100,000,000 cr
Shadow Step	NA	N/A	1000 LY	NA	20 /Sc	None	D6 hrs/ 100 LY	N/A	1,000,000 cr

Starcaster: Starcasters are specially crafted artefacts that appear as perfect metal sphere whose surfaces appear almost fluid. The sphere is suspended in a magnetic field in a heavily shielded compartment in the engineering section of a vessel. When created starcasters are imbued with the power to *Teleport* massive objects anywhere on the same plane upto 1000 light years (LY) away. The artefacts project's an arcane energy field around the vehicle and everything within it, and all are teleported instantly to the destination. Starcasters when first crafted come with 50 charges, and the number of charges needed to be expended when the vessel teleports is dependant upon size. In addition all Starcasters are linked to an Astronav computer, which allows it to calculate and chart the movement of astronomical bodies in order to prevent the ship from Starcasting into the solid objects. In order to program a *Teleport* into an Astronav a Use Device check must be made. If you have more than 5 or more ranks in Navigate you gain a +2 synergy bonus on the check. The DC is based upon the distance of the *Teleport* being attempted as follows.

Light Years	DC
Same System	15
1-10	20
11-50	25
51-100	35
101-500	45
501-1000	60

Note on any failed *Teleportation* check a mishap occurs. The worse your failure, the more severe the mishap a catastrophic mishap is even capable of destroying your vessel or stranding it in a remote system with no chance of repair or retrieval. The table for Teleport mishaps can be found on page 168 SFHB. Also Starcasting within the planets Gravity Well is also dangerous, as gravity waves interfere with the arcane energy field the starcaster projects around the ship. To attempt to *Teleport* within 100,000 miles of a massive body such as a planet etc. you must override the astronav manually. This requires a Use Device check (DC 25). If you succeed, you can attempt to program the *Teleport* normally. If you fail by less than 5, then the *Teleport* simply doesn't happen: The charges are lost and your ship must move outside of the gravity well before you can make another starcasting attempt. If you fail by more than 5, you must attempt to program the *Teleport*, but you suffer a circumstances penalty to your Use Device check equal to the amount you failed by. Starcasters cost 1,000,000 credits and 40,000 experience points to create, and have 50 charges.

Farcaster: A Farscaster is a modified concept of the Starcaster designed for use in smaller ships, Farcasters are more commonly found on scouts and exploration vessels. A Farcaster appears a smaller perfect sphere, surrounded by three metal rings each of which is capable of spinning on a different axis around the central sphere. The way the Farcaster works is by

producing the same arcane sphere but it is far more powerful and accurate allowing for Teleportation's upto far greater distances than the Starcaster is capable of, and with less chance of mishap. But because of the energy requirement the Farcaster can only produce an energy field upto and including Cruiser sized vehicles only. In addition as with Starcasters, Vessels with Farcasters are linked to an Astronav computer, which allows it to calculate and chart the movement of astronomical bodies in order to prevent the ship from Starcasting into the solid objects. In order to program a *Teleport* into an Astronav a Use Device check must be made. If you have more than 5 or more ranks in Navigate you gain a +2 synergy bonus on the check. The DC is based upon the distance of the *Teleport* being attempted as follows.

Light Years	DC
Same System	10
1-50	15
51-100	20
101-500	25
501-1000	35
1001-2000	45

Note Farcasters check for Mishap in the same way, but because Teleports in general have far less chance of failure, there is also as a net result less chance of a mishap occurring. Farcasters are also forced to abide by the restrictions that come from *Teleporting* while within a gravity well as described under Starcaster. Farcasters cost 2,000,000 credits and 80,000 experience points to Create and have 50 charges.

Infinity sphere: the infinity Sphere is the ultimate in magical Transit Drives to date. It appears as a huge perfect sphere that is totally black and non-reflective, it hangs between two magnetic coils motionless. When the Infinity sphere is in use a vibration like ripple starting at the centre of the sphere and moving out to the edges occurs, much like you would see if you were to bang a drum while a glass of water stood on it. The Infinity Sphere works in a slightly different way to Starcasters and Farcasters in that, when in use the Sphere causes an invisible arcane energy bubble to expand over the ship until eventually it surrounds it entirely the bubble then collapses inwards and causes a *gateway* to appear, effectively a hole in space that has the vessels destination on the other side, and as the bubble collapses it sucks the vessel through sealing the *Gateway* behind it and thus depositing the vessel where it wishes to be. There are quite a few stresses made upon vessels that use Infinity sphere and so they can only be used on Cruiser size vessels or larger, as smaller ships would be crushed like tin cans by the powerful opposing forces at work. In addition Vessels with Infinity Spheres are also linked to an Astronav computer, which allows it to calculate and chart the movement of astronomical bodies in order to prevent the ship from Gating into any solid objects. In order to program a *Teleport* into an Astronav a Use Device check must be made. If you have more than 5 or more ranks in Navigate you gain a +2 synergy bonus on the check. The DC is based upon the distance of the *Teleport* being attempted as follows.

Light Years	DC
1-1000	25
1001-2000	30
2001-3000	35
3001-4000	45
4001-5000	55
5001+	60

Note on any failed *Gating* check a mishap occurs. The worse your failure, the more severe the mishap, there is even a possibility of a catastrophic mishap occurring as shown on the following mishap table which is for Infinity Spheres only.

Check Failed By	Mishap
5 or less	Your ship appears in a random system
6 – 10	Your ship appears in a random star system, in addition the Infinity sphere itself is damaged and loses 1-25 of its remaining charges. Roll d% and divide by 4 rounding down, to determine the amount lost.
10 – 15	Your ship appears in a random star system, it arrives without the Infinity sphere, just a space that it used to occupy.
16 – 20	Your ship is transported to the Astral plane and the infinity sphere loses all of its remaining charges
21 – 25	Your ship is transported to another plane of existence or an alternate dimension. The DM can determine the plane randomly or choose one at his/her discretion.
26 +	Your ship appears in the place known as the Void, it is unable to move or use its Infinity Sphere, it is never seen again nor the crew onboard…. The void exists between time and space, light and dark.

Infinity spheres cost 10,000,000 credits to make and 2,000,000 experience points, and have 25 charges. They can also effectively be used to Gate any distance, but as with most drives the further you wish to go in a single "Gate" the more risk involved.

Slingshot Drive: Slingshot drives are non magical, and were developed by early spacefaring races, they work by allowing a ship to travel over a planets gravity well, effectively skimming it, and in the process gaining immense velocity while travelling around the planets diameter so that by the time it has travelled around the planet sufficiently it can pull up and free of the atmosphere and "slingshot" off towards its chosen destination. This is not an exact science and the slightest error means the vessel is slingshot'ed off in another direction and quite possibly into the void, or towards another planetary body or obstacle. Slingshot drives have an effective range of about 100 light years while remaining still relatively safe and allowing the astronav

the ability to calculate the exact time at which to pull off the atmosphere and slingshot towards the destination, track astronomical bodies movements and ensure that for no reason a vessel with such a drive will have to manoeuvre off course or slow down. This is because if such became necessary it would almost certainly spell doom for the vessel unless they were near another gravity well which they could use to slingshot once more. In order to program a *Slingshot* into an Astronav a Use Device check must be made. If you have more than 5 or more ranks in Navigate you gain a +2 synergy bonus on the check. The DC is based upon the distance of the *slingshot* being attempted as follows.

Light Years	DC
Same System	20
1-10	25
11-20	30
21-50	35
51-75	45
76-100	60

Note on any failed *Slingshot* check a mishap occurs. The worse your failure, the more severe the mishap as shown on the following mishap table which is for Slingshot Drives only.

Check Failed By	Mishap
5 or less	Your ship is 1d6 light years off course and by upto 45 degrees off the original trajectory.
6 – 10	Your ship is catapulted completely off course in a random direction by 10d10 light years
10 – 15	Your ship is too low in the gravity well and is pulled down instead of being slingshot'ed off, the sling shot drive has 50% chance of burning itself out. Regardless of this the ship take 2d10 x current speed in hull damage.
16 – 20	Your ship is catapulted off course and straight towards the systems Primary Star, unless you can stop your vessel you Piloting check (Dc30) you will burn up in 1d4 rounds
21 – 25	Your ship is catapulted completely off course and into a spatial anomaly, you ship reappears elsewhere either in space, another dimension or plane of reality GM's choice.
26 +	Your ship is catapulted into off course and straight into some space debris, black hole or other life threatening object, the ship is torn to pieces and all onboard are killed unless they can get to the escape pods.

Slingshot Drives may only be fitted in vessels of upto Corvette in size. They could feasibly be developed for larger craft but because of the stresses involved smaller more streamlined vessels were more suited to this form of travel. Additionally the technology was outmoded before larger vessel classes were available. Slingshot drives unlike other vessels do not suffer penalties from making jumps because of closeness to a gravity well and instead rely on it.

Jump Drive: Jump Drives work by drawing a vast amount of energy and using it to literally pull a hole in space known as a "jump Conduit" to a Transitive plane called "Jump space". In Jump space distance and time does not work the same way in as it does in real space. Jump space is easiest to imagine as a realm of churning orange and red mists, lightning and turbulences, it has eddies and currents like an ocean and it touches on all parts of real space. Thus by travelling through Jump space vast amounts of distance can be traversed in a far shorter time. Jump space is however very dangerous and has only been partially explored, because of the currents and turbulence of the place, wandering off of charted routes is extremely dangerous and a ship lost in Jump space has practically no chance of ever being found. It is because of this that stationary navigational buoys which transmit a constant signals are placed in Jump Space in order to allow travellers to know where it is they are and where they need to go to get where they are going, and also so that if they should move of the charted routes they can lock onto the signal of a navigational buoy and find their way back. Of course this only holds true to a certain distance out, go too far and you will likely be lost in Jump Space for good. In order to navigate through Jump space a ship must use an Astronav, which requires a Use Device check to be made. If you have more than 5 or more ranks in Navigate you gain a +2 synergy bonus on the check. The DC is based on how close to charted routes you are wishing to travel as follows.

Route Taken	DC
Charted Route, Well travelled	25
Charted Route, Rarely travelled	30
Uncharted, but close to a charted route	45
Uncharted, never Travelled	60

Note on any failed attempt at navigating through jump Space means a mishap occurs. The worse your failure, the more severe the mishap as shown on the following mishap table. Also note there exists such stationary Transit devices called "Jump Gates" these are built like a vessel but without engines and need for living quarters, crew etc… their sole task is to open Jump Conduits for vessels to traverse through. These are used by the smaller vessels, which are not normally capable of mounting Jump engines of their own.

Check Failed By	Mishap
5 or less	You come out of Jump space too soon and are 10d10 light years off course but in the correct direction.
6 – 10	You come out of Jump space, into another system relatively close to your intended destination, your GM decides which.
10 – 15	You come out of Jump space into a dangerous area of space for navigation such as an asteroid field, or too close to a planet, a piloting roll (DC30) must be made or the vessel takes 1d100x5 points of damage from whatever obstacle is present. Alternatively a GM may replace this with a hostile encounter.
16 – 20	Your ship appears in a random system, but the Jump drive itself is damaged and will no longer function. It may require special components to repair.
21 – 25	Your Jump drive malfunctions and the Jump conduit closes when you are only half way in, this causes 4d100 x 4 hull points of damage, possibly cutting your ship in half or destroying it outright
26 +	You miscalculate the course and wander out of range of the navigational buoys you are lost in Jump Space.

Note Jump Drives are capable of making a Jump while close to a planet and thus within close proximity to the gravity well but it adds an additional –10 circumstance penalty to the Use Device check so few attempt it and instead move out to a safe distance. Also because of the great energy required and the size of the jump engines themselves only ships of cruiser size and larger are capable of mounting this type of Transit Drive.

Hyper Drive: A Hyper Drive works somewhat differently to normal Transit drives in that no travel through a demi-plane or teleportation is involved. Instead vessels with Hyper Drives, which is short for Hyper-velocity drive, are propelled at such huge speeds that time outside the vessel actually slows down. This allows the vessel to travel great distance in much reduced times of only 1 day for each 100 light years being travelled. Hyper drives work by means of a special crystalline material that is only found on certain worlds that is capable of harnessing and amplifying energy into such a pure and powerful form that it can send a ship at such enormous velocities. Of course the Astronavs involved with a Hyper drive must be especially accurate as any obstacle or planetary body in the path of a vessel in Hyper Space (the term referring to the hyper velocity means of travel) would destroy the vessel instantly should it be hit. And so the Astronavs are designed to calculate and track such planetary bodies to avoid this problem, but additionally if an obstruction is detected that shouldn't be there, the drives is designed to cut out instantly dropping the ship back to FTL speeds in the hopes that the obstacle can then be safely avoided. As a result the greater the distance and the less well known the route the far greater the chance of such problems occurring, and so people using Hyper drives tend to only travel established routes where possible. As mentioned in order to program a path using a Hyper drive into an Astronav you must make a Use Device check. If you have more than 5 or more ranks in Navigate you gain a +2 synergy bonus on the check. The DC varies as follows.

Route Taken	DC
Same System	10
Established Hyper lane	20
Rarely Travelled Hyper Lane	30
Route never Travelled	35
Route never Travelled w/ hazards	50

Note on any failed attempt at plotting a course in Hyperspace means a mishap occurs. The worse your failure, the more severe the mishap as shown on the following mishap table.

Check Failed By	Mishap
5 or less	You miscalculate the Hyperspace jump and end up d100 light years off course
6 – 10	Due to a miscalculation you end up dropping out of Hyperspace due to being too close to a planetary body, you have travelled d% of the way to your destination, you need to recalculate the course and try again.
10 – 15	Your drop out of Hyperspace far too close to a planetary body and your ship takes 2d100x4 damage from the near collision or structural strains.
16 – 20	Your Hyper drive malfunctions and does not work, it must be repaired (DC30) before it can be used again.
21 – 25	Your hyper drive has some sort of malfunction, which deposits your vessel in another dimension or plane of existence.
26 +	Your ship is unable to drop out of Hyper space and is stuck travelling at hyper velocity, it is only a matter of time before you hit something. Your ship remains in Hyper space every day until a (DC45) repair check can be made, there is a 1 in 10 chance that your vessel hits something each day which instantly destroys the vessel and all on it.

Note Hyper Drives work near a Gravity well, but where the Gravity well is encountered during a jump through Hyper Space, they are designed to shut down bringing the ship back to normal speeds as mentioned above.

Astral Drive: Astral Drives are one of the few Psionically powered Transit Devices known of in the universe, they work by drawing upon the mental energies of the crew and passengers onboard the vessel, such that whenever onboard a vessel with an Astral Drive all suffer a Temporary point of Constitution loss for the duration to reflect the fatigue of this drain, this point will not return so long as the individual remains on board, if they leave the vessel it returns the following day. However should the individual then return to the vessel the point is once more lost. It is because of this that people who travel on vessels with Astral Drives complain of continually feeling tired and weary. The Astral Drive causes the vessel to fade out of real space being transported instantly to Astral Space. Astral space is a place of endless Silvery skies empty but for the occasional spinning

multi coloured disk or thunderhead. Astral space is one of the three Transitive planes and is effectively a road that goes everywhere it is the "Between" place, everything in Astral space seems more defined and real. Travel through Astral space is effectively timeless as time does not function the same way as it does in Real space, however the catch with Astral Drives is being able to find a portal from Astral Space that leads to where you want to go, this is where there Astronavs come in they constantly scan and analyse portals and try to determine whether one in question will lead back to Real space in an appropriate place. Their ability to determine an accurate course is shown on the following table. To use an Astronav you must make a Use Device check. If you have more than 5 or more ranks in Navigate you gain a +2 synergy bonus on the check. The DC varies as follows.

Route Taken	DC
Find a Known Portal	20
Find an unknown Portal to Desired location	35

Note on any failed attempt at finding the correct portal is not known until after it has been passed through, and technically means a mishap occurs. The worse your failure in the detection attempt the more severe the mishap, as shown on the following mishap table. Astral Drives are only feasible in Cruiser size vessels or greater, as they are the only kinds to have sufficient life forms on board to keep the drive powered. Astral Drives are totally unaffected by the presence of a Gravity well and face no problems being used or in use near them at all.

Check Failed By	Mishap
5 or less	The Portal found leads to somewhere other than where you wish to be, you end up 2d10x100 light years off course
6 – 10	The Portal found leads to a random location on the Prime Material plane, GM decides exactly where
10 – 15	Your ship is caught in an Astral Storm as it passes out through the portal the ship is damaged for 4d% x 5 points of Damage, the Astral Drive overloads and knocks everyone out for 1d3 days. The ship floats immobile for this time.
16 – 20	As you exit the Portal some Astral life exits with you, this could be Githzerai refugees or Githyanki Pirates or anything else appropriate your GM determines.
21 – 25	Your ships Astral Drive reacts badly to some unseen force as you pass through the portal ripping a hole in space to an outer plane, likely drawing the attention of some outsider.
26 +	You end up on a Random Outer Plane or dimension, GM decides which or where exactly.

Phase Drive: Phase Drives are a leap forward in Temporal devices and spatial distortion technology. The Phase Drives work by causing the vessel it is mounted in, to drop out of sync with the normal time stream when used. This means that the vessel can effectively travel through Real Space as though time did not move for them within the ship. Of course time is still moving outside the vessel but only at a significantly reduced almost infinitesimally nonexistent rate, but once a ship becomes back in phase with normal time, those onboard will not have aged and only moments will have passed. The ship itself when using a phase drive seems to become transparent and then literally wink out of existence at its starting point and an nanosecond later blink into existence at its destination. For the round leading upto and directly after a Phase jump the vessel is considered Incorporeal and almost all attacks or objects will pass straight through it as though it were not there, which in effect it isn't as the image of it is merely the visual memory of it in that space.
In order to program a *Phase Jump* into an Astronav a Use Device check must be made. If you have more than 5 or more ranks in Navigate you gain a +2 synergy bonus on the check. The DC is based upon the distance of the *Phase Jump* being attempted as follows.

Light Years	DC
Same System	10
1-500	15
501-1500	20
1501-2500	25
2501-3500	35
3501-5000	45

Note on any failed *Phase Jump* check a mishap occurs. The worse your failure, the more severe the mishap. Phase Drives are also unaffected by the presences of Gravity Wells and planetary bodies except for the purposes of them phasing back into normal time, as if a solid object or dangerous gravity well exists where they phase back in the ship could be destroyed or crushed by the forces etc. Mishaps during Phase Jumps are determined on the following table and are dependant upon the amount by which the roll to make a phase jump was failed. Phase Jumps have a maximum range per jump of 5000 light years, this is because the rigors of Temporal travel and the dangers of being lost in time due to an erroneous calculation grow the greater the distance being attempted via a Phase Jump. Note the only size vessel a Phase drive cannot be fitted to is an interceptor and that is not because the technology isn't possible but because it was never developed, as it was deemed that a phase drive on an interceptor would never be cost effective.

Check Failed By	Mishap
5 or less	You miscalculate the Phase jump and reappear d% x 100 light years off course
6 – 10	Due to a miscalculation your ship reappears in a Random system, GM's choice which
10 – 15	An Error in the Calculation causes you to arrive at your destination but d6 days either in the past (50%) or the future (50%)
16 – 20	Due to an error during transit you are thrown out of time into a Parallel universe, and alternate Prime Material plane. Your GM decides exactly how significantly or minorly different this universe is from your own.
21 – 25	You are struck by a Temporal storm while in transit, your vessel takes d% x 10 hull points of damage as the vessel is aged and rejuvenated at the same time, all onboard are either aged d20 years (50%) or rejuvenated d20 years (50%)
26 +	You make the Phase Jump but your Phase Drive is gone and your vessel and all onboard are lost in time between the "now "and the "then" it is upto the GM if any possibility of escape exists.

Slipstream Drive: the Slipstream drive is also a relatively new discovery, the slipstream is not so much a transitive plane like the Astral, Shadow or Ethereal, but more a series of winding, twisting conduits between all places, these conduits are ever shifting, and chaotic, and seemingly impossible to navigate and no known Astronav has ever been capable of doing so. However it was discovered that biological entities have an innate capacity to navigate these ever shifting and interconnecting conduits to their destination by instinct alone, but even then it takes a being of good instincts and reflexes to navigate them without damaging their ship. The reason the existence of the slipstream went without notice for so long is mostly because most scientific explorations of other planes in this day and age are performed by technical or magical construct, in order to lessen the risk to living beings.
In order to enter the Slipstream a Use Device check must be made. The DC is based upon numerous factors as detailed in the table below. No non-biological life form can activate a Slipstream drive.

Check	DC
Base DC	15
Dexterity 13+	+1 per point over 13
Wisdom 13+	+1 per point over 13
5 or more Ranks of Piloting	+2
5 or more Ranks of Navigate	+2
Per 500 Light Years being Travelled	-1 (cumulative)

Note on any failed transit to *Slipstream* means a mishap occurs. The worse your failure, the more severe the mishap. Slipstream Drives simply do not function while within range of a Gravity Well.

Check Failed By	Mishap
5 or less	Your ships has a glancing blow with the side of Slip conduit, your vessel takes d% x 5 damage
6 – 10	Your ship slams against the side of the Slip conduit taking a serious knock, your vessel takes d% x 10 damage.
10 – 15	You lose control in the Slip conduit and spinning out of control end up being deposited back in real space, some 10d10 x 5 light years off course, your vessel takes d% x 5 damage also.
16 – 20	Losing serious control of your vessel while in the Slip you are slammed against the sides before finally being catapulted back into real space in some Random system, GM's decision. Your vessel takes d% x 10 points of damage.
21 – 25	Your vessel loses control in the Slip conduit and is catapulted down an adjoining conduit, dumping your ship into another plane of Existence of your GM's choice. Your vessel takes d% x 10 points of damage
26 +	While Travelling through the slip you manage to slip outside the slip conduit itself, and end up travelling back in time some d% x 10 (hours 1-4, days 5-6, weeks 7-8, months 9, years 10 on a d10) in Time.

Wormhole Generator: A Wormhole Generator is a massive leap forward in Transit technology, it is also only possible for these drives to be found on vessels of Battleship size or greater. A wormhole generator creates a short-lived tunnel through space a "Wormhole" which basically links two distant points. These are artificially sustained and require a lot of energy, should the wormhole collapse before the vessel has passed through it would be destroyed instantly. Wormholes do not provide instantaneous travel, but do shorten the time to travel from place to place by a vast amount. Any travel by wormhole regardless of distance involved always takes only 1d20 rounds to move from one end of the wormhole out of the other. Of course Wormhole Generators still require Astronavs, not simply to determine the wormholes goes to the correct destination, but also to monitor the wormhole closely and ensure that the energy being used to maintain it for the duration of the passage is constant, as failing this could cause it collapse as mentioned previously. In order to open and maintain a Wormhole using an Astronav the vessel must make a Use Device check. If you have more than 5 or more ranks in Knowledge (Astrophysics) you gain a +2 synergy bonus on the check. The DC is based upon the distance (and hence duration) the wormhole must be opened for as follows.

Light Years	DC
1-500	15
501-1000	20
1001-2000	25
2001-3000	35
3001-5000	45
5001+	50

Note on any failed attempt to Generate a Wormhole means a mishap occurs. The worse your failure, the more severe the mishap. Wormhole generators simply do not function while within range of a planetary body or gravity well, which is just as well as creating a wormhole within an existing gravity well would be catastrophic.

Check Failed By	Mishap
5 or less	The Wormhole opens but its destination is off by d% x 100 light years
6 – 10	The Wormhole formed is unstable and as soon as the vessel arrives at its destination overloads, the Generator cannot be used again until repaired (DC45), and may require special parts
10 – 15	The Wormhole becomes unstable and its destination varies from round to round for as long as it takes to move through it, the eventual destination is a totally random system of the GM's choice.
16 – 20	The Wormhole is unstable and closes before the vessel can enter it, the resulting effect causes energy waves to rock the vessel doing d% x 10 points of damage to all vessels within 500 feet of the event horizon. The Wormhole generator itself overloads and needs repair before it can be used again (DC45) and may require special parts at the GM;s discretion
21 – 25	The Wormhole generator has a massive overload causing the generator itself to be destroyed, your vessel takes 2D% x 10 points of damage. However there is now a permanent and stable wormhole in space to your destination.
26 +	The Wormhole collapses while you are in transit through it, your vessel and all onboard are killed instantly.

Foldspace Engine: The Foldspace Engine this is the pinnacle of Transit technology to date, and only the biggest ships of Leviathan size can mount and power such devices. A Foldspace engine works by doing just what its name implies, it folds the distance between two distant points, thus bringing the for the vessel concerned the source and destination points together. Travel in this fashion is entirely safe and instantaneous.

The easiest way to imagine Space folding is to imagine a sheet of A4 paper, place a paper clip on the top right corner, you will note the distance between the top right and top left corners is significant. Now fold the piece of A4 in half so the top right and top left corners are touching, there is now no distance between the top right and top left corners and the paper clip can move from one to the other easily. This is how space folding works.

There is a Use Device check required in order to use the Astronav to initiate a Space Fold as shown on the following table.

Check	DC
Plot a Space Fold	25
5 or more ranks of Navigate	+2

Unlike other drives a failure to initiate a space fold has no dire effects, it simply means the vessel goes nowhere and thus wastes a little time. This is because unless the destination chosen is incorrect it is all but impossible to arrive at a destination other than the one chosen. Foldspace Engines suffer no ill effects from being used near a planetary body or other gravity well, meaning they can be used anywhere even in atmosphere, providing the ship is capable of entering an atmosphere of course.

Shadow Step: Shadow Stepping is a special form of Transit Travel as it is not a technological device but instead a biologically designed capacity, which can be imbued into living vessels only. Ships with this capacity written into their DNA design are capable of moving through the veil between Real space and Shadow Space (or the Shadow Plane as it is more commonly known). Shadow Space is a Transitive plane, much like Astral space or Ether space. Note shadow stepping provides the ability to access and exit Shadow space, but an Astronav is still required to gauge where you need to be to get where your going as Shadowspace is near impossible to navigate by any other means as it is blacker than black and sensors do not work within it. Shadow Space is also one of the more dangerous of the transitive planes to move through as it has life-forms and things that dwell in it that are not friendly, as such Shadow Stepping only works upto a range of 1000 light years, any further and hence longer in Shadow space would almost certainly draw the attentions of one of its denizens. In order to program a safe *Shadow Step* into an Astronav a Use Device check must be made. If you have more than 5 or more ranks in Navigate you gain a +2 synergy bonus on the check. The DC is based upon the distance of the *Shadow Step* being attempted as follows.

Light Years	DC
Same System	15
1-10	20
11-50	25
51-100	35
101-500	45
501-1000	60

Note on any failed *Shadow Step* check a mishap occurs. The worse your failure, the more severe the mishap a catastrophic mishap is even capable of destroying your vessel or stranding it in a remote system with no chance of repair or retrieval.

Check Failed By	Mishap
5 or less	Your vessel appears in the Desired System, but d% x 1000 miles from the desired location
6 – 10	Your ship appears in a nearby system , 10% of the total distance being attempted in deviation. e.g.. attempting a 100 LY shadow step would mean you are off course in a system upto 10 LY from the desired one.
10 – 15	Your ship appears in a random star system
16 – 20	Your ship encounters some hostile force while in Shadow Space
21 – 25	Your Astronavs calculations are completely off and you are totally lost in Shadow Space, you must re-chart the course adding 10 to the original DC as you no longer have an accurate start location as a source reference.
26 +	Your ship is transported to another plane of existence or an alternate dimension. The GM determines where exactly.

