

STARSHIP WARDEN

THE GOYA





MAZING DVENTURES

STARSIEGE THE GOYA

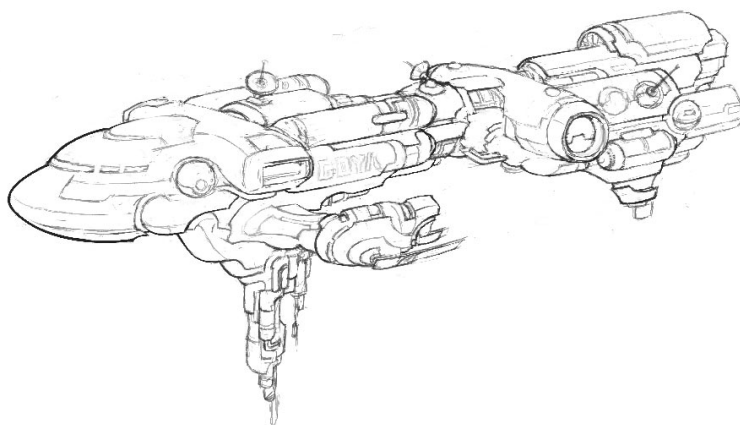
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Goya is a module designed for 3-4 characters of low to mid-level. This module finds the ship in proximity to an ancient, ruined deep-space starship. The Goya serves as a starting point, or base of operations, for adventures on other ships, moons, or planets.

The Goya, a salvage ship, spends her days plying the solar system, seeking derelict ships for salvage rights and claims. Rumors of an ancient starship, pounded by strange atmospheric fluctuations of an unstable system, have brought her crew and their ship into this unexplored corner of space. But there is more to this system than derelict starships, for whatever disabled it, afflicts the Goya. Her instruments battered, her crew threatened and madness engulfing the ship brings all the terrifying realities and horror of the lonely dark to life.

Designed for use with the **StarSeige Solar Burn** and **Starship Warden** settings, the Goya finds itself entering the space around the large Starship Warden. The Starship has recently returned to Earth's solar system (see **StarSiege, Appendix A**) and is adrift between several warring factions. The Goya, in the vicinity when the Starship returned, is the first on-site and is preparing to begin salvage. The Warden is, of course, monstrously large, miles long and miles wide. The adventures on the Warden require the **Starship Warden** book.

If you do not wish to use **Solar Burn** or the **Starship Warden**, it is easy enough to take the Goya to any setting of your own creation and begin adventures in and near locales of your choosing or creation.

THE GOYA

The Goya is a Class M Cruiser, designed for salvage missions. Paraballic Enterprises engaged the Etna IronWorks Corporation to construct 5 deep space salvage ships. Construction began in the Etna facility off the gravitational coast of the moon

Triton almost immediately. The hulls of all five ships were laid out simultaneously, though overall construction focused on finishing first one and then another until all five were completed. Paraballic Enterprises intended to launch the first of these ships immediately in order to reap a return on their investment and to help finance the other ships in the line.

The purpose of the ship instructed its design. The builders understood that the ship's mission would necessitate lengthy runs in deep space with no manner of easy rescue or assistance. In short, the crew would have to rely upon their ingenuity and the ship itself to survive almost any event. To do so the ship, and her sister ships, were each equipped with reinforced hulls, advanced communication systems, state-of-the-art electronics, the Axlied Propulsion System, with redundant backup engines powered by nuclear energy, the Green House Agricultural Unit, a weapons unit, salvage equipment, recycle bay and a host of other features.

The Marionette Drones featured prominently on the ship. These drones could operate mission-independent or under the direct supervision of any one of the crew members. Under mission-independent protocols, the drones were given specific tasks to complete, from repairing the ship's hull to rerouting electronics and allowed to conduct the mission as they saw fit. Highly reactive and possessed of superior problem-solving facilities the drones could solve almost any problem far faster and more efficiently than a human.

Twelve drones maintained a constant vigilance over the ship. Each of the drones was housed in different parts of the ships, four in small bays that gave access to the outside of the ship. Parts for the drones were printed in the ship's 3D printing facilities, so much so that the drones could operate almost indefinitely. The designers programmed the drones with human voices, six male and six female, and assigned them names, encouraging the crew to treat with them as they would any biological organism.

THE NAME

The first of these ships rolled off the Etna IronWorks in late December. Alice Winters, board member and minority shareholder in the Paraballic Enterprises, and the only child to the couple who founded the company christened the ship. She named it the Goya, after her favorite painter, Francisco Goya. A crew, long in training, manned the ship and her maiden voyage began shortly after.

Early painters always fascinated Alice Winters, particularly those of the 17th Century French Revolutionary and Napoleonic Eras. Francisco Goya proved her favorite. His early pieces of courtly life in the reign of Charles III and Charles IV of Spain. The extraordinary detail married with a clever realism captured her imagination and she often wondered about these people who lived and died so very long ago. She ignored his later period, caring little for the so-called 14 Black Paintings which he painted directly into the plaster of the walls of his own home. These paintings depicted human suffering and loss in deeply disturbing tones and textures. They captured the essence of loneliness, a mind set adrift, and the chaos of the world around us.

Few, if any, onboard or in the Etna IronWorks, were aware of the painter, his paintings, and the depictions of suffering that he poured into his art in later years. The irony of the situation proved ethereal.

OWNERSHIP

Though the Paraballic company owns the other ships in the line, Alice Winters owns the Goya and the crew answers to her. She uses Paraballic facilities to repair and restock the ship. These are paid for from her private funds, which are in turn, drawn from her shares in the salvage.

Alice Winters is a very ambitious, though somewhat carefree woman in her mid-30s. She is trusting of her crew, but quick to anger. She resides off-world, in a villa off the gravitational coast of Mars.

MISSION

Salvage is the Goya's primary mission. The Goya tracks missing ships by following their intended flight plans. Flight plans are purchased from government Closing Agents and supplied to the ship. These missing ships are often just off their flight course, damaged, or breached. Once found the crew lays claim to salvage rights, posts it with the Closing Agents, invites others to join if partners are desired, and proceeds to salvage whatever they can from equipment, to spare parts, weapons, fuel, and other material.

Protocol requires the internment of any crew members found alive on a salvaged, derelict ship until the next port of call where Closing Agents take custody before determining salvage rights.

The Goya's mission is entering its third year. Several small catches yielded little salvage and earned the crew little pay. The Captain is fully aware that two other ships, the Halevy, and the Hale, have managed to reap huge dividends. Plying the space near Saturn the Goya found herself perfectly placed when the Warden suddenly returned from her centuries-old journey.

Using the Axlied Propulsion System they rushed to the ruins of the Starship Warden.

Note: If you are playing this adventure with anything other than the Warden, be sure to change the name of the derelict craft that the crew of the Goya has found.

THE WARDEN

The Starship Warden defies comprehension. Built long ago and designed to traverse the galaxy seeking a new home for humanity the massive ship stands at almost 50 miles in length, 20 miles wide, and 6 high. Once peopled with a host of men, women, children, animals, various robotics, plants, and other forms the ship is now a wreck ruin. What happened to her, how she survived, and even returned are mysteries left to the others to unravel. Her true value lies in the amount of salvage contained within. Such a ship must be awash in metals, weapons, artifacts, treasures, and other necessary resources, all to fill the Goya's hull and her crew's pockets.

THE CREW

The Goya's design easily accommodates 6 crew members, though it can house up to 10 if needed. Though in this case bunks are generally shared. Captain Jerald Mayfield holds command of the Goya. His crew consists of the players assigned as desired below.

The crew should consist of the following:

Captain: In command of the ship and its personnel, both on the ship and off the ship. The relinquish command to the Salvage Auditor when on a derelict ship.

Pilot: Pilots the Goya. The pilot is the only crew member who can disobey a directive from the Captain if the pilot believes the directive is too dangerous. Any such disagreements are recorded and discussed with Winters during the pay period.

Medical: Drones control the medical bay and its specialized equipment. It is possible to place a medical doctor over the drones, but the designers deem it unnecessary.

Engineering: Maintains all systems on the Goya: computing, life support, mechanical, agri, propulsion. Conducts scans of objects.

Salvage Auditor: Commands salvage team. Enters target ship first and is in charge of all activity outside the Goya. Specializes in assessment, value, and equipment.

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Pay comes from a portion of the value of the salvage. Alice Winter takes 1 half as her share, the crew splits the other half with the Captain reaping a share and a half.

Class and Crew Descriptions: Not all classes fit perfectly into the above-assigned crew slots. Allow characters to possess

necessary skills if they are chosen for or desire to play a particular role. Most especially engineer and pilot. If a gunslinger desires to be the pilot, simply replace a skill in the class with one for the listed class abilities in **StarSiege Chapter 2**.

THE CAPTAIN

Jerald Mayfield is a kindly gentleman, not particularly aggressive, nor a go-getter. He is kind to the crew and an overall good man. He took the job for the pa but also to escape life on Mars. He is a friend of Alice Winter's father. He is short and carefully groomed, but altogether rather unassuming.

Upon the Captain's demise (see below) or when he ends up in the medical lab, encourage players to choose a new Captain from their own ranks. Players should either vote for one of their members to be the Captain of the crew or the GM choose the character with the highest charisma score. The Captain is necessary in order to make sure the crew works efficiently and intelligently and stays focused.

A unanimous vote by the crew removes a Captain from the chair. Rotating Captains is acceptable and keeps all players in play.

BEGINNING THE MISSION

It has been 5 weeks since resupply. The Goya has located only one ship in that time deemed worthy of salvage and it yielded very little in the way of salvage, some weapons, food, vac suits, and one old, though serviceable hovercar. These items remain secured in the Forward Bay Storage.

