

STAR WARS[®]

ROLEPLAYING GAME

STARSHIP CREATION RULES CHEAT SHEET

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Some rules mechanics are based on the Star Wars Roleplaying Game Revised Core Rulebook by Bill Slavicsek, Andy Collins, and JD Wiker, the original DUNGEONS & DRAGONS® rules created by E. Gary Gygax and Dave Arneson, and the new DUNGEONS & DRAGONS® game designed by Jonathan Tweet, Monte Cook, Skip Williams, Richard Baker, and Peter Adkinson.

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This fan web-enhancement of the *Starships of the Galaxy* campaign supplement for the Star Wars Saga Edition Roleplaying Game presents a detailed layout of the rule mechanics behind starship creation in the Saga Edition rules. We at Fandom Comics feel the rules were never quite spelled out clearly enough to cater to the needs of those that enjoy using their own unique creations for their campaigns. The need for such a guide was emphasized when we ourselves compiled our starships chapter of our [Clone Wars Saga Edition Fan Sourcebook](#).

The Saga Edition starship creation rules are, unfortunately, not compiled into one easy-to-read section for those of us interested in creating our own starships. Fortunately, the rules all do exist, if you have the *Saga Edition Core Rulebook* and *Starships of the Galaxy* (plus the [Starships of the Galaxy Errata 1.0](#)). This guide will go step-by-step through the stat block of a starship, and explain how it is that the value for that statistic was arrived at, as well as show a quick-reference stat block with highlighted areas, color-coded to explain where it is the values come from.

Items in Red: These values can be found by using tables 3-8 and 3-9 in *Starships of the Galaxy* for stock, balanced values, which can then be modified via the starship modification tables and rules found in the same book. Alternately, the Game Master can select his own values, though careful play testing is suggested to prevent creating severely unbalanced craft. Note that some of these stock values were changed by the [Starships of the Galaxy Errata 1.0](#).

Items in Blue: These values can be found by following the formula listed within parenthesis.

Items in Green: These values are arrived at via the addition of systems/components as described in chapter 3 of *Starships of the Galaxy*.

Items in Grey: These items have no exact science for finding a value, and are generally an educated guess, created by the ship creator, or found in canon sources in the cases where ships are being converted or created for the first time from existing EU.

Abbreviations

SE – Saga Edition Core Rulebook
SG – Starships of the Galaxy

Colloquial Name

Proper Name CL X

Size and Craft Type

Init (ship's Dexterity modifier + pilot's Initiative skill modifier + ship's size modifier, pg. 166 SE); Senses Perception (pilot's Perception skill modifier + ship's Intelligence modifier)

Defense Ref (10 + ship's Dexterity modifier + ship's size modifier pg 166 SE + ship's armor bonus OR pilot's heroic level) (flat-footed (ship's Reflex Defense – ship's Dexterity modifier)), Fort (10 + ship's Strength modifier); armor, Vehicular Combat

hp X; DR X; SR X; Threshold (ship's Fortitude Defense + ship's size modifier pg 169 SE)

Speed fly X squares (max. velocity X km/h), fly X squares (starship scale)

Ranged X (gunner's base attack bonus + ship's Intelligence modifier)

Fighting Space X x X or X square (starship scale); Cover X

Base Atk (gunner's base attack bonus); Grp (pilot's base attack bonus + ship's Strength or Dexterity modifier [whichever is higher] + ship's size modifier pg 153 SE)

Atk Options X

Abilities Str X, Dex X, Con --, Int X

Skills Initiative (pilot's Initiative or Pilot skill modifier + ship's Dexterity modifier + ship's size modifier pg 166 SE), Mechanics (character or droid Mechanics skill modifier), Perception (character or droid Perception skill modifier), Pilot (pilot's Pilot skill modifier + ship's Dexterity modifier + ship's size modifier pg 166 SE), Use Computer (character or droid Use Computer skill modifier + ship's Intelligence modifier)

Crew X (crew's skill level); Passengers X

Cargo X; Consumables X; Carried Craft X

Payload X

Hyperdrive X, (x-jump memory)

Availability X; Cost X (X used)

Emplacement Points X

Weapon 1 (pilot/gunner)

Atk X, Dmg X

History

Capabilities

Here we have a much more detailed breakdown of each statistic for starships, explaining precisely what they are and where they come from.