Also *shadow Stepping* within the planets Gravity Well is also dangerous, as gravity waves interfere with the ability. To attempt to *Shadow Step* within 100,000 miles of a massive body such as a planet etc. you must override the astronav manually. This requires a Use Device check (DC 25). If you succeed, you can attempt to program the *Shadow Step* normally. If you fail by less than 5, then the *Shadow Step* simply doesn't happen: Your ship must move outside of the gravity well before you can make another *shadow Stepping* attempt. If you fail by more than 5, you must attempt to program the *Shadow Step*, but you suffer a circumstances penalty to your Use Device check equal to the amount you failed by.

Table 0-6 MANEUVERING THRUSTERS:-

Table Definitions: -
Manoeuvring Thrusters: This is the Type of Manoeuvring Thrusters
Turning Ability: This is a bonus to Piloting rolls where Evasive Action and Speed changes are concerned, bestowed solely due to the quality of the starships manoeuvring thrusters.
Acceleration (Acc): This is the Acceleration statistic the Manoeuvring thrusters will bestow the starship being constructed.
Deceleration (Dec): This is the Deceleration statistic the Manoeuvring thrusters will bestow the starship being constructed.
Energy Cost (EP's): This is the Cost in Energy Points (EP's) the Manoeuvring thrusters require to function, the larger the vessel, the more extensive the thrusters are and hence the greater the energy cost.
Cost (cr): This is the cost in credits (cr) of the Manoeuvring thrusters will cost, the larger the vessel the larger the thrusters and hence the greater the cost.

Manoeuvring Thrusters	Turning Ability	Acc	Dec	Energy Cost	Cost (cr)
Interceptor Thrusters	+3	+10	+10	50/Sc	500,000 cr /Sc
Basic Thrusters	+0	+1	+1	10/Sc	100,000 cr /Sc
Advanced Thrusters	+1	+2	+2	20/Sc	200,000 cr /Sc
Intuitive Thrusters	+2	+3	+3	30/Sc	300,000 cr /Sc
Pinpoint Thrusters	+3	+4	+4	40/Sc	400,000 cr /Sc
Null Mass Gravity Thrusters	+4	+5	+5	50/Sc	500,000 cr /Sc
Manoeuvring Glands	As Above	Spec	Spec	NA	X2 Above
Levitational Emitters	+5	+3	+3	NA	1 Mcr /Sc

Interceptor Thrusters: Interceptor Thrusters are special thrusters, which can only be used on Size class 1 vessels. They provide far more manoeuvrability than Manoeuvring thrusters on any other size of vessel, allowing them to speed up and slow down like no other, and aid in dangerous manoeuvres.

Basic Thrusters: Basic Thrusters are just what their name implies, they provide nominal acceleration and deceleration abilities that neither help nor hinder the vessel, they simply do the required job nothing more.

Advanced Thrusters: Advanced thrusters are the next step beyond basic thrusters, they provide better acceleration and deceleration, and thanks to some basic computer controls can be activated with a bit more precision aiding manoeuvres a little.

Intuitive Thrusters: Intuitive Thrusters are basically Advanced Thrusters but with more efficient computers which analyse and apply the appropriate amount of thrust to get the desired effect. This allows greater acceleration and deceleration than Advanced thrusters and also makes some manoeuvres much easier to do.

Pinpoint Thrusters: Pinpoint Thrusters, build upon the improvements made with the Intuitive Thrusters and the computers are now capable of analysing the manoeuvres or amount of pressure applied to Thrusters and see that the exact and accurate amount of thrust is provided. Ships with pinpoint thrusters are able to accelerate and decelerate much faster than other vessels with lesser thrusters.

Null Mass Gravity Thrusters: Null Mass Gravity Thrusters are tied to one of the most advanced computers designed for the purpose of applying thrust currently available. The Null-G Thrusters work slightly differently to other thrusters in that they are tied to an Anti Gravity generator which reduces the mass of a vessel to zero, effectively allowing a vessel of any size to float above the ground as if it were entirely weightless which in effect it is. The generator provides thrust by emitting gravitational forces in whichever direction is required to go, or when in space by emitting the energy field which moves it. Vessels with Null–G thrusters can almost stop and start on the spot and perform certain manoeuvres other vessels just couldn't possibly do with lesser thrusters systems. Null–G thrusters are also totally silent.

Levitational Emitters: Levitational Emitters are the only magical thrusters available. They appear as a series of globes or nodes over the vessels hull and work by emitting the magical telekinetic force to move the vessel as desired. They are very reliable and function as well pinpoint thrusters for purposes of acceleration and deceleration. But where the performance of

certain manoeuvres are concerned they are unparalleled even by Null-G Thrusters, they simply have a capacity in this area that cannot currently be matched by technology.

Special Note regarding Manoeuvring Glands:
Living ships do not have normal manoeuvring thrusters like mechanical ships, instead they have manoeuvring glands, which essentially work in the same way but are biological not mechanical, they can be via a gas expulsion, electrical field generation, gravitational shift, or any other way you can imagine. They can also vary in their ability to allow manoeuvring such that for purposes of buying Manoeuvring Thrusters for a biological vessel, choose the quality of thrusters you would like as if it was a mechanical vessel and then multiply the cost by 2.

Table 0-7 CONTROLS:-

Table Definitions:-
Control Type: This is the Type of control. Controls are broken down into five kinds *Helm, Weapons, Sensor, Engineering* and *Command and Control*. Each control is then broken down into four levels of control and one type of magical control within each category.
Bonus Conferred: Of the five types of Controls each confers a different bonus or effect based on its type, bonuses bestowed from controls do not apply all the time, instead the crewman at the relevant station must make a station check The only exception to this is with the Command controls, who instead must make a command check in order to provide the other stations a bonus on their station check rolls.. So what is a Station check, it is a Use Device check with a DC as follows 15 (Basic), 20 (Mk 1), 25 (Mk 2 and the Magical types), and 30 (Advanced) which if successful allows the vessel to receive the benefit the controls confer for that round only. A Command check works in the same way but the bonus conferred is a bonus to the others station checks for that round only. Note both of these checks are performed at the point during the round just before the ship acts:-

Helm Controls: These provide a bonus to Handling of the Starship, due to the capability of the controls in causing the vessel to manoeuvre more efficiently and quickly.
Weapons Controls: These provide a bonus to all attack rolls with the weapons of the ship, this is on top of any other bonuses which may be received by the ship such as due to Targeting Computers etc. This bonus is due to the controls allowing for faster and more accurate use of the targeting computers so the weapons have improved ability to hit a target.
Sensor Controls: These controls allow for faster more accurate detection and tracking of enemy vessels, and thus can confer their bonus upon the roll to acquire a Target and to detect a target.
Engineering Controls: The Engineering controls allow for enhanced diagnostic capabilities when the vessel is damaged and thus confer a bonus on Repair Critical rolls providing the crewman can make the station check.
Command C3 Controls: These controls are those based around the command officer, and allow for speedier and more efficient commands to be given to other bridge stations. If a Ships Captain can succeed with their command check they can confer a bonus to all other officers stations checks for that round.

Energy Cost: This is the Energy point cost (EP's) required to power the controls.
Cost (cr): This is the cost in credits of the controls.

Control Type	Bonus Conferred	Energy Cost	Cost (cr)
Basic Helm Control	+0 Handling	5	20,000 cr
Helm Control Mk1	+1 Handling	5	50,000 cr
Helm Control Mk2	+2 Handling	5	100,000 cr
Adv. Helm Control	+3 Handling	5	250,000 cr
Mercane Orbs	+2 Handling	N/A	500,000 cr
Weapons Controls (Can add a Competence bonus to Attacks)			
Basic Weapons Control	+0	5	20,000 cr
Weapons Control Mk1	+1	5	50,000 cr
Weapons Control Mk2	+2	5	100,000 cr
Adv.Weapons Control	+3	5	250,000 cr
Umbilical Link	+2	N/A	500,000 cr
Sensor Controls (Can add to Acquire Target and Detect Target rolls)			
Basic Sensor Control	+0	5	20,000 cr
Sensor Control Mk1	+1	5	50,000 cr
Sensor ControlMk2	+2	5	100,000 cr
Adv. Sensor Control	+3	5	250,000 cr
Scrying Screens	+2	N/A	500,000 cr
Engineering Controls (Can add a bonus to Repair Critical rolls)			
Basic Engineering	+0	5	20,000 cr
Engineer Control Mk1	+1	5	50,000 cr
Engineer Control Mk2	+2	5	100,000 cr
Adv. Engineer Control	+3	5	250,000 cr
Diagnostic Crystal	+2	N/A	500,000 cr
Command, Communication and Control (C3) Controls (Can Aid other stations)			
Captains Chair	+0	5	20,000 cr
C3 Control Mk1	+1	5	50,000 cr
C3 Control Mk2	+2	5	100,000 cr
Advanced C3 Control	+3	5	250,000 cr
Zone of Awareness	+2	N/A	500,000 cr

Basic Helm Controls: Basic Helm controls allow the helmsman to use basic controls to manoeuvre the vessel in a basic no thrills fashion.

Helm Controls Mk1: Helm Controls Mk1 is the first basic improvement over basic helm controls, the interface is slightly more intuitive and provides a slight bonus to a vessels handling due to their ease of use.

Helm Controls Mk2: Helm Controls Mk2 improve upon the Mk1 controls, a better interface layout is provided, with sensible control arrangement. Screens have scrolling menu's where commands can easily be chosen via the controls keyboards. Vessels handle much easier with Mark 2 controls than even they did with Mark 1's.

Advanced Helm Controls: Advanced Helm Controls are once again another improvement, they have touch screen controls, placing all necessary controls at a single touch away. Commands and related functions are also linked so that multiple commands can be achieved via a single command initiation. Vessels with Advanced helms controls have significantly improved handling.

Mercane Orbs: Mercane Orbs are the magical Helm controls means, they appear are two almost organic looking stalks with glowing orbs at the top, they rest at elbow height and are designed so that the hands can be placed directly onto them. Vessels with Mercane Orbs can be moved, simply by moving the orbs, additional commands can be issued relating to helm control simply by applying pressure to certain parts of the orbs.

Basic Weapon Controls: Basic Weapon controls allow the weapons officer to use basic controls to fire the vessels weapons in a basic no thrills fashion, if the weapons have a targeting system then the controls include a basic screen and crosshairs arrangement to make targeting easier.

Weapon Controls Mk1: Weapon Controls Mk1 is the first basic improvement over basic weapons controls, the interface is slightly more intuitive and provides a slight bonus to a vessel's attacks due to their ease of use. If a weapon on the vessel has a targeting computer then range, shots remaining, barrel temperature, recharge time and so forth are now included

Weapon Controls Mk2: Weapon Controls Mk2, improve upon the Mk1 controls, a better interface layout is provided, with sensible control arrangement. Screens have scrolling menu's where commands can easily be chosen via the controls keyboards. A weapon with targeting computers has all the features listed under Mk 1 but now also includes FOF identification, threat analysis, database of known vessels and so forth.

Advanced Weapons Controls: Advanced Weapon Controls are once again another improvement they have touch screen controls, placing all necessary controls at a single touch away. Commands and related functions are also linked so that multiple commands can be achieved via a single command initiation. Vessels with Advanced Weapon controls have significantly improved accuracy. In addition of the weapon has a targeting computer then the weapons now include automatic threat tracking capabilities, attack warnings, automated reload options, multiple threat targeting and so forth...

Umbilical Link: Umbilical Link is the magical Weapons Control, basically the weapons officer using the Umbilical links is tied to the weapon via a series of muscle-like umbilical strands that connect to the base of his or her skulls, all the relevant weapons data is then transmitted directly into the mind of the weapons officer, and to use the weapons all they need to do is think the commands.

Special note Regarding Weapons Controls:
In order for a vessel to receive the bonus to attack from improved quality weapons controls, the vessel must also have at least the same quality Sensor controls as the two are incontrovertibly linked in their functions.

Basic Sensor Controls: Basic Sensor controls allow the Sensor Officer to use basic controls to monitor for approaching vessels in a basic no thrills fashion, relying as much on the officers normal visual perception as the sensor arrays findings.

Sensor Controls Mk1: Sensor Controls Mk1 is the first basic improvement over basic sensor controls, the interface is slightly more intuitive and provides a slight bonus to a vessels ability to detect vessels and acquire targets by analysing sensor data from the Sensor array for known signatures.

Sensor Controls Mk2: sensor Controls Mk2 improve upon the Mk1 controls, a better interface layout is provided, with sensible control arrangement. Screens have scrolling menu's where commands can easily be chosen via the controls keyboards. Vessels with Mk2 Sensor controls are far better at analysing sensor data in order to detect vessels and acquire targets..

Advanced Sensor Controls: Advanced Sensor Controls are a further improvement upon existing designs, they have touch screen controls, placing all necessary controls at a single touch away. Commands and related functions are also linked so that multiple commands can be achieved via a single command initiation. Vessels with Advanced Sensor controls have significantly improved ability to Detect approaching vessels, and can pinpoint targets for purposes of guided weapons very quickly and accurately.

Scrying Screens: Scrying Screens are the magical sensor controls, the Sensor operator has merely to keep concentrating on the area and providing they do not become distracted nor lose their concentration have an improved chance of detecting vessels, and acquiring targets simply by thinking about them once found. Of course Scrying screens are not fool proof and depend a lot on the users ability to stay focused and aware, they also tend to cause quite bad headaches after prolonged use.

Basic Engineering Controls: Basic Engineering controls allow the Engineer to monitor the engines and thrusters and the vessels general maintenance in a basic and somewhat overly complicated non user friendly fashion.

Engineering Controls Mk1: Engineering Controls Mk1 is the first basic improvement over basic controls, the interface is slightly more intuitive and provides some basic diagnostic capabilities and improved system monitoring capabilities, so that if any problems arise then the Engineer has a slightly easier time of locating it.

Engineering Controls Mk2: Engineering Controls Mk2 improve upon the Mk1 controls, a better interface layout is provided, with sensible control arrangement. Screens have scrolling menu's where commands can easily be chosen via the controls keyboards. Vessels with the Mk2 engineering controls have system monitoring capabilities with threat line monitoring which then issues warnings should problems arise with any system. Any vessel damage can be determined and the Mk2 controls even suggest some basic courses of action to take.

Advanced Engineering Controls: Advanced Engineering Controls are once again another improvement, they have touch screen controls, placing all necessary controls at a single touch away. Commands and related functions are also linked so that multiple commands can be achieved via a single command initiation. The controls provide total system monitoring, threat level monitoring that warns of problems before they happen, and suggests many courses of action, also any repairs, which can be done remotely can also be done via these controls at the touch of a button.

Diagnostic Crystal: Diagnostic Crystals are about a foot across and have many facets, they glow with a light that comes from within, touching a facet causes an illusionary image to appear listing the systems condition, if a facet turns red a problem has arisen. The magic's diagnostic ability even gives the engineer some intuitive sense of how to solve the problem, but never provides the solution, it merely points the engineer in the right direction.

Captains Chair: The Captains Chair is by far the most common command control, it is usually located in a central point upon the command deck, and its arms have controls which allow the captain to keep a ships log, and receive basic information from other stations, and also access the ships PA system.

C3 Controls Mk1: C3 Controls Mk1 is the first basic improvement over basic helm controls, the interface is slightly more intuitive and provides a slight bonus to a vessels handling due to their ease of use. It allows for monitoring of other stations, a basic Library database to help suggest courses of action.

C2 Controls Mk2: C3 Controls Mk2 improve upon the Mk1 controls, a better interface layout is provided, with sensible control arrangement. Screens have scrolling menu's where commands can easily be chosen via the controls keyboards. It also now includes the ability to directly contact another station and provide direct commands, as well as monitoring the ships crucial systems and status. The library database is improved and now includes a basic tactical database also, and links to the ships communications suite.

Advanced C3 Controls: Advanced C3 Controls are once again another improvement, they have touch screen controls, placing all necessary controls at a single touch away. Commands and related functions are also linked so that multiple commands can be achieved via a single command initiation. Via the advanced Command suite all aspects of the ship can be monitored and orders issued at the touch of a screen. The computer may even suggest certain courses of action, or corrections and changes, which may improve a ships function if made to a certain station.

Zone of Awareness: A Zone of Awareness is a crystal, which is set in the ceiling over the captains chair, it sheds a glowing cylinder of light down over the chair and the seat. While active the Captain is aware of all that is happening at the other stations as if he was simultaneously stood behind the right should of them. He can issue commands merely by thinking them and the stations officer will here the commands telepathically. In the same way he can speak to the whole ship or another vessel. He can make his illusionary image appear in any part of the ship, and by concentrating can also "see" any part of the ship as if he were there.

Special note Regarding Living Ships and Controls:
Living ships like mechanical ones still require controls, although these normally take the form of some biological equivalent, these can be part of the ship itself such as nodes and nerve clusters, ganglions and so forth that when manipulated can direct it in the desired fashion or provide the desired effect. In this way controls on living ships and the crew work in unison in a loose symbiosis almost. In game terms simply choose the level of desired controls as you normally would but multiply the cost by 2.

Table 0-8 SENSOR ARRAYS:-

Table Definitions:-
Sensor Array: This is the type of Sensor Array
Sensor Rating: This is the Sensor rating a vessel will have should it be constructed with this particular type of Sensor Array. The Sensors apply as a circumstance bonus when detecting other vessels, offset by the enemy vessels stealth, and with the modifier for speed always applying also.
Energy Cost: This is the Energy cost (EP's) that the sensors require to remain active.
Cost (cr): This is the cost of the sensor array in credits.

Sensor Array	Sensor Rating	Energy Cost	Cost (cr)
Basic Array	+3	25	50,000 cr /Sc
Standard Array	+5	50	100,000 cr /Sc
Advanced Array	+6	100	200,000 cr /Sc
Military Array	+7	150	400,000 cr /Sc
Military Advanced Array	+8	200	600,000 cr /Sc
Seer Array	+9	250	800,000 cr /Sc
Omniscope Array	+10	300	1,000,000 cr /Sc

All the Sensors have the same range of detections from detecting movement, energy traces, radiation, radio transmissions, light, solid objects, heat, and a plethora of other standard energy types and light or sound waves. The only variation between the various systems is the clarity with which they can detect these things and the range at which they can do so.

The only exception to this is with the following Array:-
Omniscope Array: which is a magical sensor array which does not detect these things but instead detects movement, life, undeath, magic, invisible and alignment (good, bad, chaos, law etc..) and dimensional portals. So if a vessel appears it is not the vessel the Omniscope detects but the living crew on it.

Special note Regarding Living Ships and Sensor Arrays:
Living ships also require sensor arrays, this is normally provided in the way of a neural tap or interface which taps into the living vessels own sensors in order to provide the desired effect. As with other components the quality of this can vary as normal sensor arrays can. Simply choose the quality of sensor array you want and multiply the cost by 2

Table 0-9 SHIELD GENERATORS:-

Table Definitions:-
Shield Generator: This is the type of shield generator.
Shield AC rating: This is the bonus to AC the vessel receives so long as shields are active, there are some weapons which can bypass shields and thus attack a vessel as if it did not receive this bonus.
Energy Cost: This is the cost in energy points (EP's) that is required to power the shields, the larger the vessel the more power the shields require to protect the ship.
Maximum Bolster Level: This is the maximum amount by which the shields bonus can be bolstered is the shields operator makes a bolster shields roll, in addition to any bonus which may be incurred via bolstering shields successful or not the ship must be able to spare the extra energy required to pay for any bolstered points of shielding. Bolster Shields Roll: bolstering shields is a way of pouring more energy into a shield generator than is recommended, thus granting a higher bonus to shields for the round. Bolstering shields is risky and can blow the shield generator entirely. To bolster shields the Shield Operator must make a Use Device check with a DC of 20 +1 per point the user wishes to add upto the maximum bolster level. If successful for that round the shields are raised by the amount chosen. On the result of a natural one the shields generators burn out, causing the vessel to lose all Ac bonus from shields, and also doing d4d10 damage to the ship.
Energy Cost per Bolster Point: This is the amount of energy required per point of Shields being bolstered, this amount is only required for the round in which the shields are bolstered, but enough free energy must be available, otherwise the ship is forced to be bolstered only by the amount they can manage energy wise regardless of how good the Bolster Shields rolls may have been.
Cost (cr): This is the cost in credits required to purchase the chosen shield generator. Note the price is greater the larger the vessel, this is due to larger generators of that type being required for larger ships.

Shield Generator	Shield (AC) Rating	Energy Cost	Maximum Bolster level	Energy Cost per bolster point	Cost (cr)
Standard Shield Grid	+10	50/Sc	+10	5 per Sc	100,000 cr /Sc
Reflective Shields	+15	60/Sc	+15	5 per Sc	250,000 cr /Sc
Dispersive Shields	+20	70/Sc	+20	5 per Sc	500,000 cr /Sc
Shield Grid Mk2	+30	80/Sc	+20	5 per Sc	750,000 cr /Sc
Absorption Shield	+40	90/Sc	+10	5 per Sc	1,000,000 cr /Sc
Absorption Shields Mk2	+50	100/Sc	+10	5 per Sc	2,000,000 cr /Sc
Multi Phasic Shields	+20	100/Sc	+30	10 per Sc	1,000,000 cr /Sc
Force Barriers	+30	NA	NA	NA	1,000,000 cr /Sc
Heavy Barrier Shields	+50	NA	NA	NA	3,000,000 cr /Sc

General note regarding Shields: All shields except magical shields work on a set frequency of energy, and as such if that frequency can be identified, weapons can be set to fire straight through shields, attacking the vessel as if it did not receive the Ac bonus from those shields. Determining a shield frequency can only be done in two ways. The first is by being on the target vessel, visually finding the frequency setting and letting the attacking vessel know what it is. Of course this is risky, time consuming and allows the target vessel time to change the frequency of their shields (a Full round action). The second way is by hacking the opposing ships computers and finding the frequency that way, this requires an Cryptography skill check (DC45) if the attempt fails by 5 or more then it was detected, otherwise the hackers attempts go unchecked.

Standard Shield grid: The Standard Shield Grid is an energy field, which surrounds the vessel entirely so long as powered this energy field will provide the listed bonus to the Ac of the vessel in the form of a shield bonus. This bonus applies to all

attacks except where listed otherwise under a particular weapon. A Standard Shield grid works by deflecting the shots (in the case of energy weapons), or stopping or exploding them harmlessly outside the shield (in the case of missile and projectile weapons).

Reflective Shields: Reflective Shields are a stronger version of the Standard shield grid but with a slight modification, they are capable of deflecting or stopping greater amounts of energy or damage, but if an attacker rolls a 1 while making an attack against a vessel with Reflective shields, they then make another attack roll against their own vessels AC, if they hit their own attack has been reflected back at them. Note this only applies to energy attacks.

Dispersive Shields: Dispersive Shields work in an unusual fashion they absorb all concussive or energy damage and transform it into light, which is harmlessly dispersed off the shield. Vessels with Dispersive shields that come under attack tend to glow and flash harmlessly as the attacks are dispersed. This does however make a vessel easier to Detect and Acquire as they stand out more, as such any attempting such actions receive a +2 circumstance bonus if the vessel with dispersive shields was hit the previous round.

Shield Grid Mk2: Shield Grid Mk2's are just stronger versions of the Mk1, they do not have any additional features beyond the increased defence granted.

Absorption Shield: The Absorption shields work not by deflection or reflection, but instead by absorption, absorbing the concussive or energy damage into itself. A vessel with Absorption shields that is hit is seen to have an opaque shell or bubble around it for the moment the shields is struck.

Absorption Shields Mk2: Absorption shields Mk2 are a stronger version of the Mk1 capable of taking more punishment.

Multi Phasic Shields: Multi Phasic shield Generators work just like an absorption shield, but works on a constantly cycling frequency making it impossible to Bypass a vessels shields if it has these, because the vessels shields are never at the same frequency for two rounds in a row.

Force Barriers: Force barriers are a magical shield type, and effectively a magical wall of force created around a vessel, they are very strong and resilient, more so to magic than normal attacks. As a magical shield type it cannot be bolstered, by ploughing more energy into the generators.

Heavy Force Barriers: Heavy Force barriers are a stronger magical version of normal Force barriers. As a magical shield type it cannot be bolstered, by ploughing more energy into the generators.

Special note Regarding Living Ships and Shield Generators:
Living ships can also sometimes generate their own defensive shields as a natural ability, these shields can be an energy field of their own biological generation, or part of some altered genetic make-up or some other weird means. But the level of shielding ability is chosen as normal, the only difference is the actual cost, is multiplied by 2.

Table 1-0 WEAPONS MOUNT:-

Table Definitions (Battery Mount):-
Weapon Type: This is the name of the weapon
Damage: This is the amount of damage a single weapon of this type does, note in the instance of linked weapons the total damage is multiplied by the number of weapons, upto a maximum of four in any one battery mount. In addition an attack roll for each weapon is not made, but one for all weapons in the battery. E.g. four laser cannons in a turret shoot at an enemy, only one attack roll is made, and when the weapon hits it does 6d10x4 damage.
Critical: This is the damage multiplier for a weapon of this type on the result of a critical hit.
Type: This is the type of damage the particular weapon does, this is usually Piercing, Bludgeoning, Slashing, Cold, Fire, Electricity, Acid, Sonic or Special.
Range: This is the range increment in squares the weapon is capable of.
Recharge Rate: This is the rate by which the weapon is capable of firing, usually reserved for spinal weapons, but with a few exceptions. Basically if a weapon has a recharge rate of 1, this means it can only fire every other round. If it says 3, then it must recharge for three rounds after firing, before it can fire again and so forth.
Energy Cost: This is the energy cost (EP's) required to power the chosen weapon.
Shots: This is the ammunition capacity of the weapon, when used up the weapon must be reloaded.
Ammo Cost (cr): This is the cost of a new magazine, cartridge or reload for the weapon in question.
Cost (cr): This is the cost of weapon itself in credits.