Winters Dispatch #3.083

Alice Winters is a powerful woman and extraordinarily wealthy. She has many contacts in and out of the governing circles. It is through one of these contacts that she heard of the Warden's sudden appearance. Where it came from, or exactly what it is, is unknown. It is known however that it lies just beyond the range of Saturn, very close to the Goya's current flight path. Having heard of this potential goldmine she sends the following dispatch to the Captain:

*Goya, Captain & Crew
#3.083*

A large hulk has drifted into the no man's land beyond Saturn. Early estimates place its size as that of a small moon. Speculation abounds. Maybe early Earth vessels. But all that is unclear. The most reliable information is that the ship's crew is deceased and the ship is empty.

Proceed immediately to supplied coordinates. Assess the ship and alert Closing Agent of the pending claim.

Coordinates sent to Navigation via secure login.

Personal Note: This claim has the potential to make us all rich beyond any expectation, move with caution but do not hesitate. I have faith in you.

Alice Winters

THE FLIGHT

Captain Mayfield orders an immediate departure, telling all to make ready for bordering and the pilot to lay out a flight plan. As soon as the pilot enters the flight plan, he orders the Goya to proceed at full speed. "Engage ATS. Proceed to destination." Are his commonly repeated flight orders. The journey begins as soon as the Captain instructs the pilot to begin the flight. The pilot need only take the helm, open the coordinates, fire up the APS, and proceed. This takes only a few minutes.

The journey takes a little over a day, affording the crew plenty of time to discuss any plan of action.

Read or paraphrase the following as they Goya comes into the Warden's orbit:

In the distance, you notice an immensely long cylinder-like vessel. A massive dome crowns the forward area, and what are clearly gargantuan outboard engines ride the tail. The ship's size defies comprehension, easily clocking at 45+ miles in length and half a dozen high, it is clear that this will be no simple salvage job. The ship seems dead for the most part, but flickering lights come from within, shining through windows and observation posts. The ship is so large that chunks of debris float alongside, clearly caught up in the craft's orbit. It is clear, despite all this, that it is of human origin, made by humans long ago.

Any computer searches for a ship called the Starship Warden yield only the following:

Starship Warden is built in the Transplutonian Space yards, finished in February of 2288. The deck plans call for 17 main ship levels, each 50 miles by 13 miles; a set of 16 in between maintenance levels, and a construction dome. Leaves for Alpha Centauri upon completion. Date unknown. Assumed 23rd century.

Allow any characters with an interest in history or ancient legends an attribute check (CL 4) to see if they know what the ship is, or have heard rumors of it.

SCANNING

The Goya carries an array of short-range scanners (see below) and any scan of the Starship requires that the salvager approach within a few thousand feet.

The journey toward the Warden is bumpy as the closer the Goya gets to the massive ship the more they interact with the debris field and various magnetic waves and unknown impulses coming from within the ship.

The pilot should make a primary attribute check in order to steer close to the ship (CL 2). A failed check means some type of energy field strikes them and drives the Goya back from the intended flight plan. The pilot must make a second check, and third and so on until successful. Once the pilot makes two successful checks in a row, the ship is stable enough and they can begin scanning.

THE SCAN

Life Scan: The primary scan detects non-microbic life forms. Anything that moves and is larger than a small mammal. The scan begins simple enough but very quickly starts picking up life forms, large and small, throughout the ship.

Structural Scan: This scan detects structures, bouncing back signals based on varying frequencies objects are putting off. The scan initially works, showing a complete deck, rooms, and ceiling before it begins to flicker. In short order interference from the ship or the debris around it interrupts the scan.

At this point, being close in proximity to the Warden, the Goya's systems begin to fluctuate, suffering massive power surges.

Read or paraphrase the following:

The scanning goes offline, then returns suddenly. A bizarre image of a humanoid face horribly stretched and twisted appears for a moment, looking at the Engineer. But the lights flicker and the main drive goes offline. Everything is quiet for that moment. Even the air stops moving. Only the floodlights remain, small, dim bulbs casting eerie shadows across the ship's floor.

Allow the characters to take actions for a round, but within two rounds the engine comes back to life and the lights come back on. All is as it should be, at least for a moment.

THE PARTICLE WAVE

As soon as the scanning begins it seems to trigger another massive wave of energy. This sends alerts throughout the ship, giving everyone three rounds to act before the huge particle wave washes over the Goya. The ship is blown back from the Warden and the Captain is thrown against a wall with a bloody impact.

Allow every character that remains standing a dexterity check (CL 3 if they are holding on to something, CL 7 if they are standing in the open). A failed check means they are thrown down and suffer 1-2 points of damage.

The ship stabilizes quickly, but there are a host of problems.

The Captain's, with a huge laceration on his head, is unresponsive.

The ATS is offline and backup generators are kicking in.

Navigation is offline as well.

Many electronics have suffered mild to severe damage.

The ship is adrift, slowly floating down the flank of the Warden.

The marionette drones immediately deploy, scooping up the Captain and hauling him to medical and assisting in repairing the ship, either with the Engineer's assistance or on their own.

The characters must decide who the Captain is, through role-play or otherwise.

THE DRONES

Unbeknownst to the crew, the particle wave damaged three of the drones Isaac, Mila, and Darlene. Their repair protocols are a jumbled mess, mingling machine repair with human care plans. As soon as the drones enter the medical bay they alert the ship of a necessary quarantine and lock and seal the medical bay. Using their network two other drones, Lucas and Miles, are roped into the mutiny. The drones inform the crew of the following:

Captain Mayfield's injuries severe. Released toxins contaminated area. Ship temporarily quarantined. All crew must remain on or retire to the bridge immediately.

Regardless of what the characters do, hatches seal automatically, closing off sections of the ship and decontamination begins as soon as the crew members are on the bridge. Blasts of super-heated air shoot across various structures of the ship. It takes roughly one hour to decontaminate the ship.

While this is going on work on the Captain begins as the drones attempt to save his life. They rapidly fuse flesh and metal. In short order, the Captain is all but dead and a hard-wired monster on treads remains in his stead.

As the players debate who shall take command, the drones begin mutilating the Captain's body and retrieving parts from the ship's hold to fuse it all together.

ESCAPING THE BRIDGE

If for some reason the characters seek to leave the bridge, they must override the contamination protocols to unlock the doors. The protocols are a random string of numbers and letters entered in the computer and set to change every 30 minutes. There are three physical books that have a record of these key strings and when they are active. One the Captain always keeps on his person. Another lies in Engineering in a safe and the third lies in a safe on the bridge.

Finding and Decoding the Book: The book sits in a compartment on the Captain's Chair. It is a small white book, with no cover titled "Key String." The Captain long since forgot the book was there and it has sat untouched for months. Finding the book and decoding it takes a successful intelligence check (CL 1) and about 20 minutes of work.

Manually Overriding the Quarantine: A gadgeteer or another properly skilled individual can override the system and open the door. Doing so takes a successful intelligence check to decode the key string (CL 10). For every 2 minutes spent on the manual override, the player gains a +1 to their check. Make this clear to the player before they commence to override it.

Battering the Door Down: Short of weapons or some type of incendiary device there is no way to batter the door down.

ESCAPE

If the party escapes the room, they run the risk of running into blasts of hot vapor if they are in a room undergoing decontamination. The process began in the back of the ship and continues until it reaches the door to the bridge. The GM should track the decontamination process from the back of the ship, allowing five minutes to clear each room of the ship with vapor water. Track this with any escaped players to see if they run into a room undergoing decontamination. Anyone caught in the vapor suffers 1d8 points of damage, halve with a successful dexterity save.

MAYFIELD

Whether the party remains on the bridge or escapes has little impact on what is happening to the Captain. The drones sealed and locked the med lab and their operation to 'save' the Captain takes little more than an hour to complete. They have amputated his legs, bagged his lower torso, and hard-wired it all to the chassis of a rover. Removing an eye and part of the Captain's skull they inserted a small hand scanner, allowing the Captain to see in infrared. Armed for defense with a blaster rifle and supplied with two 12 rounds clips they release the Captain the Med Lab, rewired and more than a little insane.

Mayfield (This chaotic creature's vital statistics are HD 2d8, HP 12, AC 11. He has no primary attributes. He can see infrared through his metallic eye. His movement is 10 feet. He carries an L14 Rifle (blaster) that inflicts 2d8 damage upon a successful hit).

Mayfield can negotiate much of the ship, moving down the hallway. His treads are extremely loud, revealing his location whenever he moves. He attacks anything human that he sees, attempting to wound it so that the rogue drones can remake it in his image.

The crew must subdue the Captain through violence. There is no returning him to his natural state.

Key String: The Captain has no treasure, however, his Key String booklet remains in his sleeve pocket on the floor of the Med Lab.

ROGUE DRONES

There are three rogue drones, each a hover drone, Isaac, Mila, and Darlene. Two other drones, Lucas and Miles, lie on the floor unresponsive. They do not leave the Med Lab, waiting for the Captain to bring them more patients. A glance at the drones reveals severe problems as they are covered in the Captain's blood and flesh. To make matters worse Darlene has begun painting the Med Lab in blood. They do not attack nor defend themselves if attacked. Anyone attempting to

reprogram them can do so after they have gained access to the ship's computer via the Key String booklet and a successful intelligence check.

Lucas and Miles revolted against butchering the Captain and were shocked and incapacitated.

AFTERMATH

Once the crew has slain the Captain, taking control of the ship is easy enough. The key string book, any of them, allows the party to gain access to the ship's computer systems. Subduing the drones and reprogramming them is easy enough.

Once the ship returns to the party's control they must decide what to do.

ALICE WINTERS

If they contact Alice Winters, she responds within a few hours.

