

WONDERS OF THE COSMOS

FINE & DIMINUTIVE STARSHIPS



RULES FOR USING SMALLER-THAN-AVERAGE
VEHICLES IN TACTICAL STARSHIP COMBAT.

STARFINDER
COMPATIBLE



WONDERS OF THE COSMOS: FINE & DIMINUTIVE STARSHIPS

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WONDERS OF THE COSMOS

Contents

| | |
|---|----|
| Why Include Fine & Diminutive Starships | 4 |
| Game Mechanics | 5 |
| Size Equivalency | 6 |
| Scaling Ships for Smaller Creatures | 6 |
| Interactions | 7 |
| Attacking | 7 |
| Movement | 8 |
| Remote Control | 9 |
| Scanning | 9 |
| Shielding | 9 |
| Example Fine & Diminutive Starships | 10 |

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Based in South Carolina, USA, **Fat Goblin Games** was founded in 2011 to create *Pathfinder Roleplaying Game* compatible products. With a focus on high quality production values and providing a creative environment for our team of freelancers ([The Fat Goblin Hoarde](#)), **Fat Goblin Games** has quickly become a recognized force in the world of Third Party Publishers of not just the *Pathfinder Roleplaying Game* and *5th Edition Fantasy*, but also supporting the *vs. M Engine* and releasing official products for *Castle Falkenstein*, originally published by **R. Talsorian Games**. With hundreds of support books, visual aids, campaign settings, and quality stock art, **Fat Goblin Games** continues to provide exciting content and fantastic worlds in which gamers can immerse themselves.

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» WHY INCLUDE FINE & DIMINUTIVE STARSHIPS

"This is Red Five, I'm going in!"

"What happens if they board us?"

"If they take the ship they will rape us to death, eat our flesh, and sew our skins into their clothing, and if we're very, very lucky, they'll do it in that order."

"There are no reserve Vipers, everything is on the board already. Now we play for all the marbles."

"Terrific. I'm about to get killed a million miles from nowhere with a gung-ho iguana who tells me to relax."

The "barely-able-to-fit-one-pilot" fighter ship, or an "indestructible starship," and the "last hope of *insert-species-here*" are all common tropes that is used in science fiction (and similar against the odds situations in other genres) that is often representative of the culmination of "The Hero's Journey" in a story. The former turned hero in a moon sized space station's central trench, the hero aboard their specially equipped star fighter, or a certain tougher than nails heroine inside her very small fighter, each of these heroes bet against the odds in their woefully small vehicle to take on almost incalculably larger vessels (or even armadas) and win. The *Starfinder Roleplaying Game* includes starships from Tiny to Colossal in Chapter 9 in the Building Starships section of the *Starfinder Core Rulebook*. This unfortunately does not give options for Fine or Diminutive sized ships, such as a spy ship or a ship scaled for pixies. Lifeboats and escape pods would also be encompassed under the Fine and Diminutive sizes and are mentioned in the *Starfinder Core Rulebook* but they aren't statted up (as they don't really have any combat value) but that is exactly the size of starship you'd want if you plan on living out the dream of making a heroic bombing run against a massive capital ship or sneaking aboard an enemy starship in a nigh undetectable vehicle.

Another scenario that is currently somewhat not possible is a starship providing cover fire for troops on the ground or something like a small starship with wings the shape of an "X" taking out a huge walking vehicle on the ground. In Chapter 9, under the Building Starships section of the *Starfinder Core Rulebook*, the Shooting Starships sidebar explicitly calls out that starships and PC weapons are not meant to interact and that starship weapons are never precise enough to target a single creature or even a small group of them. Fine and Diminutive ships are meant to bridge that gap, allowing for some damage (or high damage if you are configured as a bomber) against starships, targeting non-starship vehicles, and directly target a small area around a creature to cause either direct or splash damage (and potentially knocking the creature prone or other conditions).



WONDERS OF THE COSMOS

GAME MECHANICS

Starship sizes are laid out in Chapter 9 the Building Starships section and the Starship Scale sidebar of the *Starfinder Core Rulebook*, ranging from Tiny to Colossal. The following table adds corresponding entries for Fine and Diminutive starships.

