VESSELS OF THE VOID: SPACESHIPS

WILDFIRE
Igniting Imagination

the Void

SERIOUSLY? FREE-TO-PLAY?

Imagination is powerful. To quote Albert Einstein, "Imagination is more important than knowledge. For knowledge is limited to all we now know and understand, while imagination embraces the entire world, and all there ever will be to know and understand." Well said.

We believe in the power of imagination and how it creates wonder and inspiration. Roleplaying games are one of the few things that can do what they do. Some might say they are the last frontier for wild imagination and creativity. We certainly believe so. That's why we make roleplaying games – to help make that possible.

Making roleplaying games the way we have hasn't helped us spark imagination the way we'd hoped. We want to try something different.

First, we're adopting the Creative Commons license, so that you can contribute to the game in a meaningful way. That way, we can support you in your awesome ideas and help you get them out to your fellow players.

Then, we're going to give away electronic copies of the core book for free. We've all bought games that didn't end up working out for us. That's why we're giving this to you for free – so that you can figure out if you like the game before you decide to spend money on it.

If you like The Void and you play it, we're going to put out a bunch of cool material at very reasonable prices. We're going to do it buffet-style, so you can pick and choose what works best for you and your group. Buying these supplements supports us making more cool material, along with the rest of your fellow players.

After all, life's too short to waste time and money on games you don't like.

– The Staff of WildFire

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INSIGNIFICANT

Space was background noise to most people these days. No one really thought about the vast spaces in between, other than as time stuck inside a metal can.

Marcus could never get over it. The vastness of the void presented infinite possibilities. Some of those possibilities were inspiring. Some, as he knew, were terrifying.

He stared out the porthole, drinking in the black nothing. He watched for stars that seemed to blink out for an instant – a sign that the thing had returned. This odd ritual had become habit, though deep inside Marcus knew that it was forever gone.

It was somewhere in the long distance between the Asteroid Belt and Jupiter that it first came. They were blissfully unaware of it at the time. Tasia was on one of her fitness kicks, beating the hell out of practice dummies in the hold. Felix was lost in a science project, oblivious to the world. So Marcus caught up on his reading, and the cat naps that so often came with that pursuit.

He'd slipped into the dream so smoothly that Marcus had difficulty determining if he was still awake. Something stood in his crowded bunk, gazing out the porthole. It looked mostly humanoid, but cloaked in a garment so black that it seemed to phase in and out of existence. It turned and looked out under the cowl, half a dozen inhuman glowing red eyes staring, unblinking.

"Do not be afraid," it said, a voice as vast and distant as the void around them, and the panic rising in Marcus subsided as if commanded.

"Why? Why do you fight against it?" it asked. Marcus knew what "it" the figure meant. The oncoming Star.

"Because it's evil," he replied.

The cowled head tilted, in an almost feline way. "It is not. It is merely different. Again."

"To live," said Marcus. "To make sure others survive."

"Closer. Again," it said.

Marcus had to think for a minute. Finally, it came to him. "Because I'm scared and the only way I know how to cope is to hunt all this madness."

The thing leaned in, eyes looming over Marcus. "Now we're getting somewhere."

With that, Marcus started awake, dropping his tablet on the floor. He decided he should tell someone about this, just in case. Felix listened intently, with a lot of "aahs" and "interestings."

This first dream fading, another came a few nights later after a busy day of studying crime statistics in Jovian space. One second thought, the next dream. The figure stood there again, waiting and watching.

"What would you do to stop it?" it asked.

"Anything," replied Marcus. "I would sacrifice my life."

Satisfied with that answer, it moved closer to him and then contin-

ued. “Would you sacrifice the lives of others?”

“Maybe,” said Marcus.

“Your reticence is numbers,” it said. “Would you sacrifice a thousand?”

With little hesitation, Marcus answered, “Yes.”

“Would you sacrifice a million?

“Yes,” again, with little delay.

“A billion?”

Though it was hard to admit, Marcus answered, “If it saved everyone else, I would.”

Again, it tilted its head as it looked a him. “Interesting.”

Waking up a little distressed, it took Marcus a minute to figure out if he was going to go wake Felix up or not. After a cool drink of water, Marcus decided to write it all down and wait until morning. Felix was considerably more intrigued by where this was going, but could offer little else. Dreams are tricky things.

It took another week before it returned. Marcus had begun to think this was all in his mind, when a slow spot in a book on Saturnine politics led to nap. This time, the thing was waiting for him in the lounge, where Marcus had sprawled out on the small sofa. It’s eyes were fixed on him.

“You have all the characteristics of a hero,” it began. “You’re willing to sacrifice much to protect your own. How does that make you feel?”

Puzzled by this question, Marcus paused before replying. “Like I’m doing the right thing.”

It stepped towards him. “What if I told you, despite everything you will do, that you will not win?”

“I would doubt your motives and honesty,” Marcus answered.

“I speak only truth, hero,” it said, a menacingly tinge to its voice. “What if there is nothing your entire race can do to stop what comes?”

Sliding back from it, Marcus said, “I would still fight.”

Again, the thing tilted its head. “Fascinating.”

Marcus awoke, sliding off the sofa onto the floor in a rather ungraceful move. He picked himself up and ran down to find Felix. His friend had been distracted from his science project by all this, so Felix had already pulled up some useful research. When the Old Ones were mentioned, Marcus nearly passed out.

After that, Marcus decided to take an interest in things that don’t naturally lead to naps. He even started taking stimulants so he didn’t have to sleep, though Felix put a stop to that after the third day. With no more drugs to prop him up, Marcus

passed out cold about six hours later. Again, it was there, on the other side of sleep.

"This will be the last time we speak," it said. "Your fate will be much more interesting than any I can provide."

Marcus wondered what it meant by that, but he had a more burning question in his mind. "Tell me. Is what you said true?"

"What you seek is impossible," it said. "You are nothing. Your time has passed."

"What are you?," he cried. "How do you know?"

It's voice echoed through Marcus' soul. "I have seen the change of cycles before. There have been others before you. All long gone. You face the inevitability of eternity. If you are very lucky, you will live on in stories among those who return. But there is no hope."

Vibrating with fear, Marcus stammered, "How do I know this isn't some trick?"

The thing pointed out the porthole and suddenly was there no more. Marcus leaped up and looked out where it had gestured. In the distance, he saw a star flicker out of existence for a moment, then another in a different part of the sky, and another. Then, something flickered into existence in front of him. Bigger than the ship, it was as black as the void and uncoiled in a wholely alien yet somehow serpentine way. A massive and almost draconic head touched the porthole with its snout, six red eyes staring down.

"Though I am no Old One, human, do not anger me."

Marcus awoke in his bunk, dripping with sweat and screaming. He leaped up, tangling himself in his bedsheets and falling to the ground. The shock of slamming into the metal floor snapped him back to reality. He looked back, trying to see if the thing was still out there. Nothing. It was gone.

The next day, Marcus lied. He told Felix that he hadn't had any dreams. Later, he would never bring up the subject again and Felix would lose interest. Marcus couldn't be brought to tell the others what the thing had said. This was a burden he would shoulder alone.

Those conversations, though long past, haunted Marcus still. Here he was, staring out into the black, hoping that the thing had lied. He kept trying to rationalize it, but there was something deep down inside that made Marcus believe that it hadn't. In a universe that got bigger, stranger, and darker every day, how could humanity amount to anything?

Marcus caught himself slipping down that spiral and banished the thoughts with practiced effort. He sighed, walking away from the porthole, his hope eroded just a little bit more.

Welcome to *Vessels of the Void*! No science fiction RPG is complete without a spaceship book. The rules in *The Void Core* regarding spaceships are minimal. This book gives you all the details you'll need to tune up your ship and set out against the dangers of the solar system.

Our first goal was to make spacecraft feel like a complete component of the game. Your Characters' ship can become a Character of its own, as you improve its capability through modules – key ways to change or increase the capacity of a spaceship. This flexibility means that you can customize your spaceship over and over again, as the needs of your game change.

Our second goal was to give potential roles to every Character on a ship, so that no one has to feel left out once the narrative inevitably turns to the craft.

That said, here's what you'll find ahead.

Spacecraft

In this chapter, you'll find everything you need to know about operating a spaceship. You'll learn about transit drives and the rod magazines that fuel them, ion drives and their xenon fuel, the uncomfortable process of A/D stasis, how long it takes to get from place to place, living aboard a ship and the effects of gravity, how long it takes for communications to fly across the solar system, and ship repair and resupply.

Vessels

In this chapter, you'll pick your spaceship. You'll learn how to use your Wealth to purchase your own spaceship, spacecraft game statistics, and how to read the listings of the eleven different ships presented in this book. These ships range from simple orbital transfer vehicles to mining vessels to warships.

Systems

You'll learn the capacities of your ship in this chapter, as well as how to customize it for your needs. Included is a long list of modules, which are ways to change or increase the capabilities of your ship, and sub-modules, which can add new power to your existing modules for even greater customization.

Space Combat

This is *The Void*. You'll eventually have to fight something in space, whether it be pirates between Uranus and Saturn or an alien creature that's "hatched" from an asteroid. This chapter presents two types of combat.

Narrative Combat views the world from the Characters' perspective and is best for altercations involving only a few combatants. The rules are simpler and there is less to track.

Tactical Combat uses a grid-based system and is best for larger battles, especially those with more than two sides. The rules are more detailed and there's more to consider during each Turn.

Got Feedback?

While playing *The Void*, you might have feedback – whether it be questions, comments, or the awesome stuff you came up with while you're playing. We want to hear it. You've got two options. You can just fire off an e-mail to feedback@fearthe-void.com. Alternatively, you can jump into the pool on our forums and engage in conversation with both us and other players. Find them at *http://www.reddit.com/r/TheVoidRPG/*.

This chapter contains everything you need to know about operating, maintaining, and living and traveling on a spaceship.

OPERATIONS

Operating a spacecraft is complicated and dangerous. Out in the void, one little mistake can kill everyone onboard. This section goes into detail on what it is to travel through the cold of space.

Across the System

Our biggest challenge in the early days of space travel was velocity. Technology wasn't capable of getting craft to fly fast and cheap enough, to be practical. It took months to get to a planet as close as Mars – the Outer Worlds were just too far away. The invention of the transit drive changed that.

Transit drives are an evolution of the magneto-plasmodynamic drive, or MPD. MPD drives were originally used in satellites and other small craft. They were initially limited in size, and only capable of a fraction of what modern transit drives put out.

Transit drives utilize a specially designed teflon bundle, or rod, as reaction mass. Each rod provides enough catalyst for the drive to either accelerate to or decelerate from transit speeds. Inside the drive system, rods are stored in magazines, which automatically reload fresh rods. Most magazines hold enough rods for six round-trip journeys. New magazines can be installed at any space station or repair dock in just a couple hours.

MPD drives direct an incredibly powerful current through the teflon bundle. This burns off the surface molecules of the rod at stable rate, creating plasma gas. This gas is funneled down a powerful magnetic tunnel, which is generated as a by-product of the vast energy required to create plasma gas. By constricting this tunnel, the plasma is accelerated to nearly 500,000 yd/m per second. The drive provides enough thrust to rapidly accelerate to or decelerate from 0.005% the speed of light, in a mere five hours of constant firing. However, that puts about 20G's on the ship, which the human body cannot survive against unassisted.

Transit Procedures

Any time a spacecraft is going to make a transit, the crew has to follow a strict set of procedures to make sure nothing goes wrong while they're in A/D stasis.

First, the crew checks to make sure there aren't unknown masses in the immediate trajectory. If there are, the transit drive will not fire, as any potential collisions would be disastrous. Then, all systems but those directly involved with the transit drive are shut down, because the drive needs nearly all the ship's power. If something needs to remain operational, it needs to be powered by an auxiliary source. Even the habitat rings will be spun down and locked in place. Finally, everything, no matter how small,

needs to be properly secured. Nothing should be rattling about and breaking while the ship is under burn.

Once everything's in place, the crew reports to their assigned grav-couch berth. They don special gravity gloves, body suits that help lessen the effects of heavy gravity. Next, they step into their couches and put on air masks, medical monitors, an IV, and a catheter. The ship's medic double-checks, and then doses them with a heavy sedative. This suspended animation is referred to as A/D stasis. The medic is always last in, first out of the couches.

As the crew falls asleep, a gel fills the couch. People are buoyant in the gel, so they float in its center. This, combined with the gloves, cushions travelers from the otherwise liquifying G's that go with the acceleration and deceleration of the Transit Drive.

The living occupants of the ship now protected, the computer powers up the Transit Drive. A rod is extracted from the magazine and the massive capacitors charge. Once begun, it takes almost twelve hours for the drive to fully power up. When the drive fires, it exerts almost 15G on the ship, which increases steadily to 20G over the following four hours. Once maximum acceleration is reached, the ship begins to coast at great speed.

The medic comes to several hours later and revives the rest of the crew. Most people take some to recover from the experience – especially those inflicted with visions during stasis.

Operations At a Glance

Transit

- Transit drives allow ships to travel at amazing speeds.
- Transit drives use teflon rods as reaction mass, typically loaded in magazines.
- Before transit, the ship needs to be prepped and secured.
- The crew must enter a type of suspension called A/D stasis in order to survive the heavy-G's of acceleration and deceleration.
- A/D stasis may not be pleasant, but you get used to it, unless you're one of the unlucky few who suffers nightmarish visions.
- Ships are at their most vulnerable in the hours before and after a transit – and while the crew is in stasis.

All in all, a ship is at its most vulnerable once preparations begin, especially during the hours immediately before and after a burn.

A/D Stasis: The Experience

There are few who look forward to time spent in a gravity couch. Claustrophobics already have a tough time with the cramped confines of a ship, but grav couches are positively death – they're little more than person-sized tubes.

To undergo A/D stasis, you'll first need to strip down and put on the

Space Stations

While space stations are a common sight in the universe of *The Void*, they are not generally defined in the same manner as spacecraft. Space stations are generally a location or adventure hub for Characters, in much the same way as a planet or city, and the station's specific capabilities are not important to the overall events. When they are important, the particular adventure will generally define the necessary capabilities for the station.

special gravity suit. This wet suit-like body glove takes you from cold to hot in a matter of minutes. Before you fully zip up, your medic will help you out with the joys of both an IV and a catheter, which are hooked into the grav couch. You'll step in, don the breathing mask hanging from the ceiling and several medical monitors that plug into the gravity glove, secure the hatch, and wait for gel to come.

Once the medic has made sure your vitals are good, the tube will fill with a viscous green fluid that starts pooling at your toes and rises from there. The whole process takes about two minutes – the couch floods quickly. You'll neutrally float in the fluid, which feels a little like swimming in pancake syrup.

Any apprehension you may have been feeling starts to drift away as the drugs your medic has administered through your IV start to take effect. You'll soon fall into a dreamless sleep, similar to a chemically-induced coma, as the catalyst is introduced to your couch and the fluid becomes an almost-solid and nearly opaque gel.

Waking up is pretty much the reverse of the process. The gel becomes fluid again and drains from the couch, you take off the mask and get out into the cold air, and the medic helps you take out the IV and the catheter – though experienced travelers have learned to do this themselves. The first thing you'll want is a shower. People are almost always physically weak for about the first twenty minutes and groggy for the first couple hours after A/D Stasis. They're also quite hungry, though confined to liquid diets for the first day. Overall, it's unpleasant, but people get used to it pretty quickly.

However, there are those rare few who are plagued by visions while in their coma-like state. Something in their brains is specially attuned to the energies of the Chthonian Star, which brings terrifying nightmares during stasis. These folks are often seriously off their game for the first day coming out of a couch, and dread the experience in a way few others can understand. Medics make special preparations to awaken such people, to minimize the potential for panic or violence.

System Travel

Traveling through the inner system, anywhere from Mercury to Mars, is pretty consistent. Ships can't get up the same speeds as they do when going to the Outer Planets, but still

require the expenditure of a full rod. So, it's not much cheaper to fly to Mars from Earth that it is to fly to Jupiter.

To help save money, there are a variety of ships designed only to travel between the Inner Worlds. These craft use a specialized type of transit drive known as the TD-S, or short-range transit drive. These drives use a rod that's about half the size and a third the cost of standard rods. The drives themselves aren't all that much smaller, as the hardware and power requirements are still substantial.

Travel to the Outer System requires much more planning than a simple Inner System trip. The ship may need to spend several days flying under maneuvering drives in order to avoid the Asteroid Belt between Mars and Jupiter. The dust and micro-meteor density is high enough that even a particle is a dangerous obstacle to ships making a transit.

One of the biggest differences in travel is the amount of time that passengers are kept asleep in the gravcouches. Nearly everyone is kept in suspended animation for the entire journey during Inner System travel. The crew may wake up briefly to make sure everything is in order, but the transit drive is firing in one capacity or another for most of the trip.

However, longer trips have another danger associated with them. It may save resources and money to keep everyone on a ship asleep for a journey to the Outer Planets, but it exposes them to the risk of Extended Sleep Induced Psychosis, or ESIP. Colloquially known as space madness, ESIP causes people to behave in unusual and erratic ways that might be dangerous to the ship and other passengers.

Space madness is a mess for everyone. Victims lose track of reality and become embroiled in elaborate hallucinations or delusions that grow in intensity the longer the trip. This often leads to major cases of paranoia, and such victims have taken ships down with them.

ESIP is somehow caused by extended exposure to the near-coma state that is induced when entering a grav couch. Entering such a state intermittently is safe, but doing so for long periods of time, or too frequently, can bring on this unexplainable chemi-

Operations At a Glance

System Travel

- Inner System trips are pretty consistent, and there are speciallly designed ships to make it economical.
- Outer System trips require more preparation.
- Many travelers stay in A/D stasis throughout the entire journey, even long ones.
- Extended Sleep Induced Psychosis, or space madness, can affect those who spend too much time in stasis.
- ESIP can cause delusions, hallucinations, and paranoia, making those afflicted a danger to the ship.

cal change. There are those among the Wardens who believe that space madness is somehow linked to the approaching Chthonian Star.

In order to maintain safety, those who make more than one journey from Inner to Outer System, or vice versa, within a year must be awakened during the coasting phase of the transit. Anyone who makes more than half a dozen trips under A/D stasis must likewise have a period of wakefulness throughout the journey. People are careful to make sure that travelers' brain chemistry remains within safe boundaries.

Travel Times

The chart on the next page shows the minimum and maximum travel times between destinations within the solar system, from port to port. This table has been updated from the one presented in *The Void Core*. Your GM will determine how long a trip will take, based on these numbers and what is required for your game.

For nearly any trip, except when the Inner Planets are very close together, anyone on a spaceship must enter a gravity couch to survive the firing of the transit drive. For trips to the outer planets, this is for seven days each for both acceleration and deceleration. However, many passengers will stay in their grav couches for the entire trip – it saves on life support and resources. Within the inner system, this can be between 1.5 and 3 days each.

While in A/D stasis, the only thing monitoring a ship is the computer.

Downtime in Transit

When you're awake during transit, you sometimes have a lot of time

Travel Times: Adjusted for Acceleration/Deceleration (Days: Min/Max)

	Mercury	Venus	Earth	Mars	Jupiter	Saturn	Uranus	Neptune	Pluto	K Belt
Mercury	–	10/10	10/10	10/10	28/32	53/57	109/113	171/176	226/230	228/236
Venus	10/10	–	10/10	10/10	26/34	51/59	107/115	169/178	224/232	226/238
Earth	10/10	10/10	–	10/10	24/36	49/61	105/117	168/179	222/234	224/240
Mars	10/10	10/10	10/10	–	21/39	46/64	102/120	165/182	219/237	221/243
Jupiter	28/32	26/34	24/36	21/39	–	25/85	81/141	144/204	198/258	196/260
Saturn	53/57	51/59	49/61	46/64	25/85	–	56/166	119/229	173/283	171/290
Uranus	109/113	107/115	105/117	102/120	81/141	56/166	–	63/284	117/339	171/341
Neptune	171/176	169/178	168/179	165/182	144/204	119/229	63/284	–	54/401	48/414
Pluto	226/230	224/232	222/234	219/237	198/258	173/283	173/339	54/401	–	5/414
K Belt	228/236	226/238	224/240	221/243	196/260	171/290	171/341	48/414	5/414	–

Notes

- Standard acceleration/deceleration envelope is seven days from normal cruise to transit speed.
- Inner system travel doesn't allow for maximum transit speeds. Thus, trips take longer than one might expect.
- Inner system travel tends to be roughly equal, no matter where you are heading, due to the fact that the longer trips allow for bigger acceleration/deceleration envelopes.

to kill. It can take months to get from one part of the solar system to the next, and only a couple weeks of those will be spent in a grav couch. What do crews do to keep from going stir crazy?

There's always basic shipboard maintenance. Many tasks can be done to keep the ship in tip-top shape. However, there are only so many of these to go around and some of them require technical expertise. There are captains who like to keep their crews as busy as possible with mundane maintenance during the Transit, and these ships are squeaky clean. They're also populated with disgruntled crews. No one likes make-work.

Experienced travelers pack a variety of things to keep them entertained. Downtime in Transit can be occupied by movies, books, or anything else that people like to do to relax. Games, in general, are popular on-board, as it gives the crew something to do with each other during the long hours when conversation has worn thin.

Some people just like to check out. Since ship maintenance responsibilities are usually light, these folks spend their time drinking, ingesting marijuana or sedatives, or anything else people do to get high to make the boredom less intense. Most ships have regulations regarding this, but many captains are lax when the journeys are particularly long and monotonous.

Industrious travelers prefer to use this downtime for training and personal advancement. They'll take courses, use the cargo bay for physical training, or decide they want to learn a new role on the ship. These travelers fill the time with productive pursuits, feeling that the time is otherwise wasted. They find it hard to check-out for what might be six months of their lives.