Goya,

Crew

#3.084

Excellent work on subduing Captain Mayfield. Conduct proper burial. If you have not done so, contact Closing Agent. Continue with exploration and salvage. Captain Mayfield's shares pass to the crew.

Inform me of the new Captain's name when available.

Alice Winters

THE WARDEN

The damage done to the Goya was not extensive. It takes the drones a little over a day to repair and make the ship operational. The ship, however, is directly across from a large bay door, giving access to the Warden. It is open, bringing the Goya directly across from Deck 8.

The adventure begins . . .



THE GOYA

Name	Dex	Con	Spd	MR	Cr	Mx	AI	AC	DR	HP	Weapons
Goya	+2	+1	30	0	20	700	40	12	0	60	Rail Guns (3d8+5/A, Cluster (2d6+6), Heat (3d10+3), Kinetic Energy Projectile (10d6), Torpedoes

The Goya is a lightly armored Class M Cruiser designed for long voyages and salvage with a standard crew of six, though able to carry 10 with ease. The Class M Cruiser requires orbital docking facilities. Two small shuttles serve as boarding craft and for all necessary surface landings. The Class M contains 3d printing facilities and a recycle plant, allowing for the creation of necessary equipment, tools, and items as well as the ability to disassemble items to recycle the plastic for reuse. State-of-the-art Med Lab, hydro-agri until and Marionette Drones make the Class M an extremely functional vehicle for long run salvage missions.

Along with normal equipment, the Goya carries a heavy payload of small arms, ammunition, body armor, grenades, rockets, comm equipment, handheld weapons, and other military gear. She also possesses two large retractable Gun Platforms with twin cannons. Both Platforms have manual and automated controls, allowing a gunner or the Goya herself to fire on incoming targets. She also deploys four Type R7 tracking torpedoes.

The Goya consists of two decks, the 01 Deck, or First Deck and 02 Deck, or Second Deck and Engineering. A series of elevators, ladders, and stairs connect the two decks. Corridors connect the rooms on each deck. Shuttle access lies on 02 Deck.

01 DECK

01 Deck consists of the Bridge, Captain's Quarters, Pilot's Quarters, Kitchen and Mess, Training Room, Crew Quarters, Starboard Dock, and Port Dock. The floors consist of grated metal planking, the walls of light alloy panels that allow for access to the ship's components.

Running lights line the floors of the halls, kitchen, mess, and training room. These lights are small, only casting a dull blue-white light in the area, but they keep the ship perpetually lit. Ceiling lights come on when humanoid creatures enter the area. To override either of these requires access to the Bridge or Engineering consoles.

THE BRIDGE

The bridge consists of the Helm, Navigation, Communications, and Surveying. Instruments, panels, and electronics crowd the bridge. The floor is grated metal and the panels an alloy that allows easy access to parts. The room contains running lights on the floor as well as overhead lights turned on and off by voice command.

The Helm: The helm dominates the bridge, consisting of two chairs, one for the Captain and the other for the pilot. A battery of controls flanks the chairs. These allow both occupants to control the ship's steerage. The pilot always maintains primary control, unless the Captain deems it necessary to override the pilot or it is turned over to the Captain's chair.

The metal chairs, with leather-lined cushions, fold up into the console behind them, allowing quick movement in and out of the helm. It is possible to pilot while standing up, so long as the chairs remain folded up and in the console. Each chair has several compartments for the occupant's personal effects, a mounting rack for the occupant's helmet, com equipment with headphones, and a drink carrier to hold the morning's coffee or soda. The Captain's chair contains the Key String booklet as well.

VP Helm: The pilot wears the virtual pilot helm while steering the ship. The virtual pilot helm allows the pilot to see outside the ship in all directions allowing faster reaction time. The pilot need not wear the VP Helm to pilot the ship, some eschew it.

Key String Booklet: This booklet possesses all the access codes that allow the Captain to override the ship's computer. These codes change every 30 minutes and are only saved in print form in three places. Reading and deciphering them takes several minutes. Once the proper key is entered into the ship's computer, the user can choose to override all protocols and proceed to instruct the computer in what it should be doing.

Forward Control Station: Forward control consists of Navigation, Communications, and Surveying. The battery of instrument panels lines the front of the bridge beneath the windows. Metal, cushioned chairs sit in a slide that allows the occupant to slide from one end of the panel to the other. In this way, one individual may operate all three stations.

Navigation: Navigation lies on the right side of the Forward Control Station. Here the crew member charts routes, maps areas, establishes flight plans, other ship's flight plans marked and plotted, etc. In short, everything the pilot needs to safely move the ship from point A to point B.

Communication: The Goya possesses an impressive array of communications dishes, allowing it to pick up the smallest noise or most distant message. The com panel allows for outgoing and incoming messages as well as a noises scan of the area up to several hundred miles from the ship (depending on interference). The comm panel controls all ship-to-ship communications as well as internal ship communications. It has video and voice options available. The comm center lies in the center of the Forward Control Station.

Surveying: Much like the comm station, the Goya's scanning equipment possesses a powerful array of options for the crew. The survey station lies on the left-hand side of the Forward Control Station.

Thermal Imaging Scan: The scan picks up heat signatures and reveals whether they are still active or inactive, meaning recently diseased. The ship can scan for life forms as small as a mouse.

Biometrics Scan: This scan determines biological measurements of living creatures. Size, weight, heat signature, facial features, etc. It requires 1 solid minute on a target to retrieve data.

Motion Detection Scan: This scan picks up any items moving in the scanned area. The scan determines speed and direction. When combined with Echolocation data it can estimate mass.

Chemical Trace: chemical traces in the moon, planet, or ship's atmosphere. This allows the Goya to determine if something has breathable air or is poisonous.

Echolocation: It is also able to map out the interior walls and structures of a ship through echolocation (though this gets questionable at times as there are many things that interfere with it). When combined with Motion Detection data it can estimate the mass of a moving object.

Survey Check: Surveys are standard; however, many things can interfere with them. If the CK determines there is significant interference roll a check for the Goya. The CB is 12 with the CL determined by the CK. The Goya possesses a bonus +2 on scan checks, this bonus is added to the level of the individual doing the survey.

The remainder of the deck consists of instrument panels and electronics for onboard equipment. There is also a locker with 6 vac suits in it and a second locker with 3 days supply of food and water.

A hatch in the floor allows quick access to the Forward Storage Bay below.

Sealing the Bridge: It is possible to shut and seal the bridge door, cutting off ventilation and access from the rest of the ship. The bridge contains enough air and reclamation equipment to keep it oxygenated for 7 days. At that point the air becomes toxic and individuals cannot breathe it.

CAPTAIN'S QUARTERS

The Captain's quarters lie off the bridge, on the Goya's port side, across the hall from the Pilot's quarters. They consist of one large bed and bedding. A folding table that serves as dining and office. Enclosed wall shelves for the storage of personal items, clothing, and weapons. A virtual com platform allows the Captain to send a message in person. A small shower and latrine complete the room.

There is a holographic screen connected to the ship's computer allowing access for work and information as well as pleasure. The screen is voice and touch-activated. The holographic screen appears in front of the viewer, whether seated or lying down.

One large window looks out the port side, and a smaller window faces the stern of the ship, allowing the Captain to do conduct a visual inspection of the ship. Tinting ranges from 1-100 percent allowing the Captain both privacy and dark.

An emergency oxygen tank and mask hang on the wall near the door.

Personal Effects: Captain Mayfield's personal items consist of the following: four sets of clothing that fit a human 5' 9" tall of moderate build. A collection of classically bound books, the Leatherstalking Tales by James Fenimore Cooper and Moby Dick. An art book with the collected works of Francisco Goya. 2,400 credit stored on an encrypted hard wallet. A .357 revolver with 400 rounds of ammunition. One clean fedora.

PILOT'S QUARTERS

The pilot's quarters are just off the bridge on the starboard side of the ship, giving the pilot quick and ready access to the helm in case of emergencies.

They are identical to the Captain's quarters except the bed is slightly smaller and placed near the exit. It lies upon the Starboard side of the ship, allowing the occupant to look out toward the stern of the starboard side even as the Captain's does the opposite.

There is a holographic screen connected to the ship's computer allowing access for work and information as well as pleasure. The screen is voice and touch-activated. The holographic screen appears in front of the viewer, whether seated or lying down.

An emergency oxygen tank and mask hang on the wall near the door.

Within the room, there is an emergency release handle just to the left of the Pilot's room door. This quick release allows the Pilot the ability to leave the room through manual controls in case of a computer failure and doors locking.

MESS HALL

The Mess Hall serves as the community dining and meeting place. A large table dominates the room, sitting up to 8 people. The table is retractable, stored in the floor if desired. It does not lie horizontal with the floor, however. The legs are unclipped from the floor, the table lifted to stand vertical to the floor, and then slid down into a slot in the floor itself. This stores the table out of the way, and crew are not walking on it as they pass from one portion of the ship to another.

Two benches on either side of the table, and two smaller benches at either end of the table, collapse vertically into the floor.