Colloquial Name: The slang or short name of the craft, what it would be referred to as in passing from one character to another in game. In the case of unique starships, this is the specific ship's name.

Proper Name: This is the full name of the starship, typically including the company, series and model (e.g. Corellian Engineering Corporation YT-1300 Space Transport).

CL: A ship's character level has no exact science behind it. The level is basically arrived at by guessing. However, the CL of the unmanned ship is modified by the non-heroic crew that you put in, as shown on pg 174 SE.

Size: A ship's size is firstly determined by what kind of craft it is, as shown on pg 62 SG in table 3-8. Theoretically, the size of a ship type can be changed (e.g. you could have a Huge bomber, or Gargantuan light freighter.) The ship size will modify a number of other statistics, including the Initiative and Pilot skill checks, Reflex and Fortitude Defense, damage threshold, and grapple check. Fortitude Defense, Damage Threshold, and Grapple checks are the only statistics that benefits from a larger size modifier, the rest tend to take a penalty.

Craft Type: This identifies your craft as a capital ship, space transport, or starfighter. This merely categorizes your ship, and though pg 166-167 *SE* give some stat suggestions for ships of each type, they seem more guidelines than rules.

Init: The initiative skill modifier is placed here for quick reference. It is determined by taking the pilot's Initiative check modifier (or the Pilot skill modifier if you are trained) + vehicle's Dexterity modifier + vehicle's size modifier pg 166 *SE*. The size modifiers are Huge -2, Gargantuan -5, Colossal -10 (Colossal: Frigate, Cruiser and Station). Initiative can either be determined just by the ship's pilot for multi-ship battles, and have all crew/passengers take their actions on the pilot's turn, or each character can make a separate Initiative check. You can also use the trained Pilot skill in lieu of the Initiative skill to determine your initiative.

Senses: Perception is listed here, along with a notation for the advanced sensor array upgrade if it is installed on the ship.

Perception: Perception can be used to visually identify things in space that fail to show up on sensors, or identify specific details about things visually. When Perception checks are made on the starship scale, they take a penalty of -5 for every 1 square instead of every 10 squares at character scale. Examples of when Perception would be used, would be against stealth craft, to identify a pilot instead of a craft, to identify an EVA pilot, or perhaps an asteroid or other hazard.

Defenses: As with character scale, the defenses determine when your ship is successfully attacked. Note that ships do not have Will Defense. Defenses also include feats and talents that augment defense, such as Vehicular Combat, or ship modifiers that impact defense, like regenerating shields.

Reflex Defense: This is determined by the following formula: $10 + \text{ship's Dexterity modifier} + \text{ship's size modifier (pg 166 of SE)} + \text{ship's armor bonus OR pilot's heroic level}$. The flat-footed defense is calculated the same way, with the exception of gaining the benefit of the ship's Dexterity modifier. Attacking a ship almost invariably involves meeting or beating their reflex defense.

Fortitude Defense: Fortitude Defense is figured using the following formula: $10 + \text{ship's Strength modifier}$. The ship's Fortitude Defense is used to determine their Damage Threshold, and resist space hazards, such as corrosive nebula and others as found on pg 34 *SG* and pg 252 *SE*.

Armor: Armor is figured either by using the stock value of your ship type as found on pg 52 *SG* table 3-8, with the ability to modify it via the starship modification rules found in Chapter 3 of *SG*, or by the Game Master arbitrarily selecting a number. Armor is typically only worthwhile for lower level and non-heroic pilots, as it only impacts the Reflex Defense in lieu of using the character's heroic level. While we may see future feats that do the same thing for starships specifically, the Armor Specialist Talent Tree for Soldier does not apply to starship armor.

Vehicular Combat: This is a feat found on pg 89 *SE*, and only appears on vehicles

crewed by a non-heroic crew of skilled, expert or ace level, or heroic crews possessing the Vehicular Combat feat.