Operations At a Glance

Travel Times

- Inner System trips may be pretty quick, but trips across the Solar System can take months.
- As part of the crew, you'll need to find things to keep yourself occupied during those long months in between acceleration and deceleration stasis.
- If your GM allows it, you may be able to study and earn Advances during these times.

Studying & Training (Optional)

Whenever your Character spends downtime in Transit studying or training to better himself, you can earn Advances to apply towards specific Skills. First, choose the Skill you wish to improve. As long as your Character spends at least 20 hours per week studying or training, you'll earn 1 Advance per month to apply to the Skill in question – track these separately, but add them to your overall Advance total for purposes of determining Level. You may only earn a maximum of 2 Advances this way during any journey.

This is an optional rule for GMs, since it equates to two sessions worth of Advances for any appreciable jour-

ney. They're basically free Character advancement for a story device. However, it can help your Characters scale more quickly, if that's what you desire.

Skills of Use: Transit

There are several ways that Character Skills can come into play with regards to the transit drive and making a transit.

Engineer: Transit Drive

The most immediately obvious Skill that's relevant to transit drives is the associated Engineer Skill. Here are a couple of important ways Characters can use this Skill.

Maintenance & Repair

Transit drives are highly complex pieces of equipment and repairs are generally going to be Hard or Very Hard Tests as a result – maintenance efforts are usually only Average Tests. Characters with a complimentary Skill such as Engineer: Electrical or Mechanic can help out using the rules for Teamwork.

Repairs to transit drives are time-consuming, especially when ship engineers don't have access to a repair dock. Hard Tests take at least six hours, while Very Hard Tests require at least twelve hours. Because the drive has to be drained of energy, the ship cannot fire its transit drive for at least 24 hours after repairs have been implemented.

Change Standard Operations

There may be times that Characters want to utilize a transit drive in a manner other than intended. They might need to use the drive as propulsion because maneuvering systems have been damaged, they might want to decrease the time it takes to charge the capacitors, or they may want to reduce the massive acceleration so the crew can avoid the use of grav couches. Such efforts will be Hard or Very Hard Tests. A Character with Computers can help, using the normal rules for Teamwork. These modifications are often time-consuming, and considered illegal for safety reasons.

Failure on these Tests have a good chance of damaging the transit drive, though such damage won't immediately be apparent. It will, however, affect the ship before, during, or after the next transit. The severity of the damage should be commensurate with the degree of failure on the Tests, determined by your GM.

Astrogation

This Skill is used to plot transit routes to a ship's destination. The Difficulty of this Test depends upon whether or not the route is well-traveled.

Difficulty	Route
Average	Following standard shipping lanes.
Hard	Navigating low population/ low traffic regions.
Very Hard	Navigating in remote regions.

If an Astrogation Test is failed, increase the duration of the trip by one day for every Success by which the Test fails.

Local Maneuvers

Local space maneuvering refers to all non-transit flight by a spaceship.

Compared to the raw speed of transit, maneuvering drives feel like moving at a snail's pace.

The most common type of maneuvering drive is the ion drive. These drives function by passing ionized xenon atoms through a charging grid, which simultaneously accelerates and neutralizes the atom. This releases plasma energy, which is guided down a magnetic tunnel – similar to a less-powerful version of the transit drive. The size and shape of the magnetic tunnel is manipulated to control acceleration and deceleration, with a much greater degree of fine control than afforded at faster speeds. While the charging grids glow brightly as they neutralize the xenon, the particulate exhaust is invisible to the naked eye. Different isotopes of the noble gas glow different colors, and some engineers choose one as a signature. Ion drives are highly fuel efficient, expending no more fuel at maximum acceleration than they do at low speeds.

Xenon is a highly stable element, so there is no fear of accident or explosion. Nearly every extra space available within a ship is filled with xenon tanks. Even smaller craft tend to have enough fuel for at least a couple of weeks of solid thrust. Many larger ships can run on ion drives for months before needing to refuel, though it's good practice to top off the tanks at every opportunity.

In an emergency, the xenon fuel can be used to assist with fire suppression and damage control. Much like halon, the xenon is pumped into a region to starve a fire. It can also be used to pressurize sections of the ship when it's better for those environments not to be oxygenated.

Most other maneuvering drives are either old systems aboard ships that have not been retro-fitted, or those few that are equipped with cutting edge technology or prototype drives.

Operations At a Glance

Transit Skills

- The Engineer: Transit Drive Skill can be used to perform maintenance and repair to transit drives, or to utilize the transit drive in a manner other than intended.
- The Astrogation Skill is key to plotting transit routes.

Local Maneuvers

- Maneuvering drives, like the ion drive, are used for normal space travel.
- Xenon is stable and larger ships can run for months without refueling.
- In emergencies, the xenon from the ion drives can be used for fire suppression or to pressurize sections of the ship.

Near-Space Maneuvers

Any flight within a planetary system, such as Jupiter space, is referred to as near-space maneuvering. The regions of space around and within a planetary system are highly regulated, primarily for safety. The space around major population areas, such as Earth

and Mars, is almost always busy and crowded, making for a more complex trip.

Any craft approaching a planetary system is required to keep their transponders active and to maintain communication with the local traffic control authorities. Failure to follow any order from traffic control will result in major fines and the potential loss of operating licenses.

Parking orbits are assigned by traffic control, and any orbital change must be approved by the authorities. Traffic control must also be informed of any travel between orbital stations, parked spacecraft, or moons, and may delay such maneuvers based on traffic or other factors.

Far-Space Maneuvers

Any travel outside of a planetary system is referred to as far-space maneuvering, or through dispersed bodies such as the Asteroid Belt or the Kuiper Belt. Though it's expected that ships will keep their transponders active in far-space, many captains do not comply in order to avoid the attention of pirates – or the law.

The space around major installations, such as the Dyonis Complex in the Kuiper Belt, regulate traffic more carefully. Given the regular traffic, ships are expected to follow the normal rules of flight within a planetary system. However, it's up to the locals to enforce these regulation, so some such destinations have rules that are more slack and others have those that are more draconian. Spacecraft libraries are generally automatically updated with the most current regulations each time they visit a port, and it is recommended that pilots review any changes. Penalties for ignoring the local rules vary, but they can be hefty.

Skills of Use: Maneuvers

The following skills can come in handy when maneuvering around planetary systems and other populated regions.

Pilot: Spacecraft

Someone has to fly the ship. This Skill can also be used to help with knowledge of and compliance with local regulations. Here are a few other ways in which this Skill can be used.

Standard Near-Space Maneuvers

Approaching a planetary system, establishing or changing orbit, or moving between moons or stations is usually an Easy Difficulty. Some factors, such as heavy traffic, can increase this to Average Difficulty.

Avoiding Collisions/Emergencies

Mistakes happen and pilots need to react quickly to potential accidents. In general, these Tests are of Hard Difficulty, but can easily be increased to Very Hard or Legendary by other environmental factors. If two spacecraft are about to collide, and both pilots are keen to avoid the accident, the Successes from their Tests can be added together.

Atmospheric Skimming

A dangerous maneuver, atmospheric skimming refers to a craft brushing up against the atmosphere of a planet

or moon. The most common reason pilots attempt to skim is to rapidly decelerate. This is a Hard Test.

Forcibly Dock with Enemy Vessel

To force a boarding action, the pilots of both ships engage in an Opposed Test. If the pilot of the boarding vessel is successful, the two vessels are docked. The ships will also be dangerously close to one another.

Sensors

Most often, a ship's sensors are automatically controlled by the computer. However, the computer only makes sure the crew is provided with a basic lay of the land. More complex use of the sensors require Sensors Skill Tests.

Tracking

Keep track of a spaceship, location, or body, requires an Average Test. This difficulty increases to Hard in congested regions, though other factors may increase this further. Failure at this Test means that the point of interest is lost, though you may try again using the rules for Second Chances. However, it's considered rude to operate active sensors in orbit, as they can cause unnecessary noise.

Analyze

Active sensors can be used to provide detailed data about an object or location. The level of data desired determines the Difficulty for this Test. Basic information is only an Average Difficulty, while more detail might be a Hard Difficulty, and nuanced details might be a Very Hard Difficulty. These Difficulties increase by one when using only passive sensors. Furthermore, if a ship isn't fitted with the modules or sub-modules needed to do this, increase the Difficulty by one level.

Avoiding Detection

The Sensors Skill can be used to avoid detection by enemy sensors. The sensor operator searches for weaknesses in the detecting systems, locking down the frequency of signals and spoofing them. The operator can also provide the pilot with courses that minimize return on enemy radar or ladar. This usually required an Opposed Test between sensor operators.

Operations At a Glance

Near/Far Space Maneuvers

- Flight within planetary systems is carefully regulated.
- Not cooperating with local traffic control can result in major fines to a loss of operating licenses.
- The space around major installations is controlled by the locals, and regulation varies.

Maneuver Skills

- The Pilot: Spacecraft Skill can be used not only for standard near-space maneuvering, but also for avoiding collisions or emergencies, atmospheric skimming, and forcibly docking.
- The Sensors Skill not only can be used to determine the basic lay of the land, but also for tracking, detailed analysis, and avoiding detection.

Living On-Board

Most ships are utilitarian in design. While the essential guts of the vessel may be hidden behind alloy plates, the ship remains very industrial in feel. Metal is the surface of choice, lights are generally dim and tied to motion detectors, the air is almost always just a little stale, it's cool, and there's the low hum of the ship's machinery thrumming through the corridors. Experienced travelers, or those who grew up on space stations, get used to the experience and grow to find it comforting.

It's the space, or lack thereof, that can get to some people. Ships are cramped. What it takes to throw people through space at transit speeds requires a substantial amount of the ship's architecture, leaving only the most basic space for the crew. Corridors are usually about a person and a half wide, with ceilings just above the crew's heads. Most staterooms are spartan, containing a bunk, a small sitting area, and a bathroom with just enough room for a sink, a toilet, and a shower stall. The only places on any ship with appreciable space are the cargo bays and the common rooms. When people need to stretch their legs, they visit these areas – or go for a run around the gravity ring.

While there's usually plenty of room for food, especially reconstituted rations, water is a concern. Drinking water isn't the issue, but rather all the other things people use water for during a journey that matters. Ships make use of water recycling, filtering and treating the crew's gray water for dish cleaning, toilets, and showers – though all are managed by devices designed to keep usage low. However, these sorts of facilities are only built in the gravity rings of ships. Special chemicals designed to clean and evaporate are used in 0G areas of the ship, dispensed from pressurized sprayers.

Gravity in the Ship

While most ships utilize rotating sections to create simulated gravity for a crew's quarters, mess halls, and other living areas, it's impractical to provide 1G for the whole craft. A good portion of any spaceship is in full freefall for most journeys. Though true artificial gravity is beyond current technology, a kind of simulated gravity can be created using Energized Deck Plates.

EDPs generate a finely-tuned magnetic field within the ship. The field only interacts with a specially engineered composite known as energized fiber. The fiber is drawn toward the EDPs, pulled with a force that simulates about 1G. As such, nearly everything found on a spaceship somehow utilizes these fibers, including all the crew's clothing and environmental suits.

In general, simulated gravity is an odd sensation at first. The only thing that is keeping you stuck to the ground is your clothing and boots. It takes people a little while to adjust the first time. However, seasoned travelers don't even notice.

In addition to the odd sensation of being held down by your clothes, your hair is subject to whatever microgravity may be on the ship. That means it's going to float everywhere, which can

make for some crazy hair styles and bad photos. Some people just wear hats or shave their heads, some wax their hair into submission, while those with long-hair tie it back as best they can. However, there are those who indulge in special hair wax that contains tiny fibers that interact with the energized deck system in order to give hair the illusion of gravity. However, gravity hair wax is a vanity item and is never provided to the crew – it's an expensive personal purchase.

Character Roles On Board

If your Character doesn't take on a shipboard role, you'll be pretty bored when anything regarding the ship happens. Here are some recommended roles and their game requirements, so that you and your group can share ship duties and be useful when those critical times come.

Communications

Someone need to manage the ship's communications systems as the communications officer. You can fill this role by taking the Communications Skills. This role is often good for Warden Investigators, though it isn't very exciting in combat.

Engineer

Someone needs to keep the ship going. There are five Engineering Skills that all apply to this role and are necessary to maintain and repair your vessel: Basic Drive, Electrical, Life Support, Power Systems, and Transit Drive. These Skills are all complimentary with each other, so it's best if you know at least two of them at good ratings. This is often a good role for Warden Researchers.

Operations At a Glance

Living On-Board

- Living on-board is most often utilitarian and cramped.
- Gravity is maintained by Energized Deck Plates, which interact with special composites to magnetically simulate 1G.
- Rotating sections provide actual 1G in living sections.

Character Roles

- The Character who fills the role of Communications Officer should have the Communications Skill.
- The Character who fills the role of Engineer should have two of the five Engineering Skills.

Gunner

If your ship has weapons, someone will need to be good at firing them. You can fill this role by taking the Gunner: Shipboard Weapons Skill. This is often a good role for Warden Enforcers, and is exciting in combat.

Medic

A good medic helps keep the crew healthy and happy. Warden medics are also therapists, helping crew members deal with the usual psychological rigors of space, as well as the darker things they encounter. You can fill this role by taking the Medicine: Physical Skill, as well as the Medicine: Psychological Skill if you want to be a counselor. This is often a good role for Warden Researchers.

Pilot

Many journeys are so routine that the pilot is almost unnecessary, but how often are you going to undertake routine trips? You can fill this role by taking the Pilot: Spacecraft Skill. This is often a good role for Warden Enforcers or Investigators. Pilots almost always have something useful to do.

Sensor Operator

You can fill this role by taking the Sensors and Computers Skills. You'll be responsible for providing salient data about the environment around the ship, which is always critical, as well as engaging in electronic warfare. This is often a good role for Warden Investigators, and is exciting in combat.

Multiple Roles

Some ships, like the Warden Knight's Errant, don't require a lot of crew to get off the ground. If you don't have a large group, you may want to double-up on shipboard roles. You could be both the sensor operator and the communications officer, engineer and medic, or gunner and pilot. If a ship requires more than three to operate, these roles will need to be spread around to accommodate the numbers.

Communication

Transmitting data from one place to the next across the vast distances of space is accomplished using either radio waves or tight-beam laser. Radio waves do travel at the speed of light, but they have limited range, and are usually only used within a planetary space. Transmissions that must travel further, say across the solar system, are sent via tight-beam laser. These signals are bounced through the Caduceus Network, a system of communications satellites spread throughout the solar system. Caduceus even has relays in the Kuiper Belt, though few, so prospectors and explorers have a way to call out in the event of an emergency.

The following table provides the average time it takes for a signal to reach from one planetary body to another. You'll notice that most communications will not be real-time as, even at the speed of light, it can take hours for something to transmit across the distances of our solar system.

Communications Delay (Avg. Minutes)

	Mercury	Venus	Earth	Mars	Jupiter	Saturn	Uranus	Neptune	Pluto	K Belt
Mercury	–	3	5	9	40	76	156	247	327	371
Venus	3	–	2	7	37	73	153	244	325	368
Earth	5	2	–	4	35	71	151	242	322	366
Mars	9	7	4	–	31	67	147	238	318	362
Jupiter	40	37	35	31	–	36	116	207	288	331
Saturn	76	73	71	67	36	–	80	171	251	295
Uranus	156	152	151	147	116	80	–	91	171	215
Neptune	247	244	242	238	207	171	91	–	80	124
Pluto	327	325	322	318	288	251	171	80	–	40
K Belt	371	368	366	362	331	295	215	124	40	–

PORTS OF CALL

There are hundreds of potential ports of call within the solar system. Colonies, moons, stations, or even individual bodies with the Asteroid or Kuiper Belts, there are many places of recreation, refuge, and adventure. Nearly every major planetary body has at least one key port of call.

Docking Fees

Fees need to be paid in order to dock at nearly any port. This covers the costs of traffic control, customs, and maintenance. In exchange, the crew's ship is protected by local security and can run the ship off the power grid to make repairs on systems that need to be taken off-line. The quality of these services vary, most often in out of the way or shadier ports.

Instead of docking, a pilot may opt to take an assigned parking orbit. Sometimes, they're forced to do so due to a limited number of hard docks. A crew must still pay fees for parking, but they're much lower than those to dock.

Secure stations, such as those used by the Wardens, the military, or some corporation, require that a ship transmit authorization before approaching with 622 miles/1000 km. Failure to do so can lead to arrest or, sometimes, defensive actions.

The following table summarizes typical docking fees. Governmental ships, such as Warden vessels, generally do not need to pay such fees – the station's authorities bill the government directly. Corporate-owned ships often have similar contracts.

Dock	Size	Wealth	Impact
Shuttle Dock	1	1	0
Internal Dock	2	2	0

Operations At a Glance

Character Roles

- The Character who fills the Gunner role should have the Gunner: Shipboard Weapons Skill.
- The Character who fills the role of Medic should have the Medicine: Physical Skill, and maybe the Medicine: Psychological Skill.
- The Character who fills the Pilot role should know the Pilot: Spacecraft Skill.
- The Character who fills the Sensor Operator role should have the Sensors and Computers Skills.
- Crews on smaller ships might double-up on roles.

Communication

- The table on the opposite page shows the delay for tight-beam laser communications.

Ports of Call

- The costs for docking fees, repair and resupply are provided on p. 25.

Dock	Size	Wealth	Impact
External Dock	3	2	0
External Dock	4	2	1
External Dock	5	3	1
Parked in Orbit	n/a	1	0

Resupply & Repair

The biggest limiting factor to a spacecraft's operational duration is how many expendable supplies the ship can store. Food and water for the crew are the most obvious, but xenon fuel, life support scrubbers, and munitions also require periodic resupply. There are several different levels of resupply services available.

Resupply Services

Life Support Supplies

The most common type of service, the ship's food, water, and air scrubbers are all replenished.

Maintenance/Fuel Supplies

Ships receive basic maintenance, top off the xenon fuel, and replenish spare parts. Any service that requires EVA (space-walk) is also completed.

Munitions Resupply

This service reloads any ammunition magazines for a ship's weapons. The cost of this service is based on the category of weapon in question.

Comprehensive Resupply

This combines both Life Support and Maintenance/Fuel services in a single package, generally for a discount price.

Transit Drive Cartridge Exchange

The Transit Drive's spent teflon rods are removed and replaced.

Repair Services

Damaged spacecraft need to be repaired at a port. The time and cost of such repairs depends on the level of damage the ship has sustained. A ship with less than 1 Damage Level can be repaired by the crew, using onboard spare parts and the appropriate Skill Tests (see p. 27).

Costs

The table here provides the cost and time required for the various resupply and repair services typically available at a port. The costs associated with weapon systems are per mount, based on size. If sufficient staff is available, the different kinds of maintenance can be completed concurrently. The times listed are from start to finish, but do not take into account for unforeseen delays.

Repair Costs	Size 1	Size 2	Size 3	Size 4	Size 5
1 Damage Level					
Cost	2/1	3/1	3/2	4/1	4/2
Time	1 day	3 days	5 days	8 days	12 days
2 Damage Levels					
Cost	2/2	3/2	4/1	5/2	5/4
Time	2 days	6 days	10 days	16 days	24 days
3 Damage Levels					
Cost	3/1	3/3	5/2	Special	Special
Time	4 days	12 days	20 days	32 days	48 days
4 Damage Levels					
Cost	3/2	4/1	5/5	Special	Special
Time	8 days	24 days	40 days	64 days	96 days

Resupply Costs	Size 1	Size 2	Size 3	Size 4	Size 5
Maintenance					
Cost	1/0	2/0	2/1	3/1	4/1
Time	6 hours	18 hours	2 days	4 days	10 days
Comprehensive					
Cost	1/1	2/1	3/1	4/1	5/1
Time	6 hours	18 hours	2 days	4 days	10 days
Life Support					
Cost	1/0	2/0	2/0	3/0	4/0
Time	3 hours	9 hours	1 day	2 days	4 days
Drive Cartridge					
Cost	2/1	2/1	3/1	3/1	4/1
Time	6 hours	1 day	1 day	2 days	2 days
Lasers					
Cost	1/0	1/0	1/0	1/0	2/0
Time	2 hours	2 hours	2 hours	4 hours	4 hours
Mass Drivers					
Cost	1/0	1/0	1/0	2/0	2/0
Time	1 hour	2 hours	2 hours	3 hours	3 hours
Missiles					
Cost	1/1	1/1	2/1	2/1	3/1
Time	2 hours	2 hours	4 hours	6 hours	6 hours
Particle					
Cost	2/0	2/0	3/0	3/0	4/0
Time	3 hours	3 hours	5 hours	5 hours	8 hours

There are hundreds of different spacecraft in the solar system. Some are generic freighters, while others are specialized search and rescue craft or gas giant miners. Some are small orbital vehicles that can't travel much beyond a planetary system, while others can traverse the solar system several times over.

Because the wants and needs of a spacecraft owner can be highly variable, most spacecraft hulls can be fitted with modules that can add to the capabilities of the craft. However, many such specialized needs are best used on a craft that is built to handle them.

This section presents the rules for Characters to acquire, customize, and repair their own spaceships.

Purchase

Anything that can fly in space is expensive. Even a basic long-range freighter can run tens-of-millions of credits. As a result, most operators do not own their ships.

Like any vessel, the purchase of spaceships is financed by the selling company. The new owner makes monthly payments, usually over a 40 or 50 year period. Not surprisingly, there are a lot of old ships operating the space lanes and a fair trade in the pre-owned market. Long-range ships usually require an annual lump-sum payment, while shuttles require monthly payment. Unless arranged otherwise, payments are automatically withdrawn from the owner's primary bank account. Missing payments incurs warnings, which quickly lead to a delinquent ship being locked down the next time it docks.