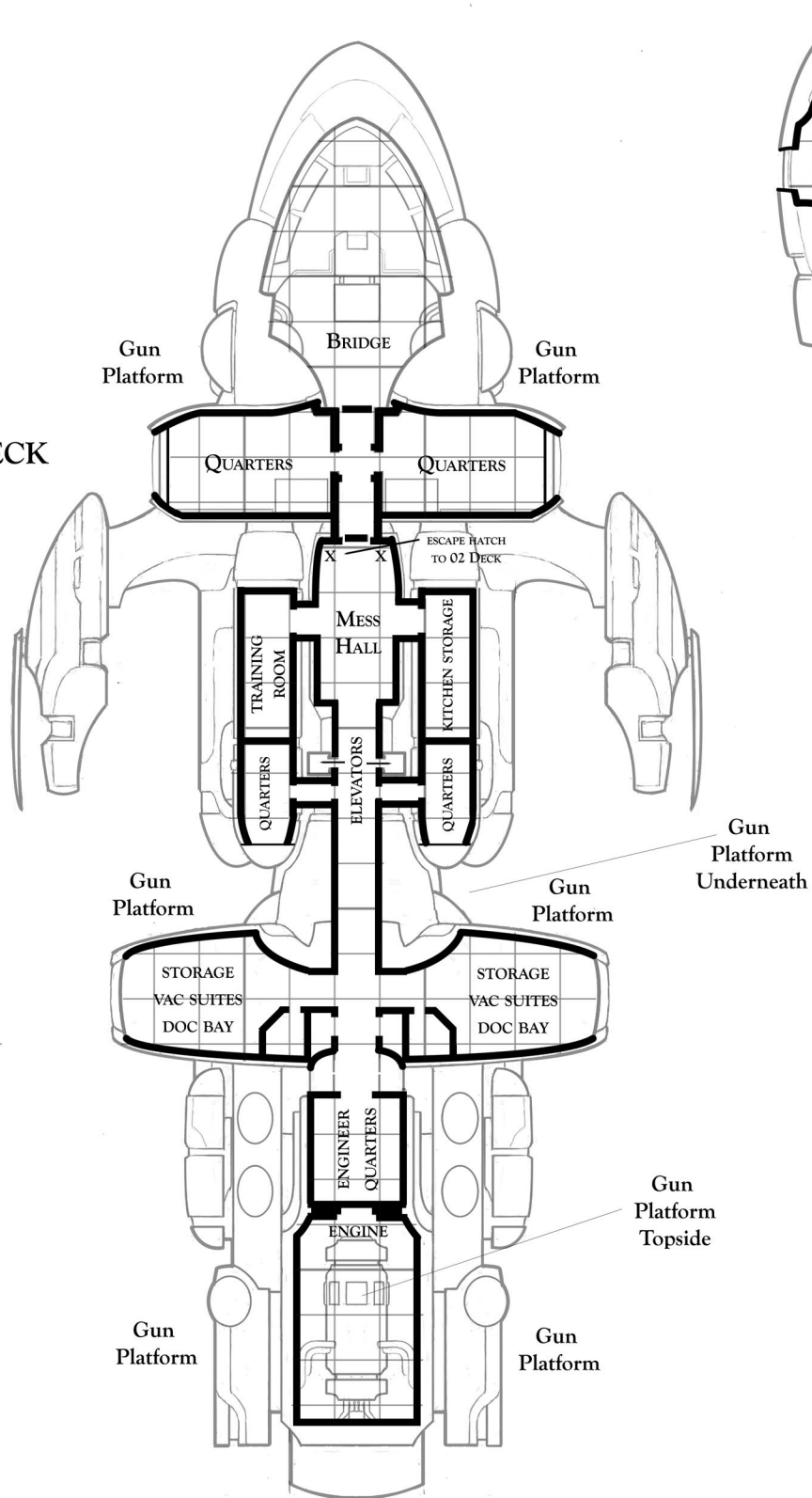
Locking clamps secure the table and benches in either the upright position or when stored. Setting up or taking down the table and benches requires about 5 rounds. To date, the Captain has found no need to store the table or benches and all remain in place.

The Mess has closed cabinets for storage of plastic dishes, mugs, cups, and silverware. It is possible to unmask and recycle any of these items.

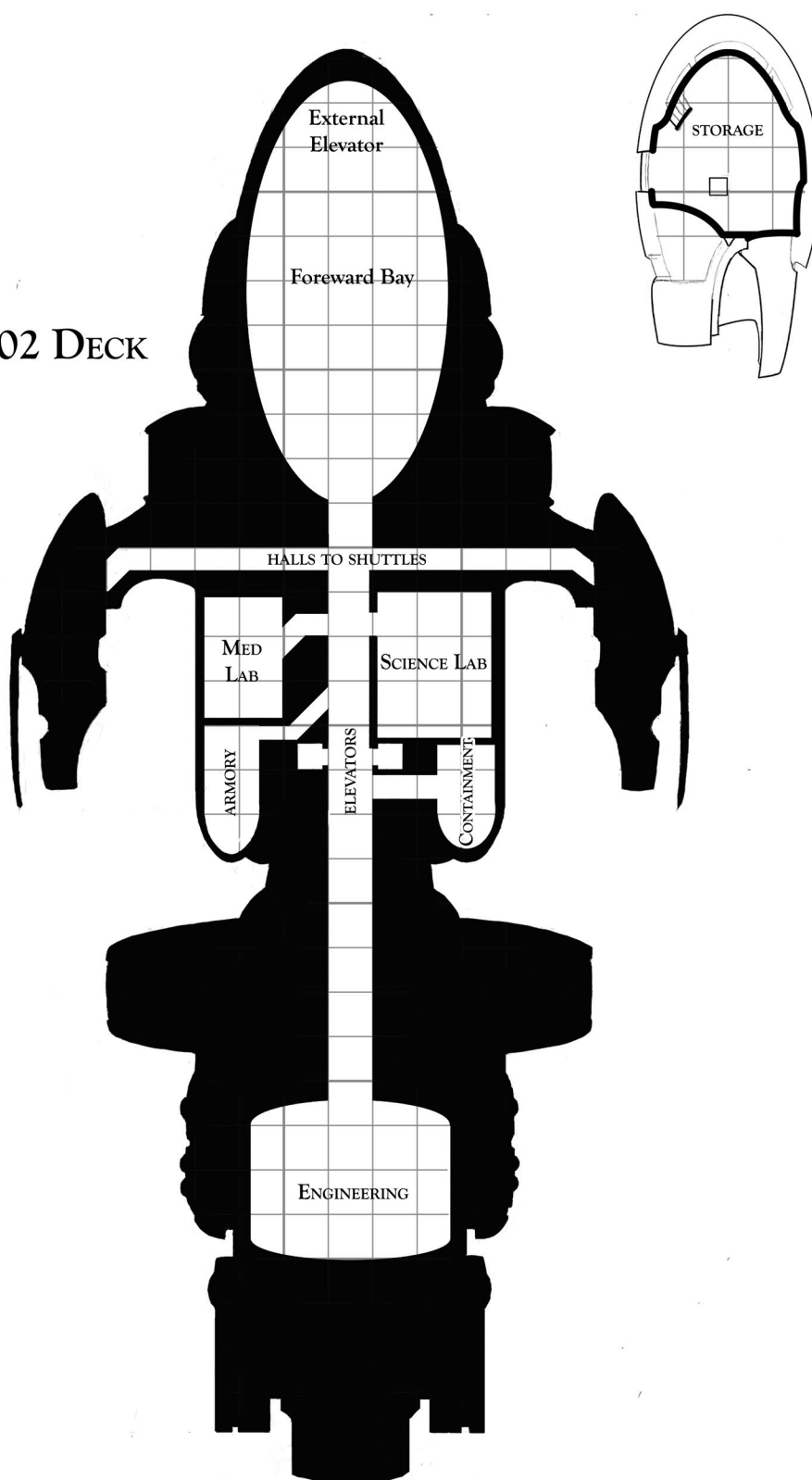
Several smaller and one large central light allow for dimmed lighting or floodlight in the entire room.

Maintenance: All crew members must clean up after use in the Mess hall. Diners must hand over any recyclable material to one of the drones so that the drone can carry it to Recycle Plant for unmasking.

01 DECK



02 DECK



Two emergency oxygen tanks and masks are located by the main exits.

Emergency Hatches: There are two hatches in the floor of the Mess Hall that opens into the corridor that runs to the two shuttles. Both of these hatches serve as an evac route for crew members if they must escape the ship quickly.

KITCHEN

Set off from the Mess Hall the Kitchen contains all the necessary hardware to prepare and cook meals. Several sinks, a long counter, steam washer, cabinets with keyed drawers all line the room. These contain a wide variety of spices and condiments for food preparation. They also contain a small mountain of dried foodstuffs for cooking.

The kitchen has microwave ovens but one small traditional grill that allows grilled food.

An emergency oxygen tank and mask hang on the wall near the door.

Fresh Food: The vegetables and herbs grown in the Hydro-Agri Unit (in the Science Lab on 02 Deck) supplement meals with fresh food. Two incubators in the kitchen allow for growing fresh meats as well.

Meal waste is dumped in the Reclamation Unit and recycled into food, fertilizer, or water.

The kitchen has a set of metal stairs that lead down to 02 Deck.

An emergency oxygen tank and mask hang on the wall near the door.

Supplies: In all the Goya carries 60 days' worth of dry food for each crew member. Water is recycled regularly from waste, bathing, and cleaning. With supplements from the incubator and Agri-Unit, a crew of six can remain in the space for up to 90 days comfortably. Rationing food extends this considerably.

TRAINING ROOM

A training or exercise room lies just off the Mess Hall. The room comes complete with retractable exercise equipment, two different weight lifting sets, a treadmill, and a bike. The weights are not free weights but pressure plates that call for the occupant to push and pull. A scale floor plate offers the crew a place to weigh themselves and a Drone occupies the room to conduct on-the-spot metabolism scans.

All equipment stores in the walls of the room. Any equipment left untended for 10 minutes automatically retracts into the wall. In this way, the room remains clear of gear and the chances of something coming unmoored in an emergency are greatly reduced.

CREW QUARTERS STARBOARD

Starboard Crew Quarters consist of a regular bunk and a small floor area. The quarters include a latrine, a small fold-out desk or table for work and eating. A footlocker under the bed for storage as well as lockers above. There is a holographic screen

connected to the ship's computer allowing access for work and information as well as pleasure. The screen is voice and touch-activated. The holographic screen appears in front of the viewer, whether seated or lying down.

