



LPJ9737



## BACKGROUND

Alien cover-ups. Strange lights in the sky. Tales of encounters. UFOs. As mankind entered the atomic age on shaky feet, they started to have some visitors. A few of these visitors came down, destroyed by anti-aircraft weaponry- leaving behind the technology which was the key to the stars. But is humanity, and the world, prepared?

Unlike starships of the future, human-made starships of the pulp era are quite basic in their design. They are not very technically advanced, and quite fragile compared to their otherworld and futuristic counterparts.

The progress level for pulp settings that use rocketships as means of travel and combat are normally PL 4, on the cusp of PL 5. In contrast, the worlds where these devices are coming from are PL 6 or even 7. In PL 4, the concept of a working rocketship is very much a flight of fancy. Any rocketship discovered or usable at PL 4 is normally a craft that has been reverse engineered in part from a nearly destroyed unidentified flying object. This accidental discovery of a wreck, combined with some current engineering and skill with rocketry, resulted in the humans' first leap into space.



# Rocketships of Pulp Destruction

Requires the use of the d20 Modern Roleplaying Game, published by Wizards of the Coast, Inc.

## TECHNOLOGY COMPATIBILITY

	PL 4	PL 5	PL 6	PL 7	PL 8	PL 9
PL 4	-	Easy	Medium	Difficult	Very Difficult	Not Compatible
PL 5	Easy	-	Easy	Medium	Difficult	Very Difficult
PL 6	Medium	Easy	-	Easy	Medium	Difficult
PL 7	Difficult	Medium	Easy	-	Easy	Medium
PL 8	Very Difficult	Difficult	Medium	Easy	-	Easy
PL 9	Not Compatible	Very Difficult	Difficult	Medium	Easy	-

In a PL 5 environment, rocketships are somewhat more common, but still they are rare. The spacebound humans generally have alien assistance, or unbelievable luck.

## ROCKETSHIP TYPES AND SUBTYPES

Rocketships in PL 4 and PL 5 follow the same basic structure and type as future starships. As with future crafts rocketships have a type and a subtype. In the PL 4 and PL 5 period on Earth, there are only three types of Rocketships available for human production: ultralight, light and mediumweight.

## TECHNOLOGY COMPATIBILITY

Due to the nature of science and the discoveries that are made over periods of time, not all technological equipment is compatible with older gear from different time periods. The following Technology Compatibility chart lists the possibility of using technologies of different PL together.

**Easy:** These pieces of technology are easily compatible and can be used together by making a Repair check at DC 5.

**Medium:** These pieces of technology are easily compatible and can be used together by making a Repair check at DC 10

**Difficult:** These pieces of technology are easily compatible and can be used together by making a Repair check at DC 20

**Very Difficult:** These pieces of technology are easily compatible and can be used together by making a Repair check at DC 30

**Not Compatible:** These pieces of technology are not compatible and cannot be used together.

## CRITICAL HITS AND RESULTS

Critical hits by Rocketships work just like critical hits by characters. When a Rocketship makes an attack roll and gets a natural 20, the attack hits regardless of the target's Defense, and it has scored a threat of a critical hit. To find out whether it is actually a critical hit, the rocketship immediately makes another attack roll with all the same modifiers as the attack roll that scored the threat. If the second roll also results in a hit against the target's Defense, The rocketship's attack is a critical hit. Then roll on the Critical Hit Result chart to determine the effect of the critical hit.

### D20 Roll Effect(s)

1 - 5	Normal critical hit
6 - 8	Normal critical hit, crew casualties
9 - 11	Severe critical hit, artificial gravity disabled
12	Severe critical hit, crew casualties
13	Damaged system: cargo hold
14	Damaged system: defense system
15	Damaged system: engines
16	Damaged system: sensors
17	Damaged system: targeting system
18	Damaged system: weapon
19	Destroyed defensive system
20	Destroyed weapon

**Normal Critical Hit:** Roll critical hit damage normally.

**Crew Casualties:** A number of crewmembers and passengers are killed (*this effect applies only if the rocketship isn't destroyed*). Roll 1d10 to determine the number of fatalities. These fatalities are divided up between crew members and passengers in a way appropriate for the numbers of each. A larger crew in respect to number of passengers means more crew are killed, and vice versa. A rocketship with less than one-half of its normal crew complement takes a -2 penalty on all attack rolls and checks. A rocketship with less than one-quarter of its normal crew complement takes a -4 penalty on all attack rolls and checks. A rocketship with no crew is immobile



and cannot attack. If this result is rolled again and the ship has no living crew or passengers, ignore this result and re-roll.

