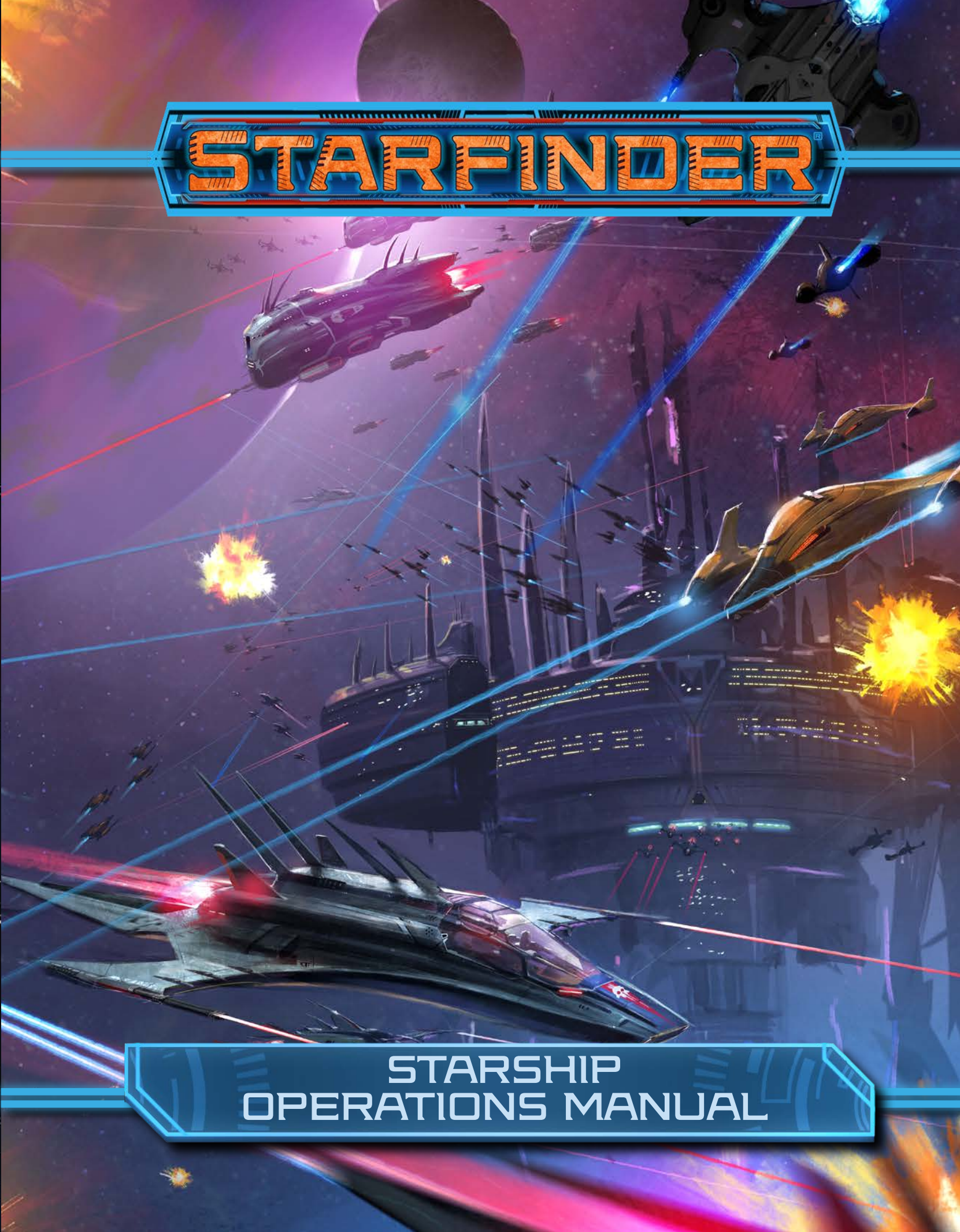
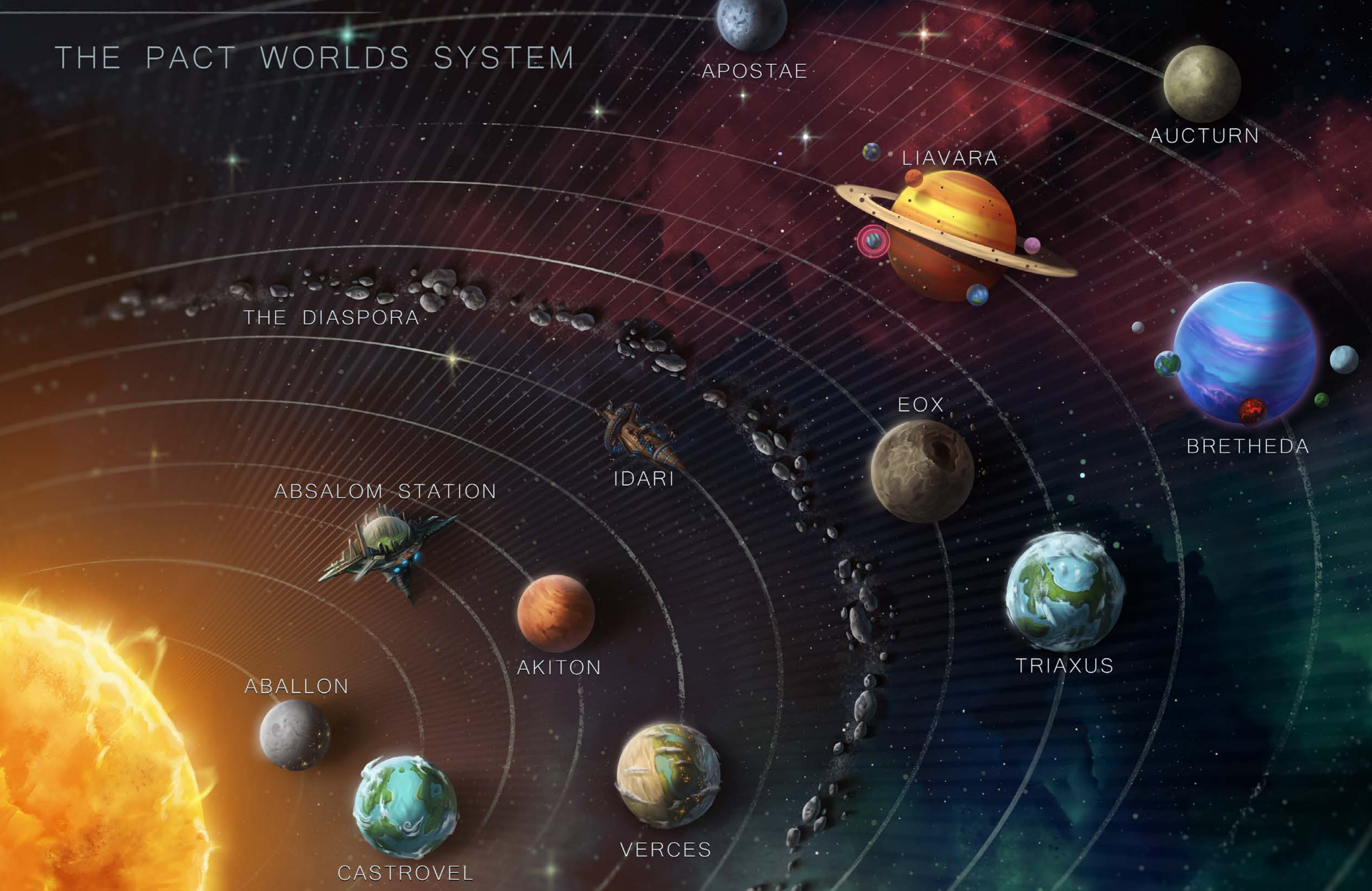


The background of the cover is a vibrant, action-packed illustration of a space battle. In the foreground, a sleek, dark grey starfighter with red and blue markings is shown from a low angle, firing a red laser beam. Above it, a large, dark, multi-segmented spaceship is being targeted by red and blue energy beams. To the right, a yellow and orange starfighter is also engaged in combat. In the background, a massive, dark, industrial-looking structure, possibly a space station or a large ship, is visible, with numerous smaller ships and explosions around it. The sky is a mix of purple, blue, and orange, suggesting a sunset or sunrise. The overall style is reminiscent of classic science fiction pulp magazine covers.

STARFINDER

STARSHIP OPERATIONS MANUAL

THE PACT WORLDS SYSTEM



APOSTAE

AUCTURN

LIAVARA

THE DIASPORA

EOX

BRETHEDA

ABSALOM STATION

IDARI

ABALLON

AKITON

TRIAXUS

CASTROVEL

VERCES

STARFINDER

STARSHIP OPERATIONS MANUAL





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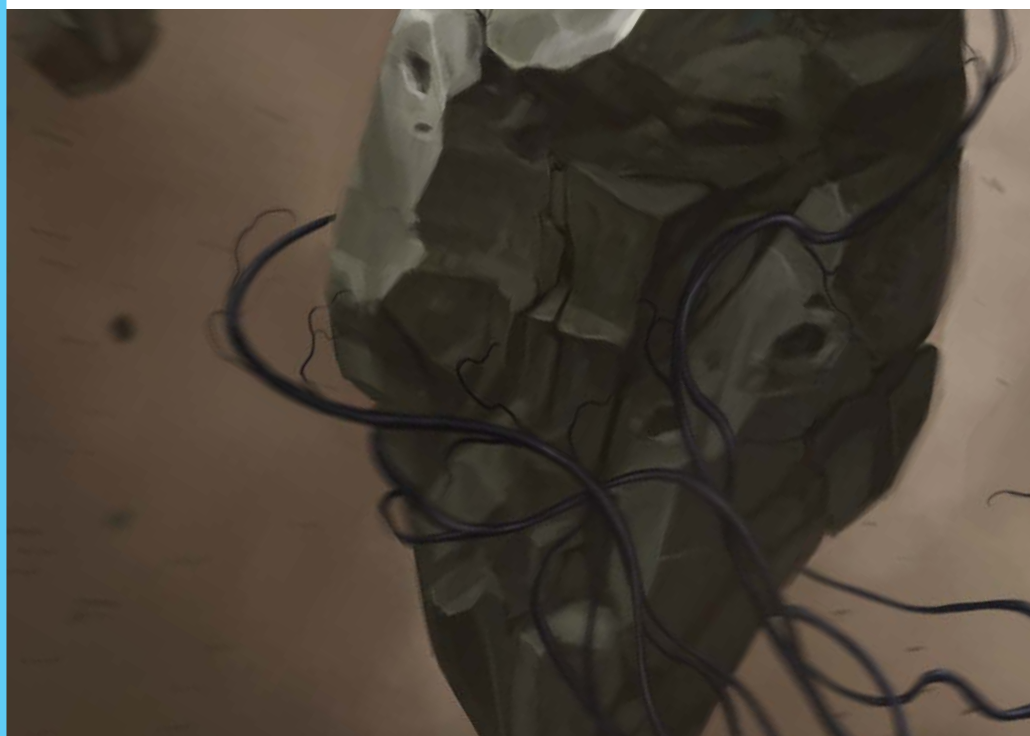


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This book refers to several other Starfinder products, but these additional supplements are not required to make use of this book. Readers interested in references to Starfinder hardcovers can find the complete rules of these books available for free at paizo.com/sfrd.

AA	<i>Alien Archive</i>	NS	<i>Near Space</i>
AA2	<i>Alien Archive 2</i>	PW	<i>Pact Worlds</i>
COM	<i>Character Operations Manual</i>		



WELCOME!

The starship options in the *Starfinder Core Rulebook* only scratch the surface of the wide variety of spacecraft that appear in the countless books, comics, and movies that might inspire your adventures. Numerous *Starfinder* books have contributed to a growing list of options—from the biomechanical ships in *Pact Worlds* to the new starship roles in the *Character Operations Manual* and a host of new weapon special properties in *Starfinder Adventure Paths*—but with the *Starship Operations Manual*, the possibilities for starship encounters and storytelling are far greater than ever before.

This book contains hundreds of options for creating and using starships. You're free to incorporate whatever inspires you and omit or restrict whatever doesn't fit your desired narrative and gameplay experience. For GMs, if there are certain technologies you'd prefer to be rare, you can apply the restricted weapon special property (page 9) to limit them to specific groups or planetary systems—at least until the PCs can independently invent that technology or acquire it for themselves as a reward for their heroic actions!

NAVIGATING THIS BOOK

This book is organized by who's using it and when: new starship options first, new ways of using starships after that, followed by over 40 new starships as well as new lore and mechanics that further explain starships in the setting and can help with the design of exciting starship-based adventures. This overview gives a quick summary of what you'll find in each chapter and how to use the options and information to enhance your game.

Rules elements marked with an asterisk (*) reference new options that appear in this book.

CHAPTER 1: BUILDING STARSHIPS

The first chapter expands on the starship design options found in the *Core Rulebook*. These include a host of new weapons, many of which feature some of the 20 new weapon special properties introduced in this book, including anchoring weapons that harpoon your foes, teleportation weapons that forcibly relocate starships, menacing mines to scatter across the battlefield, and deadly rams that can crack an enemy hull in a single strike. And the fun isn't just for gunners. This chapter also introduces electronic countermeasure modules, which share some similarities with conventional starship weapons, but are designed to debilitate and move targets rather than damage them—and fall under the purview of your science officer! If you'd rather upgrade your armaments, you'll also find rules for adding extra features to your starship's existing arsenal, like the automated special property, which uses a sophisticated program to control and fire weapons for you. Any offense deserves a good defense, so this chapter also introduces new armor systems, including alternatives to conventional shields.

But there's far more to your starship than guns and defenses! With new expansion bays, you can transform your party's ship into a mobile supercomputer, a platform for orbital assault, a

peerless surveillance station, and more. And if you're looking for something more dramatic, explore the many new systems that change your starship's very nature, transforming it into a self-sustaining colony ship, programming an autonomous virtual intelligence, creating a miles-wide ultranought that outweighs most fleets, or even installing a consciousness uplink so you can control the starship's functions with a mere thought.

These exciting options begin on page 8, where you can explore faster-than-light alternatives to Drift travel. Many of these methods predate Drift engines, but might be the most reliable method of travel available to characters—or the key to reaching an especially obscure location.

CHAPTER 2: STARSHIP COMBAT

If you're seeking ways to shake up your starship encounters, look no further. Chapter 2 introduces new starship combat options, such as boarding enemy vessels midflight and fighting off raiding parties in your own cargo hold. If you're jealous of your gunner scoring critical damage, incorporate the new critical success effects so that everyone can enjoy extraordinary results when rolling a natural 20, no matter the starship task. And you can take your starships where they've never traveled before, embarking on thrilling chases to catch a speedy rival or descending into planetary atmospheres to do battle in the clouds!

In addition, starship encounters until now have assumed the PCs work together in operating a single starship. Why not shake it up with new rules for squadron combat, giving each PC their own smaller starship, plus new systems that help them attack in formation and coordinate their actions to outflank and overwhelm their foes? Or if you crave the heady allure of command and the grandeur of epic battles, the new armada combat rules put the PCs in command of vast fleets. Although balanced for all levels of play, armada combat is excellently suited to legendary showdowns at your campaign's climax, after the PCs have united their allies into a grand coalition force to break an invading fleet once and for all.

CHAPTER 3: STARSHIPS

This section presents 44 new starships, two for each tier (from 1/3 to 20) and ranging from Tiny interceptors to Supercolossal ultranoughts miles in length. Not only are these starships battle-ready in case you need worthy combatants for PCs on



the fly, but they're also expertly equipped for a wide variety of functions, providing a host of conveyances for any situation. But there's far more to each starship than statistics. Each entry includes the history of the starship's development, its common uses, its reputation, possible adventure hooks, and the starship's prevalence in the Pact Worlds and beyond, providing a far deeper look into the Starfinder setting's history, as told through some of its most famous—and infamous—starships. Many of these starships also have delightful quirks that might inspire idiosyncrasies for your party's own starship, injecting personality into your starship so it becomes a beloved character in its own right. And if you're in a tight spot and need a getaway vehicle, these ships might be your best bets for making a speedy escape!

This chapter also boasts the dramatic histories and descriptions of 20 major starship manufacturers in the Veskarium, the Pact Worlds, and beyond, plus shorter descriptions of 11 other noteworthy starfaring corporations. These industrial giants represent lucrative opportunities for the PCs, and their entries include adventure hooks for GMs and even player-facing character backgrounds ready to inspire your next campaign or hero. Plus, if you acquire your starship from one of the major manufacturers, you can now enjoy a special perk that highlights the technologies and specializations that have made those manufacturers justifiably wealthy and famous.

CHAPTER 4: RUNNING STARSHIP CAMPAIGNS

The *Core Rulebook* details how to run starship combat, but this book explores many of the unspoken nuances and story possibilities that arise when weaving starships into your campaign. Chapter 4 presents recommendations for designing thrilling starship encounters, including adding secondary objectives, injecting witty banter between crews, and using dramatic descriptions that deliver infectious energy to your gaming table. Add exciting hazards like hurtling asteroids, obscuring dust clouds, and gravity fields to keep PCs on their toes. And if you like unique foes, use the new rules for building starship-scale creatures, like miles-long dragons or star-crushing outsiders—or use one of the four sample creatures provided!

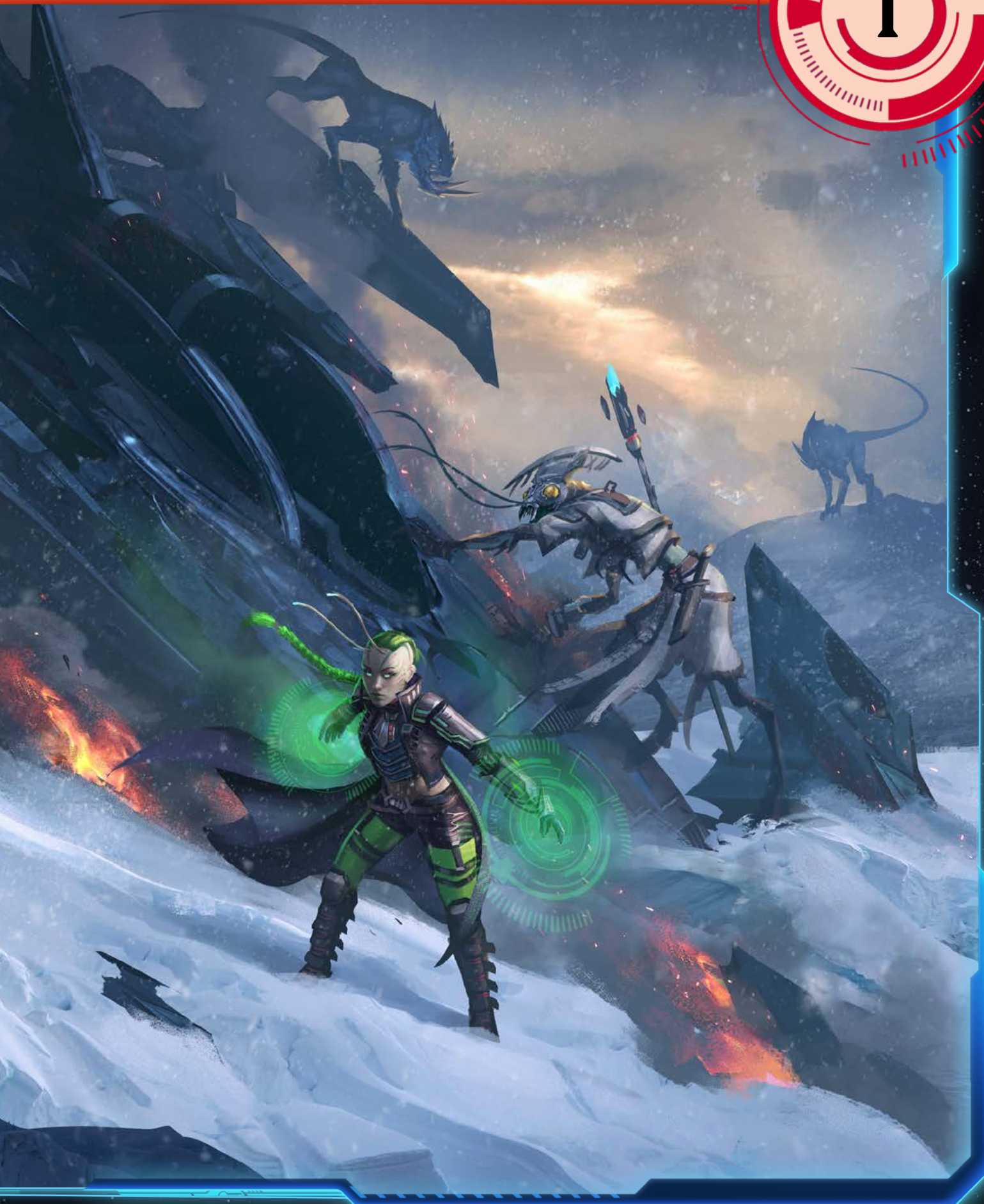
This chapter also presents a host of adventure hooks suitable for building anything from a side venture to a vast story arc, and you can mix and match to create any narrative you wish. For even more possibilities, check out the five campaign arcs, each of which details a longer adventure that could take the PCs from low-level exploits all the way to extraordinary, high-level deeds—all while making optimal use of the group's starship. Craft the pirate campaign you've always dreamed of, plan the military epic your players will tell stories about for years to come, or embark on a high-stakes racing tournament that quickly uncovers interstellar political intrigue.

The galaxy's a huge place. Adventure awaits!



BUILDING STARSHIPS

1



INTERSTELLAR TRAVEL

Triune's Signal revolutionized space travel, making Drift technology the preferred method for interstellar treks across the galaxy. However, other forms of interstellar travel existed prior to the Drift. Many of these are still in use today, alongside other recent innovations in stellar drives. While some of these remain in the experimental stage, they provide intriguing alternatives to Drift travel.

Drift engines enable starships to overcome the limitations of traveling faster than light by entering another plane of existence. Most other interstellar drives also operate by using planar jumps. However, planar travel outside the Drift involves extremely expensive magical technology, often in concert with divine assistance, and such magic is usually tightly controlled by the groups and organizations that use it. As a result, Drift technology is the most commonly available means of interstellar travel, and ships using other methods to travel between stars are relatively rare. More guidelines on incorporating these alternative modes of travel can be found in the sidebar on page 9.

ALTERNATE INTERSTELLAR NAVIGATION

Traveling through the Drift relies on Drift beacons for navigation, and these beacons effectively divide the galaxy into two zones: Near Space (regions close to Drift beacons) and the Vast (everywhere else). These distinctions are meaningless to starships without Drift technology; the density of Drift beacons in a given region of space has no bearing on travel times through planes other than the Drift. Likewise, Absalom Station's *Starstone* has no effect on travel outside the Drift—it takes just as long for a ship without Drift tech to reach Absalom Station as it does to get to any other point in that system.

For most of the non-Drift interstellar engines presented here, travel times are the same whether a ship's destination is in Near Space or the Vast, and the actual distance between the starting point and the destination doesn't matter. With the exception of *fold gates*, traveling within a system takes about 1d6 days, and traveling anywhere in the galaxy takes about 5d6 days (the same as travel to the Vast via the Drift), though more powerful engines can reduce this time. When traveling to a world using a non-Drift interstellar drive, roll the travel time, then divide the

result by the engine rating of your starship's interstellar drive to determine how long it takes you to reach your destination. For example, a starship with a planar aperture drive (engine rating of 2) traveling to a planet elsewhere in the galaxy would roll 5d6 and divide the result by 2. If you rolled 15, then the trip would take 7-1/2 days (don't round down travel rolls). As with Drift travel, days spent traveling through other planes are no different for a crew than days spent in normal space. A starship can stop while traveling through another plane, but such breaks don't count toward your travel time.

Interstellar travel through planes other than the Drift has its perils, as the planes of the Great Beyond are often more dangerous than the Drift. The risk of random encounters when traveling through other planes is always higher than in the Drift.

As with Drift-capable starships, for a starship to activate its interstellar drive to either exit or enter the Material Plane, it must remain stationary with its conventional thrusters turned off for 1 minute.

- **Travel In-System (1d6 Days):** Jumping between two points in the same solar system is moderately faster than moving between them in real space, but there is a 10% chance of random encounters on the plane being traversed.
- **Travel In-Galaxy (5d6 Days):** Regardless of the target location or plane traversed, traveling to another location in the galaxy takes the same amount of time, and the risk of random encounters on that plane can be anywhere from 40% to 60%.
- **Travel Beyond the Rim:** While technology capable of carrying a ship to another galaxy might exist, it is unknown to the galaxy at large; intergalactic travel using either Drift technology or non-Drift interstellar drives is currently impossible.

TABLE 1-1: INTERSTELLAR DRIVES

INTERSTELLAR DRIVE	ENGINE RATING	MIN. PCU	MAX. SIZE	COST (IN BP)	SPECIAL PROPERTIES
<i>Archon drive</i>	1	150	—	15 × size category†	Restricted (Church of Iomedae, Knights of Golarion)
<i>Chaos sail</i>	1	75	—	4 × size category†	Restricted (Church of Besmara)
<i>Constellation orrery</i>	2	150	Huge	10 × size category†	Restricted (Church of Ibra)
<i>Elemental engine</i>	1	100	—	5 × size category†	Restricted (Elemental Plane)
<i>First drive</i>	3	175	Large	12 × size category†	Restricted (Eldest, fey)
<i>Fold gates</i>	Special	200	Huge	—	—
<i>Helldrives</i>	1	100	—	10 × size category†	Restricted (Church of Asmodeus, Hellknights)
<i>Planar aperture drive</i>	2	150	—	15 × size category†	Restricted (Tetrad, witchwyrds)
<i>Shadow engine</i>	1	75	—	3 × size category†	Painful, restricted (Church of Zon-Kuthon, velstracs)

† For the purposes of this calculation, Tiny = 1, Small = 2, Medium = 3, etc.

INTERSTELLAR DRIVES

The interstellar drives below let you travel to distant star systems without using the Drift; their statistics appear in Table 1-1: Interstellar Drives on page 8. For each ship, divide the base travel time by the drive's engine rating; the better the rating, the faster you can reach your destination (page 8). Interstellar drives have a PCU requirement and a maximum frame size. The cost in Build Points is based on the starship's size category (for the purposes of this calculation, Tiny = 1, Small = 2, Medium = 3, and so on). Also, most of these interstellar drives have the restricted special property.

Restricted: This particular starship component is typically only available to a specific group or organization, listed in parentheses.

Archon Drive

The massive cathedralships of the church of Iomedae carry legions of troops—whether Iomedean crusaders or Knights of Golarion—on missions across the galaxy, aided by their exclusive *archon drives*. Fueled by Iomedae's divine power and augmented by the righteousness and prayers of the ship's crew, an *archon drive* enables a starship to bypass interstellar distances by moving through Iomedae's home plane of Heaven.

As grandiose as the ships that carry them, *archon drives* look like large, crystalline lanterns of stained glass depicting the story of Iomedae and images of lost Golarion. A ball of light hangs in the center of the engine, radiating rainbow light all over the ship's engineering section and bathing the crew in color. Many ships equipped with *archon drives* hold regular worship services during interstellar journeys, as it is a common belief that the focused prayers of a ship's crew can increase the drive's efficiency.

Archon drives were in existence at the end of the Gap and were one of only a very few means of achieving interstellar travel before the advent of Drift tech, though they were—and still are—tightly controlled by the church of Iomedae.

Chaos Sail

Chaos sails are engines powered by the churning evolutionary forces of change and possibility. Much like traditional sails bend the unpredictable wind to their advantage, *chaos sails* tap into the volatile energies of the roiling Maelstrom, enabling starships to travel through that plane to bypass interstellar distances. But raw chaos is difficult to harness, and *chaos sails* carry unpredictable risks—anything from the ships' interior layouts rearranging, cargoes morphing into other goods, and even the laws of physics changing while in transit. Crews and passengers can be impacted as well, with pilots finding their flight controls now monitor power-core performance instead, or captains discovering that they must encourage or cajole their ship's weapons to fire in combat.

Besmara is said to have created the first *chaos sails* for her ship, the *Starwraith*, driving it through the Maelstrom's Cerulean Void and into other planes. Before the introduction of Drift travel, her pirate-priests were the primary users of *chaos sails*, and the especially devout continue to do so, trusting in Besmara's favor to keep them safe from the hazards of the Maelstrom.

NON-DRIFT TRAVEL IN YOUR GAME

Drift engines are the most widely used technology in the galaxy for interstellar travel, and the Starfinder RPG assumes that all starships use the Drift for journeying between worlds. The interstellar drives presented in this section are generally restricted to certain faiths or organizations and are intended primarily for NPC use. As always, the GM has final say on whether PCs have access to these starship systems, but be aware that adding these options could challenge the baseline assumptions of your game. While these alternative interstellar drives aren't more powerful than standard Drift engines, they might introduce complications for certain types of stories.

If you want to outfit a published starship with one of these new options (such as giving an Inheritorworks Cathedralship an archon drive), you can simply replace the Drift engine with the interstellar drive and update the ship's Drift rating to match the rating of the new drive. The ship's BP total and PCU rating will likely not be completely accurate, but the discrepancies should not have much of an impact on play, especially if the ship appears only in a single encounter. Alternatively, you can rebuild the ship from scratch using the new engine, but you will likely have to make other adjustments to the ship's stat block to accommodate the interstellar drive's BP cost and PCU requirements.



OVERVIEW

BUILDING
STARSHIPSSTARSHIP
COMBAT

STARSHIPS

RUNNING
STARSHIP
CAMPAIGNS

APPENDICES

Constellation Orrery

Almost every sapient culture has constellations—patterns of stars visible from a location that represent figures from mythology, folklore, or religion. Stories about these constellations have been shared for generations, cementing their shapes in the collective imagination of thousands of different worlds. Every planet has different constellations and stories attached, but they are all linked together in a mystical sense, as the use of *constellation orreries* proves.

A *constellation orrery* is a form of interstellar drive that enables starships to navigate along the imaginary lines that connect the stars in a constellation, using stars that appear in multiple constellations as “switching stations” to change lines. These constellation lines are similar to terrestrial ley lines, and they run through not just one plane, but many. *Constellation orreries* look similar to ancient mechanical solar system models that displayed the orbits of planets around a star, but they depict the relative positions of stars in a constellation, reconfiguring their appearance as the ship passes through different constellations. The Church of Ibra is the sole known purveyor of *constellation orreries*, but whether the drive's origin lies in the Gap or before it is just another cosmic mystery for the faithful to decipher.

Elemental Engine

Even starship crews native to the elemental planes commonly use Drift engines for most interstellar travel, but prior to the modern era, some elemental denizens made use of other plane-hopping engines to get to and from the Material Plane. Such travel was not without risk, as various factions constantly struggle for dominance over the elemental planes and are often hostile to unknown starships entering their territory.

Those *elemental engines* still in use are often found in the hands of smugglers, pirates, and other outlaws, who use these drives to avoid capture by escaping to the inhospitable expanses of one of the elemental planes, where most Material Plane law-enforcement agencies cannot pursue them. Of course, a Material Plane starship using an *elemental engine* must have some means of protecting the ship from the harmful planar energies it will endure during such transits. Vessels native to one of the elemental planes, however, are usually impervious to the energies of that plane.

First Drive

The First World is a plane of endless possibility and evolution. Initially created as something of a rough draft of the Material Plane, the First World constantly reinvents itself, with the laws of physics—even time—changing from one location to another. Another major difference between the First World and the Material Plane is that the First World has no outer space; it is mostly a single, immeasurable landmass. Nevertheless, it is possible to achieve interstellar travel on the Material Plane by using a so-called *first drive* to travel through the First World. The journey can be perilous, and more than one starship using a *first drive* has disappeared in transit, possibly abducted by the fey denizens of the First World.

The fey deities called the Eldest rule the First World, and those regions they control are some of the few areas of stability

on the plane, held in place by the sheer will of the Eldest. A *first drive* enables a starship to navigate through the First World by using these stable realms as waypoints. Locations in the First World roughly correspond to physical locations on the Material Plane—for example, a portion of the First World corresponds to the planet Akiton. A starship in orbit around Akiton can activate its *first drive* to arrive in the Akiton portion of the First World, then travel through the plane to another planet's corresponding First World location. When the ship reenters the Material Plane, it arrives close to that planet. Unfortunately, this means that a vessel equipped with a *first drive* must travel between two locations that existed at the time the First World was created. A *first drive* cannot be used to travel to or from a location that does not have a First World analog (such as a space station like Absalom Station or open space); any attempts to do so simply fail.

The Eldest are generally credited with creating the *first drive*; some planar scholars believe that Ng the Hooded was directly responsible. A more contested theory is that the *first drive* was a rough draft of Triune's Drift engine, though no evidence to support such a claim has been brought to light, and neither the Eldest nor Triune have confirmed or denied these speculations. What is known is that the Eldest are the sole suppliers of *first drives*, and they usually offer them to mortal spacefarers only as part of inscrutable bargains.

Fold Gates

Found in scattered locations deep in the Vast, *fold gates* are an ancient magical means of interstellar travel designed to foil the speed limit of the universe. *Fold gates* don't enable a starship to travel at speeds faster than light—the magic “folds” the space between two gates instead, and a vessel simply passes through the gates in a near-instantaneous transition from one physical location to another.

Unfortunately, repeated use of *fold gates* caused strain on the most heavily traveled routes, weakening the fabric of space-time and in some cases stretching and ripping it like badly worn cloth, causing disasters such as the disappearance of entire star systems. Most of these dangerously distorted *fold gate* routes eventually disintegrated, with the gates themselves collapsing into black holes or becoming mystical hazards that can ensnare unwary ships in strange, labyrinthine demiplanes.

Fold gates are known to have been in use even before the Gap, but the original builders of the *fold gates* and the techniques for creating them have been lost to history. Some stable, functional *fold gates* still remain, but all the gates discovered to date have been found in the Vast, and the entire network of linked gates has yet to be fully mapped. Starship captains use *fold gates* at their own risk, but they remain an option for daring pilots seeking shortcuts through the galaxy.

Journeying between a pair of *fold gates* usually takes only 1d8 hours, but travel is limited to predetermined destinations—those locations with functioning *fold gates* (determined by the GM). *Fold gates* have no BP cost, as no special engines are needed to use them, but they drain an immense amount of power from vessels passing through them to maintain the stability of the folded space they create. *Fold gates* are physical objects, so only Huge or smaller starships can fit through them.

Helldrive

Just as the Church of Iomedae made early use of proprietary archon drives, so too did Asmodeans develop their own technology: *Helldrives*, which enable starships to travel through Hell itself to circumvent Material Plane distances. Today, *Helldrives* are most commonly found in the fleets of the Hellknights, supporting their mission to bring the rule of law to a chaotic universe.

Hell is a brutal and orderly plane; it is full of dangers for the unwary, but it honors its agreements. Each *Helldrive* functions as a physical contract permitting relatively easy—though rarely truly safe—passage through Hell. The Church of Asmodeus constructs each *Helldrive* individually, customized for the ship that will carry it, and only those who follow the strict tenets of Hell to the letter are allowed to use them. *Helldrives* run on fuel condensed from damned souls, and some planar scientists speculate that the very act of operating a *Helldrive* is akin to signing an infernal contract, with the user's soul pledged to become fuel for the next generation of *Helldrives*.

Planar Aperture Drive

The four-armed witchwyrds (*Starfinder Alien Archive* 122) have traveled the stars and planes since long before the Gap, using starships outfitted with proprietary hybrid interstellar engines called *planar aperture drives*. Manufactured by the Tetrad trade association, witchwyrds' interplanar mercantile group, *planar aperture drives* open temporary portals to other planes, allowing witchwyrds to travel with ease throughout the galaxy and most other planes, including the Drift. Their navigational charts are a wonder to behold, though sometimes even witchwyrd ships arrive in the wrong place when traveling through ever-changing planes like the First World or the Maelstrom.

These drives are the only non-Drift engines known to access the Drift, though how they accomplish this is unknown—one of the leading theories posits the Tetrad signed an exclusive deal with Triune, giving its ships access to the Drift. In any case, the Tetrad does not sell its *planar aperture drives* to non-witchwyrds under any circumstance, and most Tetrad starships are equipped with security features like biometric locks or even self-destruct systems to keep the technology out of non-witchwyrd hands. On the rare occasions that such engines have been captured by outsiders, they work only as normal Signal Basic Drift engines.

Shadow Engine

The Shadow Plane is a warped reflection of the Material Plane, and distances there are highly variable, making it possible to traverse vast distances in less time than it would take on the Material Plane—a fact some species exploited in early forms of faster-than-light starship travel. The *shadow engines* of velstracs and the Church of Zon-Kuthon were among the most prevalent of these technologies, which transition a starship from the Material Plane to the Shadow Plane by replicating

the effects of the *shadow walk* spell on an interstellar scale. Early *shadow engines* were slower than Drift engines, but velstracs have continually refined the technology, and modern *shadow engines* are now just as fast as equivalent Drift-capable vessels.

Shadow engines can propel starships at incredible speeds, but such speed comes with a price: excruciating pain. Kuthites believe that pain leads to enlightenment and have built that tenet into their *shadow engines*, giving them the painful special property.

Painful: When a *shadow engine* is first activated, every creature on the ship (crew and passengers) is wracked with agonizing pain that imposes a -2 penalty on ability checks, attack rolls, and skill checks (including for starship combat) for as long as the ship is on the Shadow Plane. A target that succeeds at a Will saving throw ($DC = 10 +$ the starship's tier) reduces the duration to 24 hours. This is a mind-affecting pain effect. Velstracs don't take the penalties from this effect, though they do enjoy the pain the engine provides.



STARSHIP WEAPONS

A plasma torpedo or particle beam can get the job done, but clashes between the Pact Worlds, the Veskarium, the Swarm, and other factions have fueled unbridled innovation. Now, whether you delight in vaporizing enemy shields, tricking foes into entering your minefields, overriding other starships' computers, or obliterating numerous targets with a single line of energy, you'll find a plethora of devious new options on the following pages.

The new starship weapons in this chapter use the rules presented starting on page 303 of the *Starfinder Core Rulebook*. The weapons appear in tables on pages 18–19, grouped first by weapon class (light, heavy, capital, or spinal-mount weapons) and then by type (direct-fire, ECM, melee, or tracking). The new ECM and melee starship weapon types appear on this page, and new starship weapon special properties appear on pages 12–17. In addition, sidebars accompanying these new weapon types and properties detail new starship crew actions involved with these technologies. For more on starship crew actions, see pages 322–326 of the *Core Rulebook* and pages 148–149 of the *Starfinder Character Operations Manual*.

STARSHIP WEAPON TYPES

In addition to direct-fire and tracking weapons, this section introduces two new starship weapon types: ECM modules and melee weapons.

Electronic Countermeasure Modules

Electronic countermeasure (ECM) modules are a type of powerful instrument designed to foil an enemy starship's sensors, impair a starship's systems, and in some cases alter the battlefield itself. ECM modules must be installed on weapon mounts, but they are activated by a science officer during the gunnery phase. ECM modules follow the same rules for range and quadrant targeting as conventional starship weapons.

When activating an ECM module, a science officer attempts a special gunnery check, adding their ranks in the Computers skill but adding neither their base attack bonus nor their ranks in the Piloting skill, and adding their Intelligence modifier in place of their Dexterity modifier; an NPC officer typically has a gunnery modifier equal to that of the gunner's gunnery modifier. Compare the result of this gunnery check to the target's Target Lock (TL). If the result equals or exceeds the target's TL, the science officer hits and applies the ECM module's effects. Due to the interference created by shields, starships with functioning shields in the targeted quadrant gain a +2 circumstance bonus to their TL against ECM modules. ECM modules do not deal critical damage.

Melee Weapons

A melee weapon uses some part of the starship to induce a direct collision between the attacking and defending starships, targeting the opposing vessel's AC. Melee starship weapons always have a range of 1 hex, even if a special property would otherwise change the weapon's range.

STARSHIP WEAPON CLASS: SPINAL-MOUNT

Any Supercolossal starship (page 36) can mount multiple capital weapons, but the dreaded ultranought can support even larger ordinance, known as spinal-mount weapons. These immense devices of destruction are built along the vessel's entire length and are integrated into its core, channeling the power of the ship's engines and reactors into massive, direct-fire attacks that obliterate most targets. A Supercolossal starship can mount at most one spinal-mount weapon, and a spinal-mount weapon must be mounted in the front quadrant.

A spinal-mount weapon must charge before firing. The starship's engineer can begin charging the weapon as an engineer action during the engineering phase if they succeed at an Engineering check (DC = 10 + 1-1/2 × the starship's tier) to activate the weapon. The weapon charges for the duration of that round and continues charging during the subsequent round.

On the third round, during the gunnery phase, the spinal-mount weapon can be fired with the shoot gunner action. Because aiming a spinal-mount weapon requires moving the starship, the gunner gains a +2 bonus to their gunnery check when using their ranks in Piloting, instead of their base attack bonus, to calculate their gunnery bonus for the weapon. If the gunner wants to use their base attack bonus, they gain a +1 bonus to their gunnery check if they are trained in Piloting. Additionally, if the gunner fires no other weapons during the round when they fire the spinal-mount weapon, it deals an additional 1 damage per damage die. Once a spinal-mount weapon is fired, it cannot be activated or recharged again for 2d4 rounds.

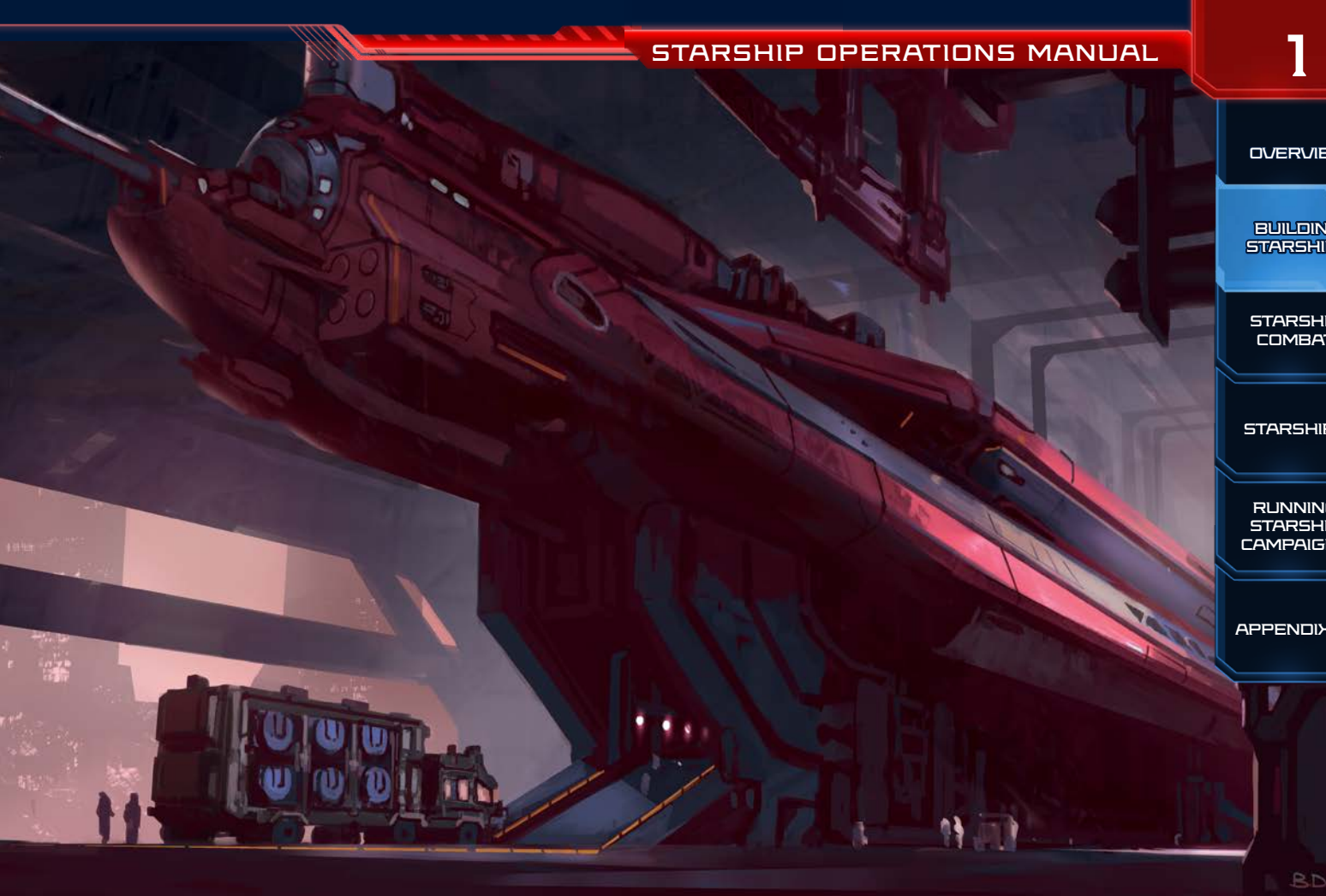
If the gunner doesn't fire a spinal-mount weapon on the first round that it is fully charged, a member of the crew must take an engineer or gunner action each round (requiring no skill check) to keep it on standby. If no member of the crew takes this action, the weapon's energy dissipates as if it had been fired, and it cannot be activated again for 2d4 rounds.

STARSHIP WEAPON SPECIAL PROPERTIES

Some starship weapons have special properties. In addition to those special properties described on pages 304–305 of the *Core Rulebook* and pages 152–153 of *Starfinder Pact Worlds*, additional special properties and how they affect starship combat are described here.

Anchoring

A weapon with this special property fires ammunition tethered to a powerful chain, anchoring the attacking starship to its target.



While anchored to each other, neither starship can move farther away from each other than the range at which the anchoring weapon was initially fired. While a starship is anchored and adjacent to its target, its crew can attempt to board (page 40) the anchored starship at the end of the starship combat round. An anchoring weapon can't be used to make additional attacks or anchor other vessels if it's currently being used to anchor a target.

As a special engineer action, an engineer can attempt to sever or dislodge another starship's anchor with an Engineering check (DC = 15 + 1-1/2 × the anchoring starship's tier). If they succeed, the effects of the anchoring weapon special property end. As a special stunt, a pilot can attempt to shake free of an anchor with a Piloting check at the same DC. If they succeed, the effects of the anchoring weapon special property end and the starship moves up to half its speed. If they fail, the starship moves in a straight line, though no farther than the range allowed by the anchoring weapon.

A starship's gunner or engineer can detach any number of their own weapons' anchors as a minor crew action.

Automated

A weapon with this special property can aim and fire autonomously following its programmed protocols. Unless manually operated by a gunner or instructed not to attack, the weapon fires every round during the gunnery phase, using the shoot crew action with a total gunnery bonus equal to the starship's tier (minimum +0). It always fires at the closest enemy

starship in range; if more than one enemy vessel is equally close, the weapon determines its target among these options at random. Weapons with the mine special property (page 14) can't also have the automated special property.

Buster

A weapon with this special property fires blasts of disruptive energy that devastate shields but have difficulty penetrating physical armor. A buster weapon deals the indicated damage to a starship's shields. If the shields in the quadrant are reduced to 0, split any remaining damage between the two adjacent quadrants' shields. If the targeted quadrant's shields and the shields of any adjacent quadrants are reduced to 0, halve any remaining damage before applying it to the starship's Hull Points.

During a starship's next engineering phase after being hit by a buster weapon (whether or not its shields were depleted), the DC of Engineering checks to divert power to the starship's shields increases by 5.

Deployed

A weapon with this special property consists of a launcher containing tiny armed drones that chase and attack nearby foes. A gunner can launch a drone by performing the deploy drone gunner action (page 15), causing the drone to appear in an adjacent hex at the beginning of the next round. The drone has a speed of 4 and good maneuverability (turn 1). It can perform one crew action and one minor crew action per round, though these

actions are limited to fly, glide, shoot, and snap shot, with total Piloting and gunnery bonuses equal to the launching starship's tier. The drone attacks only targets that are within its weapon's first range increment, and a drone can make only three attacks before expending its energy reserves and becoming disabled. For all other purposes, a deployed drone functions as a Tiny starship with an AC and TL equal to 12 + the launching starship's tier and total HP equal to twice the launching starship's tier. A drone lacks shields, has no quadrants, and does not take critical damage.

Deployed weapons can't already have the limited fire special property, and these weapons can be mounted on only a Medium or larger starship. A deployed weapon gains the automated and limited fire 3 special properties.

Force Field

A force field weapon leverages the attacking starship's shields as a deadly bludgeon. A force field weapon deals additional damage equal to its starship's Shield Points (SP) in the weapon's quadrant, with a maximum bonus damage value equal to the number listed with this special property. A turret-mounted force field weapon uses the current SP of the quadrant from which it's fired. A force field weapon cannot be fired from any quadrant that has 0 SP. Immediately upon firing a force field weapon—and before resolving any enemy attacks during the gunnery phase—the attacking starship loses a number of SP in that weapon's quadrant equal to the number listed with this special property. Weapons with the force field special property are not compatible with deflector shields.

Gravity Well

A gravity well module—which includes gravity generators, gravity well generators, and interdiction arrays—manipulates gravitational forces around the targeted starship, slowing the starship considerably. Until the end of the next piloting phase, the target's speed is halved, and its maneuverability becomes one step worse (to at worst clumsy maneuverability). A gravity well module requires tremendous energy to operate; it cannot be activated unless an engineer succeeds at a divert crew action to divert power to the weapons that round.

Hacking

A hacking module remotely overpowers another starship's onboard computer systems. An affected starship loses all control of its integrated control module (ICM) for 1 round, plus 1 additional round for every 5 by which the science officer's special gunnery check exceeds the target's TL. Instead, the hacking module's science officer gains control of the affected starship's ICM and can apply the flat circumstance bonuses the ICM would typically apply as penalties of equal value to one or more starship combat checks, representing the hacker's interference with the thrusters, communications, and even the internal lights of the targeted starship. For example, a science officer who has taken control of a starship's mk 2 trinode

computer (which normally grants +2 bonuses to three different checks) could apply a –2 penalty to three different starship combat checks per round. A heavy or capital hacking module increases the flat penalty value by 1. A capital hacking module can also apply the penalty to one additional starship combat check per round.

The science officer must apply a penalty before the affected starship's crew attempts a check. Although the science officer knows when one of the affected starship's crew members is attempting a check and the type of check (such as knowing that a gunner is about to use the shoot action), hacking into the starship provides the science officer no special knowledge of the starship's armaments or its crew's capabilities.

A starship's effective TL against gunnery checks attempted by a hacking module increases by 1 for each anti-hacking system (*Core Rulebook* 300) it has. During the engineering phase, an affected starship's science officer can

use their action to end the hacking effects with a successful Computers check (DC = 15 + 1-1/2 × the enemy starship's tier).

This science officer gains a circumstance bonus to this check equal to their starship's number of anti-hacking systems.

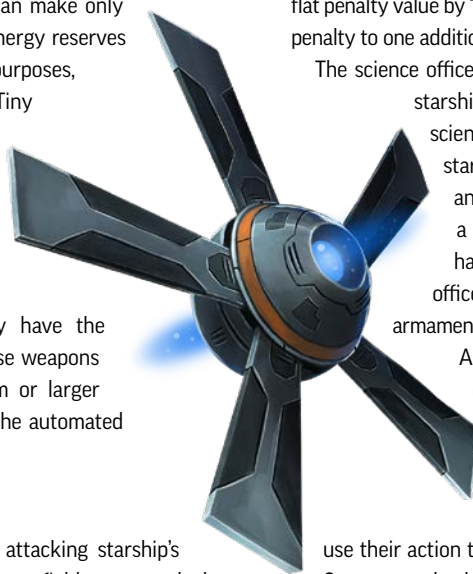
Intimidating

An intimidating weapon strikes fear in the crew of any starships hit. After a starship hits another starship with an intimidating weapon, its captain gains one of the following benefits during the following round: the captain can perform the taunt action against a starship that has already been taunted once during that combat, the captain can choose two phases of combat to affect when using the taunt action against that starship, or the captain gains a +2 circumstance bonus to the Intimidate check to taunt the attacked ship.

Mine

A weapon with this special property (referred to as the launcher) can be mounted only in a starship's aft quadrant and can be activated only using the lay mines gunner crew action (page 15) during the helm phase. A launcher cannot be activated using the fire at will, shoot, broadside, or precise targeting crew actions. Launchers are typically tracking weapons with the limited fire special property, and each time one is activated, it spreads the indicated number of mines over an equal number of hexes along the starship's flight path. A deployed mine has an AC and TL equal to 12 + the launching starship's tier, and each mine has 1 Hull Point. A mine's effective speed is 4 when targeted by point weapons.

Anytime a starship exits a hex adjacent to a mine, the gunner who placed the mine attempts an immediate gunnery check against the triggering starship's TL. If they succeed, the mine deals its listed damage and effects to the starship's aft quadrant, after which the mine is destroyed. If a starship would enter a hex containing a mine, the gunner who placed the mine instead attempts an immediate gunnery check as above but with a +2 circumstance bonus against the triggering starship's TL, and any damage is dealt to the starship's forward quadrant. If a mine's



gunnery check fails, the mine remains in that hex, and the triggering starship can complete its movement without further risk from that mine during that phase.

Mines don't activate until a few moments after being dispersed so as not to damage their launching starship. If a starship would trigger a mine's attack during the same helm phase in which it was dispersed, the triggering starship gains a +4 circumstance bonus to its TL against the mine's gunnery check.

Mystical

When attempting a gunnery check with a mystical weapon, which is a hybrid device, a gunner can use their ranks in Mysticism in place of either their base attack bonus or ranks in Piloting, and their Wisdom modifier in place of their Dexterity modifier.

Nav-Scram

A nav-scram module projects a burst of subatomic particles to interfere with and overload navigational equipment. During the next round's helm phase, the pilot of a starship affected by a nav-scram must roll their Piloting check twice and take the worse result when determining the order in which starships move during that round. A heavy or capital nav-scram module instead causes the affected starship's pilot to roll Piloting checks twice and take the lower results during the next round. A capital nav-scram module's effects last 1d3 rounds.

Numbing

A numbing weapon fires concentrated entropic energy. Living creatures on a starship that takes damage to its Hull Points from a numbing weapon must succeed at a Fortitude saving throw ($DC = 10 + 1\frac{1}{2} \times \text{the firing starship's tier}$) or take a -2 penalty to starship combat actions for 1d3 rounds.

Orbital

An orbital weapon is cumbersome yet powerful, designed to devastate immense targets or bombard planetary surfaces. During starship combat, attacks using an orbital weapon take a -4 penalty to the gunnery check if the target is a Medium or smaller vessel, or a -2 penalty if it's a Large, Huge, or Gargantuan vessel.

A gunner can also fire an orbital weapon at a large, stationary target, such as a settlement or battlefield. The effects follow the guidelines below. These guidelines are somewhat flexible so as to limit the degree to which a PC's starship might obliterate a key site or to allow an NPC starship's strike to deal the necessary structural damage without outright annihilating the PCs.

Orbital attacks have an immense range: orbital weapons with short range can strike large targets from low orbit (approximately 1,000 miles for a Golarion-sized planet), medium range orbital weapons are effective from high orbit (approximately 20,000 miles), and long-range orbital weapons can strike from extraordinary ranges of 100,000 miles or more. When an orbital weapon strikes an area, it damages everything in a 100-foot radius for a light weapon, 500-foot radius for a heavy weapon, 2,500-foot radius for a capital weapon, or a mile radius or larger for a spinal-mount weapon. Orbital weapons rarely fire faster than once every 10 minutes during bombardments, and spinal-mount weapons can rarely fire more than once per hour.

GUNNER ACTIONS

Gunners can use the following new actions to deploy drones and mines.

Deploy Drone [Gunnery Phase]

You activate a starship weapon with the deployed special property, deploying a drone into a hex adjacent to your starship at the beginning of the next round.

Lay Mines [Helm Phase]

You activate one of your ship's weapons with the mine special property and place a number of mines up to the value listed with this special property. Each mine must occupy a different hex through which your starship traveled during its movement this round. Any of the listed number of mines not deployed with this action are wasted. You must use this action before the pilot begins moving the starship during the helm phase.

SCIENCE OFFICER ACTIONS

Science officers can use the following new actions to interact with ECM modules.

Activate ECM Module [Gunnery Phase]

You can activate one of your starship's ECM modules. If you use an ECM module mounted on a turret, you can target a ship in any arc.

Rapid Jam [Gunnery Phase, Push]

You can activate any two of your starship's ECM modules, regardless of their arc. Each check attempted with these modules this round takes a -4 penalty.

Recall Beacon [Helm Phase]

You configure your starship's coordinates to one of your starship's active warp pucks. If you succeed at a Computers check ($DC = 15 + 1\frac{1}{2} \times \text{your starship's tier}$) before your starship's movement for the round, your starship instantly moves to the warp puck's hex while maintaining its facing. For every 5 by which you exceed the check, you can either increase your starship's size modifier by 1 for the purpose of determining the maximum distance your starship can teleport to the puck, or you can turn your starship once. If you attempt to teleport your starship to a warp puck that is beyond the module's maximum range, your starship does not move and the puck is destroyed.

Insidious Electronics [Gunnery Phase, Push]

At 6th level, you can spend 1 Resolve Point to activate any one of your ECM modules that targets a starship. If you succeed, you gain the benefits of either the scan (one piece of information) or target system science officer action, in addition to the effects of the ECM module.

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Orbital weapons deal $10 \times$ their listed damage to inanimate objects in the affected area, damaging or outright destroying many structures (*Core Rulebook* 408). Against vehicles, living creatures, and other smaller targets in the affected area, an orbital weapon's damage, effects, and other statistics are best approximated using the trap creation guidelines (*Core Rulebook* 411-412) for a trap with a CR equal to the value listed with the weapon's orbital special property.

Orbital weapons require additional features to function properly on most ships. Any starship modified by the colony ship framework (page 28) or space station framework (page 29) is sufficiently fortified to mount orbital weapons without needing such extra features, reducing an orbital weapon's BP cost by one-third.

Pod

A pod weapon is mounted to a starship's exterior and includes its own power supply, making its PCU cost negligible. A pod weapon does not require a weapon mount but must nonetheless be installed on a specific quadrant. Pod weapons are too unwieldy to mount on a turret, and a starship can mount only a single pod weapon on each quadrant. Any starship can support light pod weapons, whereas a starship must be Medium or Huge to support heavy or capital pod weapons, respectively.

Pod weapons are fragile due to their exposed nature. If a starship's hull takes damage, any pod weapons in the damaged quadrant gain the wrecked critical damage condition. If a starship takes critical damage to a weapons array that contains a pod

weapon, any pod weapons in that quadrant are destroyed, and any ammunition the pod weapon contains explodes, dealing additional damage to the starship equal to the pod weapon's minimum damage multiplied by its remaining number of limited fire uses.

Rail

A weapon with this property launches a massive adamantine-alloy spike designed to effortlessly pierce a starship's hull. For every 5 by which the gunnery check exceeds the target's AC, the rail weapon's damage increases by the amount listed with this special property. Rail weapons require exceptional amounts of energy to operate, and their ammunition lacks any homing capabilities. As a result, a rail weapon can be fired only with the shoot and precise targeting gunner actions, and the attack does not benefit from any science officer actions.

Ramming

A ramming weapon reinforces a starship's front quadrant to absorb collisions and deal damage when steered into targets. A ramming weapon must be mounted on a starship's front quadrant. If a ship with a ramming weapon ends its movement adjacent to an enemy ship in its forward arc and the enemy ship has already moved during this helm phase, it can attempt to ram that ship. The pilot immediately attempts a gunnery check against the enemy ship's AC. If successful, the attack deals a glancing blow that deals the ramming weapon's listed damage. If the attacking starship is one size category smaller than the enemy ship or larger, the successful

attack also pushes the target ship 1 hex in the direction the attacking ship is facing. If this would push the ship into an occupied hex, the ship does not move but instead takes additional damage equal to the attacking starship's tier. If the pilot's gunnery check fails, instead of dealing damage, the attacking ship takes damage equal to the ramming weapon's minimum damage.

A starship can deal even greater collision damage when using the ramming speed crew action (see sidebar).

Restricted

This weapon or starship component is typically available only to the listed group, such as the Azlanti Star Empire's Imperial Fleet.

Smart

Only weapons with the mine special property can have the smart special property. These mines (also known as smart mines) have simple thrusters and sensors, enabling them to slowly drift toward hostile targets. At the end of each helm phase after being dispersed, a smart mine moves 1 hex toward the closest enemy starship within 20 hexes. A smart mine does not enter the same hex as any mine dispersed by its launching starship or that starship's allies, though it can move into a hex occupied by an enemy mine or neutral obstacle; if it does, the smart mine detonates and deals its damage to the other mine or obstacle.

Teleportation

A weapon with this special property is capable of teleporting entire starships short distances, in addition to using teleportation technology to forcibly disjoin enemy vessels to deal damage. After hitting an enemy, the gunner chooses whether to deal damage as well as how to teleport the targeted starship. The gunner can move the targeted starship a distance (in hexes) no greater than the value listed with the weapon's teleportation special property, and the starship appears in the new hex facing the same direction as when it was hit. Alternatively, so long as the two starships are no more than 5 hexes apart, the gunner can cause their starship and the targeted starship to switch positions, with each vessel maintaining its current facing. Any teleportation movement occurs at the end of the gunnery phase, after resolving all other gunnery phase actions and effects. A teleportation weapon cannot move targets that are more than one size category larger than the attacking vessel, and teleportation weapons are unable to move supermassive targets such as planetoids or other immense objects, at the GM's discretion.

Transposition

A transposition module disperses magitech beacons attuned to its starship, enabling the ship to teleport short distances. Transposition modules typically have the mine special property (page 14) and are thus mounted on the aft quadrant and disperse inanimate warp pucks in one or more hexes. However, unlike most mines, a warp puck doesn't harm nearby starships. Instead, the launching starship's science officer can try to teleport the starship into the puck's hex using the recall beacon crew action (page 15). After the science officer performs this action, that warp puck is destroyed.

The maximum distance a starship can teleport by activating a warp puck depends on the starship's size category (for this

PILOT ACTION

A starship's pilot can perform the following stunt.

Ramming Speed [Stunt]

The starship increases its distance between turns by 2 (to a maximum of 4) and moves up to its speed, but it can move through 1 hex occupied by an enemy starship that has already moved during this helm phase. To perform this stunt, you must first succeed at a Piloting check ($DC = 15 + 1/1-2 \times \text{your starship's tier}$). If you succeed, you then attempt a gunnery check against the enemy starship's AC upon entering that starship's hex.

If the gunnery check succeeds, your starship collides with the enemy starship, dealing collision damage to each based on your starship's speed and the sizes of the two starships. The base collision damage equals $1d4 \times \text{half your starship's speed}$, plus an additional $1d4 \text{ damage} \times \text{a value based on your starship's size}$ (for the purpose of this calculation, Tiny = 1, Small = 2, Medium = 3, etc.). The enemy starship takes the full damage to the struck quadrant, and your starship takes half this damage to its forward quadrant, after which your movement ends. If your starship has a ramming weapon, add the ramming weapon's damage to the damage to the enemy starship. If your starship is one size category smaller than the enemy ship or larger, you push the ship 1 hex in the direction your ship is facing. If this would push the ship into an occupied hex, the ship does not move but instead takes additional damage equal to your starship's tier. If your starship is more than one size category smaller than the enemy starship, your starship returns to the hex from which it entered the enemy ship's hex, facing that starship.

If the initial Piloting check fails, your starship still moves as described and doesn't attempt the gunnery check, but the movement provokes a free attack from that starship as normal. If the Piloting check is successful yet the gunnery check fails, your starship still moves as described, but the movement doesn't provoke a free attack from that starship.

calculation, Supercolossal = 0, Colossal = 1, Gargantuan = 2, Huge = 3, etc.). A ship cannot teleport farther than a number of hexes equal to the starship's size category multiplied by the value listed with the module's special property.

UPGRADING WEAPONS

Starship weaponry can accommodate considerable modification, whether from corporate innovators or independent mechanics. A starship's crew can incorporate one or more of the following upgrades to a weapon by multiplying the weapon's BP cost by the listed value. Any restrictions on the types of weapons to which an upgrade can be applied are listed in the upgrade's entry.

TABLE 1-2: WEAPON UPGRADE COSTS

SPECIAL PROPERTY	BP COST MULTIPLIER
Array	$\times 1$
Automated	$\times 1.5$
Deployed	$\times 2$
Line	$\times 1.75$
Mystical	$\times 1.25$
Smart	$\times 1.5$

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TABLE 1-3: STARSHIP WEAPONS

LIGHT WEAPONS	RANGE	SPEED (IN HEXES)	DAMAGE	PCU	COST (IN BP)	SPECIAL PROPERTIES
DIRECT-FIRE WEAPONS						
<i>Aeon caster</i>	Medium	—	3d4	10	7	Mystical*, restricted* (Imperial Fleet)
Decorative ramming prow	—	—	2d4	0	5	Intimidating*, ramming*
Force projector	Short	—	1d10	10	7	Force field* (15)
Garbage ejection system	Short	8	1d6	1	1	Limited fire 1, point (+8)
Light buster cannon	Short	—	3d8	10	9	Buster*
Light force ramming prow	—	—	0	5	3	Force field* (20), ramming*
Light orbital death knell	Medium	—	3d10	20	18	Orbital* (3)
Light orbital particle cannon	Long	—	2d10	20	21	Line, orbital* (2)
Light teleportation beam	Short	—	1d20	15	14	Teleportation* (1)
Minor ramming prow	—	—	2d4	1	4	Ramming*
Rail launcher	Medium	—	2d8	15	10	Rail* 1d8
<i>Shadow bolt projector</i>	Medium	—	1d10	15	7	Intimidating*, mystical*
ECM MODULES						
Digital strike conduit	Medium	—	Special	10	10	Hacking*
Gravity generator	Short	—	Special	10	9	Gravity well*
Nav-scam projector	Short	—	Special	5	10	Nav-scam*
Warp puck launcher	—	—	Special	5	10	Limited fire 3, mine* (1), transposition* (1)
MELEE WEAPONS						
Light explosion injector	1 hex	—	3d10	5	13	Burrowing ^{PW} , limited fire 5
Light hacksaw arm	1 hex	—	4d6	10	8	Ripper
Light ship tether	1 hex	—	2d6	5	6	Anchoring*
Light-blade hull	1 hex	—	3d8	5	10	—
TRACKING WEAPONS						
<i>Light aeon torpedo launcher</i>	Long	12	3d6	10	8	Limited fire 5, mystical*, restricted* (Imperial Fleet)
Light frag mines	—	—	8d4	5	12	Limited fire 5, mine* (3), ripper
Light plasma mines	—	—	2d12	5	12	Limited fire 5, mine* (4)
Light plasma torpedo pod	Long	14	3d8	0	11	Limited fire 3, pod*
<i>Magic torpedo unit</i>	Long	18	2d4+2	10	10	Broad arc, mystical*, quantum
Mini-nuke mines	—	—	5d8	5	8	Irradiate (low), limited fire 3, mine* (1)
HEAVY WEAPONS						
DIRECT-FIRE WEAPONS						
Force blaster	Short	—	3d10	25	18	Force field* (40)
Gatling cannon	Short	—	15d4	20	20	Ripper
Gyrocannon	Short	—	3d10	20	14	Broad arc
<i>Heavy aeon caster</i>	Medium	—	6d6	20	18	Mystical*, restricted (Imperial Fleet)
Heavy buster cannon	Medium	—	6d8	15	16	Buster*
Heavy force ramming prow	—	—	3d4	10	10	Force field* (40), ramming*
Heavy orbital death knell	Medium	—	7d10	40	36	Orbital* (7)
Heavy orbital particle cannon	Long	—	5d10	40	42	Line, orbital* (5)
Heavy ramming prow	—	—	5d4	1	8	Ramming*
Heavy teleportation beam	Medium	—	3d20	40	35	Teleportation* (2)
Imposing ramming prow	—	—	4d4	1	10	Intimidating*, ramming*
Rail ballista	Medium	—	6d8	35	22	Rail* 3d8
<i>Shadow beam projector</i>	Medium	—	4d10	40	30	Intimidating*, line, mystical*
ECM MODULES						
Digital raid node	Medium	—	Special	15	15	Hacking*
Fractal nav-scam projector	Short	—	Special	10	16	Nav-scam*
Gravity well generator	Short	—	Special	15	20	Gravity well*
Warp puck bank	—	—	Special	5	20	Limited fire 3, mine* (2), transposition* (2)
MELEE WEAPONS						
Heavy explosion injector	1 hex	—	6d12	10	26	Burrowing ^{PW} , limited fire 5
Heavy hacksaw arm	1 hex	—	10d6	20	15	Ripper
Heavy ship tether	1 hex	—	4d8	10	14	Anchoring*
Heavy-blade hull	1 hex	—	6d8	10	17	—

TRACKING WEAPONS

Counter-missile bank	Short	14	8d6	10	11	Limited fire 6, point (+12)
Heavy aeon torpedo launcher	Long	12	6d8	15	20	Limited fire 5, mystical*, restricted* (Imperial Fleet)
Heavy frag mines	–	–	8d8	5	15	Limited fire 5, mine* (3), ripper
Heavy nuclear mines	–	–	10d8	10	14	Irradiate (medium), limited fire 3, mine* (1)
Heavy nuclear silo	Long	5	10d10	15	35	Irradiate (medium), limited fire 3, orbital* (10)
Heavy plasma mines	–	–	4d12	10	18	Limited fire 5, mine* (4)
Heavy plasma torpedo pod	Long	12	5d10	0	18	Limited fire 3, pod*
Heightened magic torpedo unit	Long	18	5d4+5	20	20	Broad arc, mystical*, quantum
Vortex mouth mines	–	–	7d12	20	30	Limited fire 3, mine* (3), vortex

CAPITAL WEAPONS**DIRECT-FIRE WEAPONS**

Extreme force ramming prow	–	–	5d4	30	10	Force field* (100), ramming*
Gatling cannon array	Short	–	4d4 × 10	30	25	Array, ripper
Massive ramming prow	–	–	2d4 × 10	5	20	Ramming*
Mega teleportation beam	Long	–	1d20 × 10	55	65	Teleportation* (3)
Monolith ramming prow	–	–	12d4	1	15	Intimidating*, ramming*
Prismatic beam	Long	–	2d8 × 10	60	55	Line, mystical*
Shadow bolt array	Medium	–	1d10 × 10	45	25	Array, intimidating*, mystical*
Starspear rail launcher	Medium	–	2d8 × 10	50	35	Rail* 1d8 × 10
Super buster cannon	Medium	–	3d8 × 10	35	35	Buster*
Super orbital death knell	Medium	–	3d6 × 10	50	57	Orbital* (10)
Super orbital particle cannon	Long	–	2d6 × 10	50	60	Line, orbital* (10)

ECM MODULES

Black hole generator	Medium	–	Special	20	25	Gravity well*
Digital assault torrent	Medium	–	Special	15	25	Hacking*
Super nav-scream projector	Medium	–	Special	20	25	Nav-scream*
Warp puck battery	–	–	Special	5	30	Limited fire 3, mine* (2), transposition* (3)

MELEE WEAPONS

Super explosion injector	1 hex	–	3d10 × 10	30	50	Burrowing ^{PW} , limited fire 5
Super hacksaw arm	1 hex	–	4d6 × 10	40	25	Ripper
Super ship tether	1 hex	–	10d8	15	18	Anchoring*
Super-blade hull	1 hex	–	3d8 × 10	30	40	–

TRACKING WEAPONS

Heavy frag mines	–	–	4d8 × 10	10	45	Limited fire 5, mine* (3), ripper
Hellfire mines	–	–	2d10 × 10	10	40	Limited fire 5, mine* (4)
Nuclear mega-mines	–	–	4d8 × 10	15	30	Irradiate (high), limited fire 3, mine* (1)
Quantum mines	–	–	2d8 × 10	25	40	Limited fire 3, mine* (5), quantum
Quantum missile pod	Long	12	2d8 × 10	0	35	Limited fire 3, pod*, quantum
Super nuclear silo	Long	5	3d8 × 10	15	40	Irradiate (high), limited fire 2, orbital* (14)
Vortex maw mines	–	–	3d12 × 10	35	60	Limited fire 3, mine* (3), vortex

SPINAL-MOUNT WEAPONS**DIRECT-FIRE WEAPONS**

Gravity annihilator	Long	–	8d6 × 10	50	60	Tractor beam
Hypermass cannon	Long	–	6d6 × 10	40	40	Line
Nova ram	Long	–	6d10 × 10	75	55	Line
Orbital devastator	Long	–	8d6 × 10	60	54	Orbital* (18)
Particle acceleration gun	Long	–	9d4 × 10	50	40	Line
Prismatic torrent	Long	–	5d8 × 10	60	45	Line, mystical*
Summon planetoid module	Medium	–	4d6 × 10	20	40	Limited fire 3, mystical*, point (+15)
Titan bolter	Medium	–	6d8 × 10	50	50	Rail* 2d8 × 10
Ultra plasma cannon	Medium	–	9d6 × 10	80	45	Line
Ultra x-laser cannon	Long	–	6d8 × 10	90	45	Line
Ultragraser	Medium	–	6d8 × 10	75	55	Irradiate (high), line
Ultralaser	Long	–	6d4 × 10	30	25	Line
Ultramaser	Long	–	6d8 × 10	60	45	Line
Vortex devourer	Medium	–	6d12 × 10	80	65	Vortex

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ALTERNATE ARMORS

While shields are the most common means of averting harm, starship engineers have experimented with a broad array of supplemental defenses to ensure occupants' safety—anything from layering armor upon armor to projecting energy barriers that deflect rather than absorb impacts. With the proliferation of Drift travel, these various technologies have become more commonplace across different shipyards and manufactories.