An aft window allows the occupant to see the rear of the ship or the sky above. As will all windows in the Goya, the occupant can choose to dim or lighten the window tinting from off to 100%.

An emergency oxygen tank and mask hang on the wall near the door.

CREW QUARTERS PORT

Starboard Crew Quarters consist of a regular bunk and a small floor area. The quarters include a latrine, a small fold-out desk or table for work and eating. A footlocker under the bed for storage as well as lockers above. There is a holographic screen connected to the ship's computer allowing access for work and information as well as pleasure. The screen is voice and touch-activated. The holographic screen appears in front of the viewer, whether seated or lying down.

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PORT ELEVATOR

The Port Elevator holds one comfortably but there is enough room for two and even three if necessary. As soon as the doors close the elevator moves rapidly to the opposite deck. It takes 1 segment for the door to close or open and 3 rounds from the door closing to traverse floors.

STARBOARD ELEVATOR

The Starboard Elevator holds one comfortably but there is enough room for two and even three if necessary. As soon as the doors close the elevator moves rapidly to the opposite deck. It takes 1 segment for the door to close or open and 3 rounds from the door closing to traverse floors.

DOCKING BAY STARBOARD

The Starboard Docking Bay possesses an antennae hallway and portal that extends 30 feet out from the ship, allowing connections with other ships or port facilities. Beyond the doors lies storage for 4 vac suits, tools, 4 oxygen tanks with masks, and spare parts for minor repairs on the outside of the ship. Other items are often stored in the Bay as well.

Two sets of bay doors allow for a pressurized chamber when exiting and entering the Goya. Each door opens only with two buttons pushed on the operator's panel at the same time. The doors cannot be open at the same time. A turn-key lever lies beneath the operator's panel on each door in case of catastrophic failure.

The doors themselves are 4 feet wide and 7 feet tall and circular.

DOCKING BAY PORT

The Port Docking Bay possesses an antennae hallway and portal that extends 30 feet out from the ship, allowing connections with other ships or port facilities. Beyond the doors lies storage for 4 vac suits, tools, 4 oxygen tanks with masks, and spare parts for minor repairs on the outside of the ship. Other items are often stored in the Bay as well.

Two sets of bay doors allow for a pressurized chamber when exiting and entering the Goya. Each door opens only with two buttons pushed on the operator's panel at the same time. The doors cannot be open at the same time. A turn-key lever lies beneath the operator's panel on each door in case of catastrophic failure.

The doors themselves are 4 feet wide and 7 feet tall and circular.

EXITING THE SHIP IN SPACE

Between the external and internal doors are 2 50-foot self-recoiling tethers built into cases in the wall. Outside the ship, on either side of the external door are two 1000-foot self-recoiling tethers stored in panels. Exiting the ship to enter space requires passing through the internal door and hooking to the 50-foot tether. The internal door is closed, and the external door is opened. The tethered crew member exits the ship, attached to the 50-foot cable, and then attaches themselves to the 1000-foot cable. At that point, the 50-foot cable is unhitched and pulled gently so that it recoils back into its case. The crew member then can move down the length of the ship to make necessary repairs. To reenter the ship the crew member reverses the procedure.

The side of the ship is generously supplied with ladder rungs, hand and foot-holds so that anyone climbing on the outside of the ship can easily navigate to their destination. The greatest risk lies in the tethers becoming entangled with something on the outside of the ship, such as antennae, relay disks, etc. Making a successful dexterity check (CL 0) for every 100 feet traversed keeps one from becoming entangled. Anyone moving extra cautiously, watching their tether and possible impediments gains a +6 on their check. Anyone entangled must simply retrace their steps and untangle the tether.

DOCKING BAYS, EQUIPMENT

Stored in lockers in both docking bays are the following items:

Binoculars, x 3

Canteen, 1 quart, x 8

Cigarettes, 12 cartons

Cigarette lighter, x 25

Climbing Gear (includes cable, harness, lanyard, spikes, grappling hook)*, x 2

Cooking/mess kit, x 4

Grappling Hook (without rope)**, x 6

Handcuffs, x 6

Heavy blanket, x 20

Matches, box of 50, "strike anywhere", x 100

Medical case (Doctor's "black bag," including stethoscope, various medicine samples, a scalpel, sutures, tape, a syringe, thermometer, etc.), x 2

Flashlights, small, x 10

Flashlights, large, x 10

Search Light, Mounted, x 1

Pup tent, two-man (7' x 7'), x 4

Rope or cable, 50 ft., x 10

02 DECK

02 Deck consists of the Science Lab, Medical Lab, Quarantine, Armory, and Forward Storage Bay. As with the 01 Deck, the floors consist of grated metal planking, the walls of light alloy panels that allow for access to the ship's components.

Running lights line the floors of the halls, kitchen, mess, and training room. These lights are small, only casting a dull blue-white light in the area, but they keep the ship perpetually lit. Ceiling lights come on when humanoid creatures enter the area. To override either of these requires access to the Bridge or Engineering consoles.

FORWARD BAY STORAGE

The Forward Bay Storage contains most of the normal stores of the Goya. All salvage goes here as well. The Bay has one large elevator that lowers from the bottom of the ship. The elevator has one large door and is otherwise enclosed. It is located at the front of the ship, extends outward at an angle. This allows for maximum use of space in the Forward Bay Storage.

Once loaded with supplies or salvage, the door closes, the elevator lifts back into the bay, is depressurized, and then offloaded into the bay. The elevator contains multiple hooks for D Rings, a magnetized floor to hold material, self-recoiling straps to tie material down, keeping it from floating off and into space. The elevator is 12 feet wide and 20 feet deep.

Currently in the Storage Bay are the following:

All-Terrain Vehicle, six wheels, retractable cover. Seats six. Two steering wheels. Runs on electric power. The vehicle is unarmored and carries no guns, though it does have a gun emplacement built into the canopy. Normally would carry a heavy machine gun or rocket launcher.

Note: Parts for the assembly can be fabricated by the 3d Printer and the RPG in the Armory mounted here.

A 20th century 1947 Harley Davidson WL, pale yellow motorcycle with bags. It is gas-powered, very rugged, and can achieve speeds in excess of 100 mph. It generally gets 45 miles to the gallon. The tank holds 5 gallons of gas. The tank is currently empty though there is 1 five-gallon can of gas that sits in the Storage Bay.

60 Days of Dried Food (this is not in addition to what is stored in the kitchen)

STARSIEGE 12



4 Barrels of bear

10 Vac Suites

100 30-foot spools of quarter-inch plastic for the 3d Printer

3 serviceable drones that have never been activated

10 coils of rope, stored in a locker. Each 100 feet long

5 retractable, metal 10-foot poles

4 extra medkits

Two emergency oxygen tanks and mask hang on the wall near the door.

MEDICAL LAB

The Medical Lab houses state-of-the-art medical equipment, including such items as the Renet Remote Surgical System, KCMD Neurologic Functional Kit, Critical Healing Organ Tray, an MRI Scanner, CT, and other scanners. It is fully stocked with medical supplies from bandages to synthetic blood and tissue. For a complete list see below.

The Recycle Plant can replace much of the material in the Med Lab equipment list.

The Med Lab has three adjustable beds that allow patients to sit or lie down. Each bed is set apart and comes with a cross-sectional retractable containment dome. Surgery equipment and scanners are housed in the ceiling, reaching each bed through a track system.

The Med Lab need not have a medical doctor in charge as the automated system performs all functions necessary to health and healing. The Marionette Drones assist in carrying and moving immobile patients. However, the Med Lab functions far better with a human or android in charge to better direct patient care as the automated system at times lacks the necessary compassion to treat patients. The Goya's standard protocol calls for one individual to be given charge of the Med Lab with all

the necessary instructions on what the machines can do and are designed to do, and their various limits.

Crew members are each required to donate a tissue sample to the Med Lab for processing so that the lab can grow tissue cultures to use as a basis to grow skin in order to replace damaged skin, patch wounds, and otherwise heal the patient. They are subjected to a range of neurologic and psychological tests to establish a mental baseline for reconstruction. They must undergo a complete body scan to store all the individual's biometrics so that surgical software and reconstructive units can return wounded patients to a normal state.

Skin Wounds: Using the Renet System replaces damaged skin and after an hour's worth of surgery and two hours of rest, the patient heals 1d8 points of damage. There is minimal scarring and what does show fades in a few weeks.

Major Damage: The Med Lab can replace damaged organs and patch massive wounds with the Critical Healing Organ Tray. This device, using the DNA tissue samples, grows organs to replace those damaged in combat or otherwise. Growth of the organ takes roughly 1 day and the operation that follows 2 hours. The patient remains sedated the entire time and kept on life support. The CHOT system heals 3d8 points of damage.

Head Wounds: Major wounds to the brain are difficult to heal, but the KCMD Neurologic Functional Kit repairs most damage removing pressure from the brain from swelling and skull damage, repairing soft tissue, and routing synaptic communications to return the patient to normal function. After an 8-hour surgery and testing period, the patient must make a constitution save (CL determined by the CK, dependent upon the damage) at a bonus of +10. The KCMD also heals trauma associated with hallucinations, toxins, poisons, or other mind-altering effects, giving the patient a +10 on saving throws to overcome any lingering effects.

Bone Damage and Severed Limbs: In order to repair and restore bone from massive bone damage a bone culture is removed from the wound and placed into the CHOT. The graphs rebuild the bone within 8 hours. The CHOT replaces severed limbs similarly, using cultures and the initial patient body scans. The CHOT fully replaces limbs and crushed bones within 12-24 hours. Because the procedure is so painful the patient CHOT system immobilizes the patient through an induced coma. Recovery is long, taking several weeks before the limb is fully functional unless the KCMD is used in which case normative responses return in 24 hours post-op.