Weapons	Damage	Crit	Type	Range	Recharge Rate	Energy Cost	Shots	Ammo Cost (cr)	Cost (cr)
Battery Weapons (upto 4 weapons max per battery mount)									
Laser Cannon	6d10	x2	Fire	5	N/A	5	Unlim	N/A	10,000 cr
Plasma Cannon	10d10	x2	Fire	10	N/A	10	Unlim	N/A	25,000 cr
Ion Cannon	10d12	x2	Electricity	20	N/A	20	Unlim	N/A	40,000 cr
Mass Driver	5d10	X2	Piercing	5	N/A	5	50	2000 cr	8000 cr
Gauss Cannon	8d10	X3	Piercing	10	N/A	10	100	4000 cr	18,000 cr
Fusion Beam	8d10	X2	Fire	5	N/A	15	Unlim	N/A	20,000 cr
Tachyon Cannon	15d10	X2	Electricity	5	N/A	20	Unlim	N/A	35,000
Neutron Disruptor	12d8	X2	Special	5	N/A	15	Unlim	N/A	10,000 cr
Lightning Cannon	12d12	X3	Electricity	5	1	NA	50	Special	50,000 cr
Devastator Cannon	50	X3	Fire	5	1	50	Unlim	N/A	65,000 cr
Death Ray	Special	N/A	Special	5	1	NA	50	Special	250,000 cr
Particle Beam Cannon	5d20	X3	Electricity	10	N/A	50	Unlim	N/A	100,000 cr
Kinetic Cannon	6d20	X2	Bludgeon	10	N/A	25	Unlim	N/A	125,000 cr
Disruptor Cannon	100	X3	Electricity	10	N/A	50	Unlim	N/A	200,000 cr
Phasor Beam	8d20	X2	Fire	10	N/A	30	Unlim	N/A	200,000 cr
Implosion Cannon	5d20	X2	Special	5	1	NA	50	Special	100,000 cr
Heat Ray	5d20	X2	Fire	10	N/A	30	Unlim	N/A	100,000 cr
Laser Cannon Mk2	8d10	X2	Fire	10	N/A	5	Unlim	N/A	25,000 cr
Spinal Mount Weapons (Dreadnought up only, and one per ship)									
Super Laser	500	X2	Fire	100	3	5000	Unlim	N/A	10,000,000 cr
Mass Particle Emitter	800	X3	Electricity	100	3	8000	Unlim	N/A	25,000,000 cr
Solar Cannon	1000	X2	Fire	50	4	10,000	Unlim	N/A	50,000,000 cr
Black Hole Generator	5000	X4	Special	20	6	15,000	Unlim	N/A	100,000,000 cr
Negative Energy Caster	Special	N/A	Special	20	2/Day	NA	Spec	Special	65,000,000 cr
Stellar Converter	10,000	X4	Fire	100	10	20,000	Unlim	N/A	250,000,000 cr
Disintergrator Beam	Special	N/A	Special	50	1/Day	NA	Spec	Special	250,000,000 cr
Other Weapons									
Tractor Beam	Special	-	Special	5	N/A	Spec	Unlim	N/A	20,000 cr
Gravitic Destabiliser	Special	N/A	Special	5	1	Spec	Unlim	N/A	50,000 cr
Plasma Charge	Special	N/A	Special	5	N/A	Spec	Unlim	N/A	50,000 cr
Shrinker	Special	N/A	Special	5	N/A	NA	50/SC	N/A	100,000 cr
Doomfield Emitter	Special	N/A	Special	5	N/A	NA	100	N/A	150,000 cr
Stasis Field Generator	Special	N/A	Special	10	1/Day	1000	Unlim	Special	Special
Point Defence Laser	Special	-	Special	5	N/A	5	Unlim	N/A	5000 cr
Venom Glands	Special	NA	Acid	5	N/A	N/A	Spec	N/A	50,000 cr
Tentacles	Special	NA	Grappling	Same	N/A	N/A	N/A	N/A	50,000 cr
Piercing Ram	Special	N/A	Piercing	Same	N/A	N/A	N/A	N/A	25,000 cr / Sc
Psionic Wave	Special	N/A	Psionic	5	4	1000	Unlim	N/A	Special
Transit Inhibitor	Special	N/A	Special	50	4	2500	Unlim	N/A	5,000,000 cr
Caster Nullifier	Special	N/A	Special	50	N/A	2500	Unlim	N/A	5,000,000 cr

BATTERY MOUNTS:

Laser Cannon: A laser cannon is a standard weapon on many vessels and fires a single beam of focused light which can burn through armor plating with ease. Lasers in general contrary to popular belief are not red, blue or green in colour they are in fact invisible, but people tend to like to see what they are shooting in order to help improve their aim so have added the colour into the equation.

Plasma Cannon: A Plasma Cannon is a serious weapon, it fires a bolt of super charged plasma that can melt through metal like butter. A Plasma Weapon looks like a fluid ball of glowing blue-white plasma, trailing plasma behind it.

Ion Cannon: An Ion Cannon is a weapon intended for use against machines and robots, it fires a large solid beam of ionised energy which if it hits a target does ionisation damage.
In addition any robots onboard are affected as if by the *Daze* spell, unless they make a Will save DC20.

Mass Driver: A Mass Driver is a form of electromagnetic Rail gun that propels solid objects at high velocity towards a target, the greater the velocity the greater the impact.

Gauss Cannon: Gauss Cannons are powerful linear accelerators, which propel a massive burst of tiny projectiles at near light speed at a target, shredding their armor and structure with ease.

Fusion Beam: This beam weapon harnesses the radioactive output of as hyper stimulated reactor, in order to project a collimated stream of charged particles at a target. The fusion beam appears as an undulating orange beam.

Tachyon Cannon: The Tachyon cannon fires a beam of artificially generated Tachyons, which are electrically charged they move at a speed faster-than-light and so are invisible to the naked eye. They hit a target with great velocity and radiation, causing massive damage.

Neutron Disruptor: Neutron Disruptors fire an intense beam of deadly radiation at a target.
Any Neutron disruptor shot which hits a target does not damage the vessel itself but upto 1d4 random crew members, they may make a Reflex save (DC20) for half Damage.

Lightning Cannon: the Lightning cannon is a magically constructed weapon that fires powerful bolts of lightning at a target vessel.
Lightning cannon strikes also have the tendency to arc to nearby vessels, such that any vessel within 100 feet of the struck ship must make a piloting (DC20) roll or take damage too.

Devastator Cannon: The Devastator Cannon is a ferocious weapon which fires a charged bolt of energy which is phased in such a way as to disrupt the molecular cohesion of a target, literally causing the vessel to fall apart. It is because of this that the weapon has a fixed amount of damage as opposed to a normal randomly determined range of damage.

Death Ray Cannon: Death Ray Cannons are another type of magical weapon, and one of the most feared, any vessel hit by a Death Ray cannon, which appears as a violet beam of rippling light.
This beam does absolutely no damage to the vessel hit itself, but instead causes all crewmen within a 50 feet radius of the location struck to make a Fortitude Save (DC20) or die instantly. The beam does not affect any creature over 9 HD/levels and only a maximum of 50HD can be affected in any single shot.

Particle Beam Cannon: A Particle Beam cannon fires a sparkling blue beam, known as a “Particle Stream” of accelerated charged particles capable of causing immense damage burning and irradiating anything that is hit. A Particle beam can burn through almost any material given time.

Kinetic Cannon: Kinetic Cannons work by building in huge concussive charge which is then expelled at the target vessel, a Kinetic charge can crush a ships hull like a tin can.

Disruptor Cannon: Disruptor Cannons fires a large bolt of churning energy, which causes molecular decay, it does a fixed amount of damage upon striking a target vessel.
On a critical hit the Disrupter cannon also permanently reduces the target vessels hardness by 10 points. This penalty remains until it is repaired.

Phasor Beam: Phasers are light blue coloured trans light beams of phased energy that actually exists on several levels simultaneously.

Implosion Cannon: Is a magical weapon which causes the target vessel to implode drawing itself into itself, vessels destroyed by this weapon explode inwards.
The weapons effect is somewhat unusual if a target vessel is hit the GM then rolls a d%, if the result is greater than the vessels Hardness rating it takes the damage again as sections of it crumple inwards and the structural integrity begins to fail.

Heat Ray: Heat Rays, also known as the Solar Charger fires an intense beam of superheated light at a target which melts away metal and armor plating like way under a Bunsen burner.
Any vessel struck by this weapon becomes heated such that any character in the area of the shot must make a reflex save or take 2d10 simply from the ship heating up in that area.

Laser Cannon Mk2: The Laser Cannon Mk2 is an improvement upon the basic laser cannon capable of firing a more focused laser and maintaining its integrity at a greater range, while only requiring the same energy usage as the original laser, this is a refinement of the original technologies.

SPINAL MOUNTS:

Super Laser: It is hard to imagine the amount of energy expended when a spinal weapon is fired, and it takes time for such a charge to build-up and fire again a second time. But a super laser is just that a laser cannon constructed on a massive scale, capable of firing a single beam some 100 feet wide that devastates all in its path. If fired at a planet it incinerates almost all it comes into contact with inflicting the stated amount of damage if it hits. Your GM may allow a Reflex save for half damage but this would rarely make a difference to the end result.

Mass Particle Emitter: The Mass Particle Emitter works along the same lines as a Particle Beam Cannon but on a far grander scale. This weapon when gathering energy in preparation to fire appears to be sucking in streams of blue energy which build into a glow before the massive 100 foot wide beam is unleashed damaging all in its path.

Solar Cannon: Solar Cannons are is a special form of Spinal Weapon that draws energy from light photons, a solar cannon charging to fire has sparkling motes of energy rippling inside the barrel of this awe inspiring weapon, and when it fires it is a blinding beam of searing white light 100 feet across that is so super heated it can liquefy almost any material. When used against a planet this can destroy vast swathes of vegetation and life forms. A Solar cannon however is dependant upon there being light photons to draw upon, such that if it is obscured from the light of the sun or the like it is unable to charge and thus cannot fire.

Black Hole Generator: A Black Hole Generator is one of the most feared Spinal weapons, the reason for this is because there is no barrel to this weapon it is not direct fire, instead it is an immense generator and projector that is capable of forming a short lived and artificial black hole anywhere around the vessel within range. When the black hole forms the powerful gravitic forces pull the target vessel in towards the event horizon and the singularity within, literally pulling the target vessels within range apart on an atomic level.

The artificial black hole is 500 feet across and anything within that radius must make an opposed piloting check, if they do not roll higher than the black hole generators attack roll then they take the listed damage, if they succeed in the roll then they escape the black holes pull and only take d% 10 points of Damage from the strain upon the vessels superstructure caused by the black hole.

Negative Energy Caster: A Negative Energy Caster works by literally sucking the life energies out of a target vessel it is the ultimate evolution of the Death ray cannon. The Negative energy caster causes a black beam, which upon striking any vessel within range of its 100 feet wide beam, to have a bubble of Negative Entropic energy to form around the vessels.

This does no damage to the vessel itself but all crew on the vessels must make a Fortitude save (DC20) or Die instantly, having the very life energy sucked from them. A strange side effect of this weapon being used on such a scale is that the vessels so affected are so charged with negative energy that unless those who die on them are incinerated they come back as undead within 2d12 hours.

Stellar Converter: The Ultimate technological nightmare, the Stellar Converter it is, a tremendous plasma cannon, that is powered by a near-perfectly efficient matter to energy conversion system. Its beam is 200 feet wide and can destroy almost anything within its beam.

When it is used against a planet if a Critical hit is rolled the beam penetrates to a planets core causing the planet to erupt in a massive series of violent seismic eruption which literally cause the planet to fragment into pieces, the whole process of the worlds death takes 4d20 rounds, all on the planet have this time to try and escape off world in that time. There is however absolutely no chance of any life form surviving upon the planets surface after this time as the planets atmosphere becomes toxic, the surface covered in magma before it finally, break into pieces.

Disintegrator Beam: A Disintegrator Beam is a massive magical weapon which fires a 100 feet wide sickly green beam at the target vessel.

Anything hit by that beam, must make a d% roll, if the result is greater than the vessels caught in the beams hardness then the vessel is disintegrated. The crew on board are permitted to make Reflex saves (DC20) in groups of five (except PC's who must make individual saves), if they succeed they are able to reach escape pods before the vessel is disintegrated. All who fail are disintegrated with the vessel, which vanishes into nothing no trace or debris remains, nothing to raise or resurrect.

Special Note Regarding Spinal Weapons:
Note Spinal Weapons cannot have attached Targeting computers and thus receive a targeting bonus to attack rolls, this is because unlike battery mounts which are capable of turning of their own accord to track and lock in on a target, and guided weapons which home in after being fired, a spinal mount relies on the vessel itself to move in order to attack. They are purely direct fire weapons that can only be fired forwards. In this way only vessels directly in front of the vessel with a spinal mount can be attacked by it, in order to attack another target the attacking ship must first change its facing.

OTHER WEAPONS:

Tractor Beam Projectors: Tractor Beam projectors, emit a localised Gravitic field capable of stopping an enemy vessel dead in its track and even guiding them by the beam alone. However in order for a Tractor Beam projector to stop a vessel it must be able to exert more energy than the targeted vessel is exerting via its engines.

What this in effect means is that if a targeted vessel is expending 200 energy Points (EP's) through its main engines, then the Tractor Beam requires 201 or more Energy Points in order to stop that vessel. If the Tractor beam only has 150 EP's available then the targeted vessel is not stopped but is slowed to 75% of its current speed. If the Tractor beam has only 100 EP's the targeted vessel is slowed to half speed and so forth…. If the Tractor Beam stop a tractored vessel it can then move it at a starship speed of 5 in any direction it chooses upto its maximum range.

Of course all this is based on the assumption that the targeted vessel is opposing the Tractor beam trying to pull free. If the vessel tractored is not resisting and shuts down their engines the Tractor Beam can move them at maximum speed in any direction desired upto their maximum range. Tractor Bream Projectors were originally developed for the purposes of docking vessels on Space Stations and the like. However in recent years they have begun to find their way on Military vessels not only for docking fighters and shuttles, but also for capturing enemy vessels.

Gravitic Destabiliser: The Gravitic Destabiliser is a special device, when used it surrounds the targeted vessel in a field of energy which disrupts the Anti gravity on the vessel. Instead it causes the gravity within a vessel to shift constantly, causing all crew and passengers on board, in fact everything that isn't nailed down to be slammed into the ceiling, the walls and the floors as the Gravitational pull is shifted. In effect this pretty much immobilises a vessel, as none onboard are able to function properly.

In effect this means that unless those onboard make a Reflex save (DC20) then they receive 1d10 points of subdual damage each round for 1d3 rounds, during which the vessel can take no action. If the vessel was moving it continues to do so at the same speed in the same direction for the duration. The only exemptions from the effect of this weapon are those secured to the deck or their positions in some fashion, such as by Harnesses or the like. This weapons effect can be negated by a Gravitic Disturbance Nullifier, which compensates the disturbed gravitational effect by apply an opposite amount of equal effect to nullify the disturbance. In order to Function the Gravitic Destabiliser requires 10 Energy Points (EP's) per size class of the target vessel.

Plasma Charge: A Plasma Charge is a frightening weapon when fired it launches an energy projectile almost like a small spined mine, this device upon striking a target erupts in a huge ball of fiery plasma which surrounds the struck vessel and begins slowly melting the vessel as the plasma burns away. The plasma expended burns for a number of rounds, such that upon first being struck the attacker rolls the damage of 10d20 this is the damage it does on the first round, in subsequent rounds the weapons loses 20 points of damage and inflicts the remainder. Note multiple plasma charge effects can be in effect on a particular vessel at the same time, but all run their course individually as normal.

E.g. A Cruiser mounted with an Plasma Charge shoots at an opposing destroyer. The attacker rolls to hit and succeeds the plasma charge discharges and the Destroyer is surrounded in fiery plasma, the attacker rolls 10d20 and gets 3,10,18,16, 12, 20, 15, 8, 11 and 12 for a total of 125 points of damage, this amount is subtracted from the Destroyers Hull point total of 350, however as a vehicle it first reduces the damage by its hardness of 40 leaving 85 points of damage and also only takes half damage from the plasma charge as it is a Fire type weapon, so the Destroyer takes 42 points of Damage reducing it to 308 hull points.

Now on the second round of combat the plasma charges effect is still around the destroyer but has lost some of its charge being reduced to 65 damage, which halved is another 32 points of damage inflicted on the destroyer, reducing its hull points to 276. This damage is automatically inflicted and cannot be avoided by the destroyer until the Plasma charge finally runs its course.

Shrinker: This magical device is one, which uses standard power to apply a magical effect. Any vessel struck finds the shrinker causes the targeted vessels to shrink thus reducing its effectiveness for a time. The vessel struck by this weapon is reduced in size by 1d6x10% to a minimum size of 40% of its original size. Note as such a single vessel cannot be continually shot in order to keep shrinking it, and no more than one shrinking effect can be in effect at any one time. The attacker must wait until the first shrinking effect has worn off before attempting to strike a vessel and shrink it once more. While reduced all onboard are also shrunken and suffer effects as per *Reduce* spell. In addition the ship hit suffers the following changes for each 10% of size reduction. –1 dice of damage on all weapons, +5 AC bonus, -10 Hardness (to a minimum of 0). The Shrinkers effects wear off at 10% per round until the vessel is returned to normal size. The shrinker also requires a significant amount of energy.

Thus a ship of Cruiser size (SC 6) struck by a shrinker and reduced in size by say 30% would suffer the following changes; -3 dice of damage on all weapons, +15 to its AC, effectively raising it to 32, and finally a –30 to its hardness leaving it a 20 hardness.. the net effect being the shrunken vessel is substantially harder to hit, BUT also does far less damage when it hits and also is far more likely to take damage upon being hit itself.

Doomfield Emitter: A Doomfield Emitter is another magical device, which it adds a series of spine-like emitters over the vessels hull each of which emits an aura of doom around the vessel in a 500 feet radius.

Any vessel and thus individual within 500 feet of the vessel, must make a Will power save (DC20) or become subject to strong feelings of horrible dread, causing the loss of confidence which translates for game purposes into a –2 Penalty to attack rolls, damage rolls, ability checks, skill checks and saving throws for as long as the vessel or individuals remain within range of the doom emissions.

Stasis Field Generator: This is a magical device whose means of construction is lost in the eons of time to the ancient aliens who first created them. The only Stasis field generators around today are those, which have been salvaged or recovered from the few worlds or alien derelicts located that once belonged to these Ancients. As such their availability is solely down to the

GM and their cost would almost certainly be marked in the millions. A Stasis field generator appears like a large stubby barrelled weapon of an unknown metal which when aimed and fired at a vessel projects no visible beam or bolt. However any vessel struck is encased within a magical stasis bubble, effectively freezing it and all on it in time, while so affected the ship and all on it do not age, cannot be hurt, and nor can they move or attack. They are literally frozen in the moment at which they were struck.

The energy required to power this magical effect is vast and once affected a vessel stuck in a stasis bubble remains there for 1d20 days! At which point the energy sustaining the stasis field breaks down and the vessel is free to move again and time moves for them once more. Note a Stasis Field Generator can only be used once per day because it needs time to recharge and also because only one stasis bubble can be in effect at any one time from that generator.

Point defence Laser: Point Defence Lasers are relatively low powered laser cannons designed to shoot down incoming missiles and torpedoes before they can reach the vessel upon which they are mounted. Each Point Defence laser mounted upon a vessel increases the vessels point defence rating by 0.5 No vessel can have a Points defence rating of greater than 100.

Note Regarding Points Defence: So how does Points Defence? Well simply put Points Defence weapons work much as normal weapons except that firstly they are not used to attack opposing vessels, being mostly automated, and secondly because each Missile, Torpedo, Mines or similar type weapon type <u>only</u> (Point Defence lasers have no effect against beam, field or projectile weapons and the like) that are fired at or come within range of the vessel cause the point defence weapons to open fire. In combat terms before initiative the Point Defence mounted vessels player must decide how much of its point defence rating it will allocate to each fire arc; Front, Aft, Port and Starboard *e.g. If we have a Cruiser with 20 Point Defence that has encountered a pair of Alien Destroyers which are fast closing one from the front the other from the Aft, our Cruisers captain decides to split his Point Defence 10 points to the Front and 10 points to the Aft. This is the total 20 points of Point Defence split into two lots, but could also have been split 5 points to all four arcs, all 20 to one or any other split whose total numbers did not go over our Cruisers Point Rating of 20 total.* Next our combatants roll initiative as normal. If the Destroyers had point weapons they too would also have allocated how much of their rating to allocate to any fire arc they choose also.

The Point Defence amount in the relevant fire arc then applies as additional Hardness in that arc against the relevant weapon types, representing they are shot or destroyed slightly before they can hit the vessel. Any vessel can reallocate the Point Defence division amongst their fire arcs as a move equivalent action for that ship.

Note any vessel attacked by a guided weapon such as a missile or torpedo can still attempt to shake it off or use their normal weaponry that has not fired already that round to attempt to shoot them down before it reaches the defending vessel, but when all else fails the Point Defence weapons lessen the danger significantly.

Venom Glands (Living Vessels only): Venom Glands are a weapon design only found on living vessels and are only possible during the initial construction. Paying for them means they are either naturally occurring in that living vessel type or a genetically added to the vessels DNA. Venom glands are sacs that lay under the skin covering of the vessel that fill with sickly yellow-green Acidic venom capable of dissolving most materials on contact. This venom can be expelled in a stream with force at relatively short ranges by means of muscles, which surround the venom sacs within the living vessel.

This venom does 8d10 damage on the first round, 5d10 on the second and 2d10 on the third if it hits. This venom also oxidizes on contact with air becoming harmless. Venom glands have no energy point cost to use being a biological defence as opposed to an added weapon.

Tentacles (Living Vessel only): Tentacles are another weapon type that is only ever found on living vessels. They are two or more large pseudo-pod like limbs that are capable of grappling vessels that come within range. If a larger vessel grapples a smaller one it is prevented from moving or manoeuvring, if a smaller vessel however grapples a larger one however it is carried along with the larger vessel if its size class is within one rank of the vessel it is attempting a grapple. *E.g. A Destroyer can stop a Cruiser or smaller, but cannot stop a battleship or larger.* Tentacles as a physical limb and part of the organism have no energy cost requirements to use.

How to actually make the Grapple attempt is as follows, firstly both vessels must be in the same space, then both vessels need to make an Opposed roll using the following Formula:-

D20 + Base attack bonus + Top Speed modifier + Size modifier

Top speed Modifier is easy to work out, simply consider the Top Speed a statistic and refer to Table 1-1: Ability Modifiers and Bonus Spells in the *PHB* page 8. As for Size modifier it is as follows by Size Class: SC1: -16, SC2: -12, SC3: -8, SC4: -4, SC5: +2, SC6: +0, SC7: +2, SC8: +4, SC9: +8, SC10: +16. If the Grappling vessel rolls higher than the target vessel it has successfully started the Grapple, if the target vessel rolls higher it has escaped the grapple attempt. Once Grappling there are a number of options available as follows <u>*Board:*</u> The crew of the grappling vessel may attempt to board the grappled vessel, <u>*Damage Vessel:*</u> The Grappling vessel can constrict slowly crushing the grappled vessel doing 2d10 damage fro each Size class of the Grappling vessel each round, <u>*Escape Grapple:*</u> The Grappled vessel can once gain attempt to escape the grappling vessels hold, this requires another opposed grapple roll.

Piercing Ram: Piercing Rams are pointed, reinforced mounts on the front end of a vessel to aid any Ramming attempts against an enemy vessel, maximising the damage inflicted, while reducing the amount of damage the ramming vessel receives. They involve a great deal of reinforcing the front end of a vessel in order to minimise any stresses caused by ramming.

Ramming works just like a Collision as explained on page 156 of the *SFHB* except damage inflicted on the vessel rammed is *Sd6x150*, where *S* is one half the vehicles current speed. The ramming vessel can also make a Piloting check like normal to avoid taking full damage, but thanks to the ram and the reinforcement involved in its mounting, the Ramming vessel takes only half damage from a collision regardless, and only quarter if the piloting check succeeds. Passengers on the ramming vessel take half damage normally, and no damage at all if they succeed at a Fortitude save (DC20).

Psionic Wave Generator: The Psionic Wave Generator is a weapon which was developed by the Illithid who dwell in the Dark Zone, One or two have however after a number of encounters fallen into the hands of Dragon Empire scientists who have endeavoured to recreate the technology, the Psionic Wave Generator is the result of their hard work.
The Generator works by generating an energy wave of Psionic energy, which it then emits in a rippling energy wave that expands out to a 500 feet radius around the vessel before dissipating. Any vessel caught in this radius provides no protection to its crew onboard, who must immediately make a Will save (DC20) if a Psionic user, (DC24) if a non-psionic user as the wave passes over then all who fail feel their minds being ripped causing 3d10 temporary Intelligence damage if the targets Intelligence reaches Zero the loss is permanent. Psionic users may erect a Psionic Defence if they have one. In addition any non-psionic user is stunned for 2d4 rounds as they writhe on the floor clutching their heads in agony. Psionic Wave Generators require a lot of energy, and also take quite some time to recharge, needing four rounds to recharge after every use. Psionic Wave Generators are not available for sale and are subject to availability, as the GM decrees, they are exceptionally rare.

Transit Inhibitor: The Transit Inhibitor is a very large globe like device covered in indentations, It works by generating a powerful continuous and Targeted EMP effect that targets and prevents any technical Transit Drive only, with the sole exception of a Space Fold generator from functioning while within the effects range. The EMP effect does not affect any other systems upon a ship. Each Transit Inhibitor works by covering a single arc out to a range of 10,000 feet, and unless a vessel within that arc can first escape this distance then it is limited to normal speeds only. These inhibitors are employed on large vessels usually in fours allowing them to prevent vessels from fleeing in "Transit" within their range, making them useful for blockades or the like. It is also worth noting that a Transit inhibitor if active will cause any vessel already in Transit that crosses into its effect to instantly come out of Transit, however Transit drives which take a ship into a Transitive plane are exempt from this particular aspect as they are effectively "Elsewhere". A Transit Inhibitor also requires three rounds after being switched on then off before it can once again be used as it needs to build up sufficient power once more.

Caster Inhibitor: A Caster inhibitor is the magical equivalent of the Transit Inhibitor, it appears as a large golden sphere perfect in shape, but is in fact a powerful magical artifact but only affects Magical Transit Drives, such as Starcasters, Farcasters and Infinity Sphere. In all other ways it functions exactly as above but with one major exception a Caster inhibitor's effect extends into the Transitive planes and thus even if a magical Transit drive allowed a vessel to pass through Astral, Shadow or Ether space and the like it would still be instantly dropped back into Real Space. Caster Inhibitors have no recharge time unlike Transit Inhibitors and can be switched on and off as much or as often as desired.

Table Definitions (Fixed Mounts):-
Weapon Type: This is the name of the weapon in question
Damage: This is the dice of damage a fixed mount weapon does. Note unlike battery mounts, only one bay weapon can be mounted in any hard point.
Type: This is the type of damage the particular weapon does, this is usually Piercing, Bludgeoning, Slashing, Cold, Fire, Electricity, Acid, Sonic or Special.
Critical: This is the damage multiplier for a weapon of this type on the result of a critical hit.
Speed: This is the speed the weapon goes, more often in the case of missiles and torpedoes.
Blast Radius: This is the radius in feet the weapons detonation covers, everything within this radius takes the listed damage.
Guidance: This number represents the weapons ability to attack a target, half this rating is a guided weapons attack bonus.
Energy Cost: This is the const in energy points (EP's) required to power the weapon.
Shots: This is the ammunition capacity of the weapon, when used up the weapon must be reloaded.
Ammo Cost (cr): This is the cost of a reload for the weapon.
Cost (cr): this is the cost in credits (cr) the weapon itself costs.