STARSHIP SCALE

| Size | Length | Weight | AC and TL Modifier |
|------------|----------|-------------|--------------------|
| Fine | 1-5 ft. | under 1 ton | +8 |
| Diminutive | 5-20 ft. | 1-3 tons | +4 |

The Tiny sized base frames listed in Chapter 9 in the Building Starships section of the *Starfinder Core Rulebook* may be used to create Fine and Diminutive starships. Halve the HP (and recalculate CT) and Cost for each size category smaller than Tiny (rounding down) and a pilot must be of size Medium or smaller (or double the number for each size category smaller of creature) for Diminutive starships and Small or smaller (or double the number for each size category smaller of creature) for Fine starships. This can also be applied to any size category starship base frame, but the cost, CT, number of expansion bays, and mounts is halved as well and the maneuverability goes up one category (to a maximum of perfect) and the Piloting bonus goes up by 1 for each size category smaller than the listed base frame size.

The escape pod and escape pod XL base frames are an exception to what size of creatures fit into Fine and Diminutive starships. An escape pod base frame is essentially half a starship expansion bay that has been fitted to have thrusters, its own life support, and a basic computer. A Medium sized creature will be able to squeeze into an escape pod base frame but it will not travel in comfort. An escape pod XL base frame is essentially a starship expansion bay fitted with its own thrusters, life support, and basic computer. A Large sized creature (or two Medium creatures) will be able to squeeze into an escape pod XL base frame but it will have an uncomfortable journey.

Any calculation relying on the size of the frame as part of the calculation should use the Tiny size. For example, Mk. 1 armor's cost in BP is 1 x size category, which for Tiny starships is 1, Fine and Diminutive starships should also cost 1.

The following base frames are also specifically crafted for Fine and Diminutive starships.

GROUND SUPPORT

Size Diminutive

Maneuverability perfect (+3 Piloting, turn 0)

HP 10 (increment 2); **DT** —; **CT** 2

Mounts forward arc (1 light [must be a tracking weapon], 1 light)

Expansion Bays —

Minimum Crew 1 Medium or smaller; **Maximum Crew** 1 Medium or smaller (double number for every size category smaller)

Cost 2

ESCAPE POD

Size Fine

Maneuverability good (+4 Piloting, turn 0)

HP 5 (increment 1); **DT** —; **CT** 1

Mounts —

Expansion Bays —

Minimum Crew 1 Medium or smaller; **Maximum Crew** 1 Medium or smaller (double number for every size category smaller)

Cost 1

ESCAPE POD XL

Size Diminutive

Maneuverability good (+3 Piloting, turn 0)

HP 10 (increment 2); **DT** —; **CT** 2

Mounts —

Expansion Bays —

Minimum Crew 1 Large or smaller; **Maximum**



Crew 1 Large or smaller (double number for every size category smaller)

Cost 2

MINI BOMBER

Size Diminutive

Maneuverability good (+3 Piloting, turn 0)

HP 10 (increment 2); **DT** —; **CT** 2

Mounts forward arc (1 light [must be a tracking weapon]), 1 aft arc (1 light [must be a tracking weapon]), or span forward and aft arcs (1 heavy [must be a tracking weapon])

Expansion Bays —

Minimum Crew 1 Medium or smaller; **Maximum Crew** 1 Medium or smaller (double number for every size category smaller)

Cost 2

STEALTHER

Size Fine

Maneuverability perfect (+4 Piloting, turn 0)

HP 5 (increment 1); **DT** —; **CT** 1

Mounts forward arc (1 light)

Expansion Bays —

Minimum Crew 1 Small or smaller; **Maximum Crew** 1 Small or smaller (double number for every size category smaller)

Cost 1

SNEAKABOARD

Size Fine

Maneuverability good (+4 Piloting, turn 0)

HP 5 (increment 1); **DT** —; **CT** 1

Mounts aft arc (1 light)

Expansion Bays —

Minimum Crew 1 Small or smaller; **Maximum Crew** 1 Small or smaller (double number for every size category smaller)

Cost 1

SIZE EQUIVALENCY

The following table provides size equivalencies for starships for purposes of having a starting point for figuring out how creatures (in things like power armor) and vehicles would interact with starships.

STARSHIP SIZE TO CREATURE SIZE EQUIVALENCY

| Starship Size | Creature Size |
|---------------|-----------------|
| Fine | Medium |
| Diminutive | Large |
| Tiny | Huge/Gargantuan |
| Small | Colossal+ |

SCALING SHIPS FOR SMALLER CREATURES

If you were a Tiny creature — say pixies or other fey — you could, in theory have entire ships crafted in the style of larger creatures (using their existing starship parts, for instance) but have them scaled to your short stature.