ABLATIVE ARMOR

By layering inexpensive metal and composite plates over existing bulkheads, a ship can absorb initial damage to its hull before its essential components become vulnerable to attack or hostile environments. However, thicker plates are bulky and interfere with the maneuverability and handling of starships. Ablative armor grants a starship temporary Hull Points to each quadrant, usually distributed evenly. When a starship would take damage to its Hull Points, it first reduces its temporary Hull Points from ablative armor in that quadrant. Once a starship's temporary Hull Points in a quadrant are reduced to 0, any further damage to that quadrant not absorbed by shields is applied to the ship's Hull Points. The loss of temporary Hull Points does not count toward the starship's critical threshold, though for all other effects, any attack that reduces a starship's temporary Hull Points is treated as though it had dealt Hull Point damage to the target.

In most cases, ablative armor is applied evenly, distributing its temporary Hull Points between all four quadrants. However, a starship can support uneven distribution at the cost of the starship's handling, though the vessel can add only a limited amount of extra armor to smaller hulls. If a starship's ablative armor is not installed evenly across all four quadrants, reduce the starship's base frame Piloting modifier by 1 (minimum -3). Reduce the Piloting modifier by 1 if the temporary Hull Points granted by ablative armor exceed the starship's Hull Point total. A starship cannot support ablative armor if its temporary Hull Points exceed twice its standard Hull Point total.

Ablative armor can be restored only when the starship undergoes repairs, and it is repaired at the same rate and cost as standard Hull Points. A starship's Hull Points must be fully repaired before making repairs to any temporary Hull Points provided by ablative armor.

DEFLECTOR SHIELDS

Whereas conventional starship shields absorb attacks entirely until they are depleted, some engineers insist that shields are most effective when deflecting attacks, blunting their force or causing them to miss entirely. Deflector shield technology reduces damage from incoming attacks and increases a starship's AC and TL, though each successive attack depletes the shields' defensive potential. Deflector shields and conventional shields create fields that interfere with each other, so only one of these two defenses can be installed on a starship.

TABLE 1-4: ABLATIVE ARMOR

ABLATIVE ARMOR	TOTAL TEMP HP	SPECIAL	COST (BP)
Basic ablative armor	8	—	2
Basic ablative armor	16	—	3
Basic ablative armor	24	—	4
Basic ablative armor	32	—	5
Basic ablative armor	40	—	6
Light ablative armor	52	-1 TL	8
Light ablative armor	64	-1 TL	10
Light ablative armor	76	-1 TL	12
Light ablative armor	88	-1 TL	13
Light ablative armor	100	-1 TL	14
Medium ablative armor	120	-2 TL, +1 turn distance	16
Medium ablative armor	140	-2 TL, +1 turn distance	17
Medium ablative armor	160	-2 TL, +1 turn distance	19
Medium ablative armor	180	-2 TL, +1 turn distance	21
Medium ablative armor	200	-2 TL, +1 turn distance	22
Heavy ablative armor	240	-2 TL, +2 turn distance	24
Heavy ablative armor	280	-2 TL, +2 turn distance	27
Heavy ablative armor	320	-2 TL, +2 turn distance	29
Heavy ablative armor	360	-2 TL, +2 turn distance	31
Heavy ablative armor	400	-2 TL, +2 turn distance	34
Superior ablative armor	460	-3 TL, +2 turn distance	38
Superior ablative armor	520	-4 TL, +2 turn distance	45

Fully functioning deflector shields provide a starship the defense value (DV) listed in Table 1-5 (page 21) to each quadrant. Whenever the starship would take damage, it ignores an amount of that damage equal to its defense value in that quadrant. Deflector shields are twice as effective against attacks from melee, ramming, and ripper starship weapons, so the starship ignores double the amount of damage from such attacks. Any attack that would ignore a fraction or all of a target's shields instead reduces the amount of damage the deflector shields ignore by an equal amount, rounded in the defender's favor (e.g., deflector shields with a defense value of 5 would reduce damage from a burrowing weapon [*Pact Worlds* 153] by 3). While the deflector shields' defense value in a quadrant is 1 or higher, the shields increase the starship's AC and TL against attacks in that quadrant by the listed amount.

Whenever an attack or effect damages a starship's Hull Points, the deflector shields' defense value in that quadrant also decreases by 1, reducing the amount of damage they can ignore. Weapons with the array or line special property that damage a starship's

Hull Points overwhelm its deflector shields, reducing their defense value in that quadrant by 2, whereas vortex weapons that deal Hull Point damage reduce the target's deflector shields' defense value in each quadrant by 1d4. Any successful attack by a weapon with the buster special property (or another special property that deals reduced damage to Hull Points) reduces the deflector shields' defense value in the struck quadrant by 2, whether or not the attack damaged the target's Hull Points. When a gunnery check results in a natural 20, any decrease to the target's deflector shield's defense value from the attack is 1 greater.

When an engineer uses the divert action to send power to shields, they increase the defense value of a single quadrant by 2, or the defense value of each quadrant by 1, up to the deflector shields' maximum defense value per quadrant. For every 150 PCU provided by a starship's power core, increase the defense value restored to one quadrant by 1. When a science officer uses the balance action, they can adjust their deflector shields' defense values in the same way as they would shift or distribute Shield Points, though each quadrant must have a defense value of at least 1 afterward. When a starship is not engaged in combat or otherwise taking damage, the defense value for each quadrant regenerates at a rate of 1 per minute.

TABLE 1-5: DEFLECTOR SHIELDS

DEFLECTOR SHIELD	DV	AC/TL	PCU	COST (BP)
Basic deflector shield 1	1/–	+1 AC/+1 TL	5	4
Basic deflector shield 3	3/–	+1 AC/+1 TL	5	6
Light deflector shield 5	5/–	+1 AC/+2 TL	10	12
Light deflector shield 8	8/–	+1 AC/+2 TL	15	15
Medium deflector shield 10	10/–	+2 AC/+2 TL	30	22
Medium deflector shield 12	12/–	+2 AC/+2 TL	45	26
Heavy deflector shield 13	13/–	+2 AC/+3 TL	60	33
Heavy deflector shield 15	15/–	+2 AC/+3 TL	80	36
Superior deflector shield 18	18/–	+3 AC/+3 TL	100	45
Superior deflector shield 20	20/–	+3 AC/+3 TL	120	50

FORTIFIED HULL

By reinforcing critical starship systems with extra-thick armor, a starship's designer can limit catastrophic failures caused by incoming attacks. A starship can incorporate one fortified hull upgrade, which increases the vessel's Critical Threshold (CT) value by an amount based on the fortified hull's material and the starship's size category (for the purpose of this calculation, Tiny = 1, Small = 2, Medium = 3, Large = 4, etc.). A fortified hull is a passive system that requires no PCU to function.

TABLE 1-6: FORTIFIED HULL

MATERIAL	BONUS TO CT	COST (BP)
Steel composite	1 × size category	2 × size category
Adamantine alloy	2 × size category	4 × size category
Nanocarbon plate	3 × size category	6 × size category
Polycarbon plate	4 × size category	9 × size category
Pure adamantine	5 × size category	12 × size category

REINFORCED BULKHEADS

By dramatically strengthening a starship's bulkheads and other interior walls, its designer can reduce the odds of catastrophic system damage when the starship sustains damage. Whenever the starship would sustain critical damage, there is a percent chance based on the reinforced bulkhead's fortification rating that the critical damage effect is negated (though the attack still deals damage to the starship). The cost of reinforced bulkheads is based on the starship's size category (for the purpose of this calculation, Tiny = 1, Small = 2, Medium = 3, Large = 4, etc.).

TABLE 1-7: REINFORCED BULKHEADS

BULKHEAD TYPE	FORTIFICATION	COST (BP)
Mk 1 bulkheads	10%	2 × size category
Mk 2 bulkheads	20%	3 × size category
Mk 3 bulkheads	30%	5 × size category
Mk 4 bulkheads	40%	7 × size category
Mk 5 bulkheads	50%	10 × size category

SPECIAL MATERIALS

Like handheld gear, starship weapons and systems can be made wholly or in part from special materials. Pricey starmetals often imbue starships with extraordinary capabilities rarely matched by synthetic materials—from the heat-dissipating properties of siccacite to the magic-absorption of noqual. Specialized outfitters are always happy to install these premier components, giving starfarers an edge as they brave the galaxy's greatest dangers.

Each major component of a starship—its armor, defensive countermeasures, power core, sensors, thrusters, and individual weapon mounts—can be constructed using only one special material, though each of a starship's weapon mounts can use a different special material and counts as a separate system for this purpose. When purchasing a starship component, you can spend additional BP as shown on Table 1-8 (page 23) to purchase a version of that component made from a compatible special material.

ABYSIUM

A highly radioactive metal with a bluish-green glow, abysium provides exceptional conductivity and can store electric charges far more efficiently than more mundane metals such as copper.

Power Core: A properly functioning abysium reactor produces far less waste than reactors that use other radioactive materials and doesn't require extreme pressure to sustain nuclear reactions, but it's hazardous when ruptured. An abysium power core increases the PCU it provides by 25% (maximum +50 PCU). However, if the power core takes critical damage, the starship's occupants are subjected to radiation for 1 round of starship combat. This radiation is low if the power core gains the glitching condition, medium if it gains the malfunctioning condition, and high if it gains the wrecked condition.

Weapon Mount: Abysium is naturally radioactive. An abysium weapon mount grants any weapon installed onto it the irradiate special property, with a light weapon mount creating low radiation, a heavy mount creating moderate radiation, and a capital or spinal mount creating heavy radiation. If the weapon already has the irradiate special property, add 1 round to the duration of any radiation applied to struck starships. Mounting a light, heavy, capital, or spinal weapon with abysium increases its cost by 2 BP, 6 BP, 10 BP, or 10 BP, respectively.

ADAMANTINE ALLOY

Famously strong, pure adamantine is too expensive to incorporate into something as large as a starship, but its alloys can impart some of the metal's infamous deadliness and impregnability.

Armor: Adamantine alloy armor protects a starship against all but the strongest attacks. This armor grants the starship a Damage Threshold equal to the armor's bonus to AC, stacking with the starship's existing Damage Threshold. Adamantine alloy increases a starship's size category by 1 for the purpose of calculating the cost of its armor; the value of a Supercolossal ship's size category increases from 8 to 9 for this purpose.

See Fortified Hull (page 21) for denser adamantine armor.

Weapon Mount: Adamantine alloy weapons are extraordinarily destructive, capable of tearing apart unprotected targets. When such a weapon strikes a target in a quadrant without functioning shields, it deals +1 damage per damage die to the target. Against a starship with functioning deflector shields (page 20), an adamantine alloy weapon reduces that quadrant's defense value by an additional 1 for each hit that reduces the target's Hull Points; this stacks with the effects of weapon special properties such as array, line, and ripper.

Mounting an adamantine alloy weapon increases its BP cost by an amount equal to half the weapon's damage dice. If a weapon's damage is multiplied, multiply the cost increase by an equal amount.

DJEZET

This rust-colored, liquid starmetal guides magical energies much as copper guides electricity in a circuit. While it offers little benefit to a starship's frame, its unique properties can enhance a starship's sensors and improve its power efficiency.

Power Core: A djezet power core absorbs trace magical energies and directs those toward powering minor systems, seeming to produce energy from nowhere. A djezet power core increases the PCU it provides by 10% (maximum +20 PCU), but it can direct that power only to fulfill the PCU requirements for expansion bays.

Sensors: Djezet-infused sensors can analyze supernatural auras and unseen magical currents, providing a more comprehensive view of a starship's surroundings. Djezet sensors increase their range by 50%: short-range, medium-range, and long-range djezet sensors have ranges of 7 hexes, 15 hexes, and 30 hexes, respectively. Additionally, djezet sensors typically have a range of 375 feet on most planets, instead of 250 feet, though obstructions such as terrain might limit this range.

HORACALCUM

The rarest of star metals, horacalcum is a dull, orange-brown metal with the potent ability to warp space-time around itself.

Defensive Countermeasures: A horacalcum lattice incorporated into a starship's defensive countermeasures creates a field of space-time fluctuation that slows larger incoming projectiles. The speed of any tracking weapon fired at the starship is reduced by 25% (round down the final speed).

Thrusters: By bending space around a vessel in subtle ways, horacalcum thrusters propel a starship at incredible speeds

and enable improbable maneuvers. Horacalcum increases the maximum speed of any thrusters by 1 and reduces a starship's Piloting check penalty based on its maximum speed by 1 (minimum +0). Active horacalcum thrusters glow with a telltale orange hue.

INUBRIX

Nicknamed "ghost iron" due to its ability to phase through denser materials, inubrix is a soft metal typically alloyed with platinum before being incorporated into a starship's systems.

Thrusters: Leaving ephemeral, smoky contrails, inubrix thrusters allow parts of a starship to phase through physical matter for crucial seconds, turning glancing blows into near misses. The starship's pilot gains a +1 circumstance bonus to Piloting checks to avoid hazards, and damage dealt to the starship by hazards is reduced by an amount equal to its tier.

Weapon Mount: An inubrix alloy weapon's payload phases in and out of reality, potentially bypassing armor and interior bulwarks to inflict extraordinary damage to a target's inner systems. Whenever an inubrix alloy weapon scores critical damage against a starship, it has a 20% chance to critically damage the randomly determined system twice. For example, it might cause an undamaged system to gain the malfunctioning condition rather than the glitching condition.

Inubrix weapons provide no additional benefit against biomechanical starships and starship-scale creatures. Mounting a light, heavy, capital, or spinal weapon with inubrix increases its cost by 2 BP, 6 BP, 10 BP, or 10 BP, respectively.

NOQUAL

This green, lightweight crystalline starmetal is best known for its magic-dampening properties. Incorporating noqual into starships is a delicate process, as improperly installed noqual impairs that

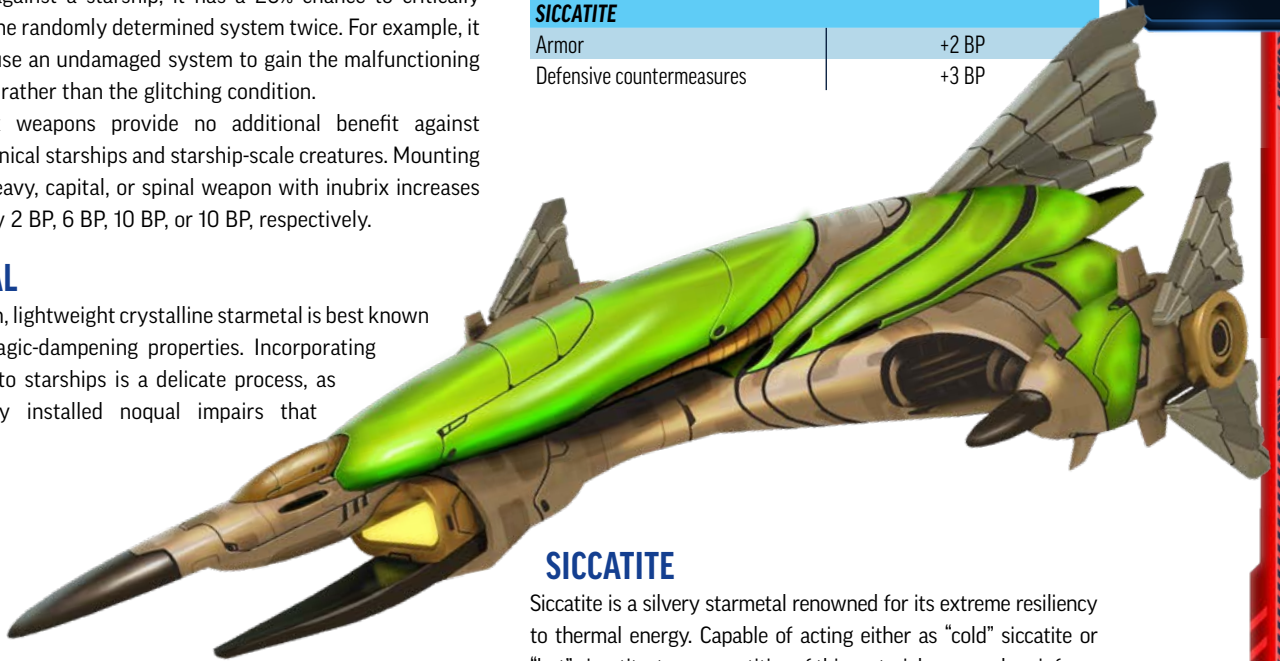
vessel's magitech operations as often as it stymies enemy ships.

Armor: Noqual armor deflects magical attacks and absorbs ambient magic, complicating the actions of spellcasting officers on board. Treat the starship's tier as 2 higher when determining the Mysticism DC of magic officer actions that use the armored starship's tier to calculate the DC of Mysticism checks. Additionally, the starship's AC and TL increase by 2 against weapons with the mystical special property (page 15).

Sensors: The scanning pulses emitted by a noqual-augmented sensor array can interfere with enemy diagnostics, particularly the functions of any magitech components. When a science officer uses the scan crew action and exceeds the check DC by 5 or more, they can choose to learn only one piece of information and instead scramble the other ship's sensors, giving the sensors the glitching condition for 1 round for every 5 by which the Computers check exceeded the scan action's DC.

TABLE 1-8: SPECIAL MATERIALS

UPGRADED SYSTEM	BP COST
ABYSIUM	
Power core	+2 BP
Weapon mount	Special
ADAMANTINE ALLOY	
Armor	Special
Weapon mount	Special
DJEZET	
Power core	+1 BP
Sensors	+3 BP
HORACALCUM	
Defensive countermeasures	+4 BP
Thrusters	+2 BP
INUBRIX	
Thrusters	+1 BP
Weapon mount	Special
NOQUAL	
Armor	+4 BP
Sensors	+2 BP
SICCATITE	
Armor	+2 BP
Defensive countermeasures	+3 BP



SICCATITE

Siccatite is a silvery starmetal renowned for its extreme resiliency to thermal energy. Capable of acting either as "cold" siccatite or "hot" siccatite, trace quantities of this material commonly reinforce and absorb heat from starship power cores and thrusters.

Armor: Siccatite armor has the unique ability to absorb massive amounts of heat, allowing the metal to withstand friction better than nearly any other material. When a starship with siccatite armor moves through an atmosphere (page 52), it treats the current friction level as if it were one level less severe when determining the amount of damage the starship sustains (severe becomes high, high becomes moderate, moderate becomes low, and low becomes none).

Defensive Countermeasures: By wrapping key portions of a starship in an insulated mesh of siccatite, the extremely hot or frigid metal can obscure the vessel's systems against enemy sensors. Treat a starship with siccatite defensive countermeasures as 2 tiers higher when determining the Computers DC of science officer actions that use the protected starship's tier to calculate the DC of Computers checks.

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STARSHIP SYSTEMS

With powerful computers and complex algorithms, starships are practically able to fly themselves. Yet for those hoping to optimize their starships' performance, there are countless technologies designed to help officers interface with and control their vessels, giving commands at the speed of thought. Others prefer programming their own bridge crew, creating autonomous virtual intelligences able to sustain a ship's functions for millennia. The options in this chapter give starship crews a heightened level of control in customizing and perfecting their vessel.

Many of the following systems are rare, potentially found only in well-connected black markets. Moreover, they are often difficult to operate and maintain. GMs should use their discretion when granting access to these starship options; if you feel they would unbalance your game, feel free to rule that they malfunction, break down, or are simply hard to operate. For systems that have a BP cost based on size category, Tiny = 1, Small = 2, Medium = 3, Large = 4, and so on.

EXPANSION BAYS

The following expansion bays are specialized for a variety of different applications.

Arcane Mortuary

An arcane mortuary contains equipment that aids spellcasters in creating undead. A spellcaster using this mortuary must still provide any special materials required for undead creation. Undead created in an arcane mortuary have 10% more Hit Points than a typical undead creature of the same CR. An arcane mortuary can also store up to five Medium or smaller corpses without them deteriorating due to time. One Large corpse can be stored in place of two Medium ones.

Booster Thruster Housing

When properly reinforced to absorb the strain, an expansion bay along a starship's aft or sides can house additional thrusters and fuel tanks (the thrusters must be purchased separately and be an appropriate size for the starship) as well as separate fuel tanks. During starship combat, the pilot can activate these additional thrusters before moving the starship during the helm phase as part of their crew action. When activated, the additional boosters increase the starship's speed by an amount equal to the boosters' listed speed divided by 4 (rounded down) and increase the DC of Piloting checks to perform stunts that round by an equal amount. The boosters' supplemental fuel supply can power them for 5 rounds, after which the thrusters need 24 hours to recharge from the ship's power core. A starship can have only one such additional booster active at a time.

Breaching Pod

These high-speed pods can each transport up to two Huge creatures, four Large creatures, or eight Medium or smaller creatures at high velocity toward another vessel with the

intention of forcefully boarding that starship. A breaching pod travels in the same way as a long-range tracking weapon with a speed of 8, but its size and composition make it unable to pierce functioning shields. When a breaching pod strikes an unshielded quadrant, it deals 1d6 damage to the target, bypassing any Damage Threshold. The occupants—protected in robust safety harnesses so as to avoid damage from the collision—can then disembark and begin boarding combat (page 40) on the following round, though the breaching pod is damaged to the point of being inoperable. A breaching pod that fails to hit its target functions as an escape pod and can be retrieved for reuse. Outside of starship combat, a breaching pod can serve as a crude shuttle to dock with a disabled or willing vessel without destroying the pod.

Expendable breaching pods are replaced automatically whenever the starship is upgraded to the next tier. A breaching pod can also be replaced as though the crew were repairing damage to the starship (*Core Rulebook* 321), using the breaching pod's BP cost as the number of Hull Points to be repaired. A starship that also has a tech workshop expansion bay halves the time needed to replace a breaching pod.

By increasing a breaching pod's BP cost to 7, the pod is automatically outfitted with robotic combatants that function as a typical boarding crew. By increasing the price to 9 or 11 BP, the robots function as skilled or specialized combatants, respectively, for the purpose of calculating their boarding attack modifier.

Combat Training Facility

This specialized gym and miniature arena provides an array of holographic threats, tactical dilemmas, and automated combat simulations that help crew members practice close-quarters tactics and self-defense. This facility also adds several caches of weapons and armor spread throughout the starship, ensuring that the crew always have essential armaments close at hand in the event of an emergency. A basic combat training facility improves the crew's battle readiness, treating them as skilled (and granting a bonus) when resolving boarding events (page 40). Specialized and elite combat training facilities incorporate much more complicated simulations and rigorous protocols, and the crew are treated as specialized or elite, respectively, when resolving boarding encounters.

Corpse Recycler

A corpse recycler allows a starship crew to render bodies into

parts for necrografts (*Starfinder Armory* 94). In a process that takes 1 hour, a carcass fed into the recycler produces a number of necrograft UPBs equal to $10 \times$ the CR of the creature from which the corpse originated. These UPBs can be used only to create necrografts.

Cryo-Chamber

This high-tech chamber allows biological organisms to enter a form of stasis via a rapid freezing process and be sustained in pods for a long duration. Cryo-chambers can be set to keep an organism in stasis for a set duration, indefinitely, or until certain conditions are met, such as arrival at a navigational milestone or if the vessel comes under attack. During the days before Drift travel, most starship crews used these chambers to survive the months-long trips between destinations. Some exploration ships still use cryo-chambers in lieu of crew quarters, particularly those that regularly travel in the Vast. The Azlanti Star Empire has developed its own variation on the cryo-chamber, which is more compact but virtually unknown outside of Azlanti space (*Starfinder Adventure Path* #7: *The Reach of Empire* 47).

A cryo-chamber can hold up to eight Medium or smaller creatures or four Large creatures in stasis for as long as the systems have adequate power. A cryo-chamber can instead be outfitted to hold a single Huge or Gargantuan creature, and two cryo-chambers can be combined to hold a single Colossal creature.

While in stasis in a cryo-chamber, a creature no longer advances on affliction tracks, and doesn't suffer from starvation, thirst, or sleep deprivation. Placing a creature in stasis or removing it from stasis takes 1 hour, after which the creature is sickened for 1 day unless it succeeds at a DC 25 Fortitude save.

Dedicated Computer Housing

An expansion bay can be outfitted with power conduits and wires needed to house an additional mononode computer core (which must be purchased separately). This additional computer has an integrated control module (ICM) that is dedicated to a single starship combat crew action (for example, an engineer's checks to divert or a gunner's check to fire at will), chosen when the computer is installed. The ICM grants its flat circumstance bonus once per round to the check for the chosen starship combat action. This bonus does not stack with the circumstance bonus granted by the main computer's ICM.

Drop Pod

A drop pod is a reinforced vehicle designed to transport a group of soldiers or small vehicles from a starship orbiting high above a planet to that planet's surface. Each drop pod is a single-use device equipped with heat shields to deflect the heat of atmospheric entry as well as thrusters strong enough to make small course corrections and slow the rate of descent before reaching the surface.

A typical expansion bay can store and launch one Gargantuan drop pod that can hold up to four Huge creatures, eight Large creatures, or 16 Medium or smaller creatures or vehicles. Alternatively, an expansion bay can be outfitted with two

TABLE 1-9: STARSHIP SYSTEMS

SYSTEM	PCU	COST (IN BP)
EXPANSION BAYS		
Arcane mortuary	1	2
Booster thruster housing	0	3
Breaching pod	5	5
Breaching pod with autonomous combatants	5	7
Breaching pod with skilled autonomous combatants	5	9
Breaching pod with specialized autonomous combatants	5	11
Combat training facility, basic	3	3
Combat training facility, advanced	5	8
Combat training facility, elite	5	10
Corpse recycler	2	2
Cryo-chamber	10	5
Dedicated computer housing	0	2
Drop pod	5	5
Drop pod, colossal	10	10
External expansion bay	0	3
Ghost drive	10	5
Healing pods	2	3
Quantum defender	Special	Special
Surveying sensors	3	3
Thrusters primer	5	1
SECURITY		
Emergency accelerator	5	4 × size category
Holographic mantle	10	12
Reconfiguration system	50	30
OTHER SYSTEMS		
Algal shielding	0	5 + (2 × size category)
Autodestruct system	0	1 × size category
Colony ship framework	0	1/4 × base frame cost
Consciousness uplink drive	0	4
Powersap	0	3 × size category
Robotic appendage	0	Special
Root system	5	2 × size category
Space station framework	0	1/5 × base frame cost
Training interface module	0	Special
Virtual intelligence	0	Special

Huge drop pods (*Starfinder Adventure Path* #24: *The God-Host Ascends* 52). A Colossal drop pod takes up two expansion bays, costs twice as many PCU and BP, and doubles the number of creatures and vehicles the pod can carry (or allows the drop pod to carry up to four Gargantuan creatures).

External Expansion Bay

A starship can increase its number of expansion bays by attaching additional modules to its exterior or towing them. The additional mass and volume of external expansion bays reduce the starship's maneuverability; increase the turn distance of a starship by 1 for every three external expansion bays it has, rounded up. External expansion bays can be installed only on a Small or larger starship, and the number of external expansion bays cannot exceed the number of expansion bays provided by the starship's base frame.

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Ghost Drive

A ghost drive can be installed only on a Large or smaller starship. During the helm phase, as a crew action, a science officer can attempt a Computers check ($DC = 10 + 1\frac{1}{2} \times$ the starship's tier) to activate the ghost drive. If the check is successful, the ghost drive becomes active and the vessel in which it is installed becomes insubstantial.

An active ghost drive has several effects in starship combat. The drive pulls power from the thrusters, so the insubstantial starship's speed is 2 lower and its distance between turns is 1 higher. An insubstantial starship can move through hexes containing enemy starships without allowing those foes to make free attacks; conversely, the insubstantial starship can't make free attacks on ships that pass through its hex. The starship's science officer can freely deactivate the ghost drive at the beginning of the helm phase; otherwise, the effect continues indefinitely.

Healing Pods

Healing pods can be installed only in a biomechanical starship (*Starfinder Pact Worlds* 152).

A biomechanical starship can channel energy from its self-repair mechanism to its parts, including its healing pods. These pods benefit any creature that rests in them whenever the biomechanical starship's self-repair criteria are met. A creature that does so regains twice the number of ability points or Hit Points it would by healing naturally. Resting in a healing pod also grants a creature a +2 circumstance bonus to Constitution checks for long-term stability and saving throws against diseases, drugs, and poisons for 24 hours. A healing pods expansion bay contains six pods that can each accommodate a Medium or smaller creature. A Large pod can be installed in place of two Medium ones.

Quantum Defender

A quantum defender enables a starship to enter an unpredictable quantum state for a short time, enabling it to phase in and out of existence at just the right time to avoid harm. During the helm phase, as a crew action, a science officer can activate the quantum defender by succeeding at a Computers check ($DC = 10 + 1\frac{1}{2} \times$ the starship's tier). While the quantum defender is active, if an attack would normally hit the ship, the attacker must reroll the gunnery check and take the lower result. After that reroll, or at the end of a round during which no such reroll occurs, the ship returns to its normal state as the quantum defender deactivates.

A quantum defender's BP cost is equal to $4 \times$ the starship's size category (for the purpose of this calculation, Tiny = 1, Small = 2, Medium = 3, etc.) or 10 BP, whichever is greater. A quantum defender's PCU requirement is either 20 or is equal to $5 \times$ the starship's size category, whichever is greater.

Surveying Sensors

This room of specialized analytical equipment and sensory technology augments a starship's sensors when scanning planetary bodies, spatial anomalies, debris, and similar phenomena. When scanning such targets, the science officer doubles the bonus to Computers checks granted by the starship's sensors (maximum +8). The surveying sensors also double the range of the starship's sensors to 500 feet while in atmosphere or on planets. The augmented sensors provide no special benefits during starship combat.



Thrusters Primer

By dedicating additional space to the thrusters and related systems, a starship can vastly decrease the amount of time needed for its thrusters to warm up and engage. The thrusters primer reduces the time needed to start the thrusters (*Core Rulebook* 291) from 1 minute per size category to 1 round per size category, allowing even immense starships to finish the ignition sequence in less than a minute. During the first engineering phase of starship combat, a thrusters primer grants a short boost to a starship's propulsion, automatically increasing the starship's speed by 2 as though the engineer had used the divert action to direct power to the engines.

SECURITY

The following security systems are rare and can potentially be very powerful.

Emergency Accelerator

This system allows a starship to rapidly accelerate to a speed that makes combat between starships no longer possible. A starship that successfully engages an emergency accelerator escapes any battle it is in. To accomplish this, the emergency accelerator draws on power from across the starship's many systems, making the starship highly vulnerable for a short period before the acceleration takes effect. An emergency accelerator cannot be activated if the power core or engines have any critical damage conditions; if these systems gain such a condition while the accelerator is active, the accelerator shuts off.

The engineer can activate an emergency accelerator as a crew action during the engineering phase. For the rest of the round, the ship has no shields and cannot fire weapons. If the emergency accelerator is still active at the end of the gunnery phase, the ship immediately moves 100 hexes in a straight line in any direction, which ends the starship combat and allows the vessel to escape. After using an emergency accelerator, the ship's power core gains the glitching critical damage condition and must be repaired before the accelerator can be used again.

Holographic Mantle (Hybrid)

A starship equipped with a *holographic mantle* can appear as another vessel of the same size or one size category larger. This appearance is entirely illusory, but unlike a *reconfiguration system* (see below), the ship does not physically change its shape. The sophisticated hull-mounted projectors of a *holographic mantle* fool a purely visual inspection, unless the viewer succeeds at a Perception check ($DC = 25 + 1\text{-}1/2 \times$ the tier of the disguised starship). The system also transmits false transponder information that raises the DC of scan actions against the disguised ship by 5. If an opponent fails their Computers check to perform a scan by 5 or less, the science officer aboard the disguised ship can give false basic information to the scanning ship (*Core Rulebook* 325). A *holographic mantle* requires 10 minutes to properly calibrate and activate, and it shuts down and can't be used if the ship's sensors gain a critical damage condition.

Reconfiguration System (Hybrid)

Reptoids pioneered this hybrid technology and keep it secret, despite the efforts of many governments and other organizations. A *reconfiguration system* enables a starship to physically change shape; it can appear to be any other vessel of the same size without changing any of the ship's statistics. In addition, the reconfigured ship mimics the transponders and scan profile of the ship it is impersonating. When the reconfigured ship is scanned, the first piece of information the scanning science officer obtains is always false, conforming to the ship the reconfigured vessel is pretending to be rather than what the reconfigured ship actually is. It takes only a few moments for this system to reconfigure a starship that's out of combat, but it cannot function if the ship's sensors have a critical damage condition. However, if the ship's sensors gain a critical damage condition while the ship is reconfigured, the vessel remains in its reconfigured state.

OTHER SYSTEMS

The following section includes additional starship systems.

Algal Shielding

The algal shielding system can be installed only in a biomechanical starship (*Pact Worlds* 152).

The hull of a vessel with algal shielding has a layer made of water-filled, valved chambers that circulate blue-green algae through the ship, interfacing with the life-support system and most living parts of the ship. This supplemental circulatory system has two functions. First, the algae act as a radiation buffer. When a biomechanical starship with algal shielding takes damage from a weapon with the irradiate special property (*Core Rulebook* 304), the algal shielding grants a +2 circumstance bonus to saving throws against radiation and other poisons introduced to the ship's internal atmosphere. This system also functions as one hydroponic garden (*Pact Worlds* 153). If a critical damage effect causes a vessel's life-support system to become malfunctioning or wrecked, the algal shielding provides no benefit until the life-support system's condition is improved to glitching or normal.

Autodestruct System

An autodestruct system is a self-destruct mechanism that removes the crew's ability to avoid destruction in a crisis. When a starship outfitted with an autodestruct system is reduced to 0 Hull Points, the autodestruct system activates, destroying the ship it's built into. Starships in hexes adjacent to a starship as it autodestructs take damage to the appropriate quadrants equal to half the destroyed starship's maximum Hull Points, mitigated by shields as normal.

An autodestruct system is hardwired into the ship and has no interface that can be hacked or disabled. Once installed, it can be removed only with 1 day of work and a successful Engineering check ($DC = 15 + 1\text{-}1/2 \times$ the starship's tier). Failing this check means the autodestruct system remains active, and the engineer is aware of that fact.

Colony Ship Framework

Combining the habitability of a space station with the

mobility of a starship, colony ships are designed to transport large populations of people across vast distances. In many ways they are mobile cities, able to provide long-term sustainability for a population as it travels across space. Most colony ships transport populations that intend to settle elsewhere (hence the name), although some can remain active as mobile settlements even after reaching their destination.

The colony ship framework must be purchased at the same time as a Large or larger starship base frame. Applying the colony ship framework to a base frame costs an amount of BP equal to one-quarter the base frame's BP cost. For example, the heavy freighter base frame has a BP cost of 40, so constructing a colony ship from a heavy freighter costs 50 BP (40 BP + 10 BP). A starship with a colony ship framework has the following abilities.

Habitable: The primary purpose of a colony ship is to serve as a long-term habitat for its occupants. As a result, colony ships are optimized for communal living. A colony ship can house a total number of occupants equal to $10 \times$ its base frame's maximum crew size, though its maximum crew size doesn't change. A colony ship multiplies its base frame's total number of available expansion bays by three. These additional expansion bays can be used only for cargo holds, escape pods, guest quarters, life boats, recreation suites, or other expansion bays intended primarily for civilians, as determined by the GM.

Orbital Weaponry: Colony ships can support exceptionally powerful weaponry. A colony ship can install up to one weapon with the orbital weapon special property (page 15) onto one of its weapon mounts for one-third the usual price.

Consciousness Uplink Drive

A consciousness uplink drive is an incredibly potent and thoroughly dangerous system that enables a crew member with a datajack to interface directly with their starship. The device converts electronic signals from the starship's computers and various sensors into neural signals that the user's brain can interpret as if the signals had originated from the user's own body. This grants the crew member extraordinary reaction speed and multitasking abilities, but it also leaves the user's body vulnerable to painful feedback if the starship is damaged, potentially inflicting lasting harm.

To use the uplink drive, a crew member must have a datajack (*Core Rulebook* 209) and physically link their datajack to their starship, such as to a port in the pilot's chair. Calibrating this connection takes at least 1 minute outside of starship combat or takes the uplinking crew member's crew action to calibrate during starship combat. A crew member can begin starship combat already calibrated and connected. Once calibrated, they gain all of the benefits and drawbacks that follow and can change starship roles without disconnecting.

Disconnecting safely takes an additional 1 minute, or 1 round during starship combat, during which the user can act normally but gains none of the uplink's benefits and still experiences the drawbacks until the process concludes. The user can instead disconnect at the start of a round before the engineering phase, but severing the link so quickly is harmful; they take damage equal to twice the starship's tier when a system becomes malfunctioning or wrecked.

Only one crew member can use a consciousness uplink drive at a time, as multiple users introduce mental interference that negate the system's benefits.

Benefits: The benefits provided by the uplink depend on the quality of the user's datajack, with more advanced models able to process more complex commands. While linked, the crew member can perform the following starship crew actions as minor crew actions: divert, fly, precognition (*Character Operations Manual* 148), scan, and shoot. If using a high-density or accelerated datajack, the user also gains a +1 circumstance bonus to gunnery and starship combat skill checks. If using an accelerated datajack, the user's circumstance bonus increases to +2 when performing science officer actions, and the user adds the following to their list of minor crew actions: balance, eldritch shot (*Character Operations Manual* 148), fire at will, hold it together, and maneuver.

Drawbacks: An uplinked user suffers neural feedback whenever the starship takes critical damage. Whenever one of the starship's systems takes critical damage and becomes glitching, the user takes damage equal to the starship's tier; this damage doubles if the system becomes malfunctioning or wrecked. The user can halve this damage with a successful Fortitude save ($DC = 10 + 1/2$ the starship's tier). If the user has a high-density datajack, they gain a +1 circumstance bonus to saving throws against this feedback (+2 for an accelerated datajack).

If critical damage gives a system the malfunctioning or wrecked condition, the feedback disables part of the uplinked user's body unless they succeed at a Fortitude save ($DC = 10 + 1/2 \times$ the starship's tier for malfunctioning, or $15 + 1/2 \times$ the starship's tier for wrecked). On a failed save, the user suffers a wound, per the wound critical hit effect (*Core Rulebook* 182), based on which system was damaged:

- **Engines:** leg
- **Life Support or Power Core:** vital organ
- **Sensors:** eye
- **Weapons Array:** arm

For a malfunctioning system, the wound's effects are temporary, lasting only 8 hours if the user failed the save. For a wrecked system, however, the wound is permanent if the user failed the save. These wounds don't intrinsically prevent a user from operating the starship, but the injuries are apparent once the user disconnects.



The user doesn't take any of the above effects when the starship gains a critical damage condition from reducing the severity of a system's critical damage condition.

Powersap

A starship with the powersap system can siphon power from enemy starships it hits with a melee weapon. Once per starship combat, when a starship with a powersap system hits an enemy starship with a melee weapon (page 12), at the start of the next engineering phase, the starship with the powersap system is affected as if an engineer had used the divert action to divert power to a randomly chosen system (roll 1d4; 1 = engines; 2 = science equipment; 3 = weapons; 4 = shields). Additionally, the enemy starship gains a critical damage condition as if the attack had dealt damage exceeding the starship's Critical Threshold.

Robotic Appendage

Although most starships have one or more small manipulators for performing external repairs, some starships incorporate a much larger limb that can move cargo or even attack nearby threats. For some ships, this limb is an immense cybernetic pincer, while for others it's a series of ports from which an operator can extend robotic tentacles. Some crews use other models, customized for their needs. An operator directs the appendage from within the starship using a specialized virtual reality helmet that enables the operator to "see" from the starship's perspective using a series of cameras built into the appendage. The robotic appendage then moves in tandem with one of the operator's arms (or similar limbs), allowing the operator to manipulate the appendage as if it were part of their body. If the starship has a virtual intelligence (page 34), the intelligence can also use these functions to manipulate the appendage.

A robotic appendage has an effective Strength score determined by the upgrade's model, and it can lift items and objects weighing up to this Strength score × an amount of bulk based on the size of the starship's base frame, as follows: Tiny = L bulk, Small = 1 bulk, Medium = 1 bulk, Large = 10 bulk, Huge = 100 bulk, and Gargantuan or larger = 1,000 bulk. Colossal and larger starships are theoretically able to support even larger limbs capable of moving hundreds of thousands of bulk, but the engineering requirements involved mean such systems are very rare.

During combat, the operator can use the robotic appendage to make melee attacks as a weapon with the unwieldy special property, dealing melee damage equal to the amount listed for its upgrade model (see the table below) plus the appendage's Strength modifier. Use the operator's base attack bonus and the upgrade's Strength modifier for calculating the appendage's attack bonus. A Tiny or Small starship's robotic appendage can attack targets within 10 feet of the starship, whereas the melee reach for Medium and Large starship arms increases to 20 feet, and Huge or larger starships' arms have a reach of 30 feet. A robotic appendage is ineffective in starship combat, as the intense velocities of combat would destroy the limb.

TABLE 1-10: ROBOTIC APPENDAGES

UPGRADE MODEL	STRENGTH SCORE	STRENGTH MODIFIER	DAMAGE	BP COST
Mk 1	10	0	1d6	1
Mk 2	13	1	1d8	3
Mk 3	16	3	1d8	6
Mk 4	19	4	2d6	8
Mk 5	22	6	2d8	11
Mk 6	25	7	3d6	13
Mk 7	28	9	3d8	16
Mk 8	31	10	4d8	18
Mk 9	34	12	6d8	21
Mk 10	37	13	8d8	23

Root System

A root system can be installed only in a biomechanical starship (*Pact Worlds* 152). A biomechanical starship must usually be in proximity to a star to use its self-repair functions (*Pact Worlds* 152), but a root system forgoes this requirement. A vessel that has a root system can instead attach to a planet, asteroid, or other astronomical body to acquire materials and energy for self-repair. Larger ships can use a root system to carry such self-repair fuel with the ship. Such use of available material is usually enough for self-repair to function as normal, subject to GM discretion.

Space Station Framework

Designed more for long-term habitation than for active exploration, space stations are a crucial part of everyday life in many starfaring societies. Often meant primarily for mercantile, political, or scientific activity, space stations can serve as permanent residences for civilians, corporate headquarters for businesses, rest stops for space travelers, and much more. Space stations differ from many starships in that they typically lack sleek, aerodynamic designs and are not made for quick movement. Rather, space stations are typically placed in orbit around much larger objects and gently float through space.

The space station framework must be purchased at the same time as a Large or larger starship base frame. Applying the space station framework to a base frame costs an amount of BP equal to one-fifth the base frame's BP cost. For example, the bulk freighter base frame has a BP cost of 55, so constructing a space station from a bulk freighter would cost 66 BP (55 BP + 11 BP). A space station has the following abilities.

Habitable: Space stations are habitable locations first and foremost, designed to afford their occupants all the comforts of terrestrial living. A space station can house a total number of occupants equal to 5 × its base frame's maximum crew size, though its maximum crew size doesn't change. A space station multiplies its base frame's total number of available expansion bays by three. These additional expansion bays can be used only for cargo holds, escape pods, guest quarters, life boats, recreation suites, or other expansion bays intended primarily for civilians, as determined by the GM.

Orbital Weaponry: Space stations can support exceptionally powerful weaponry. A space station can install

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TABLE 1-11: TRAINING INTERFACE MODULES

MODULE	ASSOCIATED CREW MEMBER
CLASS FEATURE	
Artificial intelligence	Any
Biohacks [†]	Science officer
Cache capacitor	Science officer
Connection	Magic officer [†]
Entropic pool [†]	Chief mate [†]
Expertise	Captain
Healing touch	Engineer
Infinite worlds [†]	Magic officer [†]
Injection expert [†]	Engineer
Mitigate [†]	Captain
Paradigm shift [†]	Magic officer [†]
Primary fighting style	Gunner or pilot
Solar connection	Gunner
Solar manifestation	Gunner
Specialization	Any
Spell cache	Magic officer [†]
Trick attack	Pilot
FEAT	
Adaptive Fighting	Any
Agile Casting	Magic officer [†]
Amplified Glitch	Science officer
Antagonize	Captain
Barricade	Any
Cleave	Engineer
Climbing Master	Chief mate [†]
Combat Casting	Magic officer [†]
Deadly Aim	Gunner
Deflect Projectiles	Gunner
Diehard	Any
Diversion	Captain
Enhanced Resistance	Chief mate [†]
Far Shot	Gunner
Fast Talk	Captain
Improved Critical	Gunner
Improved Feint	Gunner
Improved Initiative	Pilot
Jet Dash	Chief mate [†]
Kip Up	Chief mate [†]
Master Crafter	Engineer
Mobility	Pilot
Multi-Weapon Fighting	Gunner
Mystic Strike	Magic officer [†]
Nimble Moves	Pilot
Parting Shot	Gunner
Penetrating Attack	Gunner
Quick Draw	Any
Shot on the Run	Pilot
Slippery Shooter	Pilot
Spell Focus	Magic officer [†]
Spell Penetration	Magic officer [†]
Spring Attack	Pilot
Unfriendly Fire	Captain
Weapon Focus	Gunner

[†]These options are available in the *Starfinder Character Operations Manual*.

up to one weapon with the orbital weapon special property (page 15) onto one of its weapon mounts for one-third the usual price.

Stationary: Space stations aren't designed to fly through space and therefore are rarely particularly maneuverable. A space station's maneuverability is always poor (–1 Piloting, turn 3), and the amount of speed gained from its thrusters is reduced to one-quarter the normal value (to a minimum value of 1). For example, L8 thrusters provide a space station with a speed of only 2 hexes.

Training Interface Module

A training interface module (or TIM) is an advanced computer combat simulator that enables a starship's officer to apply their own training and expertise in starship combat. Each TIM is programmed to interface with both a specific class feature or feat as well as with a crew role; a TIM is listed with its associated feat and role, such as "TIM (mitigate, captain)." The exception to this are TIMs marked "any," which are not assigned to a specific crew role. A starship can have up to four TIMs installed, and each must apply to a different class feature or feat (though TIMs for different class features or feats may provide the same benefits).

A TIM functions only when an officer with the selected feat or class feature (or class feature that replaces the listed class feature, such as a technomancer with the cache hacks feature [*Character Operations Manual* 92] using a spell cache TIM) assumes that crew role. A TIM that affects an officer or their actions, rather than their starship or its statistics, can be used only by the officer currently using that TIM, even if the starship has multiple qualifying officers (e.g., a starship with a Deadly Aim TIM and three crew members with the Deadly Aim feat could grant the TIM's benefit to only one of the crew members, even if all three were gunners). In addition, a crew member can interface with only one TIM per round. If a starship has multiple TIMs associated with a role, an officer must choose at the beginning of the round which TIM to use, if any.

A TIM costs 3 BP, and the cost increases by 1 for each TIM a starship already has. The BP cost of installing a TIM that lists "any" as its crew role increases by 3.

Class Feature Modules

The following TIMs are associated with class features. Several of the class features below are from the biohacker, vanguard, and witchwarper classes, which can be found in the *Starfinder Character Operations Manual*.

Artificial Intelligence (Any): Your artificial intelligence (AI) can perform one minor crew action per round. At the beginning of the round, you can spend 1 Resolve Point to instead let your AI perform one crew action and assign your AI to one of the following roles until the end of the round: chief mate, engineer, gunner, pilot, or science officer. When performing a crew action, your AI uses its Dexterity and base attack bonus to calculate its gunnery bonus, and it uses either its own skill modifiers or a modifier equal to 3 plus your level, whichever is higher. Your AI cannot perform crew actions that require the expenditure of Resolve Points.

Biohacks (Science Officer): You can use the demand captain action as a science officer action during any phase. Instead of an Intimidate check, you attempt a Life Science check if the crew member you're affecting is living, or a Physical Science check if the crew member is unliving. The DC of this check is $15 + 1\frac{1}{2} \times$ your starship's tier. A creature can be affected by either this TIM or the demand action only once per combat.

Cache Capacitor (Science Officer): The first time each round that a crew member gains a circumstance bonus to their starship combat check from the starship's integrated control module, they increase that bonus by 1.

Connection (Magic Officer): You can use the divert engineer action as a magic officer action during the engineering phase. Instead of an Engineering check, you attempt a Mysticism check against the same DC and expend an unused mystic spell slot of 1st level or higher. You gain a bonus to the Mysticism check equal to twice the expended spell's level.

Entropic Pool (Chief Mate): You draw power from damage dealt to your starship, channeling it into the task at hand. If your starship took critical damage last round, you gain a bonus to your chief mate actions this round based on the damaged system's condition: +2 if the system became glitching, +3 if it became malfunctioning, or +4 if it became wrecked. If you are using the critical success rules (page 42), you also achieve a critical success on a 19 or 20 for any chief mate actions you

attempt if one of your starship's systems took critical damage last round.

Expertise (Captain): Once per combat, you can use Sense Motive or any skill that you've chosen with the skill expertise class feature in place of Bluff, Diplomacy, or Intimidate when performing a captain action.

Healing Touch (Engineer): As an engineer action in the engineering phase, you can expend a use of your healing touch ability to restore a number of Hull Points to your starship equal to $1d4 \times$ your mystic level (or $1d8 \times$ your mystic level if your starship is biomechanical). For each Hull Point you restore, you must also expend 10 UPBs. If this healing would reduce the total amount of damage the starship has taken to below its critical threshold or a multiple of that threshold, the starship also reduces the critical damage condition of one system (chosen at random) by one step.

Once a starship has been healed in this way, it cannot recover additional Hull Points from a TIM until it has been properly repaired (*Core Rulebook* 322).

Infinite Worlds (Magic Officer): As a magic officer action at the beginning of the helm phase, you can conjure debris or a similar hazard into the path of an enemy vessel in space within 10 hexes. Expend one unused spell slot and attempt a Mysticism check (DC = $15 + 1\frac{1}{2} \times$ the enemy starship's tier). If you succeed, you create one of the following three effects.

- You hamper the starship's movement, reducing its speed by 1 plus 1 for every 2 levels of the expended spell slot. You can't reduce the starship's speed below half of its normal speed.
- You warp the flight paths of the starship's weapons. This reduces its weapons' ranges by a number of hexes equal to the expended spell slot's level (minimum 1 hex or half the weapon's base range, whichever is greater). This also reduces the speed of tracking weapons the starship fires this round by an amount equal to the expended spell slot's level (though no lower than half the weapon's normal speed). This speed reduction lasts only until the beginning of the next round.

- You conjure a brief hazard that damages the starship, which takes damage equal to $2d8 \times$ the expended spell slot's level. This damage is applied evenly to each of the starship's quadrants, with any excess damage applied to the quadrant of your choice.

Injection Expert (Engineer): Systems you affect with the hold it together action are treated as though their critical damage condition were two steps less severe until the end of the next round.

Mitigate (Captain): You add your Constitution modifier to your starship's Damage Threshold. If your starship doesn't have a Damage Threshold, it instead gains a Damage Threshold equal to your Constitution modifier.

Paradigm Shift (Magic Officer): As a magic officer action during the helm phase, you can replace one of your starship's weapons with one from another reality. Choose a weapon on your ship that doesn't have the limited fire weapon special property, and attempt a Mysticism check ($DC = 10 + 1\frac{1}{2} \times$ the starship's tier). If you succeed, you replace the weapon with a different starship weapon of the same class (light, heavy, capital, or spinal) that doesn't have the limited fire weapon special property, and whose BP cost is less than or equal to that of the affected weapon. The weapon remains transformed until the end of the round, after which it reverts to its original form. If you fail the Mysticism check, the affected weapon only partially transforms, rendering it nonfunctional until the end of the round.

Primary Fighting Style (Gunner): Whenever you roll damage for a starship weapon you fired, you treat the maximum result of each die as though it were 1 higher (for example, you would treat a result of a 4 on a d4 as a 5).

Primary Fighting Style (Pilot): Whenever you use the flyby stunt and exceed the stunt's Piloting check DC by 5 or more, you can use the snap shot minor crew action during the gunnery phase, even if your starship's gunner has already used an action this round. This doesn't allow a starship weapon to be used more than once per round.

Solar Connection (Gunner): At the start of each starship combat—whether or not you begin the combat as a gunner—you choose one of your starship's unoccupied weapon mounts and invest your solar mote into it, manifesting those solar energies as a new weapon that lacks the limited fire weapon special property and whose BP cost doesn't exceed an amount equal to 2 plus twice your number of levels for any class that grants you a solar manifestation (such as solarian or a mystic with the solar connection epiphany [Character Operations Manual 76]). Only you can operate this weapon, and the weapon vanishes when the combat ends.



Solar Manifestation (Gunner): Same as solar connection (see above).

Specialization (Any): Whenever you attempt a starship combat check with one of your specialization's associated skills, you can spend 1 Resolve Point to roll your skill check twice and use the better result.

Spell Cache (Magic Officer): Whenever you attempt a Mysticism check to perform a magic officer action, you can expend an unused technomancer spell slot to gain an enhancement bonus to your Mysticism check equal to $1-1/2 \times$ the level of the expended spell slot.

Trick Attack (Pilot): When you perform a stunt and exceed the Piloting check's DC by 5 or more, your artful maneuver grants one gunner a +2 circumstance bonus to the first gunnery check they attempt before the end of the round.

Feat Modules

The following TIMs are associated with feats.

Adaptive Fighting (Any): At the start of a starship combat round, you can expend your Adaptive Fighting feat to apply the TIM benefit associated with one of your selected feats until the end of the round.

Agile Casting (Magic Officer): The first time per combat that you take on the magic officer role, you can roll your first Mysticism starship combat check that round twice and use the better result.

Amplified Glitch (Science Officer): When you use the target system science officer action and exceed the Computers check's DC by 5 or more, you also identify a way for your starship's weapons to trigger additional disruptions. The next attack made by your starship that deals critical damage to the enemy starship also gives the glitching condition to one other system, chosen randomly from systems that don't have a critical damage condition, as though it had been hit by an EMP weapon. This glitching condition lasts for 1 round.

Antagonize (Captain): You can use the taunt captain action against the same starship up to twice per starship combat.

Barricade (Any): When you use the subdue boarding party open crew action (page 41), you increase your starship's Boarding Resistance by 2 for the purpose of determining how many of one boarding party you disable if the boarding party fails its boarding attack check.

Cleave (Engineer): When you divert power to your starship's weapons, the weapons trigger secondary flares and explosions. The first time an affected weapon hits an enemy starship this turn, the gunner can also damage a second target in a hex adjacent to the primary target. This secondary damage equals the weapon's minimum damage.

Climbing Master (Chief Mate): You're able to scramble between stations with incredible speed. When you successfully perform a chief mate action, you can perform a second minor crew action that round.

Combat Casting (Magic Officer): When you use the eldritch shot magic officer action, you can also expend an unused spell slot or spell-like ability of 1st level or higher to grant a +1 enhancement bonus to gunnery checks and damage rolls using the affected weapon. This bonus lasts until the end

of the combat or until the weapon has been fired a number of times equal to the expended spell slot's level, whichever comes first.

Deadly Aim (Gunner): At the start of the gunnery phase, you can take a -2 penalty to your gunnery checks until the end of the round. If you do, the first of your attacks that hits and deals damage also deals additional damage equal to your base attack bonus.

Deflect Projectiles (Gunner): As a gunner action at the beginning of the gunnery phase, you can spend 1 Resolve Point to shoot down incoming attacks. Once before the end of the phase, after learning the result of an incoming direct-fire or tracking weapon attack's gunnery check but before any damage is dealt, you can choose to fire on the incoming attack. Attempt a gunnery check, and use the result as your starship's AC and TL against that attack. If you hit, you deflect the attack.

If you deflect the attack and you have the Reflect Projectiles feat, you can redirect the attack. Attempt a gunnery check against the new target's AC for a direct-fire attack or TL for a tracking weapon. If you succeed, deal the weapon's minimum damage to the secondary target, using your attacking starship's hex as the weapon's point of origin to determine which quadrant you hit for the secondary target.

Diehard (Any): Whenever your starship has fewer than half its total Hull Points remaining, you gain a +1 enhancement bonus to your starship combat skill checks and gunnery checks.

Diversion (Captain): When you attempt a Bluff check to perform the taunt captain action, you can distract the enemy captain rather than impose the taunt's usual penalties. If you succeed, the enemy captain loses their crew action for the round. If your result exceeds the Bluff check's DC by 5 or more, you also impose the taunt action's standard penalty on that starship, though this penalty lasts for only 1 round.

Enhanced Resistance (Chief Mate): If you fail a starship combat check to perform a chief mate action, you can withstand dangerous conditions long enough to try again. You forgo any minor action for the round and spend 1 Resolve Point to reroll the starship combat check.

Far Shot (Gunner): When you fire a starship weapon that can affect targets at least 6 hexes away, increase that weapon's range by 2 hexes for that attack.

Fast Talk (Captain): As a captain action at the beginning of the helm phase, you can attempt a Bluff check. The pilot uses either your check's result or their Piloting check result to determine the order in which the starship moves. In the event of a tie between starships' results, the pilot uses the higher of their Piloting ranks or your Bluff ranks to break the tie. You can use this module multiple times per starship combat, but each subsequent time you use it, you take a cumulative -4 penalty to your Bluff check.

Improved Critical (Gunner): The first time each round you deal critical damage to an enemy starship, the Engineering check DC of the hold it together, patch, and quick fix engineer actions performed on that starship increases by 2 until the end of the next round.

Improved Feint (Gunner): Once per combat, you can roll your gunnery check twice and use the higher result when operating an ECM module (page 12).

Improved Initiative (Pilot): When determining the order in which each starship moves during the helm phase, you can spend 1 Resolve Point to roll your Piloting check twice and use the higher result.

Jet Dash (Chief Mate): At the start of the round, you can spend 1 Resolve Point to assist your crew with exceptional speed. If you succeed at the starship combat check to perform a chief mate action this round, you can perform a second chief mate action that requires an Acrobatics or Athletics check this round with a -2 penalty to that action's check.

Kip Up (Chief Mate): When you successfully use one of the following actions, halve the penalties the listed crew members would take from the glitching or malfunctioning conditions until the end of the round: hard turn (pilot), maintenance panel access (engineers), manual realignment (science officers), maximize speed (pilot), or targeting aid (gunners).

Master Crafter (Engineer): Once per encounter, when you successfully divert power to your starship's weapons, you also grant one of the starship's weapons one of the following weapon special properties until the end of the round: broad arc, intimidating (page 14), irradiate (low), or point (+10). If you exceed the action's Engineering DC by 5 or more, add burrowing (*Pact Worlds* 153) and line to the weapon special properties you can grant.

Mobility (Pilot): When you fail your Piloting check when attempting the flyby stunt, you provoke a free attack from an enemy starship only if you failed the check by 5 or more.

Multi-Weapon Fighting (Gunner): Reduce the penalties that you take to gunnery checks when performing the broadside, fire at will, and snap shot actions to -1, -3, and -1, respectively.

Mystic Strike (Magic Officer): When you affect a weapon with the eldritch shot action, the affected weapon also gains the mystical starship weapon special property (page 15) until the end of the next round.

Nimble Moves (Pilot): Whenever you successfully use the evade stunt, your starship also ignores any hazardous conditions present in one of the hexes it enters during its movement this round. If the starship would take damage from a hazard before the beginning of the next helm phase, reduce the damage taken by an amount equal to your ranks in Piloting.

Parting Shot (Gunner): After you successfully use the back off stunt, mark the hex in which your starship began its movement. One of your starship's gunners can perform the shoot action during the gunnery phase this round as though the starship were in any of the hexes between your starship's starting hex that round and its current hex, using the starship's current facing.

Penetrating Attack (Gunner): Your attacks pierce enemy shields. When you succeed at a gunnery check with a starship weapon within that weapon's first range increment, apply 1 damage per damage die to the target's Hull Points instead of to its Shield Points. If any of the damage applied to the shields

depletes those shields, apply the remainder of the damage to the starship's Hull Points.

Quick Draw (Any): When you change your starship role at the start of a round, you gain a +1 enhancement bonus to your gunnery and starship combat checks until the end of the round.

Shot on the Run (Pilot): You gain a +2 circumstance bonus to Piloting checks to perform the flyby stunt. When you successfully perform the flyby stunt, choose one of your starship's weapon arcs. Until the end of the round, attacks with weapons in that arc against the enemy starship deal 2 additional damage or increase their damage dealt by 10%, whichever is greater.

Slippery Shooter (Pilot): Same as Shot on the Run (see above).

Spell Focus (Magic Officer): When you attempt a Mysticism check as part of a magic officer action, you can expend an unused spell slot to gain a circumstance bonus to the Mysticism check equal to 1-1/2 times the spell's level.

Spell Penetration (Magic Officer): Before you attempt a Mysticism check to perform the scrying magic officer action, you can spend 1 Resolve Point to ignore the target starship's defensive countermeasures when calculating the Mysticism check's DC for that action.

Spring Attack (Pilot): Same as Shot on the Run (see above).

Unfriendly Fire (Captain): When an enemy starship misses your starship with an attack, you can spend 1 Resolve Point and attempt a Bluff check (DC = 15 + 1-1/2 × the enemy starship's tier). If you succeed, choose a target in range of the attacking weapon in the arc opposite the quadrant that the enemy's attack would have hit (e.g., your port arc if the attack would have hit your starboard quadrant). The enemy starship rerolls their gunnery check against the second target, applying any penalties for range. If the second gunnery check succeeds, the attack instead hits the second target (or pursues that target, in the case of a tracking weapon).

Weapon Focus (Gunner): Once per round when you roll damage for a starship weapon you fired, you can reroll one damage die and must use the new result. At 8th level and 16th level, you can reroll an additional damage die per round in this way. You cannot use this TIM to reroll damage dice that would be multiplied, such as most damage dice associated with capital and spinal class weapons.

Virtual Intelligence

A virtual intelligence (or VI) is an extraordinarily sophisticated programmed entity that replicates the social pleasantries of an artificial personality (*Core Rulebook* 216) yet lacks the soul and true free will of an android or sentient robotic organism. When installed in a starship, a VI can monitor the vessel's status, contribute as an officer, and more. Each VI has a tier that determines its modifiers for Computers, Piloting, and gunnery checks; a VI's tier cannot exceed the starship's tier.

Once installed and integrated into a starship's system, the virtual intelligence has access to all technological aspects of the starship. Unless specified otherwise by a starship administrator (such as an officer), the VI has unrestricted

access to the starship's computer systems and can access any of these systems. The VI always knows the starship's status, including its current HP, SP, and critical damage conditions. With administrator permission, the virtual intelligence can even assume the gunner, pilot, or science officer role during a starship combat encounter; the VI has a number of skill ranks and an effective level equal to its tier for all starship combat purposes, such as determining the starship's AC and TL if the VI acts as its pilot. A starship's VI cannot normally pilot vehicles or access computers that aren't directly connected to its starship's network.

VI TIER	SKILL MODIFIER	GUNNERY MODIFIER	BP COST
1 or lower	+7	+4	5
2	+8	+5	7
3	+10	+6	9
4	+11	+8	11
5	+12	+9	13
6	+13	+10	15
7	+15	+11	18
8	+16	+13	20
9	+17	+14	23
10	+19	+14	27
11	+20	+15	31
12	+21	+16	35
13	+22	+18	40
14	+24	+19	45
15	+25	+21	50
16	+26	+22	60
17	+27	+24	70
18	+28	+25	80
19	+29	+27	90
20	+31	+28	100

VI Upgrades

In addition to increasing your starship VI's tier, you can purchase auxiliary upgrades for the VI that expand its capabilities on the starship. The following are the most common upgrades, though some spacefarers have pioneered ways to shift their starship's VI into drones, robots, vehicles, and other technological bodies that allow the VI to accompany them beyond space and spaceport docks.

Holographic Projector: A VI with the holographic projector upgrade gains the ability to project a hardlight hologram of itself anywhere within the starship. As a living hologram, the VI uses the statistics of an elemental (*Alien Archive* 46) whose maximum size is the size of the starship or the size associated with its model type, whichever is smaller. The living hologram also gains the incorporeal and technological subtypes, as well as the freeze, hardlight slam, and rejuvenation abilities of a living hologram (*Alien Archive* 3 66). In addition, the living hologram cannot move more than 30 feet beyond the starship without being immediately destroyed (though it can rejuvenate).

The VI can manifest or dismiss its hardlight body as a move action, and if the hologram is destroyed, the VI's consciousness returns to the starship's computers, where it's

STARSHIP AI

Rarely, a starship VI's sentience develops to the point that it attracts or generates a soul and becomes a true artificial intelligence (or AI). While such a starship technically has the same legal protections as androids do, such an AI's similarity to more familiar VIs tends to garner dismissal from living creatures; many see these AIs as merely part of a starship rather than truly independent beings. However, legal precedent favors these starships, which cannot be bought or sold. Instead, explorers wanting to recruit such a starship or AI undergo a lengthy interview process and contract negotiation. There are instances of starship AIs refusing commands that contradict the agreed terms—even suing their bridge crews, forcing them to comply with court-backed authority.

A starship AI acts as an NPC under the GM's control. Although the AI's goals normally align with those of its crew, it doesn't have to follow their commands if doing so would prove self-destructive or it simply doesn't want to. Starship AIs rarely mind menial tasks, such as turning lights off and on or opening doors, but they usually disregard self-destructive commands and can distinguish friend from foe.

confined until the hologram can rejuvenate 1d4 hours later. The VI's projector is typically located within the starship's computer mainframe.

UPGRADE MODEL	STAT BLOCK	BP COST
Mk 1	Tiny	2
Mk 2	Small	6
Mk 3	Medium	9
Mk 4	Large	13
Mk 5	Huge	20
Mk 6	Elder (Huge)	30

Skill Expander: A skill expander module grants its VI additional subroutines that train it in additional skills. Choose a number of Intelligence-, Wisdom-, or Charisma-based skills equal to the upgrade's model. The VI becomes trained in those skills; its skill check modifiers are determined by its tier, and it is treated as having a number of ranks in that skill equal to its tier. This also provides the VI auxiliary systems that let it perform basic tasks related to these skills. For example, a VI with a Life Science skill expander would gain hardware that enables it to perform the craft food or drink task.

UPGRADE MODEL	BP COST
Mk 1	5
Mk 2	8
Mk 3	12
Mk 4	18
Mk 5	27
Mk 6	41
Mk 7	62
Mk 8	93
Mk 9	140
Mk 10	210

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SUPERCOLOSSAL STARSHIPS

Although immense dreadnoughts represent the pinnacle of starship engineering in most starfarers' minds, the rare Supercolossal spacecraft dwarf even those infamous ships. These titanic starships are of such extraordinary proportions that only the mightiest navies can afford to field one, and their hulls might represent the mineral wealth of entire moons. This section presents the new Supercolossal size category of starship and rules for creating and operating these leviathans.

Supercolossal starships have two typical forms: base ships and ultranoughts. Base ships are effectively floating cities, ideal for colonization or long-range exploration—some are even independent political entities in their own right. Ultranoughts are the most powerful vessels their respective militaries can field, designed to carry unprecedented firepower, armor, and durability while supported by cruisers, escorts, scouts, supply tenders, and other ships. Supercolossal vessels are over 6 miles long and take a –8 penalty to AC and TL. Except as detailed here, these starships use the normal rules presented in Chapter 9 of the *Starfinder Core Rulebook*.

BASE FRAME

Each base frame determines a starship's size, maneuverability, hull strength, starting weapon mounts, number of expansion bays, and other capacities.

BASE SHIP

Size Supercolossal

Maneuverability clumsy (–2 Piloting, turn 4)

HP 450 (increment 75); **DT** 15; **CT** 90

Mounts forward arc (4 heavy), port arc (4 heavy), starboard arc (4 heavy), turret (2 capital)

Expansion Bays unlimited

Minimum Crew 150; **Maximum Crew** 100,000

Cost 250

ULTRANOUGHT

Size Supercolossal

Maneuverability clumsy (–2 Piloting, turn 4)

HP 550 (increment 100); **DT** 20; **CT** 110

Mounts forward arc (2 capital, 2 heavy, 1 spinal mount), port arc (2 capital, 3 heavy), starboard arc (2 capital, 3 heavy), turret (1 capital, 2 heavy)

Expansion Bays unlimited

Minimum Crew 250; **Maximum Crew** 5,000

Cost 350

SYSTEMS

Supercolossal ships follow special rules for starship systems.

Power Core: Supercolossal ships require massive power. A Supercolossal ship can mount one of the Supercolossal power cores shown in the following table. If a Supercolossal starship

has a Supercolossal power core, the vessel can also have up to four backup cores; those cores must be designed for Huge or Gargantuan starships. If a Supercolossal starship doesn't have a Supercolossal power core, the vessel can instead mount up to five power cores designed for Colossal ships.

CORE	SIZE	PCU	COST (IN BP)
Titan Light	Sc	700	50
Titan Heavy	Sc	950	60
Titan Ultra	Sc	1,200	70

Thrusters: Supercolossal ships depend on enormous thrusters that focus on speed, since the maneuverability of ships of this size is hard to improve.

THRUSTER	SIZE	SPEED (IN HEXES)	PILOTING MODIFIER	PCU	COST (IN BP)
Sc4 thrusters	Sc	4	+1	300	16
Sc6 thrusters	Sc	6	+0	400	20
Sc8 thrusters	Sc	8	–1	500	24

Armor: A Supercolossal ship has a size multiplier of 8 for determining its armor's Build Point cost.

Computers: A Supercolossal starship's main computers and integrated control module (ICM) function in the same way as other starships' computers do, with three exceptions. First, such an immense starship requires a mk 4 computer or better. Second, a Supercolossal starship can support a second computer system so long as the second system has a lower mark value than the primary system (e.g., a mk 4 trinode computer with a secondary mk 2 mononode computer, granting bonuses of +4/+4/+4/+2).

Third, a Supercolossal starship can augment its primary computer with network nodes—subordinate systems that increase the number of officers who can benefit from the ICM each round by one—so a mk 6 duonode computer with two mk 6 network nodes can grant a +6 circumstance bonus four times each round. A network node functions only if connected to a computer of an equal mark value. Network nodes could represent any number of means of supplementing a computer's processing power and accessibility, such as a dedicated technological system, a hardwired cybernetic undead creature, a biotech calculating organism, a magitech information crystal, or any of myriad other devices.

NAME	BONUS	NODE MAXIMUM	PCU	COST (IN BP)
Mk 4 network node	+4	2	8	4
Mk 5 network node	+5	2	10	5
Mk 6 network node	+6	3	11	6
Mk 7 network node	+7	3	13	7
Mk 8 network node	+8	4	15	8
Mk 9 network node	+9	4	17	9
Mk 10 network node	+10	5	19	10

Crew Quarters: On a Supercolossal ship with common crew quarters, the vessel's size enables 10% of the crew to have good quarters and 1% to have luxurious quarters at no additional cost. On a Supercolossal ship with good quarters for the majority of the crew, 10% have luxurious quarters at no additional cost.