HP: Represents the amount of damage your hull can take before being destroyed. Hit Points are arrived at either by using the stock value of your ship type as found on pg 52 *SG* table 3-8, with the ability to modify it via the starship modification rules found in Chapter 3 of *SG* (or those offered by the Starship Designer talent), or by the GM arbitrarily selecting a number. Starships use the condition track the same as characters do. Damage is applied to hit points only when the amount dealt after subtracting the current value of your shields (if any) and DR is greater than zero, subtracting that remainder from the ship's remaining HP.

DR: Defense Reduction allows you some damage mitigation and on a successful attack your current DR is subtracted from whatever damage total penetrated your shields (if any). The remainder is applied against your hit points. Your ship's DR is calculated either by using the stock value of your ship type as found on pg 52 *SG* table 3-8, or by the GM arbitrarily selecting a number.

SR: Shield Rating allows your craft to absorb more damage than normal. On a successful attack against a shielded ship, damage is first applied to the shields. If the damage total exceeds the ship's SR, then the difference is first reduced by the ship's DR, and then subtracted from hit points. In such cases, the ship's SR is also temporarily reduced by 5 points, though this can be recharged by +5 at the expense of 3 swift actions and a DC 20 Mechanics skill check. There are exceptions to this recharging rule, in the case of droids with shields, who use DC 20 endurance check instead (Though since they have no con score, I'm not sure how this works, exactly), or ships with regenerating shields, which improve by +10 instead of +5. Shields may be installed or replaced via the starship modification rules found in Chapter 3 of *SG*, and installed shields improved via the Starship Designer talent.

Threshold: This value is arrived at by the following formula: $\text{Fortitude Defense} + \text{ship's size modifier pg 169 SE}$. The damage threshold affects the condition track as normal, moving your ship -1 step along the track every time it takes damage equal or greater than its threshold. The size modifiers are Huge, +10; Gargantuan, +20; Colossal, +50; Colossal (frigate), +100; Colossal (cruiser), +200; and Colossal (station), +500. Vehicles brought to the bottom of the condition track are disabled, and come to a complete stop immediately. If affected by a gravity well, they fall 150 squares (15 space scale) toward the gravity well, and an additional 300 squares (30 space scale) per turn until they either crash or are otherwise affected. A vehicle brought to zero hit points or below by a single attack that also exceeds the vehicle's threshold destroys the vehicle, and also inflicts half the damage dealt by that attack to all the vehicle's occupants.

Speed fly x squares: The first speed rating refers to speed at character scale. Your ship's atmospheric speed is determined either by using the stock value of your ship type as found on pg 52 *SG* table 3-8, with the ability to modify it via the starship modification rules found in Chapter 3 of *SG* (or those offered by the Tech Specialist talent), or by the GM arbitrarily selecting a number. This speed is considered a combat speed, allowing the ship to still maneuver.

**TABLE 2-1:
VEHICLE SPEEDS**

SQUARES	KM/H
4 - 8	400 - 800
9 - 12	800 - 1,000
13 - 16	1,000 - 1,600

Max velocity x km/h: Your ship's maximum atmospheric speed has no specific way of being generated. This speed only exists for mathematical purposes of travel, or perhaps in cases where two ships are involved in a chase in a straight line. While this value can be modified via the rules found in Chapter 3 of *SG* (or those offered by the Tech Specialist talent), how to arrive at the base starting value remains unknown. Offered below is a table that gives average ranges for kmh in relation to the atmospheric speed rating. Note that these values are suggested ranges, and there are exceptions.

Fly x squares (starship scale): The second speed rating refers to speed at space scale. Your ship's space speed is arrived at either by using the stock value of your ship type as found on pg 52 *SG* table 3-8, with the ability to modify it via the starship modification rules found in Chapter 3 of *SG* (or those offered by the Tech Specialist talent), or by the GM arbitrarily selecting a number.

Ranged weapons +x (see below): Most all starship scale weapons are ranged, but what weapons your ship has is determined by what you purchase with emplacement points via the starship modification rules in Chapter 3 of *SG*. Note that all the stock ship models do not come with weapons. Naturally, the GM can choose to have weapons on the ship at their discretion. The attack bonus of the weapon is determined by the following formula: gunner's base attack bonus + ship's Intelligence modifier + miscellaneous bonuses (point blank shot, weapon focus, etc.) + 2 (if trained in Pilot and firing pilot-controlled weapons from the pilot's position). "See below" refers to the ship's more detailed weapon statistics, found at the bottom of the stat block.