Weapons	Damage	Type	Crit	Speed	Blast Radius	Guidance	Energy Cost	Shots	Ammo Cost (cr)	Cost (cr)
Fixed Mount Weapons (Missiles and Torpedoes)										
Missile Launcher	Varies	-	-	-	-	-	20	4	Varies	12,000 cr
" "	Varies	-	-	-	-	-	40	8	-	15,000 cr
" "	Varies	-	-	-	-	-	80	16	-	20,000 cr
" "	Varies	-	-	-	-	-	160	24	-	30,000 cr
HE Missile	6d10	1/2 F&P	N/A	50	40 ft	20	N/A	N/A	500 cr	N/A
HEAP Missile	10d10	1/2 F&B	N/A	50	5 ft	20	N/A	N/A	750 cr	N/A
Anti Ship Missile	8d10	1/2 F&B	N/A	50	10 ft	25	N/A	N/A	1000 cr	N/A
Screecher Missile	6d10	Sonic	N/A	50	5 ft	20	N/A	N/A	1500 cr	N/A
EMP Missile	6d10	Electricity	N/A	50	40 ft	20	N/A	N/A	2500 cr	N/A
Nuclear Warhead	10d12x5	Fire	N/A	25	5000 ft	30	N/A	N/A	50,000 cr	N/A
Viral Warhead	Special	Special	N/A	25	50 ft	30	N/A	N/A	20,000 cr	N/A
Point Defence Missile	Special	1/2 F&B	N/A	50	5 ft	Special	N/A	N/A	250 cr	N/A
Cryogen Missile	8d10	Cold	N/A	50	10 ft	20	N/A	N/A	1500 cr	N/A
Torpedo Launcher	Varies	-	-	-	-	-	20	6	Varies	20,000 cr
Torpedo	6d10x5	1/2 F&P	N/A	50	50 ft	25	N/A	N/A	1000 cr	N/A
Proton Torpedo	8d10x5	Electricity	N/A	50	75 ft	25	N/A	N/A	2500 cr	N/A
Quantum Torpedo	10d10	Fire	N/A	50	100 ft	25	N/A	N/A	5000 cr	N/A
Plasma Torpedo	10d12x5	Fire	N/A	50	100 ft	10	N/A	N/A	10,000 cr	N/A
Mine Deployer	Varies	-	-	-	-	-	20	20	Varies	15,000 cr
" "	Varies	-	-	-	-	-	40	40	Varies	30,000 cr
Proximity mine	6d10	1/2 F&B	N/A	-	40 ft	N/A	N/A	N/A	500 cr	N/A
EMP Mine	6d10	Electricity	N/A	-	60 ft	N/A	N/A	N/A	2000 cr	N/A
Sonic Mine	6d10	Sonic	N/A	-	60 ft	N/A	N/A	N/A	1500 cr	N/A
Quantum Mine	10d10	1/2 F&B	N/A	-	100 ft	N/A	N/A	N/A	1000 cr	N/A
Bomb Dispenser	Varies	-	-	-	-	-	20	20	Varies	10,000 cr
" "	Varies	-	-	-	-	-	40	40	Varies	20,000 cr
Cluster Bomb	10d10	1/2 F&B	N/A	N/A	100 ft	N/A	N/A	N/A	1000 cr	N/A
Viral Bomb	Special	Special	N/A	N/A	500 ft	N/A	N/A	N/A	20,000 cr	N/A
OMEGA Bomb	10d20x5	1/2 F&B	N/A	N/A	1000 ft	N/A	N/A	N/A	50,000 cr	N/A
Fireball Launcher	10d10	Fire	N/A	50	50 ft	N/A	N/A	Unlim	N/A	40,000 cr

Missile Launcher (4,8,16 & 24 shot): A Missile Launcher bay capable of holding variable quantity of warheads dependant upon the model purchased. This is a standard launcher bay, and are capable of firing missiles in varying volleys according to the launchers payload as follows:

4 Shot Launcher is capable of single shots or volleys of 2 or All
8 Shot Launcher is capable of single shots or volleys of 2,4 or All
16 Shot Launcher is capable of single shots or volleys of 2,4,8 or All
24 Shot Launcher is capable of single shots or volleys of 2,4,8,12 or All
Volleys work like normal attacks but an individual attack roll is made for each missile in the volley, also volleys can only be aimed at a single target vessel BUT are capable of damaging all caught within their blast radius, in addition each missile in a volley increases the Piloting DC to shake them off by +1.
Note on any natural rolls of 1 on a missile attack then the missile in question is a dud and does not explode upon impact. In such circumstances a GM may choose to mark the unexploded missile on the map so that it can be targeted and exploded by weapons fire should a vessel pass close enough to it that an attacker could utilise such a tactic.

HE Missile: The High Explosive or HE Missile is a powerful explosive warhead that consists of a single powerful warhead mounted atop a combustion rocket, together with standard computer guidance system. Upon exploding it erupts in a ball of concussive, fiery hell spraying metallic fragments and debris out in all directions.

HEAP Missile: The high Explosive Armor Piercing or HEAP Missile, works must as the above but is mounted in an armour piercing warhead designed to pierce a vessels outer hull before exploding and thus doing its damage on the inside of the vessel causing far more damage.

Anti Ship Missile: the Dragon Empire determined long ago that missiles were far more effective to beam weapons simply because of the fact an enemy could be targeted and attacked before they had even been visually seen. It is because of this that it was determined that a high yield long range missile capable of destroying a vessel in a single shot and so the Anti Ship missile was developed it has a greater explosive capacity than a standard HE missile but in a far smaller area.

Screecher Missile: The Screecher missile or "Drum Buster" as it is known is an unusual missile in that once fired at a target it instead of impacting and exploding upon a target latches onto the targeted vessels hull much as a leech attaches to its prey and then expends its energy in a powerful sonic discharge capable of shaking a vessel apart.

EMP Missile: The Electro Magnetic Pulse Missile or EMP Missile as it is more commonly known upon striking a target vessel overloads a ships electrical systems damaging them, blowing circuits and so forth.
Note the EMP missile has absolutely no affect against living targets, however robots and soul mech's are affected as normal. EMP damage is the equivalent of Subdual damage for vessels and should a vessels Hull points reach zero due to EMP damage the vessel becomes disabled unable to move or activate systems and weapons, leaving the disabled vessel vulnerable. EMP Damage must be repaired (Repair Roll DC10) which restores 1d10+engineers level per attempt. No more than one attempt per round can be attempted and a vessel remains immobilised until it has all its hull points back.

Nuclear Missile: The Nuclear Missile or "Pocket Nuke" as it is known, was banned for use in planetary bombardments during the reign of the Gold Dragon Emperor long ago, however since Mezzenbones reign it has begun reappearing in increasing numbers. This weapon explodes upon impact with terrifying force in a vast area. It is because of their blast radius that ships captains who use these weapons have to be very careful as more than once a captain has been caught in their own weapons blast radius as a result of the targeted vessel closing with them in order to take them with them. However a Pocket nukes real devastation is only fully realised when used to attack a planetary target as a nuke not only obliterates almost everything in its path but the nuclear fallout means the effects of its radiation will leave the area lifeless and hazardous for generations.
See Galaxy Guide for effects of Radiation.

Viral Warhead: The Viral Warhead is a special warhead, it is not as its name would imply a biological weapon, but instead a specially created nano-technological virus design to attack metals of all kinds. Upon striking a targeted vessel the warhead erupts into a cloud of microscopic nanobots, which attach to the hull and begin to disassemble the metal of the target vessel, which they then use to reproduce more of themselves, which then in turn continue to disassemble more of the vessel. Of course if the vessel does not explode as a result of being systematically dissolved in effect then the nanobots have a pre-programmed lifespan, which kicks in after there is no more metal for the vessel and thus there capacity to reproduce is prevented, exactly 3 minutes after that time the nanobots cease to function.
In Game effects the Viral Warhead has the following effect in the round it hit it does 1d4 permanent reduction to the Hardness of the vessel as it begins to be disassembled, and then each round there after roll another 1d4 but add a cumulative +1 to the result. So in the first round it removes 1d4, in the second 1d4+1, in the third 1d4+2 and so on… A vessel is depressurised once it has lost one quarter of its hardness. Once a vessel's hardness reaches zero all that remains of it are the crew, and any non metallic components.

Point Defence Missile: The Point Defence Missile is designed to automatically fire and explode other missiles, mines and torpedoes on impact before they reach the vessel. Each Point Defence Missile mounted in a Missile Launcher and ready to fire (or in the payload if a payload selection device is present) upon a vessel increases the vessels point defence rating by 2 No vessel can have a Points defence rating of greater than 100, obviously each Point Defence missile fired reduces the PD rating by 2, which is not the case with PD Lasers as their rating remains static. However a PD Missile is more capable of hitting another missile or torpedo etc because of its guidance and its blast radius, which makes them worthwhile and also because they have far less of an energy cost when compared to individual PD Laser mounts.
Note Regarding Points Defence: Point Defence Missiles work in all other ways for Points Defence, exactly as a Point Defence laser mount works.

Cryogen Missile: A Cryogen Missile is a liquid Hydrogen warhead mounted missile which upon impact explodes the liquid hydrogen into the hull making its plating more brittle, and thus damaging the targeted vessel.

Torpedo Launcher (6 shot): A Torpedo bay is capable of holding variable types of high yield energy warheads known as "torpedoes". This is a standard launcher bay, and is only capable of firing a single torpedo at any time.

Standard Torpedo: The standard Torpedo is a high yield warhead that contains a series of high explosive charges, the torpedo strikes the targeted object or vessel send a chain reaction of explosions expanding out from that point. The Standard torpedo when fired looks something like a sparkling ball of blue-white light because of its engine.

Proton torpedo: A Proton Torpedo is a powerful energy projectile that is capable of travelling at near light speeds, such that upon striking a vessel it not only smashes through them but also explodes causing devastating damage releasing charged protons in a devastating eruption. The proton torpedo looks like a sparkling ball of green light because of its engine.

Quantum Torpedo: Quantum Torpedo is a high yield warhead that contains a tiny lump of anti-matter contained within a magnetic field. Upon impacting a target vessel or object the magnetic field collapses releasing the anti-matter and causing a massive explosion. The Quantum torpedo looks like a sparkling orange ball of light because of its engine.

Plasma Torpedo: The Plasma Torpedo is the pinnacle of torpedo technology to date, having been developed by Gho'Rakx a Half Red Dragon scientist, some fifty years ago. The Plasma Torpedo was developed at the request of the Emperor and took the five decades to perfect into a usable form. A Plasma Torpedo is a viciously unstable ball of proto-stellar plasma, which surrounds a small device, which sparks its creation and guidance. When it is fired the torpedo builds in effect until it eventually burns up the guidance and generation device and dissipates. If, however it hits a target vessel or object before that time it erupts in a huge explosive of near frightening proportions, burning through ship hulls like paper.

Mine Deployer (20 & 40 shot): The Mine Deployer is a device designed to drop mines throughout space at predetermined intervals. It is designed along a rack dispenser arrangement where the mines are moved up to the hatch dispensed and the next one moves up into place.

Any vessel with a mine Deployer can drop one mine per round with a distance between them equal to the distance covered by the vessel based on its speed. Typically vessels dropping mines slow right down in order to cover as much of the area with mines as they can, minimising the distance between them. In this way if a mine explodes and another mine is within the blast radius that mine too explodes and as a result the damage is increased by +1d10 for every mine exploded in addition to the original. Thus a ship setting off one mine which then catches seven other mines in its blast radius would cause the damage of the initial mine +7d10 which is likely to be noticed by almost any vessel.

Proximity Mine: The Proximity mine is the standard mine it is an explosive charge designed to explode when a vessel comes within a specified distance from 0ft (contact) to as far out as 40 feet (the maximum blast radius).

EMP Mine: The EMP Mine or Electromagnetic Pulse Mine as it is known is designed to disable vessels and are often laid by Pirates and raiders who then close in on the disabled vessel in order to board or destroy it. It can be deployed to activate based on proximity 0ft (contact) out to 60ft (maximum blast radius)

Note the EMP missile has absolutely no affect against living targets, however robots and soul mech's are affected as normal. EMP damage is the equivalent of Subdual damage for vessels and should a vessels Hull points reach zero due to EMP damage the vessel becomes disabled unable to move or activate systems and weapons, leaving the disabled vessel vulnerable. EMP Damage must be repaired (Repair Roll DC10) which restores 1d10+engineers level per attempt. No more than one attempt per round can be attempted and a vessel remains immobilised until it has all its hull points back.

Sonic Mine: The Sonic Mine can be deployed to activate based on proximity 0ft (contact) out to 60ft (maximum blast radius) when activated it explodes in an sonic wave out to its blast radius which is capable of shaking a ship apart.

Quantum Mine: A quantum mine is armed with a Quantum charge, which can be programmed to explode at 0ft (Contact) out to 100 ft (maximum blast radius). The Quantum mine causes a massive explosive and quantum mine fields are almost always avoided with only the bravest or most reckless ship captains attempting to traverse them without prior knowledge of mine locations.

Bomb Dispenser (20 & 40 shot): The Bomb Bays and dispenser system is designed for the purposes of dropping bombs from orbit to a planets surface. Such bombing runs can only be achieved from a relatively low orbit in order to guarantee any kind of accuracy.

Bombs can be dropped one at a time or in lots of 10, so a 20 shot dispenser can drop 1,10 or All, and a 40 shot dispenser can drop 1,10,20,30 or All. Bombs have no form of targeting or guidance, instead the computer aims from orbit and drops the bomb, all other bombs then scatter around the first. This works as follows, For a Stationary bombing vessel, first make an attack roll as normal for the initial bomb using the Ac of the prone target be it a vehicle convoy or building (it is impossible to target individuals from orbit) –10 for the range. Then roll 1d10x10 to find the distance in feet from the first bomb the second lands roll 1d8 to find the direction with 1= North, 2 = NE, 3 = East, 4 = SE, 5 = South, 6 = SW, 7 = West, 8 = NW.

For Bombing vessels that are moving roll to hit like normal, and then for the second bomb roll distance and direction from first, but then for the third bomb rolls its distance and direction from the 2nd bomb not the first, and then the 4th bomb roll for its distance and direction from the third and so on, this is known as Ripple Bombing.

Note if a natural 1 is rolled on the initial bombs attack then the first bomb dropped is a dud and does not explode, it is very rare for bombs not to explode in this day and age, but it does occasionally happen, such bombs lay in the ground where they hit until they are disturbed and explode or are diffused.

Cluster Bomb: A Cluster bomb is a bomb designed at a certain altitude to split into many smaller explosive devices, which all fall within the blast radius and explode, by doing this far less chance of things surviving within the area is guaranteed.

Viral Bomb: The viral Bomb is the vessel of a Biological Nightmare developed by the Empires best scientists. Emperor Mezzenbone determined that those planets, which proved too troublesome in the Outlands to become members of the empire or provide slaves after a lengthy conquest would instead become the targets of this new weapon, which by the very way it functions can destroy all biological life in a speedy fashion and thus leave a planet, its buildings and cities intact ready for the empires colonists just to move straight in.

The Virus Bomb upon impact releases an airborne virus in a cloud invisible to the eye, which covers an initial area of five hundred feet radius all biological life-forms within this area must make a Fortitude save (DC20) or become infected, then once the disease has incubated over 24 hours, the subject starts to suffer the effects losing 1d6 CON points each day until the subjects Constitution score reaches zero at which point they die. Once infected each target is then a carrier and can affect anyone else they come into physical contact with (unless they make the relevant Fortitude save), once the carrier is dead the virus becomes inactive.

OMEGA Bomb: The OMEGA bomb is a weapon of mass destruction it works on the Omega principle which is a technique by which the energy it release can instantly de-atomise anything within its burst radius its effects are awesome. Anything that isn't killed, by the explosion is usually crushed by the concussive force that follows. The OMEGA Bombs are the ultimate in surface bombardment weapons when you do not care about any collateral damage.

Fireball Launcher: A fireball Launcher is a large magical device, which can fire an endless supply of fireballs, theses balls of fire start off quite small and as they move towards a target grow large and hellish, until they hit a target and explode in a radius. It is believed the Fireball launchers were an Orcish invention, as they delight in the destruction these devices can cause.

Table 1-1 WEAPON MODIFICATIONS:-

Table Definitions:-
Weapon Modification: This is the type of modification. Any single weapon can be modified numerous times in any combination except where noted.
Extra Energy Cost: this is the additional energy points (EP's) a weapon modified in this way costs.
Bonus Attack: this is the competence bonus to attack rolls the weapon modified in this way adds.
Extra Damage: this is the number of extra dice of damage of the same type the weapon normally does that this modification adds.
New threat Range: This is the alteration in the weapons threat range that this modification bestows. E.g. a +1 threat would change a weapon with a 19-20 threat range to 17-20.
Extra Speed: This is the increase in speed the weapon modified in such a way receives.
Added Guidance: This is the increase in the Guidance rating of the weapon that is modified in such a manner.
Extra Blast Radius: This number represents the increase in blast radius by the listed amount due to modification.
Increased Point Defence Rating: this is the amount by which this modification increases a weapons Point Defence rating.
Cost (cr): this is the cost in credits (cr) this particular modification costs to add to a weapon.

Weapon Modification	Extra Energy cost	Bonus Attack	Extra Damage	Extra Range	New Threat Range	Extra Speed	Added Guidance	Extra Blast Radius	Increased PD Rating	Cost (cr)
Auto Fire	+10	+1	+2 dice	-5	-	N/A	N/A	N/A	+2	+5000 cr
Armor Piercing	N/A	-	-2 dice	-	+1 threat	-	-	-	N/A	+5000 cr
Heavily Armoured	N/A	-	-	-	-	-5	-	-	+2	+5000 cr
Continuous	+20	+2	+1 dice	-	-	N/A	N/A	N/A	+2	+10,000 cr
ECCM	N/A	-4Spec	-	-	-	-	-	-	-4 to target	+10,000 cr
Enveloping	N/A	+4	-1 dice	-5	-	N/A	N/A	N/A	N/A	+20,000 cr
Fast	N/A	-2	-	-5	-	+10	-	-	+2	+5,000 cr
Heavy Mount	X2 norm	-4	+5 dice	+10	X1 mult	-	-	-	-	X3 Norm
MIRV	N/A	+4	-	-	X1 mult	-	-	+20 ft	+4	+10,000 cr
No Range Dissipate	+100	-	-	-	special	-	-	-	N/A	+30,000 cr
Overloaded	N/A	-	+10 dice	-20	+1 threat	-10	-	+50 ft	N/A	+10,000 cr
Shield Piercing	X3 norm	-	-4 dice	-	-	N/A	N/A	N/A	-4 to target	+30,000 cr
Smart	N/A	+4	-	-	-	-	+10	-	+4	+40,000 cr
Smart Seeking	N/A	-	-	-	-	25	30	-	-	+50,000 cr
Viscious	N/A	-	+2 dice	-	+1 threat	-	-	-	-	+35,000 cr
Eldritch	-5	-	Magical	-	-	-	-	-	-	+10,000 cr

Auto Fire (Battery weapons only, no spinal weapons, or other weapons except PD lasers): The Auto Fire modification makes a weapon fire in rapid succession as opposed to firing only a single shot when used. This does not mean however that the weapon can fire at multiple targets, the volley of shots still only hit one target, but as a result of this modification a weapon can be made more dangerous.

Auto fire has the following effects upon a base weapon type:
+10 energy cost (EP)
+1 bonus to Attack roll
+2 Dice of Damage
-5 from the Range increment
+2 Point Defence Rating (if applied to a point defence laser)

Armor Piercing (Missiles only): The Armor Piercing modification makes a missile more able to penetrate armor, thus increasing its likelihood of making a shot that counts.
Armor Piercing has the following effects upon a base weapon type:
-2 Dice of Damage reduction
+1 Threat Range (thus 20 becomes 19-20, and 19-20 becomes 17-20 and so on)

Heavily Armoured (Missiles only): The Heavily Armoured modification is designed to make missiles hardier and thus make attempts at shooting them less likely to succeed.
Heavily Armoured has the following effects upon a base weapon type:
+10 Hardness to the Missile
-5 Speed Penalty (the extra weight slows the weapon down)
+2 Point Defence Rating (if applied to a point defence missile)

Continuous (Battery weapons, no spinal weapons, or other weapons except PD lasers): The Continuous modification changes a weapon from a single pulse of weapon fire to a continuous beam. This increases a weapons chance of hitting significantly, but also requires significantly more energy than normal in order to maintain the beam.
Continuous has the following effects upon a base weapon type:
+20 energy cost (EP)
+2 bonus to Attack roll
+1 dice of Damage
+2 Point defence rating (if applied to a point defence laser)

Electronic Counter Counter-Measures (Missiles & Torpedoes only): The ECCM modification is designed to counter enemy ECM and point defence capabilities.
ECCM has the following effects upon a base weapon type:
-4 to Enemies Attack roll to hit missile or torp
-4 to Enemies Point defence rating for each ECCM missile fired at it

Enveloping (Torpedoes only): The Enveloping modification is designed for torpedoes, it causes the torpedo to erupt in a directed fashion such that it envelops the ship in the discharge making it far more likely the blast will find a means to damage the target.
Enveloping has the following effects upon a base weapon type:
+4 bonus to Attack rolls
-1 dice of Damage
-5 from Range increment

Fast (Missiles and Torpedoes only): The Fast modification adds another small engine to weapon, this provides more thrust but also uses up its fuel faster reducing the range and makes it more difficult for the guidance to gauge accuracy.
Fast has the following effects upon a base weapon type:
-2 penalty to Attack rolls
-5 from the range increment
+10 bonus to Speed
+2 to Point defence rating (f applied to point defence missiles)

Heavy Mount (Battery weapons, no spinal weapons, or other weapons except PD lasers): The Heavy Mount modification modifies the weapon in such a way as to allow shots of far greater intensity. This does however mean the weapon uses substantially more energy than a weapon of its normal type.
Heavy Mount has the following effects upon a base weapon type:
X2 Energy Cost for weapon (EP)
-4 penalty to Attack rolls
Adds a Recharge Rate of 1 to the weapon so it can fire only every other round
+5 dice of Damage
+10 to Range increment
x1 Critical Multiplier (so if it did x2 it now does x3, if it did x3 it now does x4 and so on)

Multiple Independently Targetable Reentry Vehicle (Missiles only): The MIRV modification can be applied to missiles weapons, the modification is in the warhead, which is now merely a vehicle for four smaller independently capable warheads.

Upon being fired and nearing the target the missiles head breaks open and releases four smaller warheads which then target in on the designated target.

MIRV has the following effects upon a base weapon type:
+4 bonus to attack rolls
Make Four separate attack rolls for each MIRV missile
x1 Critical Multiplier (so if it did x2 it now does x3, if it did x3 it now does x4 and so on)
+20 feet to the Blast Radius
+4 to Point Defence rating (if applied to a point defence missile)

No Range Dissipation (Battery weapons, no spinal weapons, or other weapons except PD lasers): The No Range Dissipation (NRD) modification adds some sophisticated electronics to the weapon which gauge the distance to the target and ensure no matter how far away upto the maximum range (which is 10 increments) that the sufficient amount of energy is allocated to ensure the weapon can fire at the target without losing any efficiency.

No Range Dissipation has the following effects upon a base weapon type:
+100 energy cost (EP)
NRD modification Means the weapon only ever has one range increment and that is 10 times the base listed (so a laser cannon 5 which is its increment would normally suffer a penalty for each increment upto maximum range which is 10 times the base, but with no range dissipation the base range is 50 and no penalty is ever received due to range).

Overloaded (Mines, Bombs, and Torpedoes only): The Overloaded modification means the torpedoes payload has exceeded the recommended safety limits for the weapon, which means the weapon will cause greater damage upon impact but is slower and has a far shorter range due to reduced space for propellant.

Overloaded has the following effects upon a base weapon type:
+10 dice of Damage !!
-20 to Range increment
+1 Threat Range (thus 20 becomes 19-20, and 19-20 becomes 17-20 and so on)
-10 penalty to Speed
+50 feet Blast Radius

Shield Piercing (Battery Mounts, Point Defence lasers and Missiles but no other weapons or Spinal mounts): The Shield Piercing modification adds a lot of additional energy for battery mounts of a miniature ion pulse emitter (to create a hole in the shields for the fraction of a second needed to pass through) if a missile, this allows the weapons to attack a target as if any shields were not present.

Shield Piercing has the following effects upon a base weapon type:
X3 normal energy cost (EP)
-4 Dice of Damage
Ignores any AC bonus the Target vessel r object may receive due to Shields
+4 penalty to targets point defence rating

Smart (Battery Mounts, Point Defence lasers, Missiles, Torpedoes but no other weapons or Spinal mounts): The Smart weapon modification increases the capabilities of the computer targeting of a weapon allowing it to acquire targets faster and more accurately.

Smart has the following effects upon a base weapon type:
+4 bonus to attack rolls if a battery mount
+10 guidance if a missile or torpedo
+4 point defence rating (if applied to a PD weapon)

Smart seeking (Mines only): The Smart Seeking modification is made to mines it gives them a targeting capacity based on a ships standard FOF transmitter (Friend or Foe) this allows it to differentiate between a friendly ship and an enemy or unknown vessel and then move towards the target and attack it. In a minefield of Smart seeking mines it is not just the ability to navigate around them that's the trick as the mines actually seek you out!

Smart Seeking has the following effects upon a base weapon type:
Grants the mine a Speed of 25
Grants the mine a Guidance of 30

***Viscious* (Any weapon except spinal or other weapons):** The *viscious* modification is a magical enchantment adds savage crackling magical energy to the weapons effect.

Viscious has the following effects upon a base weapon type:
+2 dice of Damage
+1 Threat Range (thus 20 becomes 19-20, and 19-20 becomes 17-20 and so on)
Also changes the weapons Damage to ½ normal damage type and ½ Magical

***Eldritch* (Any weapon except spinal or other weapons):** The *eldritch* modification is a magical enchantment, which changes the weapons effect to an entirely magical one. The benefit of this is that the effect remains the same but has a smaller energy requirement.

Eldritch has the following effects upon a base weapon type:
-5 Energy cost (EP)
Changes weapons type to “Magical”

Table 1-2 ADDITIONAL MODIFICATIONS:-

Table Definitions:-
Modification: This is the name of the miscellaneous modification.
Energy cost: This is the cost in Energy points (EP’s) the modification in question costs.
Cost (cr): This is the cost in credits (cr) the modification in question costs.

Modification	Energy Cost	Cost (cr)	Modifications	Energy Cost	Cost (cr)
Ships Computer	20/Sc	Varies	Cloaking Device	100/Sc	10,000,000 cr
Life Support (supports 10 people)	10	20,000 cr	Trans Phasic Device	500/Sc	Not Available
Environmental Controls	10/Sc	100,000 cr	*Shimmer Globe*	N/A	50,000,000 cr
State Rooms (1 Person)	5	25,000 cr	*Veil Emitter*	N/A	20,000,000 cr
Crew Cabins (2 man)	5	10,000 cr	*Doppleganger*	N/A	10,000,000 cr
Passenger Cabins (2 man)	5	10,000 cr	Stealth Conversion (per Point 30 Max)	N/A	100,000 cr
Recreation Room (1 per 20 people)	10	20,000 cr	Electronic Countermeasures (ECM)	50	500,000 cr
Hydropnics (Feed 50, Corvette up)	25	100,000 cr			
Workshop (1 per 50 people)	25	100,000 cr	Controls Workstation	N/A	5000 cr
MW Workshop	25	200,000 cr	Increased Armouring (per pt of AC)	N/A	10% Hull cost/pt
Medical Bay (1 per 50,people)	25	100,000 cr	Slave Circuits	100	10% total cost
MW Medical Bay	25	200,000 cr	Airlocks	N/A	1000 cr
Laboratory	25	100,000 cr	Interceptor Escape Capsule (1man)	5	10,000 cr
MW Laboratory	25	200,000 cr	Escape Pod (5 person)	5	30,000 cr
Astrogation Room	25	50,000 cr	Colony Module	Special	10,000,000 cr
MW Astrogation Room	25	100,000 cr	Self Destruct system	5/Sc	100,000 cr/Sc
Fighter Hangar (single capacity)	50	300,000 cr	Battery Mount (4 weapons max)	N/A	25,000 cr
Shuttle Hangar (single Capacity)	50	500,000 cr	Targeting Computer (per battery)	N/A	10% weap cost
Holding Cell (holds 2 people)	20	30,000 cr	Adv Targeting computer (per battery)	N/A	25% weap cost
Cryo Chamber (sleeps 10 peple)	100	1,000,000 cr	*Orbb Enchantment (per battery)*	N/A	100% weap cost
Stasis Chamber (sleeps 10 people)	N/A	1,000,000 cr	Repair Drones (regen 5)	10/Sc	10% frame cost
Increased Cargo Capacity (per ton)	N/A	10,000 cr	Repair nanotechnology (regen 10)	25/Sc	50% frame cost
Detachable Cargo Conversion (per ton)	N/A	20,000 cr	Regenerative Hull Coating (regen 20)	50/Sc	100% frame cost
Sensor Proof Hold Average (Dc25)	N/A	5000cr per ton			
Sensor Proof Hold Good (Dc35)	N/A	10,000cr /ton	Teleportation Pad (Personal) O-S	25	1,000,000 cr
Sensor Proof Hold Excellent (Dc40)	N/A	20,000cr / ton	*Teleportation Chamber (Magcal) O-S*	N/A	2,000,000 cr
Magical Hold (Per ton) Capacity	N/A	50,000 cr	Teleportation Pad (Cargo)	50	2,000,000 cr
Fuel Scoop	40	250,000 cr	Hypergate Portal	250	2,500,000 cr
External Fuel Tanks (per 10,000 cap)	5	10,000 cr	*Magical Gateway*	N/A	5,000,000 cr
Increased Fuel Capacity (per 10,000)	N/A	10,000 cr			
Magical fuel Tank enhancement	N/A	50,000 cr	Gravitic Disturbance nullifier	100	500,000 cr
			Payload Selection Device	5	5000 cr
Sensor Probe Mk 1	N/A	10,000 cr	Internal Security (basic)	5/SC	5000 cr per SC
Sensor Probe Mk 2	N/A	20,000 cr	Internal Security (intermediate)	10/SC	10,000 cr per SC
Defence Probe	N/A	25,000 cr	Internal Security (Advanced)	20/SC	25,000 cr per SC
Communications Probe	N/A	15,000 cr			
External docking Mount (per SC of ship)	50	1,000,000cr/Sc	Autofactory module	100	250,000 cr

			Mining Module	100	250,000 cr
Atmospheric Capabilities	Spec	X2 Thrusters	Temple Area	25	500,000 cr
Landing Gear	5/SC	100,000 cr /Sc	Arcane Sanctum	25	500,000 cr

Ships Computer: All ships comes with a Ships Computer, but it is possible to pay for a more specialized ships computer, which may be capable of far more in the way of functionality.
In order to determine the functions and cost of a Ships Computer please refer to *"Neo's Custom Computer Rules"* within that document you will find the means to produce a computer from the ground up.