The prices listed here are representative of the typical payment arrangements for a ship. They include the number of payments, the Wealth Code used to save up for the payment, the number of Wealth Tests required between each payment period, and the frequency of such payments.

Each is listed according to this Cost Code: *# of Payments, (Wealth Code Required [Wealth Tests Required]), Frequency of Payments*. For example, a price might be listed as 48 (4/0 [5]) Annual, which means that 48 payments are needed to pay off the ship, a Wealth of 4/0 is required to sustain the payments, five Successful Wealth Tests are required between payments, and payments are made once a year.

Saving for the Payment

Since *The Void* uses an abstracted system for money, saving for payments is tracked according to Character advancement. Each time a Character earns an Advance, he can make a Wealth Test. If Successful, the Character has been able to save a portion of his funds. The Character must accumulate a number of Successful Tests between each payment as noted in the Cost Code, or he will wind up short.

Group Purchases

Pooling the resources of a group of people makes it much easier to purchase a spaceship, and also reduces individual liability.

Characters that pitch in together must each make a Wealth Test. For every two Characters, the number of Successful Wealth Tests required goes down by one. As long as each Character is Successful, the funds have been set aside. If any of the Characters fail, they can attempt a second Test to make up their lack of funds. However, the Impact of the Wealth Test increases by one.

For example, three Characters purchase a small spacecraft, with a Cost Code of 24 (5/0 [4]) Semi-Annual. They've just earned an Advance and want to set aside funds for their upcoming payment. Because there are three Characters involved, the number of Successful Wealth Tests required goes down to three. One of the Characters fails, and opts to make a second Test – this time against a Cost Code of 5/1. If this Test is Successful, the Character succeeds, but loses one Wealth Level as a result.

Repairing a Spacecraft

It's inevitable that a spaceship will get beat up. Minor repairs can be affected underway, but some damage is too severe for such repairs.

Minor Repairs

A craft that has suffered less than one Damage Level of damage can be repaired using the supplies onboard. One person can repair one point of damage in one hour. One person can work on a ship for each level of the ship's size, meaning that a crew can repair five points per hour on a massive ship. Each hour of work requires a Skill Test against an Average Difficulty.

Vessels At a Glance

Purchase

- Purchasing ships requires that you can meet the requirements of its Cost Code.
- Cost Codes = # of Payments, (Wealth Code Required [Wealth Tests Required]), Frequency of Payments
- Each time a Character earns an Advance, he can make a Wealth Test.
- Characters may pitch in together to make Wealth Tests for their ship.

Repair

- Minor repairs, to ships who have suffered less than one Damage Level, can be made by the crew.
- Major repairs need to be made in port.

Since a number of systems will have been effected, a variety of different Skills are used for these Tests.

Each of the following Skills can be used a certain number of times for every ten points of damage repaired, as shown below. Furthermore, each of these Skills must be used Successfully once for every ten points of damage to be repaired. Each person contributing to the repairs must make at least one of these Skill Tests.

If a ship has sustained more than one Damage Level, the crew can still repair a number of points equal to the ship's Hull Points. This may even result

in the loss of one accumulated Damage Level.

Skill	Max Uses
Mechanic	5
Engineer: Electrical	3
Engineer: Power Systems	3
Engineer: Life Support	3
Engineer: Basic Drive	2
Engineer: Transit Drive	2

Major Repairs

If a ship sustains more damage than can be fixed underway, the repairs need to be made at a port and can be expensive. See p. 25.

Jury-Rigging

Sometimes, you may need to patch things together just long enough to make it to safety. Any such jury-rigged repairs are temporary and fail if the ship sustains any more damage. Such repairs require success against a Hard Difficulty, using the appropriate Skill. The rules for Teamwork apply.

If successful, the jury-rigging requires regular care. The appropriate Tests need to be made against an Average Difficulty. If the Test to maintain jury-rigged repairs fails, it needs to be started all over again – though at one higher Difficulty. The rules for Teamwork also apply to these Tests.

CATALOGUE

The catalogue starting on p. 34 gives you the data you need to utilize these common ships throughout the solar system. Here's what you need to know to read the ship entries.

Anatomy

Just as Characters and creatures are represented by a common set of Attributes, Statistics, and other capabilities, spacecraft have their own set of measures that define them within the game. Each of these measures is summarized here, and will be expanded upon throughout the rest of this book.

Keep in mind that these measures are not correlate with Character abilities. They represent a dice pool on a completely different level from Characters.

Attributes

Attributes are the core measures that form the structure and ability of a spacecraft. These Attributes are rated on a scale of 1 to 5 – where 1 is poor and 5 is very powerful. Some modules (see p. 62) can affect Attribute ratings, positively or negatively.

Structural Integrity

Structural Integrity (SI) is a measure of the craft's ability to withstand damage. It's a representation of a number of factors, including construction materials, reinforced structural skeletons, redundant systems, and the like.

Electronics

The Electronics Attribute governs the ship's sensors and ability to perceive and gather information. The higher this rating, the more likely the ship will notice incoming threats. Electronics is also important when firing weapons and can be a factor in defensive actions.

Maneuverability

This is a measure of how agile the craft is in flight. Higher ratings indicate a better ability to avoid incoming fire and perform dangerous maneuvers, such as flying through dense debris fields. It's also used a basis to determine the Speed of the spacecraft, though other factors also contribute to this.

Reactor

A craft's Reactor is an indicator of how much energy it has to power the various functions of the spacecraft. The larger the reactor, the more it can accomplish at any given moment and the more flexible it is during a crisis. The Reactor rating can also limit what modules can be reliably powered once installed.

Size

This is a representation of the physical size of the spacecraft. This represents the displacement of such craft in relation to one another, not the specific length and height. Smaller ships, such as shuttles, have a rating of 1, while a massive Forge-class barge has a rating of 5. Size limits the kind and number of modules that can be fitted onto a ship. Future books may include ships or creatures with a size rating greater than 5.

Statistics

A number of important spacecraft Statistics for a spacecraft are derived from two or more of its Attributes. Some modules affect these ratings.

Vessels At a Glance

Repair

- You can jury-rig major repairs, which are temporary – a Hard Difficulty with the appropriate Skill.
- It fails if the ship takes more damage.
- Jury-rigging requires regular care – an Average Difficulty with the appropriate Skill.
- If the care Test is failed, the jury-rig must be started again, at one higher Difficulty.

Attributes

- Ship Attributes are rated on a scale of 1 to 5.
- Structural Integrity is a measure of the craft's ability to withstand damage.
- Electronics governs the ship's sensors and ability to perceive and gather information.
- Manueverability is a measure of how agile the craft is in flight.
- Reactor is an indicator of how much energy the craft has to power its various functions.
- Size is a representation of the ship's physical size.

Hull

Hull represents the amount of damage a spacecraft can withstand in each Damage Level. As with Characters, most spacecraft are destroyed when they reach their fifth Damage Level. Some spacecraft are more delicate and can suffer fewer Damage Levels than normal – this is noted in the spacecraft description.

Hull Points = (3 x SI) + (2 x Size)

Speed

While Maneuverability represents the craft's agility in action, Speed is the distance it can cover in a given period. Larger ships tend to be slower, while smaller, more agile ships tend to be faster.

The Speed statistic shows the number of squares the ship moves in combat (on a gridded map). This is explained further on p. 84. Combat involving only two opponents uses a more abstracted narrative combat (see p. 76), where movement is not mapped out. Speed has a minimum rating of 1.

Speed = (3 x Maneuverability) - Size

Characteristics

These narrative attributes help you envision these spacecraft, and represent important real world characteristics.

Length

This represents the overall length of a craft, in yards/meters. This rating refers to the key dimension of a spaceship, which could also be width.

Crew

This is the number of people required to operate the spacecraft under normal circumstances. The skeleton crew (shown in parenthesis) is the minimum number of people that can make the ship function. Fewer than this number, and there is a risk that something will go wrong – not all the key systems can be effectively monitored and operated with fewer people.

Endurance

This represents the number of days the spacecraft can operate outside of transit without needing to resupply basic provisions and without requiring maintenance. The number in parenthesis indicates the number of transits the ship can make before having to reload its transit drive rods. This number includes both the acceleration and deceleration phase of the transit.

Availability

This indicates the availability of the craft on the market and functions in the same manner as other equipment availability codes.

Cost

This shows the Cost of the spacecraft. Rules of purchasing a spaceship can be found on p. 26.

Systems

Systems represent many of the basic capabilities of a given spacecraft. Many have no real in-game effects, but help give you the feel of the type of compartments and equipment that will be found aboard. A few of these

systems, however, do have in-game effects, which are described along with the spacecraft in question.

Traits

Traits, as mentioned earlier, give spacecraft special advantages or disadvantages that are not evident from its Attributes or Statistics. Traits can either be native to the spacecraft or can be acquired by installing a module.

Traits are always in operation unless something, like damage, occurs to stop them. When a Trait violates other rules, the Trait takes precedence. If two different Traits modify the same facet of a spacecraft, use the better modifier - they do not stack. If two Traits provide an opposite effect to each other, first apply the positive and then the negative.

All of the Traits available in this book are presented on p. 60.

Modules

Modules allow spaceship owners to bring new and specialized capabilities to their craft. They can also be changed when necessary, though such efforts require a significant amount of time and often a full service dock to facilitate the module swap.

Sub-Modules

Sub-modules are upgrades to specific modules, specializing the module to better perform specific tasks. For example, a sensor module may have a ground penetration upgrade, which allows that sensor suite to see what lies beneath the surface of an asteroid or planet.

Vessels At a Glance

Statistics

- Statistics are derived from Attributes.
- Hull is the amount of points of damage a ship can withstand.
- Hull Points = (3 x SI) + (2 x Size)
- Speed shows the number of squares the ship moves in combat.
- Speed = (3 x Maneuverability) - Size

Characteristics

- Characteristics include narrative attributes, such as the ship's length, required crew, endurance (duration of operation), availability in the market, and cost.

Systems

- Systems represent the many basic capabilities of the ship.

Traits

- Traits give ships special advantages or disadvantages and are always in operation, unless something stops them.

Modules

- Modules customize and specialize ships, and can be changed.

Sub-modules have characteristics of their own.

Mother

This indicates what sort of modules this sub-module may upgrade.

Skills

If the module requires any new Skills to operate, they will be listed here. This will be in addition to the Skills needed to operate the mother module.

Override

Some sub-modules will enhance the abilities of the mother module while operating in parallel. Others will take over when activated. A sub-module that overrides its mother module only allows the module to perform the specific function the sub-module brings into play.

For example, a ground penetrating sensor upgrade requires the sensor suite to be fully dedicated to the task of searching beneath the surface. If the ship has no other sensor suites, the craft will effectively be blind to the space around it.

Vessels At a Glance

Sub-Modules

- Sub-Modules are upgrades to modules.
- The Mother is the module upgraded.
- The upgrade may require new operator Skills.
- Some sub-modules take over and Override their Mother.

Arduous-Class Frigate

Warships are uncommon in the modern age. With the Unified World Council's control of Earth, most conflict is limited to skirmishes between corporations and pirates. The Arduous Frigate is the largest dedicated war vessel in the solar system, most commonly used by corporations to protect key interests. The spaceship is infamous for its cramped quarters and sparse recreational facilities. Arduous Frigates rarely travel far from larger operations, where the crew can get the rest and relaxation they require.

Characteristics	Value
Length	260 m
Crew	24 (12)
Endurance	60 days (6)
Availability	n/a
Cost	n/a

Attributes	Rating
Structural Integrity	3
Maneuverability	3
Electronics	4
Size	3
Reactor	4

Statistics	Rating
Hull	18
Speed	6

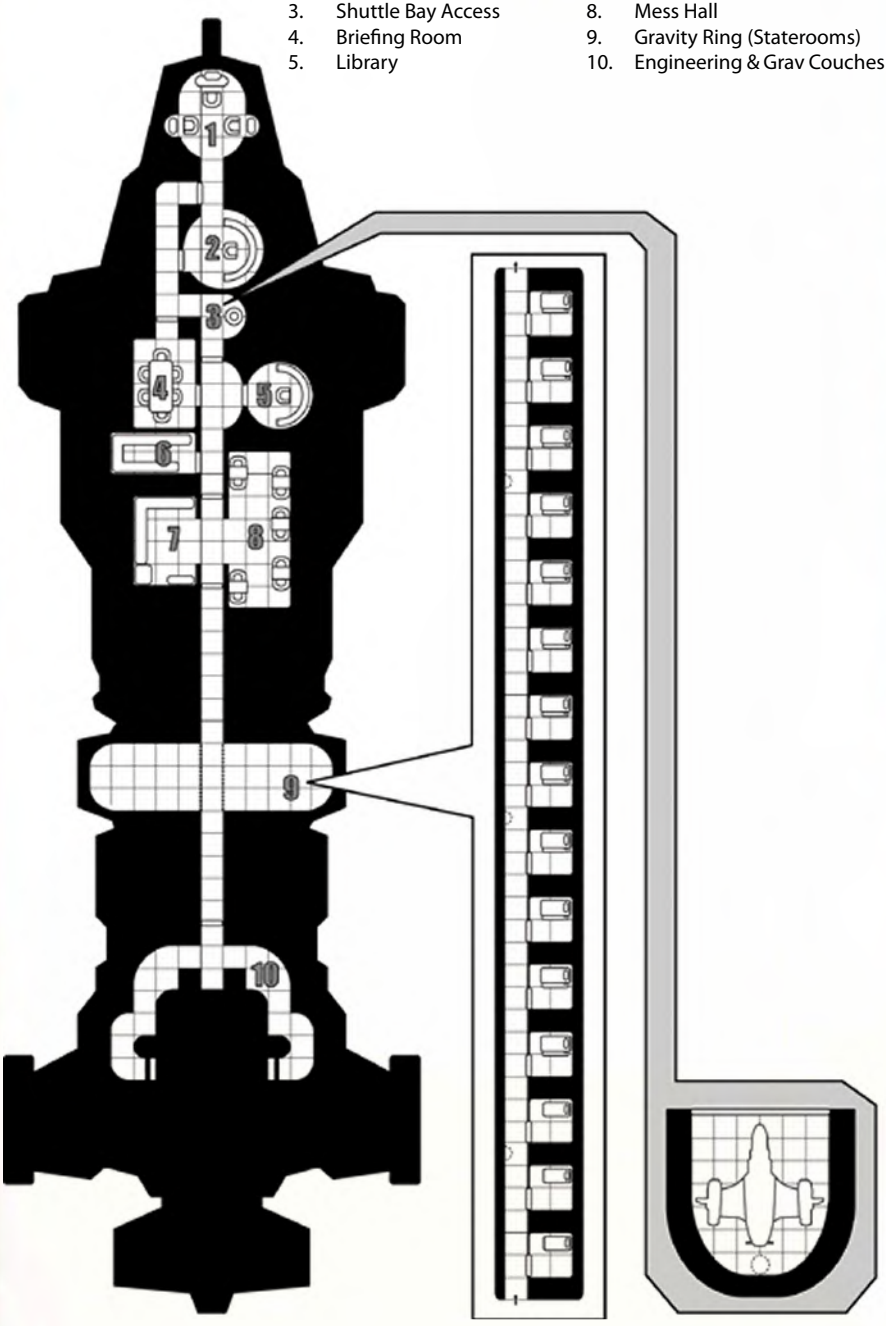
Systems
Brig (18: Ventral)
Launch: Sprint Shuttle (2)
Medical Bay: Standard
Military Spec
Transit Drive

Traits
Armored (4)
Damage Control (6)

Module Slots
General (1)
Weapon (4)

Arduous Frigate

1. Bridge
2. Weapons Control
3. Shuttle Bay Access
4. Briefing Room
5. Library
6. Armory
7. Galley
8. Mess Hall
9. Gravity Ring (Staterooms)
10. Engineering & Grav Couches



Aristocracy-Class Yacht

Where there's money to be made, there will always be those that have more of it than common sense. This is the type of person the Aristocracy, and similar designs, are marketed towards. While, at their core, these ships are essentially just people movers, it's the style in which they do this that make them stand apart. One would expect a ship with the Aristocracy's displacement to have berths for over 100 passengers – it's designed to accommodate only 14, plus crew. Every inch of these ships oozes luxury and privilege. The large cargo hold is pressurized and modular, and is often converted into large ball rooms, shooting ranges, or whatever the owner wishes. With large suites for each passenger, sculpted hydroponic gardens, recreation centers with the latest technology available, and more, these ships are the envy of nearly every spacer in the system. However, one must truly be connected or have serious money to even consider setting foot on one. It's said that some even serve as permanent residences for their owners.

Characteristics	Value
Length	140 m
Crew	5 (3)
Endurance	70 days (8)
Availability	n/a
Cost	24 (4/2 [3]) Semi-Annual

Attributes	Rating
Structural Integrity	2
Maneuverability	3
Electronics	3
Size	2
Reactor	2

Statistics	Rating
Hull Points	10
Speed	7

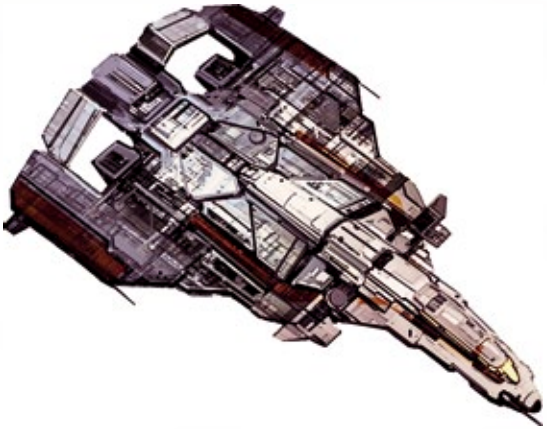
Systems
Hydroponic Garden (General Module)
Launch: Sprint Shuttle (1)
Luxury Accommodations
Medical Bay: Standard
Pool: Zero-G
Theater: Tri-V
Transit Drive: Micro

Traits
Atmospheric Capable
Prestigious

Module Slots
Engineering (1)
External (1)
General (2)

Aristocracy Yacht

1. Bridge
2. Storage
3. Crew Rooms
4. Galley
5. Stage
6. Crew Mess Hall
7. Dining Hall
8. Crew Lounge
9. Theater
10. Passenger Lounge
11. High Class Rooms
12. Luxury Suites
13. Cargo Hold
14. Shuttle Bay
15. Fuel Processor Station
16. Engineering



Camel-Class Orbital Transfer Vehicle

Perhaps the single most common spacecraft in use, the OTV shuttle has one purpose – to get people and goods from the surface of a planet to a waiting station or ship in orbit. The Camel OTV is an archetypal example. Designed to move both cargo and passengers, it has a smaller capacity than those dedicated to one or the other. Like most OTVs, the Camel is designed for short operational windows and never operates outside the orbital space of a planet – it simply does not have the endurance to do so. The Camel has a crew of three and can carry up to ten passengers and a little more than 19 tons of cargo.

Characteristics	Value
Length	55 m
Crew	3 (1)
Endurance	7 days (0)
Availability	UL
Cost	4 (4/1 [2]) Quarterly

Attributes	Rating
Structural Integrity	2
Maneuvering	2
Electronics	2
Size	1
Reactor	2

Statistics	Rating
Hull Points	8
Speed	5

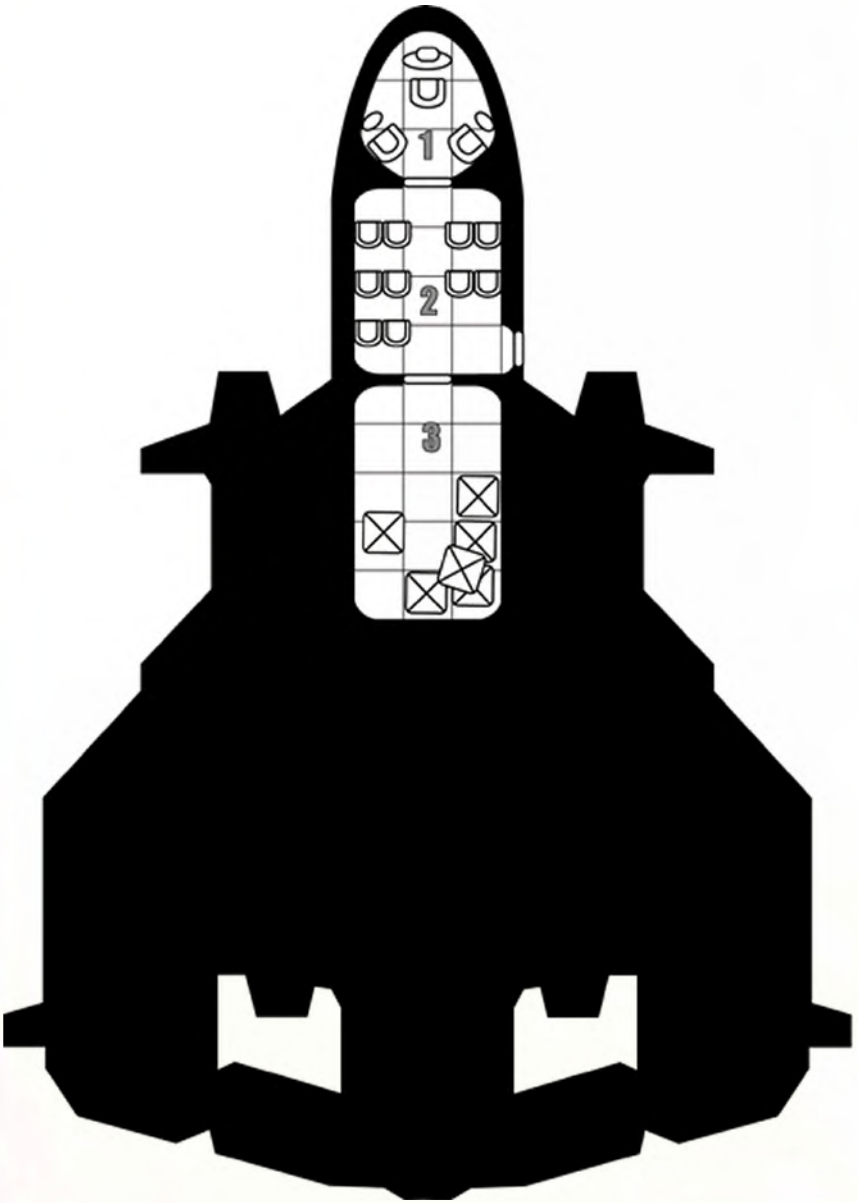
Systems
VTOL

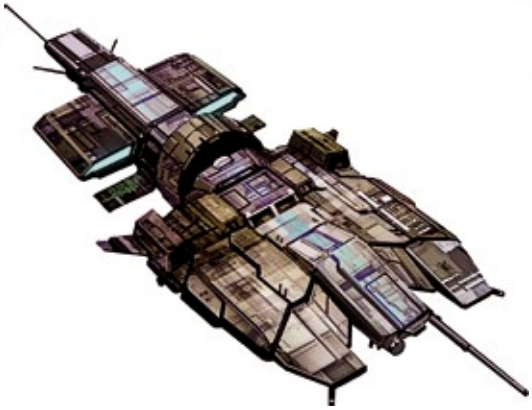
Traits
Agile
Atmospheric Capable

Module Slots
External (2)

Camel OTV

1. Bridge
2. Passenger Cabin
3. Cargo Hold





Equinox-Class Interplanetary Transport

The Equinox is one of the more common inner-system transports in use. Designed to operate exclusively from Mercury to Mars and in between, the Equinox carries both passengers and cargo. An in-line rotational section provides crew and passengers a near 1-G gravity during the cruise portion of the trip. Cargo is stored in both pressurized and vacuum exposed pods aft of the rotational section. Because the ship sometimes makes trips to the innermost parts of the solar system, all of this is hidden behind retractable solar shield mounted both forward and aft.