**Severe Critical Hit:** Roll critical hit damage using a  $\times 10$  multiplier instead of the weapon's normal multiplier. In addition, The rocketship and its crew are shaken for 1 round.

**Artificial Gravity Disabled:** The rocketship's artificial gravity is disabled for 1d10 rounds. During this time, an untrained crew takes a  $-4$  penalty on all attack rolls and skill checks while coping with the zero-gravity conditions. Trained, expert, or ace crews take no penalties, as they are assumed to have the Zero-G Training feat. Ignore this result if it comes up again while the artificial gravity system is disabled.

**Damaged Area:** A damaged area remains inoperable until it is repaired, which requires 10 hours of work and a successful Repair check (DC 40). A Rocketship's engineer (or engineering team) can perform jury-rig repairs on the system as a full-round action with a successful Repair check (DC 35), but the repairs last only until the end of the battle (or until the system is disabled again). During that round of jury-rigged repairs, the rocketship can continue to take actions.

- **Cargo Hold:** The hold has been breached, destroying some of the cargo. For every 50 points of damage from the critical hit, 1 ton of cargo is lost. The cargo lost is determined randomly.
- **Defense System:** One defense system of the attacker's choice is disabled. If this result is rolled again and the ship has no undamaged defense systems, ignore this result and re-roll.
- **Engines:** The engine struck is determined randomly. If it is the primary engine, the ship's combat speed drops by one half, and cruising speed becomes impossible. If it is a secondary engine, the ship's combat speed remains unaffected. Repairing an engine requires 5 hours per slot it occupies, and DC 32 repair check.
- **Sensors:** The rocketship is blinded until repaired. All The rocketship's targets gain the equivalent of total concealment (50% miss chance). If this result is rolled again, ignore the result and re-roll.
- **Targeting System:** The rocketship's targeting system ceases to function. The rocketship loses the targeting system's equipment bonus on attack rolls until the system is repaired. Re-roll if this result comes up again.
- **Weapon:** One of The rocketship's beam weapons, projectile weapons, or missile launchers (attacker's

choice) ceases to function. The weapon remains inoperable until it is repaired. If this result is rolled again and the ship has no functional weapons, ignore this result and re-roll.

**Destroyed Defensive System:** One of The rocketship's defensive systems (determined by the attacker) is destroyed. It cannot be repaired and must be replaced. If this result is rolled again and the ship has no defensive systems, ignore this result and re-roll.

**Destroyed Weapon:** One of The rocketship's weapons (determined by the attacker) is destroyed. It cannot be repaired and must be replaced. If this result is rolled again and the ship has no weapons, ignore this result and re-roll. If the destroyed weapon was fire-linked, the other weapons to which it was linked continue to function normally. If the destroyed weapon was part of a weapon battery, the remaining weapons in the battery continue to function normally.

## HIT POINTS FOR ROCKETSHIPS

At negative hit points, a ship begins breaking apart. When its hit points drop to a certain negative hit point total, the ship is destroyed. The point at which a ship is destroyed varies depending on its type, as shown in Table: Destruction Threshold.

Ship Type	Destroyed At
Ultralight	-10 hp
Light	-20 hp
Mediumweight	-30 hp

## ROCKETSHIP EVACUATION

In PL 4, you basically have no method of escape if your craft is going down. At PL 5, you have the option of installing an escape pod, so that the crew and passengers can evacuate. Evacuation times vary depending upon how well the crew is trained.

Size	Untrained	Trained	Expert	Ace
<b>Ultralight</b>	1d6	1d3	Full round	Move action
<b>Light</b>	1d8	1d6	1d4	Full round
<b>Medium</b>	2d8	2d6	2d4	1d4
<b>Heavy</b>	3d8	3d6	3d4	2d4
<b>Superheavy</b>	4d8	4d6	4d4	3d4

## ROCKETSHIP TYPES

Human-made Rocketships have advanced to the stage where they have a medium weight maximum. The Chronans and Venusians have no such issues with ship size. A Rocketship's type determines how much space it occupies on the battle grid, as well as its game statistics.

## SHIPBUILDING

Ship size	Time required	Races who can build	Facility required?
<b>Ultralight</b>	800 hours	Humans, Chronans, Venusians	no
<b>Light</b>	1,200 hours	Humans, Chronans, Venusians	no
<b>Mediumweight</b>	2,400 hours	Humans*, Chronans, Venusians	Yes, terrestrial
<b>Heavy</b>	4,800 hours	Chronans, Venusians	Yes, terrestrial
<b>Superheavy</b>	9,600 hours	Chronans	Yes, space-assembled

\*Humans require special facilities to construct medium weight vessels, which are, at this stage, only available to the military (and only in an experimental context).