Fighting Space X x X or X square (starship scale): The ship's fighting space seems to be determined by simply eyeballing it. Every ship in *SG* has a perfectly square fighting space, regardless of their actual shape. Most everything, with the exception of many capital ships (which take up 2 x 2), seems to take up only 1 square in space scale.

Cover: Most all starships provide total cover to all passengers and crew. The most obvious exception to this is the astromech droid, which tends to get a +5 cover bonus when in an astromech socket (not to mention a +1 size bonus, being that astromech droids are considered to have a small size mod). It isn't clearly stated if astromechs retain their Dexterity bonus to defense while in a socket, but I would imagine they do not.

Base Atk: A ship's base attack bonus is determined by the crew modifier, as

found on pg 174 *SE* for non-heroic crews. For heroic characters, their own base attack bonus is used.

Grp: This value represents the starship's grapple score, and is arrived at by the following formula: pilot's base attack bonus + ship's Strength or Dexterity modifier + ship's size modifier pg 153 *SE*. The size modifiers are: Large +5, Huge +10, Gargantuan +15, Colossal +20, Colossal (frigate) +25, Colossal (cruiser) +30, Colossal (station) +35. Grappling is used to resist tractor beams, as described on pg 174 of *SE*.

Atk Options: Your ship's attack options are determined by the weapons and crew onboard, with autofire being the most common. Other things might be special attacks, such as from a tow cable, or jamming array. The various attack options will have special rules for using them, or with the weapon they are associated with.

Str: Vehicle Strength is arrived at either by using the stock value of your ship type as found on pg 52 *SG* table 3-8, with the ability to modify it via the starship modification rules found in Chapter 3 of *SG* (or those offered by the Tech Specialist talent), or by the GM arbitrarily selecting a number. Vehicle strength is used to determine the Vehicle's Fortitude Defense (thereby affecting the Damage Threshold) and Grapple for escaping tractor beams. This stat would theoretically be used to deal with how much weight a ship could tow behind it or attached to its hull as well.

Dex: Vehicle Dexterity is arrived at either by using the stock value of your ship type as found on pg 52 *SG* table 3-8, with the ability to modify it via the starship modification rules found in Chapter 3 of *SG* (or those offered by the Tech Specialist talent), or by the GM arbitrarily selecting a number. Vehicle Dexterity is used to determine the Vehicle's Reflex Defense as well as Pilot and Initiative checks made by those onboard, and in the case of extremely maneuverable, low Strength craft, grapple checks.

Con: Constitution is only used for organic craft. Since Constitution is normally used for hit point generation, Fortitude Defense and the Endurance skill with characters, on starships it only seems to effect how Fortitude Defense is generated, while hit points would appear unaffected. It would also appear that a ship's base Constitution stat is equal to and generated the same way as its Strength score. In short, I have no idea why they did this, as it doesn't seem to really change game play or creation in any appreciable way. However, with only 1 organic ship example, it is hard to work out what is what.

Int: Vehicle Intelligence is arrived at either by using the stock value of your ship type as found on pg 52 *SG* table 3-8, with the ability to modify it via the starship modification rules found in Chapter 3 of *SG* (or those offered by the Tech Specialist talent), or by the GM arbitrarily selecting a number. Intelligence represents a ship's onboard computers and sensors, and the Intelligence bonus is applied to all Use Computer checks made aboard the ship and attack rolls made with the starship's weapons.

Initiative: It is determined by taking the pilot's Initiative check modifier + vehicle's Dexterity modifier + vehicle's size modifier pg 166 *SE*. The size modifiers are: Huge, -2; Gargantuan, -5; Colossal (all), -10. Initiative can either be determined just by the ship's pilot for multi-ship battles, and have all crew/passengers take their actions on the pilot's turn, or each character can make a separate Initiative check. You can also use the trained Pilot skill in lieu of the Initiative skill to determine your Initiative.