Characteristics	Value
Length	245 m
Crew	16 (8)
Endurance	90 days (4)
Availability	UL
Cost	30 (5/1 [5]) Semi-Annual

Attributes	Rating
Structural Integrity	3
Maneuverability	3
Electronics	2
Size	3
Reactor	3

Statistics	Rating
Hull Points	15
Speed	6

Systems
Cargo Pod Environmental Systems (General Module)
Launch: Camel OTV (2)
Launch: Sprint Shuttle (1)
Medical Bay: Standard
Passenger Berths (48)
Transit Drive: Micro

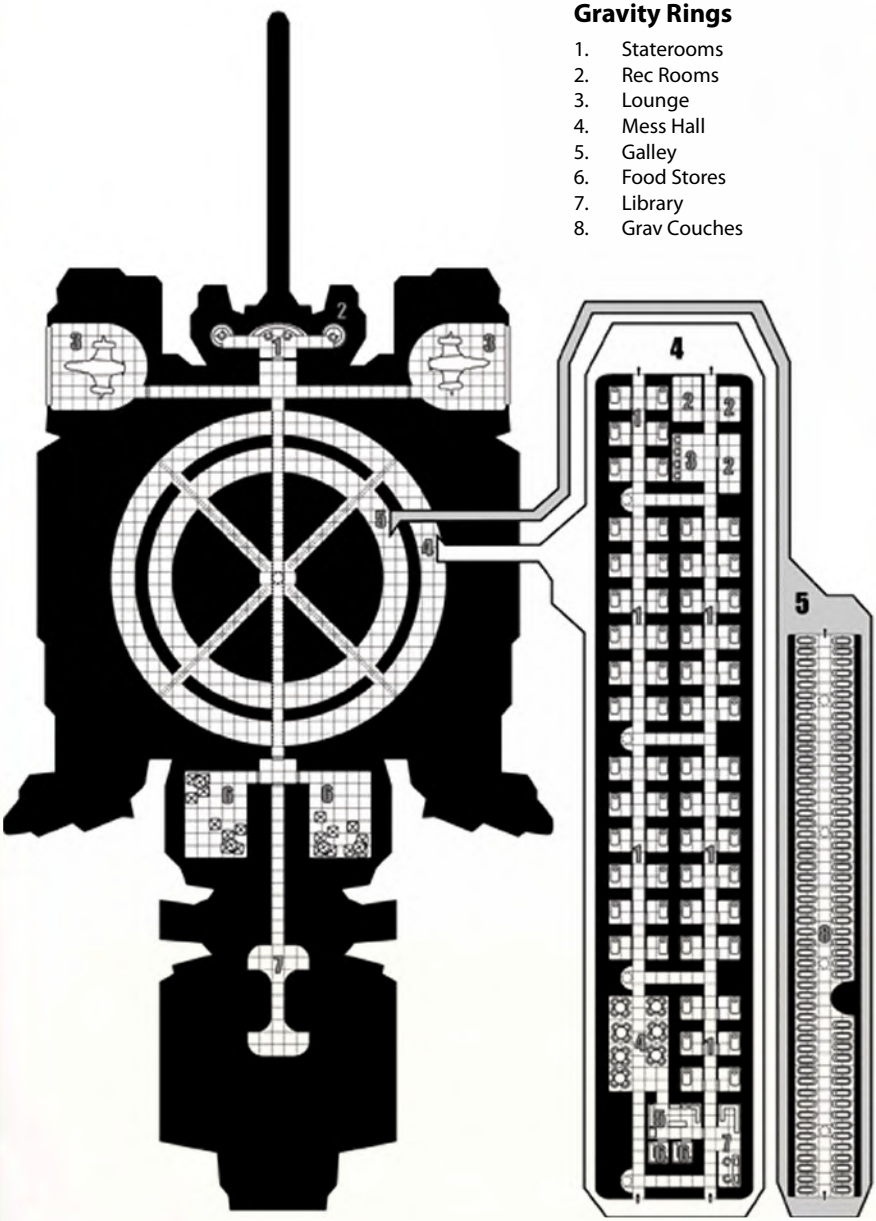
Module Slots
Engineering (1)
External (1)
General (3)
Weapon (1)

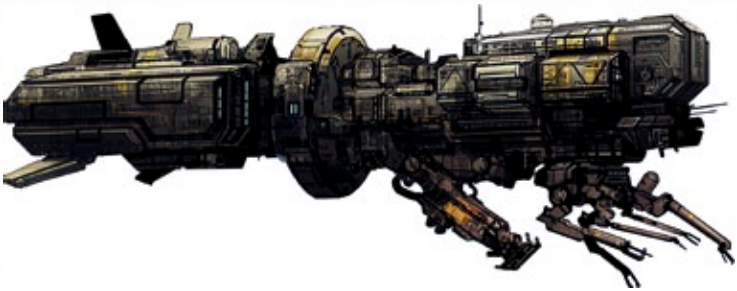
Equinox Transport

1. Bridge
2. Weapons Control
3. Shuttle Bay
4. Outer Gravity Ring
5. Inner Gravity Ring
6. Cargo Hold
7. Engineering

Gravity Rings

1. Staterooms
2. Rec Rooms
3. Lounge
4. Mess Hall
5. Galley
6. Food Stores
7. Library
8. Grav Couches





Forge-Class Mining Barge

The Forge is designed for long term mining missions in some of the most isolated parts of the solar system. These massive ships are some of the largest plying the space lanes. Onboard are massive cargo bays for storing raw materials, refining arrays, mining pods, and more. These vessels are most often found in the Kuiper Belt, but some also a maintain station around especially rich comets or other orbital bodies. Mining pods swarm about the ship and nearby asteroids and small moons, bringing raw materials to be stored or processed. Once a barge has mined to its capacity, it returns to its home base to off-load and then heads back out again.

Characteristics	Value
Length	560 m
Crew	240 (24)
Endurance	180 days (4)
Availability	UL
Cost	65 (4/0 [4]) Semi-Annual

Attributes	Rating
Structural Integrity	3
Maneuverability	1
Electronics	2
Size	4
Reactor	3

Statistics	Rating
Hull Points	17
Speed	1

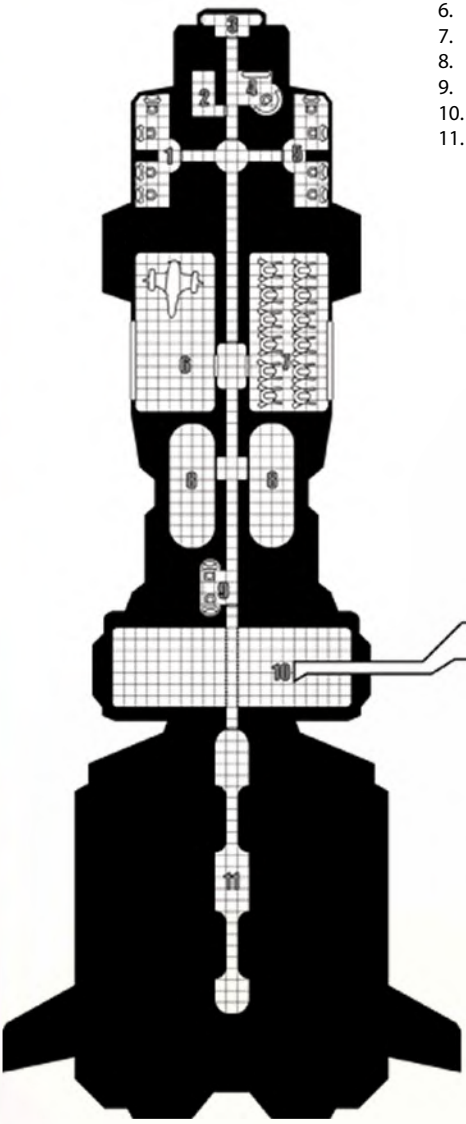
Systems
Fabrication Shop (4)
Heavy Materials Ore Refinery (2)
Launch: Camel OTV (4)
Launch: Sprint Shuttle (4)
Launch: UPM-44 Mining Pod (24)
Medical Bay: Standard (2)
Medical Bay: Trauma (1)
Metal Processing Forge (1)
Mineral Processing Facility (1)
Robotic Arm: Variable Heavy Duty (2)
Robotic Arm: Var. Very Heavy Duty (2)
Transit Drive

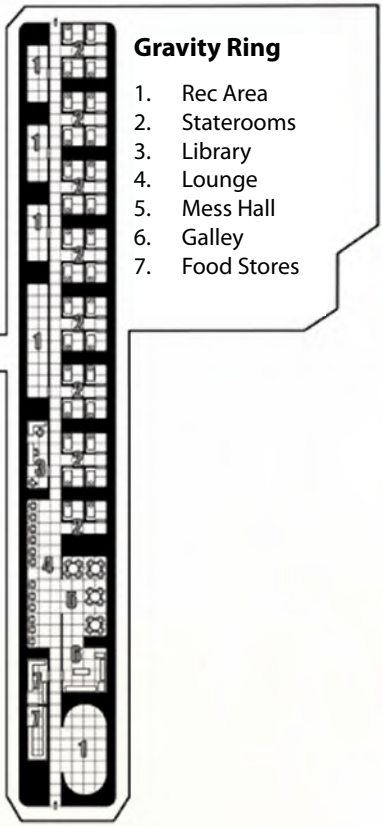
Traits
Cumbersome
Leviathan (2)

Module Slots
Engineering (2)
General (2)
Weapon (2)

Forge Mining Barge

1. Bridge
2. Maintenance Access
3. Observation Deck
4. Weapons Control
5. Surveying Deck
6. Cargo Hold & Shuttle Bay
7. Cargo Hold & Mining Pods
8. Haz Mat Cargo Hold
9. Haz Mat Monitoring Station
10. Gravity Ring
11. Engineering & Grav Couches





Gravity Ring

1. Rec Area
2. Staterooms
3. Library
4. Lounge
5. Mess Hall
6. Galley
7. Food Stores

Guardian-Class Customs Cutter

Every planet, colony, or station has their own rules and regulations on what can be imported or exported, and its own procedures for orbital approach and docking. It's up to customs officers to enforce these rules and regulations. Most of this work is done inside the stations and on the decks of spaceports, but some officers have to enforce the law with a firmer hand. The Guardian cutters are lightly armed and fast, equipped with an external docking collar so that it can quickly overtake ships to forcibly dock and board the ship in question. Most often, they don't need to resort to such drastic actions and Guardians often simply transport customs officials from ship to ship as they conduct random inspections.

Characteristics	Value
Length	160 m
Crew	12 (6)
Endurance	7 days (0)
Availability	R
Cost	12 (5/1 [4]) Semi-Annual

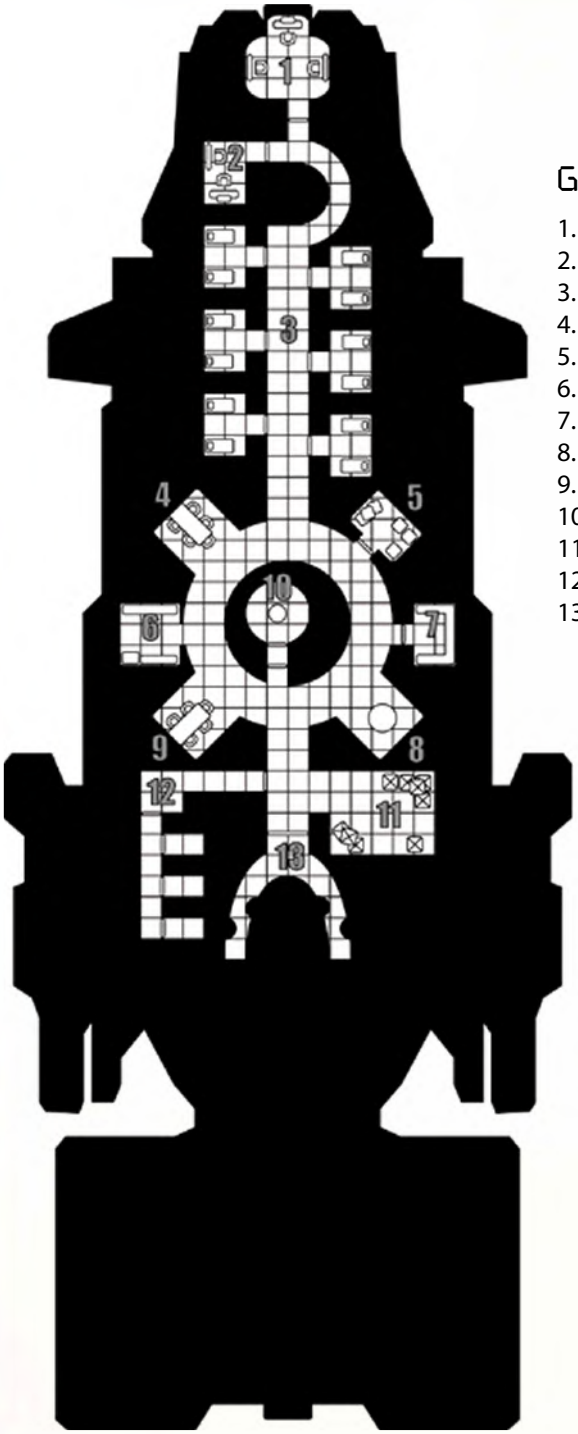
Attributes	Rating
Structural Integrity	4
Maneuverability	4
Electronics	3
Size	2
Reactor	3

Statistics	Rating
Hull Points	20
Speed	10

Systems
Brig (6)
Hard Breach Docking System
Medical Bay: Standard
VTOL (Non-Atmospheric)

Traits
Agile
Armored (2)
Military Spec

Module Slots
Engineering (2)
Weapon (2)



Guardian Cutter

1. Bridge
2. Weapons Control
3. Staterooms
4. Mess Hall
5. Storage
6. Galley
7. Armory
8. Mess Hall
9. Airlock/Breaching Tube
10. Cargo
11. Brig
12. Engineering
13. Cargo

Knight's Errant-Class Corvette

The Knight's Errant is perhaps the most advanced spacecraft currently operating in the solar system. Designed to provide Wardens a mobile base of sorts, the corvette is a highly automated spacecraft that allows a crew as small of three. The Knight's Errant is outfitted with the best sensor technology can provide, along with a deadly weapons suite to ensure that it will be able to defend itself under most circumstances. Mission support systems, such as a state-of-the-art medical suite, ensure that a team of Wardens can operate on their own, far from support, for extended periods. While the ship is not atmospheric capable, it does have a shuttle that allows the team to get where they need to go. However, when required, it can land on moons and asteroids without air.

Characteristics	Value
Length	260 m
Crew	5 (3)
Endurance	90 days (6)
Availability	n/a
Cost	n/a

Attributes	Rating
Structural Integrity	4
Maneuverability	3
Electronics	5
Size	3
Reactor	3

Statistics	Rating
Hull	22
Speed	6

Systems
Brig (4)
Hard Breach Docking System
Launch: Sprint Shuttle (1: Ventral)
Medical Bay: Advanced
Transit Drive
VTOL (Non-Atmospheric)

Traits
Armored (4)
Damage Control (4)
Military Spec

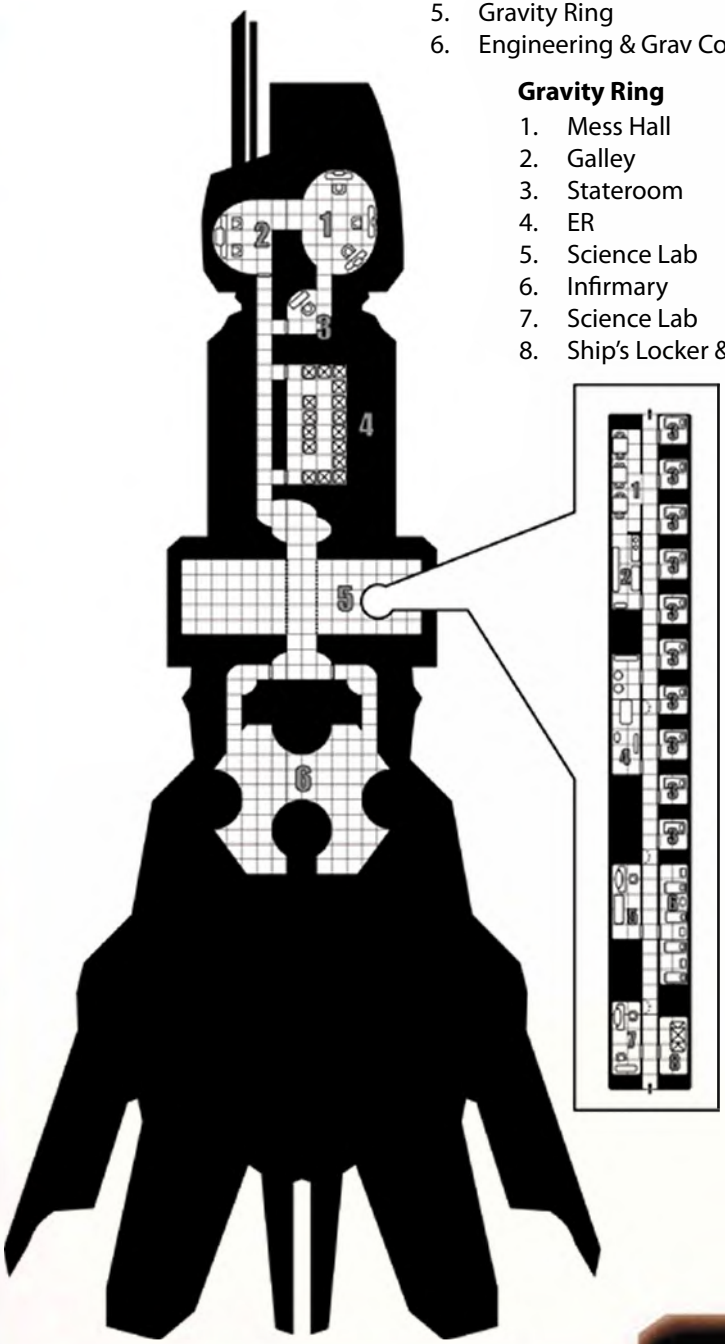
Module Slots
Engineering (2)
External (1)
General (1)
Weapon (3)

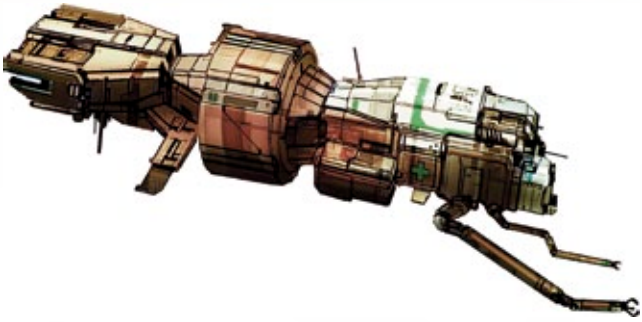
Knight's Errant Corvette

1. Bridge
2. Weapons Control
3. Sensor Control
4. Cargo
5. Gravity Ring
6. Engineering & Grav Couches

Gravity Ring

1. Mess Hall
2. Galley
3. Stateroom
4. ER
5. Science Lab
6. Infirmary
7. Science Lab
8. Ship's Locker & Armory





Mercy-Class Search and Rescue Vessel

No matter what sort of precautions are taken, accidents happen. As humanity expanded into the most remote parts of the solar system, a need arose for specialized search and rescue craft that could get experts to the scene rapidly. These vessels have trauma-rated medical facilities, machine shops for repairs, and extra passenger capacity for the wounded or stranded. The crews of these vessels are often viewed as some of the most expert and elite in the system. Their job is also seen as one of the deadliest. Crews on these ships are volunteers who have undergone extensive and specialized training, as well as psychological tests to ensure they can withstand the extreme stress they're often under.