### SHIPBUILDING

To build a Rocketship hull from scratch, a character must succeed at a Craft (structural) check (DC 40) after investing the requisite amount of assembly time, based on the ship's type.

The character must make a Wealth check against the ship's base purchase DC. Constructing a ship cannot be easily accomplished outside of a shipbuilding facility. Without such a location, checks to build an ultralight or light ship are at -4. Building larger ships without the appropriate location and equipment is impossible.

### IMPROVING A ROCKETSHIP'S STATISTICS

The rocketship statistics presented below use standard design specs appropriate for the lowest Progress Level at which these ships can be played (*PL 4 or PL 5 for most ships*). Improving a Rocketship's statistics requires upgrades to its crew, armor, defensive systems, sensor systems, and/or weapons, as discussed throughout this chapter.

## SHIP ALTERATION TEMPLATES

Unlike in previous installations, the ship templates are not simply equipment sets that you would purchase and outfit a ship with. These templates, which cannot be removed, are actual structural changes, which provide benefits and penalties to certain aspects of the core ship stats.

### HULL STRIPPED

This ship has had much of the metal of its hull stripped and gutted, to reduce the ship's overall weight and improve cargo space. The tradeoff is that the ship has less structural integrity.

*Notes: Ultralight ships cannot be stripped*

Ship weight class	Weight reduction hit die stripped (in tons)	Cargo expansion hit die stripped (in tons)
light	50 tons	40 tons
medium	250 tons	200 tons
heavy	500 tons	400 tons
superheavy	1000 tons	800 tons

### ARMOR PLATING

This is more or less the exact opposite of hull stripping, and has a similar effect, but in reverse. You can add as much armor as your engines can handle weight. With armor plating, you can, in fact, plate an ultralight ship.

Ship weight class	Weight increase hit die added (in tons)	Cargo loss hit die added (in tons)
Ultralight	5 tons	1 ton
Light	50 tons	40 tons
Medium	250 tons	200 tons
Heavy	500 tons	400 tons
superheavy	1000 tons	800 tons

### ENGINEERING EXPANSION

You can expand the engineering section so there is more room for engines. This is a costly, but permanent effect, which has a variable cost depending on the size of the ship altered. An engineering expansion can only be performed once.

Ship size category	Number of slots added	Purchase DC
<b>Ultralight</b>	2	24
<b>Light</b>	4	28
<b>Medium</b>	8	32
<b>Heavy</b>	15	36
<b>Superheavy</b>	50	40



## COMMON SHIPS IN THE SOL SYSTEM

As the solar system is dominated by humans, Chronans, and Venusians, it follows to reason that theirs are the ships one would most commonly find there. The section below details several ships from each of the races, with details on their general use.

### HUMAN ROCKETSHIPS

note: In the entries below, statistics and modifiers are not given for pilots, crews, or gunners; these will be applied as bonuses.

#### WEINHART I (PL4)

<b>Type:</b> Ultralight
<b>Size:</b> Huge (-2 size)
<b>Subtype:</b> Basic Rocket
<b>Tactical Speed:</b> 2,500 ft. (5 sq.)
<b>Defense:</b> 8 base (-2 size)
<b>Length:</b> 30 feet
<b>Flat-footed Defense:</b> 8
<b>Weight:</b> 25 tons
<b>Autopilot Defense:</b> None standard
<b>Targeting System Bonus:</b> None standard
<b>Hardness:</b> 10
<b>Crew:</b> 1
<b>Hit Dice:</b> 7d20 (140 hp)
<b>Passenger Capacity:</b> 1
<b>Initiative Modifier:</b> 0
<b>Cargo Capacity:</b> 2 tons
<b>Engine Slots:</b> 2
<b>Grapple Modifier:</b> +4
<b>Option Slots:</b> 2
<b>Base Purchase DC:</b> 29
<b>Attack Modifier:</b> -2
<b>Restriction:</b> License (+1)

This is a basic rocket, modified for a single pilot. It is small and light, with poor armor, speed, and cargo capacity, as most of its insides are taken up by rickety systems and engines. It's named after the German engineer Dr. Weinhart, who built it.