Mechanics: The Mechanics stat is arrived at by using the pilot's Mechanics skill modifier (or whichever crew/passenger member is making the check). Mechanics checks can be used to recharge shields +5 or regulate power to move the ship +1 step on the condition track after 3 swift actions and a DC 20 Mechanics check. You can also jury-rig a component as a full round action to move them +2 steps on the condition track with a DC 25 check, or repair items which takes much longer. Note that on ships like starfighters that have astromech droids, the astromech droid usually has a higher Mechanics skill than the pilot so the astromech droid's Mechanics skill modifier is typically listed in parenthesis, with an asterisk. Note that astromech droids do not get the benefit of the ship's Intelligence modifier, but even if their skill is lower, the extra actions of the astromech's during a round can still benefit a ship.

Perception: Perception is arrived at by using the pilot's Perception modifier (or whichever crew/passenger is making the check). Perception can be used to visually identify things in space that fail to show up on radar, or identify specific details about things visually. When Perception checks are made on the starship scale, they take a penalty of -5 for every 1 square instead of every 10 squares at character scale. Examples of when Perception would be used, would be against stealth craft, to identify a pilot instead of a craft, to identify an EVA pilot, or perhaps an asteroid or other hazard.

Pilot: It is determined by taking the pilot's Pilot check modifier + vehicle's Dexterity modifier + vehicle's size modifier pg 166 *SE*. The size modifiers are: Huge, -2, Gargantuan, -5; Colossal (all), -10. Pilot checks are used to avoid collisions, determine the results of dogfights, increase vehicle speed beyond normal, and can also be used in lieu of an Initiative check, or to ram an opponent. Note that most starship maneuvers found in Chapter 2 of *SG* require a Pilot check to determine the result.

Use Computer: Is determined by the following formula: pilot's Use Computer skill modifier (or whichever crew/passenger is making the check) + ship's Intelligence modifier (if the ship's computer is friendly or helpful towards you). Use Computer can be used to plot a hyperspace jump and determine the time it will take, operate your ship's communications gear, or operate your ship's sensors.

Crew: Crew is arrived at either by using the stock value of your ship type as found on pg 53 *SG* table 3-9, with the ability to modify it via the starship modification rules found in Chapter 3 of *SG*, or by the GM arbitrarily selecting a number. Your crew will determine if the pilot, copilot, gunner(s), commander, systems operator and engineer are jobs all done by one person, or split among several. Each gun in a battery, and each turret, must have a gunner. These various job titles and what

they empower a player to do, can be found on pg 169 *SE*.

Crew Quality: Determined by the table on pg 174 *SE*, the crew quality is for NPC/non-heroic piloted craft. Generic ship crews can be untrained, normal, skilled, expert, or ace quality. Each level of quality provides a different set of stock crew bonuses to provide to base attack bonus, Initiative, Mechanics, Perception, Pilot, and Use Computer, as well as a modifier to the ship's overall character level. If you have specific heroic characters manning a ship, then those character's base attack bonus and skill checks are used instead of the generic crew quality.

A quick suggestion on the use of crew levels: Untrained represents someone who has no piloting skill whatsoever, such as a primitive species flying a starfighter for the first time, this would be like Paploo the Ewok on Endor in Return of the Jedi. Normal reflects someone who has used a vehicle many times in their day to day life, though only for transportation. Someone like Owen Lars would fall into this category, having often driven the family speeder into town for supplies. Skilled represents someone who has a professionally competent level of training. Most starfighter pilots and smugglers will fall under this category. Exceptional pilots, such as those in elite squadrons and professional racers, or with Jedi-like reflexes are experts. Only the best pilots in the galaxy are considered aces.

Passengers: How many passengers you can carry is arrived at either by using the stock value of your ship type as found on pg 53 *SG* table 3-9, with the ability to modify it via the starship modification rules found in Chapter 3 of *SG*, or by the GM arbitrarily selecting a number. Passengers refer to the number of Medium-sized beings you can carry comfortably on your craft. Note that in some cases "troops" will appear in parenthesis next to the passenger number. This generally means that there is the absolute bare minimum level of comfort needed to stay on the craft for the length of its consumables. For example, the Carrack-class Cruiser has 142 troops, and 1 year consumables. Obviously to be somewhere for a year, you need a bed and some clothing storage, so these troops' accommodations include a few very large rooms where the troops bunk. The Telgorn Gamma-class Assault Shuttle has 40 troops, and consumables for 1 week; this likely means there are just chairs that possibly can recline to allow more comfortable sleeping. For the LAAT gunships it's standing room only.