Unscanned Patients: The Med Lab equipment works on unscanned patients, however, quadruple the time for repair and reconstruction. The Med Lab is poorly equipped to deal with non-human life forms, aliens, and similar creatures. However, it is designed to adjust to new challenges and can fabricate independent cultures, tissues, bones, and other organs. Reduce all healing by half and saving throw bonuses by half and double CLs where alien life is concerned.

Cryogenics: The Med Lab has two enclosed compartments designed for any patient who dies on the table or who arrives at the Med Lab within 1 hour of death. Placing the deceased in the containment box requires human intervention. Once interred and the box sealed the patient becomes cryogenically frozen. The body remains in a frozen state until removed and thawed, at which more point more advanced facilities may bring the individual back to life (this is rare, as most have suffered catastrophic brain damage, never returning to their natural or original state).

An emergency oxygen tank and mask hang on the wall near the door.

EQUIPMENT IN THE MED LAB

4 mobile surgical kits with bandages, antiseptics, adrenaline.

Syringes, cannulas, and needles – all sizes and types; including kits

Catheters – all sizes and types; including kits

Coils, guidewire

Guidewires, all

Medical tubing or hoses less than 2" diameter; including associated adaptors, connectors, caps, clamps, retainers, brackets, valves, washers, vents, stopcocks, or flow sensors; and peristaltic pumps with flow rates of less than 600 liters/hr for such tubing (note: does not include tubing made of butyl rubber or greater than 35% fluoropolymers)

Endoscopic devices including laryngoscopes, laparoscopes, anascopes, proctoscopes, arthroscopes, sinusscopes, dematoscopes, ophthalmoscopes, sigmoidoscopes, otoscopes, retinoscopes, or colposcopes

Blood pressure monitors, gauges, cuffs, aneroids, or infusors

Monitor for glucose management

Medical defibrillators

Medical lavage systems

IV sets, bags, and arm boards

STARSIEGE 14

Medical penlights

Stethoscopes

Speculums

Medical scissors

Forceps

Single-use medical procedure trays and kits

Medical diagnostic kits, point-of-care; including EAR99 reagents

Reflex hammers

Blood lancets

Earplugs and muffs

Otology sponges

Ear syringes

Clinical swabs, applicators, specimen collectors, sponges, pads, tongue depressors, wooden spoons, cotton balls, or cotton rolls

Antiseptic wipes for human use (including alcohol, antimicrobial, benzalkonium, betadine, iodine, and witch hazel)

Splints

Canes, crutches, walkers, rollators

SCIENCE LAB

The Science Lab lies on 02 Deck consists of the Lab itself, a Hydro-Agri unit, and the Recycle Plant. There are two Marionette Drones stationed in the Science Lab, designed to assist anyone working here, to administer the plant needs, maintain cleanliness, and other duties.

An emergency oxygen tank and mask hang on the wall near the door.

The Lab: The laboratory is a standard lab for processing samples, analyzing chemical and other data, or testing materials. There are several retractable tables, chairs, a cleansing station, filtration area. The lab includes a small vacuum 2 x 2-foot vacuum chamber, mass spectrometers to confirm trace components of material, chromatograph that allows separation of gas and liquid, titrator to determine the amount of trace substance, particle size analyzer to dissect the nature of solids, and an elemental analyzer to break down the molecular composition of inorganic matter.

Baeric Table: There is a retractable table, a Baeric Table, in the center of the lab that lowers into the floor when not in use or desired by the lab tech. The control panel to raise and lower the table lies on the far wall. Once lifted into place it is automatically locked so that it cannot suddenly fall back into the floor during emergencies. The locks, once locked, only release manually through the use of foot pedals located on each corner of the table.

The Baeric Table, named after its inventor, is a table designed to serve multiple functions. It is 8 feet long and 3 feet wide. It possesses several straps for strapping down both living

and inorganic matter. The table itself has several operation components that include four arms that extend from beneath the table, two on either side, that in turn have multiple functions, from laser cutting, welding, extracting, injecting, and other similar functions. The table is operated from a holographic control panel that the user uses while moving about the room.

Hydro-Agri Unit: This Agri Unit, also located in the lab, is comprised of 16 square feet of three stacked tables, with heat lamps built into the bottom of each table. Ten rows, each twelve feet long line each of the tables, the rows consist of 8-inch-deep cups that contain enriched soil. A wide variety of plants grow here. The heat lamps serve as a light, and hoses built into the cups release the prescribed amount of water.

The Hydro-Agri Unit provides the crew with a wide variety of fresh, non-synthetic vegetables for healthier meals.

Called “the farm” by crew members and provides green beans, carrots, lettuce, asparagus, and other vegetables as needed. A specialized drone attends the farm, making sure each plant receives the necessary light, heat, and water. The agri drone is a hovering drone and though takes reasonably good care of the crops, occasionally becomes overzealous in its attendance.

If left unattended for more than 5 days the drone may begin to ramp up its aggressive care over watering and exposing the plants to too much heat and light. Allow an equipment check to determine if the drone over farms (CB 12, CL 1 per day beyond 5 days of human attendance). A failure means the drone destroys the crop in 2-3 days. If a crop is ruined, it requires 7-10 days to grow a replacement crop.

The crops grow enough rations to supplement those brought on deck to the tune of one day’s worth of rations per six crew members a week.

Recycle Plant: Located in the Science lab the recycle plant consists of a large 3d Printer, 12 large spools of plastic, a reclamation vat, and a sink and work table. The printer manufactures any item smaller than 4 feet long and 2 feet thick. Any items larger than the print tray are printed in parts and assembled afterward. It cannot print gun powder or any chemicals.

The reclamation vat melts items, called “unmasking”, making the plastic available for reuse in either reprinting the unmasked item or printing a new item altogether. Generally, products printed with unmasked plastic suffer a -1 on breakage checks.

The machine prints at 1 cubic inch in five minutes. Items are durable and can withstand any normal stresses. Continual use of the printer for over 5 hours runs the risk of stressing the printer. Upon a failed check (CB 12, CL equal to one per hour of overuse) and the machine breaks. The lab keeps one spare for each part of the printer for wear and tear. Of course, if these are not replaced after use the printer runs the risk of becoming inoperable until a suitable spare part is found or fabricated.

The Goya’s computer system printable files for all parts of the Goya, including parts for the 3d printer, allowing onboard repairs and replacements.

PORT ELEVATOR

The Port Elevator holds one comfortably but there is enough room for two and even three if necessary. As soon as the doors close the elevator moves rapidly to the opposite deck. It takes 1 segment for the door to close or open and 3 rounds from the door closing to traverse floors.

STARBOARD ELEVATOR

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CONTAINMENT

This small room serves several purposes, both a holding cell for prisoners, salvage survivors, and crew members and as a quarantine area. The hall door is always locked and leads to a short corridor that ends in a second door. This door locks and seals upon entering the correct code. The doors have windows, allowing clear visibility into the corridor and the room.

The wall and floor panels consist of one large, sheet of molded alloy, meaning there are no hatches, panels, or other methods of escape. The ceiling is attached and sealed, leaving only the four shower head openings as breaks in the room and each of these is only 2 inches across.

Anyone who enters the room undergoes a biometric scan and these renderings are relayed to the Captain and crew. Sensors in the room alert the Bridge of any movement or changes in occupation.

The door to the containment room possesses double locks and is twice as heavy as normal doors. Forcing the door is next to impossible without shape charges. The door also has a Pulse Ward, that, once activated, inflicts 1d8 damage to any who attempt to cross through it. An operator controls the room’s temperature. The room allows for temperatures up to 150 Fahrenheit and down to 20 degrees Fahrenheit.

Within the room is one metal, non-retractable bed without bedding. Once toilet that folds into the wall unit. Beyond that the room is unfurnished.

Gas Deployment System: A set of four sprinkler heads in the ceiling can deliver several types of gas. The heads deploy from the ceiling and release gas or liquid, as the user desires. Once the agent is released the sprinkler heads retract into the ceiling.

Nerve Agent: Nozzles, located in the ceiling release a nerve agent that incapacitates any who breathe it. Once the nerve agent releases into the room, any occupants without protection must make a successful constitution save each round they remain in the gas or pass out. For each round they remain in the gas they suffer a -1 to their saves. The minuses are cumulative.

Decontamination: The sprinklers can, if desired, shower the room in decontaminate, a combination of sterilizing and

cleansing agents. This agent destroys and remnants of nerve agent sprayed into the room.

ARMORY

The armory lies in the belly of the ship, protected by two large locked and sealed doors. Within are a wide variety of weapons, armors, suits, ammunition, and other military gear. Access to the Armory lies in the purview of the Captain and Alice Winters. A special access code grants entry to the Armory. Entering the Armory triggers a biometric scan of the individual by the ship's computer, which stores the information.

Whenever the door to the Armory opens the Captain receives an alert via his comms. The alert relays the biometrics of the individual and the name if known. The Captain, can if desired, dampen this notification so that they do not hear it.

An emergency oxygen tank and mask hang on the wall near the door.

The carefully organized armory contains weapons wracks, retractable lockers with ammunition and supplies. Protocol calls for storing weapons unloaded. Several crates of ammunition attach to the floor through magnetic bands.