SPECIAL Life Support Capability: Life Support capabilities are something all ships require, whatever the species and their requirements, unless they are a species who can survive in a freezing vacuum then they need life support. Each life support module bought can support upto 10 medium sized people (or 80 diminutive or 40 fine or 20 small or 5 large or 2 huge or 1 gargantuan etc..). Bare in mind all Crew and passenger figures given on Table 0-1: Frames are considering Medium sized creatures.
Every ship must have 1 life support module for every full 10 or fraction there of, of crew and passengers the ship can sustain. *E.g. A Ship with a requirement of 43 crew and 50 passengers would need 10 life support modules.*

SPECIAL Environmental Controls: Environmental Controls cover the maintenance of temperature, and so forth basically all aspects of the Environment that are not covered in the basic oxygen capacity of the life support modules. Environmental Controls go throughout a ship entirely and so are able to be changed as necessary in different parts of the ship.
Every ship must have environmental controls they are the second major component needed to ensure a ship is livable, with life support modules being the first.

State Rooms: Staterooms are luxurious quarters, being spacious and with a good electronic lock on the door (DC35), they are typically intended for use by a ship's officers or as first class quarters aboard luxury vessels. They include a double bed, plenty of storage space, a data terminal with library to the ships database (if any), a sonic shower, entertainment system, controlled lighting, holographic art and include a communication suite that allows video communications with other parts of the ship.
Not always the case, but usually a vessel will have one stateroom for all bridge crew.

SPECIAL Crew Cabins: Crew cabins are double occupancy rooms that are conscious of space as opposed to comfort with average electronic locks on the doors (DC30), they include bunk bed type arrangement, adequate storage space and a single deck and data terminal, a single power shower and a basic communication system that allows only verbal communication with other sections of the ship.
Every ship must have one crew cabin for every two crewmembers the ship requires. It is also worth noting also a single crew cabin can house only 2 crewmen these cabins can be combined, so if 10 crew cabins were on a vessel they need not be individual cabins, but could instead be combine into a single bunkroom, dormitory or barrack room, or a smaller barracks room and a few dual occupancy cabins as normal and so on.

SPECIAL Passenger Cabins: Passenger Cabins are no different from Crew Cabins except in the way the beds are arranged, which is more comfort orientated than space conscious, they are double occupancy rooms with average electronic locks on the doors (DC30), they include two single beds, adequate storage space and a single deck and data terminal, a single power shower and a basic music system. Each Passenger cabin also has a speaker through which PA announcements and ship wide broadcasts can be heard.
Every ship must have one passenger cabin for every two passengers the ship can carry, and as with Crew Cabins these can be combined to make larger dormitories, although on passenger liners this is rarely done except with lower class passengers.

SPECIAL Recreation Room: Recreations rooms cover many types of area, such as simulation rooms, game rooms, gymnasiums, mess halls, pools, sauna's, Zero-G Grav Ball arena's, in fact almost anywhere that people relax or have fun. The facilities of the recreation room of course vary with its type and can house around twenty people at any time.
Every ship of Size Class 4 or higher must have one recreation room for every full Twenty people or fraction thereof otherwise crew begin to get bored, stressed and begin to cause the ship to suffer a –1 morale penalty on all ship based rolls for each week cumulative that they do not get adequate recreation. Mutinies have not be unheard of due to bad morale caused by lack of recreation and undue amounts of shipboard related stress.

SPECIAL Hydroponics: Hydroponics rooms can be anything from rooms which create recycled nutrients paste from human waste and other organic by products to ship board gardens, but whatever their form the intent remains the same. A Hydroponics bay is there to provide consumables enough to sustain a ships crew and passengers.

Every ship of Size Class 4 or higher must have one Hydroponics bay for every full 50 passengers and Crew or fraction thereof. This ensures adequate consumables are available at all times and also covers water recycling. It is also worth noting the Hydroponics bays can be joined together to create larger areas, some garden ships have huge domes, or biospheres as they are known.

SPECIAL Workshops: Workshops are the repair bays aboard ship, if something needs fixing or replacing it is usually here that it is done, basic machinery is present like drills, lathes, saws, raw materials, spare parts and so forth. Workshops however are not factories big constructions cannot be produced in them like vehicles and so forth, however tools could be made, weapons, armor or robots etc can be constructed providing the relevant parts or materials were available, but not in great numbers or speedily.

Every ship of Size Class 4 or higher must have one Workshop for every full 50 passengers and crew or fraction thereof. This ensures things are able to stay in good repair. Workshops provide a +2 circumstance bonus to all relevant Craft, Repair or Disable Device rolls. Workshops can be combined together to create larger repair bays, if four are combined then vehicles can be repaired or modified within them.

Masterwork Workshops exists, these have better quality tools and machinery and provide a +4 circumstance bonus to all relevant Craft, Repair, or Disable Device rolls instead.

SPECIAL Medical Bay: Medical Bays are required on most ships in order to keep the crew and passengers in good working order and health, often wounds are sustained in a fire fight or ground mission, or even during a normal work shift as such it is generally required to have some facility to tend and care for the sick and wounded. A Medical Bay has 5 Diagnostic Monitors, 5 autodocs a surgical area, a containment area, a small morgue and beds for upto fifty people.

Every ship of Size Class 4 or higher must have one Medical Bay for every full 50 passengers and crew or fraction thereof. This ensures the Crew and Passengers can be cared for in the case of almost any eventuality. Medical bays provide a +2 circumstance bonus to all Heal checks, as well as all functions of autodocs. Anyone in them and under the care of the medics is considered resting for purposes of healing. Medical Bays can be combined together to create Hospitals aboard ship. Surgical operations can be performed including implementation of Spellware if a suitably skilled individual is onboard.

Masterwork Medical Bays exist, these have better facilities and care and provide a +4 circumstance bonus to all Heal checks instead of +2.

Laboratory: Laboratories are area of study they are almost always catered towards one of the sciences (biology, physics, chemistry, anthropology, Astrophysics, psychology and so on). They are most commonly found on science vessels or vessels, which are commonly out in unexplored territory or exposed to new things.

A Laboratory is for study, analysis and cataloguing as pertinent to the relevant science covered by the laboratory. They gain a +2 circumstance bonus to any Knowledge, Research or Use Device roll relevant to the Science the laboratory is concerned with.

Masterwork Laboratories exist and provide a +4 circumstance bonus to Knowledge, Research and Use Device rolls relevant to the subject.

Astrogation Room: Astrogation Rooms are for larger vessels, they have links to a ships navigation computer and database, such that they can display and chart courses, track movement of planetary bodies, display information about planets, and locations, chart movement of vessels and stellar phenomena and chart the best courses.

A Standard Astrogation room consists mainly only of terminals around a flat circular screen between them all upon which the information can be called. An Astrogation room provides a +2 circumstance bonus to all Knowledge (Planetary systems), Knowledge (cultures), navigate and research rolls relating to charting courses and knowledge of systems.

A Masterwork Astrogation room has the terminals still but all information is projected into the center of the room in a three-dimensional hologram and provides bonuses on the same skills as a standard room but the circumstance bonus is +4.

Fighter Hangar: A Fighter hangar provides, docking space and maintenance facilities for any Size Class 1 vessel, part of the hangar includes hangar bay doors to the exterior of the vessel.

The Maintenance facilities of a Hangar provide a +2 circumstance bonus to any Repair roll for the vessel contained in it. It is also worth noting fighter Hangars can be combined to create vast hangars capable of housing and maintaining multiple vessels, these larger hangars can include housing racks and lifts as necessary.

Shuttle Hangars: A Shuttle hangar provides, docking space and maintenance facilities for any Size Class 2 vessel, part of the hangar includes hangar bay doors to the exterior of the vessel.

The Maintenance facilities of a Hangar provide a +2 circumstance bonus to any Repair roll for the vessel contained in it. It is also worth noting fighter Hangars can be combined to create vast hangars capable of housing and maintaining multiple vessels, these larger hangars can include housing racks and lifts as necessary.

Holding Cells: Holding Cells are designed to incarcerate upto two individuals, the cells include security monitors and basic barred gates which have good electronic locks (DC35), they have beds which retract/extend from the wall at the touch of a button, a small, sink and toilet facility but little else. The Holding Cell upgrade also includes a small security station outside the cell where the cameras inside the cell can be monitored

Holding Cells can be upgraded in the following ways:-
Amazing Electronic locks (DC45) cost +1000 cr
Energy Fields (Any touching take 1d8+8 electricity damage) cost +5000 cr (+5 EP per holding cell)
Wall of Force (Command Word activated, nothing can pass) cost +25,000cr
Proof versus Teleportation (prevents any teleportation magic working either into or out of cell) cost +15,000 cr
Anti Magic shell (No magic functions within the limits of the holding cell) cost +50,000 cr
Note Holding Cells can also be combined to make larger holding areas and prisons this is common for the brigs of larger ships or for Prison Ships in general.

Cryogenic Chamber: A Cryogenic Chamber is a special room filled with sophisticated machinery designed to monitor and sustain the ten tube-like cryo chambers contained within. Any who enter them are frozen reducing bodily functions to a bare minimum, in this way they can be sustained near indefinitely, this also slows aging to a minimum. The whole process is known as "Long Sleep" and was quite common in the early years of exploration before Starcasters and other Transit Drives were invented. Spacefarers would be sent out into space in cryogenic sleep aboard ships known as "Sleeper Vessels", and in them they would remain in this state of suspended animation until they reached their destination at which point the computer would wake them up. The crews of such ships were known as "sleepers".
While in cryogenic stasis an individual only ages one day out of every year that passes, in this way someone could be in stasis for a century yet for them they would have aged only a little over ten days. When entering Cryogenic stasis the person also determines the duration, which must pass or the conditions, which must be met before they are awoken. I.e. "when 10 ears have passed" or "When the orbit of Apax Romis is reached". As delicate machinery the cryogenic suspension systems need maintenance in order to avoid breakdown or malfunction this is usually done automatically or by robots, but if no method of maintenance is ensure then each month in cryogenic suspension the Gm should make a d20 roll on any result of a 1 the device fails and the individual inside dies. For every six months that pass add a +1 to the range of the chance of failure. E.g. after six months the machines fail on a 1-2 in 20 each month, after a year 1-3 in 20 and so on.
Cryogenic chambers have Hardness 10 and 80 hit points

Stasis Chambers: Stasis Chambers are the magical equivalent of Cryogenic Chambers, except that with a Stasis Chamber there is no machinery, just ten stone sarcophagi shaped in a roughly anthropomorphic shape around the edges of which are magical runes. Anyone who climbs within such a sarcophagi and lay's below the line of runes is instantly placed into magical stasis and falls into a peaceful sleep bathed in a soft blue-white glow.
Anyone within stasis does not age at all and nor can they be harmed protected by the magic which keeps them in their timeless slumber. The magic of a stasis chamber cannot be set to a condition only a time period. It is possible for a *Dispel Magic* to bring someone in a stasis chamber out of stasis sooner.

Increased Cargo Capacity: With this modification a vessel has it's cargo capacity increased by one ton. This uses up much of the free space in the frame as can be found.
Vessels can only have their Cargo capacities increased upto the amount listed for their size class on Table 0-1: Frames

Detachable Cargo conversion: The Detachable Cargo conversion is priced per ton, but whatever amount of the Cargo capacity is changed into a Detachable format is just that "Detachable" it is a module, which can be release and interchanged, this modification also provides the vessel the locking and release mechanism and capacity to pickup new modules of the same capacity.

Sensor Proofing (Cargo Hold): This is a means of protecting a vessels cargo bay from scans by opposing ships, often used by smugglers, pirates, slavers, and the like. It is a serious of sophisticated sensors that work to fool and deflect attempts to determine the contents of a cargo hold by means of an external scan.
Sensor Proofing s hold is expensive, especially if a big hold and even more so depending on how sensor proofed you want it. It is also worth noting a vessel can only attempt to make a sensor roll to scan the hold of a vessel it is directly adjacent too. So by this token if you stop for one of the Empires Customs Vessels with a hold full of illegal weapons or refugees then you had better be sure your sensor proofing is up to the job.
Standard Sensor proofing means a Sensor roll must overcome a DC25 in order to be able to determine what is in a hold, if the attempt to detect the holds contents fail the hold simply does not show on the scan, which is often a sure sign that the sensors are being blocked.
Good Sensor Proofing means a Sensor roll of DC35 must be overcome and if the attempt fails then the hull registers as simply being empty.
Excellent Sensor Proofing means a Sensor roll of DC40 must be overcome and if the attempt fails the hold can be shown to have any content the ships owner desires or none at all if he/she prefers.
Cargo Holds can also have *Scrying* protection added to them at the very expensive cost of +50,000 cr per ton, but this also protects the hull from magical scanning.

Magical Hold Capacity: Magical Holds are Cargo or Storage spaces that exist in an extra-dimensional space. They vary in size determined at the time of purchase. All magical holds appear as a vast empty plain room, which has oxygen, a temperate climate and are dimly lit. All Magical holds have one thing in common and that is their means of entry which is known as a "Portal" or "Gateway" it can be any shape but is almost always a doorway. It appears as a doorframe of dull gray metal etched with magical runes, one of which is the activation/deactivation rune, or it may be a sequence of several. Either way the purchaser is informed of the means to open and close the hold at the time of purchase.

It is worth noting that the contents of a magical hold cannot be scanned as with a normal hold, however they can be *Scryed* if the scryer know of the holds existence.

Fuel Scoop: A Fuel Scoop is a means by which a vessel can skim through the atmosphere of a Gas Giant or Star and collect gases, which can be converted into fuel. These are often found on explorer or other deep space vessels that have conventional power plant as it effectively provides them a means to refuel without a) having to pay and b) being near somewhere where refueling is a feasible option.
In order to make use of a Fuel Scoop the vessel must skim a star or gas giant this requires a Piloting Check (DC30) each pass scoops enough material to process into 1d20 +1 per point of success over 30 times 5000 points of fuel. *E.g. An explorer in deep space uses a fuel scoop on a small yellow star, the pilot makes his piloting check and gets a result of 32 a success! He then rolls to see how much fuel he has scooped on his initial pass he rolls a d20 and get 15, as he succeeded his piloting check by 2 points he also adds those onto his result, giving him a total of 17, this is then multiplied by 5000 giving 85,000 fuel points restored to the Explorers Fuel Tank.*

External Fuel Tanks: External Fuel tanks are relatively cheap externally mounted disposable fuel tanks, which can provide additional fuel and thus extend the range of any vessel they are mounted on.
A Use Device (DC20) check is required to eject the external fuel tank(s) without them hitting the ship, if the roll fails then the fuel tanks do not fall far enough away and hit the ship, just as a collision of the relevant size. A vessel had also best hope the tanks are empty should this happen!

Increased Fuel Capacity: Increased fuel Capacity is a means by which a vessel with a conventional power plant can convert cargo space into additional fuel tank capacity.
For each 10,000 capacity of Fuel added by this method 1 ton of cargo space capacity is removed.

Magical fuel Tank Enhancement: A Magical Fuel Tank enhancement is a means by which an extra dimensional space is added to a ships fuel tank. This space can be filled with fuel, and on command word when needed inhabit the space of the actual fuel tank effectively refilling it.
A Magical fuel Tank enhancement effectively provides space for the vessel to hold enough additional fuel for one full refuel, of course the vessels owner must still pay for the fuel to fill this space.

Sensor Probe Mk 1: A Sensor Probe Mark 1 or "Watchdog" as it is known is a basic probe designed to extend the range and accuracy of a vessels sensors, constantly transmitting telemetry and data back to the ship.
A Sensor Probe Mk1 once launched adds +2 to Sensors for as long as it is out there, it has AC 20, Hardness 10, 40 hit points.
All probes can only be fired from a Torpedo bay.

Sensor Probe Mk 2: a Sensor Probe Mk 2 otherwise known as a "Ping" is used upon entry to a new system, it gives distances and movements as well as placement and type of all planetary bodies and objects within that system that are above Size Class 9, as such vessels won't show up on it's data but space stations would, asteroids, planets, stars and so forth.
The Sensor Probe effectively performs a Search of the system in order to provide data on all relevant planets etc consider it to have a Search of +10, and the DC to identify any particular body or object of sufficient size and mass is DC15 modified as the GM decides. it has AC 20, Hardness 10, 40 hit points
All probes can only be fired from a Torpedo Bay

Defense Probe: A Defense probe is a small, automated device with a point Defense laser mounted it orbits the ship looking for incoming hostile missiles.
Defense probes are unique in that they provide a 2 point PD rating each which applies to all arcs of a vessel due to it's ability to re-maneuver itself. A Defense probe has AC 20, Hardness 10, and 50 hit points.

Communications Probe: The Communications Probe is basically a remote probe used to extend the range of communication, these can be programmed to stay so far ahead of a vessel and thus be used to bounce a signal off to provide greater range, to remain in the orbit of a planet, or to move to a predetermined location and then transmit a predetermined message.
These can increase the communications range of a vessel by upto 100%, and may also transmit encoded signals. They has AC 20, Hardness 10, 40 hit points

External Docking Mount: The External Docking Mount is mostly intended for larger vessels and space stations, but it basically provides an external umbilical point at which another vessel of a size no greater than itself can dock, connected together by an airlock and a short amount of corridor between.
The Airlocks for an External docking mount take 3 rounds to cycle.

Atmospheric Capabilities: Any Vessel with the Atmospheric Capabilities has thrusters and a heat shield, extendable aero-foils if necessary and so forth, basically all that is needed for the vessel to maintain flight in a planetary atmosphere.
Note a vessel's Atmospheric capability costs twice in energy points (EP) and in credits what the maneuvering thrusters of the vessel has. *E.g. If a vessel with Pinpoint thrusters has Atmospheric capabilities, then the energy cost for the Atmospheric capabilities is 80 per Size Class of the vessel, and costs 800,000 credits per Size class of the vessel.*

Landing Gear: Landing Gear is rather self explanatory, and is installed within a vehicle so that it can be extended or retracted as needed should a vessel be about to land.

Cloaking Device: The Cloaking Device is something of a technological Wonder, through a process of a special device, which emits a light refracting field around the vessel, effectively bouncing photons away from the hull and making the space where the vessel occupied look empty. A lot of energy is required to use a cloaking device and it is quite a fragile piece of machinery, also while active all but the most crucial systems are run on minimal power.
While cloaked a vessel can have no shields active and may not fire any weapons. The actual effect of a ship being cloaked is to provide it the benefit as if being 100% concealment, which means all attacks against it are at –2 to hit and any that would normally hit have a 50% chance of missing anyway.

Trans Phasic Device: The Trans Phasic Device is a very special device indeed, what it does is make the vessel it is mounted in go slightly out of phase with Real Space, existing partially here and partially in Ether Space (The Ethereal plane), the overall effect being that the vessel becomes ghostlike and insubstantial able to pass through solid objects. A Trans Phasic device uses a vast amount of energy.
While a vessel is incorporeal it is subject to all the benefits and limitations as listed under *Incorporeal* in the DMG page 77.

Shimmer Globe: the Shimmer Globe is a magical artifact which appears as a perfect mercurial sphere that vibrates continually and is warm to the touch, it is mounted at the heart of a vessel and when activated causes a vessel to "Shimmer" which makes it appear blurred, shifting and wavering and making it very difficult to spot and target.
The Shimmer Globe allows a vessel to act as if under a *Blur* spell providing it one half concealment (20% miss chance), the Dc to detect and acquire a target lock on the vessel increases by +5 also.

Veil Emitter: A Veil emitter is another magical device, it appears as a series of close clustered gray crystals with a black glow, which when activated glow brilliant white in color. When active the vessel is thrown under a magical Veil making the ship appear to be invisible.
A Veil emitter is frightening for a few reason, first it has no energy cost being purely magical with no electronic components, and secondly because even while under the veil and invisible the vessel can use it's shields and fire it's weapons unlike someone with a cloaking device. The benefits granted under the Veil are 100% concealment, meaning all enemy vessels are –2 to hit and on any attack, which may have hit there is still a 50% chance it misses anyway. Note a Veil emitter cannot be used for more than 12 hours in any day and after 12 hours needs 8 hours to recharge.

Doppelganger: A Doppelganger is a special magical device that allows a vessel to apparently change its appearance in order to look like another vessel. The Illusion is seemingly real in all ways, sight, sound, touch, and so forth.
A Doppelganger is the vessel equivalent to an *Alter Self* spell, it allows a vessel to appear as any vessel imaginable so long as it is no more than one size class bigger or smaller, it can appear inorganic, organic, metal, stone, crystal or almost anything else imaginable. Any ship seeing the Doppelgangered vessel requires a Sensor roll (DC30) in order to see through it. Note however any vessel in contact with or adjacent to the disguised vessel instantly sees through the rouse.

Stealth Conversion: Stealth Conversion is the means by which a vessel can be made less easy to detect, and far more difficult for target locks to be acquired. The actual conversion itself includes many aspects such as reshaping the hull, adding sensor reflective coating to it's surface, adding energy dampers within the frame to reduce emissions, add sonic neutralizers or *silence* fields to reduce noise emissions, using cleaner fuels or reduced emission engines in order to reduce the amount of residual energy left in a ships wake and so on.
The cost for Stealth Conversion is expensive and only covers a single point of Stealth increase for the vessel. No vessel of any sort may have a Stealth rating of greater than 30 maximum.

Electronic Counter Measures: Electronic countermeasures or ECM as it is more often referred to is used to confuse enemies targeting computers and weapons systems, it also covers the launching of flares and decoys in order to attract enemy missiles and torpedoes and the like.
Any vessel with ECM installed gains an automatic 10 points of Point Defense rating and it raises a vessels Stealth rating by +2 (30 Maximum).

SPECIAL Controls Workstation: A controls workstation is the user interface and controls for any relevant controls system linked to it be it Helm, Engineering, Command, Weapons or Sensors. The exact nature of the workstation varies usually with the quality of the actual Controls Systems itself.
Every ship must have a controls workstation. Most ships have one workstation for each controls station or weapon aboard ship *e.g. 1 Command, 1 Helm, 1 Engineering, 1 Sensors, and 1 for each weapon*, but multiple controls can be applied to a single workstation i.e. a workstation could be Helm & Engineering say, but in such instances the user can only attempt to apply the benefits of a single controls type in any round *e.g. a ship with a single Helm/Engineering/Sensor and Weapons workstation, most likely a small interceptor can choose each round whether to attempt to make the Station check to get a handling bonus, OR an attack bonus OR repair a critical OR the bonus to detect/acquire a target.* This unlike vessels with multiple crew is overcome by the fact a separate individual is sat at each and every controls station (and in many cases sever backup stations also) so that all relevant station checks may be attempted.

Increased Armoring: Armoring a vessel is very important if you expect to be caught in a firefight, or are heading into dangerous territory as it makes the whole vessel far harder to damage, shrugging off hits which would otherwise breach or cripple the vessel.

Armoring a vessel is very expensive, costing 10% of the vessels Hull material cost *e.g. an Explorers (SC3) Titanium hull would cost 3 Mcr, and each point of Armor AC would cost 300,000 credits.* Each point of Armor bought provides a +1 Armor bonus to the Armor Class (AC) of the vessel. It is worth noting there is no upper limit on the amount of Armor bonus can be applied to AC, although your GM may choose to apply a set limit. The reason for this is because vessels tend to desire variable amounts of Armor to offset the size penalty to Ac that larger vessels receive.

Slave Circuits: Slave Circuits are a mean by which a vessel can be installed with the relevant machinery to operate it remotely, in much the same way as a Remote operations unit allows a Robot to be operated remotely, the principals are the same. In such circumstances a controlling unit or vessel requires a Remote Operation workstation, or if multiple vessels are being operated it is even feasible to have each controlled by an individual remote operator.

In order to use a Slave circuited vessel remotely an Operator requires the Remote Operation Feat, this allows the Remote Operator to control the vessel from a remote location upto range 500 miles away, the remote operator if only remotely operating a single vessel can pilot it and have it perform as normal except that it suffers a –4 circumstance penalty on all rolls except damage rolls. However where multiple Slave Circuited vessels are controlled via a single remote operation workstation, which is only possible if all vessels controlled are of the same type, then the circumstance penalty is raised to –8 on all rolls, and the "Slaved" vessels act as a Squadron as described on page 159 of the *SFHB.*

Airlocks: Airlocks are pressured exits to and from the vessel, they equalize the pressure on either side and fill with oxygen before allowing entry into the vessel, most also decontaminate people passing through in order to prevent people from carrying any alien infections or contaminants onto the ship.

Every ship has one airlock for every size class, airlocks can vary such as the canopied cockpit of an interceptor, or the rear hatch of a shuttle, the retractable cargo lifts and ramps of a freighter and so on. An airlock always takes three rounds to depressurize, re-pressurize and open. Also those with Decontamination capabilities as appropriate to the type of Airlock provide a <u>single</u> re-save if an individual is infected with a disease or similar, if the save succeeds then the disease is cleansed from the individual.

Interceptor Escape Capsule: An Interceptor Escape capsule is a special modification to the cockpit of an interceptor such that when the release is pulled the cockpit around the pilot becomes sealed and the nose area of the interceptor breaks apart and the sealed "bubble" of the cockpit is fired free to safety.

An Interceptor escape capsule when sealed has air and supplies for 72 hours if the ejected pilot has not been picked up by then, its game over. All Escape capsules also have an automatic EST (Emergency Signal Transponder), which transmits identity and location telemetry constantly while it's battery lasts, which is 96 hours.