For each step smaller than Small that a ship is designed to accommodate, decrease the size of the frame by one step (so ships for Tiny creatures would be one step, ships for Diminutive creatures would be two steps, and ships for Fine creatures would be three steps). The size of the ship changes, adjusting down the AC and TL modifiers accordingly, as well as scaling down the actual space of what, for example, a Cargo Hold expansion bay (reduce by a similar, cubed factor, so 25 tons and able to hold a Large object becomes 5 tons and a Medium object). Equipment — like computers — that do not depend on size remain the same, but use thrusters and power cores for a resized ship. Weapon bays scale down by steps, so that one step for capital weapons become heavy weapons, and heavy weapons become light weapons, etc. Weapons can instead be scaled down (in both size and damage) using normal rules for scaling, or more standard weapons can be kept



WONDERS OF THE COSMOS

if PCUs and space allows (a superlaser hurts as much if it's from a Tiny ship or a Huge one).

INTERACTIONS

Fine and Diminutive starships have a multitude of ways to interact with many different things such as larger, same sized, and smaller starships as well as buildings, vehicles, and creatures.

ATTACKING

Fine and Diminutive starships fill a unique gap in that they may often be the size of a normal vehicle and not really on the starship scale. This allows them to target creatures and vehicles, at the expense of the power of the weapon being used. Fine and Diminutive starships may also specifically be equipped with creature-scaled weapons to save space compared to starship sized laser cannons etc. Whenever targeting a creature or vehicle of Gargantuan size or smaller with a direct fire weapon, halve the weapon damage done by the weapon being used. Tracking weapons must be loaded with half the power of its normal payload to function this way. Attack (Collision) is equal to its starship tier expressed as a d4. Every 2 tiers increases the die to the next step. For example, a tier 4 Fine starship would have an Attack (Collision) equal to 4d6. Powered armors, vehicles, and other such equipment that could be outfitted to be in space are considered to have 1 light weapon slot to place a starship scale weapon per size equivalency.

Anything of size Colossal or larger is considered to be at starship scale and remains the same.

COMBAT ROUNDS

Fine and Diminutive starships are of a size that would allow them to participate in both non-starship scale and starship scale battles. These two types of battles are different enough that they don't easily translate without some explanation. In non-starship scale battles, assume that there is no Engineering phase, the Helm phase is

equivalent to a move action, and the gunnery phase is equivalent to a standard action. A Fine or Diminutive starship may fire its weapons twice as a full-round action. Fine or Diminutive starships do not get swift actions or reactions.

The following are rules from [Cosmic Odyssey: Pirates of the Starstream](#) from **Fat Goblin Games** for ramming your starship.

RAMMING SPEED

As a full action, you can pilot a starship at up to its full speed in a straight line at its current heading and try to ram one creature or object at the end of the movement, dealing double the starship's collision damage to the target, and half the starship's collision damage to your own starship. Movement during a ram action has all the same restrictions as the race action and requires the same Piloting checks. If you fail any Piloting check during the movement, you fail to ram your target.

If the target of the ram action is a creature, it can attempt a Reflex saving throw against your Piloting check to avoid being hit. If the target of the ram action is another starship the pilot of the defending vehicle can attempt a Piloting check to avoid being hit, with a DC equal to the result of your Piloting check. The attacker wins ties.

Size also matters when it comes to dealing damage. A ship being rammed always takes damage based on the size of the ramming ship. A ramming ship takes damage based on either its own size or that of the ship being rammed, whichever is less. (I.E. a gargantuan battleship ramming a tiny fighter takes damage based on the fighters size, but the same fighter ramming the battleship takes damage based on its own size).

Note: That if a starship fails to overcome its opponents Damage Threshold, then it may still take damage itself (assuming the damage overcomes the Damage



Threshold of the rammer) - it is also worth noting that this can cause critical damage to both ships, as normal.

If the two ships are NOT destroyed, then at that point they will continue to inhabit the same hex, until one ship is destroyed or the crew spends several hours performing repairs and removing one ship from the other. During the time where the ships are entangled in this manner, they can only engage with turrets and weapons in the quadrant facing each other.