- 12 MG67 Rifles, Heavy (Slug)
12,000 rounds of ammunition
- 12 MG72 Rifles, Light (Slug)
8,000 rounds of ammunition
- 2 PC 01 Sniper Rifles (Slug)
1,000 rounds of ammunition
- 1 Carrie M48 Particle Beam Rifle
4 Battery Packs
- 1 WT06 Grenade Launcher, Heavy
24 Grenades
- 8 FDG 9mm Pistols (Slug)
8,000 rounds of ammunition
- 8 Long Knives
- 8 Sabers
- 48 Shape Charges
- 1 Crate Hand Grenade, 24 total
- 1 Crate Flash Grenade, 24 total
- 1 Crate Phosphorous Grenade, 24 total
- 1 Crate Tear Gas Grenade, 24 total
- 6 suits of Armored Coats
- 2 suits of Infantry Combat Armor
- 4 Ballistic Vests
- 12 bandoliers for Ammunition
- 12 Night Vision Goggles
- 12 personal medkits
- 12 Direction Locators
- 12 Decontamination Sprays

STARSIEGE 16

12 General Purpose Gas Masks

8 Reinforced Ruck Sacks

ENGINEERING

Engineering lies in the belly of the ship, beneath the massive Axlied Propulsion System. Here the Engineer has their bunk as well as personal storage, tools, equipment, and a small latrine. Two sets of doors seal the Engine room from the rest of the ship, keeping it from suffering collateral damage.

The bunk and personal room lie on the starboard side of the ship. A gallery of drawers line the port side, containing the many tools that the Engineer needs to maintain the ship and all its operating systems. Two narrow hatches, located in the center-left and center-right of the ceiling, allow an individual access to the engines above, allowing them to affect repairs and maintenance as needed.

In extreme need, the engineer can open the ceiling, detach the bulk of the Axlied Engine from the ship, and mechanically lower it into the open bay, allowing easier access or major repairs. Lowering the engine takes 10 rounds.

There are four vac suits stored here as well as 7 days of dry food and a small water reclamation center.

Engineering comes equipped with a separate life support system. It is normally in a neutral mode, allowing the area to integrate with the Goya's normal life support; however, in times of need, one can seal off the main room, power up the life support and 1-2 people survive here for roughly 10 days.

An emergency oxygen tank and mask hang on the wall near the door.

GUN PLATFORMS

There are eight Gun Platforms with automated gun turrets on the Goya, located as follows:

- 1 off the corridor the Captain's Quarters
- 1 off the corridor to the Pilot's Quarters
- 1 Topside Starboard Docking Bay
- 1 Topside Port Docking Bay
- 1 Starboard Engineering
- 1 Port Engineering
- 1 Mounted Top Engineering
- 1 Mounted Bottom Forward of Engineering

Access is gained through small service ladders or hatches in the room or corridor next to the platform.

Each platform carries twin rail guns. The platforms, one , several or all, deploy upon the Captain or Acting Captain's command. Once deployed crew can turn over fire control to the Goya's onboard computer or take manual control in the fire seat. The guns fire metal or, if desired, dense plastic projectiles fabricated

in the Recycle Plant on the 3d printer. The guns fire separately, first one barrel then the next to allow for better stabilization and target spread.

The turrets themselves consist of a small ball incased in thick plexiglass mounted to the rear of the rail guns platforms. But the rectangular-shaped rail guns telescope 12 feet out from the ball. A holographic computer display opens before the gunner (if they are in the ball) allowing them to communicate with the ship, access targeting acquisitions, aim over open sites or just sit there and enjoy the evening sky. The guns themselves have a slight recoil that is absorbed by shock pads, allowing the ship to maintain its course and stability.

Manual operation requires the gunner to mount in a cramped seat in the ball turret and take command of the fire and control system. Targets are tracked through enhanced visual tracking systems, allowing the gunner to fire over open sights up to 5 miles distant from the ship.

The rail guns fire several types of rounds: standard, cluster, heat, and kinetic energy penetrator.

Standard: These are standard rounds that inflict 3d8+5A points of damage to a vehicle or person.

Cluster: These rounds open up after a predetermined distance into multiple small rounds. Designed to strike multiple targets in an area. Anyone or thing struck with the projectile suffers 2d6+6 points of damage.

Heat: Heat round's cone-shaped head penetrates deck siding and armor and propelling a superheated molten jet into the target inflicting 3d10+3 points of damage.

Kinetic Energy Penetrator: a super-dense projectile that strikes the enemy at extreme speeds. The kinetic energy created by its mass and velocity wreaks horrific damage. Damage from such a round inflicts 10d6 points of damage to a vehicle.

These rounds exist in limited quantities. Rounds are stored in the forward bay, though limited quantities of the standard round, 100 per gun are stored in the Gun Platform itself. The rail gun is belted and the rounds, stored in large cases are preloaded.

Standard: 5000 Rounds

Cluster: 1000 Rounds

Heat: 500 Rounds

Kinetic Energy Round: 500 Rounds

Fabricating Rounds: It is entirely possible to 3d print standard rounds to use in the rail guns. However, they lack the mass and density of the standard metal round, inflicting half damage.

TORPEDOES

The Goya carries four Class H Heat Sync Torpedoes. These possess a range of 25 miles and either follow a marked target or track heat. They strike for 4d6 damage.

DEFENSIVE FLARES

The Goya can release two separate sets of heat flares designed to confuse and attract incoming torpedoes and missiles. When deployed they give the Goya a +10 to her AC.

MARIONETTE DRONES

The Marionette Drone Series L is a sophisticated inter-reactionary robotic drone network. Series establishes a networking protocol between two or more drones. The number of drones in the Network is theoretically limitless, however, its optimal operations call for 12-15. Their design allows them to communicate with each other, the ship or docking bay computer systems, as well as biological or android personal placed in charge of them. Each of the Series L Drones possesses self-learning capabilities and makes adjustments to their programming as desired. Furthermore, they learn from each other, becoming increasingly proficient at tasks under non-lab-tested environments, such as onboard ships.

The Series L Drones possess a rudimentary personality as well. Recommendations call for naming them and communicating with them as one would communicate with another human, preferably a friend or trusted assistant.

The Series L Drones appear as disks, not unlike a freebee, a little over 12 inches in diameter. Shaped vaguely like a cone, the edge of the drone is roughly an inch thick but quickly rises to 8 inches at the center. The top of the drone is smooth and metallic; however, the undercarriage possesses a large array of small, but very strong arms that extend to conduct necessary tasks. There 13 arms in total. They have a variety of endings from clamps to magnetics and hooks. Each allows the drone to perform a wide variety of tasks.

Power: Powered with long-lasting rechargeable iergild batteries the drone has a cell life of 30 days and a cycle life of 500 (this is the number of times it can be recharged), though sometimes the cycle life can extend further. The Series L drone detects when their charge reaches 10% and then recharges.

Communications & Scans: The Series L possesses verbal communications skills and a complex series of scans that allow it to "see" what is going on around it. Through its connection to ship software, it learns the biometrics of individual crew members and speaks to them by name. Their speech is always formal such as "Captain Mayfield. You have a severe wound to your parietal bone that may be putting pressure on your parietal lobe causing delirium and confusion." It is possible to teach them slang but requires time and effort.

Series L Drone *(These mechanical constructs possess vital stats of AC 11, HD 2, HP 12. They have no primary attributes. They cannot defend themselves except through flight. They move at 20 feet per round. Each drone can deliver an electric shock up to 5 feet from it, once every 10 rounds for 1d4 points of damage.)*

Each of the 12 drones on the Goya possesses a name and vague personality traits. The three that are in the Forward Shipping Bay have not been named or programmed.

Elizabeth: Very perfunctory, speaks slowly, and hesitates for 1 full round before taking any action. Elizabeth has learned to seem to be thinking before taking an action.

Amy: Rarely speaks unless spoken directly to, responding to questions mostly. Amy constantly scans, as if being observant.

Darlene: Possesses an artistic bent. Enjoys discussing art or the nature of art as captured in living moments. Struggles with poor metaphors making communication somewhat challenging.

Gina: Speaks very quickly and decisively. Gina tends to fly faster than the other drones, spending energy quicker but far more reliable. Any attribute checks made with Gina's assistance gain the character a +1.

Mila: Mila tends to double-check all calculations, counting and recounting supplies and other items of note, such as the amount of sedative to give a human. This makes Mila's assistance in the Medical Lab and Science Lab vital. Any work there with her grants a +1 to all checks.

Chloe: An early motor failure created a level of fear in Chloe so the drone remains near a charging station unless ordered otherwise. If it leaves the station on a mission, it returns immediately upon completion.

Ezekiel: The drone spent a great deal of time in the Captain's quarters 'reading' philosophical tracts to Captain Mayfield. Several years of this has rewired the Drone's thought process so that it possesses, or so it assumes, a superior understanding of Fate and the troubles of humans.

Dylan: The favored of the ship's Construction Engineer Dylan desires to discuss the ship's inner workings constantly. Remains in Engineering assisting the Engineer in equipment maintenance.

Miles: An unassuming drone that seems to work normally with little or no defined personality traits. However, the drone is more than a little obsessed with ancient battles and tactics. Though Miles does not discuss this openly (though it will if exposed to such a conversation), it does actively join any combat, giving everyone in its vicinity a +1 on all combat roles.

Lucas: The drone is a bit slow in learning and speaks rarely except to utter puns and poorly constructed jokes. Lucas works harder than any other drone and finishes any labor it is involved in earlier than expected.

Daniel: After several trips to the outside, Daniel developed a love of the open space. It always volunteers for jobs outside the craft. When used thus any checks outside the Goya gain a +1.

Isaac: Isaac developed a distaste for how slow humans react to situations and constantly seeks to improve them through advice and help. It tends to be a bit of a nuisance though is a competent working drone.

Note: The three drones that went mad and reconstructed Captain Mayfield are Isaac, Mila, and Darlene.