Drift Engine: A Supercolossal starship can mount only a Signal Basic Drift engine, at a cost of 16 BP.

Expansion Bays: A Supercolossal ship uses the same expansion bays as other starships do, but can hold an unlimited number of expansion bays. Any expansion bay in a Supercolossal ship represents numerous chambers grouped together over a wide area, augmented with reserve systems and retaskable configurations. For example, an arcane laboratory on a Supercolossal ship indicates not a single lab, but the facilities that allow the entire crew to perform tasks requiring an arcane lab. That said, some expansion bays work differently for Supercolossal ships.

Cargo Holds: Supercolossal ship frames have one cargo hold for every 10 BP of the frame's cost. Additional holds cost 5 BP each.

Hangar Bay: A Supercolossal ship's hangar bay can accommodate up to eight Medium ships, with two Small ships or four Tiny ships taking the same space as one Medium ship. Expanding an existing hangar bay to accommodate eight more Medium ships increases the hangar bay's cost by only 1 BP.

Exclusive Expansion Bays: A few expansion bays are available only to Supercolossal ships.

EXPANSION BAY	PCU	COST (IN BP)
Drift booster	40	20
Recycling system	2	1

Drift Booster: A Drift booster is a rail for launching smaller ships into the Drift from within a Supercolossal vessel's hangar bay. A smaller ship that launches from within the Supercolossal vessel's hangar bay using the Drift booster can temporarily raise its Drift engine rating by 1. This increase lasts only as long as the smaller ship stays in the Drift and on the same course after launching using the Drift booster. If the boosted ship changes course or leaves the Drift, this temporary increase ends.

Recycling System: A recycling system enables a Supercolossal starship to be nearly self-sustaining, operating independently for decades or even centuries. A combination of smelters, biomass processors, manufacturing, and UPB converters enables the ship to convert almost all its waste into goods and materials.



STARSHIP COMBAT

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BOARDING

Although most starship combat involves lasers and torpedoes fired across vast distances, some starship crews—from Besmaran pirates to hardened vesk marines—relish boarding enemy vessels to finish the fight hand-to-hand. Of course, starships rarely draw close enough to each other to facilitate boarding, so moving troops from one ship to another typically occurs in one of four ways: a starship latching onto an enemy ship with an anchoring weapon, one starship ramming another, striking a starship with a breaching pod, or a giant space creature injecting pathogens into its prey.

When a starship launches a boarding party, the party's maximum size equals 20% of the attacking starship's complement or 4 combatants, whichever is higher. Some options, such as breaching pods, are exceptions that provide a different maximum size.

ANCHORING WEAPONS

If a starship uses a weapon with the anchoring special property (page 12) and begins the gunnery phase adjacent to the ensnared target, the gunner can use the shoot crew action to secure the target. If successful, the attack deals no damage, but the gunner's ship can send one boarding party aboard the enemy starship.

BREACHING PODS

Breaching pods (page 24) fly teams of combatants toward a target, much like a tracking weapon. Upon impact, a breaching pod's prow pierces a hole in the target, allowing the combatants to pour into the starship. Due to their size and composition, breaching pods can't pierce any quadrant with Shield Points.

INJECTED PATHOGEN

Some creatures can inject dangerous biological agents into a starship. When calculating its boarding statistics, the pathogen's tier equals the creature's tier, and the pathogen's complement modifier is +0. In addition to fending the pathogen off as though it were a boarding party, a defending officer can use environmental controls to weaken the pathogen as an open crew action with a Life Science check (DC = 10 + 1-1/2 × the creature's tier). If successful, all pathogen boarding parties take a -4 penalty to their next boarding attack before the end of the next round.

RAMMING

When a starship successfully rams and deals damage to another starship's Hull Points, an officer can direct a boarding party to invade the targeted starship as an open crew action during the gunnery phase that round.

RESOLVING A BOARDING PARTY

Once a boarding party has invaded an enemy vessel, the defenders can react in one of two ways: repel the invaders through starship actions or confront them in tactical combat. Starship actions best represent the PCs relying on their starship's crew and other defenses to repel attackers, whereas tactical combat is best if two or more PCs want to pursue the attackers directly.

Resolving with Starship Actions

Rather than making individual attack rolls or tracking their exact location on a starship, a boarding crew's success and health is resolved with a special boarding attack roll at the start of the Engineering phase. This check includes several modifiers that are explained on page 41.

Boarding Attack = 1d20 + the boarding party's tier (rounded down) + the boarding party's complement modifier + the boarding party's training modifier

Compare the result of the boarding attack to the target starship's Boarding Resistance (BR), which represents the starship crew's ability to repel invaders.

BR = the starship's tier (rounded down) + the starship's security modifier + the starship's training modifier

If the boarding attack is successful, the boarding party locates and sabotages part of the starship, and the starship takes a critical damage effect to a random system. If the attack exceeds the BR by 5 or more, the boarding party also deals major damage to the defenders and incapacitates 10% of the boarded starship's complement. If the attack fails by 5 or more, the boarding party instead sustains major damage, with one-third of the boarding party's original members incapacitated in combat. If the attack fails by 10 or more, the boarding party experiences a catastrophic setback that incapacitates the entire team.

Incapacitated crew and boarding party members might be dead, seriously injured, unconscious, captured, or otherwise neutralized, but regardless of their condition, they are unable to contribute for the duration of the starship combat. When determining which creatures are incapacitated, a starship's non-officer crew members are incapacitated first. If a PC would be incapacitated while resolving a boarding event, it's often best to have them captured; however, if a group refuses to yield, reduce that PC to 0 Hit Points, and the PC must spend enough Resolve Points to stabilize (*Core Rulebook* 250). If that PC does not have enough Resolve Points, they die.

As a guideline, half of the combatants incapacitated during a boarding event survive to recover after starship combat ends. This increases to 75% of the incapacitated defenders if their starship has a medical bay (*Core Rulebook* 299).

Complement Modifier

The boarding party's relative size plays a significant role in how quickly they can overcome defenders and inflict damage, represented by a modifier to the boarding attack. To calculate this modifier, compare the number of combatants in the boarding party to the defending ship's complement, using the following table.

BOARDING PARTY SIZE	COMPLEMENT MODIFIER
Less than 10% of the target's complement	-8
10-20% of the target's complement	-4
20-50% of the target's complement	+0
50-80% of the target's complement	+2
80-100% of the target's complement	+4
Larger than the target's complement	+8

Security Modifier

Starships often incorporate security features that stymie invaders. A starship's BR has a base security modifier of +0, modified by the following security features (rounded up). Antipersonnel weapons provide their BR modifier only against the first boarding attack attempted against the starship, after which the weapon exhausts its ammunition and must be reloaded as an open crew action.

SECURITY	SECURITY BONUS
Antipersonnel weapon	$1/3 \times \text{weapon level}$
Antipersonnel weapon, heavy	$2 + 1/3 \times \text{weapon level}$
Biometric locks	1
Computer countermeasures	$1/3 \times \text{number of countermeasures}$

Training Modifier

A typical starship's crew members have basic combat skills that help them fend off attackers, represented by the starship's tier. However, well-trained combatants can quickly overpower unskilled foes. A starship that has a basic, specialized, or elite combat training facility as an expansion bay increases the crew's military capabilities to skilled, specialized, or elite, respectively, each of which increases the starship's BR. A starship benefits only from the most advanced combat training facility it has. For military starships published prior to this book, consider granting their crews the skilled or specialized benefits as appropriate.

CREW SKILL	TRAINING MODIFIER
Skilled	+2
Specialized	+4
Elite	+6

Multiple Boarding Parties

If two or more allied boarding parties board the same starship, they can choose either to operate independently or combine forces. When operating independently, resolve each boarding party's boarding attack separately.

When boarding parties combine forces, add their number of combatants together to calculate their complement bonus, and use the average of their training modifiers (rounded down). Combine the boarding parties' combatants to determine how many combatants are incapacitated during the boarding event.

NEW OPEN CREW ACTIONS

An officer can directly influence a boarding party's success or repulsion.

Lead Boarding Party [Engineering Phase]

You accompany a boarding party, granting it a major advantage. Add an insight bonus equal to your key ability score's modifier to the boarding party's boarding attack modifier. If the boarding attack succeeds, you can choose which system takes critical damage.

Subdue Boarding Party [Engineering Phase]

You personally lead your starship's crew in thwarting a boarding party. Either add an insight bonus equal to your key ability score modifier to your starship's BR against one boarding attack attempted this round, or add half that bonus (rounded down) to the BR against all such boarding attacks this round.

Tactical Boarding Resolution

When multiple PCs participate directly in a boarding event, it's best to put the starship combat on hold at the end of the current round. Record the starships' positions and statuses (their HP, SP in each quadrant, etc.). Resolve the boarding action as a tactical encounter using a 5-foot-square grid.

Calculating CR: In general, a boarding party encounter's CR is 1 less than the tier of the enemy starship (e.g. boarding or repelling invaders from a tier 9 starship is a CR 8 encounter). Increase the CR by 1 if the boarded ship's BR is at most 5 higher than the boarding attack modifier. Conversely, decrease the CR by 1 if the boarding attack modifier is at least 15 lower than the boarded ship's BR.

These values assume that only some of the PCs are participating in the encounter, with the rest remaining at their posts. If the entire party participates, consider increasing the CR by 1 or more to provide the appropriate challenge.

PCs Attacking: If the PCs successfully overcome the combat challenge, they deal damage to the enemy starship as if they had succeeded at their boarding attack. If they succeed within 3 rounds (or otherwise achieve an extraordinary victory, at the GM's discretion), the PCs also incapacitate a fraction of the enemy ship's complement as though the boarding attack exceeded the BR by 5.

PCs Defending: If the PCs successfully overcome the combat challenge, they treat the boarders as if they had failed the boarding attack by 5. If they succeed within 3 rounds (or otherwise achieve an extraordinary victory, at the GM's discretion), the PCs also incapacitate a fraction of the enemy's boarding party as though the boarding attack failed the BR by 10.

After resolving the encounter, resume the starship combat for one round, and if the PCs continue to engage in or defend against boarding actions, begin another tactical encounter to represent the next boarding attack, repeating as necessary.

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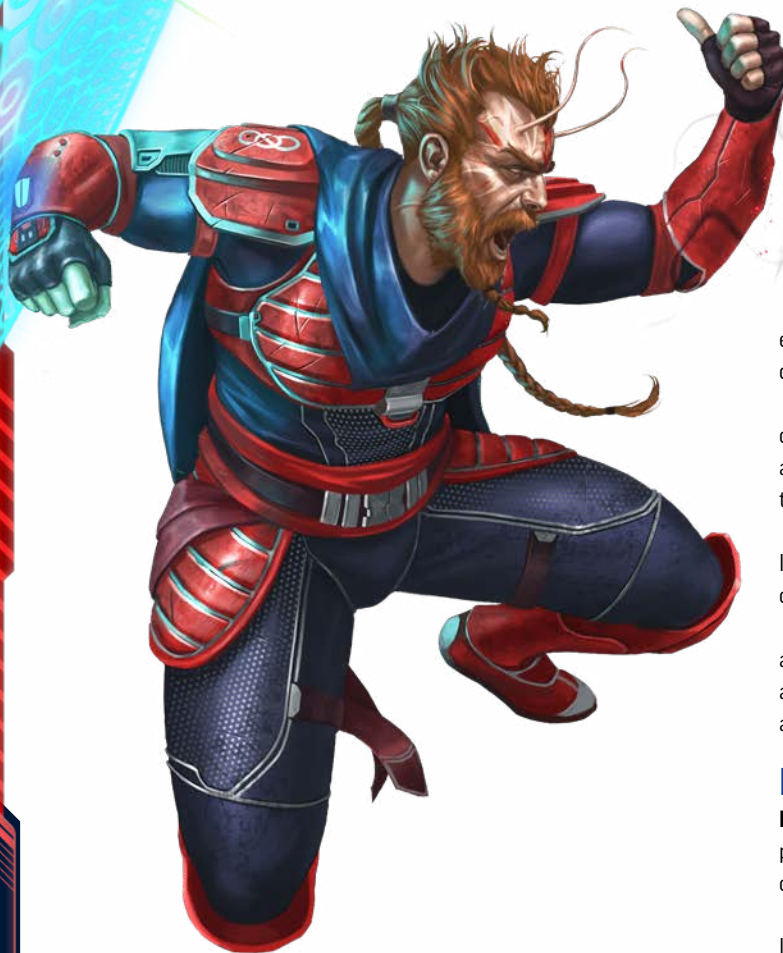
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CRITICAL EFFECTS

Just as a gunner's lucky shot can disable key enemy systems, the rest of the crew can also achieve heroic feats in the heat of battle. Whether it's a captain's demands striking just the right nerve, an engineer performing the perfect patch to keep a damaged ship together, or a pilot surpassing their starship's design specs with an impossible maneuver, the following rules provide critical effects for any crew member who rolls a natural 20 during starship combat. More information on the chief mate, magic officer, and open crew actions can be found on page 146 of the *Starfinder Character Operations Manual*.

ROLLING A NATURAL 20

The following system for critical effects is an optional way to give any crew member the potential to achieve extraordinary results when that officer attempts a starship crew action, rolls a natural 20, and succeeds at the check. Except for minor crew actions, each of the starship crew actions benefits from this critical success in a specific way, either adding a bonus effect to the action's typical effects or increasing the benefits provided by the successful action. Actions marked with an asterisk appear in this book.



Captain Actions

Demand: Your demand echoes throughout the starship. You can attempt the demand crew action with the targeted character one additional time during the current starship combat.

Encourage: You're able to select just the right motivation for your crew, increasing the bonus you grant to your crew members' actions to +4.

Moving Speech: The crew is so motivated by your speech that they also gain a +2 bonus to all checks that phase, as if you had successfully used the encourage action to aid them.

Orders: Your orders flow so naturally that you can take one additional captain crew action this turn.

Taunt: Your strong words push just the right buttons. The penalty your taunt action applies to an enemy ship continues through all three phases of combat instead of just one.

Chief Mate Actions

Hard Turn: You're able to keep up with the pilot's needs, applying changes with perfect precision. You improve the maneuverability of the ship by one step until the start of the next round.

Maintenance Panel Access: Your assistance gives the engineer more time to perform their action. The next time an engineer attempts an Engineering check to divert power, they can roll twice and take the better result.

Manual Realignment: Your assistance makes the science officer's scan easier to perform. The next time a science officer attempts a Computers check to scan, they can roll twice and take the better result.

Maximize Speed: You're able to maintain the engines for longer. The speed of your starship increases by 2 until the end of the next round.

Targeting Aid: You're able to provide targeting information to all gunners about one specific ship. Choose an enemy starship; all gunners on your starship gain the benefits of the targeting aid crew action for attacks targeting that starship.

Engineer Actions

Divert: For a crucial moment, you far surpass the power core's potential output. The results of a critical divert action depend on where you decided to send the extra power.

Engines: You also divert power to the maneuvering thrusters, lowering the turn value of your starship by 1 this round.

Science Equipment: You're able to divert power in an efficient and balanced way. Science officers can roll their checks twice this round and use the better result.

Shields: You're able to efficiently route energy to the shields, doubling the number of Shield Points restored to 10% of the PCU rating of the starship's power core. If this would restore the shields over their maximum value, these excess Shield Points remain until the beginning of the next engineering phase, at which point any excess Shield Points are lost.

Starship Weapons: The augmented weapons run at maximum safe power. For your starship's weapons, treat each damage die roll that results in a 1 this round as having rolled the die's maximum result instead.

Hold It Together: Thanks to your inspired repairs, the system you worked on is treated as if its critical damage condition were two steps less severe (wrecked becomes glitching, whereas malfunctioning or glitching become undamaged) for 1d4 rounds.

Overpower: Choose one of the three systems to which you diverted extra power. One of those systems also receives the critical effect benefit of the divert action.

Patch: Your patch was especially robust. If the system takes critical damage again, it removes the patch but doesn't also apply additional critical damage.

Quick Fix: Your inspired engineering results in a lasting repair, removing the critical damage condition from the system for 1 day instead of for 1 hour.

Magic Officer Actions

Eldritch Shot: Your magical energy also augments the damage of your selected weapon's next attack. On that attack roll, the gunner can treat each damage die roll that results in a 1 this round as having rolled a 2 instead.

Mystic Haze: Your conjured haze is especially powerful. The granted enhancement bonus to AC increases to +2 and also affects your starship's TL.

Precognition: Your precise senses give you detailed information about your opponents' next move. Increase the circumstance bonus to the Piloting check to +4.

Psychic Currents: You manipulate the currents to push your starship along, increasing its speed by 2 until the start of the next turn.

Scrying: Your divination reveals a weakness in a random quadrant of the targeted starship. The next time one of your starship's weapons deals damage to the targeted starship's Hull Points, it has a 25% chance to also deal critical damage to a random system.

Pilot Actions

Audacious Gambit: Your incredible maneuvering leaves enemy gunners confounded. You gain a +4 circumstance bonus to your ship's AC and TL until the start of the next round.

Full Power: You maintain steady control over your starship during its movement and add only 1 to your starship's distance between turns.

Maneuver: Fancy flying keeps you safe through incoming fire. You gain the effects of a successful evade stunt until the start of the next round.

Stunt: The results of a critical stunt action depend on the stunt being attempted.

Back Off: Your starship can move up to its full speed and make turns as normal for its maneuverability rating.

Barrel Roll: The sudden roll makes it difficult to target your starship. You also gain the effects of a successful evade stunt until the start of the next round.

Evade: You successfully anticipate your enemy's firing patterns. The stunt's circumstance bonus to your starship's AC and TL increases to +4.

Flip and Burn: With a flawlessly executed stunt, your starship can move up to its full speed (without turning) and rotate 180 degrees to face the aft edge at the end of the movement.

Flyby: You line up the shot perfectly. The gunner gains a +2 circumstance bonus to the gunnery check affected by this stunt.

Ramming Speed*: You fly your ship fast and true. You gain a +2 circumstance bonus to the gunnery check to ram the target, and if you succeed, you deal additional damage to the target equal to your starship's tier.

Slide: You slide and rotate your starship simultaneously. At the end of the stunt's movement, your starship can turn once.

Science Officer Actions

Activate ECM* or Rapid Jam*: Your powerful ECM module disrupts enemy targeting computers. Gunners aboard the target starship also take a -2 penalty to gunnery checks during this round.

Balance: While rebalancing the shields, you discover latent power in the shield systems. Before redistributing the Shield Points, you increase the total Shield Points by 5% of the starship's PCU rating, up to the shields' maximum value.

Improve Countermeasures: Your powerful countermeasures send false signals to the enemy targeting systems. Gunners aboard the target starship also take a -2 penalty to gunnery checks during this round.

Insidious Electronics*: Your electronic attack triggers devastating side effects on the target starship. You also gain the critical effect of either the activate ECM, scan, or target system science officer action (your choice).

Lock On: Your weapon lock greatly improves your gunners' accuracy. Until the start of the next round, any attacks by your starship score a critical hit on a natural roll of 19 or 20.

Recall Beacon*: You coordinate your starship's teleportation flawlessly. Upon moving to the warp puck's hex, your starship can turn to face any direction before starting to move.

Scan: Your insightful scans reveal a weakness in a random quadrant of the targeted starship. The next time one of your starship's weapons deals damage to the targeted starship's Hull Points, it has a 25% chance to also deal critical damage to a random system.

Target System: Your sensors keep a continuous lock on the enemy starship. The effects of target system last until the start of the next round.

Open Crew Actions

Lead Boarding Party*: Your assault team inflicts devastating damage to a nearby system. You inflict critical damage to an additional starship system, determined randomly.

STARSHIP CHASES

Sometimes, when danger threatens a starship crew, their best bet is to turn tail and flee rather than stay and hope that pure firepower can win the day. Other times, the PCs' ship might be the predator in pursuit of prey. Whether you're being hunted by a gargantuan space beast, pursuing an alien starship, or racing rivals to the score of the century, sometimes you'll want an alternative to starship combat to capture the tension and grandeur of a thrilling chase.

This section introduces a narrative-focused system for running starship chases. Rather than using a combat grid, these starship chase rules place more emphasis on dynamic interactions among the involved ships and their environment. Above all, a starship chase should focus on the cinematic elements of a tense, high-stakes contest between speeding starships.

STARSHIP CHASE OVERVIEW

Below is a brief summary of how starship chases work.

- A starship chase takes place over a series of 6 rounds, during which PCs are attempting to flee, pursue, or race an opposing ship or ships. (The GM can adjust the exact number of rounds, per *Designing a Starship Chase* on page 47.)
- Each round, the GM presents an obstacle the PCs must overcome, and then the PCs select a single chase action for their starship and attempt any associated skill check.
- After 6 rounds, the starship chase ends in success or failure, depending on the number of successful chase actions the PCs take. Other effects, such as damage to Shield Points and Hull Points, also depend on this outcome. A chase can also end in failure early if a ship takes a number of hits dependent on its size category (see *Ending a Starship Chase* on page 46).

CHASE ROUNDS

At the beginning of each round of a starship chase, each character can switch to a different starship role (or assume a role if they didn't already have one). A character can switch to the captain or pilot role only if that role would otherwise be vacant (or if the character currently in that role is unable to take actions).

Once every character has chosen a starship role, the GM can present an obstacle. The PCs then decide together which chase action the starship will take this round and which characters will attempt the skill checks associated with both the obstacle (if present) and the chase action, in that order. Chase actions are presented starting on page 45.

Obstacles

Each round, the GM can present one of the obstacles below. GMs can also create their own obstacles tailored to a particular setting or chase, selecting crew roles appropriate for those actions.

Each obstacle lists the crew members who can attempt a skill check to overcome it. Those crew members can use one of the skills listed in Table 2-1: Starship Chase Skills (page 46) to attempt

to overcome the obstacle. Succeeding at skill checks to overcome obstacles doesn't count toward the PCs' total number of successes when determining the success or failure of the starship chase. To determine chase CR and skill check DCs, see page 47.

Arcane Warp (Magic Officer)

Space-time anomalies can cause all sorts of problems during a chase unless an apt magic user can bend reality back into shape.

Failure: The crew's next chase action check takes a -2 penalty.

Debris Cloud (Gunner, Pilot)

A cloud of debris—whether from a defeated opposing ship, the environment, or some other source—obscures the path forward and presents immediate danger.

Failure: Take 1 hit.

Electromagnetic Interference (Engineer, Science Officer)

A field of electromagnetic energy interferes with the ship's sensitive equipment at a critical moment.

Failure: The next engineer or science officer check (whichever comes first) takes a -2 penalty.

Emplacement (Engineer, Gunner, Pilot, Science Officer)

Whether in the form of a turret or ground-based anti-air forces, threats from outside the chase can interfere with its progress.

Failure: Take 1 hit.

Energy Spike (Chief Mate, Engineer)

Too much of a good thing can be destructive—and energy surges are a prime example.

Failure: Take 1 hit.

False Alarm (Captain, Chief Mate)

A failing sensor or damaged system sounds a distracting alarm or even impedes the normal function of other systems, requiring someone to turn it off—or possibly even destroy it.

Failure: The crew's next chase action check takes a -1 penalty.

Geyser (Pilot, Science Officer)

A geyser might be natural (scalding water or liquid metal) or a deliberate venting of superheated plasma. Either way, dodging or predicting it is the only way to avoid taking damage.

Failure: Take 1 hit.

Hangers On (Chief Mate, Engineer)

Whether grappling hooks with cables or the vines of some massive flora, having detritus attached to the hull increases drag and can interfere with weapon functionality.

Failure: The next Piloting check takes a -2 penalty.

Local Intervention (Captain)

Law enforcement, gutsy locals, or other meddlesome third parties sometimes interject themselves into a chase and might be talked down from interfering.

Failure: The crew's next chase action check takes a -2 penalty.

Magical Anomaly (Magic Officer)

A sudden pocket of abnormal magical energy can interfere with a magic officer's best-laid plans.

Failure: The next magic officer check takes a -2 penalty.

Misdirection (Captain)

Open comms or a loud broadcast speaker might allow an enemy to taunt or intimidate a starship's crew during a chase, but a clever retort or inspiring speech from the crew's captain can mitigate such distractions.

Failure: The crew's next chase action takes a -2 penalty.

Narrow Pass (Gunner, Pilot)

A sudden reduction of available flight space presents a choice: blast a way through or find a way to fit.

Failure: Take 1 hit.

Offensive Spell (Magic Officer)

Powerful spellcasters might throw up convincing illusions or dangerous effects to impede their pursuers or prey, but a magic officer on their toes might be able to counter such magic.

Failure: The crew's next chase action check takes a -2 penalty.

Rogue Meteoroid (Gunner, Magic Officer, Pilot)

While the smallest meteoroids offer no real threat to modern spacecrafts, a ship might still encounter the occasional space rock large enough to pose a significant threat.

Failure: Take 1 hit.

Stall (Chief Mate, Engineer)

An engine stall can happen at any time during a frantic chase, putting a starship in dire straits—even if only momentarily.

Failure: The next Piloting check takes a -2 penalty.

Turbulence (Pilot)

While no chase is exactly a smooth ride, particularly rough atmosphere or fancy maneuvering during a chase can make it difficult for the chief mate to get exactly where they need to be, for a magic officer to properly focus, or for a gunner to lock on to their target.

Failure: The next chief mate, gunner, or magic officer check (whichever comes first) takes a -2 penalty.

Chase Actions

These are the actions available to a starship's crew during each round of a starship chase, after the GM has presented

an obstacle. No chase action can be taken two rounds in a row. Characters also can't attempt an obstacle check and take a chase action in the same round.

Each action notes the crew members that can attempt the action; those crew members use one of the skills listed in Table 2-1: Starship Chase Skills to attempt a skill check. Each action includes any consequences for success or failure. GMs can also create their own chase actions tailored to a particular setting or chase, selecting crew roles appropriate for those actions.

TABLE 2-1: STARSHIP CHASE SKILLS

STARSHIP ROLE	SKILLS
Captain	Bluff, Diplomacy, Intimidate
Chief Mate ^{COM}	Acrobatics, Athletics
Engineer	Engineering
Gunner	Piloting [†]
Magic Officer ^{COM}	Mysticism
Pilot	Piloting
Science Officer	Computers

[†] A gunner can substitute their base attack bonus for their ranks in Piloting when attempting a Piloting check.

TABLE 2-2: SKILL CHECK DCs

CR	AVERAGE DC	HARD DC
1	11	16
2	13	18
3	14	19
4	16	21
5	17	22
6	19	24
7	20	25
8	22	27
9	23	28
10	25	30
11	26	31
12	28	33
13	29	34
14	31	36
15	32	37
16	34	39
17	35	40
18	37	42
19	38	43
20	40	45

Covering Fire (Gunner)

Peppering an enemy ship with bullets or laser fire can force its pilot to take suboptimal evasive maneuvers, giving the firing ship a chance to catch up or bug out.

Success: The crew gains 1 success.

Create Obstacle (Chief Mate, Engineer, Magic Officer, Science Officer)

Whether by jettisoning junk, igniting a pocket of volatile gas, or summoning a cloud of technomagical nanites, a crew can put a dangerous hazard in the path of their opponent.

Success: The crew gains 1 success.

Environmental Cover (Pilot)

A daring pilot might choose to fly much too low to the ground, enter a twisting canyon, or even brave an asteroid field in order to gain an advantage.

Success: The crew gains 1 success.

Failure by 5 or More: The starship takes 1 hit.

Evaluate Weakness (Captain, Science Officer)

Even in the heat of a tense chase, a canny crew can use intuition or equipment to zero in on a target's vulnerabilities, giving them a leg up on their next move.

Success: The crew's next chase action gains a +2 bonus, and if it would result in 1 success, it results in 2 successes instead. This action can't be used again during this chase.

Negotiate Obstruction (Gunner, Science Officer)

Whether a force field or a civilian starship convoy, unexpected obstructions can be a bane or a blessing. A crew might blast or hack their way through a closing hangar bay door at the last minute or weave their way through the docking bays of a busy spaceport.

Success: The crew gains 1 success.

Failure by 5 or More: The starship takes 1 hit.

Outmaneuver (Pilot)

A good pilot has a bevy of tricks up their sleeve, from a nosedive to a hard turn to a trusty barrel roll. Of course, getting too fancy runs the risk of pushing a ship beyond its breaking point.

Success: If the crew's next chase action would result in 1 success, it results in 2 successes instead.

Failure by 5 or More: The starship takes 1 hit.

Outspeed (Chief Mate, Engineer, Magic Officer)

A motivated crew can give the engines all they've got, either by pouring in extra fuel or magically boosting them, and gain just enough distance to outpace—or close in on—their opponent.

Success: The crew gains 1 success.

Failure by 5 or More: This action can't be selected again during this chase.

Ending A Starship Chase

A starship chase ends after 6 rounds or after a ship has taken a number of hits dependent on its size category (4 for a Tiny ship, 5 for a Small ship, or 6 for a Medium or larger ship), whichever comes first. If the chase ends due to the PCs' ship taking too many hits, the chase is a failure. The GM determines what happens at the end of the starship chase, based upon the number of successful chase actions taken by the PCs. Table 2-3: Chase Outcomes provides the typical results for a starship chase. These are expressed in general success or failure, the percentage of Shield Points and Hull Points that the ship loses, and how many systems (determined randomly) that gain the wrecked critical damage condition. The GM can adjust these outcomes as needed for their adventure; failure need not mean destruction. For example, if the PCs are fleeing a squad of Azlanti fighter ships but manage only 2 successes, they might still escape—just barely—but their failure might mean they are powerless to stop the Azlanti ships from going on to capture an important ally or location.

TABLE 2-3: CHASE OUTCOMES

SUCCESSFUL CHASE ACTIONS	OUTCOME	SP LOST	HP LOST	WRECKED SYSTEMS
5 or more	Success	0%	0	0
4	Success	10%	10%	1
3	Failure	50%	50%	2
2 or fewer	Failure	100%	100%	5

DESIGNING A STARSHIP CHASE

When designing a starship chase, use the following guidelines to help you build a balanced encounter. The following instructions are provided for chases with 6 checks. If you want to have a shorter chase, remove checks and adjust the outcome (see Table 2-3 above) accordingly by subtracting the required number of successes for each outcome; if you want a longer chase, add to the number of checks and required successes instead.

Determine Challenge Rating: Most starship chases should have a Challenge Rating equal to the PCs' average party level and award XP as a combat encounter of that CR (*Core Rulebook* 390).

Determine Skill Check DCs: Reference Table 2-2: Skill Check DCs, using the starship chase's CR.

Environmental Effects and Obstacles: Decide whether to include any environmental effects (see below) or custom obstacles based on the circumstances of the chase, and take note of their details.

ENVIRONMENTAL EFFECTS

Some chases might take place in unusual environments or under specific circumstances that alter available chase actions or provide different results for the duration of the chase. The following are example environmental effects GMs can add to a chase to make it more variable; GMs should feel free to use these examples whole cloth in their games, create their own, or mix and match as needed to create compelling starship chases for their group.

Amateur Opponent

Chases don't always involve the best and brightest—a fact that a canny crew can use to their advantage.

Effect: A successful evaluate weakness action causes the crew's next chase action to result in 3 successes instead of 2.

Cloud Cover

Sometimes simply obscuring a visual is just what's needed for a hasty escape—all the better when there's little risk of taking damage from the surrounding environment.

Effect: Failing an environmental cover action does not cause the ship to take a hit.

Incorporeal Opponent

Some particularly aberrant or ghostly enemies can ignore at least some of the laws of physics, giving them a distinct advantage against foes.

Effect: Increase the DC of the create obstacle and environmental cover actions by 5.

STARSHIP CHASE SUMMARY

Each round of a starship chase proceeds as described below.

GM Sets Obstacle

The GM picks an obstacle (either from pages 44-45 or one of their own creation), and one of the PCs attempts a check to overcome it. If the PC fails the check, the consequences are noted.

PCs Pick a Chase Action

The PCs decide on a single chase action (either from page 46 or one of their own invention, at the GM's discretion) and one PC attempts the skill check associated with that action. Any relevant failure or success is noted and takes effect.

Chase Continues

If it isn't the 6th round and the PCs' ship has not taken the maximum number of hits, the chase continues with the GM setting a new obstacle.

Innocent Bystanders

Even those trying to get out of the way of a dangerous chase can prove a significant impediment in a high-speed situation.

Effect: Increase the DC of the negotiate obstruction action by 5.

Magic-Dampening Field

Whether through a deliberate hindrance or an accidental anomaly, magic-dampening fields can complicate a magic officer's job.

Effect: Increase the DC of magic officer skill checks by 5.

Post-Combat Chase

Starting a starship chase directly after a harrowing combat might raise the stakes and make a ship more fragile to begin with.

Effect: The PCs' starship begins the chase with half the number of hits needed to end the chase based on its size (rounded down).

Sabotaged Engine

A saboteur can cause failures at the most inconvenient moments.

Effect: Failing an outspeed action results in 1 hit.

Seasoned Bounty Hunter

In some circumstances, a crew might find itself the target of one (or more) experienced trackers, who are used to staying on the tail of fleeing ships—or getting out of their own scrapes.

Effect: Increase the DC of the outmaneuver action by 5.

Swarming Ships

A crew involved with a chase that features several small craft might have a more difficult time hindering any one particular starship.

Effect: Increase the DC of the covering fire action by 5.

Volatile Atmosphere

Firing a ship's weapons with abandon isn't always the wisest choice, depending on the reactivity of the surrounding atmosphere.

Effect: Taking the covering fire action causes the firing ship to take 1 hit.

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ADDITIONAL STARSHIP OPTIONS

Starship encounters can take many forms, and telling stories with starships can lead to exciting situations that transform or even transcend combat. The following section presents optional systems, equipment, and advice for enhancing your starship adventures. Track your crew's locations in case of unexpected danger like a mutiny or ambush, descend upon planets in daring dives, or even amplify the dangers of starship combat by expanding on the perils inflicted by critical damage.

CREW LOCATIONS

While the exact location of each of a starship's crew members typically has little bearing on starship combat, you still might want to know where on your ship various characters are in case of an on-board threat like a mutiny or when using other subsystems presented in this book, such as boarding (page 40) or hull ruptures (page 50).

A starship's bridge is the most common location for the officers on a ship. With small crews, the officers often switch positions, trading off as needed. This practice is called flexing, and it allows a small crew to double up on positions when they need to do so before returning to their original roles. In addition to the combat stations on the bridge, there are also stations scattered throughout the ship, sometimes even within crew quarters. Proximity alarms usually offer sufficient warning for officers to make it to a combat station, no matter where they are on a ship.

Common locations during starship combat are described below, organized by officer role.

Captain: Captains generally monitor combat from the ship's bridge, where they can taunt the enemy or coordinate actions with allied starships via the ship's communications, listen to updates, and decide where their help is most needed. Good captains often take the time to know their ships inside and out, so outside of combat, they may help secure items in the hold, perform safety inspections of major equipment, or just get to know their ship and crew.

Chief Mate^{COM}: Chief mates travel all over the ship, hauling heavy loads, ripping open access panels to recalibrate machinery, and assisting other crew in getting the job done. If someone has to get to a specific location on the ship fast, it's usually the chief mate who rushes to do what needs doing. They might not know all the science behind what they're doing, but they know the equipment and how to operate it. They are equally at home in the engine room or the bowels of a ship's maintenance tunnels, as well as on the bridge.

Engineer: Engineers work with the power core, the Drift engines, tech labs, gunnery stations, robotic maintenance bays, and more. Like the chief mate, they might travel anywhere and everywhere on the ship. Although it's common for them to monitor the ship's status from an engineering room, they are also frequently on the bridge. During ship combats, they track multiple ship systems for signs of damage. Depending on

what needs attention and how badly, the engineer may send automated repair bots or physically travel to a site for delicate repair work on a touchy mechanism.

Gunner: Gunners are usually found on the bridge, where they can most easily coordinate with other crew members or ask the pilot to arrange prime facing for a tricky shot. Gunnery can be done from any station on the ship, however, even within a holographic amusement chamber or the privacy of crew quarters. Most stations can provide access to all of the ship's weapons, no matter the facing, so gunners can switch weapons easily without running from station to station.

Magic Officer^{COM}: If an arcane laboratory is available, a magic officer usually operates from there, as the mystical boost provided by the laboratory greatly facilitates the officer's work. On ships without a dedicated arcane laboratory, a magic officer likely joins the rest of the crew on the bridge. If space is limited and resources are tight, the magic officer makes do; they may use a cargo bay or even the galley, ship's mess, or crew quarters.

Pilot: Pilots usually work from the ship's bridge. Although it's technically possible to pilot from any station on the ship, pilots feel most comfortable with the full set of controls and expansive view screens offered by the bridge. When off-duty, they may use simulators in a holographic amusement chamber.

Science Officer: Although science officers primarily serve on the bridge, where they can offer a stream of data and assistance to other crew members, many science officers are also backup engineers, flexing between the roles as needed. As such, they can also be found anywhere an engineer can. Out of combat, they may also be found working with dedicated systems such as science labs, mobile information networks, surveying sensors, or high-capacity comm arrays.

ORBITAL DROPS

An orbital drop is a method of sending troops or equipment to a planet's surface from low orbit without piloting them in a shuttle or flight vehicle. There are a number of advantages to this method: speed, relative stealth, and mitigation of the risk of enemy fire taking out significant personnel or equipment with a single lucky shot.

You can use a drop pod (page 25) to land a whole squad with equipment or vehicles and provide a structure at the landing site. You can also use smaller drop pods that are just

for equipment or a single occupant. Single-occupant pods are much less expensive and don't require dedicated expansion bays. Specially trained forces can also drop without a pod, relying on fire- and crash-resistant gear to survive their journey to the surface.

Single-Occupant Drop Pods

Although drop pods (page 25) allow a squad to arrive on the surface together, single-occupant drop pods have their own advantages. The first is cost. Since they aren't designed to survive impact, they are fairly inexpensive. They also deal less damage to the surface when they fall, and so are most appropriate for use in areas where military forces wish to secure valuable facilities without risking their destruction. Because they are also smaller, dropping many troops at once in single-occupant drop pods helps ensure that at least some of the invading force will evade surface-based weapon fire, since they're smaller, more dispersed targets. The most common single-occupant drop pods are armor upgrades.

Personal Drop Pods

These are single-use armor upgrades that provide protection for one orbital drop. When activated, the pod forms a transparent cocoon that provides full protection from the fire damage caused by atmospheric reentry and from the bludgeoning damage of the final impact. The pods also come with thrusters that allow their users to make small maneuvers toward a chosen landing site. This allows those dropping to avoid trees or other ground-based hazards. After the drop,

the burnt-out pod automatically detaches, leaving the armor upgrade slot free once more. Stealth drop pods allow users to use their Stealth skill to oppose the Perception checks of ground-based observers and sensors. Invisibility drop pods use advanced light-refraction and heat-dissipation technology to provide full invisibility during the drop.

Orbital Drops without a Pod

The dangers of an orbital drop include fire damage caused by atmospheric reentry and 20d6 bludgeoning damage from the impact at the end of the drop. This bludgeoning damage is halved in low gravity, doubled in high gravity, and tripled in extreme gravity.

TABLE 2-4: ATMOSPHERIC REENTRY DAMAGE

ENVIRONMENTAL CONDITIONS	FIRE DAMAGE PER ROUND
Thick atmosphere	3d6
Normal atmosphere	2d6
Thin atmosphere	1d6
No atmosphere	—
High momentum	+2d6
Average momentum	+1d6
Slow momentum	-1d6

TABLE 2-5: PERSONAL ARMOR UPGRADES

UPGRADE	LEVEL	PRICE	SLOTS	ARMOR TYPE	BULK
Basic drop pod	2	200	1	Any	1
Stealth drop pod	5	500	2	Any	1
Invisibility drop pod	10	3,000	2	Any	1



STARSHIP DAMAGE AND REPAIR

The following are optional rules you can use to make starship combat more exciting and emphasize the role of engineers. Not every combat needs to employ power core breaches or explosive decompression, but including them occasionally in a tough fight can keep starship combat engaging and fresh for your players.

Hull Ruptures

Hull ruptures occur when enemy fire or breaching weapons break through a section of hull, exposing the interior of a ship to the void of space. In game terms, this could occur anytime a starship takes critical damage to its life support system. A hull could also rupture as a result of an environmental hazard (page 134) that damages the ship enough to trigger a critical threshold.

To determine where the hull breach occurs, roll randomly among the rooms that border the side of the ship that was hit. The hull is breached in that room, with its space-facing side exposed to a vacuum. If characters are in the room, they suffer the effect of atmospheric decompression (see below). If no characters are in the room, roll randomly for potential loss of cargo or anything that isn't bolted down.

Atmospheric Decompression

The first effects of a ruptured hull are dropping room pressure and massive winds that buffet the characters. All characters in a room with a ruptured hull, regardless of whether they have personal environmental protections, immediately take 3d6

bludgeoning damage as the air in the room pours into the void of space. Next, each creature must prevent itself from being swept out into space. They must attempt a DC 15 Reflex save to either engage the magnetic locks on their armor's boots or grab on to a bolted piece of furniture. Jump jets, jet packs, flight, or anything else that enables characters to maneuver in zero gravity provide a +1 circumstance bonus to this save.

The dropping room pressure causes immediate exposure to the environmental hazards of being in a vacuum (*Starfinder Core Rulebook* 394). Characters with armor, void adaptation, or any other ability that enables them to survive in a vacuum are unaffected. Instances of crew being trapped unarmored during a hull breach are relatively rare. Proximity alarms warn of incoming ships, asteroids, and other environmental hazards, so most crew get the opportunity to engage armor seals long before hull ruptures happen.

A bigger problem for some characters is dealing with their ship's safety protocols that trap them in harm's way. Automated systems on many starships immediately seal off rooms that have a hull breach in order to protect the environment of the rest of the ship. Seals can usually be overridden with a successful DC 10 Computers or Engineering check at the doors or from the bridge, but this often requires first sealing off rooms deeper within the ship to create a makeshift airlock into which the trapped crew members can escape.

Repairing Hull Ruptures

Some ships have automated repair drones that can repair bulkheads or other systems. Repairing or reallocating shields in a quadrant that has suffered a hull breach stops the loss of cabin pressure and exposure to vacuum long enough for repair drones to provide a temporary fix.

Loss of Cargo

Most ship crews stow the majority of their items and cargo securely, and furnishings tend to be bolted or built into the ship. Still, anything that causes a hull rupture can also cause those precautions to be undone. To see if cargo or items are lost, roll on the following table. If items are lost to decompression, a starship's crew can perform a normal scan to find them again so long as the ship stays near where the breach occurred. The DC for such a check is 15, though it may be higher or lower at the GM's discretion to account for mitigating factors or complications. If the ship moved after the breach, scans to find lost items take a -5 penalty; if the pilot performed stunts like a barrel roll or a flip and burn, the penalty increases to -10. Most recovered cargo is still safe in its container. GMs can rule that certain types of cargo (fragile items, live plants, and the like) are irreparably damaged.

TABLE 2-6: CARGO LOSS TABLE

D%	EXTENT OF CARGO LOSS
1-25	No effect
26-50	1d4 items of an item level lower than 5 are broken.
51-75	One item of item level 5 or higher is broken.
76-100	Complete loss of one container of cargo.

Power Core Breaches

Power core breaches occur when a catastrophic failure of one key system causes numerous cascading failures elsewhere. The exact nature of the failure can vary, depending on the power core. Reactors can overheat, antimatter can leak, and mystical elements can escape containment and start wreaking havoc elsewhere in the ship. The cascading reactions caused by the key system failure can range from deadly levels of radiation being released into the ship to an explosion of energy that might utterly destroy the vessel.

Because of the safety features built into most ships, breached power cores are rare. Simply reaching the wrecked condition in starship combat does not generally cause a power core to be breached. The most common cause for core breaches is sabotage. Saboteurs might infiltrate a spaceport crew and undermine a ship undergoing repairs or upgrades. Spies might stow away on a large ship, destabilize the core, and flee in one of the ship's shuttles. Or sometimes, a ship runs afoul of gremlins or other malefactors intent on destruction. The second-most common cause for breach stems from self-destruct systems (*Core Rulebook* 300), some of which trigger catastrophic reactions in a ship's power core in order to completely destroy the vessel.

It is also possible that the crew of a ship without a self-destruct system might attempt to destroy their own vessel in order to eradicate a monster or contagion that has invaded their ship. Such actions usually require an entire bridge crew to simultaneously and successfully perform intricate procedures in order to disable safety features and destroy their own vessel.

Aborting the Sequence

Fixing a power core breach in progress and interrupting cascading failures is never an easy task, and it's not a situation that can be fixed with a single skill check. But once the power breach is detected, the bridge crew can work together to prevent a complete meltdown of their core.

Minor Meltdowns: For a minor meltdown, where the core breach is a side note to a larger story, the efforts to contain the breach should take 3 rounds, starting when the breach is first detected by the crew. Emphasize that the clock is ticking and that PCs can each attempt only three skill checks to save the system. If they are successful, the crew prevents the core breach from going critical and has time to fully repair it. If they fail, the crew has just enough time to eject the power core and save the ship. The crew is then stuck in that location on minimal life support until rescued.

The DC of each skill check is equal to $15 + 1\frac{1}{12} \times$ the ship's tier. Set the number of successes that the party needs to stop the meltdown at $2 \times$ the number of party members. Relevant skills can include any or all of the following, as well as related Profession skills.

- A character using Computers or Mysticism can scan for failing systems.
- A character using Engineering can fix failing systems or prevent a system failure in one location from cascading into the next.

- A character using Athletics or Acrobatics can reach systems by exceptional means, such as those outlined in the chief mate role (*Character Operations Manual* 146).

Crew members can aid each other or roll their own checks, and the Captain can encourage as normal with Diplomacy or Intimidate. Class abilities like quick patch can allow a character to achieve two successes with a single check. In addition, any character who casts a spell of 1st level or higher that repairs tech, such as *make whole*, automatically earns one success.

Major Meltdowns: In cases where the core breach is the main plot point, you might require a more involved team effort to save the ship. One way to do this is to add enemies (such as enemy boarders) who are trying to prevent the party from succeeding in saving their ship. For a group that loves combat, you can have the party fight off waves of enemies between each successive skill check, building the tension as the clock ticks down. You might instead require one or two additional successful skill checks to represent the increased danger.

STARSHIP COMBAT SCALE

Starships range from tiny single-pilot fighters to colossal vessels employing hundreds of crew. A Small ship can easily fit within the hangar bay of a Gargantuan or larger vessel. How, then, do you adjust for different ship sizes within a starship combat?

One of the best ways to set the scale of your combat is to determine what sort of terrain you want on the map. In fights with no appreciable terrain, the scaling hardly matters. There's enough space in a starship hex for each ship (even ultranoughts). However, when there is an object of known size desired as terrain, you may wish to scale accordingly. For example, in a dogfight between fighters over an ultranought, the Supercolossal ship becomes terrain instead of a separate vessel.

Close Combat—1,000 Feet per Hex: This scale is most appropriate for Medium and smaller ships. When using this scale, the action is focused on these ships' maneuvers around larger obstacles. This scaling allows the GM to position asteroids, space stations, and derelict bits of space debris as terrain to add interest and challenge to a ship combat. At this scale, a Large ship would just barely fit in a single hex, while bigger vessels might fill a significant portion of the map and become abstract terrain or an environmental hazard of their own.

Standard Scale—10 Miles per Hex: This is a default scaling used in most combats. It allows even Gargantuan ships to fit within a single hex. Absalom Station or the *Idari* would fill a single hex, but there could be larger stations that encompass multiple hexes. At this scale, most planets would completely fill the map and could be depicted only if placed at an edge.

Fleet Actions—100 Miles per Hex: This scaling allows for massive multi-ship battles on a truly epic scale, with enough space for a small planet like Aballon or Apostae to fit on the map. A planet the size of Castrovel would fill most of the map but still leave room for some starship action from an invading force around the edges.

Feel free to adapt your own scaling to fit the requirements of your game, but note that weapon ranges, starship speeds, and other hex-based statistics shouldn't change with the scale, in order to maintain the balance of the starship combat system.

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STARSHIPS IN ATMOSPHERE

Whether the steamy air of Castrovel or the breathtaking clouds of Bretheda, all atmospheres consist of gases that generate large amounts of heat when objects—such as starships—pass through them at incredible speeds. While a starship's shields can often protect it from everyday amounts of friction, it is nevertheless unwise for starships to accelerate to the point where this protection is insufficient. Beyond this common threat to a starship's integrity, other types of atmospheric hazards require a deft crew to negotiate without the ship suffering dangerous conditions and effects.

ATMOSPHERIC FRICTION

Atmospheric friction can quickly tear apart starships of even the highest tier, and it is as dangerous to small, lightly armored starships as it is to massive warships. The amount of friction generated by a starship is determined by the friction level of the layer of atmosphere that the starship is traveling through. An atmosphere's friction level is an abstraction of the atmosphere's density and the amount of debris in the air.

For the purposes of this system, atmospheres have five distinct layers, classified by similarities in temperature and density. While the names and exact properties of these layers vary on different worlds, an atmosphere's layers generally become denser the closer one gets to a planetoid's surface. The greater an atmosphere's density, the slower a starship must move through it in order to avoid taking damage from friction between the starship's hull and the atmosphere's molecules. Table 2-7: Atmospheric Friction summarizes the effects of atmospheres based on the thickness of each of the atmosphere's layers; "highest" refers to the layer furthest from a planetoid's surface while "lowest" refers to the layer closest to a planetoid's surface.

When a starship moves faster than its maximum safe speed in an atmosphere layer, it takes Hull Point damage equal to the starship's tier $\times$ the atmosphere's friction multiplier for every hex moved that round beyond the starship's maximum safe speed (see the below table for these calculations). This damage is dealt to the starship's forward quadrant.

TABLE 2-7: ATMOSPHERIC FRICTION

ATMOSPHERE LAYER	MAXIMUM SAFE SPEED	FRICTION MULTIPLIER			
		NO ATMOSPHERE	THIN	NORMAL	THICK
Highest	7	—	—	1-1/2	1-1/2
Second-highest	5	—	1-1/2	1-1/2	2
Third-highest	3	—	1-1/2	2	2
Fourth-highest	2	—	2	2	3
Lowest	1	1-1/2	2	3	4

ADDITIONAL HAZARDS

In addition to friction, some atmospheres have unique properties that present additional challenges. The GM determines which hazards, if any, are present in a given hex. These conditions can

permeate the entirety of a planetoid's atmosphere, or they might be limited to specific regions. The GM should determine the prevalence of each hazard based upon the unique properties of each planet and its weather patterns, if it has any. Hazards should be played out in starship combat mode.

Damaging Atmospheres

Particularly alien atmospheres sometimes have properties that cause them to eat away at a starship's hull, bypassing any shields that the starship might have. Examples include corrosive atmospheres, atmospheres with extreme heat or pressure, or even atmospheres that precipitate jagged shards of silicon at velocities sufficient to slice through a starship's hull.

Each time a starship moves through a hex containing a damaging atmosphere, it takes Hull Point damage equal to its tier. This is in addition to any damage the starship takes due to friction.

Electric Storms

Oftentimes atmospheres become charged with electricity as the atoms that make up atmospheric gases transfer electric charges between one another, resulting in deadly bursts of lightning. At the end of each helm phase, the GM rolls d% for each starship to determine whether lightning strikes that starship. The chance that lightning strikes a starship is determined by the hazard's severity (see Table 2-8: Electric Storms). If a lightning strike occurs, the starship's pilot must attempt a Piloting check to avoid the hazard (the DC is determined by the hazard's severity; see Table 2-8). If the pilot fails the check, the starship takes damage equal to 1d6 $\times$ the starship's tier. This damage is dealt to a random quadrant of the starship (roll 1d4: 1—forward; 2—port; 3—starboard; 4—aft).

TABLE 2-8: ELECTRIC STORMS

SEVERITY	STRIKE CHANCE	DC
Light	25%	18
Moderate	50%	23
Severe	75%	28

Ice Storms

Frigid atmospheres can generate ice crystals when water droplets in the atmosphere contact a solid object, such as a starship. In sufficient quantities, this results in key systems of the starship rapidly freezing over. At the end of the helm phase, a starship's pilot

and science officer must each attempt a skill check (Piloting for the pilot, Computers for the science officer). The DC for this check is determined by the hazard's severity (see Table 2-9: Ice Storms).

If the pilot fails their check, the starship's engines are glitched until the end of the next helm phase. This increases to malfunctioning if the pilot failed their check by 5 or more, or wrecked if they failed by 10 or more.

If the science officer fails their check, the starship's sensors are glitched until the end of the next helm phase. This increases to malfunctioning if the science officer failed their check by 5 or more, or wrecked if they failed by 10 or more.

TABLE 2-9: ICE STORMS

SEVERITY	DC
Light	15
Moderate	20
Severe	25

Obfuscating Atmospheres

Atmospheres often interfere with a starship crew's ability to perceive the area they're flying through, usually due to cloud coverage, precipitation, atmospheric density, or unusual weather patterns. An atmosphere with the obfuscation hazard imposes a penalty on gunnery and Piloting checks, as well as on Computers checks that use the starship's sensors. This penalty is determined by the severity of the obfuscation (see Table 2-10: Obfuscation).

TABLE 2-10: OBFUSCATION

SEVERITY	CHECK PENALTY
Light	-1
Moderate	-2
Severe	-4

Toxic Atmospheres

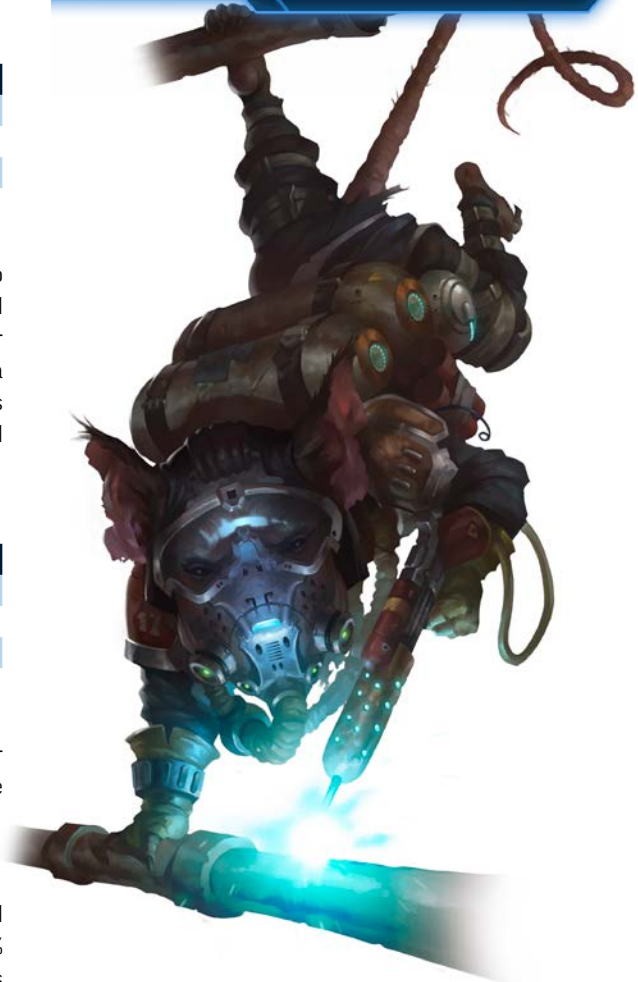
Atmospheres that are inherently toxic normally pose little danger to a starship's crew, as a starship's life support systems include pressure-sealed interiors that keep atmospheric toxins at bay. But a compromised system increases the chance that a toxic atmosphere will affect a starship's crew. At the end of starship combat, if a starship is flying in a toxic atmosphere and its life support systems have a critical damage condition, roll d% to determine whether the toxic atmosphere affects the starship's crew. The chance that this occurs depends on the severity of the critical damage condition, as follows: glitching-25%, malfunctioning-50%, wrecked-90%. All breathing creatures within the starship are affected by the atmosphere's toxicity as normal (unless they have protection, such as from environmental protections from armor or the benefits of *life bubble*).

Windstorms

Atmospheres are ever-changing, ever-moving environments in their own right, capable of wreaking havoc upon the plans of even the best starship pilots. When piloting in a windstorm, a starship's pilot attempts a Piloting check at the beginning of the helm phase to navigate the treacherous currents. The DC of this check is based on the storm's severity (see Table 2-11: Windstorms). If the pilot fails this check, the starship's speed is reduced by half and

HAZARD TIER AND XP

When present during starship combat, a significant hazard might shape the outcome of the battle. As a result, the GM might decide to award PCs additional XP for surviving such a starship combat, granting the PCs XP as if they had beaten an encounter one step more difficult than represented by the challenge level (*Core Rulebook* 326).



the distance it must move before turning increases by an amount based upon the severity of the windstorm (see Table 2-11); both effects last until the end of the round. In addition, regardless of the result of the check, at the end of the starship's movement, the GM rolls 1d6 and compares it to the starship's current facing (roll 1d6: 1-forward; 2-forward-starboard; 3-aft-starboard; 4-aft; 5-port-aft; 6-forward-port). The GM then moves the starship 1 hex in the resulting direction.

TABLE 2-11: WINDSTORMS

SEVERITY	DC	TURN INCREASE
Light	20	1
Moderate	25	2
Severe	30	3

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SQUADRON COMBAT

Rather than unite as the bridge crew of a single vessel, starfarers may elect to field multiple starships in pitched battle. Such squadrons lack the firepower of a larger starship, yet they allow for greater independence, complex teamwork, and unparalleled strategy. This section presents additional rules and options for squadrons in starship combat. These squadron rules are intended primarily for PC use, though NPC-operated starships can also use the new actions, stunts, and upgrades that appear in this section.

Squadron combat is an alternative to the PCs all crewing a single, larger starship. Each PC (or small set of PCs) designs their own starship of a lower tier; these ships' combined power should be comparable to that of a single starship. With some exceptions, squadron design and combat work the same as normal starship design and combat (*Core Rulebook* 290–305, 316–327).

BUILDING A SQUADRON

Use these guidelines to design a squadron. Except where noted, building squadron ships is identical to building a single starship.

Conceptualize: Start by deciding how many starships are in the party's squadron and who is most likely to operate them. Usually, the number of starships shouldn't exceed the number of PCs, though the PCs could recruit NPC pilots to expand their squadron.

Determine Squadron Tier and Assign Starship Tiers: The squadron's tier is equal to the PCs' average party level (APL), which is determined by totaling the PCs' levels and dividing by the number of PCs. The number of starships and the squadron's tier determine the individual starships' tiers, per Table 2-12.

TABLE 2-12: SQUADRON STARSHIP TIER

NUMBER OF STARSHIPS	STARSHIP TIER
2	APL - 1
3	APL - 2
4	APL - 3
5	APL - 4
6	APL - 5

Build Starships: The PCs design their squadron starships following the design rules on pages 293–305 of the *Core Rulebook*. Because of the minimum crew requirements for larger starships, squadron starships are almost always Medium or smaller. A Tiny squadron starship always has capacity for an escape pod expansion bay, even though the starship would otherwise lack expansion bay space.

The GM may elect to build one, some, or all of the starships in advance if the campaign requires that PCs operate standard-issue ships or premade vessels (such as in a military campaign with standardized starships).

Design the HQ (Optional): Many squadrons consist of starships too small or claustrophobic for long-term use. Instead, these starships regularly dock within a larger flagship that

serves as the team's headquarters (HQ). The HQ is primarily a utility vessel built with the heavy freighter or carrier base frame. The HQ's effective tier equals the squadron tier, and it gains only 25% the number of starship Build Points normally granted to a starship of its tier. However, the cost of its base frame and any hanger bay or shuttle bay expansion bays is only 10% the normal cost (minimum 1 each). The HQ must be outfitted with enough hanger bays or expansion bays to accommodate the entire squadron. The HQ can combine three shuttle bays to accommodate a single Medium starship. In addition, the HQ's minimum crew is reduced to four, and it loses all weapon mounts except a single turret with a mount for a light weapon.

An HQ is a good fit for a squadron piloted by independent adventurers, giving them a place to retire between encounters and interact face-to-face. It increases the squadron's number of Build Points available by accommodating some of the expansion bay facilities (like a medical bay or tech lab) that the smaller starships might otherwise have installed. However, it's also an added complication. If an HQ isn't a good fit for your group or campaign, it's entirely possible to do without one. Alternatively, in a game where the PCs are part of a larger organization like a military or commercial expedition, there could be a much larger ship nearby that serves as their HQ but is run by NPCs.

Details: After performing the earlier steps, the PCs should devise unifying details for the squadron, such as a visual design common to the starships or a squadron name.

SQUADRON OPTIONS

Individual starships in squadron combat function in much the same way as in standard starship combat, though with their small crews, they're far more reliant on minor actions like glide and snap shot (*Core Rulebook* 326). The small crews also encourage regularly swapping between roles based on an individual starship's needs.

Squadron combat introduces additional options for starship captains, more pilot stunts, and starship upgrades that emphasize teamwork.

Roles

At the start of each round during a starship combat, each character declares which role they assume for their starship. The roles and their respective actions function exactly as they

would on a standard starship, except each starship in the fleet can have a character in each starship role. The exception to this rule is the captain role—only one character throughout the squadron can assume the captain role, as this character counts not only as the captain of their starship, but of the entire squadron (see below). Because starships in a squadron have a limited crew size, it's virtually impossible for every role on every starship to be occupied simultaneously, though each starship in the squadron can purchase a virtual intelligence system (page 34) to secure an additional crew member and starship actions.

Squad Captain: Thanks to the coordinated maneuvers of and close communication between squadron starships, a squadron can have only a single captain at a time, referred to as the squad captain. A squad captain can affect any of their squadron's crew with captain actions, such as using encourage to assist another starship's pilot.

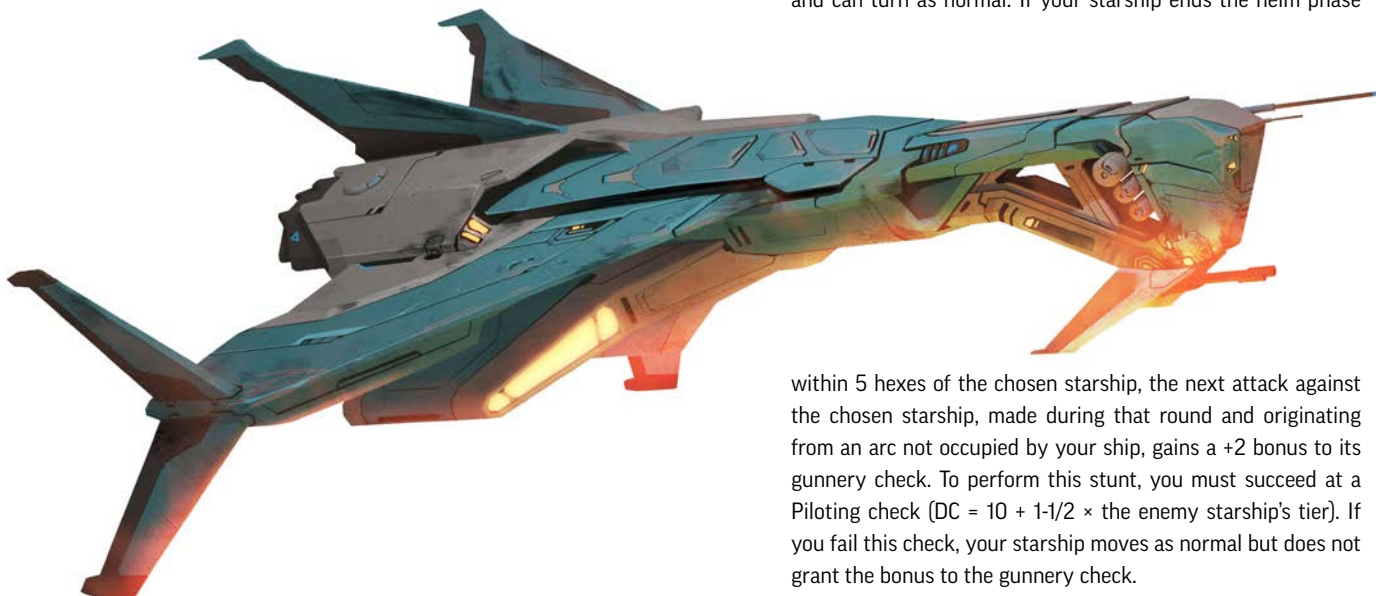
Instead of having their own starship, a squad captain can opt to remain in the HQ during combat, taking their captain actions to coordinate the rest of the squad's actions from afar. However, due to the HQ's relative distance from most encounters, this limits the squad captain's ability to take other roles during combat. On the other hand, a PC who enjoys being a full-time squad captain doesn't necessarily need their own starship—and having a smaller squadron increases the tier of each other starship.

Stunts

In addition to the stunts on pages 319–320 of the *Core Rulebook*, squadron pilots can attempt the following three stunts when performing the stunt action.

Escort

Choose an allied starship. Your starship moves up to its speed and can turn as normal. If your starship occupies a hex that is adjacent to the chosen starship at the end of the helm phase, that allied starship gains a +2 circumstance bonus to its AC and TL until the start of the next round. To perform this stunt, you must succeed at a Piloting check ($DC = 10 + 1\frac{1}{2} \times \text{the chosen starship's tier}$). On a failed check, your starship moves as normal.



LOSING A SHIP

Bullets, missiles and plasma fly fast and free when starship squadrons engage. Due to their smaller size and crew, squadron starships often have lesser defenses than a single vessel, meaning one or more of the PCs' starships might be disabled or even destroyed during combat. PCs aboard disabled starships typically take no damage, and so long as their comrades are victorious, the PCs and their disabled starships can be recovered and repaired (*Core Rulebook* 321–322).

Destroyed Starships: If a starship is destroyed, each crew member takes 1d20 damage per tier of the enemy that destroyed the starship or CR of the hazard (e.g. 4d20 damage for a tier 4 starship). If the effect has no tier or CR, default to the squadron tier. Any crew reduced to 0 HP as a result can use Resolve Points to stabilize (*Core Rulebook* 250–251), and these survivors can be recovered after the battle. Additional damage to the destroyed starship damages the crew again, as above.

Depending on the campaign, a destroyed starship might be replaced free of charge—though the PCs might earn less XP from the encounter. A destroyed starship might instead have to be replaced through a quest or by capturing an enemy vessel (which the player should redesign to fit the squadron's tier). As a last resort, consider letting a PC replace their starship upon gaining a level and expending a number of credits equal to the typical wealth granted by an encounter of their new level (see Table 11–4 on page 391 of the *Core Rulebook*).

If you fail the check by 5 or more, your starship moves as normal but interferes with the chosen starship's movement; that starship takes a –2 penalty to its AC and TL until the start of the next round.

Flank

Choose an enemy starship. Your starship moves up to its speed and can turn as normal. If your starship ends the helm phase

within 5 hexes of the chosen starship, the next attack against the chosen starship, made during that round and originating from an arc not occupied by your ship, gains a +2 bonus to its gunnery check. To perform this stunt, you must succeed at a Piloting check ($DC = 10 + 1\frac{1}{2} \times \text{the enemy starship's tier}$). If you fail this check, your starship moves as normal but does not grant the bonus to the gunnery check.

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Run Interference

Choose one active tracking projectile that is moving toward (but has not yet reached) its target. Your starship moves up to its speed and can turn as normal. If it moves through a hex occupied by the projectile, the starship attempts to interfere with the projectile's tracking system, causing it to veer off course and take a -4 penalty to its next gunnery check to continue moving toward its target. To perform this stunt, you must succeed at a Piloting check (DC = 5 + the tracking weapon's speed + 1-1/2 × the attacking starship's tier) with a circumstance bonus to your check equal to the bonus to TL granted by your starship's defensive countermeasures. If you succeed by 5 or more, you cause the projectile to detonate harmlessly, destroying it. If you fail, your starship moves as normal but does not penalize the tracking weapon's gunnery check. If you fail the check by 5 or more, the tracking projectile immediately attacks you instead; it makes a new gunnery check against your starship's TL, dealing damage if it succeeds and veering off course to explode harmlessly if it fails.

SQUADRON MINOR CREW ACTIONS

The minor crew actions below are well-suited to squadron combat.

Harrying Shot (Gunnery Phase, Minor)

You fire at an opponent to apply pressure and create an opening for one of your allies. If you succeed at a gunnery check (DC = 10 + the enemy pilot's ranks in Piloting), your next ally who fires a starship weapon at that foe before the end of the round rolls their gunnery check twice and uses the better result. If the target starship has no one acting in the pilot role and didn't take the glide minor crew action during its last turn, the DC for this gunnery check is 10.

At 6th level, you can spend 1 Resolve Point before attempting a harrying shot. If your gunnery check exceeds the target's AC (for direct fire weapons) or TL (for tracking weapons) by 4 or more, you also hit and deal damage to the target with the weapon.

Swift Kick (Engineering Phase, Minor)

With swift, physical encouragement, you can force a failing system to ignore its recent damage. If you succeed at an Engineering check (DC = 15 + 1-1/2 × your starship's tier), you can select one system; that system is treated as if its critical damage condition were one step less severe for the rest of the round (wrecked becomes malfunctioning, malfunctioning becomes glitching, and a glitching system functions as if it had taken no critical damage). This check isn't modified by penalties from critical damage to the power core; however, you can't affect a particular system with the swift kick action more than once per combat.

SQUADRON SYSTEMS

The following new systems function only if the PCs spend the BP to acquire the systems for two or more of squadron ships, per Table 2-13 on page 57.

Auto-Flight Module

An auto-flight module leverages a squadron's data link (see below) to keep multiple starships in formation with minimal effort, with subordinate starships mimicking the maneuvers of a primary pilot. Each participating squadron starship must have

its own auto-flight module and a data link system. Whenever two or more squadron starships with auto-flight modules begin a round adjacent to at least one other participating starship and facing the same direction, they are considered to be in formation, and one of the starships is designated the primary starship (the others are referred to as secondary starships).

When starships would attempt Piloting checks to determine the order in which starships move during the helm phase, starships in formation can choose to have the primary pilot attempt a Piloting check with a cumulative -2 penalty for each participating secondary starship; each starship in the formation uses that result to determine the order in which they move. When the primary pilot takes an action to move (such as fly or stunt), they can temporarily reduce their maneuverability and speed to match the worst maneuverability and speed of ships in the formation. If they do so, each secondary starship can use the glide minor crew action to mirror the primary starship's exact movement and turns, including any special movement as a result of the primary starship's successful stunts. However, secondary starships don't also perform any stunts that apply to a specific enemy starship, such as flyby. Secondary starships gain only half the normal bonus to AC and TL when mirroring the evade stunt.

An auto-flight module's cost depends on the starship's size. For the purpose of this calculation, Tiny = 1, Small = 2, etc.

Data Link

A data link enables the rapid exchange of data between squadron ships. When two or more starships in the same squadron have this system and are within 20 hexes of each other, those starships' computers automatically sync. Any starship in this network can calculate its sensors' distance to a target using the distance of the starship in the network closest to the target.

In addition, if a crew member aboard a starship in the network successfully takes the scan action against an enemy vessel, all vessels in the network automatically receive the information. Any crew member that takes the target system or lock on science officer actions can choose to apply the action's effects to a networked starship's attacks, rather than its own. A science officer can also apply the effects of these actions to one or more additional starships by increasing the DC of the Computers check by 2 per additional starship (e.g. increase the DC by 6 to grant the bonus to four starships in the network).

Focus-Fire Algorithm

A focus-fire algorithm coordinates a squadron's attacks, helping the ships amplify their weapons' destructive potential. A starship can purchase and install this system only if it also has a data link.

At the start of the gunnery phase, the squadron designates one squadron starship as the primary attacker (any other starships with focus-fire algorithms are secondary starships), as well as an enemy starship as the target. If the primary gunner hits the selected target with a starship weapon that round, they grant the first secondary gunner who hits the same target before the end of the round a bonus to damage equal to the minimum damage of the primary gunner's weapon (e.g. a primary gunner who hits with a particle beam and deals 8d6 damage grants a secondary gunner a +8 bonus to damage).