RAMMING SPEED

| TIER | DAMAGE |
|------|---------|
| 1/4 | 2d8 B |
| 1/3 | 2d8 B |
| 1/2 | 3d8 B |
| 1 | 4d8 B |
| 2 | 5d8 B |
| 3 | 5d8 B |
| 4 | 5d12 B |
| 5 | 5d12 B |
| 6 | 6d12 B |
| 7 | 12d10 B |
| 8 | 14d10 B |
| 9 | 16d10 B |
| 10 | 18d10 B |
| 11 | 20d10 B |
| 12 | 11d20 B |
| 13 | 12d20 B |
| 14 | 14d20 B |
| 15 | 15d20 B |
| 16 | 17d20 B |
| 17 | 18d20 B |
| 18 | 20d20 B |
| 19 | 23d20 B |
| 20 | 25d20 B |

RAMMING SPEED SIZE MODIFIER

| STARSHIP SIZE | DAMAGE |
|---------------|---------|
| Fine | -5 dice |
| Diminutive | -4 dice |
| Tiny | -3 dice |
| Small | -2 dice |
| Medium | -1 die |
| Large | — |
| Huge | +1 die |
| Gargantuan | +2 dice |
| Colossal | +3 dice |

MOVEMENT

Movement for Fine or Diminutive starships can happen at two different scales — vehicle scale or starship scale. In both cases, the ships thrusters determine their speeds as on this chart below. The smaller design of these ships make them more prone to difficult flying when using powerful thrusters compared to larger ships. The following charts include Vehicle Speed, which is not normally listed for starship thrusters and applies only when trying to pilot the vessels at vehicle scale.

A PCU of “—” means that they are essentially free (and pre-existing) with the frame of any Fine or Diminutive starship, and the power core of a frame accounts for them without need for an additional power core. A Cost (in BP) of “—” means that they are essentially free (and pre-existing) with the frame of any Fine or Diminutive starship. Escape pods and lifeboats, for instance, default to D2 thrusters for single-creature escape pods and F2 thrusters for two-creature lifeboats.



WONDERS OF THE COSMOS

| Thruster | Size | Starship Speed (in Hexes) | Vehicle Speed | Piloting Modifier | PCU | Cost (in BP) |
|--------------|------|------------------------------|-------------------------------------|----------------------|-----|--------------|
| D2 thrusters | D | 2 | 20 ft., full 350 ft., 50 mph (fly) | +1 | — | — |
| D4 thrusters | D | 4 | 30 ft, full 500 ft., 75 mph (fly) | +0 | 1 | 1 |
| D6 thrusters | D | 6 | 40 ft., full 650 ft., 100 mph (fly) | –2 | 2 | 2 |
| F2 thrusters | F | 2 | 10 ft., full 250 ft., 35 mph (fly) | +1 | — | — |
| F4 thrusters | F | 4 | 20 ft., full 350 ft., 50 mph (fly) | +0 | 1 | 1 |
| F6 thrusters | F | 6 | 30 ft, full 500 ft., 75 mph (fly) | –2 | 2 | 3 |
| F8 thrusters | F | 8 | 40 ft., full 650 ft., 100 mph (fly) | –4 | 4 | 4 |

REMOTE CONTROL

A Fine or Diminutive starship can be remotely controlled by linking a creature's computer to the onboard computer of the starship. A creature's computer allows for remote control out to 500 feet per tier. The signal may be jammed which renders the creature unable to remotely control their starship. Any starship that was in flight remotely when jamming begins maintains course and altitude but avoids buildings, creatures, and terrain as a basic pilot.

A remotely controlled Fine or Diminutive starship may be ordered to come and land adjacent to the creature issuing the remote command, provided there is sufficiently clear and stable landing space.

Remotely controlled ships that fail checks may "crash" into other starships. Some remotely controlled ships are specifically designed for this purpose, with for instance a a Fine or Diminutive ship being made in a missile or bullet shape and constructed with a tip made of polycarbon plate (hardness 40 vs. starship bulkhead standard 35) or even pure adamantine (hardness 50 vs. starship bulkhead standard 35) and rigged with explosives.

Fine and Diminutive starships remotely controlled that do not have a computer built-in are significantly harder to pilot due to time delays and perspective due to distance. Increase any DC for piloting checks by 10.