Characteristics	Value
Length	280 m
Crew	18 (9)
Endurance	180 days (6)
Availability	L
Cost	48 (4/1 [5]) Semi-Annual

Attributes	Rating
Structural Integrity	3
Maneuverability	3
Electronics	4
Size	3
Reactor	3

Statistics	Rating
Hull Points	15
Speed	6

Systems
Launch: Camel OTV (1)
Launch: Camel-M OTV (1)*
Launch: Sprint Shuttle (2)
Launch: Survey Pod (1)
Medical Bay: Trauma (2)
Quarantine Bay
Fabrication Shop (2) (Module)
Passenger Berth (24)
Robotic Arm: Variable Heavy Duty (2)
Transit Drive

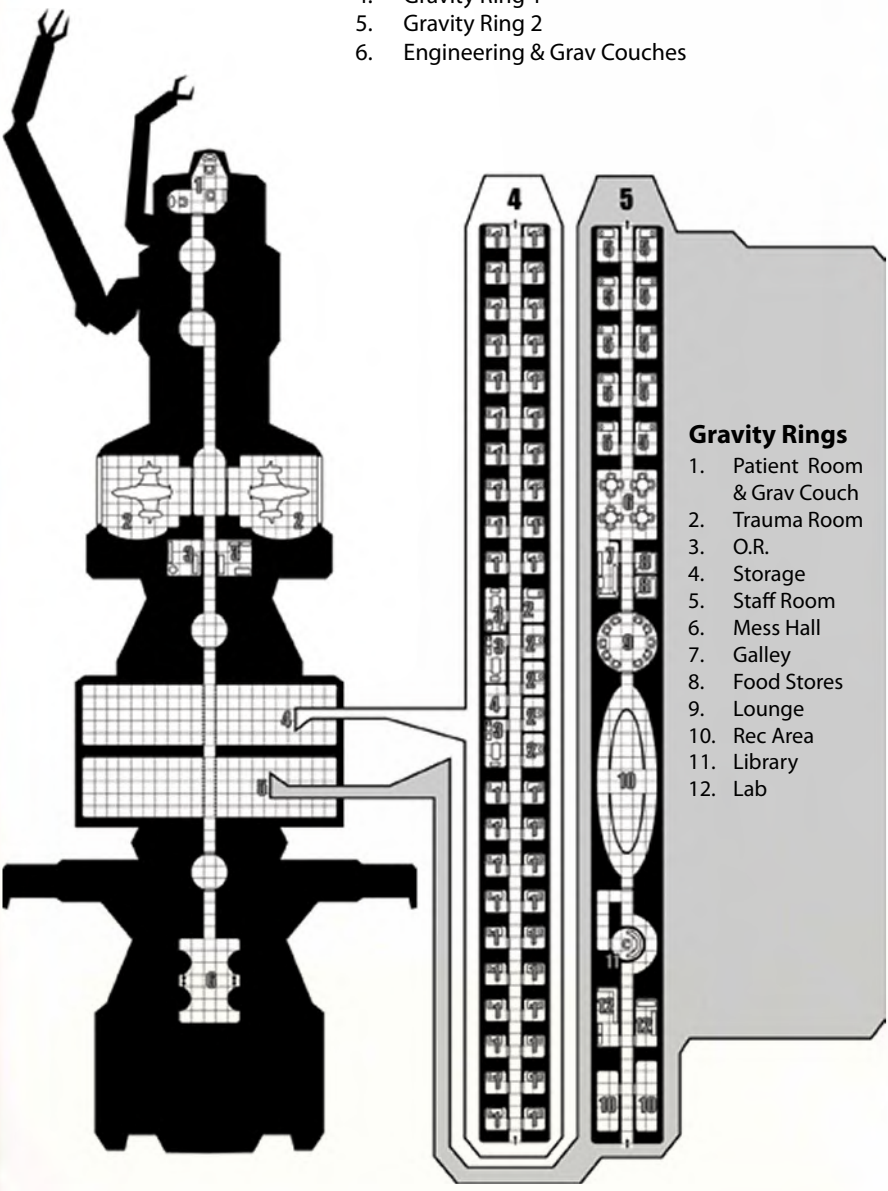
Traits
Armored (2)

Module Slots
External (1)
Engineering (2)
General (2)
Weapon (1)

*modified to transport medical patients

Mercy Search & Rescue

1. Bridge
2. Shuttle Bay
3. Machine Shop
4. Gravity Ring 1
5. Gravity Ring 2
6. Engineering & Grav Couches



Gravity Rings

1. Patient Room & Grav Couch
2. Trauma Room
3. O.R.
4. Storage
5. Staff Room
6. Mess Hall
7. Galley
8. Food Stores
9. Lounge
10. Rec Area
11. Library
12. Lab

Perth-Class Bulk Freighter

A great deal of ore and other materials are mined in the outermost solar system, which must find its way to the factories and refineries that are located primarily in the inner system. This is where bulk freighters come in, and the Perth is one of the most successful designs in use today. When empty, these vessels look like an incomplete ship skeleton. However, in action, that skeleton is covered in cargo pods. Most commonly these are ores, precious metals, and other bulk materials, but the ship can also take on pods designed to store more precious cargos, such as food and delicate machinery – or staterooms and grav couches, to transport passengers to the outer system. A pair of counter-rotating life sections sit at either end of the ship, providing the crew a gravity environment for the long trips between the inner and outer system.

Characteristics	Value
Length	390 m
Crew	18 (9)
Endurance	180 days (4)
Availability	L
Cost	48 (4/1 [5]) Semi-Annual

Attributes	Rating
Structural Integrity	3
Maneuverability	3
Electronics	4
Size	4
Reactor	3

Statistics	Rating
Hull Points	17
Speed	5

Systems
Cargo Pods (4)*
Fabrication Shop (Module)
Launch: Camel OTV (1)
Medical Bay: Standard
Passenger Berths (6)
Transit Drive

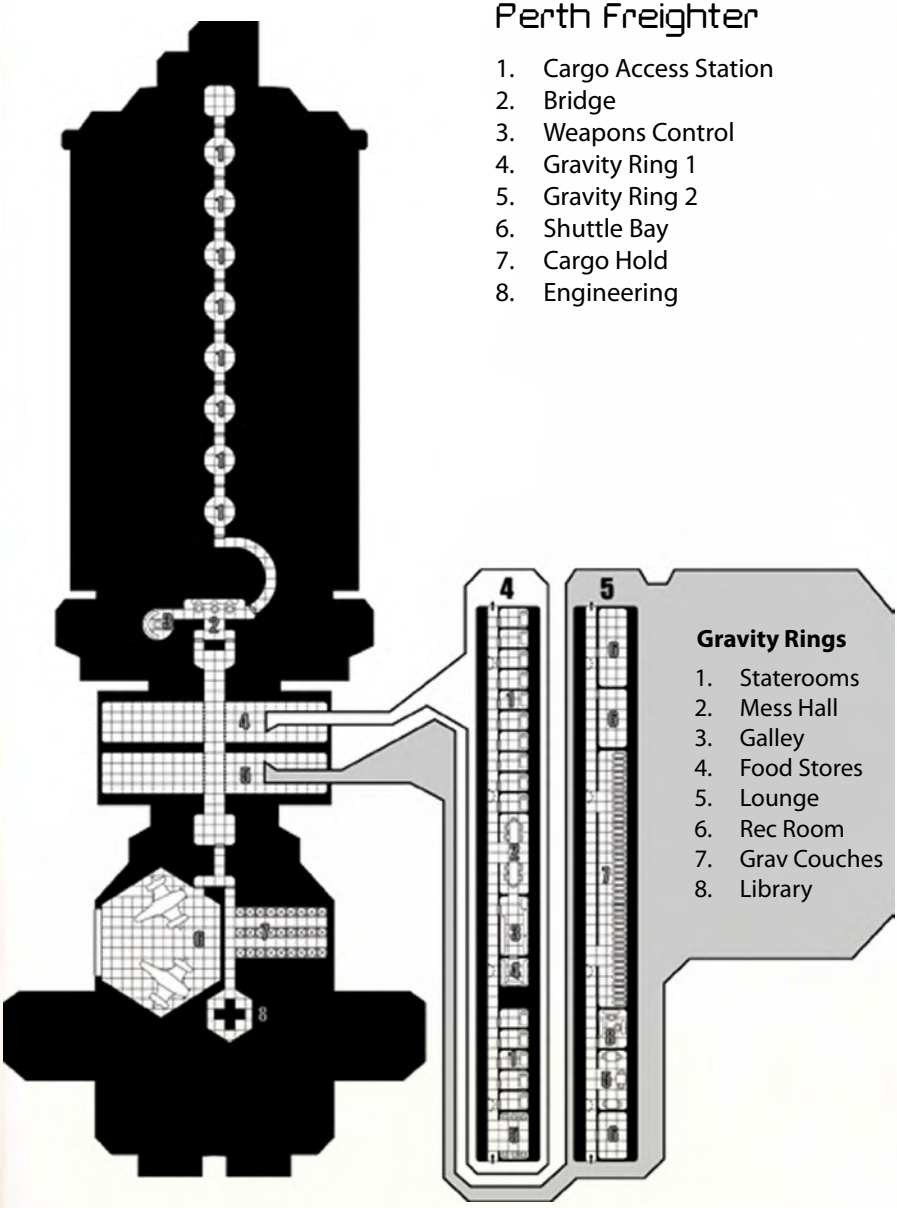
Traits
Cumbersome
Fragile
Leviathan (2)

Module Slots
External (2)
General (2)
Weapon (1)

*100,000 ton capacity each

Perth Freighter

1. Cargo Access Station
2. Bridge
3. Weapons Control
4. Gravity Ring 1
5. Gravity Ring 2
6. Shuttle Bay
7. Cargo Hold
8. Engineering



Gravity Rings

1. Staterooms
2. Mess Hall
3. Galley
4. Food Stores
5. Lounge
6. Rec Room
7. Grav Couches
8. Library

Sprint-Class Shuttle

Designed to ferry people back and forth between ships and/or stations, or to travel between the moons of a planetary system, Sprints are common sights in craft bays. Able to hold up to eight passengers plus the pilot, these craft have no capacity for moving cargo heavier than the baggage of its passengers. Sprints do not have heat shielding, which limits their ability to land on planets or those moons that support an atmosphere – they're also not streamlined for atmospheric maneuvering. However, these limitations also mean they're inexpensive and make a good choice when selecting auxiliary craft for a ship or station.

Characteristics	Value
Length	20 m
Crew	3 (2)
Endurance	4 days (0)
Availability	UL
Cost	3 (4/1 [2]) Quarterly

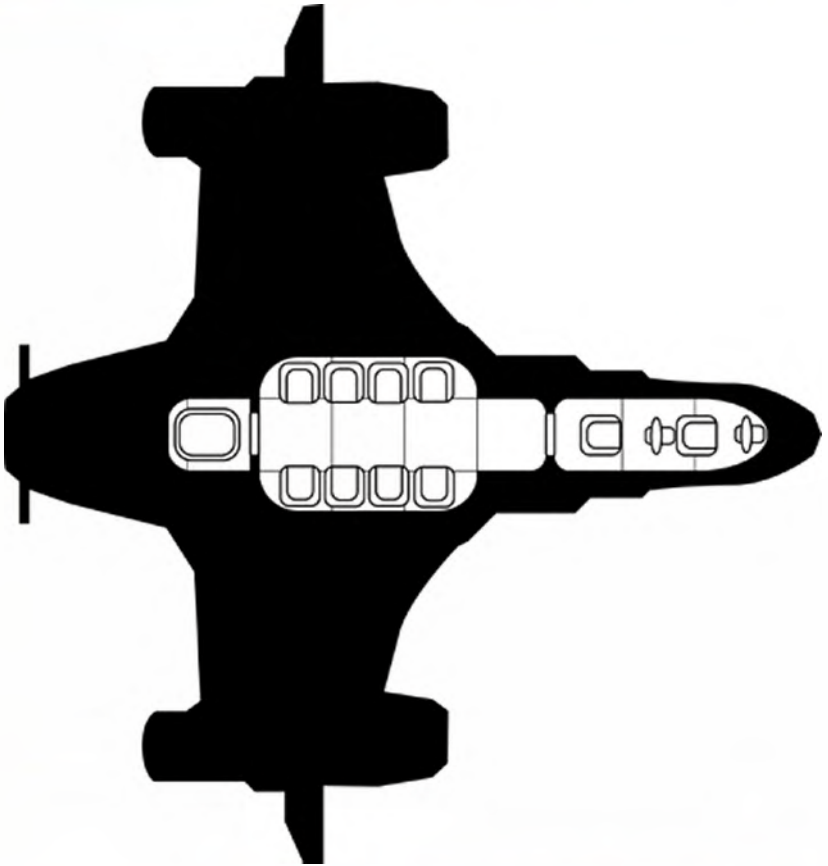
Attributes	Rating
Structural Integrity	1
Maneuverability	5
Electronics	2
Size	1
Reactor	2

Statistics	Rating
Hull	5
Speed	14

Systems
VTOL

Traits
Agile
Atmospheric Capable
Fragile

Module Slots
External (1)
Weapon (2)



Turbulate-Class Gas Giant Skimmer

The Turbulate is a gas mining vessel. These ship have been designed to skim along the upper atmosphere of a gas giant while taking in vast quantities of the atmosphere of those planets. Internal processors then separate the various gases into their constituent components and store them in vast storage tanks. Operation of these ships can be dangerous, as the atmosphere of these planets can be highly turbulent and unpredictable. As a result, the pilots of these craft are some of the best, and highest paid, in the solar system.

Characteristics	Value
Length	220 m
Crew	15 (7)
Endurance	30 days (1)
Availability	L
Cost	46 (5/1 [4]) Semi-Annual

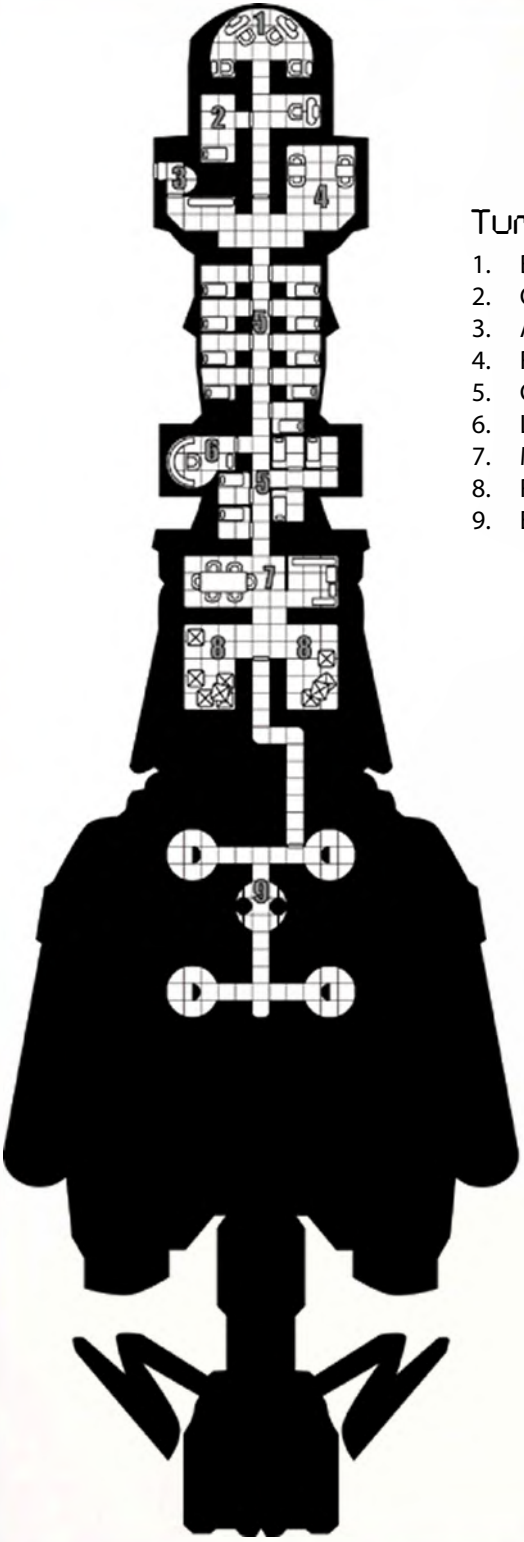
Attributes	Rating
Structural Integrity	3
Maneuverability	3
Electronics	4
Size	3
Reactor	3

Statistics	Rating
Hull Points	15
Speed	6

Systems
Cargo Pods (2)*
Gas Processing System
Gas Siphoning System (2)
Launch: Camel OTV* (2)
Launch: Sprint Shuttle (1)
Medical Bay: Standard
Transit Drive: Micro

Module Slots
Engineering (1)
General (2)

* Modified for Compressed Gas Transport



Turbulate Skimmer

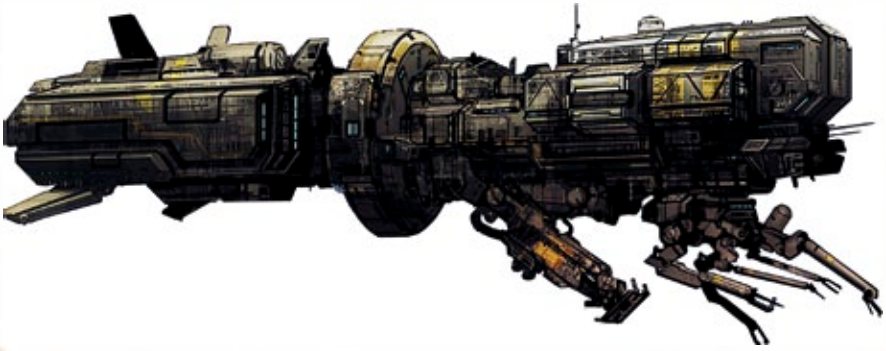
1. Bridge
2. Captain's Quarters
3. Airlock
4. Rec Room
5. Gravity Ring (Staterooms)
6. Library
7. Mess Hall & Galley
8. Rec Facilities & Grav Couches
9. Engineering & Fuel Processor

Relative Sizes

Size 1

Size 2

Size 4



Size 3

This chapter goes into detail on the basic and optional systems of spaceships, as well as their relevant game statistics.

SYSTEMS

Brig

Brigs are facilities to secure dangerous people and creatures. They're strong enough that anything with less than a Physique 7 has no chance breaking out. The capacity of a ship's brig varies, based on the size and function of the vessel. Brigs have integral grav couches for prisoners, which are usually tucked away in secure recesses within the walls.

Cargo Pods (X)

Cargo pods are generally dropped off full at one location, while new cargo pods are loaded for the next leg of the journey. Each pod takes roughly an hour to detach and move, while they take about three hours each to attach. A ship doesn't need all of its pods to get underway. Pods can be designed to carry a variety of materials, or may be fitted with staterooms and grav couches for passengers.

Fabrication Shop

This machine and electrical shop has all the necessary tools to fabricate most replaceable components on a spacecraft. When making Engineering Tests to repair a craft with such a shop, Characters gain a +1 Die Bonus.

Hard Breach Docking System

These systems are specially designed to facilitate the forcible boarding of a spacecraft or space station. They allow the boarding clamp to achieve a hard dock against any surface of the ship, then automatically burns through the hull if the docking location is not an airlock. It provides a +1 Die Bonus to Pilot Tests to forcibly dock.

Launches

Launches are smaller craft, usually Size 1, that some spacecraft carry. They're generally shuttles or OTVs, but utility pods of various types also exist. Any of these small craft can be replaced by other craft of the same size or smaller. If a spacecraft carries launches larger than Size 1, the bay can carry a number of smaller craft with Sizes equal to the original launch. For example, a bay that carries a Size 2 launch could also be filled with two Size 1 launches.

Medical Bay

Medical bays are large and well-equipped when compared to the simple clinic. A medical bay provides a +1 Die Bonus to Medicine Tests – as long as the patient is no more than Hurt. Most medical bays can support up to four patients, though some are larger.

Medical Bay: Advanced

These facilities are state-of-the-art. They provide a +2 Die Bonus to any Medicine Tests – as long as the patient is no more than Incapacitated. An advanced medical bay is also useful for analyzing unknown compounds or biological specimens, and provides a +1 Die Bonus to any associated Tests.

Medical Bay: Trauma

There is nothing a trauma bay can't handle. They can even be used to re-

suscitate a technically dead Character, if at all possible. Otherwise, they provide the same bonuses as an advanced medical bay.

Medical Clinic

Medical clinics are bare bones. They are stocked with enough supplies to treat most common ailments. There are also supplies to support basic out-patient surgery.

Mining Systems

These facilities provide a ship with the machinery to mine, process, and/or refine valuable raw materials, including gasses, metals, minerals, and heavy ores.

Passenger Berth

A passenger berth includes the stateroom or rooms, head, and grav couch needed to support a passenger. In most cases, such grav couches are located in a common bay, where the ship's doctor can more easily attend to the passenger, both when cocooned and released from the couch.

Quarantine Bay

Quarantine bays are sealed areas of the ship designed to isolate an infected or otherwise dangerous occupant. They are separated by a triple airlock, which forces exposure to vacuum, in order to ensure sterility. Quarantine bays also maintain their own separate life support systems.