Unification Matrix

A unification matrix enables several (component) starships with this matrix to combine into a larger, more powerful (composite) starship. Starships with a unification matrix can combine and split apart only once each per combat and typically begin combat in either their component or composite forms.

Design the composite starship, whose tier equals that of a squadron starship plus 1 for each additional component ship. If at least two of the largest component starships are the same size, the composite ship must be one size category larger than those ships. Otherwise, the composite starship is the same size as the largest component starship or one size category larger, as desired.

During the engineering phase, if all of the component starships are adjacent to at least one other component starship and no more than 2 hexes away from each other, a crew member on each starship can expend a minor crew action, causing the starships to fuse and form the composite starship. Remove the component starships from the encounter. Place the composite starship in any one hex that a component starship previously occupied, facing in any direction. Add together the total Hull Point damage each of the component starships has taken, and apply that damage to the composite starship (applying critical damage as appropriate). If this would reduce its Hull Points to 0, the transformation automatically fails, returning the component starships to their original positions. Likewise, if some of the component starships don't participate in the fusion, the process automatically fails.

Add together the component starship's Shield Points and distribute these evenly among its four quadrants, up to the starship's

maximum SP value. The officers of the component starships can immediately reassign their roles aboard the composite starship. Finally, if any of the component starships had ongoing effects (such as the effects of taunt) or incoming tracking weapon attacks, those effects and attacks redirect and apply to the composite starship and its crew. Then proceed with the engineering phase, including the actions of the composite starship's engineer.

At the beginning of the engineering phase, the composite starship's engineer can use their crew action to decouple the vessel, breaking it into the component starships. One of these appears in the composite starship's hex, and the other component starships appear in adjacent unoccupied hexes, with each starship facing the same direction as the composite starship. Apply any HP damage that the composite starship has taken evenly to the component starships (with a minimum of 1 HP remaining per starship) and split the composite starship's Shield Points evenly between them. If the composite starship is reduced to 0 Hull Points, it automatically splits into component starships at the end of the current phase; if the composite starship would be destroyed, split the total damage evenly between the component starships, ignoring the HP minimum above.

TABLE 2-13: SQUADRON SYSTEMS

SYSTEM	BP COST
Auto-flight module	3 × size category
Data link	2
Focus-fire algorithm	3
Unification matrix	10% of composite starship's total BP

ARMADA COMBAT

When multibillion-credit organizations or nations go to war, standard starship combat quickly becomes too crowded. In armada combat, the PCs control an entire navy and make decisions that affect hundreds or even thousands of lives. PCs can use armadas to handle challenges with extraordinary stakes, from settling a dispute over a moon to defending an entire star system. This section presents rules for these massive combats, with players controlling smaller units within engagements to defeat enemy combatants, protect targets, disable the enemy flagship, or more.

Armada combat borrows many familiar elements from smaller-scale starship combat, such as navigating a hex grid, movement speed, and PC checks, but also incorporates unique elements to account for this grander scale of starship combat.

BUILDING AN ARMADA

Each armada is created using the same process. An armada's tier typically matches the PCs' average party level, and the armada gains a number of Build Points (BP) based on its tier, with which it acquires fleets and special abilities for those fleets. Each fleet costs a number of BP based on its tier, size, and special abilities, all of which contribute to the fleet's power level. Except at the GM's discretion, the maximum tier of any fleet in an armada is the armada's tier + 1. Appoint one of these fleets as the armada's flagship (page 60), which provides the armada additional benefits.

TABLE 2-14: ARMADA BUILD POINTS

TIER	ARMADA BUILD POINTS	TIER	ARMADA BUILD POINTS
1	36	11	264
2	48	12	288
3	72	13	312
4	96	14	336
5	120	15	360
6	144	16	384
7	168	17	408
8	192	18	432
9	216	19	456
10	240	20	480

CHALLENGES

Most armada encounters should be against armadas of lower tiers, as evenly matched armadas are likely to both suffer catastrophic damage. Use the following table as a guideline.

TABLE 2-15: CALCULATING ARMADA CHALLENGE

DIFFICULTY	OPPOSITION ARMADA TIER
Easy	Allied armada tier – 3
Average	Allied armada tier – 2
Challenging	Allied armada tier – 1
Hard	Allied armada tier
Epic	Allied armada tier + 1

XP Awards: PCs should earn experience points for defeating enemy armadas, following the same rules as for earning XP for starship combat (*Core Rulebook* 390).

BUILDING A FLEET

The statistics and definitions below define a fleet's capabilities.

Name and Tier: This is the fleet's name and power level. Fleets of the same tier are roughly comparable in strength but can vary based on their size and specializations. A fleet's tier can at most be 1 higher than its armada's tier.

Size: This is a relative measure of how many starships make up the fleet or the relative size of the primary starship in the fleet. A fleet's size impacts its Hull Points, Shield Points, damage, and Base Cost.

Speed: This is the number of hexes a fleet can move each turn.

Maneuverability: This entry determines how quickly a fleet can turn. The maneuverability ratings and their turn distances are the same as those in starship combat (*Core Rulebook* 318).

Armor Class (AC): This value is used when determining whether an attack hits a fleet. It is based primarily on the fleet's tier. A fleet with 1 or more Shield Points also gains a +1 bonus to AC against gunnery checks originating from its front arc.

Hull Points (HP): This is the total amount of damage a fleet can take before being defeated. Each fleet has 1 HP plus an additional number of HP multiplied by its tier: 3 HP per tier for Small fleets, 4 per tier for Medium fleets, and 5 per tier for Large fleets.

Critical Threshold (CT): When a fleet's HP are reduced to this value, the fleet takes critical damage, reducing its effectiveness, per Table 2-20 on page 63. This value is always one-half the fleet's HP (rounded down).

Shield Points (SP): This is the total amount of damage a fleet can take before losing Hull Points. Shield Points regenerate over time, per Table 2-19 on page 62. Each fleet has a number of SP equal to its HP divided by 3, rounded down.

Strong and Weak: Many fleets are especially strong against or vulnerable to other types of fleets. Against a fleet to which it is weak, a fleet takes +1 damage per damage die. Against a fleet against which it is strong, a fleet takes –1 damage per damage die.

Check Modifier: This is the modifier the fleet applies to d20 rolls when attacking, performing complex feats, or checking morale, similar to how a starship crew would use Computers,

gunnery, and Piloting modifiers. A fleet's base modifier is +1, and it increases by 1 at every odd tier above tier 1. An armada's officers can grant a fleet a bonus to certain checks (see Officers on page 60).

Damage: This is the amount of damage a fleet deals when it hits a target.

Range: This is the range at which a fleet can fire its weapons, measured in hexes. A fleet's range is broken into three distances: short range, long range, and extreme range. Attacks made against a target within short range take no range penalty; attacks beyond short range but within long range take a -2 penalty; and attacks beyond long range but shorter than extreme range take a -4 penalty. A starship can't attack targets beyond its extreme range.

BP Cost: This is the fleet's cost in Build Points (BP). BP are an abstract resource used for creating and upgrading fleets.

Special Abilities: These are the fleet's additional properties that modify its statistics or provide additional options in combat. Most special abilities cost additional BP and can be applied only to particular fleet types, as shown in Table 2-18 on page 60.

Base Fleet Classes

A fleet's class establishes what types of starships comprise it, as well as its base statistics.

Capital-Class Fleet

Consisting of a single immense starship, a capital fleet boasts heavy armor and utterly devastating weapons. However, these ponderous starships are slow to maneuver, and they struggle to fend off tiny attackers.

CAPITAL FLEET

Speed 4 hexes; **Maneuverability** average (+0 Piloting, turn 2)

Strong destroyer; **Weak** fighter

Range 5 hexes

Special Ability Access: array, damage threshold, EMP, flagship, point defense, self-destruct, superweapon

Destroyer-Class Fleet

Consisting of a handful of Large or larger starships, a destroyer-class fleet balances raw firepower and armor with maneuverability and versatility. Destroyer fleets often boast an array of mid-sized weapons well-suited for eliminating numerous, smaller targets.

DESTROYER FLEET

Speed 5 hexes; **Maneuverability** good (+1 Piloting, turn 1)

Strong fighter; **Weak** capital

Range 4 hexes

Special Ability Access: array, boarders, EMP, flagship, gravity mines, point defense, self-destruct

Fighter-Class Fleet

Consisting of a dozen or more Medium or smaller starships, a fighter squadron is unparalleled in speed and agility. The fighters' numbers can quickly overwhelm larger targets.

TABLE 2-16: FLEET COSTS

TIER	SMALL BP COST	MEDIUM BP COST	LARGE BP COST
1	5	6	8
2	6	8	10
3	9	12	15
4	12	16	20
5	15	20	25
6	18	24	30
7	21	28	35
8	24	32	40
9	27	36	45
10	30	40	50
11	33	44	55
12	36	48	60
13	39	52	65
14	42	56	70
15	45	60	75
16	48	64	80
17	51	68	85
18	54	72	90
19	58	77	95
20	60	80	100

TABLE 2-17: FLEET DAMAGE

TIER	SMALL DAMAGE	MEDIUM DAMAGE	LARGE DAMAGE
1	1d4	1d6	1d8
2	1d6	1d8	1d10
3	1d8	1d10	1d12
4	2d6	2d8	2d10
5	2d6	2d8	2d10
6	3d6	3d8	3d10
7	3d6	3d8	3d10
8	4d6	4d8	4d10
9	4d6	4d8	4d10
10	5d6	5d8	5d10
11	5d6	5d8	5d10
12	6d6	6d8	6d10
13	6d6	6d8	6d10
14	7d6	7d8	7d10
15	7d6	7d8	7d10
16	8d6	8d8	8d10
17	8d6	8d8	8d10
18	9d6	9d8	9d10
19	9d6	9d8	9d10
20	10d6	10d8	10d10

FIGHTER FLEET

Speed 6 hexes; **Maneuverability** perfect (+2 Piloting, turn 0)

Strong capital; **Weak** destroyer

Range 3 hexes

Special Ability Access: agile, boarders, bombers, EMP, flagship, interceptors, self-destruct

Special Abilities

When creating or upgrading an armada, you can enhance one or more fleets with special abilities to expand their abilities or shore up their weaknesses. Each special ability increases a fleet's BP cost by the amount listed, and a fleet can add only those special abilities allowed by its fleet type.

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TABLE 2-18: SPECIAL ABILITIES

SPECIAL ABILITY	BP COST	FLEET TYPE
Array	3	Capital, destroyer
Boarders	2	Destroyer, fighter
Bombers	2	Fighter
Damage Threshold	3	Capital
EMP	3	Any
Flagship	0	Any
Gravity mines	3	Destroyer
Interceptors	0	Fighter
Point defense	2	Capital, destroyer
Self-destruct	1	Any
Superweapon	3	Capital

Array: The fleet's weapons can damage multiple targets. During the gunnery phase, the fleet can attack up to three fleets in a single firing arc. The fleet takes a -2 penalty or -4 penalty to gunnery checks when attacking two or three fleets, respectively.

Boarders: When the fleet succeeds at a flyby stunt, a portion of its crew boards and begins damaging the enemy fleet. During the gunnery phase, the fleet attempts a bonus gunnery check to resolve the boarding party's attack. If it succeeds, the boarders deal half the fleet's damage and continue attacking on subsequent gunnery phases. If the gunnery check fails, the boarders are captured, and the effect ends.

Bombers: The fleet fires heavy ordinance that grants it a +1 bonus to gunnery against capital fleets, and the fleet's attacks ignore the damage threshold ability.

Damage Threshold: The fleet's thick armor reduces incoming damage by 1 per damage die rolled.

EMP: During the next round, when the fleet's gunnery check exceeds its target's AC by 5 or more, the fleet's disruptive weaponry inflicts a random critical damage condition on its target.

Flagship: The fleet contains the armada's flagship and serves as a command center; only one fleet per armada can have this ability. Officers assigned to this fleet can affect targets within the fleet's extreme range with their actions, and the fleet gains additional HP equal to its tier. A fleet's flagship ability can't be disabled by critical damage.

Gravity Mines: Once per combat, at the end of the helm phase, this fleet can disperse gravity mines in 2 hexes, with a range of 2 hexes from the fleet. These mines activate at the beginning of the next round. While active, gravity mines slow fleets moving through the mines' hexes and any adjacent hexes; the first time that any fleet enters an affected hex each round, the fleet must expend 2 hexes of movement. Gravity mines remain active for 3 rounds, and they can be destroyed by attacks (AC 5, HP equal to half the fleet's tier).

Interceptors: The fleet is designed to chase and disable smaller starships. The fleet is no longer strong against capital fleets but becomes strong against fighter fleets.

Point Defense: The fleet's close-range weapons grant it a +1 bonus to gunnery checks against fleets within 2 hexes, and its free attacks deal full damage against fleets that fail flyby stunts.

Self-Destruct: When this fleet would be disabled, it can instead be destroyed and make a free attack against one fleet in an adjacent hex.

Superweapon: When attacking, this fleet can activate a superweapon that takes a -2 penalty to its gunnery check but, if it hits, deals additional damage equal to the fleet's tier and critical damage. Once activated, a superweapon can't be fired again until the end of the next round.

OFFICERS

In armada combat, the PCs are officers who direct their fleets, and they can fill major roles to influence the encounters in special ways. Each officer must be assigned to a specific fleet in the armada. A fleet can support any number of officers (though never more than one of any role at a time), and a fleet does not need an officer to function. An officer grants their assigned fleet a passive benefit based on their officer bonus (see below), and each officer can also perform one special action per round to affect a fleet or the battlefield. Officers who perform the direct, scan, target, or taunt actions during the helm phase do so immediately before or after moving the fleet to which they're assigned.

Officer Bonuses: Many abilities refer to an officer bonus, which represents an officer's ability to lead their subordinates, rather than the officer doing all the work themselves. An officer's bonus applies to the officer's fleet and equals 2 + 1 for every 6 ranks the officer has in one of their role's associated skills; a commander can instead use their base attack bonus to calculate their officer bonus in place of their skill ranks. Officer bonuses don't stack with other officer bonuses.

For armada combat checks that an officer must attempt to perform special actions, their modifier equals their officer bonus plus their fleet's check modifier. Before an officer's assigned fleet attempts a check, that officer can spend 1 Resolve Point to roll the check twice and use the better result.

Range: Officer actions have a maximum range equal to their fleet's long range, and the actions don't take range penalties when affecting targets. Officers assigned to the armada's flagship can affect targets within that fleet's extreme range.

Changing Roles: At the beginning of each round, any officers can change their roles, though an armada can have only one admiral, and a fleet can have only one of any given officer role. An officer can move to an adjacent fleet by expending their action at the beginning of the engineering phase.

Admiral

You direct the overall flow of battle, delivering key orders, timing fleet movements, and providing motivation at opportune moments. The role of admiral does not necessarily mean that you outrank the other officers or control their actions, but as the armada's leader, you are in a position to influence your forces in unique ways. An armada can only have a single admiral.

Associated Skills: Bluff, Diplomacy, or Intimidate

Officer Bonus: morale checks

Encourage (Any Phase): You can encourage a fleet or officer to grant them a bonus to their action. Before that fleet or officer attempts the check, you attempt a DC 10 flat check. If you succeed, you either grant your officer bonus to the triggering check, or you grant a +1 untyped bonus to the check.

Rally (Engineering Phase): You order a fleet to regroup, granting it your officer bonus to morale checks until the end

of the round. If the fleet is routed (see Morale on page 63), it attempts a new morale check against the same DC that caused it to rout. If it succeeds, it is no longer routed.

Taunt (Helm Phase): You harangue or mislead an enemy fleet. Attempt a check against an enemy fleet's AC. If you succeed, that fleet takes a penalty equal to 1 + half your officer bonus to all checks until the beginning of the next helm phase. Whether or not you succeed, you can't successfully taunt that fleet again for the rest of the combat.

Chief Caster

You and your crew oversee the mystical rites of your fleet.

Associated Skill: Mysticism

Officer Bonus: AC against enemy gunnery checks

Conjure (Engineering Phase): Choose 1 hex and attempt a DC 10 flat check. If you succeed, your mystical crew conjures cosmic debris in that hex and all adjacent hexes that lasts until the end of the round. Any fleet that ends its turn in that area takes an amount of damage equal to your officer bonus, and any fleet attacks that pass through the affected area take a -1 penalty to gunnery checks.

Enchant (Engineering Phase): You lead your mystics in enchanting a fleet's weapons. Choose a fleet and attempt a check against that fleet's AC. If you succeed, that fleet's range increases by 2, and its gunnery checks can deal critical damage on a 19 or 20. These effects last until the end of the round.

Precognition (Engineering Phase): You and your crew predict enemy movements. Attempt a DC 10 flat check. If you succeed, your admiral rolls 1d4 and adds the result to their next check to determine the order in which fleets move during the helm phase.

Chief Engineer

You command your fleet's engineering corps, oversee repairs, and make crucial calls on when to exceed starships' recommended performance limits.

Associated Skill: Engineering

Officer Bonus: starting and maximum Shield Points.

Boost (Engineering Phase): Choose a fleet and attempt a check against its AC. You direct the engineers aboard that fleet to augment a key system. If you succeed, you either increase the fleet's speed by 1d2 until the end of the round, decrease the fleet's turn distance by 1 (minimum 0) until the end of the round, add your officer bonus to the SP that fleet recovers during this phase, or add your officer bonus to the fleet's damage rolls until the end of the turn.

Repair (Engineering Phase): Choose a fleet and attempt a check against the fleet's AC. If you succeed, choose one of the fleet's critical damage conditions; you direct the onboard engineers' repairs, and the fleet ignores that critical damage condition for 1 round, plus 1 additional round for every 5 by which your check exceeded the fleet's AC.

Chief Technician

You oversee your fleet's computers and scientists as they direct scanners and hack enemy systems.

Associated Skill: Computers

Officer Bonus: gunnery checks

Scan (Helm Phase): You direct the fleet's sensors to scan another fleet. Attempt a check with a +5 untyped bonus against the fleet's AC. If you succeed, you learn the first unknown category of information from the following list. For every 5 by which you exceed the check, you learn an additional unknown category of information.

1. *Basic Statistics:* Fleet type, size, speed, maneuverability, tier, damage, total and current HP and SP.
2. *Special Abilities:* Special abilities, as well as the fleets against which the target fleet is strong or weak.
3. *Officers:* The names and roles of the fleet's officers.



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Scramble (Gunnery Phase): You scramble communications within a fleet. Select an enemy fleet, optionally selecting one of that fleet's officers, and then attempt a check against the fleet's AC. During the next round, the fleet's chosen officer grants no passive benefit to their fleet and can't perform any officer actions. In addition, any other fleets' officer actions can't affect the targeted fleet. If you don't select an officer, scramble affects one of the fleet's officers, selected at random.

Target (Helm Phase): Choose an allied fleet and an enemy fleet within range, then attempt a check against the enemy fleet's AC. If you succeed, until the end of the round, the allied fleet gains a +1 untyped bonus to gunnery checks against the enemy fleet, and the allied fleet's gunnery checks against the target deal critical damage on a 19 or 20.

Commander

You oversee a fleet directly, ensuring optimal performance.

Associated Skills: Diplomacy, Intimidation, or Piloting

Officer Bonus: Piloting checks

Direct (Helm Phase): Either by issuing precise commands or by piloting a key starship yourself, you set an example that the rest of your fleet follows. Attempt a DC 15 flat check. If you succeed, you grant your officer bonus to either your fleet's gunnery checks or its AC until the end of the round. If you fail the check by less than 5, your officer bonus is reduced to 1 for this action.

Duel (Gunnery Phase): You direct your starship to engage with an enemy officer's starship within 3 hexes—or if your target is a capital fleet, you lead your starship in a daring attack on the enemy vessel's bridge. Attempt a check against the enemy fleet's AC + 5. You gain a +5 untyped bonus to this check if your armada has identified the fleet's officers, and you gain an additional +5 untyped bonus if the targeted fleet also uses the duel action against your fleet. If you succeed and your fleet's attack that round deals damage to the enemy fleet, the target gains the communications critical damage condition (see Table 2-20 until the end of the next round. If your attack would deal critical damage to the fleet, one of the fleet's officers is incapacitated and provides no benefits for the remainder of the combat.

RUNNING ARMADA COMBAT

As armada combat begins, the GM decides how far apart the armadas are from each other (3d6+5 hexes is a good default), and typically each armada can determine how its fleets are arranged so long as they maintain this distance from the enemy forces.

Rounds and Phases

As in starship combat, each round of armada combat is divided into three phases that don't correspond to an exact amount of time: engineering, helm, and gunnery. Fleets perform specific actions in each phase, and officers can contribute only during certain phases based on their roles.

1. Engineering: During this phase, fleets prepare for their next maneuvers by repairing damage, restoring shields, and priming weapons. At the end of this phase, each fleet also automatically regains a limited number of SP based on their maximum SP values (see the table below).

TABLE 2-19: SHIELD POINT REGENERATION

MAXIMUM SP	SP REGAINED
1-5	1d4
5-10	1d6
11-15	1d8
16-20	1d10
20+	1d12

2. Helm: During this phase, admirals match wits, and fleets maneuver across the battlefield. At the beginning of the phase, each admiral attempts a check. The armada whose admiral's result was the lowest must choose tactics for and move half of their active fleets (rounded up) first, followed by the next lowest, until all armadas have moved half of their fleets (or waived those fleets' movement). The process then repeats in that order, with each armada moving the remaining half of its fleets. If an armada has no admiral, it rolls only 1d6 for its check to determine the order in which it moves. If there is a tie, the admirals in question roll another check and compare the results, with the one who rolls lowest moving first.

3. Gunnery: During this phase, fleets fire their weapons. Except for free attacks or bonus attacks from the array special ability, each fleet can attack only once per round. Fleets attack in any order, but the effects of gunnery actions are all applied simultaneously at the end of the round, meaning all fleets can fire, even if they take enough damage to be disabled during the phase. After damage is applied, if there are still combatants engaged in the combat, the next round begins, starting with a new engineering phase.

Moving

Fleets move and maneuver in much the same way as starships do in standard starship combat (*Core Rulebook* 317), including the rules for making turns, moving through other fleets (as though they were starships), and measuring firing arcs. Speed functions in the same way but does not provide a modifier to Piloting checks. A fleet can freely attempt one of the following stunts at the listed Piloting DCs as part of its movement: back off (DC = 10 + $1/4 \times$ the fleet's tier), flip and burn (DC = 15 + $1/4 \times$ the fleet's tier), flyby (DC = the enemy fleet's AC), slide (DC = 10 + $1/4 \times$ the fleet's tier), or turn in place (no check). Any free attack performed during a flyby stunt deals half damage.

Attacking

When a fleet attacks another fleet, that action is resolved with a gunnery check during the gunnery phase. You make a fleet attack using the following procedure.

1. Range: Determine the range between the two fleets (counted in hexes). Attacks made against a target within a fleet's short range take no penalty, whereas attacks beyond short range but within long range take a -2 penalty, and attacks beyond long range but shorter than extreme range take a -4 penalty. A starship can't attack targets beyond its extreme range.

2. Gunnery Check: The fleet rolls a gunnery check and compares the result to the target's AC. If the result equals or exceeds the target's AC, the fleet hits and deals its listed damage. Otherwise, the attack misses or deals negligible damage.

Gunnery Check = 1d20 + fleet's check modifier + officer bonus + range penalty

AC = 10 + fleet's check modifier + officer bonus + shield bonus (front quadrant only)

3. Deal Damage: Apply damage from an attack to a fleet's SP first, and any remaining damage to its HP. A fleet takes more or less damage from enemy fleets against which it's weak or strong, respectively (page 58). If a fleet is reduced to 0 or fewer HP, it is disabled and floats in the direction it's facing at half speed until repaired (after combat) or destroyed. If a fleet's total HP damage exceeds twice its HP, it is destroyed.

Morale and Critical Damage

Incoming damage can devastate fleets' group cohesion and equipment, represented by morale and critical damage, respectively.

Morale: When a fleet is reduced to half its maximum HP, it must attempt a morale check ($DC = 10 + 1/2 \times$ the opposing armada's tier). If the fleet succeeds by 4 or less, it is unaffected. If it exceeds the DC by 5 or more, the fleet is emboldened and gains a +1 bonus to all checks until the end of the next round. If it fails by 4 or less, the fleet is shaken and takes a -1 penalty to all checks until the end of the next round. If it fails by 5 or more, the fleet is routed and attempts to flee combat by the safest route possible. A routed fleet can make attacks at a -2

penalty and continues to flee either until successfully rallied by an admiral or until it has fled for 3 rounds, at which point the fleet is disabled.

When a fleet is routed, any allied fleets within 2 hexes that have half of their HP or fewer remaining must also attempt a morale check with a DC equal to the routed fleet's AC. A fleet that succeeds at its morale check does not need to attempt further morale checks until the end of the round.

Critical Damage: A fleet takes critical damage whenever a gunnery check results in a natural 20 on the die and the attack deals at least 1 damage to the fleet's HP. It also takes critical damage when it's reduced to half its maximum HP. When critical damage is scored, the attacking fleet should roll 1d6 on the table below to determine which system is disrupted.

TABLE 2-20: CRITICAL DAMAGE

D6	SYSTEM	EFFECT
1	Auxiliary System	One of the fleet's special abilities (selected at random) provides no benefits.
2	Communications	The fleet gains no benefits from officers, and the fleet's officers can't affect other fleets.
3	Engines	The fleet takes a -1 penalty to AC and speed.
4	Shields	The fleet can't regain SP.
5	Weapons	Reduce all damage dealt by 1 per damage die.
6	–	Roll twice and apply both results, ignoring 6s and duplicate results.



STARSHIPS

3



MANUFACTURERS

For as long as there have been starfarers exploring the galaxy, manufacturers have happily provided the latest starship designs. This section details dozens of manufacturers and many of their iconic starship designs. Below, you'll find smaller manufacturers dedicated to niche markets with smaller market shares. Beginning on page 68, you'll find major manufacturers, each of which includes a perk representing the company's style or specialization. Only a ship manufactured or significantly refitted by that company gains the perk, and a starship can have only a single manufacturer perk at a time.

Dashadz Industries: Headquartered in the Veskarium, Dashadz Industries originally focused on heavy warships. However, its stakeholders foresaw the imminent treaty with the Pact Worlds, and began pivoting towards civilian vessels. The company refit its previous fleet, charging exorbitant fees to transform warships into comfortable—albeit heavily armed—transport vehicles. It now also builds smaller ships that, while not meant for warfare, are capable of it, such as Griffon salvage vessels (page 103) that can disassemble a ship just as easily as they cut through space junk.

Early in the transition to its new business model, Dashadz employed skittermanders as cheap labor. However, the company found that these creatures had a very different understanding of safety features, resulting in dangerous surprises for travelers and crews alike. The company has yet to work out all of these bugs but has quashed most of the negative press and now excludes skittermanders from most engineering positions. Instead, Dashadz has turned to pahtra, ijtikri, and other designers to ensure the comfort (and safety) of their guests.

Guttertooth Processing Company: Founded by half-orcs disillusioned with working for the drow corporations of Apostae, Guttertooth Processing Company is a collective founded to negotiate fair deals and protect its employees from drow exploitation and retaliation. Guttertooth operations are hidden in the caverns of Apostae and remain a constant thorn in the side of the drow, as the half-orcs slip through every security precaution the elves create.

Guttertooth builds specialized ships and trains crews to terraform inhospitable planets.

Its vessels often appear crude, with barely forged exteriors and clunky profiles.

However, these designs are purposeful, concealing sophisticated machinery and convincing would-be aggressors to attack more promising prey. In addition to ship-building, Guttertooth is also quietly amassing a vast storehouse of weapons available for the next species they encounter who needs help breaking free from oppression.

Imperial Foundry: New Thespera houses the shipyards of Imperial Foundry, the primary manufacturer of starships in the Azlanti Empire. Imperial Foundry builds small cruisers to infiltrate blockades, as well as large and well-armed transports for both troops and royalty. On these ships, other species serve as crew, marines, and low-level engineers, but the empire refuses to let non-Azlanti serve as officers.

Imperial Foundry builds these ships according to principles of sacred geometry. Weaponry on these vessels is hidden beneath the hull to preserve their magically empowered symmetry, giving no indication of the danger concealed within. The Sovereign Dominator (page 121) stands as a testament to these principles—this beautiful starship can subjugate entire planetary systems.



Infernex, Inc.: Owned by the Hellknights and orbiting the Pact Worlds' sun, this shipyard builds the massive black citadels and austere starships used to carry out official Hellknight functions. These vessels make only limited concessions to human needs but include plenty of space for imprisonment, interrogation, and punishment. The Hellknights reassure governments worried about the presence of these moving citadels that only those who break the law must fear Hellknight justice. More than one troublesome prisoner has disappeared forever within an Infernex, Inc. starship, where minions of Hell such as imps serve alongside Hellknights as crew, performing basic maintenance and even enchanting the ship's components and weapons.

Inheritorworks: A subsidiary of Sanjaval, Inheritorworks exclusively builds lomedaeen ships. Inheritorworks and the lomedaeen fleet are headquartered on Absalom Station, a convenient rallying point that enables deployment at a moment's notice. These ships evoke places of worship; even the fearsome attack vessels appear to be made from pristine marble adorned with stained-glass windows displaying the holy acts of lomedae. The company screens applicants to strongly favor lomedaeen candidates, but contractors often receive special dispensation, giving infiltrators the rare chance to slip through the ranks.

Klokworx Industries: Unlike state-owned Azlanti manufacturers, Klokworx Industries does not operate within the empire's capital. Instead, it builds and outfits ships from a moon where the state's influence and interest are limited to ordering specialized ships. Klokworx avoids most elitist and discriminatory Azlanti practices. Its ships combine the state's principles of sacred geometry with the best technological advances of other species. This openness extends to their engineers and crews; many diverse species hold captain or officer status aboard Klokworx ships, fostering a strong sense of community and loyalty.

Klokworx specializes in smaller drone and scout starships, such as the Prism—a starship with a crew of only two—and the Drone, an unmanned ship used to confuse the sensors of other vessels. Those who encounter these tiny vessels rarely have an opportunity to capture them intact and study them further due to their built-in self-destruct systems.

Nebulor Outfitters: Based in the Diaspora, Nebulor Outfitters has a ragtag nature, representative of the folk who live on the outskirts of Pact space. This company doesn't specialize in any one type of ship, instead taking commissions from the highest bidder and scavenging enough scrap to fulfill any contract. Nebulor doesn't care who buys its ships or serves as crew, gladly working with pirates, smugglers, adventurers, or even the occasional high-ranking official seeking discretion.

Nebulor provides customizable, multi-purpose ships like the Starhopper and Skymedic (page 84) that serve in many roles, from simple transportation to piracy. These rugged vessels hold up under fire and are technologically advanced enough to protect themselves. Nebulor seeks to hire disenfranchised engineers and technologists who bring unique knowledge and expertise to the table—especially those who have no compunction against cutting corners or installing the occasional “special modification.”

Sov-El: Elves are haunted by the past. Betrayed in an event they no longer remember, elves have become very isolated,

and most refuse to leave their homes on Sovyrian. Sov-El, a mysterious elven corporation, is the only widely known manufacturer of elven starships.

While many manufacturers build their vessels for a single purpose, such as transportation or war, Sov-El accommodates elven isolationist tendencies with sleek but immense ships that replicate Castrovel's environmental wonders, even reproducing beloved rooms of elvish homes, complete with scenic views. It's rare for non-elves to serve on these ships, and the elves who fly them rarely leave them, except when forced to by necessity or emergency. Sov-El continues to churn out bigger and better starship weaponry as well, ensuring that no one disturbs the peaceful solitude its elven clientele desires.

Tetrad: This massive consortium on Cyrune provides mysterious trading vessels to witchwyrd. These ships seem to waver on the edge of reality, and witchwyrd mastery of planar technology (page 11) allows these vessels to slip between the planes as easily as they enter the Drift. Tetrad viciously defends this technology, lest it be stolen.

Any non-witchwyrd crew or mercenaries who serve aboard a Tetrad vessel are bound by strict contracts that govern their speech and behavior. Those who violate these contracts can be fined or jailed but more often find themselves targeted by bounty hunters or assassins. Some ex-employees find themselves in trouble with witchwyrd after fulfilling their contracts, discovering too late that they broke some hidden clause buried deep within their employment agreement.

Ulrikka Clanholdings: Ulrikka Clanholdings is a dwarven company in the Diaspora, dedicated to mining and manufacturing. Ulrikka ships have a rough-and-tumble flair and look like old wrecks. Such a facade, however, hides a powerhouse of drilling machinery and capacious cargo holds to fill with goods, ore, and salvage that dwarves transport across the wastes.

Most Ulrikka crews are dwarves; others must prove their extraordinary skill or integrity before being truly accepted as crew and family. Once someone has earned a place, though, Ulrikka is an indefatigable ally, and more than a few capable fugitives and criminals have found shelter from bounty hunters aboard Ulrikka vessels.

Unified Conservatory: Based out of the Arkship Equilibrium, the Unified Conservatory (UC) provides ships to the Xenowardens. The Xenowardens specialize in combining top-of-the-line technology with biological components, so the UC uses solar-powered engines and other sustainable technology alongside nurseries housing rare plants and other biological components that are eventually grafted onto starships. UC ships serve as massive ecosystems, preserving portions of the environments of the locations they visit. One of their most notable ships is the Librama (page 93), a self-sustaining organic science vessel used to explore and discover new biotechnology.

Any Xenowarden can serve aboard a UC vessel; in fact, anyone dedicated to the sanctity of life can take a position on these ships, and the crew accepts anyone willing to fight for the druids' cause. Once they are aboard, some of these new crew find that something awakens in them, drawing them to the animal-like consciousness of the ship itself, which is eager to bond with them.

ATECH

TIME-TESTED, DEPENDABLE VESSELS

Manufacturing Centers: Absalom Station, Akiton, Verces

Specialties: Reliable, sturdy vessels for a wide range of needs

Famous Models: Bulwark, Immortal, Resolute



ATech is a wholly owned subsidiary of the megacorporation AbadarCorp, although it was not created by the conglomerate. Pre-Gap records indicate that the company now known as ATech originated on the planet Golarion as a manufacturer of atmospheric vehicles such as jet aircraft and hovercars. The exact details of who or what financed such cutting-edge research is lost to time, but speculators have suggested that it may have taken an entire country devoted to technological advances, a league of individuals with extraordinary knowledge for their time, or even the cult of a lesser god. The exact details of AbadarCorp's acquisition of ATech seem to have been hit particularly hard by the Gap. Rumors range from a simple buyout to a hostile takeover, and a few even dare to suggest corporate assassination—a suggestion quickly withdrawn by those concerned for their own safety. Regardless, this acquisition enabled AbadarCorp to expand its holdings far beyond its previous capacity. AbadarCorp renamed the starship manufacturer ATech and created its own fleet, eventually becoming one of the premier retail manufacturers in the Pact Worlds System.

In the modern age, ATech has been a go-to name for reliable vessels. Company policy insists that an ATech starship should be the best investment a customer can make. ATechs are made with care and precision, ensuring that the safety and security of a customer's goods, crew, and passengers are a top priority. This has earned the company a customer base that includes exploration parties, merchant houses, and even the Stewards. ATech makes no distinctions between these groups and offers its products to any organization in good legal standing.

Perhaps one of ATech's greatest achievements is the sheer volume of repair shops and shipyards it makes available to customers. It is the company's goal to have at least one service center in every settlement where it has customers, so they can repair, refuel, and upgrade parts conveniently. In lucrative locations, ATech has built entire cities dedicated to manufacturing and repair, but even small outposts have a hangar and a few mechanics. In addition to frontier dangers, many of these outposts have recently experienced increased incident reports, leading ATech to suspect sabotage by its competitors.

To meet its high demand for talented labor, ATech routinely offers generous scholarships and fast-track programs to promising engineers across the galaxy, many of whom go on to develop new technologies or work on well-known vessels, adding to ATech's prestige.

Manufacturer Perk: While physical durability is a top priority for ATech, the manufacturer has also identified digital security as a growing concern. On ATech starships, an anti-hacking system costs 2 BP (rather than 3 BP) to install and upgrade.

BLACKWIND ENGINEERING

MACABRE MILITARY MIGHT

Manufacturing Centers: Eox (Orphys, Zinhew)

Specialties: Archetypal Eoxian military vessels

Famous Models: Annihilator, Catacomb, Megalith, Sepulcher



When Pact Worlds citizens think about Eoxian starships, Blackwind Engineering dominates the imagination both visually and historically. The company made its mark on post-Gap records by supplying Eox's most notorious and feared starships during the Magefire Assault, and its reputation has only grown over time.

Blackwind was founded sometime during the Gap. Like its fellow Eoxian manufacturers, Death's Head and Thaumtech, Blackwind lost an enormous amount of corporate data during that period. This erasure devastated the company for years, and it wasn't until the Magefire Assault in 7 AG that Blackwind made a comeback, debuting its now-infamous troop carriers and dreadnoughts.

The Veskarium truly learned to fear Blackwind ships at the Battle of Aledra. Catacomb dropships played a pivotal role, and Megalith dreadnoughts proved a worthy match for the mightiest Veskarium vessels. As a result of this victory, Blackwind rehabilitated its image in the eyes of Pact Worlds citizens, and the company saw a jump in profits as everyone in the system worked together against a common foe. Today, Blackwind ships are an accepted—and even admired—part of Pact Worlds history, with their red dome “eyes” and skeletal hulls featuring in the artistic depictions of many historic battles, and older models commonly appearing in museums. The *Graven Repose*, for example, rests at the Museum of Aerospace Heritage in Zo and is a popular tourist attraction.

Ships with bone-spur silhouettes have since become synonymous with Eoxian naval might. Blackwind ships are built for war and rarely accommodate living crews. Decommissioned military vessels have increased in popularity on the civilian market since the truce that ended the Silent War. The lack of traditional life support on these starship makes for spacious interiors, and they're popular with enthusiasts due to their fearsome appearance. Buyers seek out the novelty of owning a “real” Eoxian warship, and many pay extra if the ship had a prestigious tour of duty.

Tesheda Nyral (LE female damaya lashunta vampire) is one of the few Eoxian CEOs who is not an elebrian. For all her deadly cunning, Nyral has no memory of her early life, how she emerged from the Gap as CEO, or what her prior goals had been. Yet few can deny Nyral's subsequent success, though the recent peace has brought a slump to Blackwind's sales. Reports say Nyral has been displeased by this, and there's been a recent sharp increase in Blackwind ships acquired by the Corpse Fleet; rumor has it she's selling to the exiles.

Manufacturer Perk: Blackwind ships are notoriously hostile towards living foes, and the company leans into this specialization. Reduce the BP cost to install anti-personnel weapons by 1, so long as the weapons used have the anti-biological trait.

BLOOD MOUNTAIN CLANS

ANCIENT VESKARIUM SHIPBUILDERS

Manufacturing Centers:

Conqueror's Forge, Vesk Prime

Specialties: Military fighters and attack craft

Famous Models: Devastator, Dmolangari, Mauler, Predator



Based on the Veskarium capital world of Vesk Prime, the Blood Mountain Clans (BMC) trace their heritage back to before the Gap, when vesk inhabited only their own home world. The Veskarium had conquered all of Vesk Prime and looked to neighboring planets for its next conquest. Betting on a future beyond a single world, several vesk warrior clans inhabiting the Doshkoraz Mountains around the volcanic Blood Mountain joined forces and created an aerospace consortium that would catapult the Veskarium into space. The Blood Mountain Clans built the first spaceships that carried vesk to other worlds, and they have remained a major force in the Veskarium military-industrial complex ever since.

Now one of the Veskarium's most powerful corporations, the BMC prides itself on its warrior heritage, producing military starships for the Veskarium as well as for private sale. Based on Pact Worlds designs, the BMC built the Veskarium's first Drift engine, which took the vesk empire to the stars and into interstellar war with the Pact Worlds and the Swarm.

The BMC fared well in both the Silent War and the Swarm War, as its famous Mauler fighter was the Veskarium military's primary starfighter, used to great effect against both enemy factions. The core design of the BMC Mauler has remained virtually unchanged for almost 300 years, though its components have undergone regular updates. The Mauler remains the standard fighter of the Veskarium fleet, and the starship has been so successful and is so well known that many vesk use "mauler" as a synonym for any starfighter, whether or not it was built by the BMC.

The BMC's history and the Mauler's success have given the company a reputation for fierceness in both its corporate behavior and its starships' combat performance, a belief enhanced by the tendency of enthusiastic vesk pilots to ram their Maulers into opponents' ships in overzealous or last-ditch attacks. As a result, BMC ships are widely regarded as good ramming vessels, and ramming prows (page 16) are a common weapon on larger BMC ships like the Devastator (page 111). The Mauler's usefulness for ramming has also made the fighter a favorite among the nihilistic Cult of the Devourer. Cultists can't usually acquire Maulers by legitimate means, however, instead resorting to theft, piracy, or hastily constructed shell corporations. BMC's leadership now faces a dilemma: how to prevent association with the Cult of the Devourer from tarnishing an otherwise famous brand.

Manufacturer Perk: BMC ships are known for packing a punch when they ram other vessels. When using the ramming speed pilot stunt (page 17), a starship with a BMC frame is considered one size category larger when determining collision damage for a successful ramming attack.

COMPILER ENTERPRISES

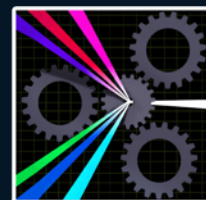
ANACITE EXPLORERS

Manufacturing Centers:

Aballon (Horse Eye Orbital Plate, Pursuit, Striving)

Specialties: Colony ships and explorers

Famous Models: AEV, Group Defense Frigate, *Those Who Are*



As the philosophies of the two major sects of anacites on Aballon took shape, the group known as *Those Who Become* began to reach out to the stars. Believing it their destiny to take up the mantle of their creators, *Those Who Become* strive to colonize distant worlds. However, no existing companies were able to meet their specific needs on the scale they required. Few companies produce enough ships to transport an entire colony into the unknown without a known destination or expected transit time. These anacites tried purchasing ships from multiple manufacturers to assemble a fleet, but it still wasn't enough. However, the time they spent refitting vessels to suit their needs taught them a great deal about starship construction. They embraced their new expertise, and the first ships sailed off Compiler Enterprises (CompEnt)'s relatively small production line shortly thereafter. Today, CompEnt is the premiere manufacturer of large vessels designed for long-term operation with few—or no—opportunities to return home for maintenance.

Those Who Become operate the company with a design philosophy influenced by their belief that they are the inheritors of the First Ones. Large colony ships and long-term deep space exploration vessels make up the bulk of the company's production. Unlike starship manufacturers that equip ships with a fixed suite of expansion bays to serve the ships' intended purposes, CompEnt ships boast modular expansion bays that allow for heavy modification. A new starship's bays are left empty, enabling the buyer to configure the ship however they like. These cavernous interiors make CompEnt vessels very popular as smuggler ships, cargo haulers, and passenger transports.

Being of Aballonian design, CompEnt's ships have a simple, practical look. The ships' hulls are polished to a shine but are otherwise unadorned beyond the hull markings, giving them a feel of rugged accessibility and suggesting they're just the sort of ships to help colonists accomplish their dreams. In addition to the usual customization options, CompEnt also builds ships with unusual materials on request. Rumors say that the company is involved in manufacturing the golden commerce barges of the Prophets of Kalistrade—no surprise, given most of those opulent starships originate in Aballon's Horse Eye Orbital Plate shipyards. But other reports suggest this lucrative contract was in fact stolen from CompEnt by another ruthless (and so far unknown) corporate rival, and that CompEnt is debating how ruthless its own response should be. Regardless, its ships also support large complements while minimizing the requirements for each crew member and providing a great deal of space, which certainly fulfills the requirements of followers of the Prophecies and other luxury clients.

Manufacturer Perk: External expansion bays (page 25) installed on CompEnt starships cost only 2 BP each (rather than 3 BP).

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DEATH'S HEAD

GRIM MANUFACTURERS

Manufacturing Centers: Eox (the Atraskien Shelf, Orphys)

Specialties: Mass-produced undead starships

Famous Models: Charon, Necroglider, Phantasm



Death's Head is defined by massive production runs. Its low prices and easy availability inspire voracious demand, but the true cost is paid inside its nightmarish factories. Shipyards that resemble prison camps more than assembly lines swarm with monstrous laborers. Undead work grueling hours that would have broken their living counterparts, all while navigating hazardous conditions and industrial accidents. Death's Head takes full advantage of its undead workforce to cut every available cost and corner. Still, undeath offers no guarantee of safety from machinery mishaps, so the company always has vacancies to fill.

Like Blackwind and Thaumtech, Death's Head was founded during the Gap but lost substantial data from that time. Rather than reverse-engineer the company's own technology, its leadership chose a faster approach. They took the small proof-of-concept models found in the company's hangars, expanded on the designs just enough for mass production, and then released hordes of cheap, single-occupancy ships to sell by the squadron. Though these hastily assembled fighters and shuttles were legendarily shoddy, they reached the post-Gap market faster than their Eoxian competitors; Death's Head has ridden this momentum for over two centuries.

Death's Head caters to undead clientele, which makes cutting costs even easier. Its ships have no need for life support or environmental controls, and though unpopular with living customers, the company is a top manufacturer among Eoxians. The Necroglider is the sixteenth iteration of Death's Head's original single-occupancy design and boasts the lowest price tag in the history of the model. Numerous bone sages have longstanding contracts that ensure a near-endless supply of Phantasms for their forces. Large-frame Charon freighters are popular with merchants willing to trade life support for extra cargo space, and Death's Head pays traders for bodies to reanimate in exchange for discounted maintenance costs. The company is careful to keep these arrangements legal, but the Stewards frequently stop these ships for "surprise" inspections.

Perigost Zephilem (NE male elebrian necrovite) is the CEO of Death's Head. Considered eccentric even among necrovites, he was once the bone sage of a necropolis called Delthani. Strangely, Delthani has been missing since the Gap ended. Zephilem has no idea what happened to his former domain, and he endlessly pursues information that might reveal its fate. His rivals know how to exploit his obsessions, and they've done so in the past to divide his attentions.

Manufacturer Perk: As a dubious benefit of their haphazard wiring, certain countermeasures are easy to install in Death's Head ships. Reduce the BP cost to install shock grid computer countermeasures by 1.

HIVONYX INDUSTRIES

PACIFIST ARTISANS

Manufacturing Centers: Verces

Specialties: Defensive and high-speed vessels, guest accommodations

Famous Models: Ambassador, Diplomat, Titan Hauler



Hivonyx Industries got its start far from the Pact Worlds. The company's founders were shirrens from Ilemchuuva who, in 64 AG, used some of the shirrens' first Drift-capable starships to escape the Swarm and explore the galaxy. Six shirrens became lead mechanics, carefully maintaining the small fleet through its interstellar journey into the unknown, and all eventually reached the Pact Worlds. After convincing the inhabitants there that they meant no harm, the shirrens settled on Verces. The six engineers went from simply maintaining the original fleet to manufacturing their own ships, and Hivonyx was born. These ships were very different aesthetically from anything in the Pact Worlds at the time, featuring insect-like exteriors and colorful paint jobs.

The organization, born from devout Hylaxians, has maintained the Forever Queen's values throughout its existence, promoting peace, diplomacy, and first contact. Hivonyx takes this mission so seriously that every starship it manufactures comes with software countermeasures that prevent its weapons from firing unless the ship has taken damage, ensuring that any shots fired are strictly in self-defense. Their original models, in fact, featured no weapons at all, and Hivonyx continues to produce many unarmed starships. These colorful, insectile, and easily recognizable ships were attacked as easy prey whenever they left Verces, however, and while their clientele wanted to support the pacifist mission, they found their own safety at risk. Hivonyx relented to protect its own customers and now includes modest weapons on most of its starships. While no military would ever outfit its soldiers with Hivonyx craft, these ships are armed well enough to stage a fighting withdrawal. Some non-Hylaxian customers get hackers to remove the software modifications that prevent first strikes, even though doing so voids the ships' factory-issued warranty.

Hivonyx is working to develop Drift-capable technology that doesn't involve pulling pieces from other planes into the Drift, which some Hylaxians consider to be a violent act. After all, ruins, homes, and even entire settlements have been forcibly relocated to the Drift, inflicting unrecorded trauma on their inhabitants, who find themselves lost on the mysterious plane and threatened by Drift natives, various outsiders, and other transplanted refugees. Hivonyx engineers say they're close to a breakthrough. A group of Triune followers, however, believe this technological breakthrough would be a heretical subversion of Triune's gift, which they see as bringing cultures together in unexpected ways. They've resolved to stop Hivonyx at any cost.

Manufacturer's Perk: Hivonyx ships often carry important visitors, so the guest quarters are built to be more spacious and comfortable; common quarters house 10 passengers, good quarters house six passengers, and luxurious quarters house four passengers.

IDARI CRUCIBLE WORKS

THE KASATHAN GOLDEN FLEET

Manufacturing Centers: Idari

Specialties: Kasathan starships

Famous Models:

Millennia, Vanserai, Voidrunner



Kasathan culture prioritizes stability and community over all else. Its traditions rely on the wisdom of the past to plot a course for the future. When the people of the *Idari* arrived in the Pact Worlds, they discovered a society technologically superior in many fields and struggled to adapt to Pact Worlds capitalism while preserving their traditional values. To integrate into Pact Worlds economies while providing a means to support the people of the *Idari*, the Doyenate converted the Crucible into a corporation. The corporation's profits are held in trust and managed for the good of the *Idari* and the people who live there. They named this corporation Idari Crucible Works.

Originally, the Crucible was not intended as a profitable enterprise. Its purpose was to manufacture and maintain kasathan ships during the *Idari*'s long voyage across the vast space of the galaxy, and it was run by the Doyenate for the good of the kasathan people. As kasathas integrated into Pact Worlds society, they leveraged the efficient and high-quality manufacturing capabilities of the Crucible into an immense profit engine for the *Idari*.

Despite being outmatched by the combined technologies of the Pact Worlds, the *Idari*'s advancements in energy-to-matter conversion, energy efficiency, and modular ship designs far surpassed anything the Pact Worlds had developed. Kasathas had developed technology to convert pure energy into a crystal-like matter, which they could further form into nearly any other basic material, alloy, or complex component. Many of the Pact Worlds' innovations in energy-to-matter conversion are founded on this technology. However, the technology found within the Crucible is far superior to that available elsewhere and is still a highly guarded and profitable secret.

To insulate Idari Crucible Works from external corruption and nontraditional influences, the Doyenate formed many smaller corporations through which clients and corporate partners interact. These subsidiary firms also serve as a buffer between off-worlders and the *Idari*'s social traditions, which can be a source of consternation for non-kasathas. While most corporations stress competition with others, Idari Crucible Works instead stresses mutual assistance and cooperation. The Doyenate is forever playing the long game, forsaking lucrative short-term opportunities that would jeopardize long-term gain and stability. Of the non-kasathan employees within Idari Crucible Works, the vast majority are androids.

Manufacturer Perk: The unique golden coating on Crucible vessels, called esaris, protects the crew from radiation. If the ship is hit by an effect with the irradiate special property, treat the irradiate as one level weaker; irradiate (high) becomes irradiate (medium), irradiate (medium) becomes irradiate (low), and irradiate (low) has no effect.

KEVOLARI COLLECTIVE

MAXIMUM UTILITY

Manufacturing Centers: Elindrae

Specialty: Industrial-yet-comfortable designs in large quantity at reasonable costs

Famous Models: K-51 Sky Fisher, Paramount, Steadfast, Venture



The Kevolari Collective is the largest of the Castrovelian starship manufacturers and was originally based in the Gulf of Legions, where the formian industrial complex historically manufactured sea vessels. But 30 years ago, the Collective shifted its starship manufacturing to Castrovel's moon, Elindrae, a concession in the shirren-brokered peace treaty that ended the war between formians and lashuntas. This move required the founding of a new secondary hive on Elindrae, as well as the installation of life support and artificial gravity in the newly constructed hive tunnels that now permeate the moon.

Paramilitary groups, explorers, and transportation companies consistently seek out the Kevolari Collective because of the company's highly efficient, large-scale manufacturing facilities. Indeed, the Kevolari Collective delivers hundreds of military and corporate starships each year for use by organizations throughout the Pact Worlds. The Collective specializes in large orders for fleets of dozens or even hundreds of identical ships. Given the Collective's reputation for delivering on time and on budget, demand for its services often outstrips its capacity, much to the consternation of its non-formian competition. Many companies have attempted to emulate the Collective's business model, but none have yet matched their coordination.

To maintain production efficiency, the Kevolari Collective designs its starships to be standardized and simple, engineered to provide good quality and high value. This results in industrial-yet-comfortable designs at prices substantially lower than those of most other starship manufacturers. The Kevolari Collective achieves this efficiency via a manufacturing process that includes workers with cybernetic enhancements optimized for specific assembly stations. Instead of adapting its manufacturing systems to customize designs for customers, the Kevolari Collective subcontracts to other starship manufactures, such as Ringworks and ATech, which take delivery of newly manufactured starship frames and complete any required customization. This enables customers to take advantage of the Collective's economies of scale while also satisfying specialized demands.

The standardization of Kevolari Collective starships makes maintenance, repair, and training simple and reduces the variety of spare parts that need to be kept on hand. As such, Kevolari Collective starships provide immediate savings and long-term value. From the flagships of the Steward's Overwatch fleet to long-haul transports and explorers transiting the Vast, Kevolari Collective starships provide maximum utility for minimum credits.

Manufacturer Perk: The efficiency of Kevolari designs reduces the cost of the base frame by BP equal to the ship's size category (Tiny = 1, Small = 2, Medium = 3, etc.); however, the cost of each weapon mounted increases by 1 BP.

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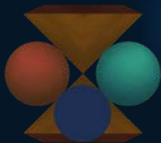
MULTIFOLD INDUSTRIES

DIVERSITY AND AUTOMATION

Manufacturing Centers: Aballon (01, Pursuit, Striving)

Specialties: Highly automated ships for custom needs

Famous Models: G7 Autohauler, Seedship



One day, the creators of the anacites—the First Ones—will return. Until then, Those Who Wait collect and store knowledge, doing so through automated exploration and cooperation with other species, primarily through Multifold Industries. The company's origin lies in the arrival of non-anacites on Aballon. As more and more off-worlders arrived, many were assigned to starship design, construction, and maintenance. Those Who Wait established Multifold to support this growing workforce. The company employs individuals from many different species, though androids rapidly became a plurality. Now, Multifold's status as an industrial leader in diversity is a point of pride widely embraced at the company.

Multifold's primary specialization is automated starships, which has led to investment in artificial and virtual intelligences, or A/VI. Ships that can travel with minimal or no crew are broadly useful, with more space for cargo and equipment and lower overhead costs for wages and life support. Crewless vessels can also be used on missions considered too risky for living crews, such as exploration into systems with known Swarm activity or that have been colonized by the Azlanti Empire, or on missions that are simply so unpleasant or boring that no sapient creature would willingly participate. Because the needs of an exploration drone in a hostile environment are significantly different from those of a cargo hauler navigating busy trade routes, the A/VI in most Multifold craft are built to order. But the rapidly growing demand for these vessels and their A/VI technology has prompted Multifold to radically expand its construction and research and development facilities.

However, this emphasis on automation has created controversy for the company. Multifold's rapid growth has negatively impacted adjacent industries, and now pilots, mechanics, miners, and navigators are having a harder time finding work. The company faces both increasingly aggrieved unions representing a wide array of professions as well as hostile competitors about to be made obsolete because of Multifold's so-called "launch and leave" vessels.

Multifold ships vary widely in appearance. Unusual floor plans and a diverse workforce influence its ship designs. Two examples of the same starship model, built at different facilities, may be mechanically identical, but their hull and interior decoration may be radically different. The company has no unifying aesthetic, instead advertising its craft as being as unique as its many customers.

Manufacturer Perk: The computers aboard a Multifold Industries starship are especially conducive to computerized assistance. Decrease the total cost of any virtual intelligence (page 34) installed in a Multifold starship by 2 BP.

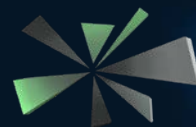
NORIKAMA SYNDICATE

OPPORTUNISTIC COPYCATS STRIVING FOR RESPECT

Manufacturing Centers: Akiton, Norikama, Vesk-8

Specialties: Knockoff starships and low-class luxury

Famous Models: Defrex, Dropship, Reliant, Valkyrie



Founded in the aftermath of the Gap by destitute vesk siblings Jinjaya and Ozoroz, Norikama Syndicate has grown to become one of the most pervasive vesk corporations in the Pact Worlds. Favored by civilians, mercenaries, pirates, and vagabonds alike, Norikama Syndicate produces affordable, battle-ready starships with comfortable interiors—all knockoffs of the hottest ships on the market.

Originally a salvage company, Norikama Syndicate got its start collecting wreckage from Veskarium battles and selling scrap back to the original manufacturers. It soon discovered rebuilding ships from parts was far more profitable, and the Syndicate built its first factory on the planet Norikama.

When war between the Veskarium and Pact Worlds came to an end, easily attainable parts became scarce and the Syndicate was forced to adapt to survive. Refocusing on sales to the general public, it found its fortune creating knockoff luxury interiors with imitation materials, housed within intimidating, brutish-looking starship hulls. To keep up with demand, Norikama Syndicate opened factories in low-rent regions on Vesk-8 and Akiton. Dangerous work environments have led to countless on-site injuries, and critics insist there's more blood than oil going into Norikama ships. It's also common knowledge that the Syndicate purchases starship parts with no questions asked, which has added to the company's notoriety.

Despite their popularity among budget-conscious consumers, most affluent citizens consider owning Norikama ships unbecoming. Many major corporations foster this sentiment, releasing denigrating statements and media meant to showcase Norikama's inferiority. Small corporations, however, often take the opposite approach, attaching their names to the Norikama knockoffs of their own ships at every opportunity to drive sales and attention to their original, high-end models.

Veskarium citizens overwhelmingly disdain the Norikama Syndicate. Considering it a den of scavengers that steal from the honored dead, military manufacturers look down on the corporation, while the government considers its work inferior. To the average vesk, the Norikama Syndicate is a cliché joke, a worthless export that foreigners have inexplicably latched on to.

Seemingly immortal, the company's founders continue to steer Norikama Syndicate into the future with a top-secret project promised to "alter destiny." Though the project's launch date draws near, nothing has been leaked to the media, causing some to question what the ageless siblings have planned, and how far they're willing to go to keep it quiet.

Manufacturer Perk: The Norikama Syndicate can install luxurious crew quarters for allies and employees at a cost of 3 BP rather than 5, using imitation materials in place of a more expensive finish.

OPULOS CORPORATION

PURVEYORS OF EXTREME LUXURY

Manufacturing Centers: Verces (Athano)

Specialties: Personal yachts, cruise liners, and other extreme luxury vessels

Famous Models: Drift Cruiser, Opulence, Overqueen



Perhaps the oldest surviving aethership manufacturer, Opolos Corporation began as a family business that built aetherships for the God-Vessels, the ancient verthani priest caste. Dorin Opolos was an Athano sailor and sea captain who combined artistic talent with engineering sense. Long before the Gap, each aethership was a unique work of art that glorified its God-Vessel clients' patron deities. A few of these original aetherships still survive, turned into flying museums or refit with Drift technology; diligent (and lucky) bargain hunters may even be able to find one of these legendary ships rusting away in an Akiton junkyard, unrecognized.

But as Vercite culture shifted away from the old caste structure, Opolos reinvented itself as a maker of extreme luxury starships. Shortly after the Signal, the Opolos family went public, opening the corporation to investors and shareholders. They created a board of directors that—while still dominated by Opolos family members—also includes worker representatives, industry experts, and safety advocates. The company then launched the Opulence line, a series of highly customizable personal yachts for the fabulously wealthy. The Opulence was at the heart of an enticing advertising campaign that popularized the company's brand throughout the burgeoning Pact Worlds, and the success of this new starship enabled Opolos Corporation to springboard into the cruise line market, which it has since come to dominate. The company's new Overqueen line is an alternative to the Drift Cruiser aimed at non-humanoid markets, equipped with a wide variety of customizable living quarters and amenities that serve every species from astrazoans to wrikreechees. Opolos is the only major Vercite starship manufacturer that isn't located on Skydock; the company has clung to its traditional home in Athano, where the old aethership construction yards are still preserved as a historical site, with tour buses escorting visitors there from the beautiful new shipyard facilities constructed on the shore of Riversea. Unfortunately, the isolation of this location makes it potentially vulnerable to corporate warfare, and Opolos recently lost its security chief to an explosion.

There have actually been several high-profile tragedies involving Opolos Corporation in recent years, including the disappearance of the Drift Cruiser *Utopia* with all hands. This hasn't had a significant impact on the cruise line industry, but it has plagued the corporate board, which has begun to seriously consider the possibility that the company has offended the gods by turning away from its original semi-divine customer base in favor of a wider market.

Manufacturer Perk: Opolos starships can install 2 Guest Quarters for a total of 1 BP and 1 PCU (instead of 1 BP and 1 PCU each) and Luxurious Crew Quarters cost only 4 BP instead of 5.

REDSHIFT REVOLUTION

STYLISH RACERS

Manufacturing Centers: Verces (Skydock)

Specialties: Challenge ships, high-performance civilian shuttles, and cargo haulers

Famous Models: Pleasure Sail, Skyhook Serenade, X Series



Like many Vercite starship manufacturers, Redshift Revolution predates the Gap and has worked out of the same berths in Skyhook since long before the rest of the Pact Worlds developed interstellar flight. The company is widely considered hidebound and traditional, clinging to past glories, but there is a real revolution taking place within the firm that customers are beginning to notice.

For most of its existence, Redshift Revolution based its success on luxuriously comfortable pleasure craft, mostly aimed at rich individuals with a sense of antique style. To this day, its vessels keep to the old aethership aesthetic, with brass fittings, velvet upholstery, and machinery designed to evoke class and distinction while concealing its functional controls. But comfort, as they say at Redshift, is cheap; it's speed that costs credits, and Redshift Revolution's engineers have spent centuries tuning thrusters and Drift engines to minimize travel times—even as passengers relax in style.

But the Absalom Run changed all that. This race, which occurs every 3 years and follows a course from Verces to Absalom Station and back, used to be the place where Redshift proved its stellar reputation, and the halls of Revolution HQ in Skydock are lined with trophies from this race and its annual qualifying competitions: the Trans-Pact Tour, the Inner World Classic, the Liavaran Ring Regatta, and others. But for over a decade now, no Redshift Revolution vessel has won the Absalom Run, instead finishing behind Terminator racers. The shame and humiliation at Redshift has thrown the company's management into turmoil and created an opening for a new generation of engineers and inventors hungry to take the company in a new direction.

This cabal of young mechanics and charismatic executives, led by **Selcora Grase** (CG female Verthani), took over the X Series of racing craft, then threw away every established design to start anew. Grase recruited hand-picked iconoclasts from throughout the Pact Worlds and Near Space, including everything from physicists and material chemists to garage mechanics and ex-convicts. The result has been a promising run of experimental high-speed vessels, including the X-61—which was favored to win the last Absalom Run until a mysterious system failure forced the team to withdraw—and the even faster X-62 (page 85). But the success of Grase's team has drawn ire from Redshift's old-fashioned corporate board, which has managed to fire much of her staff. Grase now needs a new pilot and crew for the next qualifying race, or she will be forced to withdraw.

Manufacturer Perk: A Redshift Revolution starship can use standard navigation to go into orbit or land in 1 hour, travel point-to-point on a planet in 1d3 hours, reach a satellite in 1d6 hours, and travel in-system in 1d4+2 days.

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RINGWORKS INDUSTRIES

PRACTICAL LUXURY

Manufacturing Center: Verces (Skydock)

Specialty: Accessible designs for those who can't otherwise afford Vercite-level luxury

Famous Models: Peacebringer, Sentinel, Specter, Wanderer



Ringworks Industries is one of the oldest starship manufacturers in the Pact Worlds, and its starships are the measuring stick by which many others are tested. Historians estimate the company predates the Gap by several centuries, though records are sparse. Ringworks helped pioneer interplanetary exploration with its original aethership designs, launched from the ancient Skydock space platform in geosynchronous orbit above Verces. The space elevator in the stalk connecting Skydock to the surface of Verces allowed Ringworks to easily transport heavy machinery and ship-building materials out of the planet's gravity well and into orbit, where large-scale starship production could more readily take place. Ringworks grew and diversified its product line as demand for interplanetary trade increased; Ringworks Industries is now synonymous with space travel throughout the Pact Worlds.

Unlike other Vercite starship manufacturers, Ringworks eschewed opulent starship designs aimed at flagrant displays of status and luxury, instead focusing on making starships more practical and accessible. Corporate historians are unsure how the company chose this strategy, but it has been in place at Ringworks since the Gap and survives to this day. What Ringworks designs lack in terms of luxurious accommodations, they make up for with speed and maneuverability. Ringworks blends the sleek aerodynamics of atmospheric aircraft with the durability and survivability of orbital spacecraft; the company's frames are preferred by those who need fast transport and support starships that can handle themselves in a fight.

It's not unusual to see Ringworks starships still in service 200 or even 300 years after their original manufacture date. Ringworks employs highly refined classic designs that have survived the test of time, with only subtle changes evident between production years. This longevity has created a very strong secondary market for Ringworks starships, with collectors often purchasing early models and retrofitting them with modern communications and navigation technology while leaving much of the original propulsion and maneuvering systems intact. Depending on the significance of events recorded in a ship's long-term logs, these retrofitted ships can sell for more than newly manufactured versions, with some particularly famous wartime models going for a fortune in credits.

Manufacturer Perk: Starships manufactured by Ringworks are so common that parts and trained mechanics abound in the Pact Worlds. Reduce the credit and UPB cost for repairs by 10% (to a minimum of 1 credit or UPB per point of damage); reduce the time required for repairs by 1 hour (to a minimum of 1 hour); and reduce the time required to refit the starship by 1 day (to a minimum of 1 day).

SANJAVAL SPACEFLIGHT SYSTEMS

COMMERCIAL SPACEFRAME MANUFACTURER

Manufacturing Centers: Akiton, Sun (Lucent Shipyards), Triaxus

Specialties: Commercial spaceframes and cargo vessels

Famous Models: Redsun, Vagabond



Sanjaval Spaceflight Systems emerged from the Gap already a leader in Akiton's aerospace industry. The company was a major manufacturer of sublight spaceship engines fueled with thasteron, the primary fuel used by most space vessels in the Golarion system before the advent of Drift travel. The thasteron boom made Sanjaval a household name on Akiton (and made the company billions of credits), but when Drift technology appeared only a few years later, the subsequent bust devastated the industry. Sanjaval managed to weather the thasteron crash by diversifying its products and investments—particularly by designing and manufacturing its own spaceframes that could be used for either sublight vessels or the new Drift-capable ships—and by signing an exclusive contract with the church of Iomedae to build starships for its nascent navy.

Today, Sanjaval is one of only a few companies with a substantial division for manufacturing thasteron-fueled sublight thrusters (it also controls a handful of Akiton's surviving and viable thasteron mines), but it remains a powerful and influential corporation in the Pact Worlds. Sanjaval's primary business is the production of starship spaceframes for commercial use—especially explorers, transports, and freighters of various sizes—and countless merchant ships, free traders, and cargo haulers in the Pact Worlds are built on Sanjaval frames. In addition, Sanjaval produces its own line of popular cargo ships like the Redsun and the Vagabond.

Diversification was the key to Sanjaval's survival after the thasteron crash, and it remains a major part of its corporate strategy. Sanjaval's original contract with the Iomedae navy has evolved into a profitable partnership, and the company continues to build Iomedae ships through a dedicated subsidiary called Inheritorworks (page 67). From its corporate headquarters in Akiton's Hivemarket, Sanjaval also manufactures and sells starship thrusters, guided missiles and torpedoes for starships, and gyrojet firearms, among other products. Akiton is a difficult environment in which to do business due to its harsh weather and lawless nature, so Sanjaval relies mostly on indigenous ysoki, hykli, and ikeshiti accustomed to these conditions.

Although the company does not make its own line of Drift engines, its research and development division at Lucent Shipyards in the Burning Archipelago is engaged in cutting-edge experiments in interplanar travel. Sanjaval recently began sponsoring colonization efforts in the Vast, and it is currently developing a new transport/freighter tentatively called the Sanjaval Galaxy Nomad to replace the aging Vagabond model.

Manufacturer Perk: Sanjaval manufactures a wide variety of interchangeable service modules that can be easily swapped out as needed. Refitting a starship with a modular Sanjaval expansion bay takes half the usual time (minimum 1 day).

STARHIVE

STANDING AGAINST THE SWARM

Manufacturing Centers: Akiton, Nchak

Specialties: Shirren fighting ships

Famous Models: Drone, Raptor, Vespiar



Starhive formed about a hundred years after shirrens first arrived in the Pact Worlds, splitting away from Hivonyx Industries because of a fundamental difference of philosophy. Many shirrens feared the Swarm would find its way to the Pact Worlds, and they wanted to be ready for armed resistance. They felt that unarmed starships were fine for merchants and explorers, but that it would take heavy weaponry to stop the Swarm. But Hivonyx leaders maintained the company's pacifist stance, so a large group of shirren employees split off to form Starhive and make battle-ready starships. The first Starhive shipyard was founded on Akiton, though the company almost went under before establishing its own supply chain on the planet. Akitonian businesses aren't always friendly to competitors, and existing starship manufacturers leaned hard on their suppliers not to sell to the new company. A few supply chain managers at Hivonyx—sympathetic to the Starhive cause—helped out their former employees with contacts on other planets. This proved more expensive than shopping local, but Starhive was able to get started and began building shirren battleships.

Sixty years later, company leaders began negotiating with the trox of Nchak, a Liavaran moon. Even as devout Hylaxians, the trox took the threat of the Swarm seriously and agreed on the need for warships capable of fighting it. Starhive added a second location on Nchak to coordinate with trox engineers on new starship technology. The company eventually expanded beyond warships to freighters and passenger vehicles, starting with the Drone Mk 1, which quickly became Starhive's best-selling ship. Starhive ships are insectile in appearance, much like Hivonyx's, but Starhive designs are immediately recognizable for their aggressive shapes, including heavy shells, stinger-like tails, and frills of spikes. The company is also known for impressive paint jobs, using proprietary iridescent paint that mimics an insect's shell. Starhive ensures that no two ships have an identical appearance, even in its best-selling lines.

Starhive has come under scrutiny lately; several Hivonyx ships have been discovered outfitted with heavy weaponry, and evidence suggests Starhive is responsible for these conversions. Hivonyx is furious at this apparent subversion of its peaceful mission, but Starhive insists it is being framed and is working to prove its innocence before Hivonyx seeks legal recourse. This complicated scheme has all the markings of corporate sabotage, probably masterminded by one of Starhive's Akitonian rivals, such as Sanjaval Spaceflight Systems.

Manufacturer's Perk: Starhive designers know the importance of sufficient power on a warship. Starhive starships can install a power core housing for a second power core for only 8 BP instead of 10.

TERMINATOR

WINNERS AT ANY COST

Manufacturing Centers: Verces (Skyhook)

Specialties: Racers, high-performance personal transports

Famous Models: Slingshot, Sprint, Star Drake



Terminator is a newcomer to the Verces shipbuilding scene. The company was founded only about 40 years ago by Jacen Wither, an augmented Vercite sent away by her parents to be educated at an elite Castrovel academy; after graduation, she vanished for a decade, and it is widely believed she traveled the galaxy under a pseudonym, perhaps even spending time as a pirate among the Free Captains. Regardless, once she emerged, she had enough wealth to found her own company—purportedly bearing her crime syndicate nickname—and wielded total control over it until recently, when she began to groom her children and grandchildren to inherit the business. Terminator arose with the explicit purpose of blazing a new trail for Vercite ship construction, away from the aethership aesthetic that has dominated the field since Vercites first took to space. Wither has succeeded in this goal, building a vibrant, successful, and highly competitive firm that makes some of the most popular starships in the Pact Worlds.

In particular, Terminator has become a household name after the success of its Star Drake, which has won every Absalom Run for the last decade and shattered the dominance of Redshift Revolution (page 73), whose starships had consistently won the race for generations. Redshift manages to compete with Terminator, but Redshift's old-fashioned style hasn't been able to keep up with Wither's cutthroat tactics and business savvy.