Cargo: Cargo is arrived at either by using the stock value of your ship type as found on pg 53 *SG* table 3-9, with the ability to modify it via the starship modification rules found in Chapter 3 of *SG* or by the GM arbitrarily selecting a number. Cargo refers to the amount of storage your ship has. Be mindful of the ship's size when deciding how much cargo to provide, as the ability to convert cargo to emplacement points can quickly make an innocent looking ship overpowered if it has too much cargo space.

Consumables: Consumables are arrived at either by using the stock value of your ship type as found on pg 53 *SG* table 3-9, with the ability to modify it via the starship modification rules found in Chapter 3 of *SG*, or by the GM arbitrarily selecting a number. Consumables reflect the fuel, food, air and water onboard the craft, and how long it can continue moving, and supporting life onboard. Information on refueling can be found on pg 14 *SG*.

Carried Craft: This statistic is determined by the addition of a hangar bay as described on pg 50 *SG*. Note that this can also just be added by the GM's discretion.

Payload: Payload refers to the maximum number of shots a ship carries of expendable ammunition weaponry, such as missiles, torpedoes, or mines. This number is calculated based on what type of launcher your purchase, and rules and costs for different payload amounts are found in Chapter 3 of *SG*.

Hyperdrive: A ship's hyperdrive is based on which hyperdrive, if any, is added to the ship via chapter 3 of *SG*, with the ability to improve an installed drive via the Starship Designer talent. The hyperdrive determines your modifier for faster than light travel. Lower numbers are faster.

(Jump memory): Hyperdrives can either use navicomputers, or an astromech with a limited jump memory to plot courses through hyperspace. The type of navicomputer your ship might have is derived from which one you purchase with emplacement points in chapter 3 of *SG*, or at the GM's discretion. Jumps can be made with no astromech droid or navicomputer, but at a penalty, as detailed on pg 237 *SE*.

Availability: A ship's availability defines how rare it is in the galaxy, and the legality of owning it. Availability can either be Licensed, Restricted, Military or Unique. Licensed is the most common, and simply means that you must attain your Captain's Accredited License, Ship's Operating License, and Arms Load-out Permit as defined on page 10 of *SG* in order to own it legally. Restricted craft are typically only legally allowed to those who are a part of a military that possesses them, belong to a government-recognized paramilitary group such as a planetary defense force, or have a bounty hunter license. Military craft are only for use by those in the military that possesses them, and some planetary militias. Unique craft are simply those that used to be in one of the other three categories, but are either written using a unique crew, or modified for unique statistics.

Cost (used): Cost is figured either by using the stock modifier of your ship type as found on pg 52 *SG* table 3-8, with the ability to modify it via the starship modification rules found in Chapter 3 of *SG* (or those offered by the Starship Designer and Tech Specialist talents), or by the GM arbitrarily selecting a number. The used cost of a ship is typically 3/5ths the new cost, but the ship comes with some sort of quirk.

Weapon Stat Block: This stat block provides more detailed information on weapons. This block will be further broken down.

Weapon 1 (crew)

Atk +X (special atk bonus), Dmg X

Weapon Name: This tells you what the weapon is. As per current rules, starships can be equipped with energy cannons (auto blasters, blasters, lasers, ion cannons, or turbolasers), which can be light, medium or heavy. Such cannon can be doubled or quadruped, and enhanced, and fire-linked. Concussion missiles, proton torpedoes, ion bombs, shieldbuster torpedoes, and space mines can also be equipped, and may be fire-linked. Non-damaging weapons such as tractor

beams, and gravity well projectors can also be added to large vessels (frigates and cruisers). Some cannons may also be designated as point-defense weapons per the rules on page 46 of *SG*. Many weapons have a unique quality associated with them, and reading the information associated with that weapon may be necessary before using it.