Robotic Arms

These utility arms are remotely controlled from the bridge of the ship. Each arm can manipulate, cut, weld or drill, as needed. They come in a variety of sizes, are stowed within recesses in

Systems At a Glance

Systems

- Brigs prevent anything with less than a Physique 7 from breaking out.
- Cargo Pods are removable pods for cargo or passengers.
- Fabrication Shops provide a +1 Die Bonus to Engineering Tests for repairs.
- Hard Breach Docking Systems provide a +1 Die Bonus to Pilot Tests to focibly dock.
- Launches carry a number of small craft equal to the Size ratings of those craft.
- Medical Bays provide a +1 Die Bonus to Medicine Tests to treat those no more than Hurt.
- Advanced Medical Bays provide a +2 Die Bonus to Medicine Tests to treat those no more than Incapacitated.
- Trauma Medical Bays provide the same bonus as Advanced, with no limit.
- Medical Clinics can support only up to out-patient surgery.
- Mining Systems can mine different kinds of raw materials.
- Passenger Berths carry passengers.
- Quarantine Bays isolate dangerous occupants.

the ship's hull when not in use. Surprisingly, robotic arms are capable of delicacy that would make a skilled surgeon proud.

Transit Drive

Spacecraft equipped with a transit drive can cover the distance between planets in days or weeks, instead of months or years. More details on transit drives can be found on p. 10.

Transit Drive: Micro

These specialized transit drives are designed for ships that only travel within the Inner System, or within a planetary system such as Jupiter or Saturn. They achieve a lower overall acceleration, but the drives and fuel rods are half the cost. Ships with a micro drive don't require crews to enter grav couches, as the acceleration rates are not high enough to pose a danger. Travel times are slower – double the listed travel time for a ship using a micro transit drive.

VTOL

Craft equipped with vertical takeoff and landing (VTOL) systems do not need a runway. Most modern craft capable of landing are equipped with these systems. They allow a vessel to land or takeoff from any flat ground large enough to support the ship.

SPACECRAFT TRAITS

There are a number of Traits that help better define a ship.

Agile

An agile craft can change its direction of travel by 180° per Turn, instead of the normal 90° facing change. See the rules governing combat between spacecraft, starting on p. 84.

Armored (X)

The craft has a layer of armor that helps reduce any damage it may suffer. The number in parenthesis indicates the armor's rating. See the combat rules for how armor works on spacecraft, on p. 81.

Atmospheric Capable

The spacecraft has the ability to survive re-entry and enter atmospheric flight – either powered or gliding. Entering a planet's atmosphere requires success at an Average Pilot: Spacecraft Test. This Trait is lost when a ship becomes Crippled.

Cumbersome

A spacecraft with this trait is not known for its maneuverability. It may only change its direction of travel by 45° per turn. For more details on maneuvering, see p. 84.

Damage Control (X)

A ship with this Trait has either a crew specially trained to perform repairs in the midst of battle, or a highly advanced automated repair system. The turn following the damage, make a Test using the X rating of this Trait + Electronics. Each Success repairs two points. Damage may only be repaired to the minimum for the current Damage Level. These repairs are only temporary, designed to get the ship through the battle. Permanent repairs will eventurally need to be made.

Damage Control can also be used to repair other damaged systems. Succeed at an Average Test, using this

Trait's X rating + Electronics, and you bring one system back on-line. If it's damaged again, it can't be repaired again until the battle is over. When a system is repaired, the ship gains no benefit for its Hull, if damaged.

Fragile

The spacecraft is vulnerable to critical damage. Each result of 6 when rolling for damage against this vessel counts as two points.

Leviathan (X)

These ships are massive and bulky, and smaller vessels can actually hide behind them. If the LOS passes within one square of a Leviathan ship, any ship with a Size rating equal to or less than the Trait's rating behind the Leviathan cannot be targeted.

Military Spec

Military craft are built with serious durability in mind. As a result, they can withstand more damage than their size might otherwise imply. Spacecraft with this Trait quadruple their Structural Integrity to determine their Hull Points.

Hull Points = (4 x SI) + (2 x Size)

Prestigious

Whether it's the design of the ship or its history, the owner or captain of such a vessel is assumed to be someone important. The Character in charge gains a +1 Die Bonus to any Social Skill Tests that are conducted in or around the ship – as long as the people on the other end know that the Character and ship are connected. This does not apply to uses of the Intimidation Skill.

Systems At a Glance

Systems

- Robotic Arms can be remotely controlled from the ship.
- Transit Drives push ships between planets.
- Micro Transit Drives are used for Inner or Planetary System travel.
- VTOL allows a craft to take off and land vertically.

Traits

- Agile craft can change direction 180° per Turn.
- Armored craft suffer less damage (p. 81).
- Atmospheric Capable ships can enter and fly in atmospheres.
- Cumbersome ships may only change its direction by 45° per Turn.
- Damage Control allows a Test using the X rating of this Trait + Electronics – each Success repairs two points (to the min for the current Damage Level) or brings one system back online.
- Fragile ships take two points on each 6 rolled for damage.
- If the LOS passes within one square of a Leviathan ship, any ship with a Size rating equal to or less than the Trait's rating behind the Leviathan cannot be targeted.

MODULES

Modules are like the Skills of the spacecraft in many ways. Like Skills, modules can be upgraded as time passes, allowing the capabilities of the spacecraft to continuously improve.

Modules are acquired separately from a ship, and their costs include installation or removal.

Module Characteristics

Modules have a set of Characteristics that define when they can be used and any prerequisites that need to be met before the spacecraft can gain the benefits the module offers. Most vessels will have a number of module slots equal to twice the size of the ship. However, some are dedicated to their assigned role and have less versatility.

Most ships come off the factory floor with most or all of their space for modules available. Weapons are the most common type of module attached to a newly manufactured ship – no journey is truly safe.

Type

There are several types of modules, and a module can only be fitted into a slot of the same type. The four types of modules are Engineering, External, General, and Weapon.

Minimum Size

This indicates the minimum size of spacecraft that can use the module.

Skills

Some modules require specialists to operate. The minimum rating for any Skill or Skills necessary to use the module are indicated under the Skill Characteristic. Any module can be fitted to a spaceship of appropriate size, but it won't be useful without the right people to use it.

Activation

Some modules require special activation, and this rating shows the Skill Test and Difficulty to do so. Some modules are passive, and do not require activation.

Energy

This represents the amount of energy a module requires to be properly powered. A ship can only provide so much power to its systems and modules during a given turn, as detailed by the ship's Reactor rating.

General Modules

Brig

Brigs are designed for the transport of prisoners. The brig module is capable of securing two prisoners for each point of ship Size. Otherwise, this module is identical to the Brig Trait.

Type	General
Min. Size	1
Skills	n/a
Activation	Passive
Energy	0
Cost	1/2 per Size

Cargo Pod Environmental Systems

This module allows a ship to regulate the environment in its cargo pods, creating more space for passengers or goods that require such controls.

Type	General
Min. Size	2
Skills	Engineer: Life Support 1 Engineer: Electrical 1
Activation	Passive
Energy	1 for Sizes 2 & 3 2 for Sizes 4 & 5
Cost	4/0 for Sizes 2 & 3 4/1 for Size 4 4/2 for Size 5

Fabrication Shop

Fabrication shops make it easier to repair the ship underway, lowering the overall operating cost. Some craft are built with fabrication shops, but other rely on the services of ports-of-call.

A vessel with a Fabrication Shop will reduce the cost of any maintenance resupply costs by one level. For example, a Fabrication Shop would reduce the cost of 3/1 to 2/1. In addition, it reduces the Difficulty of any repair Tests by one level.

Type	General
Min. Size	2
Skills	Mechanic 3
Activation	Passive
Energy	0
Cost	4/1

High Security Hold

A ship might have the need for a cargo hold that is more secure than usual. Many times, such a high security hold is an arms locker of some kind. Any existing cargo hold may be converted to high security.

Systems

Traits

- Military Spec ships have more Hull = (4 x Sl) + (2 x Size).
- Prestigious ships provide a +1 Die Bonus to Social Skill Test in or around the ship.

Modules

- Modules have their own Characteristics.
- There are four types of modules – Engineering, External, General, and Weapon.
- Each module has a Minimum size of ship required.
- Skills shows the minimum rating for any Skill are Skills required to operate.
- Some modules require a special Activation Test.
- Energy is the amount of reactor energy required to operate.

Without the proper codes, breaking into a high security hold is nearly impossible – requiring a Test against a Legendary Difficulty.

Type	General
Min. Size	1
Skills	n/a
Activation	Passive
Energy	0
Cost	3/2 for Size 3 or smaller 4/2 for Sizes 4 & 5

Hydroponics Garden

Hydroponics Gardens serve several valuable purposes on a ship. They provide a respite from the metal shell of the ship, produce oxygen and scrub carbon dioxide, and provide fresh food for the crew. These modules require a fair amount of space and are a noticable drain on ship energy. They also require someone on board who knows how to tend plants.

A spaceship with a Hydroponics Garden gets to reduce its life support or comprehensive supply costs by one level. For example, such a ship would pay 2/0 for life support maintenance, instead of the usual 3/0.

Type	General
Min. Size	3
Skills	Science: Earth 2 -or- Science: Life 2
Activation	Passive
Energy	1
Cost	4/0

Security System: Supplemental

These systems are designed to improve and supplement the security systems integrated into a spacecraft. They add layers of protection to the computer systems, enhance internal sensors, and provide other benefits that ensure higher security. Any vessel that transports sensitive cargo, as well as law enforcement or military ships, uses this module.

Any attempts to covertly penetrate the craft – physically or digitally – do so against a Difficulty that's increased by one level. What can be more frustrating is that these systems are usually inconspicuous at first glance.

Type	General
Min. Size	1
Skills	Computers 2 Engineer: Electrical 1
Activation	Passive
Energy	0
Cost	3/1

Spaceship Armor Costs

Jury-Rig	Armor 1	Armor 2	Armor 3	Armor 4
Protection	3	6	9	12
Size 1	1/0	2/0	3/0	4/0
Size 2	2/0	3/0	4/0	5/0
Size 3	2/1	3/1	4/1	5/1
Size 4	3/1	4/1	5/1	5/2
Size 5	3/2	4/2	5/2	5/3

Military	Armor 1	Armor 2	Armor 3	Armor 4
Protection	4	8	12	16
Size 1	2/0	3/0	4/0	5/0
Size 2	2/1	3/1	4/1	5/1
Size 3	3/1	4/1	5/1	5/2
Size 4	3/2	4/2	5/2	5/3
Size 5	4/2	5/2	5/3	5/4

Security System: Enhanced

This module is the toughest security system available. Not only does it alert the owner or captain of a ship if intrusion is attempted, it links directly to local law enforcement.

Any attempt to violate the security of these kinds of vessels requires success at two Tests – one to overcome the passive and one to overcome the active security systems. Even worse, each of these Tests is one Difficulty level higher. If only one Test is successful, the owner and local law enforcement is notified of the intrusion. What can be even more frustrating is that these systems are usually inconspicuous at first glance.

Type	General
Min. Size	1
Skills	Computers 3 Engineer: Electrical 2
Activation	Passive
Energy	0
Cost	5/1

Smuggling Compartment

These sorts of storage lockers are designed to avoid detection by customs officials and other law enforcement agencies. They're usually built between the corridors and holds of the ship and its outer hull, in places people wouldn't normally think to look.

Smuggling Compartments are generally large enough to fit two people, or the equivalent cubic feet, for each point of ship Size. However, smaller compartments may be installed for a lower cost.

As long as someone has a general idea of where to look, finding a Smuggling Compartment requires success at a Very Hard Sensors or Notice Test.

Type	General
Min. Size	1
Skills	n/a
Activation	Passive
Energy	0
Cost	1/2 per Size

External Modules

Armor: Jury-Rigged

Most ships aren't armored, but many captains want them to be. Engineers weld armor on after the fact, which provides the Armor Trait.

A spacecraft with Jury-Rigged Armor loses one point of Maneuver due to the extra mass. This will also affect its Speed.

Type	External
Min. Size	1
Skills	Mechanic 2
Activation	Passive
Energy	0
Cost	See Table on p. 64

Armor: Military Grade

When a ship is designed or retrofitted to have real military armor, it doesn't suffer any penalties to Maneuver or Speed.

Type	External
Min. Size	1
Skills	Mechanic 4

Activation	Passive
Energy	0
Cost	See Table on p. 64

Bolt-On Cargo Pod

A Bolt-On Cargo Pod allows a ship to add cargo capacity at the expense of maneuverability and acceleration. A vessel with this module suffers -1 to Maneuver, which will also affect its Speed. These pods are not equipped for re-entry, so any ship carrying one loses the Atmosphere Capable Trait.

Ships may only mount one Bolt-On Cargo Pod.

Type	External
Min. Size	1
Skills	n/a
Activation	Passive
Energy	0
Cost	3/0 for Sizes 1 & 2 4/0 for Sizes 3 & 4 5/0 for Size 5

Emergency Landing System

Some ships need to land on the surface of a planet – most ships are designed only to dock with stations. This system allows a spacecraft to safely enter an atmosphere, land on solid ground, and take off again.

The down side is that this module will only allow a vessel to land and take-off once, and there's a risk when trying to land a ship designed for open space. Doing so requires a Grace + Pilot: Spacecraft Test – check the result against the following table.

Pilot Success	Result
Easy	Ship suffers 3 Damage; Grounded until module repaired
Average	Ship suffers 2 Damage
Hard	Ship suffers 1 Damage
Very Hard	Perfect Success

Emergency Landing Systems may only be fit onto ships of Size 3 or smaller.

Type	External
Min. Size	1
Max. Size	3
Skills	Mechanic 3
Activation	Pilot (see above)
Energy	2
Cost	2/1 for Size 1 3/1 for Size 2 5/1 for Size 3

Stealth: Passive

The Stealth: Passive system equips a ship with a radar and light-absorbing tiles, so as to mask its signature to sensors. However, the ship may still be detected visually, so such ships should use this system carefully.

A ship with the Stealth: Passive system gains +1 Die Bonus to Sensor Tests, when avoiding detection by enemy sensors.

Type	External
Min. Size	1
Skills	Sensors 2
Activation	Sensors (Contest)
Energy	0
Cost	Size/1

Stealth: Advanced

In addition to the Steath: Passive coating, Stealth: Advanced includes active spoofing systems. It sends out false signals, so as to appear as static that is usually filtered out by the detecting sensors.

A ship with the Stealth: Advanced system gains +2 Die Bonus to Sensor Tests, when avoiding detection by enemy sensors.

Stealth: Advanced can also trick enemy targeting systems. Success at a Hard Sensors Test has one of two effects:

- All Attack Tests against the craft suffer a -1 Die Penalty, until next turn.
- One enemy ship suffers a -2 Die Penalty to their Attack Tests against the craft, until next turn.

Type	External
Min. Size	1
Skills	Engineer: Electrical 2 Sensors 2
Activation	Sensors (Contest) -or- Hard Sensors
Energy	1
Cost	Size/2

Engineering Modules

Auto-Damage Control System

This system, abbreviated ADCS, utilizes complex computer programs, an army of tiny robots, and other automated systems to provide automated damage repair to a spacecraft. The ADCS not only speeds repairs, it makes them easier. Furthermore, more serious repairs can be made than would normally be possible given the ship's stores.

For each two qualified crew members, the ADCS will repair two points of Hull per hour – up to two Damage Levels worth total. It also provides four automatic Successes that the players may use for any repair Tests they make along the way.

During combat, a single Character may focus on this system during combat. He may choose to either fix structural damage (Hull) or to bring a damaged system back on-line. Each turn, the Character must make a Cleverness + Mechanics Test. If repairing a damaged system, this requires success against a Hard Difficulty. If repairing structural damage, the success of the Mechanics Test determines the amount of Hull repaired that turn.

Sub-Modules can further specialize the repair capability of a ship's ADCS.

Mechanic Success	Damage Repaired
Easy or Average	No Effect
Hard	1 Hull Point
Very Hard	2 Hull Points
Legendary	3 Hull Points

Type	Engineering
Min. Size	1
Skills	Mechanic 3
Activation	Mechanic (various)
Energy	1
Cost	3/1

Back-Up Sensor System

This system is designed to take over should the main onboard sensor array fail. However, back-up sensors are not as efficient as the main system, and incur a -1 Die Penalty to the ship's Sensors.

Sub-Modules may not be added to the Back-Up Sensor System.

Electronic Warfare System

Electronic Warfare Systems, or EWS, are used to scramble enemy targeting and sensor systems – or to counter such attempts at scrambling. Since this is a military system, it's usually only found in the private sector on corporate vessels or those owned by people in shady walks of life.

Each turn, the EWS operator must make a Sensors Test. He also declares if he is using the system offensively (to counter enemy scrambling) or defensively (scrambling enemy sensors).

If using offensively, the two EWS operators engage in a Contest. If the offensive operator defeats the defensive operator, the EWS has no effect that turn.

If using defensively, the EWS operator must focus on a single enemy – though multiple systems can be used against multiple craft. The EWS operator then makes a Cleverness + Computers Test and consults the table below. The listed Penalty applies to any attacks against the ship that turn. If a Legendary Success is achieved, the scrambled ship cannot attack the defending ship that turn.

Sensor Success	Result
Easy	No Effect
Average	-1 Die Penalty
Hard	-2 Die Penalty
Very Hard	-3 Die Penalty
Legendary	Perfect Evasion

Type	Engineering
Min. Size	1
Skills	Engineer: Electrical 2 Sensors 3
Activation	Sensors (see above)
Energy	1
Cost	3/2

Focused Thruster Array

This modules provides refined control of the ship's magnetic tunnel thrusters and adds secondary ionization systems. It provides the following:

- Increase Maneuverability by 1, which may affect Speed
- Reduce Reactor by 1

Sub-Modules can further enhance this Module.

Type	Engineering
Min. Size	2
Skills	Engineer: Basic Drive 2 Engineer: Electrical 2 Engineer: Power Systems 1
Activation	Passive
Energy	1 (always on)
Cost	Size/1

Fuel Scoop

A Fuel Scoop allows ships to skim any planet with an atmosphere to gather valuable gasses. It helps a craft

maintain fuel, breatheable air, and other expendables for longer periods without needing to resupply.

If the crew of the ship spends time periodically scooping fuel, they can increase the craft's endurance by 25%

The refining process is slow and ongoing, however, so reduce the ship's Reactor by 1.

Type	Engineering
Min. Size	2
Skills	Engineer: Basic Drive 2 Mechanic 2 Pilot 3
Activation	Sensors (Contest) – or – Hard Sensors
Energy	1 (always on)
Cost	4/1

HD Sensor Package

This module adds greater sensor fidelity, providing more detailed information that's easier to parse. A vessel with this Module provide a +1 Die Bonus to Sensor Tests.

HD Sensors can be further refined by the addition of Sub-Modules.

Type	Engineering
Min. Size	2
Skills	Engineer: Electrical 2 Sensors 3
Activation	Sensors (various)
Energy	1
Cost	4/1

Reactor Power Booster

This module enhances the ship's reactor output, providing more energy. However, this system can stress a reactor, so only experienced engineers should utilize it.

Activating the power booster gives the ship additional Energy to use during the Turn. The exact effect is determined by an Engineering: Power Systems + Cleverness Test.

Engineer Success	Result
Easy	Damaged Reactor
Average	No Effect
Hard	+1 Energy
Very Hard	+2 Energy
Legendary	+3 Energy

Type	Engineering
Min. Size	2
Skills	Engineer: Power Systems 3
Activation	Engineer: Power Systems (see table below)
Energy	0
Cost	5/1

Weapon Modules

Weapon modules have their own set of characteristics.

Weapon Characteristics

Mode

Weapons are categorized according to four types of damage delivery – rail, laser, particle, or missile.

Range

The weapon can fire up to this far in squares without penalty. It can also fire up to twice this far, but at a -2 Die Test Penalty.

Damage

This characteristic shows the base damage of the weapon.

Arc

The heavier the weapon, the more restricted its arc of fire.

Weapon	Arc of Fire
Light	360°
Medium	180°
Heavy	90°

When you install a weapon on your ship, choose the arc into which it fires. There are four arcs – fore, starboard, port, and aft. A heavy weapon can only fire into one of these arcs, usually mounted fore. A medium weapon can fire into two arcs, which do not need to be continguous – its system can be spread out over the ship. Light weapons and missiles are the exception to this rule, as they both fire in 360°.

If a weapon can fire into multiple arcs, it still may only fire into one of them each Turn.

Weapons

Following is a list of weapon systems, divided by mode. Each weapon lists two required Skills – the technical Skill required for an engineer to keep the thing running, and the Gunner Skill required to fire it.

Railguns

Rail weapons use super-conducting magnets to accelerate an inert dart of uranium to incredible velocities.

Type	Weapon
Maintenance	Mechanic 3
Use	Gunner: Shipboard Weapons
Special	Reduces Armor by 2

Laser

Laser weapons use stimulated coherent light to burn through targets. Modern lasers are relatively energy efficient. While laser weapons never suffer range penalties, the Range listed on p. 71 cannot be doubled.

Type	Weapon
Maintenance	Engineer: Electrical 3
Use	Gunner: Shipboard Weapons
Special	No Range Penalties

Particle Beam

Relatively new, particle beams fire highly excited particles. While they suffer from range and energy limitations, they dish out a lot of damage.

Type	Weapon
Maintenance	Engineer: Power Systems 3
Use	Gunner: Shipboard Weapons

Missiles

Missiles haven't changed much over the years. They're long-range, self-guided explosive projectiles. While they suffer from capacity limitations and can sometime be shot down en route, missiles are smart enough to make a second go at a target they missed.