In Order to avoid death, when a vessel is destroyed, by utilizing the Escape Capsule when the vessel is struck the pilot needs make a Reflex save (DC10 + Damage below zero the attack puts the vessel on) if the check succeeds then the capsule is ejected and the pilot survives. Of course once ejected there is nothing to stop a malicious enemy from pursuing and attacking the capsule itself which is AC 25, Hardness 20, Hit points 50. An Interceptor capsule is not capable of independent movement and just floats free, if it does fall into a planetary orbit it does have integral heat shield and can deploy a chute to allow a safe descent. Of course an escape capsule may also be ejected at any time but a pilot ejecting from his interceptor when it is not destroyed may well face a hefty reprimand or pricey bill. Note: Escape pods only have an energy Cost (EP) when used, until then they have no power drain. When expelled each escape pod has an EP cost of 5.

SPECIAL Escape Pod: an Escape Pod is the standard five-man life pod all vessels usually have. It is Imperial law that all vessels must have at least enough escape pods for 50% of a ships total crew/passenger capacity. It is a relatively cramped pod into, which five people can fit locked into place around the pods walls by safety harnesses. Escape pods are capable of limited flight and have enough fuel and power for limited maneuvering. All escape pods have food and water, power and air sufficient to last four weeks in space. Each escape pod also includes the following 2 Medkits, a water purifier, 5 filter masks, 5 HEV suits, 5 survival kits, a 5 man Temporary shelter and 2 flare guns each with 5 flares.

All Escape Pods also have an automatic EST (Emergency Signal Transponder), which transmits identity and location telemetry constantly so long as it's solar battery can receive enough light to keep it activated.

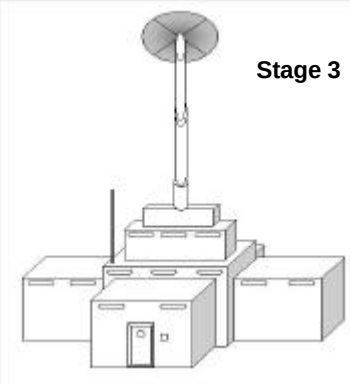
In Order to avoid death, when a vessel is destroyed, by utilizing the Escape Pod when the vessel is struck the pilot needs make a Reflex save (DC10 + Damage below zero the attack puts the vessel on) if the check succeeds then the capsule is ejected and the pilot survives. Of course once ejected there is nothing to stop a malicious enemy from pursuing and attacking the capsule itself which is AC 20, Hardness 30, Hit points 100. An Escape Pod is capable of independent movement and has a speed of 10, and it has enough fuel for 5 maneuvers should they be necessary, if it does fall into a planetary orbit it does have integral heat shield and can deploy a chute to allow a safe descent. Of course an escape pod may also be ejected at any time but a pilot ejecting from his interceptor when it is not destroyed may well face a hefty reprimand or pricey bill. It is also worth noting some larger vessels tend to have several condition under which escape pods are automatically launched such as when 5 or fewer hull points remain, or when an abandon ship order has been initiated, or when a vessel is set to self destruct, in such instance people need to rush for the pods as it's first come, first survive on most ships. Note: Escape pods only have an energy Cost (EP) when used, until then they have no power drain, but when expelled each escape pod has an EP cost of 5.

Colony Module: A Colony module is designed so that it can be easily deployed from a ship, dropped from a hold into orbit where a chute deploys for safe landing, upon hitting ground the module activates and deploys. Alternatively a vessel with atmospheric capability can land and deploy the module that way. So what is a Colony module? Simply put it is an automated, self sufficient habitation, designed to be modular and each capable of connecting to upto four other colony modules in order to create larger facilities and habitations. Each colony module deploys in first stages, the first stage or "module Stage" as it is known is how the module first appears a twenty foot cubed box, with an airlock on each side. Upon being deployed stage two is initiated, in this stage known as "Habitation stage" from each side of the cube an eighteen feet high, eighteen feet wide section extends outwards ten feet of each of the four sides, locking into place. At this point the final stage begins known as the "Activation" stage, from the top of the cube an eighteen feet wide and long section ten feet high extends upwards, and from that another eight feet by eight feet section ten feet high extends and also locks into place. From this third raised level a telescopic mast some thirty feet in height extends in three parts upwards locking into place, from the end of which a solar array splays out and locks into place like a Chinese fan. Finally from the central lower section a ten feet high radio antenna extends upwards. At this point the solar panels activate and begin powering the battery, and in turn activate the water purifier, lights, life support and so forth.

Stage 1

Stage 2

Stage 3



A Colony module can house and work 10 people, and the module can provide adequate power and waste recycling to keep them alive indefinitely, the only thing it cannot do is provide a source of food, so if none is present where the module is deployed a source of food must be sought. A Colony module has a AC 20, Hardness 20, with a total of 300 hit points.

Self Destruct System: A Self Destruct System is a means by which a vessel can be destroyed by an explosion automatically, this is most often installed in vessels where the owner does not wish their identity to be discovered in the event of capture, or for certain suicidal organizations who ram a vessel and self destruct at last instant ensuring they take the enemy with them. It is also installed in vessel that are one of a kind in order to prevent them falling into enemy hands. But whatever the reason, the way it functions is the same. A Self Destruct almost always requires two verbal command codes, one from the captain and one from the executive officer. Some larger vessels choose to increase the number of codes necessary to activate a self destruct, but once activated the ships captain then determines a countdown until the destruction this can be anywhere from zero rounds (instant) to 24 hours. The Self Destruct works by causing the power plant of a vessel to feedback upon itself until it explodes.

A Self Destruct system first of all can be deactivated once set but once again requires verbal codes from the main officers onboard. It can also be overridden be a skilled computer operator with access to the ships computer, this requires a Use Device check (DC45), but any failure causes the fail safes to kick in causing the vessel to self destruct instantly. A Self Destruct explosion does 10d6x100 points of Damage to all within 100 feet per size class of the vessel. A Piloting check (DC35) may be attempted if successful a vessel caught in the blast takes only half damage.

SPECIAL Battery Mount: A battery mount is the mounting or turret into which four single battery mount type weapons can be mounted. All battery mounts can be fixed facing a single arc or turret mounted in which case the can cover all fire arcs as the player prefers.

Note even if you only have a single weapon upon a vessel, you must buy a battery mount, as it is the housing into which a weapon is affixed, the medium if you will through which it speaks to the ship and targeting computer, without it a weapon simply cannot be installed into a vessel. It is also worth noting that although a battery mount can house upto four single weapons it does not have to in order to function. Battery mounts do however have to have all the same type of weapon mounted in a particular battery mount if multiple weapons are installed.

SPECIAL Targeting Computer: Targeting Computers are linked via the weapon to the weapons controls and relevant workstation that the weapon is operated from. They consist of advanced target acquisition and aiming computers that help to ensure that when the weapon fires it has an increased chance of scoring a hit.

These are not required, but almost always present in any battery mount. They cost 10% of the weapons cost in order to mount on a particular weapon within a battery mount. *E.g. the cost to add a targeting computer to a battery mount with 4 laser cannons in is 4000 credits, this is 1000 credits (10% of the weapon cost) multiplied by the number of weapons, in the battery mount.* Any weapon with a Targeting computer receives a +5 inherent bonus on all attack rolls, note if one weapon in a battery mount has a targeting computer <u>ALL</u> weapons in that batter must also have them installed.

Advanced Targeting Computers: the Advanced Targeting Computer is a more complex and advanced version of the standard Targeting computer. And has an almost 50% improvement in accuracy in comparison to the standard targeting computers.

An Advanced Targeting computer must be applied in the same ways as a standard Targeting Computer, except that it is more expensive costing 25% of the weapons cost. Any weapon with an Advanced Targeting computer receives a +7 inherent bonus on all attack rolls, note if one weapon in a battery mount has a targeting computer ALL weapons in that batter must also have them installed.

Orbb Enchantment: Orbb Enchantment is a magical enhancement that improves the chances of a weapon striking a target accurately. It works as a series of magical jewels, which are inset into the weapon; these gems channel magic through the weapon aiding its ability to hit the enemy.

An Orbb enchantment can be applied to any weapons in a battery mount even those, which already have a Targeting computer of some sort, in those instances the Enchantment is considered an Enhancement bonus and only further increases the weapons accuracy. Any weapon that has an Orbb enchantment applied receives a +3 Enhancement bonus.

Repair Drones: Repair Drones are a number (5 per SC) that automatically move about the vessel interior of any ship Size class 3 or larger, fixing and maintaining the vessel.

Repair Drones are Robots and their statistics are listed in the SFHB page 122 under Technical robot. While present and active the Repair Drones can repair 5 points of Hull Damage per round.

Repair Nanotechnology: Repair nanotechnology is cutting edge technology, and works by introducing microscopic robots called "nanites" into a computers circuits and systems, they are programmed to repair and maintain all systems, and do so rapidly and efficiently. In effect this looks almost like the ship is healing naturally as the nanites are too small to be seen by the naked eye.

Repair nanites are capable of repairing 10 Hull Damage per round.

Regenerative Hull Coating: Regenerative Hull coating is the ultimate is ship elf repair technology, and was developed by the Gnomes of "Comba Mai" a reclusive scientific brotherhood who work to create new technological wonders, whose secrets they keep, while selling the end product in order to fund more research and development. Regenerative coating was one such wonder, it is a special fluid which can be applied to almost any material. What the liquid does is in effect bestow the "Lifespark" as the gnomes put it to the material, of course the science behind it isn't quite that mystical or wondrous, but the liquid encourages cell growth in any material, thus causing the material to retain it's size and shape in memory and repair itself back to that template whenever damage.

Regenerative hull coating takes six months to apply to a vessel for each size class, giving the coating time to adjusts and remember the form, once complete however the vessel is capable of repairing 20 hull points of Damage each round.

Teleportation Pad (Personal) Orbit to Surface: This is a technological approximation of what mages and sorcerers have been doing for eons, it isn't quite as reliable as magic but all in all does about the same job. Each of these pads is capable of disassembling any matter sending to the desired place and then by means of a memory of the matter called a "Pattern" reassembling it. Unlike magical teleportation it does not have the potential for limitless range and can only teleport an individual from a vessel in orbit to a planets surface.

When being used a GM should secretly roll a d20, on any result of a 1 the teleporters pattern has been lost and they are dispersed irretrievably into the ether. If a Teleporter has a technical or relevantly skilled individual in place when such an accident occurs, they are allowed to attempt a Use Device check (DC35) if they succeed they manage to recover the person pattern returning them to their point of origin safe and sound. Of course it is up to the individual whether they want to attempt to reach their destination via the Teleport pad once more. The Teleporter pad is Two-way a ship in orbit can lock onto anyone with a comlink signal and Teleport them up (with the same chance of failure).

Teleportation Chamber Orbit to Surface: The Magical Teleportation chamber is a small cubicle into which an individual stands, upon doing so they are instantly teleported to the place they have in mind on the planets surface below.

The Magical Teleportation chamber doesn't have quite the range of a normal Teleportation spell but does have the same chance of being slightly off target as listed under the *Teleport* spell in the PHB page 264. Unlike a Teleportation Pad these chambers are one way, anyone teleporting down must find another way back to the vessel.

Teleportation Pad (Cargo) Orbit to Surface: This teleportation device works like a personal teleporter except it is designed for Cargo or large numbers of people. Cargo Pad's are almost always installed into the cargo holds of a vessel, and are known as being slightly less reliable than personal teleporter pads.

Each Cargo Teleporter can teleport up or down upto 5 tons or 100 people in close proximity in any one use. However they fail on a 1-3 in 20 instead of 1 in 20 that Personal teleporters have.

Hypergate Portal: a Hypergate Portal or "Star Gate" as they are known are a very expensive and ancient technology left over by some ancient species. The technology was found and disassembled in order to work out how to make them. However no means of understanding how they work has yet been determined, only a means of copying them and thus building working copies. A Hyper gate can only work by linking to another hypergate as they form a network across known space, the address as it is known of an opposing hypergate is entered into a control device via a series of runic symbols.

A Hyper gate once activated forms a temporary wormhole through space to be generated that is safe for living beings to pass through. They can cross any distance but must be on the same plane, regardless of distance the wormhole traverse it take 1d8 rounds to pass from one end to another, and once delivered leaves all travelers slightly dazed, suffering a –1 circumstance penalty to all attack, save, skill and ability rolls for 1d4 rounds. Once all travelers are through the wormhole it stays open for 1d4 rounds and then closes. It is also worth noting that an outbound wormhole cannot be traversed back, instead the home address must be redialed from your new location in order to return to your point of origin. *E.g. a traveler who opens a gate from Praxis to Anteba cannot use that same wormhole to return to Praxis, they must instead open a new wormhole from Anteba back to Praxis, this of course may not necessarily be as easy as one might hope as the symbols on the Anteba side could be completely different to those on the Praxis side.* A Hyper gate is AC 20, Hardness 30, Hit points 120. It should also be noted that unless a Gate is guarded or sealed in some manner anyone who knows your address can come through it to your location who has a mind to.

Magical Gateway: A Magical gateway or "Portal" is any specially crafted door or archway that has been enchanted to allow travel between planes, they are expensive to construct and are also dangerous as while opened are also effectively doorways for outer planar creatures to gain entry to Real Space.
A Magical Gateway works in all ways as the *Gate* spell as listed in the PHB page 208 and can be used as often as desired. They are activated by command word.

Gravitic Disturbance Nullifier: A Gravitic Disturbance Nullifier is a special device designed to compensate and thus nullify any disturbance caused to a vessels gravity field. This is useful for a couple of reasons first if a vessel is attacked by a Gravitic destabiliser it is now immune to its effects. And secondly because any distortions or disturbances or other phenomena encountered which may affect a vessel's gravity are automatically compensated for and negated.

Payload Selection Device: this little device is in fact a very useful modification, what it does is allow a vessel with missile or torpedo bays to mix ammunition types within a payload and then select specifically which round they wish to use each time they need to fire. *E.g. A Vessel with this device could have a 12 shot Missile bay loaded with 8 High explosive missiles, 2 anti ship, and 2 HEAP, in combat it could choose specifically which of those to fire from round to round.* This is obviously an advantage over missile bays without this as they are forced to have only a single type of ammunition throughout the entire individual missile bay i.e. could only have 12 of any one of those missile type listed in the above example.

Internal Security Systems: Internal security systems are there for those ships which expect trouble and may face the possibility of being boarded, they are also there for vessels like prison ships, diplomatic transports and so forth where onboard security is a definite issue.
There are a number of Internal security packages all of which offer different options as follows:
<u>Basic Security</u>: this provides numerous onboard cameras which allow a security officer in the security room which is part of the package to make a Search roll in order to locate anyone on the vessel, who may be in one of those areas covered by the cameras. Basic Security also includes the addition of the ability to channel an electrical charge into the floor of the ships airlocks, which causes 1d8+8 points of electrical damage each round unless the target has some form of protection or insulation.
<u>Intermediate Security:</u> this provides all of the above, plus microphones so listen checks may also be made throughout the vessel in order to listen in from the security room, in addition the vessel is compartmentalized with heavy duty blast door at major intersections of the vessel these doors are AC 20, Hardness 20, Hit points 80, they allow each compartmentalized section to also be air tight and thus in the case of explosive decompression only lose access to that breached compartment, this also means that via the environmental control a ships captain can also drain the air out of a specific section of the vessel. These blast doors all have Good Electronic locks (DC35). In addition almost every compartment unless stated elsewhere as having specifically different now has an Average electronic lock (DC30) added.
<u>Advanced Security:</u> this provides all of the above except all good locks become Amazing (DC45) and all average become Good (DC35), in addition to this the vessel now has at least one of the following mounted in each corridor
Electrified floor (does 1d8+8 electrical damage, Reflex save (DC20) for half)
Retractable laser Rifle mounts in the walls (3d10 fire damage, x2 critical, 200 ft range, 20 shots)
Sleep Gas dispensers (Will save (DC20) or fall asleep for 30 minutes)
Immobilization Field (all in a 10ft x 10ft area must make a Will save (DC20) or be held unable to move for 20 rounds)
Force Fields (These cannot be crossed unless disabled first. This requires a Use Device (DC30) roll).
Tentacles (Make a Grappling attempt in order to pin a target as if they had Strength 25, each tentacle has AC 15, Hardness 8, hit points 20)
It is also worth noting mages can provide a lot more in the way of onboard security via the likes of Illusions, Symbols, glyphs of Warding, Walls of Force, guards and Wards and so on…

Autofactory Module: An autofactory module endows a ship with the ability to turn raw materials into some finished product. Exactly what can be constructed depends on the type of factory as determined at the time of purchase, and by the size of the vessel, which should be given due consideration. But autofactories for Armor, weapon, robot, vehicle, fighter, pharmaceuticals, or even shuttle construction or not unfeasible.

Each autofactory requires raw materials in order to function, how much raw materials an autofactory needs in order to produce an item is based on the item itself, but usually unless the Gm specifies otherwise 25% of the market value of the item you seek to produce in raw materials is needed to produce one item of that type, which can then be sold on at market price. Thus for a Weapon autofactory to produce one blaster rifle it needs 250 credits of Raw Materials.
One other thing is needed in order to be able to produce an item and that is the Design Schematic, without this an autofactory simply does not know how to produce the desired item. Design Schematics can be bought and can cost anywhere from 10 times, to a thousand times the market price of the item you are seeking schematics for or more! There is another way however to procure design schematics for an items, and that is by having an item to use as a prototype, by having an actual copy of the item you seek to produce you can dismantle and analyze it's construction and create the schematics from scratch, in order to do this you must succeed at two rolls both (DC30) they are a Craft Roll of the relevant type and a Research roll. The item used as the prototype is lost regardless of the outcome though. For each item produced a Gm should make a secret d20 roll on a result of a 1, the item is flawed in some manner and may not work right.

Mining Module: A mining module is used to mine a location, be it a planets surface, asteroid, comet or other planetary body for Raw materials. These raw materials can then either be sold or used via an autofactory to produce finished goods ready for sale.
First in order to use a mining module a source of raw Materials must first be located this is done by a Profession (surveyor) DC30 check, if this succeeds you can determine whether or not raw materials are present. A second roll then tells you how much there is there to be mined, usually this is d% days worth +1 day for each point of success, and on a result of a natural 20 change the duration to weeks. The once a source has been found and gauged mining can begin. For each day a Mining module is in use you should roll a Repair device (DC25) check if successful the Module mines 1d6x100 credits +1 for each point of success (thus a result of 29 would gain 1d6+4x100 credits in value of raw materials that day). On a roll of a natural 20 an especially rich quantity of raw materials has been mined that day changing the multiplier to 1d6x250 cr +1 for each point of success for that day only. On a natural roll of 1 the drill bit has broken and it will cost 10,000 credits to replace before mining can continue. Note every 1000 credits of Raw Materials is equal to one ton of cargo capacity.

Temple Area: A temple area is a sanctified place of worship for a ship, it can be generic or dedicated to a specific faith as the player decides at the time of purchase. It contains an altar and statue of the relevant god, a font that produces holy water, and plenty of room to sit in worship for upto 50 people.
A Dedicated Temple is consecrated ground and as such receives, all benefits as if a permanent *consecrate* spell were in effect, see PHB page 187. Non dedicated temples are instead as if under a permanent *Hallow* spell which affects priests of different Faiths as appropriate to them independently, see PHB page 212.

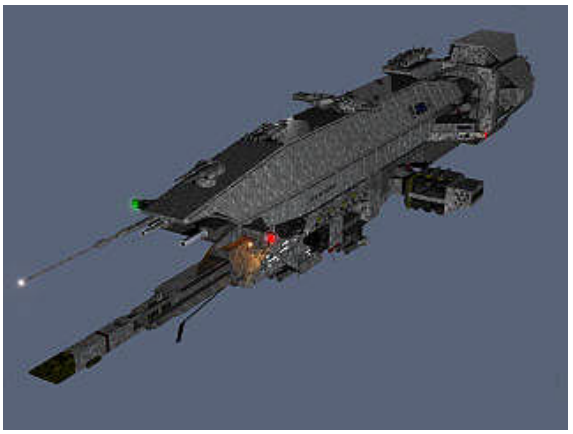
Arcane Sanctum: An Arcane sanctum is a place of private study and research for all arcane spell casters, it consists of a secure area for testing new spells, a library with data terminal, where spellbook software can be backed up and copied. And finally, an area for mages to perform quiet research.
Firstly the door to an Arcane Sanctum is protected by a *Wizard locked* spell of 20th level, which can only be passed by those who know the command word. In addition to providing a place for spellbook software to be copied and backed up, and scrollware produced the Sanctum also provides a +4 circumstance bonus to all Relevant Spellcraft and Knowledge (arcane) rolls related to learning and creating new magic's. All arcane sanctums also include a basic *crystal Ball* as described in the DMG page 213-214. Arcane Sanctum's finally are protected from being Scryed.

Hasposian Industries "Waystation" Class Space Station

The "Waystation" Class space Station was designed to exist almost totally autonomous of all but the most irregular support. Usually built out in the deeps of space or along the borders of known or hostile space. They tend to become re-supply points for all and sundry, hubs for commerce and interspecies trade and relations and so on. They are well armed and capable of protecting themselves from all but the most determined of attacks, which is just as well as despite the stations vast armoured hull due to it's size and lack of a main engine it lacks the ability to avoid attacks. Relying instead on a web of Point defence weapons and an arsenal of weapons to protect it. Waystation's do however has station-keeping thrusters which can move the station but only very, very slowly, and usually only to maintain an orbit. The Waystation's in addition to the catacombs of rooms, and facilities onboard are also capable of having upto ten vessels of any size dock with them externally even upto and including the immense Imperial Leviathans. This is in addition to the multitude of small craft hangars within the mammoth interior of the station itself.

Space Station **Size Class** 10 **hp** 1800 **Top Spd** 0 **Acc** 2 **Dec** 2 **Hand** -10 **Sensor** +10 **Stealth** 0
AC 10 (-512 size, -5 Dex, +100 natural, +367 armor, +50 shields) **SQ** vehicle **Hardness** 120
Fuel N/A/50, ***Total EP's Produced*** = 180,000, ***Total EP's Used*** = 171,170
Stations Sensor 20, Gunner 178, Crew 9802, Passengers 10,000
Cargo 40,000 tons ***Shuttle Capacity***: 40 ***Fighter Capacity***: 200 ***Point Defense Rating***: 60
Cost 3,153,130,000 credits
Weapon: 20 Quad Ion Cannons Fire Arc: turret Attack Bonus: +5 (targeting computer)
Damage: 10d12x4 Range: 20 Modifications: None
Weapon: 80 Quad Laser Cannons (battery) Fire Arc: turret Attack Bonus: +5 (targeting computer)
Damage: 6d10x4 Range: 5 Modifications: None
Weapon: 40 missile Launchers (24 shot) Fire Arc: front x 10, right x 10, left x 10, rear x 10 Speed: 50
Damage: by missile Guidance: varies Modifications: None
Weapon: 8 Tractor Beam Projectors Fire Arc: front x 2, right x 2, left x 2, rear x 2 Range: 5
Damage: special

Imperial Spaceyards "Imperator" Class Leviathan



The Imperial "Imperator" Class Leviathan is one of the Biggest and most feared of the Imperial fleets, stretching over three-quarters of a mile in length from end to end, bristling with weaponry, and protected by dense armor and powerful shields. Although the main reason these vessels is feared besides their size is due to them being the only class of vessel capable of mounting the awesome spinal mount weapons, such as the Imperators Super laser. This Super laser, although very slow to recharge between firing is capable of damage on a scale near impossible to imagine capable of destroying most small ships instantly that are caught in the lasers path, and most capital sized ship in two or three shots at most! The Imperator also carries five wings of fighters (50) with which to patrol space or pursue the enemy. Thankfully the Imperator class Leviathan is very slow, but due to it's two powerful Anti Matter powerplant's it is capable of remaining in the field indefinitely, needing only make stops for supplies and shore leave and to recharge the starcaster which is capable of only four teleports before needing recharge.

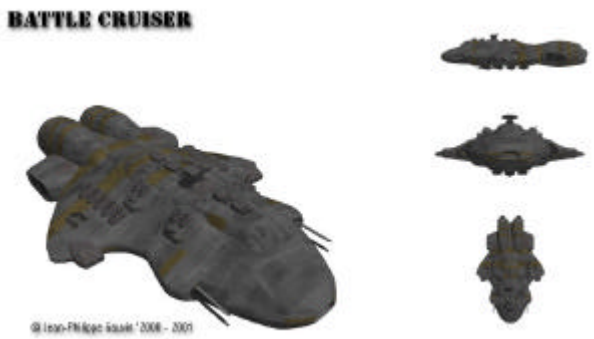
Leviathan **Size Class** 9 **hp** 1200 **Top Spd** 5 **Acc** 2 **Dec** 2 **Hand** -8 **Sensor** +9 **Stealth** 0
AC 15 (-256 size, -5 Dex, +80 natural, +136 armor, +50 shields) **SQ** vehicle **Hardness** 100
Fuel NA/25, ***Total EP's Produced*** = 54,000, ***Total EP's Used*** = 44,380
Stations Sensor 21, Gunner 96, Crew 3003, Passengers 1000
Cargo 2000 tons ***Shuttle Capacity***: 8 ***Fighter Capacity***: 50 ***Point Defense Rating***: 0
Cost 1,235,390,000 credits
Weapon: 10 Quad Ion Cannons (battery) Fire Arc: turret Attack Bonus: +5 (targeting computer)
Damage: 10d12x4 Range: 20 Modifications: None
Weapon: 40 Quad Plasma Cannons (battery) Fire Arc: turret Attack Bonus: +5 (targeting computer)
Damage: 10d10x4 Range: 10 Modifications: None
Weapon: 20 Torpedo Bays Fire Arc: front x 5, right x 5, left x 5, rear x 5 Speed: 50
Damage: by torpedo Guidance: varies Modifications: None
Weapon: 20 Missile Launchers (24 shot) Fire Arc: front x 5, right x 5, left x 5, rear x 5 Speed: 50
Damage: by missile Guidance: varies Modifications: None
Weapon: 2 Mine Deployers (40 capacity) Fire Arc: rear x 2 Damage: by Mine
Modifications: None
Weapon: 4 Bomb dispensers (40 capacity) Fire Arc: underside x 4 Damage: by Bomb
Modifications: None
Weapon: Super Laser Fire Arc: Forward Attack Bonus: +0 Damage: 500 pts Range: 100
Recharge Rate: 3 Modifications: None

Imperial Spaceyards "Imperial" Class Dreadnought

The "Imperial" Class Dreadnought was one of the first class of vessels of it's type to be constructed in the Dragon Empire, ageing now the vessel is coming to the end of it's serviceable life, but still exists in enough quantities to keep it in use. However as the vessels get damaged as opposed to being repaired and refitted they are instead scrapped, and the crew reassigned to newer vessels. Despite it's age the Imperial class Dreadnought has had a prestigious career and to date only 7 of these half a mile long war machines have ever been destroyed and in a little over 5000 years that is a record no other class of vessel has been able to match. It is debated that the success of the Imperial class is down to it's immensely thick armor plating and powerful shields, making it all but impregnable to any but the most devastating attacks.