A remotely controlled starship with a built-in computer allows for a maximum piloting bonus that can be taken on any check equal to the tier of the computer.

SCANNING

Fine and Diminutive starships do not appear on normal starship scanners unless a specific Perception check is made with a –4 penalty for Fine and –2 for Diminutive or unless they attack a starship. Fine and Diminutive starships appear visibly or on ground or atmosphere based sensors such as radar.

STEALTH

Fine and Diminutive starships are able to travel stealthily amidst starship scale battles, especially when made or doing so on purpose. Any starship larger than itself must make a Perception check with a –2 penalty to detect a smaller vessel, unless it attacks that starship.

SHIELDING

If the Fine or Diminutive starship is interacting on non-starship scale battles, assume they provide total cover and their EAC and KAC is equal to the starship AC. Creatures or vehicles targeting a Fine or Diminutive starship must overcome the hardness and hit points of a 4 inch thick hull of transparent aluminum or better materials. Critical hit effects still apply at GM discretion. Explosives planted on a Fine or Diminutive starship ignore any shielding.



EXAMPLE FINE & DIMINUTIVE STARSHIPS

BOARDER

This starship is designed for missions requiring stealthily sneaking onboard an enemy starship and infiltrating the crew. The unique mission types required of this craft places almost all of the shielding at the rear and a light EMP cannon up front to temporarily disable targets that could potentially follow it.

BOARDER

TIER 1

Fine Sneakaboard

Speed 8; **Maneuverability** perfect (+4 Piloting, turn 0); **Drift** —

AC 23; **TL** 23

HP 5; **DT** —; **CT** 1

Shields basic 10 (forward 1, port 1, starboard 1, aft 7)

Attack (Forward) light EMP cannon

Attack (Port) none

Attack (Starboard) none

Attack (Aft) none

Attack (Turret) none

Power Core Pulse brown (90 PCU); **Drift Engine** none (relies on carrier); **Systems** budget short-range sensors, computer (MK 1 duonode), mk 1 armor, mk 1 defenses, shields (basic 10); **Expansion Bays** none

Modifiers +4 Piloting (includes modifier for both maneuverability and computer); **Complement** 1

Cost 23

ESCAPE POD

This entry can represent the “standard” lifeboat available in the Starfinder Roleplaying Game and work as a place to modify from.

ESCAPE POD

TIER 1

Fine Escape Pod

Speed 8; **Maneuverability** good (+4 Piloting, turn 0); **Drift** —

AC 23; **TL** 23

HP 5; **DT** —; **CT** 1

Shields basic 10 (forward 4, port 1, starboard 1, aft 4)

Attack (Forward) none

Attack (Port) none

Attack (Starboard) none

Attack (Aft) none

Attack (Turret) none

Power Core Pulse brown (90 PCU); **Drift Engine** none (relies on carrier); **Systems** budget short-range sensors, computer (basic), mk 1 armor, mk 1 defenses, shields (basic 10); **Expansion Bays** none

Modifiers +4 Piloting (includes modifier for both maneuverability and computer); **Complement** 1

Cost 7

LIFEBOAT

This entry can represent the “standard” lifeboat available in the Starfinder Roleplaying Game and work as a place to modify from.

LIFEBOAT

TIER 1

Diminutive Escape Pod XL

Speed 8; **Maneuverability** good (+3 Piloting, turn 0); **Drift** —

AC 18; **TL** 18

HP 10; **DT** —; **CT** 2

Shields basic 10 (forward 4, port 1, starboard 1, aft 4)

Attack (Forward) none

Attack (Port) none

Attack (Starboard) none

Attack (Aft) none



WONDERS OF THE COSMOS

Attack (Turret) none

Power Core Pulse brown (90 PCU); **Drift Engine** none (relies on carrier); **Systems** budget short-range sensors, computer (basic), mk 1 armor, mk 1 defenses, shields (basic 10); **Expansion Bays** none

Modifiers +3 Piloting (includes modifier for both maneuverability and computer); **Complement** 1

Cost 8

GUNSHIP

A gunship is a small, but powerfully armed craft, capable of destroying ships many times its own size. However, it is also fragile, incapable of sustaining damage for prolonged periods of time. Many consider the gunships to be merely "heavy missile launchers with engines," and that is exactly what they're intended for. They're designed to be cheap, disposable ships, with minimum crews, that hit for maximum effect. As most pirates try to end any engagement as quickly as they can (either by destroying their enemy, capturing their target or escaping), the gunship has become an essential part of their armory.