Missiles need to lock onto their targets, so they can't be fired at any target within 5 squares. If fired at a target from 6 to 10 squares away, the missile will strike the same Turn it's fired – af-

Spaceship Weapons

Particle	Gunner Skill	Min. Size	Damage	Range	Energy	Cost
Light	1	1	6	4	2	3/2
Medium	3	2	8	5	3	4/2
Heavy	5	3	10	6	4	5/2

Laser	Gunner Skill	Min. Size	Damage	Range	Energy	Cost
Light	1	1	4	10	1	3/1
Medium	3	2	4	15	1	4/1
Heavy	5	3	4	20	2	5/1

Railgun	Gunner Skill	Min. Size	Damage	Range	Energy	Cost
Light	1	1	3	7	1	3/1
Medium	2	2	4	7	1	4/1
Heavy	5	3	6	7	1	5/1

Missile	Gunner Skill	Min. Size	Damage	Range	Energy	Cost
Phoenix (6)	3	1	3	20	0	3/1
Dragoon (3)	3	3	6	20	0	4/1
Falcon (4)	5	2	3	30	0	4/2
Hawk (2)	5	3	6	30	0	5/2

ter all combatants have acted. If fired at a target more than 10 squares away, it will hit at the end of the next Turn after it's fired – after all combatants have acted.

Since missiles are self-guided, any Character with the required Gunner: Shipboard Weapons Skill can launch a single missile and still perform a normal shipboard action during the Turn – or he can take no action and fire three missiles instead. The attack still required the use of the Character's Gunner Test, but not until the attack is actually made.

Listed in parenthesis is the number of missiles a module carries. Once depleted, the module must be replaced.

Missiles may not be equipped with weapon sub-modules.

Type	Weapon
Maintenance	Sensors 3
Use	Gunner: Shipboard Weapons

Sub-Modules

There are a number of sub-modules that can further refine a ship's function. Any system or module may only be modified by one sub-module.

Afterburner

The Afterburner provides a massive boost to a spaceship's acceleration or deceleration for a short period, at the cost of maneuverability.

When activated, the Speed of the ship is increased by twice the Reactor rating for a single Turn. The ship may only move in a straight line and may not fire weapons or use modules that have a power requirement. Any attacks made against the ship during this Turn also suffer a -1 Die Penalty, as the unexpected speed throws off targeting solutions.

Mother	Focused Thruster Array
Skills	Engineer: Basic Drive 4 Engineer: Power Systems 3
Override	Yes
Cost	3/1

Anti-Missile System

The AMS provides a weapon with the fine-targeting needed to intercept incoming enemy missiles.

While active, the AMS may only fire at missiles and only at those fired at a target more than 10 squares away. Success at a Hard Gunner: Shipboard Weapons + Electronics Test means that the missile is destroyed before it hits its target.

Mother	Weapon System (Non-Missile)
Skills	Gunner: Shipboard Weapons 3 Sensors 3
Override	Yes
Cost	2/1

Automated Missile Launch System

When activated, this sub-module automatically launches one missile each Turn at the nearest available enemy. This attack is resolved first in the Turn, before any combatants have acted, using a pool of five dice.

The AMLS will continue to fire one missile a Turn until deactivated, there are no more viable targets, or the system runs out of missiles. It will only fire one missile a Turn, even if the ship has multiple missile systems installed.

It takes a Simple Action for the ship's sensor operator to activate or deactivate this system.

Mother	High Def Sensors
Skills	Engineer: Electrical 3 Sensors 3
Override	No
Cost	2/1

Beam Cohesion Booster

This sub-module increases the range of laser and particle weapons, at the cost of damage. Unlike most sub-modules, the Beam Cohesion Booster is always on and cannot be deactivated.

Type	Range Bonus	Damage Reduction
Laser	+25% (Round Up)	-1 Die
Particle	+2 Squares	-2 Dice

Mother	Weapon System (Laser or Particle)
Skills	Engineer: Electrical 5
Override	Yes
Cost	4/1

Burn-Out Emitter

This sub-module is designed to allow a ship to shut down enemy targeting systems by overwhelming them with highly focused electromagnetic waves.

To use this system, the spacecraft's sensor operator engages in a Contest of Sensors + Electronics against the target vessel, though with a +2 Die Bonus. If successful, the enemy craft loses any dice it may gain from targeting. This Contest must be made each Turn to continue suppressing the enemy's targeting systems.

Mother	Electronic Warfare System
Skills	Engineer: Electrical 4 Sensors 4
Override	Yes
Cost	5/1

Global Noise Generator

This sub-module allows the ship's EW module to create a wide field of noise. While generally less effective against individual targets, it affects any vessel within range.

Whenever using the Global Noise Generator, the Character makes a Sensors + Electronics Test for EW as normal, but at a -2 Die Penalty. However, success effects all enemy vessels targeting the Character's spacecraft.

Mother	Electronic Warfare System
Skills	Engineer: Electrical 3 Sensors 4
Override	Yes
Cost	4/1

Multi-Plex Targeting System

The M-Plex allows a ship's gunner to fire at two targets for a single action. These must be separate weapons, as each system may only fire once per Turn. However, each Turn the M-Plex is used, the ship's Electronics rating is reduce by 1 until the next Turn.

Mother	High Def Sensors
Skills	Engineer: Electrical 4 Gunner: Shipboard Weapons 4 Sensors 4
Override	No
Cost	4/1

Overcharge Capacitor

This sub-module boosts power to a laser or particle beam weapon, increasing its damage output. It stores energy into an integral capacitor, but must be charged up. Unfortunately, there's a chance that a weapon can overload when using an Overcharge Capacitor.

You must devote a number of Reactor points to this sub-module equal to the energy requirement of the laser or particle beam weapon to which it's attached. This energy may be stored up over time, but it must be available at the start of the Turn it is to be used.

When discharged, the Overcharge Capacitor gain +2 dice to damage. However, roll an additional 1d6 to

see if the sub-module overloads – on a 1, it does. The weapon still fires as normal that Turn, but both it and the sub-module cannot be used in future Turns until repaired.

Mother	Weapon System (Laser or Particle)
Skills	Engineer: Power Systems 4
Override	No
Cost	3/2

Rapid Evasion System

This sub-module refines the capacities of the Focused Thruster Array module, providing powerful focused bursts of thrust. Ships so equipped can jink unpredictably, making them harder to target.

When activated, the ship loses its normal Maneuver bonus and cannot alter its current Speed. However, it also gains a bonus to its Defense Tests, adding a number of dice equal to half its Maneuver rating (round up).

Mother	Focused Thruster Array
Skills	Engineer: Basic Drive 4 Engineer: Electrical 3 Engineer: Power Systems 3
Override	Yes
Cost	3/1

Scanning Array: Deep Space

This sensor sub-module provides a spacecraft with a focused scanner that can more easily pick up objects in deep space.

This Scanning Array allows a ship to scan a single 90° arc of space around it. This focused beam will detect any number of things, including density of stellar dust, radiation traces from transit drive ignition, or spacecraft using Stealth systems. However, the ship is blind in all other arcs while this sub-module is in use, unless the ship has a backup sensor array.

When activated, the ship's sensor operator gains a +2 Die Bonus to his Sensors Skill Tests. It takes about five minutes to process this information. Your GM will assign Difficulties to these Tests as appropriate.

Mother	High Def Sensors
Skills	Engineer: Electrical 3 Sensors 3
Override	Yes
Cost	4/1

Scanning Array: Surface Penetration

The Surface Penetration Array is used to see beneath the surface of a planet, moon, asteroid, or similar stellar body. It is designed to help crews search for mineral deposits, caves, sub-surface facilities, or anything else hidden underground.

This sub-module requires a Character to make a Science: Earth or Science: Physical Test, against a Difficulty set by your GM.

Mother	High Def Sensors
Skills	Engineer: Electrical 4 Sensors 4
Override	Yes
Cost	3/2

Targeting Array

This sub-module enhances a ship's ability to acquire solid targeting so-

lutions, while making it more vulnerable to enemy EW actions.

When activated by the sensor operator must succeed at a Hard Sensors + Electronics Test against the intended target. Success gives gunners a +2 Die Bonus to attacks against that ship. This Test must be made every Turn.

However, while the Targeting Array is active, the ship cannot use an EW modules or equipment – even if the ship is equipped with multiple EW systems.

Mother	Electronic Warfare System
Skills	Engineer: Electrical 4 Sensors 3
Override	Yes
Cost	3/1

General Modules
- Brig
- Cargo Pod Environmental Systems
- Fabrication Shop
- High Security Hold
- Hydroponics Garden
- Security System: Supplemental
- Security System: Enhanced
- Smuggling Compartment

External Modules
- Armor: Jury-Rigged
- Armor: Military Grade
- Bolt-On Cargo Pod
- Emergency Landing System
- Stealth: Passive
- Stealth: Advanced

Engineering Modules
- Auto-Damage Control System
- Back-Up Sensor System
- Electronic Warfare System
- Focused Thruster Array
- Fuel Scoop
- HD Sensor Package
- Reactor Power Booster

Weapon Modules
- Railguns
- Laser
- Particle Beam
- Missiles

Sub-Modules	Mother Required
Afterburner	Focused Thruster Array
Anti-Missile System	Weapon System (Non-Missile)
Automated Missile Launch System	High Def Sensors
Beam Cohesion Booster	Weapon System (Particle or Laser)
Burn-Out Emitter	Electronic Warfare System
Global Noise Generator	Electronic Warfare System
Multi-Plex Targeting System	High Def Sensors
Overcharge Capacitor	Weapon System (Particle or Laser)
Rapid Evasion System	Focused Thruster Array
Scanning Array: Deep Space	High Def Sensors
Scanning Array: Surface Penetration	High Def Sensors
Targeting Array	Electronic Warfare System

There are plenty of dangers out in the void. Whether it be pirates, alien ships, or space-dwelling monsters, you'll eventually need to see how your ship stands up in combat.

NARRATIVE SPACE COMBAT

These narrative combat rules are designed to quickly resolve conflicts between spacecraft, or with large hostile space-going creatures. This combat system is generally best for engagements involving the Characters' ship and a limited number of enemies. If the Characters have allies or there are a significant number of enemies, we recommend you use the tactical combat rules (see p. 82).

Spacecraft Skill Tests

Use the appropriate spacecraft Attributes, instead of the piloting Character's, when making Tests.

Abstracted Combat Grid

For purposes of narrative combat, the universe is seen from the point of the Characters' ship. In essence, their craft is the center of the universe, with everything else happening around and relative to them.

Space around the Characters' spacecraft is split into four 90° arcs set as an X over the ship, which represent the fore, aft, starboard, and port. Each of these arcs is further divided into four range bands – short, medium, long and, extreme. The table here shows what weapon ranges fall into each of these bands.

Tactical Range	Narrative Range
1-6	Short
7-12	Medium
13-19	Long
20+	Extreme

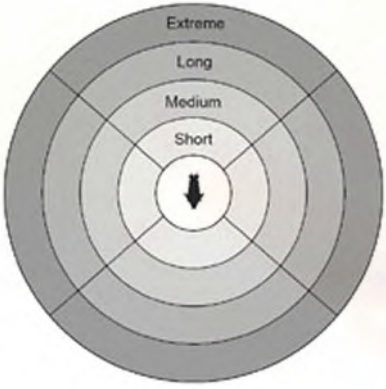
The illustration below shows what this abstracted combat grid looks like. Each opposing combatant will occupy one of these sectors of this grid.

Narrative Turns

Narrative spaceship combat uses a special Turn sequence, which has a different flavor when compared to the more personal combat that occurs between individuals. Narrative combat is split into four distinct steps, which represent the major actions that occur during combat.

1. Captain's Orders

The Captain gives general instructions to the crew and attempts to give his team the upper hand during the Turn.



Arcs & Range Bands

2. Maneuvering

All combatants maneuver relative to the player's spacecraft based upon the success or failure of associated Skill Tests.

3. Electronic Warfare

Sensor operators fight with one another to pierce the electronic noise and secure solid target locks on the enemy.

4. Combat Resolution

Shipboard gunners attempt to destroy the enemy.

Once each of these phases have been completed, play continues to the next Turn and begins with Captain's Orders once again.

Combat requires your Character's full attention. While your Character can attempt to fill more than one role onboard role, he will be less effective. You need to declare that you're attempting to fill multiple roles before the first step of the Turn. You'll suffer the following Penalty to all Tests during the Turn.

# of Tests	Test Penalty
2	-1 Die
3	-2 Dice
4	-3 Dice

However, Characters at the control of ships that are only Size 1 can fill two roles without Penalty each Turn. Three roles incurs a -1 die Penalty, and four incur a -2 die Penalty for all Tests during the Turn.

Narrative Combat At a Glance

- Use to quickly resolve conflicts between the Characters' ship and a limited number of enemies.
- Use the appropriate spacecraft Attributes for Tests, instead of the Character's.
- The universe is seen from the point of the view of the Characters' ship.
- Space is split into four 90° arc around the ship – fore, aft, starboard, and port.
- Each is split into one of four range arcs – short, medium, long, and extreme.

Narrative Turns

- Each Turn is made up of four steps – Captain's Orders, Maneuvering, Electronic Warfare, and Combat Resolution.
- If you try to fill multiple roles, declare so at the start of the Turn.
- You'll incur a -1 to -3 Die Penalty if you perform more than one role.

Skill Use: Narrative Combat

There are four skills that are important during space combat.

Tactics: Military

The ship's Captain uses this Skill as he evaluates the tactical situation and tries to makes decisions that provide the ship an advantage.

Gunner: Shipboard Weapons

Anyone physically manning a ship's weapon system to attack the enemy uses this Skill. The ship's Electronics Attribute applies to this Skill.

Pilot: Spacecraft

The ship's pilot uses this Skill to maneuver against enemy vessels. Good pilots tend to control the pace and range of the battle. The ship's Maneuverability Attribute applies to this Skill.

Sensors

The Sensors Skill is used to improve targeting solutions or to scramble enemy targeting systems. The ship's Electronics Attribute applies to this Skill.

Turn Steps

Each Turn is made up of four steps, which play out in order for each ship involved in the engagement. If you fail to act during the appropriate step, you'll have to wait until next Turn.

1. Captain's Orders

During this step, the ship's Captain gives general orders to the ship crew and makes top-level decisions. The Captain can be anyone with the Tactics: Military Skill. While these orders are usually short and concise, the Captain can be as general or specific as he wishes.

Each Captain then engages in a Tactics: Military + Cleverness Contest. When comparing the results, the crew gains a +1 Die Bonus to all onboard actions against any ship which the Captain has beat in this Contest.

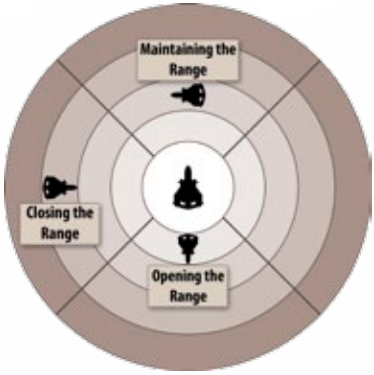
2. Maneuvering

Pilots will now attempt to maneuver, relative to the Characters' ship. Success during this step allows the pilot to move to his preferred range and position. Failure may allow enemies to gain advantage.

Ship's Orientation

All ships have an orientation and range relative to the Character's vessel. This determines what weapons are going to be usable during the Turn.

- *Closing Range* – A ship that's trying to get closer has its forward



Ship Placement & Orientation

arc pointing towards the Characters' ship.
- *Maintaining Range* – A ship that's trying to stay at the current range has either its starboard or port arc facing the Characters' vessel.
- *Opening Range* – A ship that's trying to get further away has its aft facing the Characters' vessel.

Even if there's more than one enemy, they will all be positioned relative to the Characters' ship and each other.

The illustration shown here provides an example of orientations and how they may appear on the narrative combat grid.

The Maneuvering Skill Test

During this step, each ship's pilot must engage in a Pilot: Spaceship + Maneuverability Contest.

If facing off against multiple enemy ships, the piloting Character may choose to maneuver against one of the ships or against several at a Test Penalty. For each ship beyond the first, the pilot suffers a -1 Die Penalty to his Test.

The following table shows how these results can play out. First, determine the difference between the Character's Pilot Test result and the enemy's Pilot Test result. This determines who gets to change what that Turn – the enemy's Arc, Range, and Orientation.

Narrative Combat At a Glance

Skill Use

- Four Skills are important for narrative combat – Tactics: Military, Gunner: Shipboard Weapons, Pilot: Starship, and Sensors.

Turn Steps

- *Turn Step 1: Captain's Orders* – Each ship captain engages in a Tactics: Military + Cleverness Contest. Beating other ships provides a +1 Die Bonus to Actions against them.
- *Turn Step 2: Maneuvering* – Determine orientation and range (previous page). Engage in a Pilot: Spaceship + Manueverability Contest, at a penalty against multiple ships. Comparing the results will determine who gets to change what (chart below).

Result	Player	GM
-1 or less	Nothing	Arc, Range, Orientation
0	Orientation	Arc, Range
1-4	Arc	Range, Orientation
5-7	Arc, Range	Orientation
8+	Arc, Range, Orientation	Nothing

While enemy arc and orientation can change a great deal during this step, any change in range depends on the relative orientation at the beginning of the Turn. The table below shows how many range bands the enemy ship can shift relative to the Characters' ship.

Each entry has two numbers. The first shows how much the range can be decreased (closing), while the second shows how much the range can be increased (opening), both in terms of range bands.

A ship that strays beyond extreme range is still in the fight, but out of range for any shipboard weapon. If a ship at this range manages to open the range on the next consecutive Turn, it disengages, flees, and is removed from the battle.

	Close	Maintain	Open
Fore	3/0	2/2	0/2
Port	2/1	1/1	1/2
Starboard	2/1	1/1	1/2
Aft	2/0	1/1	0/3

3. Electronic Warfare

During this step, sensor operators try to gain solid targeting solutions or deny the enemy their solutions. The sensor operators of each ship must engage in a Sensors + Electronics Contest.

If you beat your enemy in this Test, any shots against the ship in question will gain a +1 Die Bonus to Gunnery Tests for the rest of the Turn. If your enemy beats you, gunners won't be able to fire on that ship this Turn, as targeting solutions are lost.

Creatures are generally not affected by Electronic Warfare, so you can skip this step when engaging the horrific creatures that dwell in the void.

4. Combat Resolution

Once that's done, it's time to fire shipboard weapons. A single Character is most effective firing only one weapon system, but can operate all weapons on the ship at a -1 die Penalty to all Gunner Tests during that Turn.

Each weapon may only be fired once during a Turn, though the gunners are free to target different ships with each weapon system. Targets must be within the effective arc of the weapon and be within range.

Attacking with a shipboard weapon involves a Contest, pitting the attacker's Gunner: Shipboard Weapons + Electronics versus the defender's Pilot: Spaceship + Maneuverability.

Damage Level	Effects
Scratched	-1 Die Penalty to all Tests
Venting	-2 Dice Penalty to all Tests
Crippled	-4 Dice Penalty to all Tests; Armor and Speed are Halved
Adrift	Incapacitated, Danger of Explosion, Armor and Speed are 0

If the attack is successful, roll a number of dice equal to the Damage Rating of the weapon and add them together. This number of dice increases by one for each Success by which the gunner beat the pilot. Subtract any armor on the defending ship, if the vessel is armored. The final result is the amount of damage caused to the defending ship.

Ships suffer damage in a manner similar to Characters, though using the ship's Structural Integrity instead of Health. The table on the previous page shows the Damage Levels of spaceships, along with Test Penalties suffered when damaged. This Penalty applies to all shipboard Tests, except for uses of Tactics: Military.

Allied Ships

Since narrative combat focuses on the Characters' ship, allied ships aren't directly represented. Instead, either an NPC or the Character who is acting as Captain makes a single Tactics: Military + Cleverness Skill Test at the end of the Turn, after all actions are taken. The degree of Success of this Test determines the effect allied ships have had on the Turn. This Test suffers a -1 die Penalty for each enemy ship past the first. All damage results ignore enemy armor, if present.

Success	Effect
None	1 Ally is Destroyed
Easy	1d6 Damage to Random Enemy
Average	2d6 Damage to Random Enemy
Hard	3d6 Damage to Random Enemy
Very Hard	4d6 Damage to Random Enemy
Legendary	1 Enemy Destroyed

Narrative Combat At a Glance

Turn Steps

- *Turn Step 3: Electronic Warfare* – Each sensor operator engages in a Sensors + Electronics Test. If you win, you gain a +1 Die Bonus to Gunnery Tests for the Turn. If you fail, you can't fire at that ship this Turn.
- *Turn Step 4: Combat Resolution* – You can fire one weapon system, or all at a -1 Die Penalty to all Gunner Tests that Turn. Each weapon may fire only once.
  - Attacks are a Contest between Gunner: Shipboard Weapons + Electronics vs. Pilot: Spaceship + Maneuverability.
  - If successful, roll a number of dice equal to the Damage Rating of the weapon, plus one for each Success you win by, and add them together. Subtract armor and apply to Damage Levels.
  - There are four Damage Levels – Scratched, Venting, Crippled, and Adrift – with similar penalties to Wounds for Characters.
  - Either the NPC or the Captain makes a Tactics: Military + Cleverness Test at the end of the Turn, with a -1 Die Penalty for each enemy ship past the first. Consult the table on this page for effects. Armor is ignored.

TACTICAL SPACE COMBAT

Tactical combat shares many aspects of narrative combat, but uses more detailed positioning and movement. It provides a more visceral feel to spaceship combat, and allows you to play out more complex situations and scenarios.