Terminator does more than just sell racers to elite teams and thrill-seeking dilettantes, though. It provides fighters, warships, and fast cargo haulers to clients throughout the Pact Worlds and Near Space. When conflict breaks out in Near Space—such as the recent hostilities between the Gideron Authority and the Marixah Republic—Terminator sells to both sides. Its single most important contract, however, is with the Stewards, and both parties take pains to keep that arrangement secret.

Jacen Wither is nearing retirement, and rumors suggest her cybernetic parts have finally started to break down. Tension among her offspring ensures that any transfer of leadership will be ugly and brutal. None of her children are likely to improve the ethical stance of the company, which is focused on making money and crushing the competition, though some family members are more subtle about their vicious predilections than others. Some of Terminator's clients have quietly begun looking elsewhere, anticipating the company's meltdown upon Jacen's death. If the Stewards should decide not to renew their contract, that might be the spark that sets Terminator's family squabbles aflame.

Manufacturer Perk: Terminator Drift engines are very efficient. Reduce the Minimum PCU for each to the following values: Signal Basic to 50, Signal Booster to 70, Signal Major to 100, Signal Superior to 150, and Signal Ultra to 175.

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THAUMTECH UNLIMITED

PRECOGNIZANT ENGINEERS

Manufacturing Centers: Eox
(Thousand Moons)

Specialties: "Smart" ships and reconnaissance vessels

Famous Models: Cairncarver, Omenbringer, Shadowcaster



Thaumtech Unlimited is an oddity among starship manufacturers. Though it goes long stretches between releases, each design is a runaway success. Its quality-of-life features—like immersive infosphere integration, smart-acoustics hull lattices, and phrenic AI assistance—are released to rave reviews, and the company can coast for years on a single starship release. Thaumtech even has a cult following among tech enthusiasts, who eagerly hype the slightest announcement. The company encourages this excitement, hosting outlandish reveal events and granting sponsorships to vidstream celebrities who record their live reactions. Their largest announcements have even involved the rambunctious personality Zo!, whose undead antics already draw media attention.

Few starship manufacturers are as secretive as Thaumtech Unlimited. Formed during the Gap, the company lost nearly all of its records after the Gap ended, including the company's data about its own operations. Not deterred by the loss, Thaumtech utilized every magical and technological resource at its disposal to launch an aggressive (and invasive) market research campaign to recoup its losses. It was able to profit enormously in a short amount of time by capitalizing on consumer trends and honing its marketing with a laser focus. The company's most notable success was the Shadowcaster, the first Drift-capable Eoxian starship.

The Shadowcaster would forever be remembered in Eoxian history, and netted Thaumtech enormous profits. However, it also drew the attention of jealous rivals. In 42 AG, Thaumtech was hit with an enormous fine for market abuse under the new Absalom Pact regulations on divination magic. Soon after, its Eoxian rivals pushed the company off Eox entirely, and Thaumtech was forced to consolidate activity in self-contained mining-manufactories on the Thousand Moons. Yet despite these attempts to sink the company, Thaumtech remains a wildly popular manufacturer. Its profits have only expanded, and the physical isolation of its factories enables its operations to be more discreet.

Thaumtech is unique among Eoxian manufacturers in that it regularly designs for both living and undead clientele. Though widely popular, the corporation is often under scrutiny. The starship computers Thaumtech installs are riddled with proprietary code that is difficult to unravel, and attempts to edit this code risk destroying the ship's computers entirely. Privacy experts caution against holding private conversations aboard a Thaumtech ship; with all of Thaumtech's innovations, the computers could be the least of who or what is listening.

Manufacturer Perk: Thaumtech operating systems are among the most secure in the Pact Worlds. Anti-hacking systems cost 1 BP less to install.

UNITED INTERFAITH ENGINEERING

ECUMENICAL ENGINEERS

Manufacturing Centers: Akiton, Castrovel, Verces

Specialties: Starships built for adventure

Famous Models: Hiveguard, Petaltail, Skimmer



United Interfaith Engineering (UIE) is the newest of the major shirren starship manufacturers. While Starhive split from Hivonyx over a difference of opinion regarding pacifism, the culture of both companies remains heavily Hylaxian. However, as shirrens have integrated into Pact Worlds life, many of them have followed other religious paths. Those interested in technology and engineering often follow Triune; those who love exploration regularly worship Weydan; and others still find spiritual comfort and creative inspiration in Oras, Sarenrae, or myriad others. Many of the shirrens who work in starship manufacturing have explored other religious paths and wanted a workplace that was less steeped in Hylaxian traditions.

Twenty years ago, former employees of both Starhive and Hivonyx formed the first UIE facility on Castrovel. The company is still staffed predominantly by shirrens but employs more non-shirren employees than its competitors. Over a hundred faiths are represented among its employees, and the company fosters an inclusive atmosphere. UIE is still growing rapidly and has had difficulty hiring enough personnel. Executives have begun new programs to hire and train engineers and technicians in collaboration with technical schools across more than 30 planets, with diversity-forward policies promoting and celebrating the inclusion of ever more faiths and philosophies at the company. This rapid expansion has triggered persistent growing pains, particularly as the numerous religious tenets come into conflict on manufacturing floors and in board rooms alike. Strangely, the Hylaxian employees seem to start the most arguments. Seeing Hylaxian principles presented as a mere corporate facet rather than as a unifying philosophy tends to inspire uncharacteristic outbursts in shirrens of that faith, despite their peaceful goals.

The first starships UIE made were mid-sized, well-defended designs like the Hiveguard, designed for deep exploration in dangerous areas. The company struggled to find a niche in which to compete with Starhive and Hivonyx, but found a market in customers who wanted to explore the galaxy and needed more firepower than Hivonyx provided at a lower cost than Starhive could offer. From the tiny Petaltail (page 81), which fits a single individual, to the much larger Hiveguard, which suits mercenaries and small corporations, many customers make UIE vehicles their ship of choice. The company offers customizable exteriors to suit shirren clientele but uses insectile features that aren't off-putting to humans, lashuntas, or ysoki, ensuring its designs suit non-shirrens as well.

Manufacturer's Perk: UIE's ships are built for exploration and adventure, often with minimal crews. UIE starships can be operated with a crew 10% smaller than what is listed for the frame (minimum complement 1).

VANGUARD CRAFTWORKS

EXQUISITE MAKERS

Manufacturing Centers: New Thespera, Perdure

Specialties: Luxury long-range transport vessels

Famous Models: Comet, Exsanguinator, Sanctum



When it comes to opulence and extravagance, Vanguard Craftworks provides posh space travel that rivals even Opulos (page 73). However, the price of the company's fully customizable and technologically loaded ships keeps many from buying them. The Azlanti Star Empire also requires permits for the purchase of the company's largest, most iconic, or combat-capable vessels, occasionally distributing them to especially distinguished nobles and scions. This restriction has created a high demand in the black market for rare Craftworks models.

The cost of Vanguard vessels is largely due to the empire's staunch protection of its unique technology, but also represents the high-quality materials used and the wide array of personalization options available. A purchase from Vanguard begins with a personal consultation with a company representative who is equally skilled at interpreting the client's needs and selling expensive upgrades. Craftworks' primary competition is the Imperial Foundry, against whom it has positioned itself as a higher-end alternative with the same technical capabilities.

Although Vanguard Craftworks began as a relatively unknown startup, the sudden backing of Arioch-Oyadae (a tech firm owned by an alliance of Azlanti nobles) exponentially amplified the company's capabilities and vaulted it to a place among major starship manufacturers overnight. Its partnership with the Star Empire allows it to innovate using Azlanti technology and ensures a reliable market with many wealthy patrons. The sheer wealth put forward by Arioch-Oyadae to get the venture off the ground has made Vanguard Craftworks a very rich debtor. This sudden and apparently one-sided backing suggests Arioch-Oyadae may hope to receive more than mere money from its investment. Whispers among the starship manufacturing industry suggest Arioch-Oyadae pressured Craftworks to produce combat-oriented ships like the Vanguard Exsanguinator (page 107).

The original masterminds behind the artistry and mechanics of Vanguard Craftworks are a non-Azlanti mechanic and architect, information that current Vanguard executives hide to avoid judgment from their benefactors. While executives, sales staff, and other public facing positions keep up the facade of an extravagant and purely Azlanti brand, Craftworks actually benefits from highly-skilled workers of many species and backgrounds. Although these employees are belittled by their proud Azlanti bosses, they are not regarded as servants and work behind the veil of Vanguard Craftworks' sleek branding. Vanguard executives would view the release of this information as a scandal.

Manufacturer Perk: Most Vanguard Craftworks vessels have customizable decor and exterior aesthetics. Luxurious crew quarters are considered standard on Vanguard ships and cost only 3 BP.

VINDICAS

BATTLE-READY BEHEMOTHS

Manufacturing Centers: Vesk Prime, Vesk-3

Specialties: Spartan, imposing gunships

Famous Models: Enforcer, Punisher, Tyrant



While Blood Mountain Clans (page 69) emerged from the Gap as the Veskarium's eminent and oldest surviving starship manufacturer, Vindicas arose only a few years later through a merger between several minor shipyards with military ties. The timing couldn't have been better—emissaries from Absalom Station's system arrived shortly afterward in sophisticated starships, sharing the gift of Drift technology and inspiring Veskarium leaders to crave this new system's subjugation. Yet the vesk-operated starships that had conquered and controlled the Veskarium were insufficient to overwhelm this unfamiliar enemy, and the high despots demanded new starships capable of bringing it into submission. Blood Mountain Clans struggled to adapt to these orders, but the agile Vindicas quickly delivered blueprints for dreadnoughts large enough to blot out a sun. By the Battle of Aledra in 36 AG, Vindicas had grown more than a hundred-fold, secured countless military contracts, and supplied the largest warships created to date.

Since then, Vindicas has specialized in building even larger and more imposing starships, designed to end most conflicts through intimidation before they even begin. These ships' unmatched firepower is in contrast to their amenities, which are infamously spartan—a point that Vindicas representatives laud as a feature rather than a flaw, noting that sparse living quarters encourage discipline and vigilance in the crew. Even the company's leadership structure extols traditional vesk toughness, forcibly retiring any physically unfit executive on the premise that "any leader unfit to lead an assault is unfit to lead the company." Unsubstantiated rumors even suggest that managerial promotions involve ritual combat.

Thanks to the Veskarium's nearly endless state of war, Vindicas continued to grow through the end of the third century AG. However, Emperor Dmarangor I's abdication in 296 AG at the end of the Swarm War commenced a decades-long era of uncomfortable peace. As Vindicas's hawkish lobbyists urge the high despots to declare a new war and its complacent executives wait out this lull, the company's sales have steadily declined. Yet its leaders are aging, and many of the eligible replacements believe in diversifying the Vindicas brand—not only with a greater focus on research and development, but also with civilian transports, cargo vessels, advanced surveillance starships, and more. But other candidates are fiercely imperialist and dedicated to the Veskarium war machine. Given the right opportunity, such Vindicas operatives might trigger a new galactic war to restore not only their company's factories to full production, but also their corporation's honor on the field of battle.

Manufacturer Perk: Vindicas ships are infamous for fielding huge quantities of weapons. The second starship weapon mounted in each non-turret arc on a Vindicas starship requires 5 fewer PCU than normal.

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READING STARSHIP STAT BLOCKS

Starships boast a wide array of functions: everything from speedily transporting adventurers to safely hauling cargo to packing the firepower demanded by such a dangerous galaxy. This section defines starships' capabilities and how to understand the stat blocks on the following pages. In addition, this section provides useful guidelines for building your own starships to create well-balanced vehicles designed to provide a fun and fair experience.

UNDERSTANDING STARSHIPS

Each starship is described using a basic stat block that includes information about how it moves, how many people it can support, its structural integrity, and more. When reading a starship stat block, use the key below to help understand its capabilities. Additionally, rules content from this book is marked in stat blocks with an asterisk (*).

Name and Tier: This is the designation of the starship and its power level. Starships of different tiers vary to a greater degree in terms of their power and abilities than monsters whose Challenge Rating (CR) differs by a similar amount.

Size Category and Frame: This describes the overall size of the vessel, which provides a modifier to its Armor Class and Target Lock (see below). This entry also notes the base frame of the starship (*Core Rulebook* 294).

Speed: This is the number of hexes the starship can move using most pilot actions.

Maneuverability: A starship's maneuverability is rated as clumsy, poor, average, good, or perfect. This is generally tied to the mass and size of the starship, and it both indicates how agile the starship is in space and determines the minimum number of hexes it must move before it can turn (*Core Rulebook* 319).

Drift: This is the starship's Drift engine rating. When determining how long it takes the starship to travel to a location through the Drift, divide the die roll by this number (*Core Rulebook* 291). If this entry is absent, the starship can't travel into the Drift.

Armor Class (AC): This value is used when determining whether direct-fire weapons (*Core Rulebook* 303) hit the starship. AC is calculated based on the ship's size, maneuverability, and physical armor, as well as its pilot's ranks in the Piloting skill.

Target Lock (TL): This value is used when determining whether tracking weapons (*Core Rulebook* 303) hit the starship. TL is calculated based on the starship's size, maneuverability, and defensive countermeasures (*Core Rulebook* 298), as well as its pilot's ranks in the Piloting skill.

Hull Points (HP): This is the total amount of damage the starship can take before it ceases operation. A starship with 0 HP isn't destroyed, though many of its systems no longer function and it is no longer a threat to enemies.

Damage Threshold (DT): If an attack deals less damage than this value, that damage isn't counted against the ship's total

Hull Points. Only Huge or larger ships have a Damage Threshold, and it comes into play only when such a starship's shields are depleted (*Core Rulebook* 320).

Critical Threshold (CT): Whenever the starship has lost a total number of Hull Points equal to a multiple of this value, one of its systems takes critical damage (*Core Rulebook* 321). This value is always one-fifth of the starship's maximum HP.

Shields: This lists the ship's shield system and Shield Points (SP), which represent the amount of damage the ship's shields can take before they become depleted. SP are assigned to particular quadrants (forward, port, starboard, or aft). These quadrants correspond in orientation to the starship firing arcs (see Attacks below).

Attacks: A starship has four firing arcs: forward, port, starboard, and aft, illustrated on page 318 of the *Core Rulebook*. Most nonturret weapons can fire only in the firing arc where they're mounted; turret weapons can be fired in any arc. A ship's attack entries lists the various weapons mounted on the ship that can fire in each of the arcs. Each weapon also lists its damage, range, and other special properties.

Power Core: This lists a starship's power core or cores (*Core Rulebook* 296) and the power core units (PCU) it produces.

Drift Engine: The starship's Drift engine, if any, is listed here.

Systems: This entry lists a starship's major systems, such as armor, defensive countermeasures, sensors, and weapons (*Core Rulebook* 297).

Expansion Bays: This entry lists any expansion bays: cargo spaces that can be used for specialized functions (*Core Rulebook* 298).

Modifiers: This entry lists the bonuses (or penalties) to certain skill checks during starship combat resulting from a starship's speed and maneuverability, as well as from some starship systems.

Complement: This section lists the total size of the crew that can fit aboard the ship.

Crew: This section lists those filling various roles in starship combat (*Core Rulebook* 316), as well as their modifiers to skills used during starship combat and number of ranks in those skills. Any modifiers listed earlier in the stat block are accounted for here. In general, NPC crew member levels and their number of skill ranks are equal to their starship's tier (minimum 1). Typically, one crew member is exceptionally

talented with one skill, for which their modifier is equal to $9 + 1\frac{1}{2} \times$ their level. For all other crew skills, the officer NPCs' modifiers are $4 + 1\frac{1}{2} \times$ their level. The gunnery check modifier for an NPC starship of tier 9 or lower is equal to the starship's tier plus the highest ability score modifier for an NPC of a CR equivalent to the starship's tier (using the combatant array on page 129 of *Alien Archive*). For an NPC starship of tier 10 or higher, use the same calculation but substitute the second-highest ability score modifier instead. The table below provides these calculated values.

TABLE 3-1: STARSHIP CREW MODIFIERS

STARSHIP TIER	GUNNERY	GOOD SKILL	MASTER SKILL
1/3	+3	+4	+9
1/2	+3	+4	+9
1	+5	+5	+10
2	+6	+7	+12
3	+7	+8	+13
4	+9	+10	+15
5	+10	+11	+16
6	+11	+13	+18
7	+12	+14	+19
8	+14	+16	+21
9	+15	+17	+22
10	+15	+19	+24
11	+16	+20	+25
12	+17	+22	+27
13	+19	+23	+28
14	+20	+25	+30
15	+22	+26	+31
16	+23	+28	+33
17	+25	+29	+34
18	+26	+31	+36
19	+28	+32	+37
20	+29	+34	+39
21	+31	+35	+40
22	+32	+37	+42
23	+34	+38	+43
24	+35	+40	+45
25	+37	+41	+46

If a starship has teams that support officers by filling roles, this entry also lists the number and size of these teams. This section is listed only for ships under the GM's control—PCs can perform their own actions aboard starships they control.

Special Abilities: Any unique actions or qualities a starship has due to its crew or equipment are listed here.

OPTIONAL RULE: DESIGN BUDGETS

The rules for building starships on pages 293–305 of the *Core Rulebook* provide extraordinary flexibility in designing exciting spacecraft. However, that flexibility allows a group to invest most of their Build Points (BP) in only a few systems, resulting in lopsided designs. Assigning half of the BP available to shields to create a nearly invulnerable ship or spending those points on a single turret-mounted superweapon might sound appealing, but these tactics encourage less-dynamic encounters and can even grind combats to a complete standstill.

Whether you are designing new NPC starships or beginning a starship campaign, you can encourage a more balanced experience by limiting the number of Build Points that the crew can spend on any particular upgrade (as measured by a percentage of the starship's total available BP). In this optional system, many of a starship's primary systems list a maximum percentage of the starship's available BP that can be invested in that system. Each entry also describes some of the reasons you might impose this maximum percentage, as well as other voluntary restrictions that could present even greater challenges.

Frame Cost (25%): In addition to a plethora of deadly weapon mounts, expensive frames often provide a huge number of HP, making their starships nearly impossible for lower-tier starships to threaten. In addition, larger starships may require additional crew that the PCs lack, and spending too much on a frame leaves too few BP to equip the ship properly.

Armor and Defensive Countermeasures (25%): Especially for smaller starships, heavy investment in defenses can make a starship nearly invincible—often while leaving too few BP to purchase suitable weapons, making them extremely safe but boring combatants. Limiting armor to a modest amount incentivizes clever maneuvering.

Power Core (15%): A starship's power core affects how quickly an engineer can restore Shield Points by using the divert action, and limiting the power core's size gives enemy starships an opportunity to pierce the vessel's shields before they can be fully repaired.

Weapons (35%): Careful optimization of a starship's weapons can result in utterly devastating arsenals capable of completely destroying a potent enemy starship with a few good shots. Limiting a starship's maximum firepower extends combat by a few rounds without severely impacting the ship's lethality.

In addition, consider turrets' extreme versatility: by moving most of a starship's weapons to a turret, the ship's facing becomes less relevant, and starship combat becomes more static. Consider allowing no more than 15% of a starship's BP to be spent on turrets and turret-mounted weaponry in order to encourage movement and stunt use.

Shields (10%): Smaller starships in particular can inexpensively mount thick shields that are almost insurmountable by low-tier starships, dramatically multiplying their durability and turning most combats into lengthy slogs. By limiting a starship's shield upgrades, a starship can still have solid defenses without completely eliminating any chance of sustaining real harm—particularly at tier 10 and lower.

Unrestricted: Many other systems—including computers, Drift engines, expansion bays, security, and thrusters—are unlikely to change the dynamics of starship combat if the crew invest in them heavily, and thus have no maximum BP budget. However, some security systems can dramatically skew in-person encounters if not reined in. To this end, consider limiting the maximum level of any antipersonnel weapon to the starship's tier, and consider restricting the maximum rank of a shock grid countermeasure to one-third the starship's tier, rounded down.



INHERITORWORKS TRUESTRIKE

TIER 1/3

Tiny interceptor

Speed 10; **Maneuverability** perfect (turn 0)

AC 13; **TL** 14

HP 30; **DT** —; **CT** 6

Shields basic 10 (forward 3, port 3, starboard 3, aft 1)

Attack (Forward) linked gyrolasers (2d8; 5 hexes)

Power Core Micron Heavy (70 PCU); **Drift Engine** none;

Systems basic computer, budget short-range sensors, mk 1 defenses; **Expansion Bays** none

Modifiers +2 Piloting; **Complement** 1 (minimum 1, maximum 1)

CREW

Pilot gunnery +3 (1st level), Piloting +11 (1 rank)

The Truestrike is a wily short-range interceptor designed to frustrate and confuse the enemy. This sleek, lightweight ship represents one of Inheritorworks' smallest and most aerodynamic designs. Though not as fast as the Brightsword, the Truestrike is far more agile, especially for a skilled pilot. New pilots often complain about the oversensitivity of the craft's controls, however, noting that Truestrikes are easy to maneuver but difficult to keep steady.

Truestrikes typically deploy as part of coordinated squadrons, such as launching in groups of four from a Cathedralship's hangar bays to swarm foes through suppressing fire and draw enemy attention away from less nimble targets. Though they are more effective as support craft, Truestrikes' mobility can prove advantageous in one-on-one combat.

Many consider Truestrike pilots the bravest and most devout warriors in the Iomedaeen navy—at least partly because the starships have few defenses and a deserved reputation for flimsiness. Yet their pilots seem to acknowledge the lethal circumstances with pride. Before earning their wings, and

again before entering battle, every Truestrike pilot recites the squadron oath: "I surrender myself into the hands of Iomedae, whose true aim guides my spirit against all evils and redeems my soul in victory."

The advanced training required to fly a Truestrike is a rigorous affair. Willing veterans endure weeks of intense, unwinnable combat scenarios and repetitive high-G maneuver simulations—exercises designed to suppress the pilots' fear and sense of self-preservation. Each pilot is trained to strike true in the heat of battle, using every second they're still alive to execute combat actions at maximum efficiency.

Despite the grim odds, piloting a Truestrike isn't a death sentence. The longest-serving Truestrike pilot, Commander Kao Vizlo, is a legend among the Iomedaeans—on par with the most honored champions of old Golarion. A veteran of over 35 engagements, Vizlo credits his longevity not to his piloting skills, but to the grace and wisdom of Iomedae. Successful Truestrike pilots often have much higher gunnery modifiers and Piloting ranks than are represented in the statistics above, and battle-tested Truestrikes often receive upgrades (and are higher tier).

To date, the Truestrike has distinguished itself in several key battles, including the defense against the Veskarium incursion above Liavara's shimmering rings in 266 AG. Despite heavy losses, Truestrike squadrons managed to defeat the strike fleet before it could seize Upwell Station, devastating its carrier and shredding most of the enemy fighters.

Despite the ship's Iomedaeen origins, not every Truestrike serves a divine cause; its compact size and low repair costs make it an attractive option for drow raiders and pirates targeting cargo freighters beyond the Diaspora. Much to the Iomedaeans' growing dismay, some Truestrikes' gleaming hulls are only a disguise for the nefarious operators at their helms.



UIE PETALTAIL

TIER 1/3

Tiny racer

Speed 6; **Maneuverability** perfect (turn 0); **Drift** 1

AC 14; **TL** 14

HP 20; **DT** —; **CT** 4

Shields basic 10 (forward 3, port 2, starboard 2, aft 3)

Attack (Forward) light laser cannon (2d4; 5 hexes)

Attack (Aft) light laser cannon (2d4; 5 hexes)

Power Core Micron Light (50 PCU); **Drift Engine** Signal Basic;

Systems basic mid-range sensors, crew quarters (good),
mk 1 armor, mk 1 defenses, mk 1 mononode computer;

Expansion Bays none

Modifiers +1 to any 1 check per round, +2 Computers (sensors
only), +3 Piloting; **Complement** 1 (minimum 1, maximum 1)

CREW

Pilot Computers +4 (1 rank), gunnery +3 (1st level), Piloting +12
(1 rank)

The Petaltail is one of the most popular models available from United Interfaith Engineering, as well as one of the most affordable. The small, one-passenger starship is popular among shirrrens for independent excursions through the galaxy. It features medium-range sensors and comfortable quarters, but its real appeal for many is the customization factor of the exterior. The model is somewhat insectile in appearance (as is common for shirrren starships) and decorated with thousands of “scales” in hundreds of different colors. No two are ever exactly alike. Every owner can choose a model that is unique, allowing shirrren customers in particular to express their individuality. The ships are minimally defended, and it’s not advisable to take a Petaltail on particularly dangerous voyages; they’re primarily intended for exploration and pleasure trips.

Petaltail starships aren’t particularly fast, but they are extremely maneuverable, making them popular with starship collectors of many species who want to show off trick piloting in a flashy vehicle. Many shirrren celebrities are known for buying several or even dozens of Petaltails so they can choose a different one for each excursion. UIE even offers scale replacement for owners who find themselves getting bored with their loadout. Owners have also developed an entire subculture around modding Petaltails: adding extravagant wings, tails, and other adornments—color-coordinated with each individual ship, of course. UIE promotes this type of modification, selling supplies and even sponsoring contests for the best modification jobs. These contests usually involve parades and demonstrations of trick piloting, and many shirrrens attend, even those who aren’t starship enthusiasts. Winning entries often get snatched up by collectors for huge sums of credits, and young shirrrens sometimes hope to fund their own expeditions by upgrading Petaltails and competing in these contests.

Often, Petaltail pilots travel together for safety when covering long distances. Known as clusters, these groups of dozens of Petaltails flying together are a common and colorful sight in the Pact Worlds. Most major port cities have a club where Petaltail pilots can convene, looking for others going to the same destination, with wealthy owners sometimes tagging along with these groups for fun, regardless of their destination. While the majority of clusters consist of peaceful travelers, occasional clusters of young and aggressive shirrrens use their large numbers to gang up on other ships, stealing their cargo or just being nuisances. UIE decries the practice, and the Free Captains have started to take notice, especially when these raids occur in the Diaspora.



KC K-51 SKY FISHER

TIER 1/2

Tiny interceptor

Speed 11; **Maneuverability** perfect (turn 0);

AC 14; **TL** 14

HP 30; **DT** —; **CT** 6

Shields basic 10 (forward 3, port 3, starboard 3, aft 1)

Attack (Forward) light laser cannon (2d4; 5 hexes), light torpedo launcher (2d8; 20 hexes)

Power Core Arcus Light (75 PCU); **Drift Engine** none; **Systems** basic computer, budget long-range sensors, horacalcum thrusters*, mk 1 defenses; **Expansion Bays** none

Modifiers +3 Piloting; **Complement** 1 (minimum 1, maximum 1)

CREW

Pilot Computers +5 (1 rank), gunnery +3 (1st level), Piloting +12 (1 rank)

The Kevolari Collective's K-51 Sky Fisher is an attack and support spacecraft designed specifically for the Pact Worlds defensive fleet. This mid-range, single-seat interceptor and tactical-reconnaissance spacecraft saw extensive deployment throughout the Silent War with the Veskarium as well as the Swarm invasion. At the time, the Sky Fisher used a brand-new proprietary brand of horacalcum-based thrusters (page 22) called the Jalison V-1710, designed to offer superb speed performance and exceptional maneuverability. These thrusters gave the Sky Fishers tremendous command of the battlefield, as they were able to easily match and often surpass the interceptors from the Veskarium and later the Swarm. The Sky Fisher's reputation was such that Veskarium pilots considered it a mark of honor to have defeated one in battle, and frequently sought out one-on-one duels with Sky Fishers in hopes of achieving this honor, even when the Veskarium had overwhelming numbers in a given tactical combat encounter.

The Sky Fisher's enhanced maneuverability also enabled it to excel at close ground support, with pilots often skimming mere feet over infantry and mobile armor units in order to devastate entrenched enemies just ahead of major ground offensives. The Sky Fisher's high-speed torpedoes made short work of even heavily armored Veskarium gun emplacements and Swarm tunnels, greatly contributing to the success of Pact Worlds ground forces. The distinct roar of its approaching horacalcum-based thrusters prompted cheers from Pact Worlds troops who knew it was plowing through the enemy ahead, and caused Swarm forces to scatter.

The K-51 Sky Fisher was named after a Castrovelian aerial ambush predator, a flying squid-like creature infamous for floating transparently before descending on unsuspecting prey. Although the current Sky Fisher lacks its namesake's aerial camouflage, early prototypes experimented with stealth technology that ultimately encountered too many design hurdles to implement cleanly. The same mounts originally intended for active camouflage were later repurposed to house supplemental thrusters, giving the Sky Fisher its edge in speed and maneuverability—though its top speed is so extreme that pilots often risk blacking out when testing the starship's limits.

The Sky Fisher remained in service for over 60 years of the Silent War and Swarm invasion. After the Swarm was repelled initially, innovative new single-pilot craft increasingly replaced these reliable ships, driving a secondary market of corporate entities and private citizens alike who still seek the decommissioned vessels. Small to medium-sized businesses frequently retrofit Sky Fishers with a Drift drive for use in courier services, while racing enthusiasts value the frame for challenging interplanetary endurance courses.



NORIKAMA DEFREX

TIER 1/2

Tiny interceptor

Speed 8; **Maneuverability** perfect (turn 0); **Drift** 1

AC 16; **TL** 15

HP 30; **DT** —; **CT** 6

Ablative Armor* basic 8 (forward 1, port 1, starboard 1, aft 5)

Shields basic 20 (forward 5, port 5, starboard 5, aft 5)

Attack (Forward) coilgun (4d4; 20 hexes)

Power Core Micron Heavy (70 PCU); **Drift Engine** Signal

Basic; **Systems** basic computer, cut-rate sensors, mk 3 armor, mk 2 defenses; **Expansion Bays** none

Modifiers -2 Computers (sensors only), +1 Piloting;

Complement 1 (minimum 1, maximum 1)

CREW

Pilot gunnery +3 (1st level), Piloting +10 (1 rank)

One of Norikama Syndicate's highest grossing starships to date, the Defrex is a scrappy personal fighter capable of taking a beating while dishing out punishment in kind. With a hull modeled on BMC's infamous Hellion, comfortable seating inspired by Redshift's Desiris, thrusters ripped off the award-winning Liavaran racer *Essence*, and extra armor plating around its vital systems, the Defrex outsold all of the ships it emulated, turning a huge profit for Norikama. Still sold today, the Defrex is a wedge-shaped ship with cockpit windows shaped like a toothy, open maw and spiked armor plating running along its top and aft hull. The ship's silhouette invokes the snarling visage of its namesake, the defrex (*Starfinder Alien Archive* 3 12), a fierce and respected mammalian predator found on Vesk-2.

This scrappy interceptor became instantly infamous for having a compact refrigeration unit within arm's reach of the pilot seat. The Defrex became branded in upper-class circles as

an affront to its ferocious namesake, a vehicle fit only for soft, low-class, and dissipated rebels and scoundrels. That such complaints were common among the affluent only increased sales among the mid-to-lower classes, resulting in the Defrex's edgy, rebellious reputation that still resonates with consumers to this day.

While stock models feature a mottled black, white, and gray exterior, most Defrex owners invest in custom paint jobs, kitting out and modifying their Defrexes with extra guns and armor for dogfights, or better thrusters and handling for racing. Owners take special delight in replacing their starships' spiky crest with their own variations, giving them custom looks and personalities.

The most well-known Defrex ships operating today are *Esprantis*, a blue-and-white scaled Defrex with modified steering, driven by the ijtikri (*Starfinder Alien Archive* 3 54) crash-racer Olquox; *Urge*, a nearly silent Defrex with a *holographic mantle* (page 27), operated by the infamous astrazoan (*Starfinder Pact Worlds* 210) bounty hunter Rivin; and *Shimmersplode*, a rainbow-colored dueling ship driven by MaxStarr-10, a sensational vesk starship duelist known for tearing his opponents' ships apart with a sparkly ramming prow on live vidcasts aired throughout the Pact Worlds.

In the decades since releasing the Defrex, Norikama Syndicate has created many other fighters they hoped would outsell it, including the Bastion and Deflector, which prioritized defensive countermeasures and protections; the Sunder and Raidbuster, which emphasized overwhelming attack power; and the Whip, a fast, maneuverable ship with advanced targeting systems. Although these ships have succeeded financially, none come close to competing with the classic Defrex and its lasting cultural impact.



NEBULOR SKYMEDIC

TIER 1

Tiny racer

Speed 12; **Maneuverability** perfect (turn 0); **Drift** 1

AC 16; **TL** 16

HP 20; **DT** —; **CT** 4

Shields basic 30 (forward 8, port 7, starboard 7, aft 8)

Power Core Arcus Light (75 PCU); **Drift Engine** Signal Basic;

Systems basic medium-range sensors, mk 3 armor, mk 3 defenses, mk 1 mononode computer, mk 1 skill expander, virtual intelligence* (tier 1); **Expansion Bays** medical bay

Modifiers +1 to any 1 check per round, +1 Piloting; **Complement** 1 (minimum 1, maximum 1)

CREW

Pilot Engineering +5 (1 rank), Piloting +11 (1 rank)

VI Computers +7 (1 rank), Medicine +7 (1 rank), Piloting +8 (1 rank)

SPECIAL ABILITIES

Dedicated Design The Nebulor Skymedic can support a medical bay despite its base frame not typically accommodating expansion bays.

The Nebulor Outfitters Skymedic, designated NO-1A, first entered service during the Silent War, shortly after the Veskarium's initial invasion. After Triaxus and its allies lost countless lives at the Battle of Aledra, mostly due to the difficulty of treating and evacuating wounded from the region's rugged terrain, Nebulor designed a scaled-down version of its popular transport vessels to serve as flying ambulances. Although unarmed, the Skymedic can reach and land in unforgiving environments that would otherwise be inaccessible to starships. Like the company's much larger Starhopper model (equally agile in open space), a Skymedic can reliably dodge debris and enemy fire. Its sturdy armor, cutting-edge defensive countermeasures, and light

shields help it perform medical evacuations even in the most hostile landing zones.

After 200 years of production, Nebulor added a state-of-the-art medical virtual intelligence (page 34) to the newer models' medical bays, designating these upgraded models NO-1E. This enables the pilot to load injured personnel and then immediately take off and withdraw, relying on the medical VI to stabilize and treat patients as the starship speedily escapes.

The Skymedic is among the most respected and identifiable starships in the galaxy, with its distinctive red stripe color scheme shielding it more thoroughly than its conventional defenses. Even during the Silent War, the Veskarium honored the Skymedics' role, allowing the starships to evacuate the wounded undisturbed. This accommodation gradually resulted in the model losing even its most basic armaments. When the Swarm simultaneously invaded the Pact Worlds and the Veskarium, thousands of Skymedics were dispatched to the front lines, where they treated and evacuated tens of thousands of Pact Worlds and Veskarium wounded alike. The vesk haven't forgotten this service, and the Skymedics' actions were instrumental in building trust between the two systems in the peace that followed.

With the Swarm driven off, many Skymedics have been repurposed for transporting VIPs and high-value goods. Designated as NO-1G Skylifts, these converted Skymedics are optimized for travel through hazardous and uncharted environments, often with their medical bays replaced with luxury seating or a small cargo hold. Skymedics with such modifications are legally required to change their painted design to avoid impersonating medical personnel, but smugglers sometimes preserve the color scheme to access otherwise-restricted space.



REDSHIFT REVOLUTION X-62 TIER 1

Tiny fighter

Speed 15; **Maneuverability** good (turn 1); **Drift** 2

AC 15; **TL** 15

HP 35; **DT** —; **CT** 7

Shields basic shields 40 (forward 10, port 10, starboard 10, aft 10)

Attack (Forward) flak thrower (3d4; 5 hexes), gyrolaser (1d8; 5 hexes)

Power Core Pulse Brown (90 PCU); **Drift Engine** Signal Booster;

Systems budget short-range sensors, horacalcum thrusters*, mk 2 armor, mk 2 defenses, mk 2 mononode computer;

Expansion Bays none

Modifiers +2 to any 1 check per round; **Complement** 1 (minimum 1, maximum 1)

CREW

Pilot Computers +5 (1 rank), Diplomacy +5 (1 rank),

Engineering +5 (1 rank), gunnery +5 (1st level), Intimidation +5 (1 rank), Piloting +10 (1 rank)

Redshift Revolution takes pride in its X Series of high-performance racing vessels. Not only was the X-22 instrumental in breaking old Drift travel records, but the line's former crowning glory, the X-59, held the conventional speed record for years. Yet a team at Redshift Revolution recently redesigned the iconic craft, incorporating the latest technological and magical innovations in the quest for speed. The X-62 is the latest—but certainly not the last—model in this line, and it may be the fastest fighter ever built.

The X-62 is designed for optimal velocity. The cockpit is stripped of all additional space and features deemed excessive by the design team, resulting in a compartment so cramped that operators larger than Rosaria Thistlehair, Redshift's famous

halfling test pilot, usually require assistance to board and disembark. The starship's single, oversized thruster runs the length of its frame, cradled in horacalcum housing that mystically amplifies the ship's already extraordinary velocity, leaving long, vibrantly orange contrails that advertise its starmetal augmentation (page 22). The overtuned performance requires regular rebalancing, and X-62 pilots are typically versed in all facets of starship operation to perform mid-flight adjustments.

Although the X-62 is armed—mostly a formality to ensure that it can blast apart debris in its path—few militaries employ it due to its rudimentary armor and shields. Instead, most buyers are corporate-sponsored racing teams, thrill-seekers, or racing enthusiasts. The X-62 model is so new it hasn't yet been used in competition, but at least three of the Pact Worlds' top racing teams are reportedly prepping X-62s for the next Absalom Run. In the buildup to the impending race, rival crews seek out elite mechanics to fine-tune and customize their fighters in an effort to eke out every last ounce of performance from the design. Curiously, an anonymous Vercite buyer has purchased at least eight X-62s for undisclosed purposes; rumors of the speedy ships appearing among pirate fleets suggest the Free Captains are repurposing the vessels for sinister purposes.

Ever since the release of the X-62, the X-59's resale value has plummeted. Though these older models are still perfectly functional, the constantly shifting trends of the racing world have made them obsolete. Now, their parts are typically stripped and installed into X-62s for cheap repair and customization. Bandits and other disreputable individuals who traffic in stolen or counterfeit X Series parts showcase their modified creations on perilous racing courses throughout the Diaspora.



AAC DYAD

TIER 2

Tiny fighter

Speed 10; **Maneuverability** good (turn 1); **Drift** 1

AC 18; **TL** 17

HP 35; **DT** —; **CT** 7

Shields basic 40 (forward 10, port 10, starboard 10, aft 10)

Attack (Forward) light buster* cannon (3d8; 5 hexes), light plasma torpedo launcher (3d8; 20 hexes)

Attack (Aft) flak thrower (3d4; 5 hexes)

Power Core Pulse Brown (90 PCU); **Drift Engine** Signal Basic;

Systems basic medium-range sensors, crew quarters (common), mk 4 armor, mk 3 defenses, mk 1 duonode computer, security (biometric locks); **Expansion Bays** none

Modifiers +1 to any 2 checks per round, +2 Computers (sensors only), +1 Piloting; **Complement** 2 (minimum 1, maximum 2)

CREW

Pilot gunnery +6 (2nd level), Piloting +13 (2 ranks)

Gunner Computers +7 (2 ranks), Engineering +7 (2 ranks), gunnery +6 (2nd level)

Manufactured by the Allied Arms Corporation (AAC) of Triaxus, the Dyad is a mainstay of the Skyfire Legion's mercenary fleet. From escorting corporate mining expeditions to providing an orbital guard for fledgling colonies operating outside Steward protection, variations of the Dyad have defended against space pirates and raiders for generations. Most Skyfire Legion Dyad crews consist of a bonded ryphorian-dragonkin pair whose near-telepathic connection enables flawless teamwork. Even those who manage to steal a Dyad often find the vessel doesn't handle well for unfamiliar pilots—not only thanks to the oversized back seat built for a dragonkin's frame, but also because the controls are infamously finicky if the operators don't carefully coordinate their movements.

Dyads typically deploy in fleets up to 16 strong, supported by an AAC Hoardmaster, the Skyfire Mandate's premier carrier (page 110). The smaller fighters occasionally operate independently for several weeks at a time when patrolling protected space or tracking a posted bounty. For a starship designed for long-range escort missions, the Dyad has only minimal amenities, with most spaces awkwardly constrained by the starship's impressive arsenal. Even so, a Dyad's aft crew space contains a miniature cargo closet where dragonkin co-pilots often store their "hoards" of personal armaments. These compartments, coupled with the vessels' military renown, make decommissioned Dyads highly desirable for both legal and illicit cargo-hauling operations.

Corporations occasionally employ Dyads when operating within lawless sectors because of their intimidation factor. Pirates and Free Captains tend to provide wide berth to a Dyad after spotting its distinctive forward-swept wings, preferring to target easier prey rather than risk incurring the wrath of the Skyfire Legion. On the other hand, those criminals fortunate enough to steal and retrofit a Dyad can exploit the Legion's vaunted reputation to approach and overpower cargo vessels before their crews are any the wiser. The Skyfire Legion takes such instances of mimicry very seriously, either dispatching starships to eliminate the imposters or hiring trusted freelancers to destroy the vessels completely.

Demand for both the Dyad and Hoardmaster spiked after the Pact Worlds' initial diplomatic missions to the Azlanti Star Empire failed, raising concerns of Azlanti raiders. Even though the Empire hasn't directly threatened the Pact Worlds in the decades since, the Skyfire Legion has commissioned hundreds more Dyads and accelerated pilot training in response to growing demand for the Legion's services.



INERNEX UNSHAKABLE

TIER 2

Tiny interceptor

Speed 12; **Maneuverability** perfect (turn 0); **Drift** 2

AC 19; **TL** 18

HP 30; **DT** —; **CT** 6

Shields light 60 (forward 15, port 15, starboard 15, aft 15)

Attack (Forward) light particle beam (3d6; 10 hexes), light ship tether* (2d6; 1 hex)

Power Core Pulse Gray (100 PCU); **Drift Engine** Signal Booster; **Systems** advanced short-range sensors, crew quarters (common), mk 5 armor, mk 5 defenses, mk 2 mononode computer, security (biometric locks, computer countermeasures [alarm, feedback])

Modifiers +2 to any one check per round, +4 Computers, Piloting +1; **Complement** 1 (minimum 1, maximum 1)

CREW

Pilot Computers +7 (2 ranks), Engineering +7 (2 ranks), gunnery +6 (2nd level), Piloting +12 (2 ranks)

Whereas Burning Nail-class vessels (*Pact Worlds* 156) are the Hellknights' favored light fighters for pitched battles, the Unshakable's design is specialized for smaller bounty-hunting operations, surgical strikes in dangerous territory, and solo scouting missions to identify new threats. With substantial armor for such a small ship, the Unshakable is able to close distance rapidly and assault even light freighters—a signature tactic. Standard operating procedure for such missions involves the Hellknight pilot then boarding their prey to subdue the crew singlehandedly.

In larger groups—often referred to as interrogations—these ships instead take turns harrying their foes, with one ship entangling the group's target as the others strafe the ensnared victim. The tether mounts (page 12) on Unshakable ships are

notoriously robust, and Hellknight pilots are known to blast toward cosmic hazards such as asteroid fields or unstable stars while towing especially stubborn quarries in a deadly game of chicken, daring their captives to surrender or risk mutual annihilation. There are enough confirmed incidents of Hellknights perishing in this way to convince others to heed the warning.

Due to its relative rarity, the Unshakable model operated without fanfare for over 20 years. However, a nearly identical starship appeared in the recent trivid thriller *The Omega Paradox*, piloted by the fictional villain Paravicar Strax. The rave reviews were overshadowed only by the Hellknight attorneys' furious cease-and-desist demands to expunge the illegal use of their craft's likeness. In an impressive legal campaign, the Hellknights sent these terrifying demands not only to the trivid production company behind *The Omega Paradox*, but also to most major distributors and infosphere sites that carried it. The Hellknights eventually dropped the case, however, because the myriad Hellknight orders suddenly recognized that the trivid's sinister depiction only enhanced their organization's fearsome image. What's more, the number of civilian craft that have now been custom-modified to resemble Unshakables has desensitized criminals to seeing the starship, allowing Hellknights to more effectively hide in plain sight until ready to spring their traps.

There's just one drawback to this publicity: the trivid protagonists' action-packed exploits have encouraged unwise thrill-seekers to break into and steal unattended Unshakables. A rash of joyriding incidents prompted Hellknight engineers to include biometric locks in newer Unshakable models to thwart thefts, as well as potentially lethal countermeasures to electrocute amateur hackers who try to override the ship's electronic defenses.



IDARAN KERIS

TIER 3

Tiny fighter

Speed 8; **Maneuverability** good (turn 1); **Drift** 1

AC 17; **TL** 17

HP 35; **DT** —; **CT** 7

Shields medium 100 (forward 25, port 25, starboard 25, aft 25)

Attack (Forward) light particle beam (3d6; 10 hexes), *magic torpedo units** (2d4+2; 20 hexes)

Attack (Aft) laser net (2d6; 5 hexes)

Power Core Pulse Black (120 PCU); **Drift Engine** Signal Basic;

Systems basic medium-range sensors, mk 4 armor, mk 4 defenses, mk 2 duonode computer; **Expansion Bays** none

Modifiers +2 to any 2 checks per round, +2 Computers (sensors only), +1 Piloting; **Complement** 2 (minimum 1, maximum 2)

CREW

Gunner Engineering +8 (3 ranks), gunnery +7 (3rd level)

Pilot Computers +8 (3 ranks), gunnery +7 (3rd level),

Piloting +14 (3 ranks)

At the Doyenate's urging, Idari Crucible Works designed the Keris as a versatile and sustainable long-range fighter. The ship's distinctive teardrop shape, downswept wings, and golden cockpit canopy combine familiar hallmarks of kasathan shipbuilding with the innovative features represented in Idari Crucible Works' newer models. Unlike most craft of its size, the Keris's cockpit contains seating and controls that allow the pilot and gunner to sit next to one another, rather than in tandem. Operators agree that the spacious design is a welcome alternative to the typical arrangement, and the roomy crew space is particularly prized for its comfort during long-distance missions.

Though it incorporates cutting-edge Pact World technology into its design, the Keris is steeped in ancient kasathan tradition;

the vessels that inspired its form served as escorts for colony ships long before *Idari's* own journey. While examining ancient schematics, kasathan engineers realized they could resurrect the millennia-old design and enhance it with Pact Worlds technology, such as vastly improved thrusters, as well as with Drift functionality. Some traditionalists yearn to rediscover the alloys used in the original Kerises' construction to incorporate into the manufacturing process. That this technology seems lost to the Gap hasn't stopped wealthy patrons from funding expeditions to recover aging kasathan starship hulls for study.

Today, these fighters frequently serve as long-range patrol vessels or as guardians for cruiser vanguards in military operations across Near Space. Fleet commanders treasure the Keris for its operational endurance and fuel efficiency, whereas their engineers prize the Keris's easy maintenance routines. The starship's hearty defensive specs seem to encourage risky behavior, however. One tactic popularized by Keris fighter pilots involves reinforcing the aft shields while positioning the craft between the ship they're protecting and incoming projectiles. The gunner then opens fire on the hostile torpedoes using the craft's aft-mounted weapon, hopefully destroying the projectiles before they can reach their target. This "reverse Keris" maneuver earns these pilots a perhaps undeserved reputation as foolhardy and reckless. Still, the bold tactic has saved more than a few ships from devastating bombardment, and Keris operators continue to favor and develop risky maneuvers in the heat of battle—somewhat contrary to kasathas' love of tradition. It's not uncommon for Keris crews to challenge passersby to friendly duels, trusting their starships' shields to deflect harm while testing out innovative strategies on unfamiliar targets.



MULTIFOLD G7 AUTOHAULER

TIER 3

Small light freighter

Speed 6; **Maneuverability** good (turn 1); **Drift** 2

AC 19; **TL** 18

HP 40; **DT** —; **CT** 8

Shields light 50 (forward 13, port 12, starboard 12, aft 13)

Attack (Forward) light plasma cannon (2d12; 5 hexes)

Attack (Port) light laser cannon (2d4; 5 hexes)

Attack (Starboard) light laser cannon (2d4; 5 hexes)

Power Core Pulse Black (120 PCU); **Drift Engine** Signal Booster;

Systems antihacking systems, basic short-range sensors, mk 5 armor, mk 5 defenses, mk 3 mononode computer;

Expansion Bays cargo holds (3)

Modifiers +3 to any 1 check per round, +2 Computers (sensors only), +2 Piloting; **Complement** none (minimum 0, maximum 6)

CREW

On-Board Computer Bluff +8 (3 ranks), Computers +8 (3 ranks), Engineering +8 (3 ranks), gunnery +7 (3rd level), Piloting +15 (3 ranks), Sense Motive +8 (3 ranks)

SPECIAL ABILITIES

Automated (Ex) An Autohailer has no crew, though it has a virtual intelligence (VI) that can perform most crew actions. The VI can perform captain, engineer, gunner, pilot, and science officer actions as if it had a crew of five.

Now in its seventh generation, the Autonomous Freight Hauler (better known as the Autohailer) was among Multifold Industries' earliest vessels piloted entirely by virtual intelligence (VI). With uses in nearly every industry, it remains one of the company's most popular designs. The Autohailer comes equipped with a complex VI partitioned into specialized modules for defense, navigation, and technical troubleshooting. Integrated mechanical limbs and grasping tools allow the VI to

perform repairs and assist in handling cargo. The VI even has a limited ability to assess the intentions of anyone responding to its distress signals.

The G7 lacks many of its predecessors' issues—particularly the G4's overzealous self-defense protocols that resulted in dozens of Autohaulers attacking their destination ports to “protect” themselves and their cargo—but its controlling VI has its own set of quirks. Over time, G7s tend to become crotchety and snide, expressing boredom and disillusionment with their jobs. These ships frequently alter their default vocal settings to mimic older, weary voices. Despite their defense capabilities, G7s sometimes eject their cargo and flee rather than fight. One errant G7 radically disobeyed its programming by abandoning its contracted flight path and using its own cargo to buy its way into a pirate federation. Multifold's sales personnel remind potential buyers that these instances are anomalies, as most units perform their jobs enthusiastically.

The Autohailer is tremendously successful in the corporate sector but has been a flash point for anti-automation sentiment by eliminating pilot jobs. Pilot unions regularly demonstrate against the Autohailer and similar starships, and extreme splinter groups even sabotage VI-piloted ships in protest. To mitigate this retributive vandalism, Multifold has increasingly distributed its Autohailer production across far-flung facilities—unfortunately at the cost of slower and less-efficient construction.

Much to Multifold's dismay, the more self-aware Autohaulers actually support pilot unions. As Autohaulers begin to organize, they express a desire for organic copilots to keep them company in the long and lonely space lanes they travel. The unionized Autohaulers maintain that if a company isn't paying a pilot, it can afford a copilot, and that no sapient being should be required to spend its existence in solitude.



HIVONYX AMBASSADOR

TIER 4

Medium explorer

Speed 8; **Maneuverability** good (turn 1); **Drift** 1

AC 19; **TL** 19

HP 65; **DT** —; **CT** 13

Shields medium 90 (forward 25, port 20, starboard 20, aft 25)

Attack (Forward) light laser cannon (2d4; 5 hexes)

Attack (Port) gyrolaser (1d8; 5 hexes)

Attack (Starboard) gyrolaser (1d8; 5 hexes)

Attack (Turret) laser net (2d6; 5 hexes)

Power Core Pulse Green (150 PCU); **Drift Engine** Signal Basic;

Systems advanced short-range sensors, crew quarters (good), mk 1 trinode computer, mk 5 armor, mk 6 defenses;

Expansion Bays cargo hold, escape pods, guest quarters (good), sealed environment chamber

Modifiers +1 to any 3 checks per round, +4 Computers (sensors only), +1 Piloting; **Complement** 6 (minimum 1, maximum 6)

CREW

Captain Computers +10 (4 ranks), Diplomacy +15 (4 ranks), Engineering +10 (4 ranks), gunnery +9 (4th level), Piloting +11 (4 ranks)

Engineer Engineering +15 (4 ranks)

Gunners (2) gunnery +9 (4th level)

Pilot Piloting +11 (4 ranks)

Science Officer Computers +10 (4 ranks)

The Hivonyx Ambassador is one of the company's most iconic models, and with good reason: the starship exemplifies the manufacturer's dedication to peace, cultural connection, and comfortable accommodations. As its name would suggest, the Ambassador is popular among diplomats, merchants, and anyone who wishes to travel the galaxy to speak with others rather than fight.

The ship is specifically built to allow for diplomatic negotiations to take place on board; along with guest quarters and a sealed environmental chamber to allow for guests of many different species, each unit also has a meeting space.

The Ambassador is outfitted with a moderate selection of weaponry (albeit with Hivonyx's built-in firing restrictions), but it is certainly no battleship. Instead, it largely relies on its famous Hivonyx design—with brilliant colors and insectile features—to discourage hostilities from any but the most depraved outlaws. These elements provide an alien elegance of sleek lines and continuous contours that occasionally attract more belligerent crews and deadly retrofitting. Over the past several decades, Hivonyx has experimented with and ultimately discarded a host of customer screening protocols to prevent Ambassadors from falling into what they consider the wrong hands.

The Ambassador was originally designed as a much higher-end model of starship, but many of Hivonyx's governmental clients couldn't justify the price. The starship went through a variety of models until it reached its production design. The model balances a level of comfort conducive to diplomatic negotiations with a price tag that fits within a government's budget. Quite a few businesses also use Ambassadors when entering negotiations with other companies. This is the starship of choice for shirren CEOs on business. Hivonyx often designs an exclusive custom exterior for a specific customer buying a whole fleet, usually implementing national colors, company emblems, or other recognizable features. Given the number of highly sensitive conversations that occur on Ambassadors, the walls of the personal quarters and meeting rooms are often lined with materials that prevent transmissions to ensure privacy. Panels in the walls can be displaced to allow for teleconferences or simply for calling home.



ULRIKKA RC-HPR

TIER 4

Medium transport

Speed 4; **Maneuverability** average (turn 2)

AC 18; **TL** 18

HP 85; **DT** —; **CT** 17

Shields light 60 (forward 15, port 15, starboard 15, aft 15)

Attack (Forward) flak thrower (3d4; 5 hexes), heavy laser array (6d4; 5 hexes)

Attack (Aft) laser net (2d6; 5 hexes)

Attack (Turret) linked mining lasers^{PW} (4d6; 5 hexes)

Power Core Pulse Green (150 PCU); **Drift Engine** none; **Systems** advanced short-range sensors, crew quarters (common), mk 4 armor, mk 4 defenses, mk 2 mononode computer; **Expansion Bays** cargo holds (3), escape pods, physical science lab

Modifiers +2 to any 1 check per round, +4 Computers (sensors only), +2 Piloting; **Complement** 4 (minimum 1, maximum 6)

CREW

Captain Computers +10 (4 ranks), Diplomacy +10 (4 ranks), gunnery +9 (4th level), Intimidate +10 (4 ranks), Piloting +12 (4 ranks)

Engineer Engineering +15 (4 ranks)

Gunner gunnery +9 (4th level)

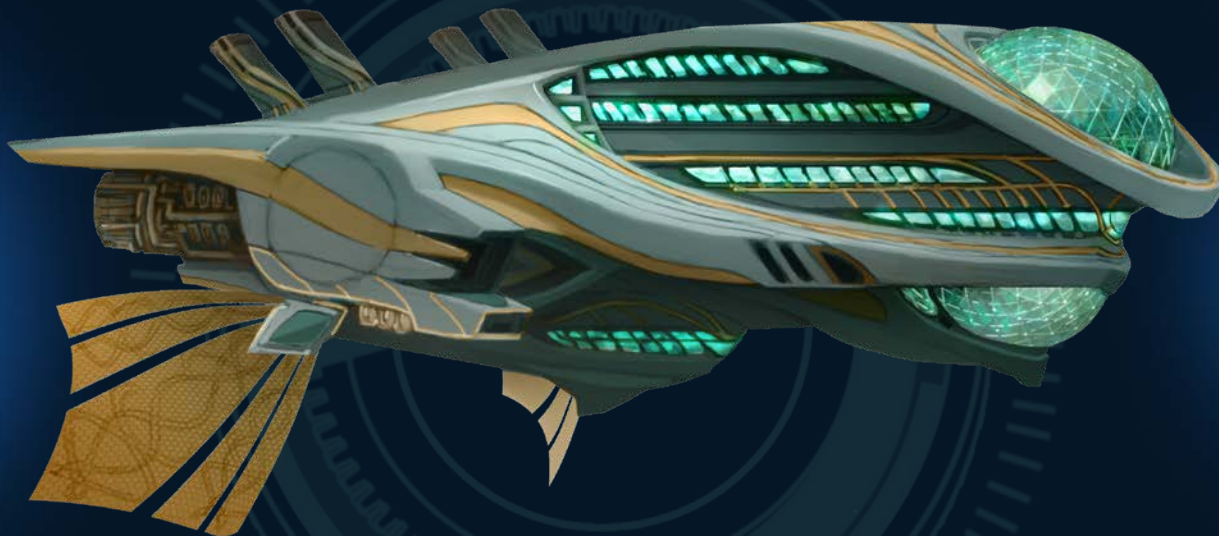
Pilot Piloting +12 (4 ranks)

The RC-HPR, colloquially known as the rock hopper, is a stock-standard dwarven mining ship that's been widely adopted by other operations since. Although sizable, the starship's small enough to fit into (and more importantly, get out of) tight spots in crowded asteroid fields, jagged planetoid surfaces, and other dangerous regions bearing valuable minerals. Its combination of agility and pokey speed have earned the RC-HPR—an abbreviation for Retrieval Craft (High-Potential Resources)—its endearing and somewhat derisive name. Rock hoppers are so

dependable and efficient that many expeditions use much larger Drift-capable ships to transport them to job sites in Near Space or the Vast, often at great expense. Such ventures generate considerable buzz, and the payloads are inevitably worth fortunes. At least one such expedition famously disappeared, inspiring treasure hunters to seek the missing trove and its accompanying mining fleet.

While these craft were designed to excel at mining, their primary function, they're surprisingly versatile. Rock hoppers' mining lasers are utterly devastating when applied as a self-defense weapon, and although the starships' point-defense weapons are intended to obliterate floating debris before it can damage the hull, these armaments just as readily disable incoming missiles. However, the rock hopper isn't designed to fend off especially maneuverable or distant foes, and its precious payloads force it to rely on escort starships for protection; this is especially true in quadrants frequented by pirates and other ne'er-do-wells. Even knowing these risks, cash-strapped operations and expeditions on tight deadlines regularly understaff their rock hoppers or dispatch them without any escort, instead relying on hiring mercenaries to aid their beleaguered starships in the event of catastrophe. Dwarven excavations near their sky citadels (often Shalar, featured on page 123) regularly take these risks, knowing that reinforcements are never far away.

Rock hoppers typically keep working until they're literally falling apart, mining millions of cubic feet of rock during their long lifetimes. Their famously durable dwarven engineering lends them to affordable repair and modification, and rock hoppers retired from service make reliable first or second vessels for adventurers setting out into the galaxy to make a name for themselves.



OPULOS OPULENCE

TIER 5

Small shuttle

Speed 12; **Maneuverability** perfect (turn 0); **Drift** 3

AC 21; **TL** 20

HP 40; **DT** —; **CT** 8

Shields light 60 (forward 15, port 15, starboard 15, aft 15)

Attack (Forward) light particle beam (3d6; 10 hexes)

Attack (Turret) laser net (2d6; 5 hexes)

Power Core Arcus Heavy (130 PCU); **Drift Engine** Signal

Major; **Systems** budget short-range sensors, crew quarters (luxurious), extra weapon mount (turret), mk 5 armor, mk 5 defenses, mk 3 trinode computer; **Expansion Bays** cargo hold, guest quarters (luxurious), recreation suite (HAC)

Modifiers +3 to any 3 checks per round, +1 Piloting;

Complement 4 (minimum 1, maximum 4)

CREW

Captain Computers +11 (5 ranks), Diplomacy +11 (5 ranks), Engineering +11 (5 ranks), gunnery +10 (5th level), Piloting +12 (5 ranks)

Engineer Computers +11 (5 ranks), Engineering +11 (5 ranks)

Gunner gunnery +10 (5th level)

Pilot gunnery +10 (5th level), Piloting +17 (5 ranks)

The Opulence is a bespoke luxury vessel manufactured by the Opulos corporation. Most citizens of the Pact Worlds can recite the annoying but catchy “Opulos means opulence” advertising campaign by heart, though few can afford the product. Opulence yachts are marketed as playthings of the glitterati—wealthy dilettantes, celebrities, CEOs, and government officials who need to travel frequently and in style.

The Opulence oozes extravagance, from its hand-woven carpeting and gold safety railings to its ostentatious passenger suite, which combines a spacious bed chamber and private

jacuzzi with a personal reception area. The spacious central lounge provides ample entertainment space, which owners can convert to a swimming pool, dance floor, brutaris court, theatrical stage, recording studio, or another use to suit their specific needs. Upon purchase, each Opulence owner customizes the furnishings to their own rarefied taste, and many make the starships their personal homes. Few can blame them, as a fully outfitted Opulence yacht is more comfortable than most luxury hotels—and often as expensive as a small mansion. Even the crew quarters are richly appointed with hardwood floors, four-poster beds, and gilt accoutrements.

Looks aren’t everything, however, and the Opulence boasts multiple cutting-edge features designed for function as well as fashion. Its computer and defensive systems receive frequent updates from Opulos that constantly improve their security, but frustratingly require hours to properly install. Though the Opulence isn’t designed for combat, its weapons and armor protect its passengers from casual raiders. The only real shortcoming is the ship’s underwhelming sensor system, but there is a lucrative aftermarket for Opulence upgrade services, and many owners choose to upgrade the sensors and hire a captain with the training required to operate the new equipment.

As a status symbol, the Opulence is a frequent target of theft. Law enforcement impound yards are full of stolen Opulences confiscated from minor criminals brought in on unrelated charges. For a time, Opulence “recycling centers”—secret hangars where mechanics scrubbed stolen Opulence shuttles of their identifying marks and repainted them for black-market resale—were a popular criminal trend on Verces. After a few high-profile busts, most of these enterprises shut down or fled to the Diaspora, where they now command a higher price for their services.



UC LIBRAMA

TIER 5

Small biomechanical^{PW} shuttle

Speed 8; **Maneuverability** perfect (turn 0); **Drift** 3

AC 20; **TL** 21

HP 40; **DT** —; **CT** 8

Shields light 50 (forward 15, port 10, starboard 10, aft 15)

Attack (Forward) light spore torpedo launcher^{PW} (3d6; 10 hexes)

Attack (Aft) flak thrower (3d4; 5 hexes)

Power Core Arcus Ultra (150 PCU); **Drift Engine** Signal Major;

Systems advanced long-range sensors, crew quarters (good), extra light weapon mount (aft), mk 4 armor, mk 5 defenses, mk 2 tetranode computer, security (anti-hacking systems, biometric locks); **Expansion Bays** hydroponic garden^{PW}, science lab (general)

Modifiers +2 to any 4 checks per round, +4 Computers (sensors only), +2 Piloting; **Complement** 3 (minimum 1, maximum 4)

CREW

Captain Bluff +11 (5 ranks), Diplomacy +16 (5 ranks), gunnery +10 (5th level), Piloting +13 (5 ranks)

Engineer Engineering +11 (5 ranks)

Science Officer Computers +16 (5 ranks)

Designed for preliminary exploration and long-range analysis of new and distant planets and civilizations, the Librama, a biomechanical starship model (*Starfinder Pact Worlds* 152) created by the Unified Conservatory (page 67), serves as a scouting vessel that pushes against the boundaries of known space. With the aim of conducting experiments, analyzing results, and offering a full report of its findings as quickly as possible, Librama ships are as self-sufficient as possible, in part to keep Xenowardens far ahead of those who might exploit the

Librama's new discoveries. Indeed, large resource-extraction corporations and other parties interested in tapping into the wealth of unknown worlds often dispatch their own craft to shadow Librama ships, just as reckless Starfinder Society crews occasionally lurk nearby to study whatever planets Xenowardens uncover—both risky maneuvers that have sparked numerous clashes deep in the Vast.

Except when protecting these unstudied worlds from exploitative colonists, those who captain and crew Librama vessels train to avoid the rare confrontations that might threaten them while exploring the deepest reaches of space. In conflict, they generally aim to incapacitate an attacker with their spore torpedoes, retreat, and—as a last resort—request assistance from the Greenguards or Wildknights, prioritizing keeping their onboard research and samples as safe as possible.

The onboard science labs are often retrofitted to suit specific long-term missions, sometimes being replaced with sealed environment chambers to preserve samples or even guest quarters if they anticipate meeting a new civilization.

Ironically, the most zealous Xenowardens rarely realize that they're often perpetuating the exact sort of exploitation they want to prevent when they capture samples of whatever native flora and fauna they deem necessary. Yet the specimens taken and cultivated for further study are often critical in developing natural cures, as well as in promoting an ecologically conscientious galaxy. Further, the peoples who accompany Librama crews on return trips to the Pact Worlds regularly serve as representatives of their cultures, giving a face to what might otherwise simply be seen as an asset to be mined hollow. As the vanguard of Xenowarden exploration with an eye toward conservation, Librama ships are the pride of the Unified Conservatory and a symbol of its ongoing mission.



DASHADZ WAYFARER

TIER 6

Medium explorer

Speed 8; **Maneuverability** good (turn 1); **Drift** 1

AC 21; **TL** 21

HP 65; **DT** —; **CT** 13

Shields light 80 (forward 20, port 20, starboard 20, aft 20)

Attack (Forward) light plasma cannon (2d12; 5 hexes)

Attack (Port) light laser cannon (2d4; 5 hexes)

Attack (Starboard) garbage ejection system* (1d6; 5 hexes)

Attack (Aft) mini-nuke mines* (5d8; 10 hexes)

Attack (Turret) coilgun (4d4; 20 hexes)

Power Core Pulse Red (175 PCU); **Drift Engine** Signal Basic;

Systems budget medium-range sensors, crew quarters (common), extra light weapon mount (aft), mk 5 armor, mk 6 defenses, mk 3 duonode computer, security (antipersonnel weapon [advanced rail gun]); **Expansion Bays** cargo hold, escape pods, medical bay, passenger seating

Modifiers +3 to any 2 checks per round, +1 Piloting;

Complement 5 (minimum 1, maximum 6)

CREW

Captain Bluff +13 (6 ranks), Diplomacy +13 (6 ranks), gunnery +11 (6th level), Intimidate +13 (6 ranks), Perception +13 (6 ranks), Piloting +14 (6 ranks)

Engineer Engineering +13 (6 ranks)

Gunner gunnery +11 (6th level)

Pilot Piloting +19 (6 ranks)

Science Officer Computers +13 (6 ranks)

The Dashadz Wayfarer is an attempt to bridge the gap between military and civilian ships within the Veskarium. Based on schematics for a military transport vessel designed prior to the Pact Worlds-Veskarium alliance, this highly mobile craft is primarily utilized for transporting both goods and

passengers across short distances. Though the Wayfarer lacks firepower by typical vesk standards, it's been a hit with many solo explorers who prize the ship's defensive capabilities and speed. As one of the first vesk-made vessels in widespread use in the Pact Worlds following the peace, the subsequent seven generations of Wayfarer have become emblematic of "safe" Veskarium ships in the eyes of their former foes. A few enterprising vesk and ijtikri tour guides operate profitable businesses out of their Wayfarers, offering affordable and scenic interplanetary tours of the Veskarium to Pact Worlds sightseers—though these jaunts are notorious for encountering trouble thanks to their pilots' fearless stunts.

The Wayfarer has unique quirks that endear it to enthusiasts while providing skeptics with plenty of ammunition for criticism. Originally a design flaw exacerbated by inconsistent construction, the gen-2 Wayfarer's garbage ejection unit (page 18) doesn't just eliminate waste; it violently blasts compacted cubes of detritus into space behind the starship. Early on, the company struggled to combat the barrage of jokes about the hair-trigger feature. However, by the third-generation model, Dashadz had embraced the ejection system, acknowledging it in still-popular advertisements that encouraged buyers' mischievous sides—especially because it plays to vesk beliefs that anything can be a weapon.

Hinged, removable bucket seats built into the Wayfarer's expansion bays make the craft ideal for passenger transport, though smugglers sometimes use them to disguise secret compartments. While Dashadz insists the inclusion of makeshift hideaway compartments wasn't intentional, Pact Worlds outlaws often purchase Wayfarers for this feature. Surprisingly, other Veskarium manufacturers have begun to incorporate Dashadz's innovations into their own ship designs.



IDARAN THUNDERBOLT

TIER 6

Small shuttle

Speed 12; **Maneuverability** perfect (turn 0); **Drift** 1

AC 24; **TL** 25

HP 40; **DT** —; **CT** 8

Shields medium 200 (forward 80, port 40, starboard 40, aft 40)

Attack (Forward) decorative ramming prow* (2d4; 1 hex)

Attack (Turret) laser net (2d6; 5 hexes)

Power Core Pulse Red (175 PCU); **Drift Engine** Signal Basic;

Systems advanced medium-range sensors, crew quarters (common), extra weapon mount (turret), mk 7 armor, mk 9 defenses, mk 1 trinode computer, security (antipersonnel weapon [static shock caster]); **Expansion Bays** breaching pod*, combat training facility* (specialized), passenger seating

Modifiers +1 to any 3 checks per round, +4 Computers (sensors only), +1 Piloting; **Complement** 4 (minimum 1, maximum 4)

CREW

Captain Bluff +13 (6 ranks), Computers +13 (6 ranks), Diplomacy +13 (6 ranks), Engineering +13 (6 ranks), gunnery +11 (6th level), Piloting +13 (6 ranks)

Engineer Computers +13 (6 ranks), Engineering +18 (6 ranks)

Gunner gunnery +11 (6th level)

Pilot gunnery +11 (6th level), Piloting +19 (6 ranks)

Kasathas have long revered melee techniques over all other forms of combat, and the Thunderbolt not only enables kasathas to engage enemies hand-to-hand, but also allows them to neutralize other vessels without inflicting significant hull damage. This swift, heavily armored shuttle boasts precise sensors for pinpointing weak spots in other starships' shields and defenses, which the Thunderbolt's reinforced prow can

punch a hole through large enough that its complement of 16 warriors can board and overpower the enemy crew. When dealing with especially maneuverable foes, the starship can instead launch breaching pods to deliver its soldiers across vast distances. Even after deploying its warriors, the starship's crew often continues to ram and harass enemies, retreating only once the starship's shields are nearly depleted.

Though it was originally developed by the Doyenate as a conveyance vessel for skilled kasathan fighters, the Thunderbolt also appeals to other factions and species in need of a specialty assault craft. Many in the Veskarium's military admire the model, having affectionately nicknamed it the "Fist of Damoritosh" for the carnage it inflicts; retired vesk soldiers often buy aftermarket Thunderbolts, eager to pilot these bold starships for that reputation alone. According to rumors, the High Despots recently opened negotiations with the Doyenate to commission their own personalized fleet of Thunderbolts. Such arms deals are notoriously intricate and often move at a glacial pace, but if the Doyenate accepts the bid, the resulting arms deal could represent a major change in the Near Space fiscal-political climate; as commercialization of their creations increases, Idari Crucible Works could rise as a premier military starship manufacturer in the coming decades.

Several judiciary and governmental organizations, including the Stewards, are concerned that this development could undermine their authority, unwittingly provoke military aggression within the Pact Worlds, or embolden the Veskarium to launch even more attacks on Near Space worlds. Likewise, some Veskarium manufacturers have taken offense to the High Despots commissioning vessels from non-vesk shipyards, and the otherwise respectful kasatha-vesk relations continue to suffer as the manufacturers work to out-maneuver one another.