SHUTTLES

There are two shuttles aboard the Goya. They are the ship's primary contact with moon and planet surfaces as the ship itself is not designed to leave orbital space. The shuttles seat 6 comfortably and carry enough food and water to keep six crew members alive for a week's time. One gains access to the shuttles through the lateral corridor on 02 Deck. The shuttles possess no external armaments.

SHUTTLE: ATROPOS

The Atropos is one of two shuttles on the Goya. Named by Captain Mayfield after one of Francisco Goya's Black Paintings, it consists of a forward flight compartment, primary room, two sleeping berths that hold two individuals, and a latrine. It contains enough food and water, with a water reclamation system to keep 6 crew members alive for one week. It possesses retractable rotor blades allowing it to navigate difficult terrain and gain lift in impossible conditions. Twin nuclear-powered engines allow rapid and almost continuous movement. The Infante can survive deep space travel. A small weapons rack and two armored vac suits round out its equipment. The Atropos possess lavish decorations, with carpets and tapestries, and possess a complete sound system built into the primary room and sleeping berth. The Captain uses it as a guest room when in dock.

Equipment Malfunction: The Atropos has a problem with her engines and often fails in flight, leaving the craft adrift. The Captain realized this early on and quit using it for fear of the craft leaving him stranded on the surface or in space. That is the reason he turned it into an extra compartment. Repairing the shuttle will cost about 5,000 credits. It is possible to fix the craft but doing so requires some skill (CL 12).

Anyone who takes off in the shuttle runs the risk of equipment failure. With a cold start or after continual use for 1 hour the shuttle must make an equipment failure check (CB 12, no bonuses or CL). Failure means the engines cease working and the shuttle begins to drift or fails to turn on entirely.

SHUTTLE: THE DOG

The Dog possesses all the facilities of the Atropos though possesses no flair or decorations. Named after another of Francisco Goya's Black Paintings, The Dog, it serves as the Goya's workhorse. It conducts all surface visits, docking with other ships and attaching to salvaged ships. Because of this, it is beaten up, both inside and out. It is highly functional.

CHARACTER PREGENS

Expand and develop the following five pre-generated characters as desired.

CLARK RICHARDSON

Ace mechanic, engineering whiz, and gadgeteer. He grew up on a ship and is very at home in deep space.

Appearance: Dark brown hair, brown eyes, a broad, rather calm demeanor. He generally wears a simple jacket over shirt, pants and boots.

Abilities:

Class/Level: Gadgeteer 1

Abilities: Str 10 (0) Dex 16 (+2) Con 13 (+1) Int 18 (+3) Wis 13 (+1) Cha 11 (+0)

Primes: Str, Dex, Int

Move: 30ft.

AC: 16

BtH: 0

Hit Dice: 1d6

Hit Points: 6

Class abilities:

- Gadgets (See below),
- On-the-fly gadgets (See below),
- Jury-rig (intelligence; can affect emergency and sometimes miraculous repairs and keep broken machines running so long as he constantly is able to tinker with the broken parts)

Fate Points: 1(d8)

Languages: English

Other Gear: Tool kit, utility belt, gadgets (See below)

Gadgets:

- Radium pistol (2d6+4 damage, +5 to hit, malfunctions on a roll of 1);
- Refractive cloaking filter (Lasts for 2d6 rounds before needing a 1-hour recharge; grants +2 AC and +2 to stealth-based checks; while in use, Bucky can add his level to dexterity checks to hide and move silently).

JANET REESE

A practiced aviator Janet Reese feels at home piloting just about any craft as she does anywhere else.

Appearance: Shoulder length dark hair, brown eyes with a roundish face. She carries a half grin most of the time. She prefers a vest over blouse with pants and stout boots

Class/Level: Socialite

Abilities: Str 10 (0) Dex 16 (+2) Con 13 (+1) Int 13 (+1) Wis 16 (+2) Cha 13 (+1)

Primes: Dex, Cha, Int

Move: 30ft.

AC: 17

BtH: +0

Hit Dice: 1d8

Hit Points: 9

Class Abilities (Socialite):

- Ace (Add both dexterity and vehicle bonus to drive/pilot)
- Charm, (Charisma opposed by wisdom; target will act as desired)
- Connected, (Charisma, followed by Wisdom, find a friend or contact anywhere)

Fate Points: 10d6

Languages: English (native) Greek, Spanish, French, Creole

Attacks: Weapons taken from the Armory.

Other Gear: Handcuffs, Notebook and Pen, Camera, Fifth of Bourbon

TRAVIS "HUCKLEBERRY" HARRIS

He grew up in a rough and tumble neighborhood and learned to fight young. Very confident and sure of himself.

Appearance: Slight build, though extraordinarily muscled with green eyes and short cropped hair. Is usually clean and groomed. He wears an old fashioned, thick coat when needed, pants and tshirt.

Class/Level: Pugilist 1

Abilities: Str 18 (+3) Dex 16 (+2) Con 16 (+2) Int 9 (0) Wis 13 (+1) Cha 9 (0)

Primes: Str, Dex, Con

Move: 40ft.

AC: 15

BtH: +0

Hit Dice: 1d12

Hit Points: 11

Class abilities:

- Tough as nails, (+2 to all constitution saving throws)
- Unarmed attack (1d8 damage)
- Unarmed Defense (Gains AC based on the pugilist table)

Fate Points: 10(d8)

Languages: English (Native)

Attack:

Unarmed (punch or kick) 1d8

Slingshot (1d8)

Other Gear: brass knuckles, sling shot, normal clothes, several collectible card games.

LISA RICE

She has spent most of her life studying the arcane on Mars. She is unused to space travel, but does not fear it.

Appearance: Dark-skinned, piercing black eyes, a serious expression, hauntingly attractive with angular features. She wears an ankle-length, sleeveless overshirt she wears over her normal clothes.

Class/Level: Arcanist (Wisdom) 1

Abilities: Str 10 (0) Dex 13 (+1) Con 16 (+2) Int 13 (+1) Wis 18 (+3) Cha 11 (0)

Primes: Dex, Con, Wis

Move: 30ft.

AC: 15

BtH: +1

Hit Dice: 1d6

Hit Points: 4

Class abilities:

- Spellcraft (wisdom; with a successful check, Marie can identify all manner of supernatural phenomena, spells being cast by other sorcerers, or call forth knowledge about matters related to occultism or arcana)

Fate Points: 10(d8)

Languages/Knowledges: English, French

Attacks: Weapons taken from the Armory.

Other Gear: assorted pungent herbs, fetishes, cloth bags, tarot deck, needles, spell components and book of shadows

Spells known:

(0-Level) – *Blinding Flash:* All in 10' radius make Con save or blinded for 1 round; *Detect Magic:* Detect active magical aura and strength within 50ft.; *Detect Poison:* Detects poison in 1 creature or small object; *Endure Elements:* Protects from natural elements/weather; *Message:* Short, whispered communication with another up to 450ft away; *Purify Food/Drink:* Purifies 5 cu. ft. of food or water; *Prestidigitation:* Perform minor effects: clean, color, warm, puff of smoke, etc.

(1st-level) – *Bless:* Allies gain +1 to hit, +1 save vs. fear for 5 min; *Command:* Subject makes Cha save or obeys 1-word command for 1 round; *Cure/Inflict Light Wounds:* Touched target loses or heals 1d8 hit points; *Detect Undead:* Reveals undead within 60ft.; *Faerie Fire:* all in 10ft area glow for 5 min.; +1 hit the affected; negates concealment; *Invisibility to Undead:* Undead cannot see caster for 50 min.; *Turn Undead:* 1d6 undead make wis save or flee for 1 min.

TERRY GALL

He spent several years in the military before resigning his commission. Since then he has worked odd security jobs here and there.

Appearance: Sandy blond hair, a little dishevelled shaves only occasionally. He prefers a leather jacket and tshirt with loose fitting pants and heavy boots.

Abilities:

Class/Level: Raider 1

Abilities: Str 9 (0) Dex 18 (+3) Con 9 (0) Int 16 (+2) Wis 16 (+2) Cha 13 (+1)

Primes: Str, Dex, Int

Move: 30ft.

AC: 17

BtH: +1

Hit Dice: 1d10

Hit Points: 9

Class abilities:

- Cryptolinguist (translate unfamiliar texts with an Int check),
- Disguise (charisma; can blend in with any cultural group),
- Legend lore (intelligence; extensive knowledge of history, myth and legend),
- Traps (set, find and disarm; wisdom),
- Resist elements (+2 to save against fire, blunt, air, cold and electrical attacks),
- Scale (Can climb most surfaces, a failed check does not automatically mean they fall, but do not make progress. Checks that fail by five mean they fall.)
- Survival (Can feed 2-8 in wilderness setting)

Fate Points: 1(d8)

Languages: English (native), Latin, Greek,

Weapons: Weapons taken from the Armory.

Other Gear: Notebook, pen, cigarettes, lighter, knapsack, digging tools, translation codices, 100 yards of twine.

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THE GOYA

The Goya is a cruiser with a crew of just six to eight, whose simple mission is to seek salvage in the furthest regions of deep space. Its sleek design and roguish crew make the Goya the perfect ship to plunder the abandoned hulks that people the known systems.

The Goya is named for the acclaimed Spanish Romantic painter. While many nobles and art patrons knew of his astounding attention to detail, color, and realism, it was his lesser-known works, hidden in the walls of his very home, that revealed a man torn by conflict and one who saw the darkness, chaos, and madness that attend every voyage our species has ever taken....

Welcome to the Goya, your new home.

The Goya is a supplement for the Starship Warden adventure set and Amazing Adventures: StarSIEGE RPG, designed to offer the characters a touching off base and place to regroup as they explore and plunder the mighty ship. However, converting it to any system is relatively easy.



STARSIEGE



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