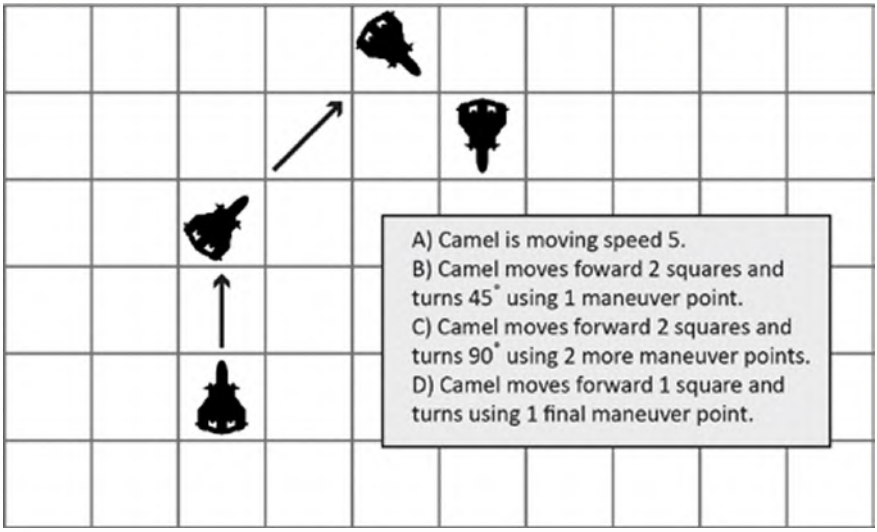
Each Character takes on a role, just as they do in narrative combat. The Turn is likewise similar. However, all that information will be presented here, so you don't have to flip back and forth between sections.

The Combat Grid

Tactical combat takes place using a square-gridded map. Each combatants occupies one single square of the grid, regardless of their actual sizes.

Combatants can face in one of eight directions – facing any of the four straight edges of the square (cardinal directions) or any of the four corners of the square (diagonally). Moving in any cardinal direction costs one point of movement for each square. Moving in any diagonal direction costs one point of movement for the first square and two for the square after that – every two squares of diagonal movement costs three total movement points. The illustration below shows examples of moving along the grid.

Two or more combatants may occupy the same square, since each square represents hundreds of cubic miles/km. Approaching to close range like this is important for boarding actions. However, it can be difficult to determine which ships are within which arcs when you want to fire. If you have this problem, back the ships back up to the last square and use this position



Combat Grid & Movement Example

to determine relative arcs, keeping in mind they are still in the same square.

Tactical Turns

Tactical Turns are split into four steps, just like narrative combat. They must be completed in order.

1. Captain's Orders

The Captain gives general instructions to the crew and attempts to give his team the upper hand during the Turn.

2. Maneuvering

All combatants maneuver on the grid, and attempt special manevers.

3. Electronic Warfare

Sensor operators fight with one another to pierce the electronic noise and secure solid target locks on the enemy, as well as to hack each others' shipboard computers.

4. Combat Resolution

Shipboard gunners attempt to destroy the enemy.

Once each of these phases have been completed, play continues to the next Turn and begins with Captain's Orders once again.

Combat requires your Character's full attention. While your Character can attempt to fill more than one role onboard role, he will be less effective. You need to declare that you're attempting to fill multiple roles before the first step of the Turn. You'll suffer the following Penalty to all Tests during the Turn.

Tactical Combat At a Glance

- Tactical combat uses more detailed rules for spaceship combat, better for large engagements.
- Tactical combat takes place on a square-gridded map, where each combatant occupies one square.
- Combatants face in one of eight directions – facing any of the four edges or corners of the square.
- Moving in any cardinal direction costs one Speed per square of movement.
- Moving diagonally costs one Speed for the first square and two for the next.
- Two or more combatants may occupy the same sqaure.

Tactical Turns

- The are four steps in Tactical Combat – Captain's Orders, Maneuvering, Electronic Warfare, and Combat Resolutions.
- If you try to fill multiple roles, declare so at the start of the Turn.
- You'll incur a -1 to -3 Die Penalty if you perform more than one role.

# of Tests	Test Penalty
2	-1 Die
3	-2 Dice
4	-3 Dice

However, Characters at the control of ships that are only Size 1 can fill two roles without Penalty each Turn. Three roles incurs a -1 die Penalty, and four incur a -2 die Penalty for all Tests during the Turn.

TURN STEPS

Each Turn is made up of four steps, which play out in order for each ship involved in the engagement. If you fail to act during the appropriate step, you'll have to wait until next Turn.

1. Captain's Orders

During this step, the ship's Captain gives general orders to the ship crew and makes top-level decisions. The Captain can be anyone with the Tactics: Military Skill. While these orders are usually short and concise, the Captain can be as general or specific as he wishes.

The Captain then makes a Tactics: Military + Cleverness Test. The results of this Test can provide a variety of Bonuses or Penalties for the rest of the crew during the Turn.

Success	Effect
None	-2 Dice Penalty to all Tests; Moves First
Easy	-1 Die Penalty to all Tests
Average	No Effect
Hard	+1 Die Bonus to all Tests
Very Hard	+2 Dice Bonus to all Tests
Legendary	+3 Dice Bonus to all Tests; Moves Last

Unless the GM decides otherwise, only the Characters' Captain needs to make this Test. NPC vessels don't normally gain this benefit.

2. Maneuvering

During this step, all ships in the combat move on the map.

Order of Movement

Ships move in order of their Size, from largest to smallest. If there are multiple ships of the same Size, then those pilots engage in a Pilot: Spacecraft + Maneuverability Contest to see when they move. Movement among those ships occurs in reverse order based on the number of Successes gained from this Test, the lowest going before the highest. In the case of ties, the pilot with the highest Pilot: Spacecraft Skill rating moves last.

Moving on the Map

Each point of a ship's Speed allows the spacecraft to move 1 square. It does not cost movement to change direction, which is instead governed by the ship's Size.

Ship Size	Maneuver Points
1	8
2	4
3	3
4	2
5	1

When you want to change a ship's direction of travel, spend one Maneu-

vering Point to rotate 45°. You can only change the ship's direction of travel at the beginning of this step, before spending Speed. However, you can change the direction of Size 1 or 2 vessels any time during their movement.

Special Maneuvers

There are several special maneuvers that pilots may attempt during the Turn. You can attempt one of them per Turn, and some require Skill Tests. If a Skill Test is required and failed, the ship must move straight forward for the rest of the Turn. If you want to make a special maneuver, it must be attempted before the ship moves.

Punch It

You can sacrifice maneuverability for Speed, no Test required. If you sacrifice half of your ship's Maneuvering Points, you can double your ship's Speed during the Turn. You can sacrifice all your Maneuverability Points on Size 1 or 2 vessels to triple your ship's Speed. Size 5 ships cannot use this special maneuver.

High-Energy Turn

You can try to get more Maneuverability Points for the Turn. The pilot must make a Pilot: Spacecraft + Maneuverability Test. If you do well, you'll get additional Maneuverability Points, but you may cause damage to the ship's Structural Integrity in the process. Round up any Maneuverability Points gained from this action.

Success	Effect
None	2 Dice Damage per Size
Easy	1 Die Damage per Size

Tactical Combat At a Glance

Step 1: Captain's Orders

- The Captain makes a Tactics: Military + Cleverness Test and consults the table on the opposite page for results.

Step 2: Maneuvering

- Ships move in order of Size, largest to smallest. Ties in Size are broken by a Pilot: Spacecraft + Maneuverability Contest, where the winner goes last.
- Each point of Speed allows the spacecraft to move one square, or two for the second diagonal square.
- Ship size determines Maneuvering Points (chart on opposite page).
- You can change the ship's direction by 45° for each Maneuvering Point at the beginning of this step.
- Size 1 or 2 ships can change their direction any time during movement.

Special Maneuvers

- *Punch It* – You can sacrifice half your Maneuvering Points to double your Speed for the Turn (Size 5 prohibited). Size 1 or 2 can triple Speed for all Maneuvering Points.

Success	Effect
Average	No Effect
Hard	+25% Maneuver Points
Very Hard	+50% Maneuver Points
Legendary	+100% Maneuver Points

Forced Boarding Action

You may want to board a ship that doesn't want to be boarded. To do so, the boarding ship must move after the target ship. Larger ships generally can't force a boarding action against smaller, more maneuverable craft. The boarding ship must end its movement in the same square and facing the same direction as the target vessel. Once in position, the two pilots engaged in a Pilot: Spacecraft + Maneuverability Contest. If the boarding ship is smaller, the pilot gains a +1 Die Bonus for each level of Size smaller than the target craft. Success means that the two ships have latched together and a boarding tube is extended.

Drift

Sometimes, you'll want to shift your craft one or more squares to either side without changing facing. Each square into which you drift costs two Maneuverability Points. You must move forward one square between each square of drift. You can never use more than half your craft's Maneuverability Points to drift.

Drifting a ship requires the pilot to succeed at a Hard Pilot: Spacecraft + Maneuverability Test. Failure means that the ship cannot drift, but the Maneuverability Points are spent anyways. Epic Failure means that the ship changes facing 45° in the direction of the intended drift and can only move in a straight line. Only one Test needs to be made for the Turn, no matter how many squares you intend to drift.

3. Electronic Warfare

The ongoing electronic battle between spaceships is called electronic warfare, or EW for short. EW techs labor to achieve locks on enemy vessels, break locks against their own, and make targeting difficult, while trying to foil the same efforts from the enemy.

A ship can conduct 1 EW action for every two Sensor Points (round up) each Turn. EW actions come in two basic varieties – offensive and defensive.

Offensive Actions

These actions work against enemy vessels, such as achieving hard target lock or disrupting the enemy's own EW actions.

Defensive Actions

These actions counter the effects of EW against your ship, such as breaking scrambling or hard target locks.

Determine EW Initiative

To determine what order the EW actions occur in, each sensor operator engages in a Sensors + Electronics Contest. Actions occur in order from the highest number of Successes down to the lowest. The ship with the higher Electronics rating wins in the case of ties. If that also results in a tie, the Captain with the higher Tactics: Military Skill wins.

Once the order of initiative is established, each ship takes one EW action

until all ships have acted. If second actions are warranted, go through each ship again in order of initiative, the same for any that can take a third.

Offensive EW Actions

Presented here are several offensive EW actions.

Attempt Hard Lock

To attempt a hard targeting lock against a single enemy, make a Sensors + Electronics Test. Your result determines two things. First, note the Success Level of the Test – any attempts by the enemy to break this lock must beat this. You may want to put down a die that shows this number next to the ship on the grid. Second, any attacks against this ship will be at a +1 Die Bonus.

Hard targeting locks are maintained until broken, but a ship may only maintain one hard lock at a time.

Scramble Enemy Sensors

You can attempt to temporarily overload enemy electronics by focusing powerful bursts of energy. To do so, make a Sensors + Electronics Test. Each Success reduces the enemy's effective Electronics rating by 1 for the Turn. If the number of Successes is greater than the target's Electronics rating, the system has been overloaded. These effects last for one Turn – you must reattempt to scramble next Turn.

An overloaded electronics system immediately shuts down. No sensor operations can be conducted until it is rebooted (see the next page). While overloaded, the Captain suffers

Tactical Combat At a Glance

Special Maneuvers

- *High Energy Turn* – Risk damage to get more Maneuverability Points for the Turn. Make a Pilot: Spacecraft + Maneuverability Test and consult the table on the opposite page.
- *Force Boarding Action* – You must end movement in the same square and facing as target ship. Make a Pilot: Spacecraft + Maneuverability Contest; boarding ship gains a +1 Die Bonus for each level smaller.
- *Drift* – You can shift one square to either side for two Maneuverability Points. You must move forward one Square between and can't spend more than half of your Maneuverability Points. Requires a Hard Pilot: Spacecraft + Maneuverability Test. Failure still spends the points. Epic Fails have special effects.

Step 3: Electronic Warfare

- You can conduct one EW action for every two Sensor Points (round up) per turn.
- To determine initiative, each sensor operator engages in a Sensors + Electronics Contest – the higher Electronics rating breaks ties. Actions occur highest to lowest.

a -2 Die Penalty to his Military: Tactics Tests and gunners suffer a -4 Die Penalty to attacks.

Initiate/Continue Hack

You can attempt to force a network connection with a vessel, giving the sensor operator access to the enemy computer. This can be used to gather information from the ship's database, such as crew lists or cargo manifests, or give the hacker an opportunity to try and take temporary control over systems on the ship. This action can be useful in or out of combat.

To initiate a hack, make a Sensors + Electronics Test. The number of Successes you need in order to accomplish this is equal to the target's Electronics rating. If you Trigger, the hack works and is undetected. If you succeed with a tie, you're still successful, but the enemy knows what's going on.

Once established, you must maintain the hack from Turn to Turn. This requires the hacker to make a Computers + Cleverness Skill Test. Success against an Average Difficulty maintains the hack, but the enemy knows you're doing it. Success against a Hard Difficulty maintains an undetected hack, if it hasn't been detected yet. Anything less and the connection is lost.

You'll need to make Computers + Cleverness Skill Tests to do things within the enemy computer system. It's all you can do during the Turn. In general, simple actions like accessing a database are Easy to Hard. More complex actions, like taking control of an enemy weapon system, is Very Hard. However, shutting systems down is easier than taking control. Trying to take control of essential functions, like piloting or life support, are Legendary. Your GM will ultimately be the judge, since there are so many options available to a hacker once a system is open. Some systems, for safety reasons, are often isolated from the main network, such as air lock controls, so there are limits to what a hacker can achieve. These Skill Tests happen after all other EW actions.

If you manage to get into an enemy computer system undetected, your actions inside may still reveal you. Messing around with weapons or systems will alert the crew quickly.

Defensive EW Actions

Presented here are several defensive EW actions.

Break Hard Lock

You can attempt to break an enemy's targeting lock. Make a Test, using Sensors + Electronics against the Hard Lock's Difficulty – the number of Suc-

Damage Level	Effects
Scratched	-1 Die Penalty to all Tests
Venting	-2 Dice Penalty to all Tests
Crippled	-4 Dice Penalty to all Tests; Armor and Speed are Halved
Adrift	Incapacitated, Danger of Explosion, Armor and Speed are 0

cesses originally rolled for the lock. If you're successful, you break the hard lock.

Pierce Scrambling

You can attempt to overcome enemy scrambling, though breaking through the noise using a compromised system is difficult. The sensor operator makes a Sensors + Electronics Test – every two Successes reduces the ship's Electronics Penalty by one point.

Reboot Electronic Systems

If your ship's electronics system becomes overloaded, it will need to be rebooted. To do this, make a Sensors + Awareness Skill Test. The Success Level determines how long it takes to reboot.

Success	Reboot Time
None/Easy	No Effect*
Average	Reboot in 3 Turns
Hard	Reboot in 2 Turns
Very Hard	Reboot Next Turn
Legendary	Immediate Reboot

Eject Hacker

If hacking has been detected, the sensor operator can attempt to kill the connection. Engage in a Computers + Cleverness Contest, as the hacker and system operator engage in a digital battle. If the defender is successful, the hacker is immediately ejected from the system.

Counter-Hack

Instead of ejecting a detected hacker, a sensor operator can use the established connection to initiate his own

Tactical Combat At a Glance

Offensive EW Actions

- *Hard Targeting Lock* – to attempt a hard targeting lock against a single enemy, make a Sensors + Electronics Test. Your result determines two things.
  - Note the Success Level of the Test – any attempts by the enemy to break this lock must beat this.
  - Second, any attacks against this ship will be at a +1 Die Bonus.
  - Hard targeting locks are maintained, but a ship may only maintain one at a time.
- *Scramble Enemy Sensors* – To temporarily overload enemy electronics, make a Sensors + Electronics Test.
  - Each Success reduces the enemy's effective Electronics rating by 1 for the Turn.
  - If the number of Successes is greater than the target's Electronics rating, the system has been overloaded.
  - An overloaded electronics system immediately shuts down. The Captain suffers a -2 Die Penalty to his Military: Tactics Tests and gunners suffer a -4 Die Penalty to attacks.

hack back on the enemy ship. This requires only an Average Computers + Cleverness Test, but the counter-hack is immediately detected.

4. Combat Resolution

Now that's done, it's time to fire shipboard weapons. A single Character is most effective firing only one weapon system, but can operate all weapons on the ship at a -1 die Penalty to all Gunner Tests during that Turn.

Each weapon may only be fired once during a Turn, though the gunners are free to target different ships with each weapon system. Targets must be within the effective arc of the weapon and be within range.

Attacking with a shipboard weapon involves a Contest, pitting the attackers Gunner: Shipboard Weapons + Electronics versus the defenders Pilot: Spaceship + Maneuverability.

If the attack is successful, roll a number of dice equal to the Damage Rating of the weapon and add them together. This number of dice increases by one for each Success by which the gunner beat the pilot. Subtract any armor on the defending ship, if the vessel is armored. The final result is the amount of damage caused to the defending ship.

Ships suffer damage in a manner similar to Characters, though using the ship's Structure instead of Health. The following table shows the Damage Levels of spaceships, along with Test Penalties suffered when damaged. This Penalty applies to all shipboard Tests, except for uses of Tactics: Military.

Offensive EW Actions

- *Initiate/Continue Hack* – To initiate a hack, make a Sensors + Electronics Test. The number of Successes you need in order to accomplish this is equal to the target's Electronics rating.
  - If you Trigger, the hack works and is undetected.
  - If you succeed with a tie, you're still successful, but the enemy knows what's going on.
  - You must maintain the hack from Turn to Turn, requiring a Computers + Cleverness Skill Test.
  - Success against an Average Difficulty maintains the hack, but the enemy knows.
  - Success against a Hard Difficulty maintains an undetected hack.
  - Make Computers + Cleverness Skill Tests to do things within the enemy computer system – Difficulty determined by your GM. Your actions inside may reveal you. These Skill Tests happen after all other EW actions.

Defensive EW Actions

- *Break Hard Lock* – Make a Test, using Sensors + Electronics against the Hard Lock's Difficulty. If you're successful, you break the hard lock.
- *Pierce Scrambling* – Make a Sensors + Electronics Test – every two Successes reduces the ship's Electronics Penalty by one point.
- *Reboot Electronic Systems* – Make a Sensors + Awareness Skill Test. The Success Level determines how long it takes to reboot (table on p. 88).
- *Eject Hacker* – Engage in a Computers + Cleverness Contest. If the defender is successful, the hacker is immediately ejected from the system.
- *Counter-Hack* – This requires only an Average Computers + Cleverness Test, but the counter-hack is immediately detected.

Step 4: Combat Resolution

- You can fire one weapon system, or all at a -1 Die Penalty to all Gunner Tests that Turn. Each weapon may fire only once..
  - Attacks are a Contest between Gunner: Shipboard Weapons + Electronics vs. Pilot: Spaceship + Maneuverability.
  - If successful, roll a number of dice equal to the Damage Rating of the weapon, plus one for each Success you win by, and add them together. Subtract armor and apply to Damage Levels.
  - There are four Damage Levels – Scratched, Venting, Crippled, and Adrift – with similar penalties to Wounds for Characters (chart on p. 88).

the void

The Stygian Cycle

The Stygian Cycle is an epic campaign taking Warden Characters to every corner of our solar system, played out over a series of turn-key published adventures. Released regularly, they'll provide all you'll need to keep your group excited and engaged for a quite a while. They are also Pay What You Want!

These adventures will also be connected to Organized Play. That means that you can take any Organized Play authorized Character to play in any group using the Organized Play framework. You can play with your group or multiple groups, as well as at conventions or events. Naturally, you can play the adventures with your regular gaming group – but Organized Play gives players the flexibility to take their Characters to other groups should their regular group move on to other games.

Here's a quick look at the first four adventures of *The Stygian Cycle*.

Awakening I: Barsoom

Trouble brews in the small mining colony of Presidia, found deep within the Martian Canals of the Outback. Things have begun to go missing – now people as well. The Wardens are assigned to investigate, as this seems like more than a simple mystery.

Awakening II: Venusian Sunset

Venus is a corporate world with a caustic atmosphere. Founding Day approaches. Three days ago a collection of ten bodies was found arranged in a neat circle in the center of the main thoroughfare. They all show signs of radiation burns from the inside out. The Wardens must find the source of this atrocity, while keeping things safe for the arriving tourists.

Awakening III: The House Always Wins

Troy, a pleasure city often thought of as the Las Vegas of the Outer Planets. A perfect place to relax and regroup after several hairy missions. However, someone on Troy is taking the arrival of the Wardens as an opportunity to leak sensitive information in a very public way. The Wardens must find and plug the leak.

Awakening IV: Turbulence

The weeks long journey from Saturn to Jupiter is not without its share of perils, incluidng stellar bodies, debris, pirates, and the cold vacuum of space. However, none of these are what plague the Wardens, stuck on a civilian transport. Sometimes the dark things in the solar system come knocking without warning.

"Space was background noise to most people these days. No one really thought about the vast spaces in between, other than as time stuck inside a metal can.

Marcus could never get over it. The vastness of the void presented infinite possibilities. Some of those possibilities were inspiring. Some, as he knew, were terrifying.

He stared out the porthole, drinking in the black nothing. He watched for stars that seemed to blink out for an instant – a sign that the thing had returned. This odd ritual had become habit, though deep inside Marcus knew that it was forever gone."

The Void is an original Lovecraftian hard sci-fi horror setting.

Vessels of the Void: Spaceships:

- Provides details on operating spacecraft, including drive systems, life on-board, travel times, and communications delays.
- Introduces rules to help you purchase and customize your own spaceship, and keep it repaired and resupplied.
- Provides game statistics for eleven different spaceships, from simple orbital transfer vehicles to military ships to giant mining vessels.
- Provides new rules for Modules and Sub-Modules, which customize and specialize your ship.
- Introduces both narrative and tactical space combat systems, for both small and large altercations.

http://fearthevoid.com
http://reddit.com/r/TheVoidRPG

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