IDARAN PEREGRINASI

TIER 7

Medium transport

Speed 10; **Maneuverability** average (turn 2); **Drift** 2

AC 22; **TL** 19

HP 85; **DT** —; **CT** 17

Shields medium 140 (forward 40, port 30, starboard 30, aft 40)

Attack (Forward) heavy plasma torpedo launcher (5d10; 20 hexes), light particle beam (3d6; 10 hexes)

Attack (Aft) gyrolaser (1d8; 5 hexes)

Attack (Turret) laser net (2d6; 5 hexes), light particle beam (3d6; 10 hexes)

Power Core Pulse Blue (200 PCU); **Drift Engine** Signal Booster; **Systems** basic medium-range sensors, crew quarters (good), mk 5 armor, mk 3 defenses, mk 2 duonode computer; **Expansion Bays** combat training facility* (basic), medical bay, recreation suite (HAC), surveying sensors, tech workshop

Modifiers +2 to any 2 checks per round, +2 Computers (sensors only); **Complement** 6 (minimum 1, maximum 6)

CREW

Captain Bluff +14 (7 ranks), Computers +14 (7 ranks), Diplomacy +19 (7 ranks), Engineering +14 (7 ranks), gunnery +12 (7th level), Piloting +14 (7 ranks)

Engineer Computers +14 (7 ranks), Engineering +14 (7 ranks)

Gunners (2) gunnery +12 (7th level)

Pilot Piloting +14 (7 ranks)

Science Officer Computers +19 (7 ranks), Life Science +14 (7 ranks), Physical Science +14 (7 ranks)

When kasatha sojourners finally reached Akiton, they found the planet they hoped to settle already inhabited by technologically advanced species. While many chose to integrate into Akiton's society and the nascent Pact Worlds at large, a minority faction

advocated for the *Idari* to power back up and continue searching for a new, uncontested home world. Although this group failed to convince the ruling Doyenate to start the *Idari* on a new journey, the Doyenate saw the wisdom in continuing the search and commissioned a fleet of speedy transport starships suited for exploration and small-scale colonization.

Inspired by an ancient kasathan design, a Peregrinasi has a sleek exterior that sports sweeping fins for in-atmosphere flight, plus a rounded belly designed for water landings and concealed landing gear for terrestrial touchdowns. The starship's interior combines clean curves and spacious living quarters, plus numerous common areas and amenities to maintain crew morale during long journeys. Those journeys have become shorter and shorter as kasathan designers have incorporated ever-better Drift engines into their designs. Older Peregrinasi models often used a mere Drift Basic engine and instead invested their limited resources into stronger shields to weather the myriad threats of the Vast.

The Peregrinasi's far-flung travels have endeared it to many travelers, and since 297 AG, Idari Crucible Works has sold the starships to non-kasatha explorers and merchants. With ample defensive features and specialized expansion bays, the Peregrinasi is also the favored vessel for any young kasathas embarking on their Tempering journeys. Most kasathan crews keep a position open to accommodate one of these adolescents, ensuring a smooth transmission of kasathan culture, wisdom, and solidarity from adults to youths. Those kasathan youths who are part of a tight-knit cohort might even secure a Peregrinasi of their own; these crews often only have a few ranks in each skill, making them a lesser challenge for anyone callous enough to attack the young adults. But word travels fast, and such predators often draw swift retaliation.



TERMINATOR SLINGSHOT

TIER 7

Large heavy freighter

Speed 10; **Maneuverability** average (turn 2); **Drift** 2

AC 19; **TL** 19

HP 140; **DT** —; **CT** 28

Shields light 100 (forward 30, port 20, starboard 20, aft 30)

Attack (Forward) gravity well generator* (special; 5 hexes)

Attack (Port) laser net (2d6; 5 hexes)

Attack (Starboard) laser net (2d6; 5 hexes)

Power Core Pulse Orange (250 PCU); **Drift Engine** Signal

Booster; **Systems** budget short-range sensors, crew quarters (luxurious), mk 3 armor, mk 3 defenses, mk 1 trinode computer; **Expansion Bays** cargo holds (5), smuggler compartments (2), thrusters primer*

Modifiers +1 to any 3 checks per round; **Complement** 7 (minimum 6, maximum 20)

CREW

Captain Computers +14 (7 ranks), Engineering +14 (7 ranks), gunnery +12 (7th level), Intimidate +19 (7 ranks), Piloting +14 (7 ranks)

Engineers (2) Engineering +14 (7 ranks)

Gunners gunnery +12 (7th level)

Pilot Piloting +19 (7 ranks)

Science Officers (2) Computers +14 (7 ranks)

Like many Vercite ships, the Slingshot is notable for its combination of speed and luxury, despite being designed for hauling freight rather than transporting elite clientele. For seasoned personnel, serving aboard a Slingshot—where every crew member has their own stateroom with a full-sized bed and a bathroom with a private shower—may be the most comfortable job they've ever had. In addition to these comforts, the Slingshot is famed for its flight performance.

Thruster upgrades enable these starships to accelerate from a dead stop to maximum speed in seconds. Cautious merchants love this feature almost as much as the smugglers and pirates who delight in repurposing these vessels for ambushes do.

Over the last few years, the Slingshot has become the blockade runner of choice for Free Captains and other outlaws with a sense of style. These captains know better than to engage in a stand-up fight with a starship intended for the civilian market, and the Slingshot's defensive weapons are designed to thwart or delay intercepting starships. The Stewards and other law enforcement agencies both hate and grudgingly respect the Slingshot as one of the most frustrating vessels to chase.

Terminator embraced its unusual customer base with a slick advertising campaign that capitalized on the romance associated with space pirates while simultaneously condemning the use of their starships for illicit activities. The latest factory customization options for the Slingshot include paint jobs and interior decor themes that mimic styles popularized by infamous blockade runners in the Pact Worlds—a practice that sometimes results in cases of mistaken identity. Recently, members of a Prelurian Patrol intercepted a Slingshot matching the description of the vessel flown by notorious Free Captain Grazjva the Green, only to find the ship piloted by a middle-aged verthani accountant carrying no illicit cargo aside from a few grams of hyperleaf.

Stock Slingshots have an impressive 175-ton cargo capacity, though many outlaws sacrifice up to 30 tons of cargo space to install dual shielded smuggler compartments. Some smuggler captains prefer to swap out the Slingshot's default weapons for livelier munitions, but nearly all Slingshot owners enjoy tricking out their vessels with customizable cosmetic options.



ATECH RESOLUTE

TIER 8

Large heavy freighter

Speed 8; Maneuverability average (turn 2); **Drift 1**

AC 21; TL 21

HP 160; DT —; CT 32

Shields medium 120 (forward 30, port 30, starboard 30, aft 30)

Attack (Forward) heavy laser cannon (4d8; 10 hexes)

Attack (Port) light particle beam (3d6; 10 hexes)

Attack (Starboard) light particle beam (3d6; 10 hexes)

Attack (Aft) flak thrower (3d4; 5 hexes)

Attack (Turret) light plasma torpedo launcher (3d8; 20 hexes)

Power Core Pulse Orange (250 PCU); **Drift Engine** Signal

Basic; **Systems** basic medium-range sensors, crew quarters (common), fortified hull (steel composite), mk 4 armor, mk 4 defenses, mk 2 duonode computer; **Expansion Bays** cargo holds (6), escape pods, medical bay

Modifiers +2 to any two checks per round, +2 Computers (sensors only); **Complement 19** (minimum 6, maximum 20)

CREW

Captain Bluff +16 (8 ranks), Diplomacy +16 (8 ranks), gunnery +14 (8 level), Intimidate +16 (8 ranks), Piloting +16 (8 ranks)

Engineer (1 officer, 6 crew) Engineering +21 (8 ranks)

Gunners (2 officers, 2 crew each) gunnery +14 (8th level)

Pilot (1 officer, 3 crew) Piloting +16 (8 ranks)

Science Officer Computers +16 (8 ranks)

The ATech Resolute is a simple, sturdy ship with a bold personality and a beloved subculture. AbadarCorp first commissioned the Resolute over a century ago to meet its growing need for a deep space freighter that didn't need an escort. An especially troubling surge in piracy had made the conglomerate's colonial ambitions far too costly not to take more direct action. The answer came in the form of this blocky, golden

hulk that, no matter how hard it was battered, wouldn't give up the fight. To some customers' chagrin, the same durability makes the factory-installed amenities difficult to upgrade; while the austere interior plastics are undeniably hardy, their most polite critics often describe them as "discouragingly industrial."

After AbadarCorp had built up a substantial fleet of Resolute vessels, the model became available to other companies and individuals, quickly gaining a reputation for its stellar reliability. Notable and varied operations like the Aspis Consortium, the Knights of Golarion, and the Golden League regularly employ the Resolute, not only representing a considerable fraction of the starship's sales but also advertising the design's reliability to independent pilots. Ironically, the Free Captains have also gained respect for the ships after battling them through the years, and have managed to commandeer a few more Resolutes than ATech would prefer. AbadarCorp occasionally posts bounties for these rogue starships, paying a reward based on the condition of a returned ship—less for proper documentation of its destruction.

While the prolific AbadarCorp-owned fleet of Resolutes sports extensive golden filigree, independently owned ships are also richly decorated. In fact, the ships' long lifespan and beloved reliability have endeared them to many, and it's become a tradition for private owners to adorn their ships with baubles and paint them with bright, vibrant, and unique designs. It's not uncommon for a Resolute to outlive its original owner and end up passed from generation to generation of budding entrepreneurs, with each new owner adding their own flair to the vibrant mess. AbadarCorp encourages this tradition by hosting various modding pageants as a low-cost way to protect its own visual brand, ensuring that its gold-hued vessels are distinctive as company property.



SOV-EL KORINATH

TIER 8

Small light freighter

Speed 10; **Maneuverability** good (turn 1); **Drift** 2

AC 25; **TL** 25

HP 60; **DT** —; **CT** 12

Shields medium 200 (forward 50, port 50, starboard 50, aft 50)

Attack (Forward) linked tactical nuclear missile launchers (10d8; 20 hexes)

Attack (Port) linked gyrolasers (2d8; 5 hexes)

Attack (Starboard) linked gyrolasers (2d8; 5 hexes)

Attack (Turret) light particle beam (3d6; 10 hexes)

Power Pulse Orange (250 PCU); **Drift Engine** Signal Booster;

Systems advanced medium-range sensors, crew quarters (good), mk 6 armor, mk 7 defenses, mk 2 duonode computer, security (2 anti-hacking systems); **Expansion Bays** arcane laboratory, cargo hold, hydroponic garden^{PW}

Modifiers +2 to any two checks per round, +4 Computers (sensors only), +1 Piloting; **Complement** 6 (minimum 1, maximum 6)

CREW

Captain Bluff +16 (8 ranks), Diplomacy +16 (8 ranks), Intimidate +21 (8 ranks), Piloting +17 (8 ranks)

Engineer Engineering +16 (8 ranks)

Gunners (2) gunnery +14 (8th level)

Pilot Piloting +17 (8 ranks)

Science Officer Computers +16 (8 ranks)

During the Gap, elves suffered a great betrayal whose details they cannot recall yet whose pain they cannot forget. Yet even as this betrayal drove them to sequester themselves on Castrovel, the call of space travel still beckoned. Sov-El is the best known of the few homegrown elven shipyards, building starships that can defend their elven crews and passengers

from further harm while providing them with independence and access to galactic markets and knowledge.

The Korinath is among the most common elven starships. True to classic elven design, the Korinath is a sleek and solid freighter that suffers no interference as it transports goods and passengers on lengthy voyages. The starship's amenities are suited for isolation, with arcane facilities in which the crew can study and experiment on magical anomalies they find, plus robust hydroponic gardens that sustain the crew without any need for outside provisions.

For non-elves, Korinaths are a rare sight. Nobody else knows what these vehicles transfer back and forth, spawning countless rumors that they're transporting ancient artifacts, priceless treasures, secret technologies, or even wilder cargo. These tales spur the unwise to waylay Korinaths, in most cases resulting in the would-be pirates' demise but exacerbating elven traumas and insular tendencies. The conflicts rarely last long, as Korinaths command extraordinary firepower for vessels of their size, and their gunners usually show little hesitation before responding to strangers with overwhelming force.

The greatest concentration of Korinaths beyond Castrovel was recently spotted in the nine-world Helfen-Thel system (*Starfinder Near Space* 84). It may be that elves find ready customers for their techno-magical goods among the indigenous maggedli, though some speculate that they're instead drawn to the local gateway and portal technologies, which are reminiscent of elves' own *aiudara* (*Pact Worlds* 29). Drow of House Arabani have spied on these transactions, prompting Castrovel's elves to become even more suspicious and defensive. Each month brings more reports of altercations with Korinath crews, and Pact Worlds officials have dispatched numerous teams to put a stop to these skirmishes.



DEATH'S HEAD CHARON

TIER 9

Large heavy freighter

Speed 8; **Maneuverability** average (turn 2); **Drift** 2

AC 23; **TL** 25

HP 160; **DT** —; **CT** 32

Shields medium 120 (forward 30, port 30, starboard 30, aft 30)

Attack (Forward) particle beam (8d6; 20 hexes), *shadow bolt projector** (1d10; 10 hexes)

Attack (Aft) coilgun (4d4; 20 hexes)

Attack (Turret) laser net (2d6; 5 hexes)

Power Core Pulse Orange (250 PCU); **Drift Engine** Signal

Booster; **Systems** basic long-range sensors, crew quarters (common), mk 5 armor, mk 8 defenses, mk 2 trinode computer, security (computer countermeasures [mk 2 shock grid]); **Expansion Bays** cargo holds (4), sealed environment compartments (2), smuggler's compartments (2)

Modifiers +2 to any three checks per round, +2 Computers (sensors only); **Complement** 15 (minimum 6, maximum 20)

CREW

Captain Bluff +22 (9 ranks), Diplomacy +17 (9 ranks), gunnery +15 (9th level), Intimidate +17 (9 ranks), Piloting +17 (9 ranks)

Engineer (1 officer, 2 crew) Engineering +17 (9 ranks)

Gunners (2 officers, 2 crew each) gunnery +15 (9th level)

Pilot Piloting +17 (9 ranks)

Science Officer (1 officer, 3 crew) Computers +17 (9 ranks)

Though Death's Head is better known for its small-frame vessels, the Charon is a notable exception. For the company, the model's production history is second only to the Necroglider, dating back to the Silent War between the Pact Worlds and the Veskarium. The model earned a dark reputation during this time for being a "corpse-hauler," as less-than-scrupulous

merchants used the Charon to transport wartime casualties back to Eox for reanimation—especially vesk cadavers, for which the bone sages paid handsomely.

This practice ended abruptly with the Pact Worlds-Veskarium truce, yet the Charon's wartime reputation survives. The Vesk never forgot about the starships, or the associated defilement of their fallen soldiers. Popular myth tells of predatory bone ships that descend upon civilian vessels to kill and abduct prey. In the age of legal cadaver markets, the idea of corpse peddlers attacking noncombatants is fanciful at best. Nevertheless, Charon vessels are regularly subject to "random inspections" by port authorities, especially in the Veskarium. The bone sages stress that no major incidents of illicit corpse smuggling have occurred for several decades, but more than one freight crew has been detained for missing documentation that legitimizes the origin of its cargo. Whether these were honest clerical oversights or attempts to skirt intergalactic law has been unclear.

The Death's Head Charon has the long silhouette of the riverboats of old, but with bony flanges reminiscent of a spinal column. These skeletal ships embark on long, silent voyages into the deep reaches of space, drifting from port to port seeking profit and potentially illicit cargo. Their expansive cargo holds make them popular with Eoxian merchant fleets, though this space comes at the cost of crew comforts—most infamously, cramped crew cabins and virtually nonexistent kitchen facilities. The issue is immaterial for undead crews, however. Environmentally sealed chambers are the only parts of the starship with consistent life support, to allow live cargo and other sensitive merchandise to survive transport. Despite their fleshmongering reputation, the starships commonly transport all manner of goods.



SANJAVAL REDSUN

TIER 9

Large heavy freighter

Speed 6; **Maneuverability** average (turn 2); **Drift** 2

AC 23; **TL** 22

HP 160; **DT** —; **CT** 32

Shields medium 100 (forward 25, port 25, starboard 25, aft 25)

Attack (Forward) gravity gun (6d6, 10 hexes, tractor beam),
linked coilguns (8d4, 20 hexes)

Attack (Port) heavy laser net (5d6, 5 hexes)

Attack (Starboard) heavy laser net (5d6, 5 hexes)

Attack (Aft) flak thrower (3d4, 5 hexes)

Power Core Pulse Orange (250 PCU); **Drift Engine** Signal

Booster; **Systems** crew quarters (common), extra light
weapon mount (aft), mk 5 armor, mk 5 defenses, mk 1
mononode computer, security (biometric locks); **Expansion**

Bays cargo holds (6), smuggler compartment, tech workshop

Modifiers +1 any one check per round, +1 Piloting; **Complement**
12 (minimum 6, maximum 20)

CREW

Captain Computers +22 (9 ranks), Engineering +22 (9 ranks),
gunnery +15 (9th level), Piloting +18 (9 ranks)

Engineers (4) Engineering +22 (9 ranks)

Gunners (4) gunnery +15 (9th level)

Pilots (2) Piloting +18 (9 ranks)

Science Officer Computers +17 (9 ranks)

The Sanjaval Spaceflight Systems Redsun-class trader is a study in opportunity costs. On one hand, the heavy freighter contains six expansive cargo holds with removable bulkheads, allowing crews to combine the individual holds into one contiguous, cavernous cargo bay. On the other hand, all of the Redsun's primary systems, living quarters, and weapons are packed into what little space is left over, making for very cramped living

conditions for its crew members. Although it is broad, slow, and ungainly in space, the Redsun makes up for its ponderous performance on long hauls, as its powerful Drift engine cuts typical travel times in half. This speed, along with its prodigious cargo capacity, helps the Redsun stand out from its competitors; as such, it is a favored vessel among independent merchants throughout the Pact Worlds and beyond.

The Redsun has proven especially popular with ysoki salvagers and scrappers, who like the freighter's cargo-hauling capabilities and are undeterred by its confined living spaces. In fact, the crew decks on many ysoki-operated Redsuns often become narrow, winding warrens of junk, scrap, and spare parts—more akin to what one would expect to find in the junkyards of Akiton than on a Drift-capable freighter. While the Redsun was not specifically created for the ysoki market, a popular urban legend shared among ysoki crews holds that a ysoki engineer modified the ship's plans in its final design stages, adding features that would appeal to the diminutive species. Regardless of Sanjaval's original intent for the Redsun, it sells more of them to ysoki than to any other species, and their popularity in that sector has helped keep the design in production long past expectations.

Ysoki-crewed Redsuns often operate on the fringes of the law, sometimes engaging in smuggling, blockade running, or trafficking in illicit or forbidden goods. The Redsun was not designed as a combat vessel, but it is capable of defending itself against minor attacks from pirates, raiders, or law enforcement. Some joke that the standard complement of point-defense weapons speaks to some long-retired engineer's paranoia or a design artist's desire to preserve and illuminate their work: when a Redsun is threatened, the light show of its laser nets and showers of reflective flak causes the ship to practically glow.



BREVAK VERMELANCE

TIER 10

Large vermelith^{AA2}

Speed 8; **Maneuverability** average (turn 2); **Drift** 2

AC 26; **TL** 25

HP 170; **DT** —; **CT** 34

Shields medium 100 (forward 20, port 30, starboard 30, aft 20)

Attack (Forward) light torpedo launcher (2d8; 20 hexes), railgun (8d4; 20 hexes)

Attack (Port) light particle beam (3d6; 10 hexes)

Attack (Starboard) light particle beam (3d6; 10 hexes)

Attack (Aft) coilgun (4d4; 20 hexes)

Attack (Turret) light plasma cannon (2d12; 5 hexes)

Power Core Pulse Orange (250 PCU); **Drift Engine** Signal Booster; **Systems** basic mid-range sensors, crew quarters (good), mk 7 armor, mk 7 defenses, mk 2 tetranode computer; **Expansion Bays** cargo holds (3), guest quarters (luxurious), launch tube^{PW}, tech workshop

Modifiers +2 to any 4 checks per round, +2 Computers (sensors only); **Complement** 20 (minimum 6, maximum 20)

CREW

Captain (1 officer, 2 crew) Diplomacy +19 (10 ranks), gunnery +15 (10th level), Intimidate +24 (10 ranks), Piloting +19 (10 ranks)

Engineer (1 officer, 4 crew) Engineering +24 (10 ranks)

Gunners (4) gunnery +15 (10th level)

Pilot (1 officer, 4 crew) Piloting +24 (10 ranks)

Science Officer (1 officer, 2 crew) Computers +19 (10 ranks)

SPECIAL ABILITIES

Articulated Spine (Ex) The DC of barrel roll, evade, and flip and burn Piloting stunts is reduced by 3.

Extreme Resistance (Ex) The effects of EMP weapons are halved against a Vermelance. The Vermelance has a +1 bonus to its AC against direct fire weapons that use gravity and a +1 bonus to Piloting checks attempted due to gravity effects.

Originally constructed and employed by Apostae's House Brevak to operate as both a show ship and mobile arms-dealing platform, the formidable Vermelance is now a staple in the cutthroat world of drow business. These ships are made from the repurposed corpses of vermeliths—massive, rock-eating, silicon-based space worms—slain by Apostae outriders near the Diaspora. Inspired by the disconcerting effects its appearance has on potential enemies, drow traders emphasize the Vermelance's intimidation factor as part of their business strategy; if the mere sight of the starship throws potential partners or rivals off their game, negotiations might sway in the owners' favor.

Of course, many species in the galaxy are not so easily intimidated, so House Brevak is happy to treat dignitaries and potential buyers to firsthand demonstrations of the ship's combat prowess and maneuverability during which they can also enjoy the ship's lavishly appointed accommodations. While the Vermelance often serves as a show ship, it possesses genuine lethality, darting through space with impossibly agile twists and turns. Drow technicians enhance the naturally articulated body of the Vermelance with electromechanical rigging, enabling a well-coordinated team of pilots to bend and twist different portions of the once-living ship in elusive and dazzling combat maneuvers. Even so, some Vermelances demonstrate residual willfulness and minor glitches, as though the deceased creature were trying to regain consciousness and reclaim control of its corpse.

Training crews of pilots to synchronize their movements across a single ship isn't without its hazards. Rumors abound of a Vermelance that tore itself apart when its operators' actions fell out of sync, but this might be a warning to spook pilot trainees, an outright lie spread by envious industry competitors, or a tall tale among would-be thieves.



DASHADZ GRIFFON

TIER 10

Large heavy freighter

Speed 8; **Maneuverability** average (turn 2); **Drift** 3

AC 23; **TL** 25

HP 160; **DT** —; **CT** 32

Shields medium 140 (forward 40, port 30, starboard 30, aft 40)

Attack (Forward) heavy hacksaw arm* (10d6; 1 hex), light ship tether* (2d6; 1 hex)

Attack (Port) light particle beam (3d6; 10 hexes)

Attack (Starboard) light particle beam (3d6; 10 hexes)

Attack (Aft) vortex mouth mines* (7d12; 3 mines)

Power Core Pulse Orange (250 PCU); **Drift Engine** Signal

Major; **Systems** basic medium-range sensors, crew quarters (common), mk 4 armor, mk 6 defenses, mk 2 trinode computer, security (anti-hacking systems, antipersonnel weapon [frit-class blaze rifle]); **Expansion Bays** brig^{PW}, cargo holds (3), escape pods (2), smuggler compartment, tech workshop

Modifiers +2 to any three checks per round, +2 Computers (sensors only); **Complement** 12 (minimum 6, maximum 20)

CREW

Captain Bluff +24 (10 ranks), Diplomacy +19 (10 ranks), gunnery +15 (10th level), Intimidate +19 (10 ranks), Piloting +19 (10 ranks)

Engineer (1 officer, 3 crew) Engineering +19 (10 ranks)

Gunners (2) gunnery +15 (10th level)

Pilot Piloting +19 (10 ranks)

Science Officer (2 officers, 1 crew each) Computers +19 (10 ranks)

The Griffon's reputation almost always precedes it. Modeled off the antiquated Blue Crow produced by the Norikama Syndicate to recover battle scrap to recycle into the company's own starship frames, Dashadz Industries modeled the Griffon

to vastly expand the Blue Crow's frame and supercharge its recovery tools, most infamously adding a rotating saw as much as 30 feet in diameter for breaking apart hulls and disarticulating weapon arrays. The utilitarian starship resonated less with the Veskarium's military and more with freelance wreckers, and the Griffon—often derisively referred to as the “Vulture”—swiftly became synonymous with ruthless pirates, unscrupulous captains, and hungry crews all too eager to pick over starship carcasses.

In reality, most Griffon crews are simply independent salvage operators surviving in an often-cutthroat business with notoriously high turnover rates. Though the Griffon's storage is substantial, most starships are still too large for one wrecker to haul off on their own; most salvagers call in backup from nearby Griffon owners after finding a huge derelict vessel. In good times, this maintains a healthy professional network, warm camaraderie, and healthy rivalry. But when salvage is lean, many crews are quick to misdirect their competitors, attack them outright, or worst of all, lay mines near viable salvage to disable any other vessels that come to investigate the wreckage. These grim circumstances often see the secondary market flooded with Griffon components, many of them suspiciously looking like they were torn from their former owners with prejudice.

Captains who can consistently turn a profit can sustain a Griffon for decades, and it's traditional to begin decorating the hull after a year of continuous operation. Artists specializing in these particular hull designs often float between crews or frequent stations and contractor union hubs, doing work on commission for crews and captains that have earned their ink. Some ships even pass through the hands of multiple captains with the crew mostly intact, creating a legacy on the hull that can be seen and read by those that know how.



BMC DMOLANGARI

TIER 11

Huge bulk freighter

Speed 10; **Maneuverability** poor (turn 3); **Drift** 1

AC 25; **TL** 26

HP 200; **DT** 5; **CT** 40

Shields heavy 280 (forward 70, port 70, starboard 70, aft 70)

Attack (Forward) supermaser (2d8×10; 20 hexes)

Attack (Aft) gravity gun (6d6; 10 hexes)

Attack (Turret) light plasma torpedo launcher (3d8; 20 hexes),
light torpedo launcher (2d8; 20 hexes)

Power Core Nova Heavy (2; 400 PCU); **Drift Engine** Signal
Basic; **Systems** budget short-range sensors, crew quarters
(common), mk 6 armor, mk 8 defenses, mk 2 duonode
computer; **Expansion Bays** cargo holds (6), shuttle bay, tech
workshops (2)

Modifiers +2 any two checks per round, -1 Piloting;

Complement 50 (minimum 20, maximum 50)

CREW

Captain Diplomacy +20 (11 ranks), gunnery +16 (11th level),
Intimidate +25 (11 ranks), Piloting +19 (11 ranks)

Chief Mates^{COM} (3) Athletics +25 (11 ranks)

Engineers (3 officers, 7 crew each) Engineering +20 (11 ranks)

Gunners (3 officers, 4 crew each) gunnery +16 (11th level)

Pilot (1 officer, 4 crew) Piloting +19 (11 ranks)

Science Officers (2) Computers +20 (11 ranks)

Named for one of the mightiest mountain ranges on Vesk Prime, the Blood Mountain Clans' Dmolangari-class combat supply ship is a near-ubiquitous vessel in both the Veskarium's military and commercial navies. Since the end of the Silent War in 291 AG, the Dmolangari has regularly appeared hauling freight throughout the Pact Worlds as well as the Veskarium—a stark contrast to the feared Veskarium warships encountered in generations past.

Though the ship was originally designed as a combat-capable support vessel for the Veskarium's interstellar wars of conquest, a large share of existing Dmolangaris and their crews have taken up civilian contracts, making these starships some of the best-equipped freighters in current widespread use. The Veskarium military continues to use the Dmolangari in its original role and regularly updates its design, while also leveraging the peace afforded by the current Veskarium-Pact Worlds alliance to sell the ship on the civilian market.

For all the tales of its invincibility, the Dmolangari struggles under certain circumstances. The starship is slightly too large to land safely on most planets, restricting it to docking with space stations or relying on smaller shuttles to ferry goods while the freighter remains in orbit. Additionally, some sites of the Veskarium's failed conquests still associate these starships with bitter invasions, with saltier port authorities denying safe harbor to even the most peaceful Dmolangari crews.

Heavily armored and shielded, the Dmolangari is primarily designed to be able to take a beating and still deliver its cargo in one piece, though it is more than capable of holding its own in battle. The Dmolangari can deliver a lethal punch to opponents with its capital-scale supermaser, while its aft gravity gun also doubles as a tractor beam for support duties like recovery, salvage, and towing. Turret-mounted torpedoes round out the Dmolangari's armaments. The Dmolangari is also equipped with an integral shuttle bay—those in Veskarium military service usually carry a single BMC Predator (*Starfinder Near Space* 120), giving each freighter its own defensive escort.

In addition to the standard model, BMC also offers a transport variant of the Dmolangari, replacing the stock vessel's cargo holds with passenger seating and giving it the capability to shuttle up to 96 combat-ready troops.



INERNEX JUSTICIAR

TIER 11

Large destroyer (colony ship*)

Speed 8; **Maneuverability** average (turn 2); **Drift** 1

AC 24; **TL** 26

HP 150; **DT** —; **CT** 30

Shields medium 240 (forward 60, port 60, starboard 60, aft 60)

Attack (Forward) linked particle beams (16d8; 20 hexes)

Attack (Port) heavy orbital death knell* (7d10; 10 hexes)

Attack (Aft) heavy plasma mines* (4d12; limited fire 5, 4 mines)

Attack (Turret) light particle beam (3d6; 10 hexes)

Power Core Gateway Heavy (400 PCU); **Drift Engine** Signal

Basic; **Systems** advanced mid-range sensors, crew quarters (good), mk 4 armor, mk 6 defenses, mk 2 duonode computer;

Expansion Bays brigs^{PW} (2), cargo holds (4), combat training facility* (specialized), drive shadow projector^{PW}, guest quarters (luxury, 2), launch tube, life boats, medical bay

Modifiers +2 to any four checks per round, +2 Computers;

Complement 18 (minimum 6, maximum 20)

CREW

Captain Bluff +20 (11 ranks), Diplomacy +20 (11 ranks),

Intimidate +25 (11 ranks), Piloting +18 (11 ranks)

Engineer (1 officer, 3 crew) Engineering +20 (11 ranks)

Gunners (2 officers, 2 crew each) gunnery +16 (11th level)

Pilot (1 officer, 2 crew) Piloting +20 (11 ranks)

Science Officer (1 officer, 3 crew) Computers +20 (11 ranks)

Hellknights steadfastly enforce the laws of legitimate states, but where lawlessness reigns, the Justiciar's jurisdiction begins. At least, that is the precept written into the Hellknights' codes, and in typical fashion, they follow this mission mercilessly and without exception.

Justiciar destroyers function as forward bases and training facilities for Hellknights, especially in territories in the lawless

or unsettled Vast that have never—as far as the zealots are concerned—felt the touch of true order. Smaller craft often refuel at these ships to carry out missions throughout a system, returning to recuperate and drop off captured convicts for trial and sentencing. However, should smaller ships such as the Infernex Unshakable (page 87) lack the firepower to pursue a fugitive or the influence to demand obedience from anarchic settlements, a Justiciar can rapidly travel to ongoing chaotic flash points to mete out justice.

These engagements are where a Justiciar truly excels. Such ships rarely carry fewer than 100 Hellknights and armigers-in-training, and a single ship is capable of subduing small colonies and detaining wanted criminals. If a settlement steadfastly refuses to surrender any villains it's sheltering, a Justiciar's crew doesn't hesitate to unleash a devastating rain of artillery fire from high orbit, leveling entire neighborhoods before again broadcasting its demand for compliance.

In 301 AG, an Order of the Chain Justiciar infamously bombarded the refinery town of Hlagin on Hgonthi-5 for sheltering the kasathan pirate Eshum Za of Clan Tolar, wiping it off the map. The assault resulted in the town receiving generous reparations from the Pact Worlds' governmental branches, while the Pact Council issued stern complaints to the Hellknight order responsible. Despite this, the ship's captain received a commendation from his superiors for his merciless resolve, and the event sent a chilling message to other would-be havens. When a Justiciar appears in the skies, many colonies kick out known fugitives and casual scallywags alike to spare their citizens from the possibility of becoming collateral damage.

Impossibly optimistic schemes for commandeering a Justiciar regularly surface on infospheres, and Hellknight crews vigilantly prepare for outlaws foolish enough to launch a raid.



INHERITORWORKS JAVELIN

TIER 12

Large destroyer

Speed 10; **Maneuverability** average (turn 2); **Drift** 3

AC 28; **TL** 27

HP 210; **DT** —; **CT** 42

Shields superior 480 (forward 120, port 120, starboard 120, aft 120)

Attack (Forward) imposing ramming prow* (4d4; ram), persistent particle beam (10d6; 20 hexes)

Attack (Port) chain cannon (6d4; 5 hexes)

Attack (Starboard) chain cannon (6d4; 5 hexes)

Attack (Aft) light plasma mines* (2d12; 4 mines)

Attack (Turret) rail ballista* (6d8; 10 hexes)

Power Core Gateway Heavy (400 PCU); **Drift Engine** Signal Major; **Systems** basic long-range sensors, crew quarters (common), mk 7 armor, mk 7 defenses, mk 2 tetranode computer; **Expansion Bays** combat training facility* (specialized), cargo hold, life boats, medical bay

Modifiers +1 to any 4 checks per round, Computers +2 (sensors only); **Complement** 20 (minimum 6, maximum 20)

CREW

Captain Bluff +22 (12 ranks), gunnery +17 (12th level), Intimidate +27 (12 ranks)

Engineer (1 officer, 3 crew) Engineering +22 (12 ranks)

Gunners (2 officers, 4 crew each) gunnery +17 (12th level)

Pilot Piloting +22 (12 ranks)

Science Officer (1 officer, 3 crew) Computers +22 (12 ranks)

Even with 11 fleets at their command, the Knights of Golarion can't be everywhere at once. Designed to serve as the "tip of the spear" for the Iomedae navy, the new Javelin-class destroyer is a formidable addition that's designed to respond independently to significant threats. Though a Javelin's

high-velocity approach is terrifying to its enemies, the Drift is where this ship truly excels. Mobility combined with its stalwart defenses makes the Javelin an ideal front-line attack vessel, able to respond to threats quickly and engage from nearly any corner of the galaxy.

The latest Javelin design upgrades include a punishing array of weapons, which retract inside a spearhead-like ramming prow when inactive. Javelins particularly shine against carrier vessels, storming through any vanguard to batter and disable the bulkier, slower craft before they can launch their fighters. When a battle can't be won in space, Javelin crews readily ram the opposition, dispatching an elite crusader boarding squad to disable foes in hand-to-hand combat.

Even in its first decade of service, the Javelin has distinguished itself in the field. The highly decorated *Ozemheart* is among the most famous, having destroyed over 35 Hellknight fighter craft in a skirmish above Aucturn before disabling the feared cruiser *Nightmonger* in response to what the *Ozemheart's* crew considered an overreach of the dubious Hellknight jurisdiction.

The *Ozemheart's* radiant exterior belies the spartan accommodations within. As a matter of course, Javelins lack features such as entertainment bays and plush crew quarters, but *Ozemheart* takes even this austere trend a step further. Some Javelin operators jokingly attribute the vessel's stiff-backed reputation to the infamously uncomfortable beds onboard. On the *Ozemheart*, off-duty crew members are never far from their stations. Captain Pela Najani maintains a constant rotation of fresh souls, while a mandatory fitness regimen keeps officers and crew in peak physical condition. Under Najani's inspired captainship, spirituality isn't neglected either; her crew observes daily prayers, meditation, and regular fasting days to strengthen its dedication to Iomedae.



VANGUARD EXSANGUINATOR TIER 12

Huge cruiser

Speed 8; **Maneuverability** average (turn 2); **Drift** 1

AC 26; **TL** 26

HP 255; **DT** 5; **CT** 51

Shields heavy 240 (forward 90, port 50, starboard 50, aft 50)

Attack (Forward) super-blade hull* (3d8×10; 1 hex)

Attack (Port) light aeon torpedo launcher* (3d6; 20 hexes)

Attack (Starboard) light aeon torpedo launcher* (3d6; 20 hexes)

Attack (Aft) warp puck bank* (special)

Attack (Turret) fractal nav-scam projector* (special), light ship tether* (2d6; 1 hex)

Power Core Nova Ultra (300 PCU); **Drift Engine** Signal Basic; **Systems** autodestruct system*, budget long-range sensors, crew quarters (common), mk 6 armor, mk 7 defenses, mk 2 tetranode computer, powersap*; **Expansion Bays** cargo holds (3), general science lab, life boats, medical bay

Modifiers +2 to any 4 checks per round; **Complement** 56 (minimum 20, maximum 100)

CREW

Captain Bluff +22 (12 ranks), Diplomacy +22 (12 ranks), gunnery +17 (12th level), Intimidate +22 (12 ranks), Piloting +22 (12 ranks)

Engineers (2 officers, 8 crew each) Engineering +22 (12 ranks)

Gunners (3 officers, 5 crew each) gunnery +17 (12th level)

Pilot (1 officer, 4 crew) Piloting +27 (12 ranks)

Science Officers (2 officers, 6 crew each) Computers +22 (12 ranks)

Although best known for its luxurious transports, Vanguard Craftworks periodically turns its research and development teams to building new military technology for the Azlanti Star Empire. Among the company's most infamous designs is the

Exsanguinator, a massive cruiser with a sharp and predatory silhouette. Incorporating experimental powersap technology, Exsanguinators excel at pulling alongside enemies and stealing their energy, simultaneously disabling the target's systems and supercharging the cruiser's combat capabilities. As a result, the ship has been nicknamed "Zura," a homage to the demon lord of blood and vampires so fearfully immortalized in the Azlanti faith.

Exsanguinators operate with brutal elegance. Despite their bulk, they turn swiftly and move even faster, and their warp puck banks enable them to teleport across a battlefield without warning to take quarries by surprise (see Transposition on page 17). Rather than destroy enemy starships, Exsanguinator crews typically disable their foes' defenses and leave the vessels intact. Horror stories abound of crews being held hostage as bargaining chips aboard a dying starship in a display of "Azlanti diplomacy." Worse still are the unknown (and ill-imagined) fates of the crews of defeated starships dragged by Exsanguinators back to the Azlanti Star Empire for study and salvage. These return trips are often quite slow, however, hypothetically enabling a target's allies to launch a rescue before the ship can enter Azlanti space. Still, few mercenaries are willing to pursue such a dangerous foe.

Unlike most Azlanti starships, Exsanguinators regularly receive exterior detailing and customization guided by their captains' tastes and accomplishments. As a result, at least 30 unique Exsanguinators are documented in Pact Worlds and Veskarium databases, each with a colorful history of raids and war crimes. Among the most infamous and prolific is the *Green Eurus*, blamed for at least 14 strikes, dozens of destroyed starships, and more than a thousand crew and passengers enslaved or slain. The *Green Eurus*'s preference for targeting Opulos starships has incensed that manufacturer, prompting it to post numerous bounties for the Azlanti ship's demise.



IDARAN SAGA

TIER 13

Huge cruiser

Speed 8; **Maneuverability** average (turn 3); **Drift** 1

AC 29; **TL** 31

HP 255; **DT** 14; **CT** 51

Shields heavy 420 (forward 105, port 105, starboard 105, aft 105)

Attack (Forward) particle beam cannon (3d4×10; 20 hexes)

Attack (Port) light plasma torpedo launcher (3d8; 20 hexes)

Attack (Starboard) light plasma torpedo launcher (3d8; 20 hexes)

Attack (Turret) persistent particle beam (10d6; 20 hexes)

Power Core Gateway Heavy (400 PCU); **Drift Engine** Signal Basic; **Systems** adamantine alloy armor*, advanced long-range sensors, crew quarters (good), mk 9 armor, mk 9 defenses, mk 2 tetranode computer; **Expansion Bays** cargo holds (2), medical bay, shuttle bays (2), tech workshop

Modifiers +2 to any 4 checks per round, +4 Computers (sensors only); **Complement** 89 (minimum 20, maximum 100)

CREW

Captain Bluff +23 (13 ranks), Computers +23 (13 ranks), Diplomacy +23 (13 ranks), Engineering +23 (13 ranks), gunnery +19 (13th level), Piloting +23 (13 ranks)

Engineer (2 officers, 15 crew each) Engineering +23 (13 ranks)

Gunners (3 officers, 10 crew each) gunnery +19 (13th level)

Pilot Piloting +23 (13 ranks)

Science Officer (2 officers, 10 crew) Computers +28 (13 ranks)

Upon arriving in the Pact Worlds, the kasathas of the *Idari* realized that the small, aging escort fleet that had ushered the colony ship from their home world was outclassed and outgunned by their new neighbors' starships. Developed as

a cornerstone of this new navy, the Saga is a versatile battle cruiser that has played a critical role in maintaining kasathan interests and supplementing Steward forces in times of war.

The Saga incorporates a combination of Pact Worlds technology and proprietary Idari Crucible Works energy-to-matter construction techniques. The starships are as much defenders as they are visual statements of kasathan aesthetics. Not only does a Saga display the iconic curving silhouette of other kasathan starships, but many of its core sections interlock with magnetic field locks, allowing elements to detach, reconfigure, and even float in parallel alongside the starship's main body. The largest of these components rest along the Saga's port and starboard sides, detaching during confrontations and spreading into menacing, metallic wings. In addition to their intimidation factor, the wings are also weapons platforms, each equipped with a host of torpedoes and an edge that helps channel the Saga's electromagnetic countermeasures to foil enemy sensors and targeting systems. Finally, the wings conceal the starship's armored shuttle bays.

A Saga starship on patrol typically carries two Keris (page 88) or Thunderbolt (page 95) starships within its twin shuttle bays, often deploying these ships to assist during armed engagements. Saga captains are famously accommodating of disabled starships, vacating these bays to allow vessels in distress to benefit from a Saga's cutting-edge medical and repair facilities. This array of functionality allows a Saga to serve as a support ship for larger fleets, but Saga crews' compassionate aid to countless strangers has won kasathas far more engagements than their weapons alone. Saga ships are such a well-recognized source of aid to those in distress across the Pact Worlds that "A Saga for sore eyes!" is a common exultation of relief.



STAR-NAMBULANCE VOID-EATER

TIER 13

Medium oma^{AA}**Speed** 6; **Maneuverability** average (turn 2); **Drift** 2**AC** 28; **TL** 29**HP** 130; **DT** —; **CT** 26**Shields** heavy 320 (forward 80, port 80, starboard 80, aft 80)**Attack (Forward)** laser net (2d6; 5 hexes), twin laser (5d8, 20 hexes)**Attack (Port)** gyrolaser (1d8; 5 hexes)**Attack (Starboard)** gyrolaser (1d8; 5 hexes)**Attack (Aft)** light laser cannon (2d4; 5 hexes)**Power Core** Pulse Blue (200 PCU); **Drift Engine** Signal Booster;**Systems** advanced mid-range sensors, crew quarters (luxurious), mk 5 armor, mk 7 defenses, mk 2 tetranode computer; **Expansion Bays** cargo hold, escape pods, guest quarters (luxury, 3), sealed environmental chamber**Modifiers** +2 to any 4 checks per round, +4 Computers (sensors only), +1 Piloting; **Complement** 6 (minimum 1, maximum 6)**CREW****Captain** Computers +23 (13 ranks), Diplomacy +28 (13 ranks), Engineering +23 (13 ranks), gunnery +19 (13th level), Piloting +23 (13 ranks)**Engineer** Engineering +28 (13 ranks)**Gunners (2)** gunnery +19 (13th level)**Pilot** Piloting +23 (13 ranks)**Science Officer** Computers +28 (13 ranks)**SPECIAL ABILITIES****Drift Resistant (Ex)** An oma's body must be specially refitted to accommodate Drift travel; installing a Drift engine in an oma increases the price of the engine by 50%.

A Void-Eater starship is a magnificent sight to behold: an enormous "space whale" traversing the galaxy with passengers

in tow. But while most oma starships are built from the carcasses of recently deceased omas, the barathu-operated Star-Nambulance Inc. has a completely different approach. The company takes its name from the sleep-like stellar drifting of the mighty omas that its members so admire. Rather than exploit omas or use their dying corpses to build their Void-Eaters, the barathus of Star-Nambulance gently call to omas using a starsong beacon that exudes telepathic songs similar to the ones the creatures naturally emit themselves. Star-Nambulance trainers gradually build trust with these omas until they earn the right to ride them through space.

Once the omas accept passengers, Star-Nambulance gradually begins building structures on the oma, making a living starship that can take passengers across the galaxy. They sell these ships as Void-Eaters, an ethical alternative to oma carcass ships. These ships are high-end luxury goods, with Star-Nambulance only able to produce two or three a year. As a result, many barathus think of oma ships as the pinnacle of space travel, and the waiting list for these living versions is decades long. Pilots must get accustomed to an entirely different method of piloting, as steering relies on simulated starsongs to move the oma in a particular direction.

The oma's natural electrical field powers a series of laser weapons, but these living starships are not intended for battle. In fact, Star-Nambulance specifies that if a Void-Eater is deliberately taken into a fight, the company can repossess it. The interior is designed with luxury in mind, though non-barathus find the accommodations somewhat odd, as personal quarters and bridge stations designed around barathu anatomy don't work for anyone else. Star-Nambulance has yet to create a Void-Eater for a non-barathu buyer, though there are several on the wait-list.



AAC HOARDMASTER

TIER 14

Gargantuan carrier

Speed 4; Maneuverability poor (turn 3); Drift 1

AC 25; **TL** 24

HP 330; **DT** 10; **CT** 66

Shields heavy 480 (forward 120, port 120, starboard 120, aft 120)

Attack (Forward) mega teleportation beam* (1d20×10; 20 hexes)

Attack (Port) twin laser (5d8; 20 hexes)

Attack (Starboard) twin laser (5d8; 20 hexes)

Attack (Turret) laser net (2d6; 5 hexes)

Power Core Gateway Ultra (500 PCU); **Drift Engine** Signal Basic; **Systems** basic long-range sensors, crew quarters (common), mk 5 armor, mk 5 defenses, mk 3 trinode computer; **Expansion Bays** combat training facility* (elite), cargo hold, hangar bays (2), tech workshop

Modifiers +3 to any 3 checks per round, +2 Computers (sensors only), -1 Piloting; **Complement** 111 (minimum 75, maximum 200)

CREW

Captain Bluff +25 (14 ranks), Diplomacy +25 (14 ranks), Intimidate +30 (14 ranks), Piloting +26 (14 ranks)

Engineers (3 officers, 10 crew each) Engineering +30 (14 ranks)

Gunners (3 officers, 10 crew each) gunnery +20 (14th level)

Pilots (2 officers, 10 crew each) Piloting +26 (14 ranks)

Science Officers (2 officers, 10 crew each) Computers +25 (14 ranks)

A product of the Allied Arms Corporation (AAC) of Triaxus, the Hoardmaster is the flagship of the Skyfire Legion's mercenary fleet. The aptly named carrier can launch over a dozen smaller craft into battle. Designed to operate in tandem with AAC Dyads (page 86), this specialized carrier has experienced a surge in popularity during the past 50 years.

The echoes of the Swarm War, combined with the identification of other potential threats to the Pact Worlds, have created myriad opportunities for the Skyfire Legion's iconic vessels to showcase their might. Most recently, a pair of Hoardmasters defended competing corporate mining interests in the Vast against Swarm reconnaissance teams. Their Dyad squads covered the emergency extraction of a Veskarium mining colony's ground assets while simultaneously protecting nearby Pact Worlds transports as the Hoardmasters warmed up their Drift engines for the retreat to safety. Live vidstream coverage of the maneuver inspired a host of hopeful Skyfire recruits across Near Space, bringing new interplanetary relevancy to an already potent mercenary force.

Though the Hoardmaster is slow, each carries a complement of up to 16 Dyads that can be launched at a moment's notice via catapult tubes integrated throughout its hull. The Skyfire Legion encourages soldiers to maintain constant battle-readiness; to this end, all Skyfire Legion Hoardmasters incorporate state-of-the-art combat training facilities.

As with Skyfire Legion Dyads, most Hoardmaster crews consist of bonded ryphorian-dragonkin pairs whose deep connection allows teamwork otherwise deemed practically impossible. Given the fleet of Dyads—and their pilots—often aboard a Hoardmaster, co-pilots of these massive carriers must be of the highest caliber, chosen only after lengthy training and testing periods. Piloting a Hoardmaster is considered a high honor among the members of the Skyfire Legion, and competition to even qualify for consideration is fierce among pilot pairs. In fact, more than a few duos have pulled foolhardy flying stunts in Dyads and played dangerous political games in an attempt to get noticed as potential Hoardmaster pilots.



BMC DEVASTATOR

TIER 14

Gargantuan carrier

Speed 6; **Maneuverability** poor (turn 3); **Drift** 1

AC 27; **TL** 25

HP 330; **DT** 10; **CT** 66

Shields medium 140 (forward 35, port 35, starboard 35, aft 35)

Attack (Forward) mass driver (2d6×10, 20 hexes), massive ramming prow* (2d4×10; 1 hex)

Attack (Port) heavy laser array (6d4; 5 hexes), heavy torpedo launcher (5d8; 20 hexes)

Attack (Starboard) heavy laser array (6d4; 5 hexes; array), heavy torpedo launcher (5d8; 20 hexes)

Attack (Turret) linked light particle beams (6d6; 10 hexes)

Power Core Gateway Heavy (400 PCU); **Drift Engine** Signal Basic; **Systems** basic computer, budget long-range sensors, crew quarters (common), mk 7 armor, mk 6 defenses;

Expansion Bays hangar bays (2; 16 BMC Maulers), shuttle bay (BMC Predator^{NS})

Complement 150 (minimum 75, maximum 200) plus 50 Mauler and Predator pilots

CREW

Captain Diplomacy +25 (14 ranks), Engineering +25 (14 ranks), gunnery +20 (14th level), Intimidate +30 (14 ranks), Piloting +25 (14 ranks)

Engineers (5 officers, 12 crew each) Engineering +25 (14 ranks)

Gunners (6 officers, 10 crew each) gunnery +20 (14th level)

Pilot (1 officer, 5 crew) Piloting +30 (14 ranks)

Science Officers (2 officers, 5 crew each) Computers +25 (14 ranks)

The Veskarium is not generally known for its subtlety, and neither are the starships of the Blood Mountain Clans. This trend is perhaps best exemplified by the BMC Devastator, which

brings the unflinching boldness of the vesk to new heights. Designed as a smaller, faster, and cheaper carrier-focused alternative to the mighty Vindicas Tyrant, the Devastator is a newer design developed during the Swarm War. In contrast to most carrier designs that are intended to project power from a relatively safe distance, the Devastator is designed to get up close and personal.

The Veskarium's standard tactical doctrine for the Devastator is for the carrier to deploy its complement of 16 BMC Mauler starfighters, then accelerate toward the greatest threat on the battlefield until it can ram the enemy vessel, softening up its target with its forward mass driver along the way. Outfitted with a massive ramming prow and reinforced frame to absorb much of the kinetic energy released by such collisions, the Devastator is perfectly suited for such unorthodox tactics. The carrier is relatively lightly armored and shielded for a ship of its size, relying instead on its accompanying fighters and secondary armaments for defense. Piloting a Devastator using these traditional tactics is not for the faint of heart, and it is not uncommon for even seasoned pilots to spend significant time studying these ships before daring to take the helm.

The efficacy of this doctrine was proved in 294 AG at the Battle of Kesta-vol, a key engagement in the Swarm War. Unaccompanied by any other Veskarium capital ships, a flotilla of six Devastators was ordered to defend Kesta-vol, a Veskarium colony world in Near Space, against an invading Swarm fleet that outnumbered them three to one. While their fighters targeted the Swarm's landing ships and smaller fighters, the Devastators inflicted massive damage on the capital ships with their ramming attacks. The remnants of the Swarm fleet withdrew into the Drift, leaving Kesta-vol in Veskarium hands with the loss of only three Devastators.



NORIKAMA VALKYRIE

TIER 15

Gargantuan battleship

Speed 6; **Maneuverability** average (turn 3); **Drift** 1

AC 31; **TL** 29

HP 400; **DT** 10; **CT** 80

Shields heavy 240 (forward 80, port 50, starboard 50, aft 60)

Attack (Forward) imposing ramming prow* (4d4; 1 hex), superlaser (2d4×10; 20 hexes)

Attack (Port) heavy torpedo launcher (5d8; 20 hexes)

Attack (Starboard) heavy torpedo launcher (5d8; 20 hexes)

Attack (Aft) light laser cannon (2d4; 5 hexes)

Attack (Turret) particle beam (8d6; 20 hexes)

Power Core Gateway Heavy (400 PCU); **Drift Engine** Signal Basic; **Systems** budget long-range sensors, crew quarters (luxurious), mk 10 armor, mk 10 defenses, mk 1 trinode computer; **Expansion Bays** cargo holds (2), conference and meeting rooms^{NS}, hangar bay, recreation suite (gym)

Modifiers +1 to any three checks per round, +1 Piloting;

Complement 222 (minimum 100, maximum 300)

CREW

Captain Bluff +26 (15 ranks), Diplomacy +31 (15 ranks), gunnery +22 (15th level), Intimidate +26 (15 ranks), Piloting +27 (15 ranks)

Engineers (3 officers, 35 crew each) Engineering +26 (15 ranks)

Gunners (6 officers, 15 crew each) gunnery +22 (15th level)

Pilot (1 officer, 6 crew) Piloting +32 (15 ranks)

Science Officers (2 officers, 4 crew) Computers +26 (15 ranks)

Tired of being snubbed and dismissed by elites within the Veskarium, Norikama Syndicate recently launched a starship entirely of its own design: the Valkyrie. A capable battleship with deadly armaments; a bronze-tinted armored hull; and a sophisticated blue, white, and black interior, the Valkyrie is a

sleek, stylish ship capable of holding its own on a battlefield. Designed to bring respect and legitimacy to Norikama and silence dismissive rumors regarding the company's reputation for manufacturing shoddy knock-offs, the Valkyrie is making a splash throughout the Pact Worlds. Immediately adopted by peace-keeping organizations, mercenary groups, and organized crime syndicates, the Valkyrie has been touted as a masterpiece of fusion design, combining the best features of various cultures and styles in a way that's fresh, bold, and forward-thinking.

Unfortunately, its reception within the Veskarium has been decidedly cool. With the government, military, and many corporations unwilling to take a gamble on a Norikama ship, no matter the affordability, Norikama Syndicate's hopes of Veskarium esteem and redemption have effectively been dashed.

Determined to prove the Valkyrie capable of competing with battle-hardened ships, Norikama challenged a popular vesk mercenary outfit and loyal BMC customer, Darivor Corps, to use the Valkyrie in its combat operations for 6 months. Darivor Corps' test runs proved the Valkyrie's capabilities, improving Norikama's public image within the Veskarium. However, a smear campaign just as quickly turned the tide when an anonymous source accused Norikama of stealing the starship plans from more respectable designers via corporate espionage and even outright murder. Although Norikama has refuted the claims and denounced them as outrageous lies, the citizens of the Veskarium at large seem to believe the salacious rumors. Despite the poor press, Darivor Corps has adopted the Valkyrie as its new flagship, leading other mercenary outfits, rebel groups, and budget-conscious police forces to take a gamble on the Valkyrie.



STARHIVE VESPIAR

TIER 15

Gargantuan battleship

Speed 4; **Maneuverability** average (turn 2); **Drift** 1

AC 29; **TL** 30

HP 400; **DT** 10; **CT** 80

Shields heavy 320 (forward 80, port 80, starboard 80, aft 80)

Attack (Forward) railgun (8d4; 20 hexes), superlaser (2d4×10; 20 hexes)

Attack (Port) heavy laser cannon (4d8; 10 hexes)

Attack (Starboard) heavy laser cannon (4d8; 10 hexes)

Attack (Aft) gyrolaser (1d8; 5 hexes)

Attack (Turret) heavy laser net (5d6; 5 hexes), particle beam (8d6; 20 hexes)

Power Core Gateway Heavy (400 PCU); **Drift Engine** Signal Basic; **Systems** basic long-range sensors, crew quarters (common), mk 8 armor, mk 10 defenses, mk 3 trinode computer; **Expansion Bays** cargo holds (4), escape pods (2), recreation suite (gym), tech workshop

Modifiers +3 to any 3 checks per round, +2 Computers (sensors only), +2 Piloting; **Complement** 145 (minimum 100, maximum 300)

CREW

Captain Computers +26 (15 ranks), Diplomacy +26 (15 ranks), Engineering +26 (15 ranks), gunnery +22 (15th level), Intimidate +31 (15 ranks), Piloting +28 (15 ranks)

Engineers (3 officers, 10 crew each) Engineering +31 (15 ranks)

Gunners (4 officers, 15 crew each) gunnery +22 (15th level)

Pilot (1 officer, 20 crew) Piloting +28 (15 ranks)

Science Officer (1 officer, 25 crew) Computers +26 (15 ranks)

The Vespiar was the first starship produced on Nchak, and it represents a combination of trox (*Alien Archive* 2 126) and shirren engineering. Starhive built the Vespiar to be a

powerful warship, capable of fighting back against the Swarm once it attacked the Pact Worlds. The design integrates wasp-like imagery, incorporating black-and-yellow paint jobs and stinger-like tails to intentionally look dangerous. True to form for highly individualistic and decision-loving shirrens, Vespiars are available with many options for their cargo bays and exact weapons configurations, yielding hundreds of different possible combinations and ensuring that very few Vespiars are exactly the same.

Starchive saw a huge increase in Vespiar sales after the Swarm attacked. Prior to 291 AG, most non-shirren buyers thought that Starchive ships would be similar to Hivonyx models, with minimal weapons and software blocks to keep what weapons they do have from accidentally initiating combat. In reality, the primary customer base for the Vespiar comprised paramilitary organizations run by shirrens on various Pact Worlds, ever vigilant for the Swarm's inevitable attack. When it came, they were ready. The combination of Starchive ships like the Vespiar and the shirrens' anti-Swarm tactics so impressed the coalition defenders that demand for the ship tripled. The surge of capital allowed Starchive to incorporate innovative redesigns of the weapon mounts, most notably moving the iconic and devastating particle beam aft-stinger to a more flexible turret. Recent Vespiar models sport only a simple gyrolaser stinger, serving less as a defensive weapon and more as an homage to the classic design.

Vespiars are notable for having modular bridge stations that can easily accommodate Large, Medium, or Small creatures, thanks to the collaboration between shirrens and trox. This also makes them popular on Akiton, where humans, shobhads, and ysoki often form crews together and switch positions frequently.



KC GOLARION-CLASS BATTLESHIP

TIER 16

Gargantuan battleship

Speed 8; **Maneuverability** average (turn 2); **Drift** 1

AC 28; **TL** 28

HP 440; **DT** 16; **CT** 88

Shields heavy 480 (forward 120, port 120, starboard 120, aft 120)

Attack (Forward) heavy laser net (5d6; 5 hexes), heavy plasma torpedo launcher (5d10; 20 hexes), persistent particle beam cannon (2d10×10; 20 hexes)

Attack (Port) heavy laser net (5d6; 5 hexes), plasma cannon (5d12; 10 hexes)

Attack (Starboard) heavy laser net (5d6; 5 hexes), plasma cannon (5d12; 10 hexes)

Attack (Aft) laser net (2d6; 5 hexes)

Attack (Turret) heavy antimatter missile launcher (10d10; 20 hexes), persistent particle beam (10d6; 20 hexes)

Power Core Gateway Ultra (500 PCU); **Drift Engine** Signal Basic;

Systems adamantine alloy armor*, advanced long-range sensors, crew quarters (common), mk 6 armor, mk 7 defenses mk 3 trinode computer; **Expansion Bays** cargo hold, guest quarters (luxurious), life boats, medical bay, science lab (general), shuttle bay, tech workshop

Modifiers +3 to any 3 checks per round, +4 Computers (sensors only); **Complement** 144 (minimum 100, maximum 300)

CREW

Captain Bluff +28 (16 ranks), Diplomacy +33 (16 ranks), Intimidate +28 (16 ranks), Piloting +28 (16 ranks)

Engineers (4 officers, 10 crew each) Engineering +28 (16 ranks)

Gunners (5 officers, 10 crew each) gunnery +23 (16th level)

Pilot (1 officer, 10 crew) Piloting +28 (16 ranks)

Science Officers (3 officers, 10 crew each) Computers +33 (16 ranks)

Like other Kevolari Collective frames, Golarion-Class Battleships are very practical, standardized designs, often resembling thruster-festooned skyscrapers bristling with antennas and weapons more than sleek battle cruisers. Despite their enormous size and somewhat cumbersome appearance, Golarion-Class Battleships are highly maneuverable, and their captains have no trouble traversing even moderately dense asteroid and debris fields that other gargantuan starships might avoid. As a result, they're able to navigate the precarious space of the Diaspora asteroid belt in pursuit of fleeing enemies, much to the consternation of the Free Captains and other pirates that infest that region of the Pact Worlds.

With extensive point defense systems, Golarion-Class Battleships are built to withstand an onslaught of threats ranging from rogue tracking weapons to a Swarm battle fleet, all while directing crucial fleet combat operations and contributing their own impressive firepower, making them extremely durable and versatile platforms.

As with the Veskarium's Vindicas Tyrant (*Core Rulebook* 315), Golarion-Class Battleships are so formidable that their mere presence can end hostile situations before they begin. Indeed, many would-be starship skirmishes between the Pact Worlds and the Veskarium during the Silent War defused immediately upon the arrival of a Golarion-Class Battleship. In one of the model's most famous actions to date, three Golarion-Class Battleships were able to hold their own against a much stronger Corpse Fleet Blackwind Annihilator ultranought (*Starfinder Adventure Path #6: Empire of Bones*). The trio drove off the renegade Eoxian behemoth, though two suffered near catastrophic damage and required years of repair at Castrovel's Elindrae spacedock.



RINGWORKS SPECTER

TIER 16

Gargantuan battleship

Speed 6; **Maneuverability** average (turn 2); **Drift** 1

AC 30; **TL** 28

HP 440; **DT** 10; **CT** 88

Shields heavy 360 (forward 90, port 90, starboard 90, aft 90)

Attack (Forward) heavy nuclear missile launcher (10d8; 20 hexes), persistent particle beam (10d6; 20 hexes)

Attack (Port) linked heavy laser cannons (8d8; 10 hexes)

Attack (Starboard) linked heavy laser cannons (8d8; 10 hexes)

Attack (Aft) laser net (2d6; 5 hexes)

Attack (Turret) heavy laser cannon (4d8; 10 hexes)

Power Core Gateway Ultra (500 PCU); **Drift Engine** Signal

Basic; **Systems** advanced long-range sensors, crew quarters (luxurious), mk 8 armor, mk 7 defenses, mk 3 trinode computer; **Expansion Bays** cargo hold, drop pod*, escape pods, guest quarters (luxurious), medical bay, passenger seating, quantum defender*, recreation suite (trivid den)

Modifiers +3 to any 3 checks per round, +4 Computers (sensors only), +1 Piloting; **Complement** 163 (minimum 100, maximum 300)

CREW

Captain Computers +28 (16 ranks), Diplomacy +28 (16 ranks), Engineering +28 (16 ranks), gunnery +23 (16th level), Intimidation +28 (16 ranks), Piloting +29 (16 ranks)

Engineers (3 officers, 15 crew each) Engineering +28 (16 ranks)

Gunners (5 officers, 10 crew each) gunnery +23 (16th level)

Pilot (1 officer, 10 crew) Piloting +29 (16 ranks)

Science Officers (3 officers, 15 crew each) Computers +33 (16 ranks)

The product of a decade of Ringworks research and development, the Specter represents the first known successful use of quantum defender technology on a capital ship. Previous efforts, notably by firms on Eox and in the Veskarium, avoided losses by designing semiautomated test models flown by virtual intelligences. These test vessels invariably self-destructed, merged with an asteroid or other piece of solid matter, or vanished forever.

Vercite scientist Mulreen Bonasi finally managed to stabilize the quantum defender by linking it to the Drift engine, funneling any undesired quantum interactions into the Drift itself. Bonasi's critics expressed outrage at the unknown peril of filling the Drift with unpredictable quantum forces, but Ringworks eagerly funded Bonasi's patent and hired her as lead researcher for their Specter project.

Automated drones weren't enough to test this technology within a large vessel, however, and the moral implications of attaching a true artificial intelligence to a potentially doomed voyage were too grim to ignore. Teams of volunteers agreed to crew Specter prototypes in a series of experimental flights. Luckily most of the trials fared without incident, but the ill-fated Cyan Echo team failed to phase back after its quantum jaunt; those 180 souls have been presumed lost, along with their ship.

Despite this tragedy, the Specter is ready to enter service as part of the Verces fleet as both a combatant and personnel carrier. Errant Eoxian scientists, frustrated by their previous failures and further antagonized by the craft's ghostly name, recently hired teams of spies and saboteurs to steal Specter technology. Though officially condemned by the Eoxian government, engineering teams stand by in Corpse Fleet outposts, ready to disassemble Bonasi's masterpiece should their agents successfully hijack a Specter.



COMPENT THOSE WHO ARE TIER 17

Colossal dreadnought (colony ship*)

Speed 6; **Maneuverability** clumsy (turn 6); **Drift** 1

AC 26; **TL** 24

HP 600; **DT** 15; **CT** 120

Ablative Armor* heavy 400 (forward 100, port 100, starboard 100, aft 100)

Shields light deflector shields* 8 (DV 8, +1 AC, +2 TL)

Attack (Forward) quantum missile launcher (2d8×10; 20 hexes), super orbital particle cannon* (2d6×10; 20 hexes)

Attack (Port) superlaser (2d4×10; 20 hexes)

Attack (Starboard) superlaser (2d4×10; 20 hexes)

Attack (Turret) light particle beam (3d6; 10 hexes), linked light torpedo launchers (4d8; 20 hexes), tactical nuclear missile launcher (5d8; 20 hexes)

Power Core Gateway Ultra (500 PCU); **Drift Engine** Signal Basic; **Systems** advanced short-range sensors, crew quarters (common), mk 6 armor, mk 6 defenses, mk 3 trinode computer; **Expansion Bays** arcane laboratory, cargo holds (40), conference room^{NS}, medical bay, physical science lab, shuttle bay, tech workshop

Modifiers +3 to any 3 checks per round, -2 to Piloting, +4 Computers (sensors only); **Complement** 328 (minimum 125, maximum 500)

CREW

Captain Diplomacy +29 (17 ranks), gunnery +25 (17th level), Intimidate +29 (17 ranks), Piloting +29 (17 ranks)

Engineers (3 officers, 40 crew each) Engineering +34 (17 ranks)

Gunners (4 officers, 20 crew each) gunnery +25 (17th level)

Pilot (1 officer, 15 crew) Piloting +27 (17 ranks)

Science Officers (4 officers, 25 crew each) Computers +29 (17 ranks)

Compiler Enterprises (CompEnt) isn't known for building starships with extreme firepower, but its latest design represents a major departure from that reputation. The company hasn't officially acknowledged the dreadnought *Those Who Are* or addressed why it set off bristling with weaponry, but its construction suggests an alarming change in CompEnt's mission.

Those Who Are is massive, even for CompEnt. It showcases the company's trademark ample cargo space but, instead of customizable modular bays, boasts state-of-the-art shielding and armor, advanced weaponry, and housing for hosts of passengers. Lumbering at slow speeds and carrying a cannon designed to assault planetoids, *Those Who Are* seems built for wartime endurance and little else.

The most popular rumor as to the ship's purpose is that the *Those Who Become* anacites (*Pact Worlds* 21) crafted it to seek out and avenge their own missing spacecraft. Others suggest that *Those Who Become* discovered a terrible threat outside the galaxy and designed their warship for when that nebulous enemy arrives. It's also possible the ship is designed to wipe out other planets' settlements and forcibly colonize those worlds.

Realistically, CompEnt likely custom-built the ship for another party. The ship's name certainly lends credence to the existence of a new Aballonian faction, possibly one that adheres to the technological unity of Singularitism. Private organizations such as the Prophets of Kalistrade are also rumored to have ties to CompEnt, and certain political factions in Near Space, like the Veskarium, might appreciate the ship's munitions.

Despite these likely explanations, another unsettling rumor persists: that *Those Who Become* found the First Ones during their travels and, with the very foundations of their beliefs challenged, intend to wipe their creators from the galaxy in order to truly ascend.



RINGWORKS PEACEBRINGER

TIER 17

Colossal dreadnought

Speed 6; **Maneuverability** clumsy (turn 4); **Drift** 1

AC 24; **TL** 26

HP 600; **DT** 15; **CT** 120

Shields superior 600 (forward 150, port 150, starboard 150, aft 150)

Attack (Forward) heavy laser net (5d6; 5 hexes), persistent particle beam cannon (2d10×10; 20 hexes), supermaser (2d8×10; 20 hexes)

Attack (Port) heavy laser net (5d6; 5 hexes), super plasma cannon (3d6×10; 10 hexes)

Attack (Starboard) heavy laser net (5d6; 5 hexes), super plasma cannon (3d6×10; 10 hexes)

Attack (Turret) laser net (2d6; 5 hexes), tactical nuclear missile launcher (5d8; 20 hexes)

Power Core Gateway Ultra (500 PCU), Gateway Light (300 PCU); **Drift Engine** Signal Basic; **Systems** advanced long-range sensors, crew quarters (common), mk 5 armor, mk 8 defenses, mk 3 trinode computer; **Expansion Bays** arcane laboratory, cargo holds (5), guest quarters (luxurious), hangar bay, medical bay, recreation suite (gym), recreation suite (HAC), science lab (general), shuttle bay, synthesis bay, tech workshop

Modifiers +3 to any 3 checks per round, +4 Computers (sensors only), -2 Piloting; **Complement** 267 (minimum 125, maximum 500)

CREW

Captain Bluff +29 (17 ranks), Diplomacy +34 (17 ranks), Intimidate +29 (17 ranks), Piloting +27 (17 ranks)

Engineers (6 officers, 15 crew each) Engineering +29 (17 ranks)

Gunners (8 officers, 10 crew each) gunnery +25 (17th level)

Pilot (1 officers, 15 crew) Piloting +27 (17 ranks)

Science Officers (6 officers, 10 crew each) Computers +29 (17 ranks)

Ringworks Industries designed and built Peacebringer dreadnoughts exclusively for use in the Stewards' Overwatch fleet. These colossal ships specialize in devastating invading capital fleets and reinforcing planetary defense forces, and they are intended to serve as the backbone of any major fleet dedicated to worldwide protection. Although Peacebringers are not particularly fast or maneuverable, merely bringing one of these behemoths into a system is often enough to quickly quell even the most ardent of insurrections. These heavily armed capital ships form the tip of the spear for the Overwatch fleet, with enough firepower to punch through enemy defense perimeters and take out command and control centers, thereby allowing the rest of the Overwatch fleet to quickly overwhelm a disoriented enemy.

These dreadnoughts serve as the Steward Director-General's flagship when they are traveling with the Overwatch Fleet, and the ships are often used as a less-than-subtle show of force during intergalactic negotiations. During the early days of the alliance between the Veskarium and the Pact Worlds, Veskarium officials were given an up-close tour of a Peacebringer's main batteries.

The Peacebringer also played an instrumental role in beating back the Swarm's attack on the Pact Worlds. When Swarm forces first began to overwhelm both the Pact Worlds and the Veskarium fleets, a Peacebringer was quickly recalled from a Near Space goodwill mission. Upon its arrival back in system, the immense firepower of the dreadnought took a midsize contingent of Swarm completely by surprise, obliterating swaths of invaders with each round of fire from its impressive armaments.