GUNSHIP

TIER 1

Diminutive Mini Bomber

Speed 6; **Maneuverability** perfect (+3 Piloting, turn 0); **Drift** —

AC 19; **TL** 19

HP 10; **DT** —; **CT** 2

Shields basic 10 (forward 4, port 1, starboard 1, aft 4)

Attack (Forward) heavy antimatter missile launcher*

Attack (Port) none

Attack (Starboard) none

Attack (Aft) heavy antimatter missile launcher*

Attack (Turret) none

*heavy weapon spans both forward and aft arcs

Power Core Pulse brown (90 PCU); **Drift Engine**

none (relies on carrier); **Systems** budget short-range sensors, computer (MK 1 duonode), mk 2 armor, mk 2 defenses, shields (basic 10);

Expansion Bays none

Modifiers +3 Piloting (includes modifier for both maneuverability and computer); **Complement** 1

Cost 27

TROOPCUTTER

The troopcutter is designed to support ground forces and as anti-personnel solutions. Being launched from orbit and making quick strafing runs in coordination with a recon infantry unit is the typical tactics with this starship. The need for speed in their strafing runs means this starship does not have the shielding to withstand much of any punishment for any amount of time.

TROOPCUTTER

TIER 1

Diminutive Ground Support

Speed 6; **Maneuverability** perfect (+3 Piloting, turn 0); **Drift** —

AC 19; **TL** 19

HP 10; **DT** —; **CT** 2

Shields basic 10 (forward 4, port 1, starboard 1, aft 4)

Attack (Forward) chain cannon, high explosive missile launcher

Attack (Port) none

Attack (Starboard) none

Attack (Aft) none

Attack (Turret) none

Power Core Pulse brown (90 PCU); **Drift Engine** none (relies on carrier); **Systems** budget short-range sensors, computer (MK 1 duonode), mk 2 armor, mk 2 defenses, shields (basic 10); **Expansion Bays** none

Modifiers +3 Piloting (includes modifier for both maneuverability and computer); **Complement** 1

Cost 34



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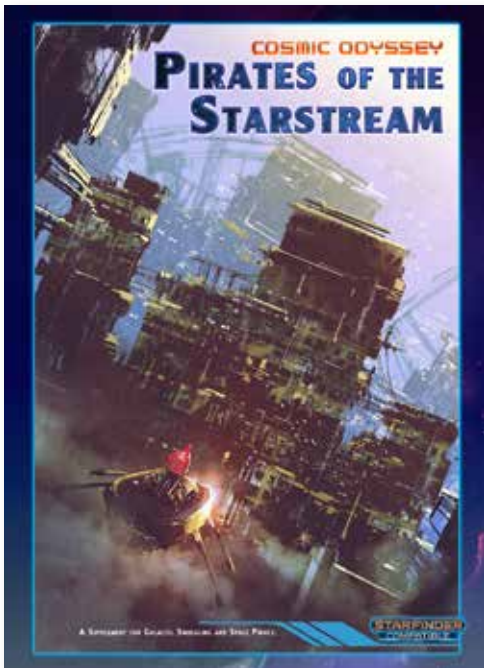
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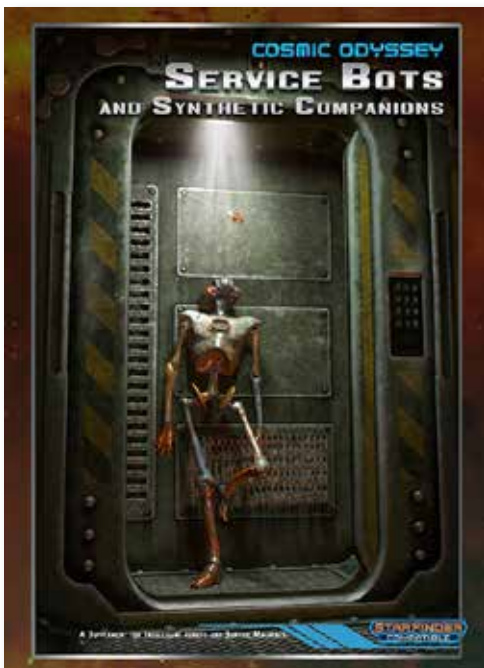


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