Weapon Crew: This determines whose base attack bonus is used when firing the weapon. It is typically either the pilot or a specific gunner. In the case of generic non-heroic crews, it does not matter, as the entire crew is given a single quality rating for base attack bonus. In the case of weapon batteries, where 2-6 of the same weapon are linked together to fire in concert, you will be able to tell how many weapons of the same type are in a battery, by how many gunners that battery has. Each weapon has only 1 gunner apiece, so a laser cannon battery with 5 gunners has 5 laser cannons in it. The number of such batteries on the ship is listed where the weapon is first mentioned in the ranged area. Note that each additional cannon in a battery provides a +2 bonus to attack via the aid another action, at the expense of its turn. This means that a Laser Cannon Battery with 5 gunners (5 laser cannons), with a base attack bonus of +5 and Int Bonus of +2 would have an attack bonus of +15 (+5 for base attack bonus, +2 for Int, and +8 for the 4 additional cannons in the 5 cannon battery performing Aid Another actions). Batteries are calculated as firing this way by default in stat blocks, but it is optional. In the example above, the 5 laser cannons could all attack separately, at an attack bonus of +7. The rules for batteries are outlined on pg 170 *SE*. Also, while it is an obvious point, to learn the total number of weapons on a ship, you merely multiply the number of batteries by the number of gunners for the total number of weapons. So, in my example, if there were 10 laser cannon batteries on the ship, and each battery has 5 gunners, that means there are 50 laser cannons total.

Atk Bonus: This is conditional on the following formula: weapon crew base attack bonus (The highest in the gun crew. If a weapon requires multiple crew members, you do not add them together) + ship's Intelligence modifier + attack bonus granted by being in a battery if applicable. This determines your ship's total attack bonus. Sometimes in parenthesis, there will be an additional bonus, this is for use in special fire modes, typically auto-fire, and the modifications to the Atk bonus for using that attack option will already be made. Also note that while it is not included in the statistics, the Atk bonus given is only for shots made at point blank range. Shots from other ranges (and the range categories) can be found on pg 167-168 and table 10-2 of *SE*. -2, -5 and -10 penalties are accrued for making shots at short, medium and long ranges respectively. Also note that weapons designed to be used against larger targets, such as heavy ion cannons, turbolasers, heavy concussion missiles, and similar anti-capital ship or anti-planetary weapons will incur a -20 attack penalty when used to target objects smaller than Colossal size. Add in the weapon's normal Atk Bonus (generated by the gunner's base attack bonus and the ship's Intelligence modifier) against this penalty and put it in parenthesis next to the standard Atk Bonus for that weapon. Feats and talents that are applicable for use with starship weapons (heavy weapons) may also add into the attack bonus. If you are trained in Pilot and firing pilot-controlled weapons from the pilot's position you get an additional +2 bonus to the attack.

Dmg: This represents the damage your attack does. Some weapons do ion damage instead of regular damage, or, in the case of gravity well projectors and tractor beams, they will have other special effects on the target upon a successful attack. Rules for how ion damage works can be found on pg 159 *SE*. Handling tractor beams can be found on pg 174 *SE*, and gravity wells can be found on pg 45 of *SG*. Remember that in the case of batteries, when in their default firing mode (using the battery +2 attack bonus for every additional weapon beyond the first in the battery) they deal an extra die of damage for every 3 points by which their attack roll exceeds the target's reflex defense.

History: This section provides historical fluff for the starship. Typically the events surrounding its design or battles it was famous for participating in are summarized in this section. This section is written in character, and could be considered knowledge characters can gain with a knowledge check (usually technology, though perhaps galactic lore), with a DC determined by the GM.

Capabilities: This section goes into more detail about the ship's design, and how to play to its strengths in game. For capital ships, there is also a tactical fire special quality, which allows the ship to have a special attack option, typically using an attack action to provide some bonus to itself or allied craft, or a penalty to enemy craft. Also, in cases where unique technologies/abilities are present on a ship, they are typically covered in detail in the capabilities section. This is basically a section for unique game mechanics.

Placement Points: Placement points are figured either by using the stock value of your ship type as found on pg 53 *SG* table 3-8, with the ability to increase them via the emplacement point rules found on pg 38 of *SG* (or those offered by the Starship Designer talent), or by the GM arbitrarily selecting a number. Emplacement points can be spent on modifications and ship systems found in chapter 3 of *SG* to add weapons, armor, shields, hyperdrives, and other items.