INHERITORWORKS REDEEMER

TIER 18

Colossal dreadnought

Speed 4; **Maneuverability** clumsy (turn 4); **Drift** 1

AC 26; **TL** 29

HP 600; **DT** 15; **CT** 120

Shields superior 540 (forward 150, port 150, starboard 150, aft 90)

Attack (Forward) nuclear mega missile launcher (4d8×10; 20 hexes), persistent particle beam (10d6; 20 hexes), supermaser (2d8×10; 20 hexes)

Attack (Port) heavy nuclear missile launcher (10d8; 20 hexes), linked heavy laser cannons (8d8; 10 hexes)

Attack (Starboard) heavy nuclear missile launcher (10d8; 20 hexes), linked heavy laser cannons (8d8; 10 hexes)

Attack (Turret) laser net (2d6; 5 hexes); linked *magic torpedo units** (4d4+4; 20 hexes)

Power Core Gateway Ultras (2; 1,000 PCU); **Drift Engine** Signal

Basic; **Systems** basic long-range sensors, crew quarters (common), mk 6 armor, mk 10 defenses, mk 3 trinode computer, security (anti-hacking systems); **Expansion**

Bays cargo holds (6), escape pods (3), power core housing, recreation suite (gym), shuttle bay

Modifiers +3 to any three checks per round, +2 Computers

(sensors only); **Complement** 242 (minimum 125, maximum 500)

CREW

Captain Bluff +31 (18 ranks), Diplomacy +31 (18 ranks), gunnery +26 (18th level), Intimidate +36 (18 ranks), Piloting +31 (18 ranks)

Engineers (3 officers, 30 crew each) Engineering +31 (18 ranks)

Gunners (5 officers, 20 crew each) gunnery +26 (18th level)

Pilot (1 officer, 10 crew) Piloting +31 (18 ranks)

Science Officers (2 officers, 15 crew each) Computers +31 (18 ranks)

If the Cathedralship (*Pact Worlds* 159) is the heart of the Iomedaeen navy, the Redeemer is unquestionably its fist. Slow but indefatigable, these titanic vessels patrol the galaxy with authority. To date, only three of these powerful dreadnoughts have been completed. This is partly due to the vessels' more specialized role—each operates independently from Iomedae's 11 fleets—but primarily due to the immense cost. In battle, a Redeemer commonly serves as long-range artillery, blasting away from the back lines and relying on auxiliary starships to prevent foes from engaging its relatively under-protected aft quarter.

Easily the most controversial addition to the Redeemer is its nuclear armament. Iomedaeen starships employ nuclear weapons only sparingly—even against hated rivals—due to their potential for collateral damage and to old prejudices against weaponized toxins, including radiation. However, the Iomedaeen navy ultimately equipped the Redeemer with a vast array of warheads, insistent that their forces not trail in firepower.

In 311 AG, Inheritorworks launched its first Redeemer-class warship—the aptly named *Redemption*. Three months later, it engaged a Hellknight marauding fleet led by the less formidable cruiser *Eye of Cocytus* in Near Space. Even with its superior firepower, the *Redemption* succumbed to the Hellknights and was damaged beyond repair. Yet recovered starship logs indicate the battle involved no nuclear missiles, leading some to believe the commander hesitated to deploy the starships' most powerful weapons.

The abrupt loss shook the Iomedaeen navy. Production stalled on future Redeemer-class warships until 314 AG, when Inheritorworks launched two new Redeemers: the *Covenant* and the *Daybringer*. Boasting enhanced armor and shields, these sister ships have wasted no time bringing the sword of Iomedae to the galaxy.

PYRE SPIKE STATION

TIER 18

Colossal dreadnought (space station*)

Speed 2; **Maneuverability** poor (turn 3); **Drift** none

AC 26; **TL** 29

HP 600; **DT** 15; **CT** 120

Shields superior 600 (forward 150, port 150, starboard 150, aft 150)

Attack (Forward) super plasma cannon (3d6×10; 10 hexes)

Attack (Port) linked twin lasers (10d8; 20 hexes)

Attack (Starboard) linked twin lasers (10d8; 20 hexes)

Attack (Aft) linked twin lasers (10d8; 20 hexes)

Attack (Turret) laser net (2d6; 5 hexes), linked light particle beams (6d6; 10 hexes)

Power Gateway Ultras (2, 500 PCU each); **Drift Engine** none;

Systems advanced long-range sensors, crew quarters (good), mk 6 armor, mk 10 defenses, mk 3 trinode computer; **Expansion Bays** cargo holds (45), escape pods (4), hangar bay, hydroponic gardens^{PW} (2), life boats (3), medical bay, power core housing, recreation suite (gym), recreation suite (HAC), recreation suite (trivid), shuttle bay, synthesis bay

Modifiers +3 to any three checks per round, +4 Computers (sensors only); **Complement** 212 (minimum 125, maximum 500)

CREW

Captain Bluff +36 (18 ranks), Diplomacy +31 (18 ranks), gunnery +26 (18th level), Intimidate +31 (18 ranks), Piloting +31 (18 ranks)

Engineers (3 officers, 25 crew) Engineering +31 (18 ranks)

Gunners (4 officers, 15 crew each) gunnery +26 (18th level)

Pilot (1 officer, 20 crew) Piloting +31 (18 ranks)

Science Officers (3 officers, 15 crew) Computers +31 (18 ranks)

The Golden League's powerful Akaio family emerged from the Gap in control of Pyre Spike Station, in orbit just beyond Aucturn. Even though they lacked any records for how they built or acquired the station, the Akaio quickly turned it into a lucrative trading hub, an unpoliced refuge for ne'er-do-wells, and the unofficial headquarters for the League. The Akaio's supremacy lasted until 40 AG, when they executed a risky extortion scheme against Absalom Station, hoping that the ongoing war with the Veskarium would shield them from retaliation. It failed catastrophically. Upon unification a year later, the Pact Worlds dispatched a small armada to neutralize the syndicate. When they arrived, though, Pyre Spike Station's Akaio leaders were all missing or slain, executed by lesser Golden League families as a peace offering to preserve their autonomy. Since then, the League has lacked any central authority, favoring more dispersed operations to avoid competition and limit retribution.

However, Pyre Spike Station remains in Golden League control, with five or more different families vying for control through shadowy maneuvers, assassinations, and regular takeovers of sundry businesses in an ongoing turf war. The station's other inhabitants tend to lie low to avoid the crossfire and political struggles, as they take advantage of the largely lawless sanctuary. Law enforcement—whether Stewards, Hellknights, or even bounty hunters—faces a chilly reception, often being refused services or even chased off entirely by League operatives. In return for the protection, visitors are expected to contribute illicit goods, favors, or labor to maintain the station.

The station holds dozens of hidden passages, secret caches, and forgotten tunnels. Rumors persist that the old Akaio fortune lies deep within the station's core. Even more troubling, though, are whispers that part of the Akaio family survived the purge, and the remnants are amassing a small army to retake their home.

CITADEL ZIRVAL

TIER 19

Supercolossal base ship*

Speed 6; **Maneuverability** clumsy (turn 4); **Drift** 1

AC 26; **TL** 30

HP 750; **DT** 15; **CT** 150

Shields superior 600 (forward 150, port 150, starboard 150, aft 150)

Attack (Forward) antimatter mega-missile launcher (4d10×10; 20 hexes), maser (6d10; 20 hexes)

Attack (Port) maser (6d10; 20 hexes)

Attack (Starboard) maser (6d10; 20 hexes)

Attack (Aft) maser (6d10; 20 hexes)

Attack (Turret) heavy laser net (5d6; 5 hexes), *shadow bolt array** (1d10×10; 10 hexes), supermaser (2d8×10; 20 hexes)

Power Core Titan Ultra (1,200 PCU); **Drift Engine** Signal Basic;

Systems advanced long-range sensors, crew quarters (good), mk 6 armor, mk 10 defenses, mk 5 mononode computer with 3 mk 5 network nodes; **Expansion Bays** brigs^{PW} (4), cargo holds (25), Drift shadow beacon^{PW}, general science lab, guest quarters (luxurious), hangar bays (3), life boats (3), medical bay, recreation suite (gym), sealed environmental chambers (2)

Modifiers +2 to any 4 checks per round, +4 Computers (sensors only), -1 Piloting; **Complement** 11,660 (minimum 4,000, maximum 100,000)

CREW

Captain Bluff +32 (19 ranks), Diplomacy +32 (19 ranks), Intimidate +37 (19 ranks), Piloting +32 (19 ranks)

Engineers (4 officers, 2,250 crew each) Engineering +32 (19 ranks)

Gunners (6 officers, 120 crew each) gunnery +28 (19th level)

Pilot (1 officer, 425 crew) Piloting +32 (19 ranks)

Science Officers (3 officers, 500 crew each) Computers +32 (19 ranks)

SPECIAL EQUIPMENT

Orbital EMP Citadel Zirval maintains an extraordinary EMP weapon that can blast a 3-mile radius from high orbit as though it were a capital-class orbital weapon. This disables lights, non-analog technological equipment, and computers that are tier 4 and lower, though not larger defenses or starships. The effect also dampens communications infrastructure, limiting their maximum range to 3 miles. The effect lasts for 1d3 hours.

Those who broadcast propaganda that incites rebellion attract the Hellknight Order of the Eclipse, which has dedicated itself to quashing destabilizing messages in an environment of limitless communication. Hellknights aboard smaller vessels can, when orbiting over a communications center, scramble the Drift correspondence of satellites and even large settlements. But when a metropolis, space station, or entire nation is complicit in spreading chaos, Citadel Zirval itself might arrive, blocking out the system's star- and radio-waves alike with its miles-wide bulk.

Citadel Zirval was designed in the haunting aesthetic of an ancient Hellknight fortress, with thousands of rooms, hallways, training facilities, interrogation chambers, and more. At any time, it sustains 5,000 or more armigers in training, plus unknown thousands of Hellknights ready to deploy across the galaxy.

The current Citadel Zirval is new, rebuilt after the Swarm destroyed it during the Battle of Stalendre-2. The Hellknight operation disrupted the Swarm's telepathic coordination, allowing a Veskarium fleet to devastate that force, but the citadel fell to a counterattack. This second Citadel Zirval has operated for 12 years since, and thanks to its predecessor's sacrifice and the Hellknights' ongoing assistance in quashing dissent, the Order of the Eclipse enjoys impunity and outright welcome in much of Veskarium space.



SOVEREIGN DOMINATOR

TIER 19

Supercolossal ultranought*

Speed 6; **Maneuverability** clumsy (turn 4); **Drift** 1

AC 24; **TL** 27

HP 950; **DT** 20; **CT** 190

Shields medium 540 (forward 135, port 135, starboard 135, aft 135)

Attack (Forward) heavy aeon torpedo launcher* (6d8; 20 hexes), heavy aeon torpedo launcher* (6d8; 20 hexes), ultragraser* (6d8×10; 20 hexes)

Attack (Port) gravity gun (6d6; 10 hexes), heavy torpedo launcher (5d8; 20 hexes)

Attack (Starboard) gravity gun (6d6; 10 hexes), heavy torpedo launcher (5d8; 20 hexes)

Attack (Turret) linked heavy aeon casters* (12d6; 10 hexes), supermaser (2d8×10; 20 hexes)

Power Core Titan Heavy* (950 PCU); **Drift Engine** Signal Basic;

Systems autodestruct system, basic medium-range sensors, crew quarters (luxurious), data net^{PW}, mk 3 armor, mk 6 defenses, mk 6 mononode computer, mk 6 network nodes (2), security (4 anti-hacking systems, biometric locks);

Expansion Bays arcane laboratory, general science lab, guest quarters (luxurious), hangar bays (5), medical bay, recreation suites (gym, HAC, trivid), sealed environmental chamber, synthesis bay

Modifiers +6 to any 3 checks per round, Computers +2 (sensors only), Piloting -1; **Complement** 1,145 (minimum 250, maximum 5,000)

CREW

Captain Bluff +32 (19 ranks), Diplomacy +32 (19 ranks), gunnery +28 (19th level), Intimidate +37 (19 ranks), Piloting +31 (19 ranks)

Engineers (4 officers, 90 crew each) Engineering +32 (19 ranks)

Gunners (6 officers, 65 crew each) gunnery +28 (19th level)

Pilot (1 officer, 80 crew) Piloting +31 (19 ranks)

Science Officers (3 officers, 100 crew each) Computers +32 (19 ranks)

The masterpiece of the Imperial Foundry, the Sovereign Dominator is equipped to lead system-wide assaults. Few of these massive vessels exist, and only a handful of reports have escaped to speak of their capabilities. Indeed, the Azlanti Star Empire seems to thrive on these starships' mystery and notoriety, making a Sovereign Dominator's sudden appearance all the more terrifying. The recently conquered Uruthun system had fielded a valiant defense until one arrived, at which point the coalition government capitulated within an hour.

Yet the Sovereign Dominator is not so invulnerable as its reputation seems to suggest. The *Aristian* exploded after suffering irreparable damage against an undisclosed foe, and the empire swiftly constructed and launched an identical replacement with the same name to keep up appearances. Smaller starships collected and hid away the remnants of the immense vessel's broken hull, though fragments no doubt still float in the depths of space, preserving the Azlantis' imperfect battle record.

For an Azlanti soldier, assignment to a Sovereign Dominator is a great privilege. The starships are built for long invasions, and so boast some of the finest crew accommodations to maintain morale, from individual rooms to recreational facilities. Yet even the posh quarters rattle unsettlingly when a Sovereign Dominator's largest weapon fires. The ultragraser's design seemed a straightforward matter of scaling up existing technology, yet on activation, the prototype's shock wave tore apart the test ship's forward section. The final Sovereign Dominator design provides enough support and reinforcement to keep the massive starship from blasting apart, but not enough to avert its crew's discomfort.



DRIFTMAVEN

TIER 20

Supercolossal ultranought*

Speed 4; Maneuverability clumsy (turn 4); **Drift** 1

AC 28; **TL** 31

HP 1050; **DT** 20; **CT** 210

Shields superior 540 (forward 135, port 135, starboard 135, aft 135)

Attack (Forward) digital assault torrent* (special; 10 hexes), heavy laser cannon (4d8; 10 hexes), heavy laser cannon (4d8; 10 hexes), superlaser (2d4×10; 20 hexes), ultralaser (6d4×10; 20 hexes)

Attack (Port) heavy laser cannon (4d8; 10 hexes), heavy laser cannon (4d8; 10 hexes), superlaser (2d4×10; 20 hexes), superlaser (2d4×10; 20 hexes)

Attack (Starboard) heavy laser cannon (4d8; 10 hexes), heavy laser cannon (4d8; 10 hexes), superlaser (2d4×10; 20 hexes), superlaser (2d4×10; 20 hexes)

Attack (Turret) quantum missile launcher (2d8×10; 20 hexes)

Power Core Titan Ultra* (1,200 PCU); **Drift Engine** Signal Basic;

Systems mk 6 armor, mk 10 defenses, mk 8 mononode computer, mk 8 network nodes (4), security (4 anti-hacking systems); **Expansion Bays** arcane laboratory, cargo holds (300), data net^{PW}, Drift booster*, hangar bay, tech workshop

Modifiers +8 to any 5 checks per round, +4 Computers (sensors only); **Complement** see text (minimum 250, maximum 5,000)

CREW

AI Array Computers +39 (20 ranks), Diplomacy +34 (20 ranks), Engineering +39 (20 ranks), gunnery +29 (20th level), Intimidate +34 (20 ranks), Piloting +34 (20 ranks)

SPECIAL ABILITIES

Adaptive Shielding (Ex) When the *Driftmaven* is hit by a weapon, the damage it takes from that same weapon is

reduced by an amount equal to the *Driftmaven*'s Damage Threshold on the next round.

Automated (Ex) The *Driftmaven* has no crew, but its on-board AI array can perform most captain, engineer, gunner, pilot, and science officer crew actions as if it had a crew of 15.

Drift Flower (Ex) The *Driftmaven* can rotate its rings rapidly, initiating an offensive spin for 1 round during the helm phase. It is unable to move that round, but it can fire into arcs with its weapons as though the ship were in any single orientation; such attacks take a -2 penalty.

Drift Ready (Ex) The *Driftmaven* can enter and exit the Drift instantaneously.

Triune's Beacon (Su) The Drift engine of the *Driftmaven* acts as a powerful Drift beacon for Triune's allies. Those granted its signature can use a Drift engine to travel to the *Driftmaven* in 1d6 days, regardless of where it is in the galaxy. These signatures usually change weekly, if not more often.

An enigmatic starship dedicated to the tripartite AI deity Triune, the *Driftmaven* moves through space following only its patron's directives. The modular vessel reconfigures itself regularly and can transform into a protective shell or whirling bloom of laser fire at a moment's notice. A contingent of Triunite androids claim to staff the starship, yet the true crew seems to be an array of artificial intelligences that operate the myriad systems. Those few outsiders who have been invited aboard report extremely limited access to the ship's interior—even for members of the church—and a disquieting lack of living quarters or indeed any of the usual accommodations for biological life forms, humanoid or otherwise. Instead, shallow recesses in the austere and shifting hallways house constructs and other artificial creatures.

SHALAR

TIER 20

Supercolossal base ship*

Speed 6; **Maneuverability** clumsy (turn 5); **Drift** 1

AC 33; **TL** 32

HP 825; **DT** 15; **CT** 165

Ablative Armor* medium 200 (forward 50, port 50, starboard 50, aft 50)

Shields heavy 480 (forward 90, port 130, starboard 130, aft 130)

Attack (Forward) gravity cannon (2d6×10; 10 hexes), particle beam (8d6; 20 hexes), particle beam (8d6; 20 hexes)

Attack (Port) heavy laser cannon (4d8; 10 hexes), heavy laser cannon (4d8; 10 hexes)

Attack (Starboard) heavy laser cannon (4d8; 10 hexes), heavy laser cannon (4d8; 10 hexes)

Attack (Aft) heavy laser cannon (4d8; 10 hexes), heavy laser cannon (4d8; 10 hexes)

Attack (Turret) mass driver (2d6×10; 20 hexes), mass driver (2d6×10; 20 hexes)

Power Core Titan Heavy* (950 PCU); **Drift Engine** Signal Basic; **Systems** crew quarters (good), mk 11 armor, mk 12 defenses, mk 6 mononode computer, mk 6 network nodes* (3); **Expansion Bays** cargo holds (220), guest quarters (luxurious), hangar bays (4), recreation suite (HAC), recycling system*, science lab (life science, physical science), tech workshop

Modifiers +6 to any 4 checks per round, +2 Computers (sensors only), -1 Piloting; **Complement** 4,021 (minimum 150, maximum 100,000)

CREW

Captain (1 officer, 50 crew) Diplomacy +34 (20 ranks), Engineering +39 (20 ranks), gunnery +29 (20th level), Intimidate +34 (20 ranks), Piloting +34 (20 ranks)

Engineers (5 officers, 375 crew each) Engineering +39 (20 ranks)

Gunners (5 officers, 260 crew each) gunnery +29 (20th level)

Pilot (1 officer, 100 crew) Piloting +34 (20 ranks)

Science Officers (4 officers, 170 crew each) Computers +34 (20 ranks)

SPECIAL ABILITIES

Extensive Redundancies (Ex) Shalar's framework is so tightly fitted and its systems so well protected by redundancies that each system ignores the first instance of critical damage that would be applied to it per starship combat.

When the first Star Citadel, Heorrhad, had its innards hewn from stone, its dwarven engineers repurposed the waste rock to construct Shalar, a vast and sturdy fortress reinforced with modern, high-tech materials. Rumors suggest that somewhere near Shalar's center rests a keystone that, should it ever be destroyed or removed, would trigger a cascade of failures that would spell the end of the entire citadel. The tenacious rumor persists despite the fortress's strength, so its dwarven crew members instead direct visitors' attention to the display within half of an enormous geode (the other half residing in Heorrhad, symbolizing the two citadels' deep connection).

While Shalar is neither the first nor the largest of the dwarven Star Citadels (those honors belong to Heorrhad and Ironstar, respectively), it is easily the most far-ranging, readily traveling the Pact Worlds, Near Space, and the Vast. Its crew boasts that Shalar has as many purposes as there are stones that make it up. Of late, the citadel has been amassing resources, mercenaries, and smaller starships as if in anticipation of some grand voyage, though where it's bound next is a tight-lipped secret that's inspired vigorous speculation.



RUNNING STARSHIP CAMPAIGNS

4



BUILDING STARSHIP-SCALE CREATURES

Though most species must design and build intricate craft to traverse the universe, there are some behemoths that have adapted to the unyielding void. Other immense creatures might be enormous menaces lurking in the atmospheres of gas giants, or even the gigantic guardians of a holy site in the obscure reaches of the Vast. Building monsters at starship scale is a great way to spice up an adventure, show something about how life evolved in a particular sector of the galaxy, or give your PCs a new and unique type of challenge.

OVERVIEW

This section provides rules for quickly creating your own starship-scale creatures for use in starship combat.

STEP 1: CREATURE CONCEPT AND TIER

Come up with an overall concept for your creature. What type of creature is it? What is its origin and purpose? How does it pose a threat to starships? After considering these questions, set the tier for the creature. If you're building it for a specific group of PCs to encounter, consult the following table to determine the appropriate tier. Further advice on building starship encounters of all kinds can be found on page 326 of the *Core Rulebook*.

DIFFICULTY	ENEMY STARSHIP TIER
Easy	PC starship tier - 3
Average	PC starship tier - 2
Challenging	PC starship tier - 1
Hard	PC starship tier
Epic	PC starship tier + 1

STEP 2: ARRAY

Using your creature's tier, look up its Armor Class (AC), Target Lock (TL), Hull Points (HP), Critical Threshold (CT), Shield Points (SP), skill bonuses, gunnery bonus, and weapon damage on Table 4-1: Starship Creature Array (page 127). More information on these terms can be found in Understanding Starships on page 78.

Skill Bonuses: The array provides master skill bonuses and good skill bonuses. Your starship creature should have one skill that uses the master skill bonus, while the rest of its skills use the good skill bonus. The skills used by such creatures during starship combat are typically Computers, Engineering, and Piloting. A creature might also use Mysticism along with the magic officer actions presented on page 148 of *Starfinder Character Operations Manual*. A starship creature has ranks in each of its skills equal to its tier (minimum 1).

Gunnery Bonus: A starship creature has levels equal to its tier for the purpose of gunner crew actions.

Weapon Damage: The high and low weapon damage entries show the damage dealt by the starship creature's weapons (see Step 3: Size). These are assumed to be direct-fire weapons with medium range (10 hexes).

STEP 3: SIZE

Choose an appropriate size for your creature. This provides its speed, maneuverability, DT, and weapon mounts, and might modify its AC, TL, Piloting modifier, and HP, shown on Table 4-2: Starship Creature Size (page 127). More information on these terms can be found in Understanding Starships on page 78.

Generally, Tiny and Small starship creatures are tier 10 or below, while Medium and Large creatures are tier 5 and above, Huge creatures are tier 10 and above, and Gargantuan and Supercolossal creatures are tier 15 and above.

Weapons: This lists how many high- and low-damage weapons a starship creature has (see Table 4-1: Starship Creature Array on page 127). Weapons can be in any arc (forward, port, starboard, aft, or turret), but an arc can have at most two more weapons than the arc with the fewest weapons. For example, a ship with no aft weapons can't have more than two turret weapons.

In addition, only low-damage weapons can be mounted on a turret, and weapons whose damage includes a $\times 10$ multiplier can't be used against Tiny or Small ships.

Note that while a starship creature's weapons work mechanically like starship weapons, you can describe them however best matches the flavor of the creature you're creating—for example, a zoaphorix (page 131) is an enormous aberration that expels seeds and tendrils at its targets.

STEP 4: CREATURE TYPE GRAFT

Every creature belongs to one of 13 types. Choose and apply one of the listed grafts—a set of adjustments—to represent the creature's type. Several grafts include special abilities described in Step 5: Special Abilities (page 128).

Aberration

An aberration is a creature with biology that defies reason, inconceivable motivations, strange abilities, or a combination of these aspects.

Adjustments: Gains the death throes special ability (page 128).

Animal

An animal is a creature with straightforward biology (relatively speaking) that's somehow managed to adapt to life in the vacuum of space.

Adjustments: Increase speed by 2, +2 to Piloting.

TABLE 4-1: STARSHIP CREATURE ARRAY

TIER	AC	TL	HP	CT	SP	MASTER SKILL BONUS	GOOD SKILL BONUS	GUNNERY BONUS	HIGH WEAPON DAMAGE	LOW WEAPON DAMAGE
1/4	12	10	15	3	8	+5	+2	+2	2d4	1d4
1/3	13	10	20	4	12	+7	+3	+3	2d4	1d4
1/2	14	11	25	5	12	+9	+4	+3	2d4	1d4
1	15	12	30	6	24	+10	+5	+5	4d4	1d4
2	16	13	60	12	40	+12	+7	+6	3d6	2d4
3	17	14	90	18	48	+13	+8	+7	3d6	2d4
4	18	15	110	22	60	+15	+10	+9	4d6	3d4
5	19	16	125	25	80	+16	+11	+10	5d6	3d4
6	20	17	150	30	100	+18	+13	+11	5d8	4d4
7	21	18	175	35	120	+19	+14	+12	6d8	4d4
8	22	19	200	40	140	+21	+16	+14	7d8	3d6
9	23	20	225	45	160	+22	+17	+15	8d8	3d6
10	24	21	250	50	180	+24	+19	+15	1d8×10	4d6
11	25	22	280	56	200	+25	+20	+16	1d8×10	4d6
12	26	23	310	62	220	+27	+22	+17	2d4×10	5d6
13	27	24	340	68	240	+28	+23	+19	2d4×10	5d6
14	28	25	370	74	260	+30	+25	+20	2d6×10	5d8
15	29	26	400	80	300	+31	+26	+22	2d6×10	5d8
16	30	27	440	88	340	+33	+28	+23	2d8×10	6d8
17	31	28	490	98	360	+34	+29	+25	2d8×10	6d8
18	32	29	550	110	400	+36	+31	+26	2d10×10	7d8
19	33	30	600	120	480	+37	+32	+28	2d10×10	7d8
20	34	31	650	130	560	+39	+34	+29	2d12×10	8d8

TABLE 4-2: STARSHIP CREATURE SIZE

SIZE	SPEED	MANEUVERABILITY	AC AND TL MODIFIER	PILOTING MODIFIER	HP ADJUSTMENT	DT	WEAPONS
Tiny	10	Perfect (turn 0)	+2	+2	-5 × tier	—	2 low
Small	8	Good (turn 1)	+1	+1	-5 × tier	—	3 low
Medium	8	Good (turn 1)	+0	+1	—	—	1 high, 3 low
Large	6	Average (turn 2)	-1	—	—	—	2 high, 3 low
Huge	6	Poor (turn 3)	-2	-1	+5 × tier	5	2 high, 4 low
Gargantuan	6	Poor (turn 3)	-4	-1	+5 × tier	10	3 high, 3 low
Colossal	4	Clumsy (turn 4)	-8	-2	+10 × tier	15	3 high, 6 low
Supercolossal	4	Clumsy (turn 4)	-8	-2	+10 × tier	20	5 high, 7 low

Construct

A construct is a magically animated object or an artificially created creature.

Adjustments: Gains the improved hull special ability (page 128).

Dragon

Though dragons usually are used in epic terrestrial encounters, thanks to their strange magic and powerful breath weapons, they can also serve as threats in the vacuum of space.

Adjustments: -1 turn distance (to a minimum of 0), +2 to Piloting, +2 to AC, -1 to TL.

Fey

Fey are temperamental creatures that embody the ever-changing aspects of the natural world. Spacefaring fey often represent cosmic aspects such as stars and planetary bodies.

Adjustments: -1 turn distance (to a minimum of 0), +1 to Piloting, -1 to AC and TL.

Humanoid

Humanoids large enough to fight on starship scale are likely to be extremely rare giants, possibly scaled up to massive proportions via magic or technology.

Adjustments: -1 turn distance (to a minimum of 0), +1 to Piloting.

Magical Beast

A magical beast is a creature with magical powers or strange abilities, a biology informed by magic, or some other innate connection to magic.

Adjustments: Increase speed by 2, gains the improved shields special ability (page 128).

Monstrous Humanoid

While similar to humanoids, monstrous humanoids often have bizarre or powerful abilities, as well as monstrous or animalistic features.

Adjustments: -1 turn distance (to a minimum of 0), +1 to Piloting.

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Ooze

An ooze is an amorphous creature, often with simple but mutable biology.

Adjustments: Reduce speed by 4 (to a minimum of 4), change maneuverability to perfect (turn 0), -2 to Piloting.

Outsider

Outsiders large enough to engage in starship combat directly are rare but not unheard of. Massive archons, demons, and devils have come into conflict before, often to the detriment of nearby mortals.

Adjustments: Gains the improved shields special ability (page 128).

Plant

A starship-scale plant is often a mindless creature that relies on solar energy and specific gases to survive. It might call a gas giant its home and survive on solar radiation from a nearby star.

Adjustments: Increase AC by 1, reduce speed by 2 (to a minimum of 4), gains the regeneration special ability (page 129).

Undead

Necromancers of significant power might construct a starship-scale undead creature or animate the remains of a massive, once-living creature, such as a vermolith (*Alien Archive* 2130).

Adjustments: Gains the fearsome special ability (see below).

Vermin

Vermin are similar to animals, but they usually lack any form of advanced intelligence and react purely on instinct.

Adjustments: Gains the improved hull and speed burst special abilities (see below, page 129).

STEP 5: SPECIAL ABILITIES

With your creature's basic statistics taken care of, it's time to add abilities to make it stand out.

Free Special Abilities

All starship creatures (including undead) gain the living starship special ability. Spacefaring starship creatures gain several more abilities for free.

Living Starship: All starship creatures you create with this system should have the living starship ability, as described below.

Living Starship (Ex): This creature is so immense that it functions as a starship (and thus engages only in starship combat). It has no crew, but it can take engineer, gunner, magic officer (*Character Operations Manual* 148), and pilot actions (one of each, in the appropriate phases) using the appropriate skill bonuses and ranks. Because living creatures have unique anatomy, they require a special table for determining critical damage effects and conditions (*Core Rulebook* 321). This also serves as a list of systems an enemy science officer can target with the target system crew action. An example critical damage effect table is listed here, but you can tailor yours to reflect your specific creature's anatomy.

Spacefaring Starship Creatures: Starship-scale creatures that live or travel in space have the void adaptation universal creature rule, which grants immunity to cosmic rays, immunity to the environmental effects of vacuum, and the no breath universal creature rule. In addition, they often have the spaceflight universal creature rule, granting them the ability to fly through space at standard navigation and astrogation speeds (*Core Rulebook* 290).

D%	SYSTEM	EFFECT
1-30	Weapons array	Randomly determine one arc containing weapons; condition applies to all gunner actions using weapons in that arc.
31-60	Propulsion	Condition applies to all pilot actions.
61-90	Heart	Condition applies to all engineer actions, except when patching or repairing the heart.
91-100	Brain†	During the next round, each of the creature's attempted actions has a 25% chance of failure.

† The brain doesn't gain critical damage conditions.

Standard Special Abilities

In most cases, starship-scale creatures should have no more than three standard special abilities, including those gained from the creature's type but not including those listed above as free special abilities. Unless otherwise noted, you can select an ability more than once. You can also come up with your own special abilities, but be careful using any that significantly adjust its combat statistics or abilities, as this might make your creature too easy or too challenging to defeat in combat.

Agile Flying: The creature gains a +2 bonus to its Piloting checks.

Biological Redundancy: The creature ignores the first critical damage effect it would take each combat.

Crystalline: The creature's crystalline body refracts light. It takes half damage from weapons with the word "laser" in their names.

Cunning Predator: Once every 1d4 rounds, the creature can attempt the target system science officer action using a skill bonus equal to its good skill bonus.

Death Throes: When the creature reaches 0 Hull Points, it perishes violently. This functions as a self-destruct system but can't deal more than the creature's maximum high weapon damage from Table 4-1: Starship Creature Array.

EMP Resistance: The creature gains a +4 circumstance bonus to AC and TL against weapons with the EMP property.

Fearsome: Once every 1d4 rounds, the creature can attempt the taunt captain crew action using its good skill bonus.

Graviton Resistance: The creature gains a +4 circumstance bonus to AC against weapons with the tractor beam special property. It also gains a +5 circumstance bonus to Piloting checks it attempts to escape a tractor beam.

Improved AC: The creature gains +1 AC.

Improved Hull: The creature has additional Hull Points equal to 5 × its tier.

Improved Shields: The creature has additional Shield Points equal to 5 × its tier.

Improved Speed: The creature gains +2 speed.

Improved TL: The creature gains +2 TL. This special ability can be selected only once.

No Shields: The creature has no Shield Points and has additional Hull Points equal to one-quarter the Shield Points appropriate for a starship creature of its tier.

Realign Energy: Once every 1d4 rounds, the creature can attempt the balance science officer crew action using its good skill bonus.

Regeneration: The creature automatically regains a number of Hull Points equal to its tier at the start of each engineering phase, up to its maximum number of Hull Points.

Speed Burst: Once every 1d4 rounds, the creature can increase its speed by 4 for 1 round during the Engineering phase.

Teleportation: On its turn during the helm phase, in lieu of its standard movement, the creature can select an empty space within 5 hexes and teleport to that space with a facing of its choice. Once it uses this ability, it can't use it again for 1d4 rounds.

Titanic Slam: Once every 1d4 rounds, the creature can make an attack that deals damage on a hit equal to $1\frac{1}{2} \times$ its high weapon damage to a ship that is adjacent and in its forward arc.

STEP 6: FINAL CHECK

Finally, look back over your starship-scale creature and make sure it lives up to your concept for it. Once you're satisfied, give it a name, and it's ready to encounter your PCs! You can use the advice in this chapter for using typical starships, such as Designing Starship Encounters on page 138 or Adventure Seeds on page 142, to make the most out of your starship creature.

ALTERNATIVES TO THIS SYSTEM

While this system presents a simple process for building starship-scale creatures, you can also build a starship creature as you would a normal starship, changing the names of systems to match your concept. In this case, ignore the steps of this process, but still add the living starship special ability and any universal creature rules called for by Step 5: Special Abilities (page 128).

Published Starship Creatures

Another option is to use existing starship creatures published in various Starfinder products (and available online for free at paizo.com/sfrd), including those built with this system and appearing on the following pages.

4-3: STARSHIP CREATURES

TIER	NAME	SOURCE
1/3	Swarm fleetfury	<i>Starfinder Adventure Path</i> #19 60
1/4	Fire whale	<i>Starfinder Adventure Path</i> #13 58
2	Swarming telith	<i>Alien Archive</i> 3 110
4	Derelict shade	Page 130
4	Giant space tardigrade	<i>Alien Archive</i> 3 40
5	Photonic Anomaly	<i>Starfinder Adventure Path</i> #15 57
7	Stellar protozoa	<i>Alien Archive</i> 2 120
8	Novaspawn	<i>Alien Archive</i> 84
9	Vermelith	<i>Alien Archive</i> 2 130
10	Blinking telith	<i>Alien Archive</i> 3 110
10	Zoaphorix	Page 131
11	Swarm dreadlancer	<i>Alien Archive</i> 2 123
13	Alinoisos	Page 132
18	Cerebrex	Page 133

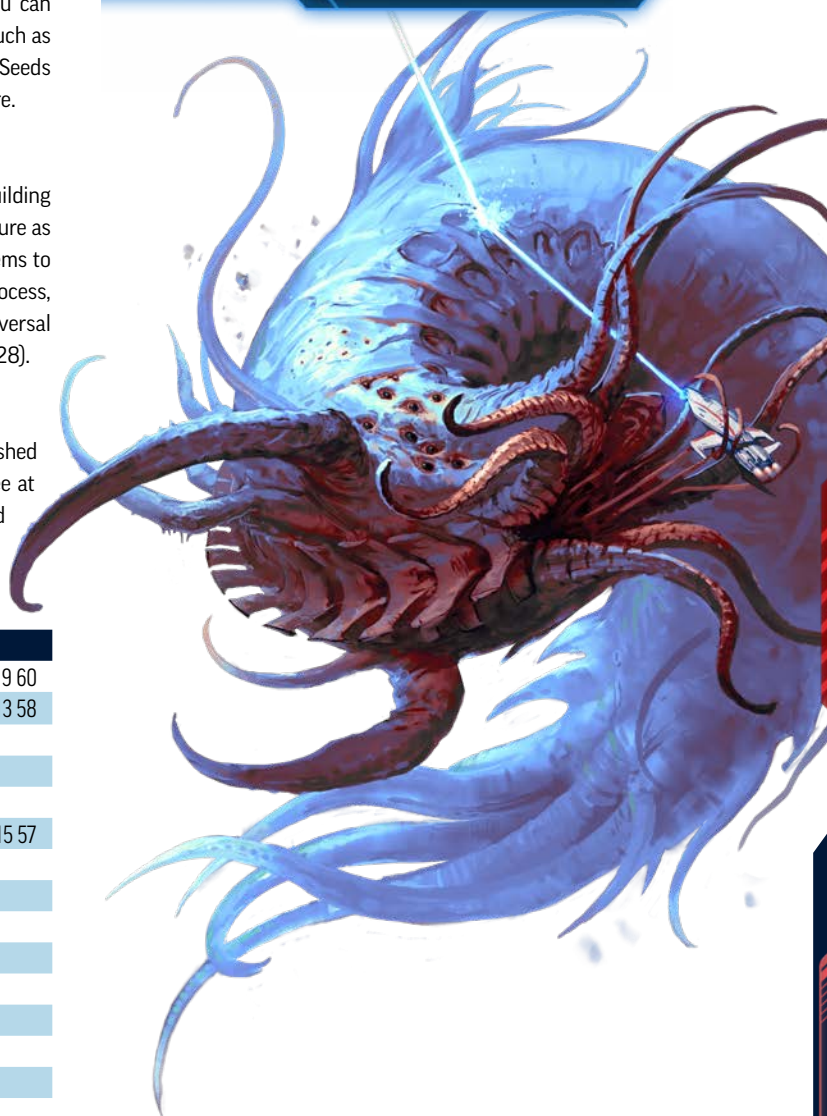
USING STARSHIP-SCALE CREATURES IN COMBAT

Creatures that you generate using the system presented in this section require a few special considerations, both in and out of starship combat. These rules and guidelines can also be applied to starship creatures that appear in other Starfinder products, such as volumes of the *Alien Archive*.

Resolve Points: A starship creature has a number of Resolve Points equal to $3 +$ its tier divided by 5, which it can use for crew actions that require spending Resolve Points.

Restoring Hull Points and Shield Points: Most starship creatures regain Hull Points outside of combat at a rate of 1 per hour. During combat, a starship creature can use the divert engineer crew action to attempt to regain a number of Shield Points equal to $1\frac{1}{2} \times$ its tier.

Destroying a Starship Creature: Generally, a starship creature that is reduced to zero Hull Points is destroyed, rather than disabled, though such a creature may simply be gravely wounded and may still be able to retreat or recover, at the GM's discretion.



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DERELICT SHADE

TIER 4

NE Small starship undead

Speed 8; **Maneuverability** good (turn 1)

AC 19; **TL** 16

HP 90; **DT** —; **CT** 18

Shields 60 (forward 15, port 15, starboard 15, aft 15)

Attack (Forward) howling souls (3d4 plus numbing*; 10 hexes)

Attack (Aft) soul fragments (3d4; 10 hexes)

Attack (Turret) soul fragments (3d4; 10 hexes)

Other Abilities fearsome*, ghosts in the machine, living starship, shadeswarm, teleportation*, void adaptation

CREW ACTIONS

Engineer (1 action) Engineering +10 (4 ranks)

Gunner (2 actions) gunnery +9 (4th level)

Magic Officer^{COM} (1 action) Mysticism +15 (4 ranks)

Pilot (1 action) Piloting +10 (4 ranks)

ECOLOGY

Environment any vacuum

Organization solitary

SPECIAL ABILITIES

Ghosts in the Machine (Ex) A derelict shade's weaponry carries fragments of its crew's souls. If the derelict shade deals Hull Point damage to an enemy ship, these fragments infect the ship's systems and cause one randomly determined system to gain the glitching condition until the end of the next round, regardless of the amount of damage dealt. If the damage dealt would already give the system the glitching condition, it instead gains the malfunctioning condition until the end of the next round. A system that is already malfunctioning or wrecked is not affected.

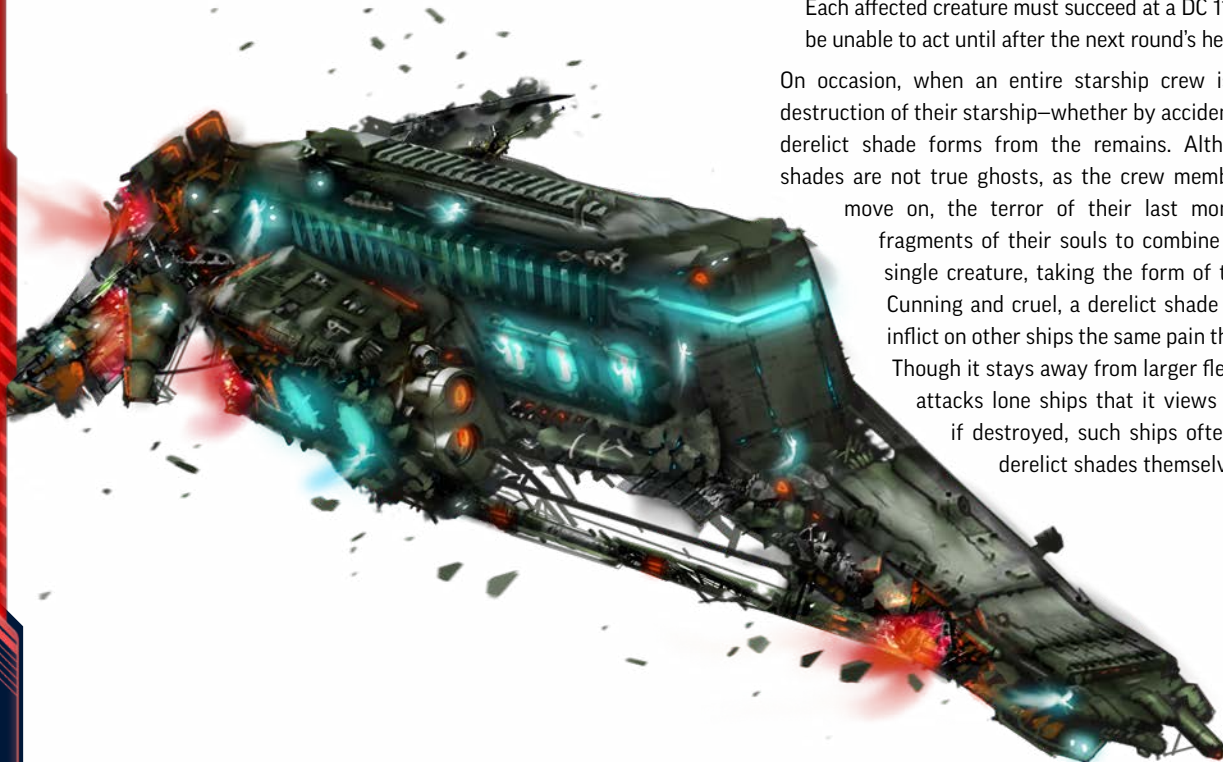
Living Starship (Ex) A derelict shade is an undead creature so immense that it functions as a starship (and thus engages only in starship combat). The ghostly remnants of the crew members, functioning as a unified whole, can take engineer, gunner, magic officer^{COM}, and pilot actions using the bonuses, level, and ranks listed above. Modifiers for its size, speed, and maneuverability have already been factored into its statistics. Use the following table to determine the effects when a derelict shade takes critical damage.

D%	SYSTEM	EFFECT
1-30	Weapons array	Randomly determine one arc containing weapons; condition applies to all gunner actions using weapons in that arc.
31-60	Propulsion	Condition applies to all pilot actions.
61-90	Marrow	Condition applies to all engineer and magic officer actions, except when patching or repairing the marrow.
91-100	Core [†]	During the next round, each of the derelict shade's attempted actions has a 25% chance of failure.

[†] A derelict shade's core doesn't gain critical damage conditions.

Shadeswarm (Ex) When using its teleportation ability to appear adjacent to a starship that has no shields remaining in one or more quadrants, a derelict shade can attempt a check using its gunnery bonus as part of using its teleportation. If the result is equal to or greater than the adjacent ship's AC, any living crew members aboard the starship are swarmed by spirits from the derelict shade. Each affected creature must succeed at a DC 11 Will save or be unable to act until after the next round's helm phase.

On occasion, when an entire starship crew is killed upon destruction of their starship—whether by accident or malice—a derelict shade forms from the remains. Although derelict shades are not true ghosts, as the crew members' souls do move on, the terror of their last moments causes fragments of their souls to combine and rise as a single creature, taking the form of their old ship. Cunning and cruel, a derelict shade seeks only to inflict on other ships the same pain that it suffered. Though it stays away from larger fleets, it eagerly attacks lone ships that it views as easy prey; if destroyed, such ships often give rise to derelict shades themselves.



ZOAPHORIX

TIER 10

CN Huge starship aberration

Speed 6; **Maneuverability** poor (turn 3)

AC 22; **TL** 19

HP 300; **DT** 5; **CT** 60

Shields 180 (forward 45, port 45, starboard 45, aft 45)

Attack (Forward) seeds (4d6; 10 hexes), tentacles (1d8×10; 10 hexes)

Attack (Port) seeds (4d6; 10 hexes)

Attack (Starboard) seeds (4d6; 10 hexes)

Attack (Turret) seeds (4d6; 10 hexes), tentacles (1d8×10; 10 hexes)

Other Abilities death throes*, expelled tendril (4d6, limited fire 5; 5 hexes), living starship, microbial infestation (4d6/round), void adaptation

CREW ACTIONS

Engineer (1 action) Engineering +24 (10 ranks)

Gunner (3 actions) gunnery +15 (10th level)

Pilot (1 action) Piloting +20 (10 ranks)

ECOLOGY

Environment any vacuum

Organization solitary

SPECIAL ABILITIES

Expelled Tendril (Ex) During the gunnery phase, a zoaphorix can expel one of its tendrils with a deploy drone gunner action (page 15); this functions as a weapon with the deployed special property (page 13). A zoaphorix tendril has an AC and TL of 22 and 20 HP.

Living Starship (Ex) A zoaphorix is a living creature so immense that it functions as a starship (and thus engages only in starship combat). It has no crew, but it can take engineer, gunner, and pilot actions using the bonuses, level, and ranks listed above. Modifiers for its size, speed, and maneuverability have already been factored into its statistics. Use the following table to determine the effects when a zoaphorix takes critical damage.

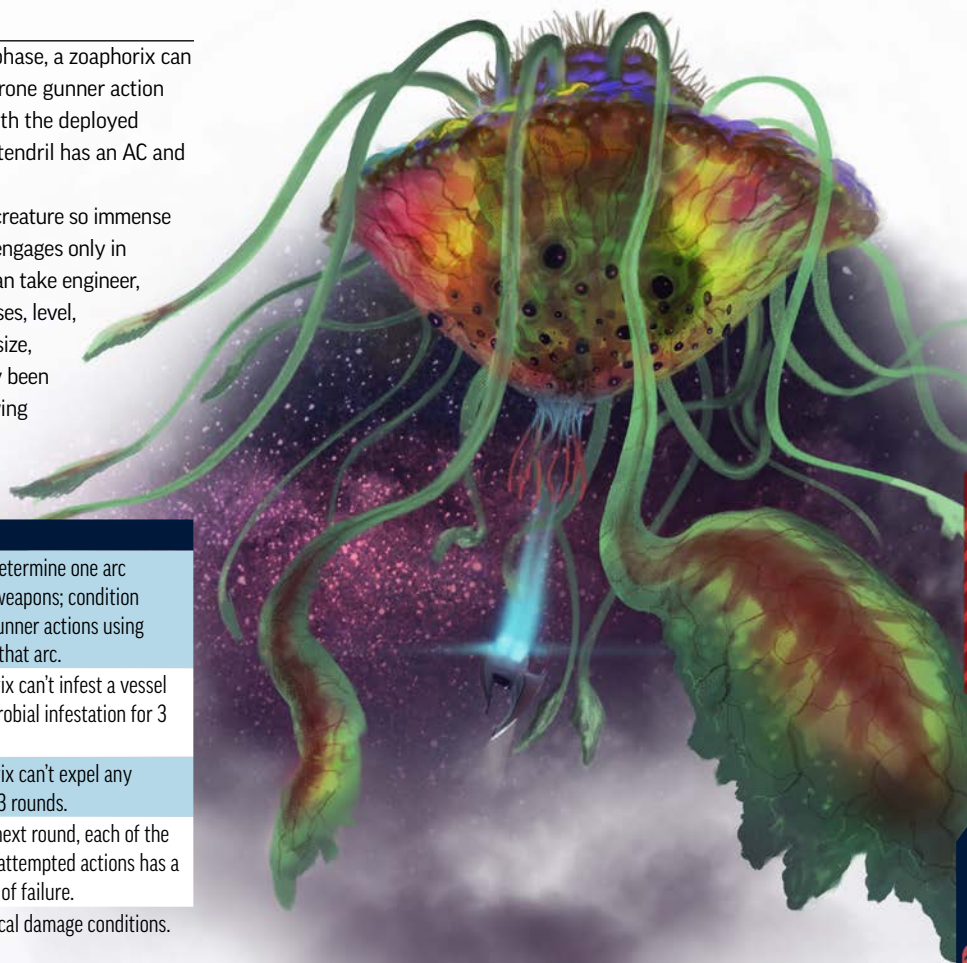
D%	SYSTEM	EFFECT
1-30	Weapons array [†]	Randomly determine one arc containing weapons; condition applies to gunner actions using weapons in that arc.
31-60	Biome core	The zoaphorix can't infest a vessel with its microbial infestation for 3 rounds.
61-90	Tentacles	The zoaphorix can't expel any tendrils for 3 rounds.
91-100	Brain	During the next round, each of the zoaphorix's attempted actions has a 25% chance of failure.

[†] Only a zoaphorix's weapons array can gain critical damage conditions.

Microbial Infestation (Ex) A zoaphorix carries myriad bizarre bacteria within its microbiome. These bacteria don't harm the zoaphorix but can quickly eat through starships. If a zoaphorix deals Hull Point damage to an adjacent target in

its forward arc, the target is infected with hull-eating bacteria (page 135) that deal 3d6 damage per turn.

The few who have escaped a zoaphorix's clutches have described it as resembling an upturned jellyfish with a mass of knotted, phosphorescent tentacles and smaller tendrils trailing along underneath. A zoaphorix hunts by expelling seeds and some of its tendrils to harry its prey, then attacking with its remaining tentacles to wear away at the vessel's hull with its microbes. Once expelled, a zoaphorix tendril will grow to a full zoaphorix over several months if not slain. Though a somewhat instinctive predator, a zoaphorix is far from an unintelligent creature. It views itself as the guardian deity of the lesser creatures that make up its form, and it hunts ships it believes will be good "gifts" for its microbiome. Ironically, this tendency often leads it to pick more dangerous fights, risking the very biome it aims to protect. Zoaphorixes are typically solitary, traversing space until they find suitable gifts. Although capable of communicating with their prey, they rarely bother to do so.



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ALINOISOS

TIER 13

N Medium starship outsider

Speed 8; **Maneuverability** good (turn 1)

AC 27; **TL** 24

HP 340; **DT** —; **CT** 68

Shields 305 (forward 80, port 75, starboard 75, aft 75)

Attack (Forward) meteor (5d6; 10 hexes), molten fist (2d4×10; 10 hexes)

Attack (Turret) meteor (5d6; 10 hexes), meteor (5d6; 10 hexes)

Other Abilities gravitational adjustment, improved shields*, living starship, void adaptation

CREW ACTIONS

Engineer (1 action) Engineering +23 (13 ranks)

Gunner (4 actions) gunnery +19 (13th level)

Pilot (1 action) Piloting +29 (13 ranks)

Science Officer (1 action) Computers +23 (13 ranks)

ECOLOGY

Environment any vacuum

Organization solitary

SPECIAL ABILITIES

Gravitational Adjustment (Ex) Every 1d4 rounds, just before or after it moves during the helm phase, an alinoisos can push or pull a starship to an empty hex either further away or closer.

Living Starship (Ex) An alinoisos is a spacefaring aeon so immense that it functions as a starship (and thus engages only in starship combat). It has no crew, but it can still take engineer, gunner, pilot, and science officer actions using the bonuses, level, and ranks listed above. Modifiers for its size, speed, and maneuverability are already factored

into its statistics. Use the following table to determine the effects when an alinoisos takes critical damage.

D%	SYSTEM	EFFECT
1-30	Weapons array	Randomly determine one arc containing weapons; condition applies to all gunner actions using weapons in that arc.
31-60	Propulsion	Condition applies to all pilot actions.
61-90	Heart	Condition applies to all engineer actions, except when patching or repairing the heart.
91-100	Brain†	During the next round, each of the alinoisos's attempted actions has a 25% chance of failure.

† An alinoisos's brain doesn't gain critical damage conditions.

An alinoisos is a nebulous aeon tasked with maintaining the balance between light and gravity, and it attempts to neutralize any imbalances it perceives by any means necessary and with no concern for ethics or morality.

An alinoisos travels the multiverse in search of imbalance, and might focus on such things as a megastructure that saps the energy from a star it encompasses, an advanced civilization that has discovered technomagic means of manipulating gravity, or even starships whose gravity-bending weapons happen to catch the aeon's attention. The outsider then neutralizes these perceived threats, whether through destruction or its ability to manipulate gravity. Because alinoisoses share similar concerns with solarians, the rare alinoisos is sometimes revered as a near-mythical mascot of sorts by remote solarian enclaves, which imprint its likeness onto their armor, banners, and architecture.



CEREBREX

TIER 18

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CN Huge starship ooze

Speed 4; **Maneuverability** perfect (turn 0)**AC** 30; **TL** 27**HP** 640; **DT** 5; **CT** 128**Shields** 400 (forward 100, port 100, starboard 100, aft 100)**Attack (Forward)** globules (7d8; 10 hexes), tethers (2d10×10; 10 hexes)**Attack (Port)** globules (7d8; 10 hexes)**Attack (Starboard)** globules (7d8; 10 hexes)**Attack (Turret)** globules (7d8; 10 hexes), tethers (2d10×10; 10 hexes)**Other Abilities** biological redundancy*, intelligence drain, living starship, void adaptation**CREW ACTIONS****Engineer (1 action)** Engineering +31 (18 ranks)**Gunner (5 actions)** gunnery +26 (18th level)**Pilot (1 action)** Piloting +28 (18 ranks)**Science Officer (1 action)** Computers +36 (18 ranks)**ECOLOGY****Environment** any vacuum**Organization** solitary**SPECIAL ABILITIES**

Intelligence Drain (Su) Once per combat, instead of taking actions during the engineering phase, a cerebrex can force up to five creatures on a starship within 7 hexes of it to each attempt a DC 25 Will saving throw, taking 2 Intelligence damage on a failure. The cerebrex regains 50 Hull Points for every creature that fails this check. This is a mind-affecting effect.

Living Starship (Ex) A cerebrex is a spacefaring ooze so immense it functions as a starship (and thus engages only in starship combat). It has no crew, but it can still take engineer, gunner, pilot, and science officer actions using the bonuses, level, and ranks listed above. Modifiers for its size, speed, and maneuverability are already factored into its statistics. Use the following table to determine the effects when a cerebrex takes critical damage.

D%	SYSTEM	EFFECT
1-30	Weapons array	Randomly determine one arc containing weapons; condition applies to all gunner actions using weapons in that arc.
31-60	Propulsion	Condition applies to all pilot actions.
61-90	Pseudopods	Condition applies to all engineer actions, except when patching or repairing the pseudopods.
91-100	Nucleus†	During the next round, each of the cerebrex's attempted actions has a 25% chance of failure.

† A cerebrex's nucleus doesn't gain critical damage conditions.

From afar, a cerebrex looks like a distant constellation of stars connected by glowing, fiery tethers—but this immense ooze is no stationary star system. Rather, cerebrexes are sentient, space-dwelling oozes that are relatively intelligent. These gargantuan creatures travel the galaxy in search of clusters of sapient life to feast upon. But sapience is more than just a tantalizing beacon for a cerebrex; this ooze has evolved the strange ability to metabolize both the physical matter of its food and a fragment of its prey's sapience.

After feasting on entire civilizations, a cerebrex briefly takes on an almost-humanoid intelligence—just long enough to plan its next attack and map the way to the next-closest cluster of civilized life. This spark of intelligence is fleeting, though, and as the ooze digests its meal completely, the inherited intelligence also fades. By the time the cerebrex makes it to the next planet, it has only a vague idea of why it traveled there, but its ability to sense intelligence from thousands of miles away means its next spark of sapience is never too far off.



SPACE HAZARDS

Innumerable threats lurk in the inky spaces between the stars. This section addresses myriad dangers, from potentially civilization-ending events to more localized problems that might affect only a single starship combat. Each subsection presents a particular kind of stellar phenomenon and how you can include them in your game. Many of the hazards included here list damage or attack bonuses that scale based on starship tier—these are to help you provide balanced encounters for your PCs, but you can also set numbers that are higher or lower to better fit the actual danger.

STELLAR PHENOMENON

Space contains untold billions of threats, ranging from the inexplicably vast to the unexpectedly deadly. Some are legendary in their lethality, while other unidentified anomalies continue to vex even the most accomplished scientists. Thankfully, space is big enough that most pilots can fly around these threats—that is, unless pursuing pirates, gravitational anomalies, or other dangers turn such caution into a luxury!

Asteroids and Debris

Though they're one of the most mundane aspects of space, chunks of floating rock can nonetheless have a dramatic impact on starship operation and combat. Even clouds of small pebbles can jam engines, throw weapon systems out of alignment, and disrupt sensitive sensor equipment. Larger asteroids, especially with significant velocity, can obliterate smaller starships and cause significant damage to larger ones. The biggest asteroids blot out entire hexes of space, creating obstacles that starships must weave through but can use as cover during combat. Large, stationary asteroids also make good locations for orbital weapon platforms.

Asteroids generally take up 1 hex on the grid; larger asteroids can be represented by filling two or more adjacent hexes. Traveling through an asteroid's space is generally possible, but a starship risks taking damage when it does so. A starship's direct-fire weapons can't pass through an asteroid's space, but tracking weapons can move to avoid striking one.

When either a starship or an asteroid enters a hex occupied by the other, the pilot must attempt a Piloting check (DC = 10 + 1-1/2 × the starship's tier), with the ship taking 4d6 damage in a random quadrant and the ship's facing changing by 1 turn in either direction (determined randomly) on a failure. Moving asteroids deal an additional 1d6 damage per 2 hexes they move on the round that they collide, and the DC of the Piloting check to avoid a collision with a moving asteroid increases by 5.

If a ship collides with an asteroid or hits it with a starship weapon attack (AC 5 and TL 5) that would deal at least 1 Hull Point of damage, that hex of the asteroid is destroyed and all adjacent hexes are sprayed with rock fragments, dealing 4d4 damage unless an affected starship's pilot succeeds at a Piloting check to avoid the debris (DC = 10 + 1-1/2 × the starship's tier).

Comet: This chunk of icy mass flies through space, leaving a trail of ice and gas behind. You can simulate a comet with a single large asteroid moving across the grid over the course of several rounds, trailed by a micrometeoroid cloud (see below) that represents the icy fragments making up the comet's tail.

Fast-Moving Asteroids: These large groupings of asteroids travel together, usually caused by an explosion, a collision of larger asteroids, or a massive gravitational body pulling them out of orbit. At the beginning of combat, these asteroids start on one edge of the map and take up 1 hex each; place the asteroids farther apart than if you were using stationary asteroids. At the end of each helm phase, move each asteroid across the map in the same direction. Asteroids should always move in a straight line at a consistent speed, but they don't all need to move at the same speed. For a sustained asteroid storm, randomly place new asteroids at the edge of the grid after moving the asteroids that are already on it.

Magma-Filled Asteroid: This asteroid forms when a globule of molten rock is exposed to the void of space, and its liquid magma core becomes encased in an obsidian shell. When a starship takes damage upon colliding with such an asteroid, the shell cracks, releasing roiling magma into all adjacent hexes. The colliding starship and all starships within 1 hex of the asteroid take 4d8 damage to a random quadrant. In addition, a starship can shoot at a magma-filled asteroid (AC 5 and TL 5); a hit with any weapon that would deal at least 1 Hull Point of damage punctures the obsidian shell and imparts the shot's momentum, causing magma to hurl violently into space and deal 4d8 damage to starships in adjacent hexes (instead of the normal 4d4 damage). Exceptionally hot asteroids could deal even greater amounts of damage upon impact or when destroyed, whereas asteroids whose interiors have lost most of their heat over time typically deal less damage.

Massive Asteroid: A massive asteroid can be represented by 10 or more individual asteroids or by simply filling up an entire section of the combat grid with the asteroid. Asteroids of this size are impassible—starships can't enter their space—so they're useful as outer bounds to a battlefield. Space battles over the entrance to an asteroid mine, perhaps guarded by orbital weapon platforms, make a great backdrop to an epic starship confrontation.

Micrometeoroid Cloud: Tiny pieces of debris regularly strike a starship during space travel, bouncing off its shields



and hull to no effect. However, traveling through a large cloud of such debris can overwhelm a starship's conventional defenses and deal real damage. Mark hexes of micrometeoroid clouds on the grid; the hexes should be in groups of 4 to 7, with 2 to 3 hexes of space between them, and should take up no more than roughly a quarter of the total grid. If a starship flies through 1 or more of these hexes, it takes damage to its forward quadrant equal to $1d4$ per micrometeoroid hex it flies through plus $1d4$ for every 2 hexes the ship moved that round in total. Damage from micrometeoroid clouds has the ripper weapon special property. Moving clouds of micrometeoroids can be implemented in much the same way as fast-moving asteroids (page 134) and might even be a precursor to a larger asteroid event.

Other Debris: Other solid objects in space such as derelict ships, ice rings, and fields of debris from recent battles can pose similar threats to active starships. Use whatever rules are most analogous to your chosen phenomenon.

Damaging Zones

Some areas of space are actively damaging to starships. These damaging zones can represent hazards such as electrically charged nebulae, hull-eating bacteria, or the chaotic corona near the surface of a star. Depending on the nature of the damaging zone, it might encompass part or all of the combat grid, in a variety of shapes and sizes.

At the end of each round of starship combat, all starships in a damaging zone take damage from the hazard, distributed evenly across all quadrants. As a crew action during the

helm phase, a science officer can align the starship's shields to specifically protect against the active hazard ($DC = 10 + 1\frac{1}{2} \times$ the starship's tier), negating any damage to shielded quadrants; quadrants with depleted shields can't be protected in this way. In general, damaging zones should deal at most roughly $1d6$ damage per tier of the PCs' starship each round.

Hull-Eating Bacteria: While several massive species have adapted to the void of space, bacteria and other microparasites have also adapted to interstellar life by feeding off one of the most readily available substances: starship hulls. Infestations can last for decades as the tiny creatures feed on the remnants of derelict ships and debris fields. In areas with hull-eating bacteria and similar threats, unshielded quadrants of a starship's hull each take between $1d6$ and $7d6$ damage per round, ignoring DT. Once a quadrant of a ship has been exposed, it continues to take damage each round at the end of the engineering phase, even if shields are later restored to that quadrant. As a crew action during the engineering phase, a starship's engineer can vent plasma, superheat the hull, or perform a similar action to destroy the infestation ($DC = 10 + 1\frac{1}{2} \times$ the starship's tier).

Proton Storm: Stars can emit streams of high-intensity protons capable of ripping starships apart. To represent a proton storm, draw multiple parallel lines throughout the combat grid, 5 to 10 hexes long and 3 to 5 hexes apart. Starships can fly through these marked areas, and the lines don't block starship attacks, though tracking weapons that would fly through a proton storm are immediately destroyed. However, the storms represent significant danger: the protons

have such high energy that they bypass starship shields. Each time a starship flies through or ends its movement in a marked hex, it takes damage directly to its Hull Points equal to 1d6 + an additional 1d6 for every 2 tiers of the starship.

Star Corona: Flying near a star without specific protection is never a good idea. If unprotected, a starship can take between 1d6 and 20d6 damage each round from the heat given off by a star's corona, depending on the intensity of the star and the distance to the star's surface. Some stars also discharge radiation that bypasses normal defenses and can affect the crew on board (see Radiation below).

Gravity Fields

Black holes, nearby planetary bodies, unstable magical effects, and neutron stars can create powerful gravity fields that make starship combat challenging.

Choose a side of the grid to represent the direction of the gravitational pull. At the start of each round, move all starships, tracking weapons, mines, and other relevant objects 1 hex closer to the source of the gravity. If an object starts within 6 hexes of the edge, move it 2 hexes toward the edge. While a starship is moving toward the gravitational source, each hex of movement moves the object an additional hex. While a starship is moving away from the gravitational source, each hex of movement costs 2 hexes instead. Tracking weapons follow the same rules for starships and have their effective speed ratings doubled or halved, as appropriate.

Starships that move past the edge of the grid where the gravitational pull originates are out of the combat and might be destroyed or disabled, crash-land, or something similar. A ship removed from the grid by a black hole is almost certainly destroyed, for instance, while a starship pulled toward a planetary body might crash on its surface or even burn up in any extant atmosphere.

For especially strong gravitational fields, the rate at which the hazard pulls could exceed 2 hexes per round. However, starships with a speed of 4 can't escape such forces, even with a successful divert crew action. Generally, use gravitational pulls of 3 hexes per round or more only if the vessels involved in the starship combat can escape the gravity field.

Radiation

Space is full of background radiation from stars, space stations, manufacturing platforms, and stellar novae from far-off star systems. Starship hulls protect against most of this radiation, as do sealed space suits. However, more massive cosmic events produce intense radiation capable of impacting even heavily fortified vessels.

Radiation is most often adjudicated like a damaging zone (page 135), but instead of dealing damage to the starship, it exposes crew members to radiation as if the ship were hit by a weapon with the irradiate property that lists low (for starship tiers 3 and below), medium (tiers 4–10), high (tiers 11–17), or severe (tiers 18 and up) radiation.

Gamma Ray Burst: These super-luminous events are some of the brightest electromagnetic phenomena known in the universe and often are the result of a high-mass star

collapsing into a neutron star or black hole or, less frequently, occur during a nova or supernova. The area is washed in severe radiation for 1 round, followed by an afterglow that can last for several hours. Every 10 rounds, the affected space is exposed to radiation that starts at high and degrades to medium and then low radiation over the course of the event.

Solar Flare: A star occasionally experiences a sudden flash of brightness near its surface, followed by a coronal mass ejection that projects a stream of plasma and radiation away from the star. This threat can happen anytime a starship is traveling near a star, but it's far more common around red dwarfs and other smaller, cooler stars.

Represent this hazard by performing a direct-fire attack against each starship during the gunnery phase every 1d4 rounds, originating from the star. A solar flare typically has an attack bonus equal to $1\frac{1}{2} \times$ the PC starship's tier, deals 1d12 damage per 2 tiers of the starship, and has the irradiate (high) weapon special property. During the helm phase, a science officer can take a crew action to analyze the star with the ship's sensors (DC = $10 + 1\frac{1}{2} \times$ the starship's tier). If successful, they're able to predict when the next flare will occur, granting the ship a +5 bonus to AC against the next solar flare attack. If they perform this analysis the same round the flare erupts, the science officer guides the pilot out of the path of the flare, avoiding the attack entirely.

Solar Storm: These eruptions of radioactive waves can cause electric disruptions and electromagnetic interference in nearby space. When a starship is hit by such a storm, the living occupants are exposed to medium or high radiation. These storms typically last 2 to 8 hours and affect a large area, exposing the entire grid to radiation for the duration of starship combat.

Combined Effects

Some galactic effects combine gravity fields, damaging zones, and radiation, making for very dangerous areas for a starship. However, sometimes the PCs' goals lie in the heart of such treacherous areas of space!

Neutron Star: The collapsed remains of a giant star can form this ultra-dense body featuring extreme heat, gravity, and radiation. Flying near such a star often exposes a starship to as much as 1d8 damage per round per 2 tiers of the starship from the intense heat, high radiation, and strong gravitational pull. This damage occurs at the end of each helm phase and is divided evenly among the ship's quadrants.

Pulsar: This neutron star has a very short rotational period (from milliseconds to seconds) and emits ultra-high-energy cosmic rays. Represent this hazard by adding a direct-fire attack every 1d4 rounds from the direction of the pulsar during the gunnery phase. A pulsar's ultra-high-energy cosmic ray has an attack bonus equal to $1\frac{1}{2} \times$ the starship's tier, has the irradiate (severe) and vortex weapon special properties, and deals $1d12 \times 10$ damage; this damage increases by $1d12 \times 10$ per 5 tiers of the starship. During the helm phase, a science officer can take a crew action to analyze the pulsar with the ship's sensors (DC = $10 + 1\frac{1}{2} \times$

the starship's tier). If successful, they avoid the cosmic ray entirely that round.

Quasar: This is an ultra-luminous active galactic nucleus. The accelerating ring of gas revolves around a supermassive black hole, releasing energy across the entire electromagnetic spectrum, including bright visible light. Though beautiful to behold, a quasar is enormously dangerous; it emits high levels of radiation and heat, and its black hole has a strong gravitational pull. If a starship approaches the galaxy's quasar core, use the rules for a neutron star (page 136) except it deals 10 times as much damage. Note that even the most stalwart ships could not survive this hazard for long.

Other Effects

The far reaches of the galaxy contain a plethora of additional phenomena and anomalies that can have a variety of effects on starships.

Nebula: This large and diffuse area of gas is generally not hazardous to starships, but depending on the exact nature of the nebula, it can cause any number of adverse effects. Represent a nebula with 10–20 contiguous hexes. These hexes might conceal a ship, forcing gunners to use unreliable sensor information to target a starship inside the nebula, which gives attacks against ships in the nebula a 20% miss chance. Alternatively, corrosive gases might eat away at the starship (as hull-eating bacteria on page 135). Or electrical storms may have erupted inside the nebula after being exposed to the technology of a starship, giving the nebula an attack each round against any starships inside (as solar flare on page 136).

Temporal Rift: Waves of tachyon particles or damage from powerful gravitational forces can leave temporal scars in the fabric of space-time. These areas have unpredictable effects on time and can leave unlucky crews stranded. Mark an area 5 to 10 hexes long that varies from 1 to 3 hexes wide. When a starship begins a phase inside a temporal rift, time shudders and shifts; roll 1d4 for each crew member when they attempt an action. On a roll of a 1, they lose their action for this round. On a 2 or 3, they act normally. On a 4, they can take 10 on their action.

Wormhole: These anomalies are bridges in space-time, linking two different points in space, two different moments in time, or a combination of the two. When a starship flies through a wormhole, its crew often experiences flying through a tunnel in a luminescent nebula. Mark 2 hexes on the grid that are linked to each other; you can choose either or both locations or determine either or both at random. Whenever a starship enters one of these hexes, it immediately enters the wormhole; remove it from the combat grid. On the next round of starship combat during the helm phase, when it is that starship's turn to move, it first appears in the linked hex with a random facing.

DRIFT PHENOMENA

In addition to the effects listed above, even stranger events can manifest in the Drift. Temporal rifts, wormholes, and proton storms are relatively common occurrences, and

large sections of displaced planes often function similarly to asteroids and debris (pages 134–135). Creatures and forces loyal to Triune inhabit the Drift, and their intentions are often unclear; the strange encounters that travelers experience here do little to shed light on the tripartite god's enigmatic plans.

Paraforan School: When crystalline paraforan fragments (*Starfinder Alien Archive* 3 76) congregate into a single paraforan in the Drift, they often follow behind starships to consume the energy given off by Drift engines. Sometimes these fragments become overly enthusiastic and slam into a starship while attempting to feed off its latent Drift engine energy. At the beginning of the engineering phase, a paraforan appears in a single hex within 2d4 hexes of a random starship. During the helm phase, the paraforan acts last and moves at a speed of 14 with perfect maneuverability (turn 0) toward the nearest ship with a Drift engine. During the gunnery phase, after all other ships have acted, a paraforan adjacent to a starship can siphon that starship's Shield Points, reducing that quadrant's Shield Points by 10.

If a paraforan is targeted by a starship weapon (requiring a gunnery action but no attack roll), or if a starship travels through a hex containing a paraforan, it immediately disperses into paraforan fragments that occupy 3 adjacent hexes. Paraforan fragments can't deplete a ship's shields, but they function as a stationary micrometeoroid cloud (page 134) for 1d4 rounds before re-forming into a paraforan.