Dreadnought **Size Class** 8 **hp** 850 **Top Spd** 5 **Acc** 2 **Dec** 2 **Hand** -6 **Sensor** +9 **Stealth** 1
AC 27 (-128 size, -5 Dex, +60 natural, +40 armor, +50 shields) **SQ** vehicle **Hardness** 80
Fuel NA/20, ***Total EP's Produced*** = 24,000, ***Total EP's Used*** = 21,075
Stations Sensor 15, Gunner 50, Crew 2000, Passengers 600
Cargo 500 tons ***Shuttle Capacity***: 4 ***Fighter Capacity***: 20 ***Point Defense Rating***: 0
Cost 708,608,000 credits
Weapon: 3 Quad Ion Cannons Fire Arc: turret Attack Bonus: +5 (targeting computer)
Damage: 10d12x4 Range: 20 Modifications: None
Weapon: 20 Quad Plasma Cannons (battery) Fire Arc: turret Attack Bonus: +5 (targeting computer)
Damage: 10d10x4 Range: 10 Modifications: None
Weapon: 20 Torpedo Bays Fire Arc: front x 5, right x 5, left x 5, rear x 5 Speed: 50
Damage: by torpedo Guidance: varies Modifications: None

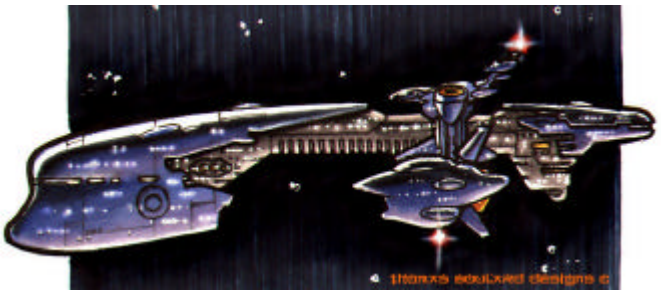
Imperial Spaceyards "Warlord" Class Battleship



The Imperial "Warlord" Class Battleship was constructed during the Great War, it is a testimony to it's design that it is still around today. The Warlord is capable of releasing a barrage of weapons fire that is capable of immolating enemy ships, and laying waste to small planetoids, not comparing to the potential destruction the larger dreadnoughts or leviathans are capable of, but still an awe inspiring sight to behold. However the Warlord is quick becoming obsolete as newer more impressive battleship designs role out of the shipyards spacedock assemblies. However many Warlords still remain in service and those who captain them tend to turn down reassignments in favor of keeping the command of one.

Battleship **Size Class** 7 **hp** 680 **Top Spd** 10 **Acc** 2 **Dec** 2 **Hand** -4 **Sensor** +8 **Stealth** 2
AC 21 (-64 size, -5 Dex, +30 natural, +20 armor, +30 shields) **SQ** vehicle **Hardness** 60
Fuel NA/10, ***Total EP's Produced*** = 10,500, ***Total EP's Used*** = 8,490
Stations Sensor 10, Gunner 20, Crew 800, Passengers 100
Cargo 800 tons ***Shuttle Capacity***: 4 ***Fighter Capacity***: 0 ***Point Defense Rating***: 0
Cost 346,541,000 credits
Weapon: Quad Ion Cannon Fire Arc: turret Attack Bonus: +5 (targeting computer)
Damage: 10d12x4 Range: 20 Modifications: None
Weapon: 10 Quad Plasma Cannons (battery) Fire Arc: turret Attack Bonus: +5 (targeting computer)
Damage: 10d10x4 Range: 10 Modifications: None
Weapon: 10 Torpedo Bays Fire Arc: front x 3, right x 2, left x 2, rear x 3 Speed: 50
Damage: by torpedo Guidance: varies Modifications: None

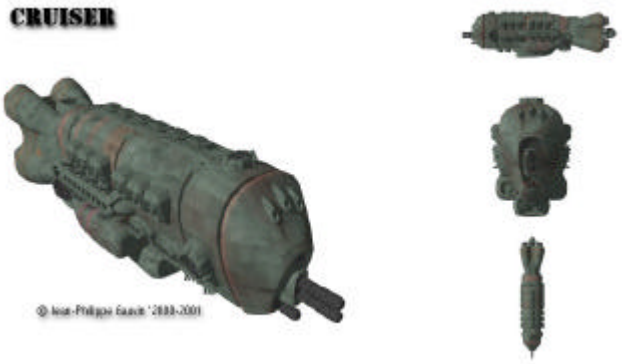
Imperial Spaceyards "Pegasus" Class Carrier



The "Pegasus" Class Imperial Carrier are massive and sophisticated mobile bases of operations for the Interceptor wings they carry. In general a Pegasus will be carrying an assortment of fighters from interceptors to torpedo bombers as required. Carriers are generally lightly armed and armoured relying on their fighters for defense if attacked, or their escort ships if any have been assigned such as cruisers and destroyers, but generally the carriers will hold back and allow the fighters to do their work, staying out of the fray themselves. Each Pegasus has vast cavernous hangars within them, staffed and maintained by an army of support personnel who keep the fighters repaired, fueled and armed ready for them to launch into action at a moments notice.

Carrier **Size Class** 7 **hp** 620 **Top Spd** 10 **Acc** 2 **Dec** 2 **Hand** -4 **Sensor** +10 **Stealth** 2
AC 6 (-64 size, -5 Dex, +30 natural, +15 armor, +20 shields) **SQ** vehicle **Hardness** 60
Fuel NA/10, ***Total EP's Produced*** = 14,000, ***Total EP's Used*** = 11,010
Stations Sensor 4, Gunner 2, Crew 1000, Passengers 100
Cargo 300 tons ***Shuttle Capacity***: 8 ***Fighter Capacity***: 50 ***Point Defense Rating***: 0
Cost 358,755,000 credits
Weapon: 2 Quad Plasma Cannons (battery) Fire Arc: turret Attack Bonus: +5 (targeting computer)
Damage: 10d10x4 Range: 10 Modifications: None
Weapon: 2 Torpedo Bays Fire Arc: front x 2 Speed: 50 Damage: by torpedo
Guidance: varies Modifications: None

Imperial Spaceyards "Blockade" Class Cruiser



The Imperial "Blockade" Class Cruiser is a Warship in the truest sense, balancing speed, defense and armament to create a versatile craft capable of filling almost any combat role required of it. These Cruisers are by far one of the most common vessels in the Imperials fleets, despite them not being the fastest, best defended or armed craft of it's size class.
He Imperial Blockade class cruiser is also sometimes used to patrol and police troublesome systems, though these duties are more commonly given to destroyers or corvettes.

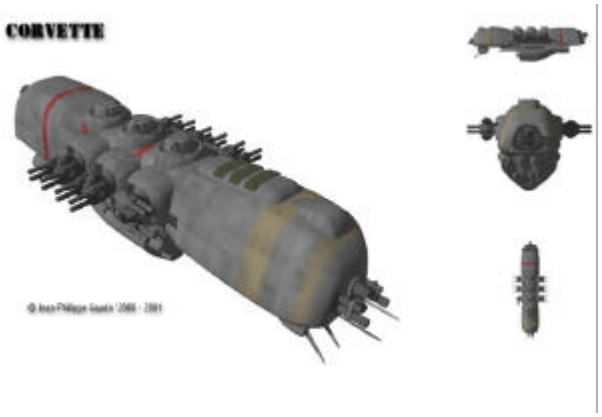
Cruiser **Size Class** 6 **hp** 420 **Top Spd** 15 **Acc** 3 **Dec** 3 **Hand** +0 **Sensor** +7 **Stealth** 5
AC 18 (-32 size, -5 Dex, +15 natural, +10 armor, +20 shields) **SQ** vehicle **Hardness** 50
Fuel 100,000/5, ***Total EP's Produced*** = 3900 ***Total EP's Used*** = 3735
Stations Sensor 2, Gunner 8, Crew 100, Passengers 200
Cargo 500 tons ***Shuttle Capacity***: 2 ***Fighter Capacity***: 0 ***Point Defense Rating***: 0
Cost 149,930,000 credits
Weapon: 4 Quad Plasma Cannons (battery) Fire Arc: turret Attack Bonus: +5 (targeting computer)
Damage: 10d10x4 Range: 10 Modifications: None
Weapon: 4 Torpedo Bays Fire Arc: front x 2 Speed: 50 Damage: by torpedo Guidance: varies
Modifications: None

Imperial Spaceyards "Bloodhound" Class Destroyer

The Imperial "Bloodhound" Class Destroyers were designed mainly as Escort vessels for transports or larger capital ships. Their primary role is to provide perimeter defense against smaller ships, such as fighters, corvettes and other destroyers. These vessels are rarely designed for atmospheric flight. Their standard armament consists of laser turrets and torpedo bays.

Destroyer **Size Class** 5 **hp** 350 **Top Spd** 20 **Acc** 4 **Dec** 4 **Hand** +2 **Sensor** +6 **Stealth** 8
AC 20 (-16 size, -5 Dex, +6 natural, +15 armor, +15 shields) **SQ** vehicle **Hardness** 40
Fuel 150,000/4, ***Total EP's Produced*** = 3250, ***Total EP's Used*** = 1955
Stations Pilot 1, Sensor 2, Gunner 4, Crew 50, Passengers 50
Cargo 100 tons ***Shuttle Capacity***: 0 ***Fighter Capacity***: 0 ***Point Defense Rating***: 0
Cost 85,880,000 credits
Weapon: 2 Quad Plasma Cannons (battery) Fire Arc: turret Attack Bonus: +5 (targeting computer)
Damage: 10d10x4 Range: 10 Modifications: None
Weapon: 2 Torpedo Bays Fire Arc: front x 2 Speed: 50 Damage: by torpedo Guidance: varies
Modifications: None

Imperial Spaceyards "Defender" Class Corvette



The "Defender" Class Imperial Corvettes are midsize patrol craft with more punching power and better defences than Interceptors. They are amongst some of the smallest craft to be fitted with Starcaster Transit drives, so can operate for extended periods in isolated systems, far from their base of operations and support. They are designed with a certain aerodynamic consideration in mind as these craft are capable of atmospheric flight. The typical armament of a Defender class Corvette is wing mounted lasers and a belly mounted plasma turret.

Corvette **Size Class** 4 **hp** 250 **Top Spd** 30 **Acc** 5 **Dec** 5 **Hand** +4 **Sensor** +5 **Stealth** 12
AC 16 (-8 size, -5 Dex, +6 natural, +3 armor, +10 shields) **SQ** vehicle **Hardness** 30
Fuel 300,000/3, ***Total EP's Produced*** = 2600, ***Total EP's Used*** = 1170
Stations Pilot 1, Sensor 1, Gunner 2, Crew 20, Passengers 20
Cargo 50 tons ***Shuttle Capacity***: 0 ***Fighter Capacity***: 0 ***Point Defense Rating***: 0
Cost 57,997,000 credits
Weapon: Twin Laser Cannons (battery) Fire Arc: front Attack Bonus: +5 (targeting computer)
Damage: 6d10x2 Range: 5 Modifications: None
Weapon: Twin Plasma Cannons (battery) Fire Arc: turret Attack Bonus: +5 (targeting computer)
Damage: 10d10x4 Range: 10 Modifications: None

Growth industries "Hauler" Class Freighter

The "Hauler" Class is a vessel commonly found used by corporations, trade guilds, and independent merchants throughout the Dragon Empire. Technically it is rated as a mid class cargo hauler, bulky and relative unmaneouverable and slow, and with a starcaster that expends three charges per jump on voyages where multiple stops are required it is not perhaps the most economic choice. But when all is said and done for all it's faults the Hauler class freighter is perhaps one of the most reliable vessels available. The hauler is also capable of Atmospheric flight and landings.

Freighter **Size Class** 4 **hp** 220 **Top Spd** 10 **Acc** 2 **Dec** 2 **Hand** -4 **Sensor** +2 **Stealth** 3
AC 3 (-8 size, -5 Dex, +6 natural, +0 armor, +0 shields) **SQ** vehicle **Hardness** 25
Fuel 300,000/3, ***Total EP's Produced*** = 2600, ***Total EP's Used*** = 455
Stations Pilot 1, Sensor 1, Crew 0, Passengers 20
Cargo 200 tons ***Shuttle Capacity***: 0 ***Fighter Capacity***: 0 ***Point Defense Rating***: 0
Cost 40,130,000 credits

Neotech's "Independent" Class Free Trader

The "Independant" Class Free Trader is one of, if not the most common light cargo vessel found in the Empire. Not quite as efficient as the Explorer vessels, but almost always having a greater cargo capacity available. Some Independent Class vessels are equipped with light weapons or shields for defense against pirates and raiders, but as most stay very close to the safety of well travelled trade routes few traders make the expense. All Independants are capable of Atmospheric flight and landings.

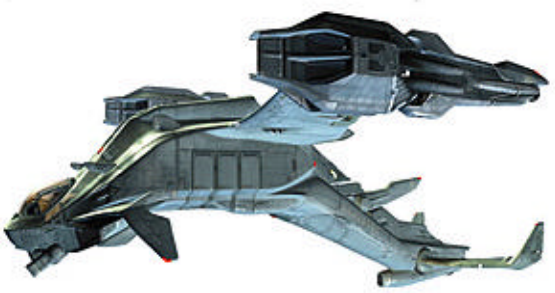
Free Trader **Size Class** 3 **hp** 150 **Top Spd** 20 **Acc** 3 **Dec** 3 **Hand** +0 **Sensor** +3 **Stealth** 5
AC 6 (-4 size, -5 Dex, +5 natural, +0 armor, +0 shields) **SQ** vehicle **Hardness** 20
Fuel 500,000/2, ***Total EP's Produced*** = 1950, ***Total EP's Used*** = 405
Stations Pilot 1, Sensor 1, Crew 0, Passengers 6
Cargo 50 tons ***Shuttle Capacity***: 0 ***Fighter Capacity***: 0 ***Point Defense Rating***: 0
Cost 19,800,000 credits

"Seeker" Class Independent Explorer

The "Seeker" Class Explorers are small, long range starships used for many non-military purposes. They are most commonly found and prized amongst those who travel the outlands and by starfarers who value dependability and versatility. Seeker class explorers are also very efficient vehicles because of their size, with their Starcasters using only a single charge per jump, in addition the Seeker class vessel is designed for atmospheric flight and landing capability. Smugglers, mercenaries, adventurers and other privateers tend to prefer this class and some have even been known to mount light weapons and occasionally shields upon them.

Explorer **Size Class** 3 **hp** 180 **Top Spd** 30 **Acc** 4 **Dec** 4 **Hand** +2 **Sensor** +5 **Stealth** 10
AC 9 (-4 size, -5 Dex, +5 natural, +3 armor, +0 shields) **SQ** vehicle **Hardness** 20
Fuel 500,000/1, ***Total EP's Produced*** = 1800, ***Total EP's Used*** = 550
Stations Pilot 1, Sensor 1, Crew 0, Passengers 6
Cargo 25 tons ***Shuttle Capacity***: 0 ***Fighter Capacity***: 0 ***Point Defense Rating***: 0
Cost 17,665,000 credits

“Orbital” Class Atmospheric Cargo Shuttle



The “Orbital” Class Shuttle are designed primarily to be a Cargo carrying vessel that makes the hop from planetary surface into orbit to waiting ships and space stations. They are quite small and slightly aerodynamic in shape but with large detachable cargo hold modules. Because of this modular design they can quickly pick up different cargo canisters without the need to actually land and wait to be loaded up between journeys.

Shuttle **Size Class** 2 **hp** 100 **Top Spd** 30 **Acc** 4 **Dec** 4 **Hand** +4 **Sensor** +9 **Stealth** 12
AC 10 (-2 size, -5 Dex, +5 natural, +2 armor, +0 shields) **SQ** vehicle **Hardness** 10
Fuel 500,000/1, ***Total EP’s Produced*** = 1300, ***Total EP’s Used*** = 345
Stations Pilot 1, Sensor 1, Crew 0, Passengers 6
Cargo 20 tons ***Shuttle Capacity***: 0 ***Fighter Capacity***: 0 ***Point Defense Rating***: 0
Cost 11,125,000 credits

“Pathfinder” L-3 Longrange Interceptor

The “Pathfinder” Class Long Range Interceptor are an aerodynamic fighter designed for scouting missions and long range reconnaissance. It carries two wing mounted laser cannons which are capable of delivering a powerful punch. The Pathfinder class fighter also mounts a powerful sensor array.

Interceptor **Size Class** 1 **hp** 130 **Top Spd** 10 **Acc** 2 **Dec** 2 **Hand** -6 **Sensor** +9 **Stealth** 1
AC 22 (-1 size, -5 Dex, +5 natural, +3 armor, +10 shields **SQ** vehicle **Hardness** 8
Fuel 500,000/1, ***Total EP’s Produced*** = 650, ***Total EP’s Used*** = 295
Stations Pilot 1, Passengers 1 (can act as co pilot)
Cargo 500 lbs ***Shuttle Capacity***: 0 ***Fighter Capacity***: 0 ***Point Defense Rating***: 0
Cost 7,762,000 credits
Weapon: Twin Laser Cannons Fire Arc: front Attack Bonus: +5 (targeting computer)
Damage: 6d10x2 Range: 5 Modifications: None

SHIP TYPE: SPACE STATION **MODEL:** Waystation Class

CATEGORY	ITEM	QTY#	Cost (cr)	Energy
Frame:-	Space Station	1	1,400,000,000 cr	N/A
Material:-	Titanium	SC10	10,000,000 cr	N/A
Powerplant #1	A-Matter Mk3 (45,000 EP's)	1	45,000,000 cr	N/A
(Dreadnought+ Only) **#2**	A-Matter Mk3 (45,000 EP's)	1	45,000,000 cr	N/A
(Leviathan+ Only) **#3**	A-Matter Mk3 (45,000 EP's)	1	45,000,000 cr	N/A
(Space Station Only) **#4**	A-Matter Mk3 (45,000 EP's)	1	45,000,000 cr	N/A
Main Engine:-	None	0	--	--
Extra Hull Pt's:-	Adds to Hull point total	+600	6,000,000 cr	N/A
Extra Armor Pt's:-	Adds to AC Armor bonus	+367	367,000,000 cr	N/A
Added Stealth:-	Adds to Stealth rating	+0	--	N/A
Transit Drive:	None	0	--	--
Thrusters:-	Advanced Thrusters	1	2,000,000 cr	200
Controls:-	Command and Control	1	20,000 cr	5
	Helm Control	1	20,000 cr	5
	Engineering Control	4	80,000 cr	20
	Sensor Control	20	400,000 cr	100
	Weapon Control	178	3,560,000 cr	890
Controls Workstations:-		26	130,000 cr	N/A
Sensor Array:-	Omniscope Sensor Array	1	10,000,000 cr	300
Shield System:-	Absorption shields Mk2 (+50 AC)	1	20,000,000 cr	1000
Inc. Cargo Cap:-	Adds Tons Capacity	+30,000	300,000,000 cr	N/A
Spinal Mount Weapon:-	None	0	--	--
Battery Mounts:-	80 Quad Laser cannon w/target	320	14,080,000 cr	1600
	20 Quad Ion Cannons w/targeting	80	14,080,000 cr	6,400
	Battery Mounts:-	130	3,250,000 cr	--
Fixed Mount Weapons:-	40 (24 shot) Missile Launchers	40	1,200,000 cr	6400
Other Weapon Mounts:-	8 Tractor Beams	8	160,000 cr	Spec
	30 Quad Point Defence Lasers	30	150,000 cr	150
Basic Ship Components:-:	*Escape Pods:-*	6000	180,000,000 cr	Spec
	Environmental controls:-	1	1,000,000 cr	100
	Life Support Systems:-	2000	40,000,000 cr	20,000
	State Rooms:-	2000	50,000,000 cr	10,000
	Crew Cabins:-	4500	45,000,000 cr	22,500
	Passenger Cabins:-	4500	45,000,000 cr	22,500
	Recreation Rooms:-	1500	30,000,000 cr	15,000
	Workshops:-	600	60,000,000 cr	15,000
	Hydroponics:-	600	60,000,000 cr	15,000
	Laboratory's:-	100	10,000,000 cr	2500
	Medical Bays:-	600	60,000,000 cr	15,000
	Shuttle Hangars:-	40	20,000,000 cr	2000
	Fighter Hangars:-	200	60,000,000 cr	10,000
	Holding Cells:-	200	60,000,000 cr	4000
	Astrogation Rooms:-	0	--	--
Miscellaneous:-	(SC10) External Docking Mounts	10	100,000,000 cr	500
		TOTAL	3,153,130,000 cr	171,170

SHIP TYPE: LEVIATHAN **MODEL:** Imperator Class

CATEGORY	ITEM	QTY#	Cost (cr)	Energy
Frame:-	Leviathan	1	860,000,000 cr	N/A
Material:-	Titanium	SC9	9,000,000 cr	N/A
Powerplant #1	A-Matter mk2 (27,000 EP's)	1	27,000,000 cr	N/A
(Dreadnought+ Only) **#2**	A-Matter Mk2 (27,000 EP's)	1	27,000,000 cr	N/A
(Leviathan+ Only) **#3**	--	--	--	N/A
(Space Station Only) **#4**	--	--	--	N/A
Main Engine:-	Type 5 Engine (Top Speed 5)	1	27,000,000 cr	450
Extra Hull Pt's:-	Adds to Hull point total	+200	2,000,000 cr	N/A
Extra Armor Pt's:-	Adds to AC Armor bonus	+136	122,400,000 cr	N/A
Added Stealth:-	Adds to Stealth rating	+0	--	N/A
Transit Drive:	Starcaster	1	1,000,000 cr	90
Thrusters:-	Advanced Thrusters	1	1,800,000 cr	180
Controls:-	Command and Control	1	20,000 cr	5
	Helm Control	1	20,000 cr	5
	Engineering Control	1	20,000 cr	5
	Sensor Control	21	420,000 cr	105
	Weapon Control	96	1,920,000 cr	480
Controls Workstations:-		120	600,000 cr	N/A
Sensor Array:-	Seer Sensor Array	1	7,200,000 cr	250
Shield System:-	Absorption Shields Mk2 (+50 AC)	1	18,000,000 cr	900
Inc. Cargo Cap:-	Adds Tons Capacity	+1000	10,000,000 cr	N/A
Spinal Mount Weapon:-	Super Laser	1	10,000,000 cr	5000
Battery Mounts:-	10 Quad ion Cannons w/target	40	1,760,000 cr	800
	40 quad plasma cannons w/target	160	4,400,000 cr	1600
	Battery Mounts:-	50	1,250,000 cr	--
Fixed Mount Weapons:-	20 Torpedo Bays	20	400,000 cr	400
	20 (24 shot) Missile Launchers	20	600,000 cr	3200
	2 Mine deployers (40 capacity)	2	60,000 cr	80
	4 Bomb Dispensors (40 capacity)	4	80,000 cr	160
Other Weapon Mounts:-	None			
Basic Ship Components:-:	*Escape Pods:-*	820	24,600,000 cr	Spec
	Environmental controls:-	1	900,000 cr	90
	Life Support Systems:-	412	4,120,000 cr	4120
	State Rooms:-	150	3,750,000 cr	750
	Crew Cabins:-	1485	14,850,000 cr	7425
	Passenger Cabins:-	500	5,000,000 cr	2500
	Recreation Rooms:-	206	4,120,000 cr	2060
	Workshops:-	83	8,300,000 cr	2075
	Hydroponics:-	83	8,300,000 cr	2075
	Laboratory's:-	20	2,000,000 cr	500
	Medical Bays:-	83	8,300,000 cr	2075
	Shuttle Hangars:-	8	4,000,000 cr	400
	Fighter Hangars:-	50	15,000,000 cr	2500
	Holding Cells:-	200	6,000,000 cr	4000
	Astrogation Rooms:-	4	200,000 cr	100
Miscellaneous:-	None			
		TOTAL	1,235,390,000 cr	44,380

SHIP TYPE: DREADNOUGHT **MODEL:** Imperial Class

CATEGORY	ITEM	QTY#	Cost (cr)	Energy
Frame:-	Dreadnought	1	540,000,000 cr	N/A
Material:-	Titanium	SC8	8,000,000 cr	N/A
Powerplant #1	Anti Matter (24,000 EP's)	1	24,000,000 cr	N/A
(Dreadnought+ Only) **#2**	--	--	--	N/A
(Leviathan+ Only) **#3**	--	--	--	N/A
(Space Station Only) **#4**	--	--	--	N/A
Main Engine:-	Type 4 Engine (Top Speed 5)	1	16,000,000 cr	320
Extra Hull Pt's:-	Adds to Hull point total	+50	500,000 cr	N/A
Extra Armor Pt's:-	Adds to AC Armor bonus	+40	32,000,000 cr	N/A
Added Stealth:-	Adds to Stealth rating	+0	--	N/A
Transit Drive:	Starcaster	1	1,000,000 cr	80
Thrusters:-	Advanced Thrusters	1	1,600,000 cr	160
Controls:-	Command and Control	1	20,000 cr	5
	Helm Control	1	20,000 cr	5
	Engineering Control	1	20,000 cr	5
	Sensor Control	15	300,000 cr	75
	Weapon Control	50	1,000,000 cr	250
Controls Workstations:-		68	340,000 cr	N/A
Sensor Array:-	Seer Sensor Array	1	6,400,000 cr	250
Shield System:-	Absorption Shield Mk2 (+50 AC)	1	16,000,000 cr	720
Inc. Cargo Cap:-	Adds Tons Capacity	+0	--	N/A
Spinal Mount Weapon:-	Unable to mount, too small	0	--	--
Battery Mounts:-	3 Quad ion cannons w/target	12	528,000 cr	240
	20 Quad Plasma cannons w/targt	80	2,200,000 cr	800
	Battery Mounts:-	23	575,000 cr	--
Fixed Mount Weapons:-	20 Torpedo Bays	20	400,000 cr	400
Other Weapon Mounts:-	None			
Basic Ship Components:-:	*Escape Pods:-*	267	8,010,000 cr	Spec
	Environmental controls:-	1	800,000 cr	80
	Life Support Systems:-	267	5,340,000 cr	2670
	State Rooms:-	65	1,625,000 cr	650
	Crew Cabins:-	1000	10,000,000 cr	5000
	Passenger Cabins:-	300	3,000,000 cr	1500
	Recreation Rooms:-	134	2,680,000 cr	1340
	Workshops:-	54	5,400,000 cr	1350
	Hydroponics:-	54	5,400,000 cr	1350
	Laboratory's:-	2	200,000 cr	50
	Medical Bays:-	54	5,400,000 cr	1350
	Shuttle Hangars:-	4	2,000,000 cr	200
	Fighter Hangars:-	20	6,000,000 cr	1000
	Holding Cells:-	60	1,800,000 cr	1200
	Astrogation Rooms:-	1	50,000 cr	25
Miscellaneous:-	None			
		TOTAL	708,608,000 cr	21,075

SHIP TYPE: BATTLESHIP **MODEL:** Warlord Class

CATEGORY	ITEM	QTY#	Cost (cr)	Energy
Frame:-	Battleship	1	260,000,000 cr	N/A
Material:-	Titanium	SC7	7,000,000 cr	N/A
Powerplant #1	Fusion Mk2 (10,500 Ep's)	1	10,500,000 cr	N/A
(Dreadnought+ Only) **#2**	--	--	--	N/A
(Leviathan+ Only) **#3**	--	--	--	N/A
(Space Station Only) **#4**	--	--	--	N/A
Main Engine:-	Type 4 Engine (Top Speed 10)	1	14,000,000 cr	280
Extra Hull Pt's:-	Adds to Hull point total	+80	800,000 cr	N/A
Extra Armor Pt's:-	Adds to AC Armor bonus	+20	14,000,000 cr	N/A
Added Stealth:-	Adds to Stealth rating	+0	--	N/A
Transit Drive:	Starcaster	1	1,000,000 cr	70
Thrusters:-	Advanced Thrusters	1	1,400,000 cr	140
Controls:-	Command and Control	1	20,000 cr	5
	Helm Control	1	20,000 cr	5
	Engineering Control	1	20,000 cr	5
	Sensor Control	10	200,000 cr	50
	Weapon Control	20	400,000 cr	100
Controls Workstations:-		33	165,000 cr	N/A
Sensor Array:-	Military Advanced Sensor Array	1	4,200,000 cr	200
Shield System:-	Shield Grid Mk2 (+30 AC)	1	5,250,000 cr	560
Inc. Cargo Cap:-	Adds Tons Capacity	+500	5,000,000 cr	N/A
Spinal Mount Weapon:-	Unable to mount, too small	0	--	--
Battery Mounts:-	1 Quad Ion cannon w/targeting	4	176,000 cr	80
	10 Quad Plasma cannon w/target	40	1,100,000 cr	400
	Battery Mounts:-	11	275,000 cr	--
Fixed Mount Weapons:-	10 Torpedo Bays	10	200,000 cr	200
Other Weapon Mounts:-	None			
Basic Ship Components:-:	*Escape Pods:-*	93	2,790,000 cr	Spec
	Environmental controls:-	1	700,000 cr	70
	Life Support Systems:-	93	1,860,000 cr	930
	State Rooms:-	35	875,000 cr	175
	Crew Cabins:-	400	4,000,000 cr	2000
	Passenger Cabins:-	50	500,000 cr	250
	Recreation Rooms:-	47	940,000 cr	470
	Workshops:-	19	1,900,000 cr	475
	Hydroponics:-	19	1,900,000 cr	475
	Laboratory's:-	2	200,000 cr	50
	Medical Bays:-	19	1,900,000 cr	475
	Shuttle Hangars:-	4	2,000,000 cr	200
	Fighter Hangars:-	0	--	--
	Holding Cells:-	40	1,200,000 cr	800
	Astrogation Rooms:-	1	50,000 cr	25
Miscellaneous:-	None			
		TOTAL	346,541,000 cr	8490