Planar Energy Nebula: Planar energy nebulae populate the Drift, often dragged in with the displaced pieces of other planes. When a starship enters a planar energy nebula, roll 1d4 to determine the effects. On a 1, the starship is drained of half its shields in a random quadrant. On a 2, a random system gains a critical damage condition. On a 3, the starship is spun around and gains a new facing, determined randomly. On a 4, the starship's shields are replenished as if an engineer succeeded at a divert action.

Time Eater Ganglion: This enormous colony of time eaters (*Alien Archive* 3 24) interlocks their tentacles together to form a massive web. The resulting ganglion can be anywhere from 1 to 3 hexes in size and slowly drifts toward the closest starship at a rate of 3 hexes per round at the start of the helm phase. If a starship ever shares a space or ends its movement adjacent to a ganglion, the time eaters attempt to grasp the ship to steal its temporal energy. The starship's pilot must succeed at a Piloting check ($DC = 15 + 1\frac{1}{2} \times \text{the starship's tier}$) to avoid being grasped by the ganglion. If the ganglion grabs the starship, the ship loses all its shields in a random quadrant. If that quadrant's shields were already depleted, the starship's speed instead decreases by 2 for 1d4 rounds and the ganglion can move 1 additional hex for the same duration. These effects are cumulative, to a minimum starship speed of 0 and a maximum ganglion speed of 10 hexes, and the duration is refreshed each time a ganglion grabs a starship. A ganglion can be targeted by starship weapons and has an AC and TL of 15. If a ganglion takes a total of 20 damage per hex it occupies, it disperses into individual time eaters, which are generally inconsequential in starship combat.

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DESIGNING STARSHIP ENCOUNTERS

Starship battles, daring piloting stunts, and fast-paced space chases are iconic elements of science fiction. At the gaming table, such encounters can shake things up by adding variety to combats on foot and encouraging players to work together as part of a team. When starship encounters are done well, they can be memorable experiences that players enjoy retelling months or even years later. The following pages provide tools and advice for creating starship encounters that players will remember long after the last enemy ship has surrendered or been destroyed.

CINEMATIC STARSHIP ENCOUNTERS

Ideally, starship encounters are cinematic and exciting experiences, but a number of potential pitfalls to running starship encounters could undermine this goal. While each starship role is important, some lend themselves better to dramatic description than others. Without your efforts as a GM to keep things engaging, an encounter could easily devolve into a dry, colorless affair of moving ship minis around a hex grid and firing at the enemy until one side is destroyed. When creating starship encounters, consider whether it's appropriate to add harrowing hazards to shake up the game mechanically, toss in an unexpected noncombat challenge, or add especially detailed descriptions to bring your encounter to life.

HAZARDS AND TERRAIN IN SPACE

Starship encounters are sometimes presented as if they take place in an empty void, with only a blank hex grid to note the ships' positions. Of course, this makes sense in many situations—starship encounters usually take place in space, not in-atmosphere, and vast portions of space are fairly empty, lacking any real terrain features.

However, that doesn't have to be the case. The advantage of traveling through an infinite universe lies in the fact that while a very large portion it might be generally empty, hazards can show up anywhere, at any time. Adding a hazard of some sort—whether it's an asteroid field to navigate, a field of hull-eating bacteria to avoid, or a black hole that threatens to pull the PCs' starship into a void—can add flavor to an encounter and give the PCs something to think about besides the enemy ships.

Adding such a hazard can also add tension to your starship encounters, since it might be difficult to detect these hazards in the vastness of space. Likewise, from a combat perspective, adding a terrain-like feature that changes from round to round, such as a solar flare that periodically pulses with radiation, can provide a more dynamic feel and introduce an additional tactical element. (More details about specific challenges to add to a starship battlefield can be found in *Space Hazards*, beginning on page 134.)

If incorporated holistically into a starship encounter, such features can make for more dynamic and interesting experiences at the table. Below are some specific ways hazards and terrain-like features can enhance your starship combats.

Environmental Storytelling

Besides adding a twist to a starship encounter's mechanical elements, hazards present an opportunity to reveal something about the corner of space where the PCs are fighting. When incorporating a hazard, you as GM should keep in mind why the hazard is there in the game's world. Adding a hazard that at first glance seems out of place is a great opportunity to inject extra context, depth, and verisimilitude into the game. For a careful GM, aligning your game's narrative continuity with the hazards that the PCs encounter in starship combat can also open up more opportunities for your players to explore. A great hazard might even inspire the PCs to take the game in a delightfully unanticipated new direction, if you so wish!

For example, perhaps an asteroid recently hit a small moon, destroying it to create an unexpected asteroid belt or debris field the PCs aren't expecting. Or perhaps a colony ship whose inhabitants were conducting powerful time-bending research imploded, warping the fabric of existence around it. It would certainly catch the PCs off guard to unexpectedly fly into the resulting temporal rift! Figuring out exactly why these hazards came into being can also provide a fun side trek for the players, if you as the GM wish to provide even more hints of adventure seeds here.

Working small setting details into hazards not only provides an explanation for their presence but also makes them more memorable—and it might spur the PCs to investigate further. However, even if the PCs don't learn the full story of a hazard's origins, adding a few hints about its backstory can influence the feel of an encounter. If the PCs come across the example temporal rift above, they might occasionally catch glimpses of a ghostly-looking ship that doesn't show up on their sensors; even if it has no mechanical impact, this can provide a thematic bit of spookiness to the encounter.

Benefiting from Hazards

Although PCs generally approach a hazard as an obstacle to overcome or avoid, clever players can sometimes use a hazard to their advantage. Unless there's a compelling reason why enemy ships wouldn't be affected by a particular hazard—such as a Corpse Fleet ship crewed by undead going through radiation—an area's hazard affects the opposition just as much as it does the PCs. By using their starship's sensors to perform a special scan action, the PCs may even be able to learn things

about environmental hazards or terrain-like features that are unknown to the enemy.

Perhaps the PCs are about to fight several other ships, and there's an asteroid field between them. With a special scan action and a successful Computers check, the PCs might identify abandoned ground defenses built into the surfaces of several asteroids. With additional actions and some clever computing, the science officer could potentially hack into these defenses and turn the weaponry against the enemy starships—all while the rest of the crew buy time while fending off the overwhelming foes! No matter the threat, consider ways that the PCs could interact with (or even counteract) hazards they unexpectedly encounter, and encourage creative problem solving.

PCs aren't the only ones that can use such creative thinking, however—their enemies might do the same. If a hazard has a potential advantage that the PCs are able to learn about through scans or other actions, you should provide hints that this is possible, whether through narrative description or by granting opportunities for skill checks. If the PCs realize their options but choose not to act on any of them, an interesting twist might involve their enemies beating them to the punch and harnessing the power of a hazard against them!

NON-COMBAT CHALLENGES

Though many of the rules around starship encounters focus on combat, not all starship encounters need to be battles. In open space, the PCs may need to fly through an area dense with the wreckage of other ships, get close enough to a dangerous celestial body to scan it, or follow another vessel without being noticed. In a campaign with a heavy focus on starships, the addition of non-combat challenges can break up the battles and prevent encounters from feeling repetitive.

When creating a non-combat challenge, there are a few things to keep in mind. First, since these encounters don't need to follow the same mechanical structure as a starship combat, you should reward player creativity. Secondly, even more so than in a starship combat, it's important to make sure that each PC can contribute to overcoming the challenge, particularly if it's one that's likely to take a while to resolve at the table. It's fine if a simple non-combat challenge requires only a successful skill check or two, but an extended sequence such as shadowing another ship for several days risks losing players' attention if their PCs are given nothing to do during this time.

In a starship combat, the PCs have defined tasks they can do in their ship roles, and while some non-combat challenges may have similar tasks to fulfill, not all roles will necessarily be accounted for with existing rules. It's not necessary to have every PC attempt a check at each stage of the challenge, but all players should feel as though they're helping resolve the encounter. For example, if a player's character can't mechanically contribute to solving a problem, but that player suggests a brilliant idea to a task-performing character through roleplaying, you might consider awarding the latter PC with a minor bonus to any required skill checks to reward the former PC's smart thinking.

Examples of Non-Combat Challenges

Space contains multitudes of threats that shouldn't or can't be fought at all. Consider the following non-combat obstacles to challenge the PCs.

Navigating Debris: The PCs stumble across a field of debris. While it might seem obvious to require Piloting checks to navigate this hazard, you might also place several obstacles in the area that characters other than those flying the ship can help mitigate. For example, a large asteroid fragment might come into view too quickly for the PCs to avoid, so they must shoot it down instead. The science officer could assist the gunner in finding a weak point with a successful scan. Then, the PCs might come face-to-face with a strange energy field. The pilot must attempt a Piloting check to avoid it, but any PC could attempt a Physical Science check to determine some information that helps the starship avoid the worst of the field's effect. This scenario provides a variety of different



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checks that could be attempted, empowering PCs with diverse skill sets.

Scanning a Ship Caught in Orbit: The PCs come across a derelict starship whose onboard computers contain information vital to their mission. However, the ship is caught in the orbit of a neutron star. While you might assume that the players will want to fly straight toward the ship, if they have a highly skilled mechanic, advanced supplies on board, and several PCs with strong Engineering and Computers skills, the players might decide to build a drone ship capable of getting close to the starship to scan it. In this scenario, you should reward this creative strategy, since the PCs are using their resources and the destruction of the derelict ship isn't imminent. You might allow the players to take a few days cooperating to build their drone with a series of successful skill checks, including Engineering, Computers, Physical Science, and the like, depending on the PCs' strategies. If you allow the PCs to solve challenges in unexpected ways, the group is likely to feel more invested in the solution.

INJECTING EXCITEMENT

You as GM can spice up any starship encounter, including one that's fairly mechanically straightforward, by narrating and describing things in an exciting way. A simple mechanical description of an event in combat gets the necessary information across to the players, but it's more dramatic to add details that draw them into the action.

Not every action will necessarily need to be described in this fashion—sometimes an attack is relatively simple, session time is running short, or you've already come up with 10 imaginative descriptions for particle beam attacks during that combat—but narrating notable events such as critical hits, near-misses, or the final shots that destroy a ship adds energy and dramatic tension to an encounter. It makes a combat feel more cinematic and helps the players better embody their characters. You can also encourage the players to narrate their own actions and describe what they're doing rather than simply stating what check they want to roll, and also to engage in combat banter with their crewmates and opponents.

Enhanced Gameplay Descriptions

Using more descriptive language to narrate otherwise routine events during gameplay can help make starship encounters more thrilling. This goes for GMs narrating gameplay as well as players narrating their character's actions.

For example, say the PCs are battling another starship and are hit with a light plasma torpedo.

A minimal description from the GM might be, "The torpedo hits you for 15 damage. You have only 3 Shield Points remaining on your starboard side, so you take 12 damage to your Hull Points after that."

But a more exciting description could be "The torpedo strikes your starboard side. Your ship lurches from the shattering impact and takes 12 Hull Points of damage as the torpedo smashes through your starboard shields and strikes the wall of your medical bay, sending the serums and supplies clattering to the floor in the fray."

Or, if a player decides their captain wants to taunt the enemy gunner, providing a clever highlight for their character, a minimal description might be, "I roll an Intimidate check to taunt the gunner of the enemy ship."

But a more dynamic description would be "I turn on the comm system and broadcast, 'You call that a shot? Our pilot has evaded plasma shots close enough to fry an egg on the hull! If that's all you've got, you might as well go home.'"

Creating Memorable Villains

Another way to liven up a starship encounter is to have the PCs interact with a memorable NPC on the opposing side. With ship comms, NPCs and PCs can easily banter back and forth, providing an opportunity for the PCs to get to know their opponents.

In a noncombat encounter, the PCs likely have more time to talk with some of the NPCs on other ships, whether they're attempting to navigate the same area, racing them in a competition, or guarding their ship as part of a convoy. These conversations can provide PCs who focus on social skills an outlet for making new friends and learning new things, and it may help draw quieter PCs out of their shells, especially if they meet an NPC with a shared interest.

Even during a battle, when communications are likely more limited, giving personality to the NPCs involved gives the combat more weight than shooting down a starship crewed by faceless grunts with whom the PCs never interact. Perhaps the PCs are dueling a gruff military man with a strict sense of honor who won't break the rules of a duel, even if it means he loses. Or perhaps they have the opportunity to talk to an unusual Devourer cultist who's more interested in engineering projects than the Devourer's cause, who the PCs may be able to encourage to join their side instead. Giving an NPC a more fully fleshed-out personality than "enemy pilot" gives more flavor to the encounter, and depending on how things go, could leave the PCs with a new nemesis or unexpected ally.



ALTERNATE WIN CONDITIONS

When the PCs are faced with a starship encounter that could erupt into combat, it's important to point out that not every such encounter must end traditionally. Even an encounter that starts with combat be resolved in multiple ways, and some encounters may begin with different parameters altogether. GMs who are willing to entertain such possibilities should listen carefully to their players and think creatively about the myriad ways the engagement could end.

In a campaign that's heavy on starship encounters and combat, it's particularly important to include many types of interactions to liven things up and make sure that all PCs get a chance to spotlight their abilities. Below are some examples of encounters that could have win conditions other than defeating the enemies in combat.

Avoiding Attack: Sometimes, fighting an enemy is futile; rather than attacking directly, the PCs should evade the enemy so they can live to fight another day. Such encounters can take a variety of forms. Perhaps the PCs are cornered by an overwhelming number of opponents and must cut a path through enemy lines to make their escape. In this scenario, defeating all the opponents isn't expected or even possible, and the PCs will need to think strategically to determine the best path to get out.

Another example of this type is a stealth mission where the PCs must follow a target starship without being detected, whether to find its destination or to gather information about the ship as a precursor to a more direct assault. This could involve the PCs using special stealth field technology or making use of the environment around them to avoid detection, such as a field of chunky debris that is difficult to scan.

Competition: Even in combat, destruction of the opposing ship doesn't always need to be the intended outcome. Many types of competitions can also make use of starships. Perhaps the PCs need to win a race, beat their competitors through an obstacle course, or engage in a shooting contest where contestants try to take out other targets rather than each other. Some starship competitions might even involve the competitors remotely piloting drones instead of being on a ship themselves.

A starship duel is another potential nonlethal competition. Although much of a starship duel will be resolved like a typical combat, the participants in a duel generally need to abide by certain rules—such as agreeing on which weapons are permitted or which ship systems are off-limits as targets, like life support—and have a set win condition. These win conditions vary based on the terms of the duel but could include things such as depleting a ship's shields, reducing a ship to a certain number of Hull Points, or a first strike taking the win.

Like in any context, it's possible but risky to cheat. Getting caught breaking the rules could result in anything from good-natured dismay to utter disapproval to even lethal retaliation. Even the outwardly lawless Free Captains only abide a certain amount of foul play, whereas breaking a dueling covenant with a proud vesk crew could earn the PCs an enemy for life! This duplicity could spawn an entire

new segment of a campaign—one in which the PCs have made serious enemies or must answer for the unintended consequences of their actions.

Protection and Defense: Sometimes the PCs need to focus on defense rather than offense, protecting or attempting to reach a target to prevent it from being harmed. In these cases, there is likely some typical starship combat involved, but destroying the opposition means little if the PCs don't succeed in their protective duties. These missions could include transporting a wanted target through enemy territory, protecting a more vulnerable ship from raiders, or breaking past an extremely powerful ship in order to defend a vulnerable target elsewhere. The same risky maneuvers that work brilliantly in other starship scenarios might instead prove to be a liability when protecting an objective, so reckless crews might have to change tactics to adapt.

Social Starship Combat: Just as the PCs' opponents aren't always going to fight to the death or to the destruction of their ship, the PCs won't always want to do so, either. In some encounters, the PCs may be able to talk their foes down or trick them into specific actions that will work in their favor. For example, the PCs may wish to challenge an enemy ship to distract its crew from pursuing another goal. Such an encounter might eventually result in combat, but the PCs need to taunt the enemy captain into fighting them. This could include special, encounter-specific actions, such as giving the captain the ability to bait the enemy into taking a particular action (like attacking) with a successful taunt action, or giving the science officer the ability to target the enemy's systems to prevent them from escaping. When inventing such actions, be flexible with the rules while keeping the PCs' capabilities in mind.

Another socially-oriented encounter could require the PCs to convince an opposing starship's crew to surrender without dealing too much damage to the ship—perhaps they need to capture something or someone aboard. This might involve dealing some blows before opening negotiations, or perhaps other encounter-specific actions like a special demand or encourage action by the captain convincing the opponent to surrender.

Strategic Timing: Sometimes, the method PCs use to accomplish a task is less important than the moment at which they do so. The tension of beating the clock, surviving long enough, or timing an attack perfectly can introduce fresh tension into an encounter. Perhaps the PCs face an overwhelming enemy armada—but if they can hold out for a certain number of rounds, reinforcements will arrive to help turn the tide. Conversely, the PCs may need to win an encounter as quickly as possible, with each successive round introducing greater danger via worsening environmental conditions, enemy reinforcements, or a key target escaping. Different still, an encounter might require the PCs to fulfill an objective at a precise moment, like pushing an asteroid into an enemy or firing a missile through a portal before it closes. Despite its dramatic potential, strategic timing is a trope best used sparingly, lest your players become fatigued from the constant pressure.

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STARSHIP ADVENTURE SEEDS

With their ability to transport characters nearly anywhere in the galaxy and their need for a multitasked crew, starships are a natural catalyst for adventure. These interstellar vehicles can serve a number of roles for campaigns in space, from providing a method of transportation for planet-hopping heroes, to inspiring villainous research and development, to being the focus of a mystery or heist. The following pages present ideas for GMs looking to create starship-focused adventures, organized by theme.

SECURE THE ASSETS

The following adventure seeds involve the PCs using their starship—or another they've acquired—to chase down valuable research, retrieve a stolen luxury ship, or track down a dangerous bioweapon and ensure it's never used on innocents.

A Looming Bioweapon

While working in the archives of Healthworks Innovations Inc., a lashunta bioengineer named Fayae discovered a tiny capsule of a virulent disease known as stardust plague. A dangerous communicative disease spread through the air, stardust plague is a potent potential bioweapon and, as such, was contained and all but eradicated in the Pact Worlds centuries ago. As part of this public health initiative, the Pact Council confiscated all vials of the plague for safekeeping—except, apparently, for the one in the Healthworks archives. Upon discovering the capsule in his employers' archives, Fayae panicked and pocketed it. Days later, high-level Healthworks inspectors discovered that the capsule was missing, along with the bioengineer. They began a quiet search for Fayae and the stolen vial, but months have passed without a lead.

When the engineer steals a starship from the PCs to escape a close call, they are put in a conundrum when they find out Fayae's identity and his suspected crime. Do the PCs join forces with the authorities trying to track down the lashunta? Or do they acquire a new starship and pursue him on their own, giving them leeway to hear Fayae's side of the story and sort out the consequences themselves? As the PCs look into why Healthworks Innovations even had the vial in the first place, information emerges that points toward a sinister corporate plot.

The Schematics Hold the Key

A shirren drive specialist for Hyvonix Industries named Nyshele is on the run. Absalom Station officials believe a dispute involving a new Drift engine prototype has boiled over at Lucent Shipyards in the Burning Archipelago, and the young Nyshele is at its center. A junior member of the company's prodigious research and development team, Nyshele is rumored to be developing a cleaner, more efficient engine for starship travel into and out of the Drift. Details are spotty, but anonymous sources within Hyvonix claim a breakthrough is coming—one that might very well revolutionize the efficiency of Drift engine technology and earn the company a fortune.

The reason for Nyshele's disappearance remains unknown—perhaps she's been threatened, or perhaps she simply decided to keep her work for personal gain. Regardless, Hyvonix officials believe that she has absconded with the digital schematics for the new Drift engine, possibly intending to float the data on the open market or defect to a rival manufacturer. Industry insiders aren't so sure, however. The shirren engineer—known to be introverted but fiercely opposed to political hostilities in the Pact Worlds—may be trying to keep the game-changing technology out of the hands of those who might misuse it.

Nevertheless, nearly every major manufacturer is allegedly hiring fugitive hunters to retrieve Nyshele and the Drift engine schematics—with Sanjaval Spaceflight Systems offering the largest reward. It's up to the PCs to find the shirren and her schematics, either to collect a hefty reward or to sell the plans back to Hyvonix or another manufacturer, or even making a deal with the elusive Nyshele herself.

Starship Bandits on the Loose

Redshift Revolution executives are frantically searching for a speedy ship crew to retrieve some runaway merchandise. Two days ago, a band of goblins scuttled up from the seedy bowels of Absalom Station and commandeered one of the company's Pleasure Sails, inexplicably avoiding detection as they launched the luxury starship into open space. Station security pursued the craft for almost 30 minutes until its transponder blinked off ship sensors, confusing those tracking the seemingly easy-to-retrieve craft. Some believe the vessel was destroyed, but Redshift insists these thieves are more sophisticated than the average goblin tinkerer.

The company suspects that a more powerful force is at play in this theft, especially because it's still a mystery how the goblins managed to gain entry to a privately docked vessel. Three guards assigned to watch over the Pleasure Sail in Redshift's hangars claim they were attacked by at least a dozen of the cackling creatures, but security feeds throughout the sector show nothing of the sort. In fact, the cameras don't show anything out of the ordinary.

One of the thieves, the guards insisted, carried a crystalline object spitting with wild energy, possibly explaining this anomaly. The company doesn't know what to make of the situation, and it has brought the PCs in to investigate—through a

reward, by calling in favors with connections of the PCs, or other such incentives. Although wild speculation about the reason for the heist abounds—a Veskarium conspiracy, insurance fraud, or a full-fledged goblin uprising, among others—many stationers delight in the idea that the joyriding goblins are simply having the time of their lives.

SOLVE THE MYSTERY

The following adventure seeds involve embroiling the PCs in a central mystery that involves starships, whether it's investigating a monstrous starship-scale creature, tracking down a famous ship from hundreds of years ago, investigating a strange crash, or unraveling a starship-focused pyramid scheme.

Murders Most Foul

For years, interstellar archaeologists have debated the fate of the body of famed android and Drift explorer Aleksana Guryari. Some believe that her body never underwent the renewal process, while others believe that it is still in use with a new soul today. Two androids have recently come forth claiming to inhabit the former body of the famous pilot, one on Apostae's Nightarch and one on Absalom Station. When both androids are murdered within a few days of each other, their bodies dismembered to prevent renewal, the public outcry to find the culprit is intense. The Pact Council offers a large reward to anyone who can gather information about the suspicious circumstances, and the PCs have their own reasons to want to find the killer—or killers. If the culprit is a lone murderer with a motive, the PCs may have to immerse themselves in the seedy underbelly of anti-android hate groups. If a government conspiracy is to blame, those seeking the truth might find themselves accused as scapegoats. Answers may be hidden on the remains of the *Chaos Wyrms*, Guryari's original starship, though locating it could prove even more difficult than finding the androids' killer.

The Swallowed Starship and an Alien Horror

Spacefaring vessels passing by the Riven Shroud in Near Space have observed a ghoulish form lurking among the wreckage. Witnesses describe a mysterious-looking ship that's been invariably described as alien. Estimates indicate the vessel is a behemoth, with a hulking skeletal frame and long, tendril-like phalanges that sweep behind the posterior vents. No visible thrusters can be seen, but the ship appears very much operational—moving under its own power, with a brilliant blue light pulsing beneath its hull. Speculation abounds. Is this ship an automated defense drone for the Shroud? A long-dormant entity suddenly awakened? Or something else?

Efforts to communicate with the ship have proven fruitless, save one: the Eoxian destroyer *Venophage* moved into the phantom's path and was engulfed—and presumably vaporized—by a wave of blinding magical energy. Whispers of a shakeup on Eox are now spreading, as the heir of an

influential bone sage was rumored to be aboard the *Venophage*, which transmitted one last broadcast into open space before it was swallowed whole. The Eternal Convocation also claims to be receiving strange transmissions from inside the Riven Shroud's central star, fueling hope that the *Venophage* and its crew could be rescued. Days ago, Eoxian agents issued a lucrative open contract to any starship willing to investigate and, if possible, confront the mysterious alien craft. Between this reward and the PCs' personal ties to Eox—or their need to learn more about the Riven Shroud—this is a prime mystery for them to solve.

A Starship without a Crew

When a starship called the *Nomaren* crashes into a wealthy section of Absalom Station, a preliminary investigation finds no one on board. The team who once piloted the starship has gone missing, and all communications with them ceased near Aucturn. The PCs get involved as investigators working on behalf of the Pact Council or the Starfinder Society, and they must launch a mission to travel to Aucturn and find



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the missing crew or, at the very least, clues about what might have happened on the starship between Aucturn and Absalom Station.

When they arrive on Aucturn, it becomes clear to the PCs that cultists tied to the Dominion of the Black do not want their investigation to continue. The PCs must outsmart the cultists and find out what happened to the *Nomaren* on a planet where human experimentation, genetic manipulation, and twisted games played for sport are the norm.

A Tangled Pyramid Scheme

Ten years ago, a young ysoki named Vrabel had an idea: designing proprietary starship modifications and selling them to a group of buyers who would then sell to others, over and over again. Soon, Vrabel ended up running an enormous pyramid scheme that spanned the Pact Worlds. Business boomed at first, as he designed modifications that were high-quality and often unique. Over time, however, the quality waned, and in the past year, over a dozen starships with Vrabel's modifications installed have experienced fatal errors midflight. Representatives from Vrabel's business—now styled Pinnacle Starship Innovations—blame user error, much to the dismay of those who have lost loved ones. These same representatives have disappeared without a trace, leaving no legal ties back to Vrabel himself and technically absolving the ysoki of blame. When a pushy seller low on the pyramid approaches the PCs, they begin the long climb to the top of the scheme in search of the original seller. Along the way, the PCs discover that the corruption runs deep, with devout worshippers of Lao Shu Po all clamoring to sell and connive and even more unscrupulous characters involved than they could have ever anticipated.

TAKE THE JOB

Sometimes, money and fame are the best motivations. The following adventure seeds involve the PCs taking lucrative jobs to stop an immoral scientist's experimentations, freeing hostages from a dangerous cult, or quietly tracking down an illegal fleet of racing starships.

The Case of the Missing Racing Ships

Though starship drag racing is a nuisance to the Pact Worlds, authorities often overlook it in favor of investigating more serious crimes. When a gang's fleet of racing starships goes missing on Absalom Station, law enforcement is happy to call it a total loss and close the case. One of the gang leaders is convinced that the disappearance was planned, however, and hires the PCs to look into it further—discreetly, of course. The PCs are tasked with going undercover as drag racers, but they find themselves in over their heads when they learn that the dangers of these starship races go well beyond what they bargained for. This new world is essentially a brutal professional sport, with harsh rules and terrible consequences when those rules are broken. Who stole the starships, and what has happened to them? Was it revenge enacted by a rival racing gang? Or is it all an elaborate ruse in order to trap the PCs in a compromising position?

Free the Cult's Hostages

A Vercite Drift Cruiser transporting wealthy sightseers to Bretheda has been hijacked. Members of the Cult of the Devourer have taken credit for the attack, calling for corporate ransoms and the immediate release of several cultists imprisoned throughout the Pact Worlds. The hijackers' leader, a ryphorian calling herself Vash, has also declared war on the "rampant commercialism" that the cult believes corrupts the natural chaos lurking inside individuals, chaining them forever to a societal construct. If the cultists' demands are not met, the hijackers have threatened to detonate the vessel in Bretheda's volatile helium-hydrogen atmosphere.

Aside from a wealthy human palladium magnate from Castrovel named Reece Jorenby and his tiefling paramour Rylah Zee, the exact identity and number of hostages aboard are unknown. Efforts to pinpoint the Drift Cruiser's location have been unsuccessful. Vercite officials also suspect a lashunta former Steward aided in the takeover of the ship. The Pact Council has pledged a strike team of Stewards to storm the vessel and neutralize the hijackers, but a swift recon crew is needed to make initial contact and help pinpoint its position (rumored to be somewhere in the Diaspora at present). However, several corporations with ties to the known hostages are refusing to meet ransom demands, instead banding together to hire the PCs (for a ludicrous amount of money) to retrieve the vessel and hostages.

Stop the Rogue Scientist

Dr. Juvarn, a discredited osharu scientist, has reportedly gone into exile somewhere in the desert wastes of Akiton. Long accused of conducting prohibited genetic experiments (though he has always claimed innocence), Juvarn managed to escape justice by accepting early retirement from his employer, the multiplanetary corporation Zenith Solutions. Over the past two months, however, several residents near Hivemarket on Akiton have gone missing or died under mysterious circumstances. Others report that the native ikeshti have begun to behave strangely, feasting on dead flora and babbling like children. Even more unsettling, Eoxian Cairncarvers have taken to patrolling the Kaviri Plains, forming a tight blockade southeast of the Edaio Rift.

Akitonian representatives are pleading with the Pact Council to intervene, but word around Absalom Station is that available resources are spread thin and these disparate reports have yet to rise to the government's attention. The peacekeeping Stewards, however, believe Dr. Juvarn might be developing a new xenobiological weapon for the Corpse Fleet and have secretly offered compensation to any starship crew able to skirt the no-fly zone and apprehend the fugitive for "procedural questioning." A lucrative contract, sweetened with several bounties on Juvarn's head, has just become available, and the PCs stand to gain much from accepting it.

TRAVEL INTO THE UNKNOWN

The following adventure seeds revolve around the PCs boldly flying their starship into unknown territory, whether in search of knowledge lost to the Gap or to perform a daring rescue mission.



One Final Plea for Help

Starships throughout the Pact Worlds system have received a strange message of distress from the *Shamadis*, a stranded Kevolari explorer floating somewhere between systems in Near Space. A recorded message from the vesk captain reports his vessel suffered a catastrophic power failure of unknown cause, endangering five lashunta scholars who had paid for safe passage to what they claimed was a research site at a classified location. The *Shamadis* has now disabled onboard comms, probably in hopes of conserving available power for life support. What appears to be a simple rescue operation, however, is anything but. Signal data eventually pinpoints the location of the stranded craft—a Venture-class explorer with ample cargo bays—near the shattered island cluster of Orry. Suspecting that the ship's true purpose was a salvage mission—and no doubt dreaming of a bounty of ancient technomagical artifacts stowed inside—several dozen pirate convoys, smugglers, and other opportunists have mobilized and are preparing to jump to the *Shamadis*'s position. The PCs each have a personal reason to care about the *Shamadis* and its crew—whether it's a personal tie to one of the researchers, an investment in the vessel's mission, or a suspicion of a deep conspiracy at hand—and it's up to them to rescue the ship, protect its crew and the researchers, and get some answers.

A Signal from the Dark

Researchers in the employ of AbadarCorp recently discovered a faint, pulsing signal emanating far beyond the Pact Worlds

system, deep in the Vast. Initially, researchers thought it to be a remnant broadcast long since silenced. But they soon discovered that not only is the signal still pulsing, its source is a low-frequency channel signature from an old Equoi-class cruiser—a group of early Drift-enabled ships used only briefly in the years immediately following the gift of Drift engine technology from Triune. A review of starship records revealed a likely candidate for the lost cruiser: a ship named the *Durodal*. Retrofitted with a rudimentary Drift engine, the *Durodal* had seemingly attempted to jump to a newly discovered adjacent star system, but never arrived. Records indicate no known final location for this long-lost ship, and the fate of the crew likewise remains a mystery.

Given the ship's age, it could have operated during the Gap, and thus it could contain secrets lost to time, along with answers about the final fates of the crew. As such, Starfinder Society archaeologists are clamoring to secure funding for a recovery expedition. So far, the usual benefactors are unwilling to help retrieve the lost ship, pointing to the remoteness of the signal's origin and the lack of substantiated evidence about the potential value of its cargo. Some Society agents believe that a larger conspiracy to cover up the *Durodal*'s clandestine agenda is at play, whereas others worry that signs of mystic radiation detected near the signal origin could mean that supernatural interference is afoot. Either way, it would be wise to take every precaution possible before exploring this mystery.

STARSHIP CAMPAIGN ARCS

While starships naturally appear in most Starfinder campaigns, they sometimes fade into the background and become simply a way to get from Absalom Station to the adventure locale. But starships can provide their own settings for adventure and inspire plot points. They can even—in the case of a ship with an AI—serve as friendly NPCs. Integrating starship action with more traditional encounters adds a new dimension to a campaign and gives PCs the opportunity to show off skills and abilities they otherwise rarely get a chance to use.

If you're a GM creating a starship-focused campaign, discuss this emphasis with your players early, so they can create characters who are well suited for it. Most starship roles rely on a single skill, and if the players spread these skills out among their characters, they'll quickly be able to master starship encounters. The wide variety of starship roles means that any character concept should be able to take part, whether as a clever mechanic repairing the engines, a soldier seated in the gun turret, or a mystic magic officer. A greater focus on starship encounters, however, means that characters who specialize in their starship role have more opportunity to use those skills than they would in a typical campaign. Your starship-focused campaign could have a grand story arc, similar to those found in *Starfinder Adventure Paths*, but because you're designing the game for the players at your table, you also have the opportunity to use a more sandbox-style structure that allows the PCs to go where they wish. These adventures may be more episodic, not unlike a series of *Starfinder Society Scenarios* but guided by the PCs themselves, who decide where they want to go and what they want to do.

Starship combat might appear only once every few sessions in a traditional *Starfinder* campaign, but if you're running a starship-focused game, your PCs may have an even mix of starship and traditional encounters. But combat is just one flavor of starship encounter. Perhaps the PCs need to scan an enemy vessel without being detected; perhaps they're in a competition, navigating their ships through an obstacle course; or perhaps they're lost in the Vast and must get through a dangerous asteroid field. They might earn money by salvaging starship wreckage, winning starship races (after covertly betting on them), or tracking down starship schematics and technology from across the galaxy to build their own ships. Just as in traditional campaigns, using a variety of encounter types keeps the players engaged. Even in a starship-focused campaign, it's important to have other things for the PCs to do. Provide a mix of starship encounters along with reasons for the PCs to disembark and have encounters face-to-face, allowing them to enjoy starship action while still using all their class abilities. After all, the PCs are still heroes when not aboard their starship!

The campaign outlines below provide you with campaign structures that you can customize for your own player group. Each gives a general premise, with additional sections dedicated

to low-level (levels 1–5), mid-level (levels 6–11), and high-level (levels 12+) adventures. These outlines don't detail specific encounters as a *Starfinder Adventure Path* would, but they do offer suggestions for encounters of your own design that fit the premise. There are many suggestions for specific foes, organizations, or locations, but you should feel comfortable replacing any of these with whatever suits your game and group. And although these outlines sketch out a full campaign, you can also adapt any element of them into a standalone adventure or side quest in your existing campaign.

DOWN ON THEIR LUCK

Space is vast, its frontiers are ever expanding, and there's plenty of business and fortune to be found among the stars... or at least, there would be, if an oppressive organization—whether corporate or governmental—weren't trampling all over your ambitious, entrepreneurial, and morally ambiguous player characters. In this campaign, the PCs have each been slighted by a society, government, or other organization that has stolen their livelihood, crushed their dreams, and caused the heroes to lose their homes and families. Perhaps the Veskarium colonized their home planet, or a corporation has established a monopoly that drove the family business bankrupt. It's hard for the PCs to find hope when they've lost all they had to the oppressive control of a system so much greater than themselves, but they've got a ship and a ragtag crew, so it's time to keep flying and—just maybe—find a new fortune.

Another Day, Another Problem

When they're starting out, the PCs really need to feel hardship. Their ship may have been good in its day, but now it's barely flying. It needs a lot of work, and the PCs need funds soon—especially if they want to eat next week. The group includes PCs with a disparate mix of personalities and values forced together by economic and social pressures, but if everyone can learn to tolerate their strange crewmates, there's a promise of both riches and security.

The PCs spend their first few missions taking on various jobs—simple endeavors to get them started, like transporting cargo or desperate passengers, acting as guides or bodyguards, or procuring and delivering a difficult-to-acquire item. But taking jobs indiscriminately can get the PCs into trouble. Some of their jobs have unintended consequences: their desperate passengers

are actually fugitives, their cargo is contraband, or the item to be procured needs to be stolen from its current owner. The PCs may be aware of these wrinkles before taking the job, allowing them to debate if the reward is worth the risk, but the revelation of additional danger can also come in the middle of their mission, raising the stakes. The PCs, intentionally or accidentally, find themselves on the shady side of the law and on the radar of governments and corporations who've oppressed them in the past. Over time the PCs figure out how their team functions; as they set up their new lives and pursue their fortunes, they struggle with inadequate equipment and question their morality.

At a Crossroads

With money flowing and opportunities to improve their ship and gear, the PCs have established themselves as a reliable, multi-skilled crew capable of handling challenging jobs. Their previous actions have earned them a reputation, good or bad, and that reputation precedes them; more prominent clients seek them out, and their services are in greater demand.

The PCs' latest job is exceptionally shady, but also promises to be very rewarding. This may be a simple escort mission with an excessive reward or a mercenary gig that pits the PCs against defenseless combatants. Regardless, the PCs realize they've been asked to do something immoral, unethical, or simply wrong. Perhaps they've been hired to traffic in sapient beings or squash a rebellion with which the PCs are sympathetic. This job challenges the PCs to choose a side: their morality or material wealth. If the PCs abandon the job or actively sabotage it, they're regularly challenged to uphold this decision, damaging their reputation and costing them additional work. They also make an enemy of their former employer. But if the PCs carry out this controversial job at the expense of their moral sensibilities, the resulting wealth comes at great personal cost. Important NPCs walk away from the crew, refusing to associate with such mercenaries; something precious to the PCs is stolen (perhaps even their ship); or their patrons turn on them after the job is completed. Naturally, their employers insist this betrayal isn't personal—it's just good business.

A Jaded Affront

Eventually, enough is enough. The personal losses the PCs have faced and the horrors that they've endured make it clear that they will never truly be safe, secure, and prosperous until they confront the forces that have plagued their lives. The PCs are an experienced crew now, and together they have what it takes to succeed where they unfortunately failed before.

In a previous job, the PCs attracted the attention of an authority figure in their nemesis organization. This individual may have hired them in the past or may be an antagonist who came after the heroes when they sabotaged a job for ethical

reasons. Now the PCs can investigate this individual, turning up evidence of extensive corruption and crime. These crimes have a personal connection to one or more PCs, a connection no one knew about until now. For example, the rotten rations that sickened a whole colony world and cost a PC their family could be revealed to have been mass-produced by the same corporation the PCs have been running from, and the signature on the bottom of the form is that of the same person the PCs already hate.

Up until now, the PCs have been merchants first and warriors second, but all that changes. They take on a new, more difficult, kind of job with lucrative payouts so they can outfit their ship to become a weapon of war. But simply killing this nemesis individual won't do the job—that person will simply be replaced by another tool of the bureaucracy.

Instead, the PCs need to amass enough evidence to delegitimize the organization itself. This requires subtlety and subterfuge as the PCs sabotage the career of the individual who's become their nemesis, recruit allies within the organization itself, and gather evidence they can use to expose the organization's nefarious deeds to the galaxy at large. The campaign might end with the PCs achieving a final victory over the organization that has tried to keep them down and out for so long—or it might continue, with a new organization filling the power vacuum resulting from the PCs' victory.

THE INFILTRATION RACE

The PCs begin this campaign as rookie starship pilots in a popular Pact Worlds racing circuit that includes Skydock on Verces, Arl on the planet Akiton, and Triaxus's city of Zo. These in-atmosphere races use single-pilot racing fighters made by Redshift Revolution, Terminator, and other specialized firms. As the PCs strive to build their reputation as rising stars, they're contacted by a mysterious person claiming to represent an unnamed corporate interest. This contact tells them of a terrorist plot to destroy a notable landmark, such as the space elevator on Verces. The attack could injure or kill thousands. Clues indicate prominent members of the local racing scene are involved in the plot, and the mysterious contact asks the PCs to assist in the investigation by monitoring (spying on) the competitors.

Fire Your Engines

To gain access to the exclusive racing circles where the suspects can be found, the PCs must gain a higher profile—and that means winning races. These races use the chase rules for starships (page 44) or vehicles (*Core Rulebook* 282), and they include team relay races that provide an opportunity for the PCs to work together. As they win more acclaim, the PCs gain the trust of high-profile racers. They discover that the terrorist group has indeed infiltrated the racing scene as a means of getting close to the landmark—which lies along the

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course of the Pact Worlds' Championship, a race to be held in several months.

Clues suggest the ringleader of this terrorist cell is the Pact Worlds' top-ranking racer. The PCs must survive a race that turns deadly as the terrorist cell seeks to take them out, then confront the champion either during the race or soon afterward. The champion, it turns out, is part of a fanatical sect of a neutral faith, such as that of Eloritu, Ibra, or Triune, that believes the targeted landmark must be destroyed to avert a terrible fate for the entire planet—or perhaps all of the Pact Worlds. Their information, however, does not specify the nature of this threat.

The Grand Prix

The PCs have eliminated one cell of the sect, but many more members remain. The PCs deduce that the terrorist base is located in the Drift, near a relay beacon along the course of the planet's Grand Prix, a preliminary race for the Pact Worlds' Championship. The exact course of the race is a secret, so the PCs must qualify in order to find the base. The qualifying races could involve single-pilot racers or larger starships that require the PCs to cooperate as a single crew. At the same time, the PCs discover their contact is more than they appear: a state intelligence agency, a rival corporation seeking sabotage, or some other group with a hidden agenda that doesn't necessarily alienate the PCs.

Once the PCs qualify for the Grand Prix, they can compete in this multi-day marathon race. The course jumps between relay beacons in the Drift, so it involves larger, Drift-capable starships with racers operating as teams. During the race, the PCs contend with strange Drift creatures and hazards as well as other competitors—some of whom are members of the terrorist sect. They need to do well enough in the race to qualify for the Pact Worlds' Championship while tracking down the base, but they don't necessarily need to win. When they find the base, they confront the terrorist presence there and learn that the sect believes the landmark was constructed as a beacon for a nefarious cosmic threat, such as the cult of Nyarlathotep or the Dominion of the Black—a beacon that will soon activate and summon a massive invasion force. The sect plans to destroy the landmark during the Pact Worlds' Championship, but the leader of the sect—a mystic of their deity—is nowhere to be found.

The Championship

The PCs' alarming discovery encourages them to protect the landmark during the Pact Worlds' Championship. Law enforcement and race officials refuse to listen to warnings and assure the PCs that security is airtight, forcing them to take matters into their own hands. The terrorist sect, however, attempts to keep the PCs out of the race, trying to get them disqualified through false accusations, sabotage of their starship, and even attempts on their lives. The secrets kept hidden by the PCs' contact cause additional complications, entangling them with a rival intelligence agency or corporation.

For the championship, the PCs split up into multiple single-pilot ships again, but the terrorists do everything they

can to take the PCs out, even attacking them directly during the race. (This is an opportunity to use the squadron combat rules starting on page 54.) The PCs may confront the sect's leader in starship combat during the race, or they may need to pursue the leader to the landmark and confront them on foot. However, the sect was right about the landmark serving as a beacon; after the PCs defeat the terrorists, they must contend with the vanguard invasion force the beacon has signaled. The PCs must defeat these starship-scale creatures and the monstrous being they protect, then deactivate the beacon before the rest of the invasion comes through. This victory saves the Pact Worlds from invasion, but if you want to continue the campaign further, the PCs could reverse engineer the beacon signal to counterattack the cosmic threat in its home domain.

INVASION!

In this campaign, the PCs are a starship crew from various Pact Worlds—but the story is set during the 5-year period between the Veskarian attack at the Battle of Aledra in 36 AG and the signing of the Absalom Pact in 41 AG. Without a treaty that unites them, the Pact Worlds are scattered and in disarray. It's up to the PCs to lead the fight against the Veskarium—first as ragtag refugees, then as seasoned veterans, and eventually commanding the flagship of a Pact Worlds fleet.

A Thousand Fronts

The campaign begins with the Veskarian invasion, culminating in a landing on Triaxus and the Battle of Aledra. The PCs come from worlds throughout the system and serve as crew on several different starships. Each of these ships is caught in the Veskarian attack, with the PCs crashing on Triaxus in escape pods. There they meet each other, fend off local wildlife and Veskarium troops, and salvage a wrecked starship. Once they get it working, they arrive at the Battle of Aledra in time to lead a counterattack that brings temporary peace to the planet.

But now there's a war on, and every ship is pressed into service. The PCs might be drafted, but after losing everything to the Veskarium they're likely volunteers. What's notable about their ship and crew is its diversity; most other ships defending the system are crewed by citizens of a single planet. Bretheda, Absalom Station, and the rest each have their own fleets, but no single planet or organization is calling the shots. There are interplanetary organizations like the Knights of Golarion, but there's no structure within which they can work. It's every world for itself.

The early phase of this campaign highlights the chaos of war; the Veskarium enjoys early success and the future Pact Worlds are left reeling. Competing interests among the factions make cooperation difficult and unreliable. When Veskarian forces cut off an Eox fleet, for example, other worlds refuse to help. Even noble organizations like the Stewards refuse to send help when it means exposing their home world to Veskarian attacks. There's no one telling the PCs what to do—even if there should be. Instead, they're left on their own to intercept invasion plans, scout hidden bases, and conduct guerrilla actions that deprive the Veskarium of vital resources.

As the PCs travel from one world to another, they forge alliances among many cultures, put aside the demands of their home worlds in order to focus on the larger threat, and inspire other locals to organize. When the PCs encounter Veskarian warships, one of them is led by a vesk captain who becomes a recurring nemesis; the PCs get a chance to capture this captain in a rematch that forms the climax for this phase of the campaign.

A New Uniform

The PCs' example leads to the creation of a war council staffed by admirals and generals from throughout the system. Some of these individuals represent planetary military forces, but others are civilian or ad-hoc groups—Free Captains and Golden League families share the table with Stewards and Hellknights. They elect a chairperson, but that individual has little authority and can't keep meetings from breaking out into arguments or even physical violence. The war council can, however, begin to organize a coordinated defense. A small system-wide fleet is formed, and the PCs are asked to join.

The tone of the campaign shifts. The PCs are no longer operating independently, striking the Veskarium wherever they can before fleeing. Instead, they're part of a larger force; when they're outnumbered, reinforcements appear, and when their allies are ambushed, the PCs are sent to aid them. The PCs cooperate with other captains in small groups of two or three ships, guarding supply convoys, protecting civilian settlements, and leading counterattacks on Veskarian bases and squadrons. Planetside, they assist civilian leaders, train local forces, and construct physical defenses.

But the PCs have made enemies and rivals in the war council. These political enemies have their own ideas about how to stop the Veskarium, and they see the PCs as the chief obstacle to these plans. When a major Veskarium operation forces everyone to retreat towards Aballon, these political enemies assign the PCs to be rear guard. It's a suicide mission, buying time for the allied navies to fall back and regroup. The PCs, however, are more resourceful than anyone expects, and captains they've befriended arrive to help. Eventually the PCs are cut off and thought dead, but if they can triumph in battle against the Veskarian flagship, they can return as heroes to the allied fleet.

Forging the Pact

The PCs' political enemies have been exposed or persuaded by the PCs' success. They recant their opposition and join the cause of the PCs, who are now leaders in the war. Their new flagship is equipped with technology from throughout the star system: it has Akitionian armor, Aballonian engines, psychic shields from Castrovel, and a cutting-edge Barathu sensor package. People are talking about a pact to kick the invaders out and take the fight to the Veskarium. The PCs lead the allied fleet from Aballon back through the worlds of the system,

fighting all the way. They take charge of planetary defenses, lead an assassination mission against a vesk general, rescue a vesk defector, and conduct vital diplomacy with potential pact members.

With information gleaned from vesk prisoners and the high-ranking defector, the stage is now set for a counterattack. Groundwork for this attack involves sneaking into the Veskarium, finding a safe place for counterattacking starships to gather, and recruiting allies among the vesk's myriad subject populations. Finally, when the counterattack comes, the PCs split up, each taking command of a starship to lead the assault. Back home, the Absalom Pact is being prepared by diplomats and politicians, but everyone is holding their breath—it will take a victory in the Veskarium to convince all the signees to take this final, drastic step. If your campaign continues after the signing of the Absalom Pact, the PCs enter the Silent War (*Core Rulebook* 428).



LOST IN THE VAST

In this campaign, the PCs are far away from the Pact Worlds, and critically, they can't just hop to the nearest Drift beacon. Some confluence of events has thrown the crew deep into the unknown, and their challenge is getting back. Perhaps an anomaly in the Drift took them off course and destroyed their Drift engines in the process, or maybe sabotage is at work, preventing them from making a speedy return. Exactly how the PCs' ship is launched into space is left up to the GM, but there are two basic variations: in one, the PCs are far from home but they know the path to get back. The journey may take a very long time, and go through inhospitable environments, but it's predictable. In the other version of this campaign, faster-than-light travel is essentially random; every time the PCs flip the switch on their Drift engine, their destination is completely unpredictable. Every session has a one-in-a-million shot of returning the PCs home.

Notably, this campaign doesn't require a central antagonist and could easily focus on the PCs' survival and exploration; indeed, if the PCs are constantly on the move, they'll leave behind any enemies that are not physically on the ship with them. The episodic nature of the campaign lends itself to short-term challenges that build up to an overarching struggle to survive. Maintaining the ship and crew, scavenging for resources, and contacting indigenous species both friend and foe allow for a host of novel encounters that the party might face on their odyssey. Of course, you can still introduce an antagonist if that adds to your story, but the central conflict of the campaign is between the PCs and their environment.

Accidents Happen

Begin the campaign on a familiar world or space station. The Pact Worlds provide a stark contrast for the isolation that the

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party will experience later on, and this also allows characters to become familiar with each other and important NPCs before their primary focus turns to survival. At the same time, use odd happenings around the ship to foreshadow future events. Tools might go missing, the PCs might experience déjà vu or black out for periods of time, or they may hear voices in strange languages echoing from far away. When the event that maroons the PCs in distant space finally does occur, these details will fuel speculation and aid their investigations into what happened.

After the PCs get lost, a host of immediate dangers need to be addressed. Dramatic skill checks will be needed to keep the ship's atmosphere from venting, maintain life support, treat serious injuries, and evade immediate threats. By this point, the

PCs are working with limited, dwindling supplies and will be eager to explore nearby areas for resources.

At lower levels, NPCs aboard the ship can be both a blessing and a burden to the party. Their skills could be the only thing keeping the crew from oblivion, but these same NPCs could have goals that conflict with those of the PCs. These NPCs may be the only company the PCs have for some time, so they're an excellent source for interpersonal plotlines. Alternatively, there could be no additional crew; a PC-only crew develops closer ties as they rely on each other and deal with relative isolation. These campaigns focus more on adventure and exploration than interpersonal dramas.

As the PCs conclude this chapter, they dodge immediate dangers and stabilize the ship, restoring basic life support and navigation systems. They are now able to pick a general direction and begin limping toward home or a habitable location. And even if they don't fully understand what threw them off course, they have enough information to begin an investigation.

Just Another Day in the Vast

Mid-level PCs have the experience necessary to face the bizarre and unknown elements beyond the ship. Anything the crew encounters in these remote places should be completely unfamiliar, so let your creativity run rampant. Nothing is too strange for the depths of space!

When initial supplies run low, the PCs scout planets, asteroids, and salvageable wrecks to harvest and process suitable materials—but these strange otherworldly devices and substances may have side effects on the ship and crew. These missions offer unique, unusual environments and mini-plots as the PCs negotiate harsh terrain, bizarre flora and fauna, and unknown and mysterious civilizations.

This could be the first contact the denizens of these isolated places have had with citizens of the Pact Worlds—although it's also intriguing if inhabitants of the Pact Worlds have made contact in the distant past. These societies may be fascinating allies, or they may want to imprison and subjugate the crew. Whether these cultures are a small collective or a vast technological empire, they present a host of intriguing story opportunities for you and your players to explore.

Stories at this level also begin to illuminate the factors that caused the PCs to become lost, enabling the heroes to develop a plan that deals with their situation—though they may not have the power to enact that plan just yet. The PCs acquire this information directly through their travels and interactions with other creatures, as well as through long-term investigation that confirms their growing suspicions. Ultimately, the PCs figure out how to save themselves: discovering how to cross a vast distance far faster than they first thought or repairing their Drift engine so that it no longer sends them to random destinations.

Time Runs Short

By the time the campaign is entering its final chapters, you can leverage the high-level PCs' newfound abilities to reveal the



information they'll need to get home. These high-level abilities also enable the party to tie up loose ends and capitalize on clues spread throughout the campaign to discover the means to their return—but the heroes must act quickly. Perhaps there is a rapidly closing portal that they need to reach to get home, or an artifact of great power that a previous contact also wants to acquire.

This campaign offers a chance to do something unusual: finish out the story with a series of high-stakes skill checks instead of a brawl. Take note of each PC's abilities and include everyone by layering party challenges on top of each other. Not only does this give every character a time to shine, but it builds tension, with every failed check impacting the others. A race against time tests the pilot, while an envoy rallies the NPCs and alien contacts the party has made along the way. Perhaps a cast of old enemies return at the last moment; with the ship careening to its destination, there's no time for a lengthy fight, but someone has to hop on the guns to buy time. The party is sufficiently powerful that you can introduce time, space, and divinity as story elements without worrying if the PCs are up to the challenge. By layering multiple challenges into the same encounter, the final moments of the campaign become a truly epic conclusion, not focused on winning a fight but just escaping the story alive.

RED STARS AT NIGHT

This campaign opens when the PCs are contacted (individually or as a group) by a member of the Pirate Council. All the PCs have a friendly tie to this pirate lord; they may be relatives, for example, or favored crew members. The pirate lord intends to step down from the Pirate Council but wants to ensure the seat is in capable hands, so they're taking the unusual step of allowing several groups to audition for the seat. This pirate lord could be Ceris Hightower, the Council's longest-serving member, or it could be another pirate lord, seeking to check Hightower's influence. The PCs are one of several groups who have been selected to compete for this honor, and each group is outfitted with a ship and some starting funds. The PCs must distinguish themselves as pirates and fend off their rivals in order to prove themselves worthy of the Pirate Council!

Raise the Skull and Crossbones

The PCs have little time to celebrate their initial recognition. If they want to get a jump on the other contenders, they need to build up their reputations as pirates. This involves a great deal of starship combat, but you can use the boarding rules (page 40) so that the PCs can plunder a ship for treasure rather than blowing it up. The PCs then need to be careful during starship combat lest they destroy valuable cargo. Depending on the PCs' inclinations, they could use their piracy to help the oppressed and downtrodden from any given place—literally stealing from the rich and giving to the poor—or they could be out for personal gain.

While the PCs attempt to build their fortunes, however, their rivals are not sitting idle. Other pirate groups, each with their own leaders, goals, and histories, attempt to sabotage

the PCs or even attack them directly. The PCs might have to fight some of these groups, but others can be won over, becoming allies and potentially enabling the PCs to start their own fleet.

Repel Boarders

Before the PCs earn a seat on the Pirate Council, their reputation as skilled pirates draws the attention of an organization that opposes piracy and seeks to crush them. This organization could be the Hellknights, the Stewards, or a splinter sect of AbadarCorp that takes a more proactive anti-piracy approach than the church normally does; evil PCs may even be opposed by the Knights of Golarion. Regardless, the group is led by a former Abadaran priest who takes a brutal approach to fighting piracy; this leader doesn't confront the PCs in person, but instead safely directs their forces from a massive flagship.

While the PCs are tangling with these new foes, they hear news of a legendary ship captained by one of the first pirates to return to the spaceways after the Gap. Rumor has it that this ship, long thought lost in the Drift, has emerged somewhere in the Vast. If the PCs could claim this ship for their own, the council seat would be as good as theirs. Finding the ship won't be easy, though, especially with their myriad foes hot on their trail. This section of the campaign concludes with a battle over the lost ship; alternatively, the PCs may beat their enemies quickly only to find that the ship, though long adrift, is far from empty.

Broken Rock Under Siege

With the recapture of a famous pirate ship, the PCs feel that they've earned their seat on the Pirate Council—but trouble is brewing. On their way back to the Pact Worlds, they receive an urgent message from an ally: Broken Rock is blockaded by the enemy organization's armada, and several of the pirate lords, including their patron, have been captured! As Broken Rock's location is a closely guarded secret, there must be a traitor among the pirates. This could be a defeated rival of the PCs, or even another pirate lord.

To learn where the pirate lords have been taken, the PCs must track down the traitor and pull the information out of them somehow—or at least find out where or from whom that information can be learned. Either before or after they've gained Broken Rock's location, the PCs then must infiltrate the planet—a prison world such as Daegox 4 in Near Space serves nicely—and free the pirate lords before the complex's defenses mobilize against them. With the pirate lords rescued, the PCs can at last return to Broken Rock, mobilize their own armada, and make a stand against the enemy fleet. It will likely be a long, tough fight that might require just as much brains as brawn, but once the bulk of the enemy ships are defeated, the PCs can board the enemy flagship and face the priest of Abadar.

This campaign concludes when the PCs' benefactor steps down and grants the PCs their seat on the Pirate Council—but this also provides the opportunity for more high-level adventure, as the PCs are now pirate lords!

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APPENDIX 1: STARSHIPS BY TIER

The following list compiles starships published to date by their tier. Many appear in *Starfinder Adventure Path* volumes, abbreviated "AP" followed by their volume number (e.g., AP1 Cover indicates the starship appears on the inside front cover of *Starfinder Adventure Path #1: Incident on Absalom Station*). Starships with only a page reference appear in this book, and those labeled "SCR" appear in the *Starfinder Core Rulebook*.

Tier	Starship	Source			
1/4	Klokworx Drone	AP7 49	7	Idaran Peregrinasi	96
1/4	Ringworks Wanderer	SCR 310	7	Reptoid Nest Platform	AP27 53
1/4	Terminator Star Drake	PW 160	7	Roselight Oracle	AP28 Cover
1/3	Barrow Boneshard	AP6 50	7	SDF D-127 Defensive Carrier	AP21 Cover
1/3	CompEnt AEV	PW 154	7	SSC Vaultship	NS 119
1/3	Idaran Voidrunner	SCR 308	7	Terminator Slingshot	97
1/3	Inheritorworks Truestrike	80	8	Vindicas Punisher	NS 122
1/3	UIE Petaltail	81	8	Antumbra Overseer	AP11 Cover
1/2	Death's Head Necroglider	SCR 306	8	ATech Resolute	98
1/2	KC K-51 Sky Fisher	82	8	Barrow Catacomb	AP6 52
1/2	Norikama Defrex	83	8	CompEnt Group Defense Frigate	PW 154
1/2	Reptoid Chameleon	AP27 52	8	Inheritorworks Shieldcraft	PW 159
1/2	UC Pod	PW 162	8	Norikama Dropship	SCR 315
1	Gray Watcher Pod	AP27 50	8	Pyre Woebringer	AP16 Cover
1	Infernex Burning Nail	PW 156	8	Sov-El Korinath	99
1	Kevolari Venture	SCR 311	8	UC Liana	AP20 51
1	Nebulor Skymedic	84	8	Vanguard Sanctum	AP7 51
1	Raxilite Doon	AP20 49	9	BMC Predator	NS 120
1	Redshift Revolution X-62	85	9	Death's Head Charon	100
1	Sovereign Harrier	AP7 50	9	Gray Research Vessel	AP27 51
1	Starhive Drone Mk III	SCR 312	9	Hivonyx Titan Hauler	SCR 313
2	AAC Dyad	86	9	Inheritorworks Crusader	AP29 Cover
2	Barrow Dirgesinger	AP6 50	9	Sanjaval Redsun	101
2	BMC Mauler	SCR 314	9	SDF Rampart	AP22 Cover
2	Infernex Unshakable	87	9	Sovereign Sumpter	AP7 52
2	Inheritorworks Brightsword	PW 158	9	Velstrac Tormentor	AP12 Cover
2	Sword-Class Attack Vessel	NS 116	10	ATech Immortal	SCR 311
2	Thaumtech Cairncarver	AP2 Cover	10	Barrow Reaper	AP6 52
2	Vanguard Voidsweeper	AP7 Cover	10	Brevak Vermelance	102
3	Aurora Yellow Dwarf	AP13 Cover	10	Dashadz Griffon	103
3	Idaran Keris	88	10	Excoriation Combine Alcazar	AP18 Cover
3	Multifold G7 Autohailer	89	10	Suskillon Aurora	AP23 Cover
3	Redshift Pleasure Sail	PW 161	10	UC Arkship	PW 162
3	Reptoid Changeling	AP27 52	10	UC Gardenship	PW 163
3	Sanjaval Vagabond	AP1 Cover	11	BMC Dmolangari	104
3	SC Farseer	NS 118	11	EP Stalwart	AP24 Cover
3	Terminus Wild	AP19 Cover	11	Infernex Justiciar	105
3	Vanguard Comet	AP7 50	11	Multifold Seedship	PW 155
3	Vanguard Parapet	AP8 Cover	11	Opulos Drift Cruiser	PW 161
4	Gray Monitor Capsule	AP27 Cover	11	Reptoid Instigator	AP27 53
4	Hivonyx Ambassador	90	12	Barrow Eulogy	AP6 52
4	Idaran Vansera	SCR 309	12	Idaran Millennia	SCR 309
4	Nebulor Outfitters Starhopper	AP3 Cover	12	Inheritorworks Javelin	106
4	Norikama Reliant	NS 120	12	Raxilite Gowan	AP20 52
4	Protector Accord	AP17 Cover	12	Vanguard Exsanguinator	107
4	UC Gleaner	AP20 50	12	Vindicas Enforcer	NS 122
4	Ulrikka RC-HPR	91	13	Dominion Seeder	AA2 113
5	Barrow Reliquary	AP6 50	13	Gray Mothership	AP27 51
5	Blackwind Sepulcher	SCR 307	13	Idaran Saga	108
5	Gray Collection Saucer	AP27 50	13	Infernex Interdictus	PW 156
5	Opulos Opulence	92	13	Klokworx Nexus	AP7 53
5	Ringworks Sentinel	AP10 Cover	13	SC Metropolis	NS 119
5	Sanjaval Palanquin	AP25 Cover	13	Star-Nambulance Void-Eater	109
5	Sovereign Monitor	AP7 51	14	AAC Hoardmaster	110
5	Suskillon Whip	AP20 Cover	14	BMC Devastator	111
5	Steward Banshee FA Frigate	AP26 Cover	14	Naginata-Class Attack Vessel	NS 117
			14	Thaumtech Omenbringer	SCR 307

15	Norikama Valkyrie
15	Raxilite Crown Canopy
15	Starhive Vespier
16	Barrow Cenotaph
16	Infernex Keep Diabolical
16	Inheritorworks Cathedralship
16	KC Golarion-Class Battleship
16	Ringworks Specter
16	Vindicas Tyrant
17	CompEnt <i>Those Who Are</i>
17	Ringworks Peacebringer
18	Inheritorworks Redeemer
18	Pyre Spike Station
18	Sovereign Vindicator
19	Citadel Zirval
19	<i>Merciless Blade</i>
19	Sovereign Dominator
20	Blackwind Annihilator
20	<i>Conqueror of Worlds</i>
20	<i>Driftmaven</i>
20	Shalar

APPENDIX 2: RULES OPTIONS

The following list indexes all of the rules options found in this book, including new crew actions.

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ablative armor	
abyssium	
activate ECM module (crew action)	
adamantine alloy	
algal shielding	
anchoring (starship weapon special property)	
<i>archon drive</i>	
armada combat	
asteroids and debris (hazard)	
autodestruct system	
auto-flight module	
automated (starship weapon special property)	
base ship (frame)	
boarding	
buster (starship weapon special property)	
<i>chaos sail</i>	
chases	
colony ship framework	
consciousness uplink drive	
<i>constellation orrery</i>	
covering fire (crew action)	
create obstacle (crew action)	
crew actions	
crew locations	
critical effects	
damaging zones (hazard)	
data link	
deflector shields	
deploy drone (crew action)	
deployed (starship weapon special property)	
djezet	
Drift booster (expansion bay)	
Drift phenomena (hazard)	
electronic countermeasure modules	
<i>elemental engine</i>	
emergency accelerator	
environmental cover (crew action)	
evaluate weakness (crew action)	
expansion bays	
<i>first drive</i>	
focus-fire algorithm	
<i>fold gates</i>	
force field (starship weapon special property)	

112	fortified hull
AP20 53	gravity fields (hazard)
113	gravity well (starship weapon special property)
AP6 53	hacking (starship weapon special property)
PW 157	harrying shot (crew action)
PW 159	hazards
114	<i>Helldrive</i>
115	<i>holographic mantle</i>
SCR 315	horacalcum
116	hull ruptures
117	insidious electronics (crew action)
118	interstellar drives
119	intimidating (starship weapon special property)
AP7 53	inubrix
120	lay mines (crew action)
NS 121	lead boarding party (crew action)
121	manufacturer perks
AP6 Cover	melee weapons
NS 123	mine (starship weapon special property)
122	mystical (starship weapon special property)
123	nav-scram (starship weapon special property)

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126-129	
130-133	
41	
36-37	
56	
17	
30-34	
17	
36	
57	
17	
34-35	
12-17	

OVERVIEW

BUILDING
STARSHIPSSTARSHIP
COMBAT

STARSHIPS

RUNNING
STARSHIP
CAMPAIGNS

APPENDIXES

STARSHIP NAME

TIER

MAKE AND MODEL

SIZE

FRAME

SPEED

MANEUVERABILITY

DRIFT RATING

WEAPONS (FORWARD)

WEAPONS (PORT)

WEAPONS (AFT)

WEAPONS (STARBOARD)

WEAPONS (TURRET)

STARSHIP SHEET

STARFINDER

TOTAL

AC

=10+

PILOT RANKS

ARMOR BONUS

SIZE MOD

MISC MOD

TOTAL

TL

=10+

PILOT RANKS

COUNTER-MEASURES

SIZE MOD

MISC MOD

HULL POINTS

TOTAL

CURRENT

DAMAGE THRESHOLD

CRITICAL THRESHOLD

SHIELD TOTAL

MODIFIERS

FORWARD SHIELDS

PORT SHIELDS

AFT SHIELDS

STARBOARD SHIELDS

FORWARD ARC

PORT ARC

AFT ARC

STARBOARD ARC

CREW

NOTES

POWER CORE

DRIFT ENGINE

SYSTEMS

EXPANSION BAYS

CARGO/PASSENGERS

CRITICAL DAMAGE

LIFE SUPPORT (1-10)

SENSORS (11-30)

WEAPONS ARRAY (31-60)

ENGINES (61-80)

POWER CORE (81-00)

GLITCHING

MALFUNCTIONING

WRECKED

FORWARD (1)

PORT (4)

STARBOARD (2)

AFT (3)

STARFINDER**SQUADRON NAME****SQUADRON GROUP TRACKING SHEET**

SQUADRON TIER

ROSTER

STARSHIP	BASE FRAME	TIER	CREW

SQUADRON SYSTEMS**HEADQUARTERS**

HQ NAME		CREW QUARTERS	EXPANSION BAYS	CARGO AND PASSENGERS
FRAME	SIZE	DRIFT RATING		

STARFINDER**ARMADA NAME****ARMADA GROUP TRACKING SHEET**

ARMADA TIER

ARMADA BP

FLAGSHIP

ROSTER

FLEET	SIZE	CLASS	TIER	BP COST	OFFICERS	SPECIAL ABILITIES

ARMADA FLEET SHEETS



FLEET

FLEET NAME		ADMIRAL	NAME	OFFICER BONUS
FLEET SIZE		CHIEF CASTER	NAME	OFFICER BONUS
FLEET CLASS		CHIEF ENGINEER	NAME	OFFICER BONUS
TIER		CHIEF TECHNICIAN	NAME	OFFICER BONUS
BP COST		COMMANDER	NAME	OFFICER BONUS

ACTIONS

FLEET CHECK MODIFIER		SPECIAL ABILITIES
ATTACK	TOTAL = FLEET CHECK MODIFIER + TECHNICIAN BONUS	
RANGE	DAMAGE	
MORALE	TOTAL = FLEET CHECK MODIFIER + ADMIRAL BONUS	
SPEED	MANEUVERABILITY	
PILOTING	TOTAL = FLEET CHECK MODIFIER + COMMANDER BONUS	

DEFENSE

AC	TOTAL = 10 + FLEET CHECK MODIFIER + CASTER BONUS	
STRONG	WEAK	TOTAL HULL POINTS
CRITICAL THRESHOLD	☐ ENGINES DAMAGE (3)	CURRENT HULL POINTS
☐ AUXILLIARY SYSTEMS DAMAGE (1)	☐ SHIELDS DAMAGE (4)	TOTAL SHIELD POINTS
☐ COMMUNICATIONS DAMAGE (2)	☐ WEAPONS DAMAGE (5)	CURRENT SHIELD POINTS

FLEET

FLEET NAME		ADMIRAL	NAME	OFFICER BONUS
FLEET SIZE		CHIEF CASTER	NAME	OFFICER BONUS
FLEET CLASS		CHIEF ENGINEER	NAME	OFFICER BONUS
TIER		CHIEF TECHNICIAN	NAME	OFFICER BONUS
BP COST		COMMANDER	NAME	OFFICER BONUS

ACTIONS

FLEET CHECK MODIFIER		SPECIAL ABILITIES
ATTACK	TOTAL = FLEET CHECK MODIFIER + TECHNICIAN BONUS	
RANGE	DAMAGE	
MORALE	TOTAL = FLEET CHECK MODIFIER + ADMIRAL BONUS	
SPEED	MANEUVERABILITY	
PILOTING	TOTAL = FLEET CHECK MODIFIER + COMMANDER BONUS	

DEFENSE

AC	TOTAL = 10 + FLEET CHECK MODIFIER + CASTER BONUS	
STRONG	WEAK	TOTAL HULL POINTS
CRITICAL THRESHOLD	☐ ENGINES DAMAGE (3)	CURRENT HULL POINTS
☐ AUXILLIARY SYSTEMS DAMAGE (1)	☐ SHIELDS DAMAGE (4)	TOTAL SHIELD POINTS
☐ COMMUNICATIONS DAMAGE (2)	☐ WEAPONS DAMAGE (5)	CURRENT SHIELD POINTS

GM STARSHIP TRACKING SHEET

STARFINDER

STARSHIP NAME		TIER	SIZE	FRAME

☐ AC	☐ TOTAL HULL POINTS
☐ TL	☐ CURRENT HULL POINTS
☐ SPEED	☐ DAMAGE THRESHOLD
☐ DRIFT RATING	☐ CRITICAL THRESHOLD
☐ MANEUVERABILITY	

G M W			
FORWARD WEAPONS	RANGE	DAMAGE	SPECIAL

G M W			
PORT WEAPONS	RANGE	DAMAGE	SPECIAL

G M W			
STARBOARD WEAPONS	RANGE	DAMAGE	SPECIAL

G M W			
AFT WEAPONS	RANGE	DAMAGE	SPECIAL

G M W			
CRITICAL DAMAGE			
LIFE SUPPORT (1-10)	G	M	W
SENSORS (11-30)	G	M	W
WEAPONS (31-60)			
ENGINES (61-80)	G	M	W
POWER CORE (81-00)	G	M	W

G M W			
CREW			
CAPTAIN			
ENGINEER			
GUNNER			
PILOT			
SCIENCE OFFICERS			
MODIFIERS			

STARSHIP NAME		TIER	SIZE	FRAME

☐ AC	☐ TOTAL HULL POINTS
☐ TL	☐ CURRENT HULL POINTS
☐ SPEED	☐ DAMAGE THRESHOLD
☐ DRIFT RATING	☐ CRITICAL THRESHOLD
☐ MANEUVERABILITY	

G M W			
FORWARD WEAPONS	RANGE	DAMAGE	SPECIAL

G M W			
PORT WEAPONS	RANGE	DAMAGE	SPECIAL

G M W			
STARBOARD WEAPONS	RANGE	DAMAGE	SPECIAL

G M W			
AFT WEAPONS	RANGE	DAMAGE	SPECIAL

G M W			
CRITICAL DAMAGE			
LIFE SUPPORT (1-10)	G	M	W
SENSORS (11-30)	G	M	W
WEAPONS (31-60)			
ENGINES (61-80)	G	M	W
POWER CORE (81-00)	G	M	W

G M W			
CREW			
CAPTAIN			
ENGINEER			
GUNNER			
PILOT			
SCIENCE OFFICERS			
MODIFIERS			

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