SHIP TYPE: CARRIER **MODEL:** Pegasus Class

CATEGORY	ITEM	QTY#	Cost (cr)	Energy
Frame:-	Battleship	1	260,000,000 cr	N/A
Material:-	Titanium	SC7	7,000,000 cr	N/A
Powerplant #1	Antimatter mk1 (14,000 EP's)	1	14,000,000 cr	N/A
(Dreadnought+ Only) **#2**	--	--	--	N/A
(Leviathan+ Only) **#3**	--	--	--	N/A
(Space Station Only) **#4**	--	--	--	N/A
Main Engine:-	Type 4 Engine (Top Speed 10)	1	14,000,000 cr	280
Extra Hull Pt's:-	Adds to Hull point total	+20	200,000 cr	N/A
Extra Armor Pt's:-	Adds to AC Armor bonus	+15	10,500,000 cr	N/A
Added Stealth:-	Adds to Stealth rating	+0	--	N/A
Transit Drive:	Starcaster	1	1,000,000 cr	70
Thrusters:-	Advanced Thrusters	1	1,400,000 cr	140
Controls:-	Command and Control	1	20,000 cr	5
	Helm Control	1	20,000 cr	5
	Engineering Control	1	20,000 cr	5
	Sensor Control	4	80,000 cr	20
	Weapon Control	2	40,000 cr	10
Controls Workstations:-		9	45,000 cr	N/A
Sensor Array:-	Omniscope Sensor Array	1	7,000,000 cr	300
Shield System:-	Dispersive Shields (+20 AC)	1	3,500,000 cr	490
Inc. Cargo Cap:-	Adds Tons Capacity	+0	--	N/A
Spinal Mount Weapon:-	Unable to mount, too small	0	--	--
Battery Mounts:-	2 Quad Plasma Cannons w/target	8	220,000 cr	80
	Battery Mounts:-	2		
Fixed Mount Weapons:-	2 Torpedo Bays	2	40,000 cr	40
Other Weapon Mounts:-	None			
Basic Ship Components:-:	*Escape Pods:-*	111	3,330,000 cr	Spec
	Environmental controls:-	1	700,000 cr	70
	Life Support Systems:-	111	2,220,000 cr	1110
	State Rooms:-	10	250,000 cr	50
	Crew Cabins:-	500	5,000,000 cr	250
	Passenger Cabins:-	50	500,000 cr	250
	Recreation Rooms:-	56	1,120,000 cr	560
	Workshops:-	23	2,300,000 cr	575
	Hydroponics:-	23	2,300,000 cr	575
	Laboratory's:-	0	--	--
	Medical Bays:-	23	2,300,000 cr	575
	Shuttle Hangars:-	8	4,000,000 cr	400
	Fighter Hangars:-	50	15,000,000 cr	2500
	Holding Cells:-	20	600,000 cr	400
	Astrogation Rooms:-	0	--	--
Miscellaneous:-	None			
		TOTAL	358,755,000 cr	11,010

SHIP TYPE: CRUISER **MODEL:** Blockade Class

CATEGORY	ITEM	QTY#	Cost (cr)	Energy
Frame:-	Cruiser	1	105,000,000 cr	N/A
Material:-	Titanium	SC6	6,000,000 cr	N/A
Powerplant #1	Conventional (3900 EP's)	1	3,000,000 cr	N/A
(Dreadnought+ Only) **#2**	--	--	--	N/A
(Leviathan+ Only) **#3**	--	--	--	N/A
(Space Station Only) **#4**	--	--	--	N/A
Main Engine:-	Type 4 Engine (Top Speed 15)	1	12,000,000 cr	
Extra Hull Pt's:-	Adds to Hull point total	+20	200,000 cr	N/A
Extra Armor Pt's:-	Adds to AC Armor bonus	+10	6,000,000 cr	N/A
Added Stealth:-	Adds to Stealth rating	+1	600,000 cr	N/A
Transit Drive:	Starcaster	1	1,000,000 cr	60
Thrusters:-	Pinpoint Thrusters	1	2,400,000 cr	240
Controls:-	Command and Control	1	20,000 cr	5
	Helm Control	1	20,000 cr	5
	Engineering Control	1	20,000 cr	5
	Sensor Control	2	40,000 cr	10
	Weapon Control	8	160,000 cr	40
Controls Workstations:-		12	60,000 cr	N/A
Sensor Array:-	Military Advanced Sensor Array	1	2,400,000 cr	150
Shield System:-	Dispersive shield Grid (++20 AC)	1	3,000,000 cr	420
Inc. Cargo Cap:-	Adds Tons Capacity	+0	--	N/A
Spinal Mount Weapon:-	Unable to mount, too small	0	--	--
Battery Mounts:-	4 Quad Plasma Cannons w/target	16	440,000 cr	160
	Battery Mounts:-	4	100,000 cr	--
Fixed Mount Weapons:-	4 Torpedo Bays	4	80,000 cr	80
Other Weapon Mounts:-	None			
Basic Ship Components:-:	*Escape Pods:-*	31	930,000 cr	Spec
	Environmental controls:-	1	600,000 cr	60
	Life Support Systems:-	31	620,000 cr	310
	State Rooms:-	12	300,000 cr	60
	Crew Cabins:-	50	500,000 cr	250
	Passenger Cabins:-	90	400,000 cr	450
	Recreation Rooms:-	16	320,000 cr	160
	Workshops:-	7	700,000 cr	175
	Hydroponics:-	7	700,000 cr	175
	Laboratory's:-	0	--	--
	Medical Bays:-	7	700,000 cr	175
	Shuttle Hangars:-	2	1,000,000 cr	100
	Fighter Hangars:-	0	--	--
	Holding Cells:-	20	600,000 cr	400
	Astrogation Rooms:-	0	--	--
Miscellaneous:-	None			
		TOTAL	149,930,000 cr	3735

SHIP TYPE: DESTROYER **MODEL:** Bloodhound Class

CATEGORY	ITEM	QTY#	Cost (cr)	Energy
Frame:-	Destroyer	1	55,000,000 cr	N/A
Material:-	Titanium	SC5	5,000,000 cr	N/A
Powerplant #1	Conventional (3250 EP's)	1	2,500,000 cr	N/A
(Dreadnought+ Only) **#2**	--	--	--	N/A
(Leviathan+ Only) **#3**	--	--	--	N/A
(Space Station Only) **#4**	--	--	--	N/A
Main Engine:-	Type 4 Engine (Top Speed 20)	1	20,000,000 cr	200
Extra Hull Pt's:-	Adds to Hull point total	+50	500,000 cr	N/A
Extra Armor Pt's:-	Adds to AC Armor bonus	+5	2,500,000 cr	N/A
Added Stealth:-	Adds to Stealth rating	+3	1,500,000 cr	N/A
Transit Drive:	Starcaster	1	1,000,000 cr	50
Thrusters:-	Pinpoint Thrusters	1	2,000,000 cr	200
Controls:-	Command and Control	1	20,000 cr	5
	Helm Control	1	20,000 cr	5
	Engineering Control	1	20,000 cr	5
	Sensor Control	2	40,000 cr	10
	Weapon Control	4	80,000 cr	20
Controls Workstations:-		9	45,000 cr	N/A
Sensor Array:-	Advanced Sensor Array	1	1,000,000 cr	100
Shield System:-	Reflective Shielding (+15 AC)	1	1,250,000 cr	300
Inc. Cargo Cap:-	Adds Tons Capacity	+0	--	N/A
Spinal Mount Weapon:-	Unable to mount, too sm all	0	--	--
Battery Mounts:-	2 Quad Laser Cannons w/target	8	220,000 cr	80
	Battery Mounts:-	2	50,000 cr	--
Fixed Mount Weapons:-	2 Torpedo Bays	2	40,000 cr	40
Other Weapon Mounts:-	None			
Basic Ship Components:-:	*Escape Pods:-*	11	330,000 cr	Spec
	Environmental controls:-	1	500,000 cr	50
	Life Support Systems:-	11	220,000 cr	110
	State Rooms:-	9	225,000 cr	45
	Crew Cabins:-	25	250,000 cr	125
	Passenger Cabins:-	25	250,000 cr	125
	Recreation Rooms:-	6	120,000 cr	60
	Workshops:-	3	300,000 cr	75
	Hydroponics:-	3	300,000 cr	75
	Laboratory's:-	0	--	--
	Medical Bays:-	3	300,000 cr	75
	Shuttle Hangars:-	0	--	--
	Fighter Hangars:-	0	--	--
	Holding Cells:-	10	300,000 cr	200
	Astrogation Rooms:-	0	--	--
Miscellaneous:-	None			
		TOTAL	85,880,000 cr	1955

SHIP TYPE: CORVETTE **MODEL:** Defender Class

CATEGORY	ITEM	QTY#	Cost (cr)	Energy
Frame:-	Corvette	1	28,000,000 cr	N/A
Material:-	Titanium	SC4	4,000,000 cr	N/A
Powerplant #1	Conventional (2600 EP's)	1	2,000,000 cr	N/A
(Dreadnought+ Only) **#2**	--	--	--	N/A
(Leviathan+ Only) **#3**	--	--	--	N/A
(Space Station Only) **#4**	--	--	--	N/A
Main Engine:-	Type 5 Engine (Top Speed 30)	1	12,000,000 cr	200
Extra Hull Pt's:-	Adds to Hull point total	+50	500,000 cr	N/A
Extra Armor Pt's:-	Adds to AC Armor bonus	+3	1,200,000 cr	N/A
Added Stealth:-	Adds to Stealth rating	+6	2,400,000 cr	N/A
Transit Drive:	Starcaster	1	1,000,000 cr	40
Thrusters:-	Null Gravity Thrusters	1	2,000,000 cr	200
Controls:-	Command and Control	1	20,000 cr	5
	Helm Control	1	20,000 cr	5
	Engineering Control	1	20,000 cr	5
	Sensor Control	1	20,000 cr	5
	Weapon Control	2	40,000 cr	10
Controls Workstations:-		5	25,000 cr	N/A
Sensor Array:-	Standard Sensor Array	1	400,000 cr	50
Shield System:-	Standard Shield Grid (+10 AC)	1	400,000 cr	20
Inc. Cargo Cap:-	Adds Tons Capacity	+0	--	N/A
Spinal Mount Weapon:-	Unable to mount, too small	0	--	--
Battery Mounts:-	Laser Cannon w/ Targeting	2	22,000 cr	10
	Plasma Cannon w/ Targeting	2	55,000 cr	20
	Battery Mounts:-	2	50,000 cr	--
Fixed Mount Weapons:-	None			
Other Weapon Mounts:-	None			
Basic Ship Components:-:	*Escape Pods:-*	5	150,000 cr	Spec
	Environmental controls:-	1	400,000 cr	40
	Life Support Systems:-	5	100,000 cr	50
	State Rooms:-	5	125,000 cr	25
	Crew Cabins:-	10	100,000 cr	50
	Passenger Cabins:-	10	100,000 cr	50
	Recreation Rooms:-	3	60,000 cr	30
	Workshops:-	1	100,000 cr	25
	Hydroponics:-	1	100,000 cr	25
	Laboratory's:-	0	--	--
	Medical Bays:-	1	100,000 cr	25
	Shuttle Hangars:-	0	--	--
	Fighter Hangars:-	0	--	--
	Holding Cells:-	3	90,000 cr	60
	Astrogation Rooms:-	0	--	--
Miscellaneous:-	Atmospheric Capability	1	2,000,000 cr	200
	Landing Gear	1	400,000 cr	20
		TOTAL	57,997,000 cr	1170

SHIP TYPE: FREIGHTER **MODEL:** Hauler Class

CATEGORY	ITEM	QTY#	Cost (cr)	Energy
Frame:-	Corvette	1	28,000,000 cr	N/A
Material:-	Titanium	SC4	4,000,000 cr	N/A
Powerplant #1	Conventional (2600 EP's)	1	2,000,000 cr	N/A
(Dreadnought+ Only) **#2**	--	--	--	N/A
(Leviathan+ Only) **#3**	--	--	--	N/A
(Space Station Only) **#4**	--	--	--	N/A
Main Engine:-	Type 1 Engine (Top Speed 10)	1	400,000 cr	40
Extra Hull Pt's:-	Adds to Hull point total	+20	200,000 cr	N/A
Extra Armor Pt's:-	Adds to AC Armor bonus	+0	--	N/A
Added Stealth:-	Adds to Stealth rating	+0	--	N/A
Transit Drive:	Starcaster	1	1,000,000 cr	40
Thrusters:-	Advanced Thrusters	1	800,000 cr	80
Controls:-	Command and Control	1	20,000 cr	5
	Helm Control	1	20,000 cr	5
	Engineering Control	1	20,000 cr	5
	Sensor Control	1	20,000 cr	5
	Weapon Control	0	--	--
Controls Workstations:-		2	10,000 cr	N/A
Sensor Array:-	Basic Sensor Array	1	200,000 cr	25
Shield System:-	None	0	--	--
Inc. Cargo Cap:-	Adds Tons Capacity	+150	1,500,000 cr	N/A
Spinal Mount Weapon:-	Unable to mount, too small	0	--	--
Battery Mounts:-	None			
	Battery Mounts:-			--
Fixed Mount Weapons:-	None			
Other Weapon Mounts:-	None			
Basic Ship Components:-:	*Escape Pods:-*	3	90,000 cr	Spec
	Environmental controls:-	1	400,000 cr	40
	Life Support Systems:-	3	60,000 cr	30
	State Rooms:-	2	50,000 cr	10
	Crew Cabins:-	0	--	--
	Passenger Cabins:-	10	100,000 cr	50
	Recreation Rooms:-	2	40,000 cr	20
	Workshops:-	0	--	--
	Hydroponics:-	0	--	--
	Laboratory's:-	0	--	--
	Medical Bays:-	0	--	--
	Shuttle Hangars:-	0	--	--
	Fighter Hangars:-	0	--	--
	Holding Cells:-	0	--	--
	Astrogation Rooms:-	0	--	--
Miscellaneous:-	Atmospheric Capability	1	800,000 cr	80
	Landing Gear	1	400,000 cr	20
		TOTAL	40,130,000 cr	455

SHIP TYPE: FREE TRADER **MODEL:** Independant Class

CATEGORY	ITEM	QTY#	Cost (cr)	Energy
Frame:-	Explorer	1	10,000,000 cr	N/A
Material:-	Titanium	SC3	3,000,000 cr	N/A
Powerplant #1	Conventional (1950 EP's)	1	1,500,000 cr	N/A
(Dreadnought+ Only) **#2**	--	--	--	N/A
(Leviathan+ Only) **#3**	--	--	--	N/A
(Space Station Only) **#4**	--	--	--	N/A
Main Engine:-	Type 2 Engine (Top Speed 20)	1	150,000 cr	60
Extra Hull Pt's:-	Adds to Hull point total	+50	500,000 cr	N/A
Extra Armor Pt's:-	Adds to AC Armor bonus	+0	--	N/A
Added Stealth:-	Adds to Stealth rating	+0	--	N/A
Transit Drive:	Starcaster	1	1,000,000 cr	30
Thrusters:-	Intuitive Thrusters	1	1,200,000 cr	90
Controls:-	Command and Control	1	20,000 cr	5
	Helm Control	1	20,000 cr	5
	Engineering Control	1	20,000 cr	5
	Sensor Control	1	20,000 cr	5
	Weapon Control	0	--	--
Controls Workstations:-		4	20,000 cr	N/A
Sensor Array:-	Basic Sensor Array	1	150,000 cr	25
Shield System:-	None	0	--	--
Inc. Cargo Cap:-	Adds Tons Capacity	+25	250,000 cr	N/A
Spinal Mount Weapon:-	Unable to mount, too small	--	--	--
Battery Mounts:-	None			
	Battery Mounts:-			--
Fixed Mount Weapons:-	None			
Other Weapon Mounts:-	None			
Basic Ship Components:-:	*Escape Pods:-*	1	30,000 cr	Spec
	Environmental controls:-	1	300,000 cr	30
	Life Support Systems:-	1	20,000 cr	10
	State Rooms:-	2	50,000 cr	10
	Crew Cabins:-	0	--	--
	Passenger Cabins:-	3	30,000 cr	15
	Recreation Rooms:-	1	20,000 cr	10
	Workshops:-	0	--	--
	Hydroponics:-	0	--	--
	Laboratory's:-	0	--	--
	Medical Bays:-	0	--	--
	Shuttle Hangars:-	0	--	--
	Fighter Hangars:-	0	--	--
	Holding Cells:-	0	--	--
	Astrogation Rooms:-	0	--	--
Miscellaneous:-	Atmospheric Capability	1	1,200,000 cr	90
	Landing Gear	1	300,000 cr	15
		TOTAL	19,800,000 cr	405

SHIP TYPE: EXPLORER **MODEL:** Seeker Class

CATEGORY	ITEM	QTY#	Cost (cr)	Energy
Frame:-	Explorer	1	10,000,000 cr	N/A
Material:-	Titanium	SC3	3,000,000 cr	N/A
Powerplant #1	Conventional (1800 EP's)	1	1,500,000 cr	N/A
(Dreadnought+ Only) **#2**	--	--	--	N/A
(Leviathan+ Only) **#3**	--	--	--	N/A
(Space Station Only) **#4**	--	--	--	N/A
Main Engine:-	Type 4 Engine (Top Speed 30)	1	6,000,000 cr	120
Extra Hull Pt's:-	Adds to Hull point total	+80	800,000 cr	N/A
Extra Armor Pt's:-	Adds to AC Armor bonus	+3	900,000 cr	N/A
Added Stealth:-	Adds to Stealth rating	+3	900,000 cr	N/A
Transit Drive:	Starcaster	1	1,000,000 cr	30
Thrusters:-	Pinpoint Thrusters	1	1,200,000 cr	120
Controls:-	Command and Control	1	20,000 cr	5
	Helm Control	1	20,000 cr	5
	Engineering Control	1	20,000 cr	5
	Sensor Control	1	20,000 cr	5
	Weapon Control	0	--	--
Controls Workstations:-		4	20,000 cr	N/A
Sensor Array:-	Standard Sensor Array	1	300,000 cr	50
Shield System:-	None	0	--	--
Inc. Cargo Cap:-	Adds Tons Capacity	0	--	N/A
Spinal Mount Weapon:-	Unable to mount, too small	N/A	N/A	--
Battery Mounts:-	None			
	Battery Mounts:-			--
Fixed Mount Weapons:-	None			
Other Weapon Mounts:-	None			
Basic Ship Components:-:	*Escape Pods:-*	2	60,000 cr	Spec
	Environmental controls:-	1	300,000 cr	30
	Life Support Systems:-	1	20,000 cr	10
	State Rooms:-	1	25,000 cr	5
	Crew Cabins:-	1	10,000 cr	5
	Passenger Cabins:-	3	30,000 cr	15
	Recreation Rooms:-	1	20,000 cr	10
	Workshops:-	0	--	--
	Hydroponics:-	0	--	--
	Laboratory's:-	0	--	--
	Medical Bays:-	0	--	--
	Shuttle Hangars:-	--	--	--
	Fighter Hangars:-	--	--	--
	Holding Cells:-	--	--	--
	Astrogation Rooms:-	--	--	--
Miscellaneous:-	Atmospheric Capability	1	1,200,000 cr	120
	Landing Gear	1	300,000 cr	15
		TOTAL	17,665,000 cr	550

SHIP TYPE: SHUTTLE **MODEL:** Orbital Class

CATEGORY	ITEM	QTY#	Cost (cr)	Energy
Frame:-	Shuttle	1	2,000,000 cr	N/A
Material:-	Titanium	SC2	2,000, 000 cr	N/A
Powerplant #1	Conventional (1300 EP's)	1	1,000,000 cr	N/A
(Dreadnought+ Only) **#2**	--	--	--	N/A
(Leviathan+ Only) **#3**	--	--	--	N/A
(Space Station Only) **#4**	--	--	--	N/A
Main Engine:-	Type 3 Engine (Top Speed 30)	1	2,000,000 cr	60
Extra Hull Pt's:-	Adds to Hull point total	+10	100,000 cr	N/A
Extra Armor Pt's:-	Adds to AC Armor bonus	+2	400,000 cr	N/A
Added Stealth:-	Adds to Stealth rating	+4	800,000 cr	N/A
Transit Drive:	None	0	--	--
Thrusters:-	Pinpoint Thrusters	1	800,000 cr	80
Controls:-	Command and Control	0	--	--
	Helm Control	1	20,000 cr	5
	Engineering Control	1	20,000 cr	5
	Sensor Control	1	20,000 cr	5
	Weapon Control	0	--	--
Controls Workstations:-	--	3	15,000 cr	--
Sensor Array:-	Standard Sensor Array	1	200,000 cr	50
Shield System:-	None	0	--	--
Inc. Cargo Cap:-	Added Tons Capacity	+19	190,000 cr	N/A
Spinal Mount Weapon:-	Unable to mount, too small	N/A	N/A	--
Battery Mounts:-	None			
	Battery Mounts:-			--
Fixed Mount Weapons:-	None			
Other Weapon Mounts:-	None			
Basic Ship Components:-:	*Escape Pods:-*	0	--	--
	Environmental controls:-	1	100,000 cr	20
	Life Support Systems:-	1	20,000 cr	10
	State Rooms:-	0	--	--
	Crew Cabins:-	1	10,000 cr	5
	Passenger Cabins:-	3	30,000 cr	15
	Recreation Rooms:-	0	--	--
	Workshops:-	--	--	--
	Hydroponics:-	--	--	--
	Laboratory's:-	--	--	--
	Medical Bays:-	--	--	--
	Shuttle Hangars:-	--	--	--
	Fighter Hangars:-	--	--	--
	Holding Cells:-	--	--	--
	Astrogation Rooms:-	--	--	--
Miscellaneous:-	Detachable Cargo Capacity	1	400,000 cr	--
	Atmospheric Capability	1	800,000 cr	80
	Landing Gear	1	200,000 cr	10
		TOTAL	11,125,000 cr	345

SHIP TYPE: INTERCEPTOR **MODEL:** Pathfinder Class

CATEGORY	ITEM	QTY#	Cost (cr)	Energy
Frame:-	Interceptor	1	1,000,000 cr	N/A
Material:-	Titanium	SC1	1,000,000 cr	N/A
Powerplant #1	Conventional (650 EP's)	1	500,000 cr	N/A
(Dreadnought+ Only) **#2**	--	--	--	N/A
(Leviathan+ Only) **#3**	--	--	--	N/A
(Space Station Only) **#4**	--	--	--	N/A
Main Engine:-	Type 3 Engine (Top Spd 40)	1	1,000,000 cr	30
Extra Hull Pt's:-	Adds to Hull point total	+50	500,000 cr	--
Extra Armor Pt's:-	Adds to AC Armor bonus	+3	300,000 cr	--
Added Stealth:-	Adds to Stealth rating	+9	900,000 cr	--
Transit Drive:	Starcaster	1	1,000,000 cr	10
Thrusters:-	Interceptor Thrusters	1	500,000 cr	50
Controls:-	Command and Control	0	--	--
	Helm Control	1	20,000 cr	5
	Engineering Control	1	20,000 cr	5
	Sensor Control	1	20,000 cr	5
	Weapon Control	1	20,000 cr	5
Controls Workstations:-	--	1	5000 cr	--
Sensor Array:-	Standard Sensor Array	1	100,000 cr	50
Shield System:-	Standard Shield Grid (+10 AC)	1	100,000 cr	50
Inc. Cargo Cap:-	Adds Tons Capacity	--	--	N/A
Spinal Mount Weapon:-	Unable to Mount, too small	N/A	N/A	--
Battery Mounts:-	Twin Laser Cannon (w/ targeting)	2	22,000 cr	10
	Battery Mounts:-	1	25,000 cr	--
Fixed Mount Weapons:-	None			
Other Weapon Mounts:-	None			
Basic Ship Components:-:	*Escape Capsule:-*	1	10,000 cr	Spec
	Environmental controls:-	1	100,000 cr	10
	Life Support Systems:-	1	20,000 cr	10
	State Rooms:-	--	--	--
	Crew Cabins:-	--	--	--
	Passenger Cabins:-	--	--	--
	Recreation Rooms:-	--	--	--
	Workshops:-	--	--	--
	Hydroponics:-	--	--	--
	Laboratory's:-	--	--	--
	Medical Bays:-	--	--	--
	Shuttle Hangars:-	--	--	--
	Fighter Hangars:-	--	--	--
	Holding Cells:-	--	--	--
	Astrogation Rooms:-	--	--	--
Miscellaneous:-	Atmospheric Capability	1	500,000 cr	50
	Landing Gear	1	100,000 cr	5
		TOTAL	7,762,000 cr	295

DRAGONSTAR

SHIP TYPE: **MODEL:**

CATEGORY	ITEM	QTY#	Cost (cr)	Energy
Frame:-				N/A
Material:-				N/A
Powerplant #1				N/A
(Dreadnought+ Only) **#2**	--	--	--	N/A
(Leviathan+ Only) **#3**	--	--	--	N/A
(Space Station Only) **#4**	--	--	--	N/A
Main Engine:-				
Extra Hull Pt's:-	Adds to Hull point total			N/A
Extra Armor Pt's:-	Adds to AC Armor bonus			N/A
Added Stealth:-	Adds to Stealth rating			N/A
Transit Drive:				
Thrusters:-				
Controls:-	Command and Control			
	Helm Control			
	Engineering Control			
	Sensor Control			
	Weapon Control			
Controls Workstations:-				N/A
Sensor Array:-				
Shield System:-				
Inc. Cargo Cap:-	Adds Tons Capacity			N/A
Spinal Mount Weapon:-	Unable to mount, too small			--
Battery Mounts:-				
	Battery Mounts:-			
Fixed Mount Weapons:-				
Other Weapon Mounts:-				
Basic Ship Components:-:	*Escape Pods:-*			Spec
	Environmental controls:-			
	Life Support Systems:-			
	State Rooms:-			
	Crew Cabins:-			
	Passenger Cabins:-			
	Recreation Rooms:-			
	Workshops:-			
	Hydroponics:-			
	Laboratory's:-			
	Medical Bays:-			
	Shuttle Hangars:-			
	Fighter Hangars:-			
	Holding Cells:-			
	Astrogation Rooms:-			
Miscellaneous:-				
		TOTAL	Cr	EP

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