#### WEINHART II (PL4)

<b>Type:</b> Ultralight
<b>Size:</b> Gargantuan (-4 size)
<b>Subtype:</b> Enhanced Rocket
<b>Tactical Speed:</b> 2,500 ft. (5 sq.)
<b>Defense:</b> 6 base (-4 size)
<b>Length:</b> 45 feet
<b>Flat-footed Defense:</b> 6

<b>Weight:</b> 50 tons
<b>Autopilot Defense:</b> None standard
<b>Targeting System Bonus:</b> None standard
<b>Hardness:</b> 10
<b>Crew:</b> 3
<b>Hit Dice:</b> 9d20 (180 hp)
<b>Passenger Capacity:</b> 3
<b>Initiative Modifier:</b> 0
<b>Cargo Capacity:</b> 5 tons
<b>Engine Slots:</b> 2
<b>Grapple Modifier:</b> +8
<b>Option Slots:</b> 3
<b>Base Purchase DC:</b> 37
<b>Attack Modifier:</b> -4
<b>Restriction:</b> License (+1)

Made of a much lighter alloy than the Wienhart I, this improved rocket can hold more engines and fly a greater distance from the homeworld. This is probably the most commonly used rocket amongst humans, overshadowing its predecessor.

#### AUBRECHT (PL6)

<b>Type:</b> Light
<b>Size:</b> Colossal (-8 size)
<b>Subtype:</b> Corvette
<b>Tactical Speed:</b> 3,000 ft. (6 sq.)
<b>Defense:</b> 4 base (-8 size)
<b>Length:</b> 150 feet
<b>Flat-footed Defense:</b> 4
<b>Weight:</b> 300 tons
<b>Autopilot Defense:</b> None Standard
<b>Targeting System Bonus:</b> +3
<b>Hardness:</b> 15
<b>Crew:</b> 16
<b>Hit Dice:</b> 40d20 (800 hp)
<b>Passenger Capacity:</b> 10
<b>Initiative Modifier:</b> 0
<b>Cargo Capacity:</b> 100 tons
<b>Engine Slots:</b> 8
<b>Grapple Modifier:</b> +16
<b>Option Slots:</b> 6
<b>Base Purchase DC:</b> 50
<b>Attack Modifier:</b> -6
<b>Restriction:</b> Military (+3)

The largest ship in the human arsenal, constructed with Venusian help. This is a squarish, bulky machine, usually equipped with the most powerful weapons available. This is an experimental human vessel which is humanity's only line of defense against attack from the Chronans.

**Special Qualities:** The Aubreche has a +2 bonus to defense.

## CHRONAN SHIPS

### CHYR (PL00)

**Type:** Ultralight  
**Size:** Huge (-2 size)  
**Subtype:** fighter  
**Tactical Speed:** 3,500 ft. (7 sq.)  
**Defense:** 10 base (-2 size)  
**Length:** 15 feet  
**Flat-footed Defense:** 10  
**Weight:** 10 tons  
**Autopilot Defense:** 11  
**Targeting System Bonus:** +2  
**Hardness:** 20  
**Crew:** 1  
**Hit Dice:** 7d20 (140 hp)  
**Passenger Capacity:** 0  
**Initiative Modifier:** 0  
**Cargo Capacity:** 1 ton  
**Engine Slots:** 1  
**Grapple Modifier:** +4  
**Option Slots:** 4  
**Base Purchase DC:** 48  
**Attack Modifier:** +1  
**Restriction:** Alien Tech (+5)

A tiny, crystalline fighter, used in massive swarms by the Chronans as their primary attack craft. The Chyr are feared for their impressive speed and maneuverability, as well as the dangerous weapons they tote. Skill of the pilots varies wildly. It is triangular and flat in shape, usually faceted black with crystalline hints of blue or purple.

**Special Qualities:** The Chyr has a +2 bonus to defense, and a +1 bonus to attack.

### KALDELI (PL00)

**Type:** Light  
**Size:** Colossal (-8 size)  
**Subtype:** Destroyer  
**Tactical Speed:** 3,000 ft. (6 sq.)  
**Defense:** 4 base (-8 size)  
**Length:** 300 feet  
**Flat-footed Defense:** 4  
**Weight:** 5,500 tons.  
**Autopilot Defense:** 7  
**Targeting System Bonus:** +3  
**Hardness:** 22  
**Crew:** 150

**Hit Dice:** 70d20 (1,400 hp)  
**Passenger Capacity:** 5  
**Initiative Modifier:** 0  
**Cargo Capacity:** 180 tons  
**Engine Slots:** 12  
**Grapple Modifier:** +16  
**Option Slots:** 9  
**Base Purchase DC:** 58  
**Attack Modifier:** +1  
**Restriction:** Alien (+5)

This is a destroyer class ship, the most commonly seen defense vessel accompanying Chronan transport ships. The Kaldeli is extremely dangerous, often equipped with weapons to the point of bursting. It is long and dart-shaped, lit with specks of blue light. It's frightful, angular appearance is an unwelcome sight.

**Special Qualities:** Kaldali ships have a +2 bonus to defense, and a +1 bonus to attack.

### NEFRYS (PL00)

**Type:** Medium  
**Size:** Colossal (-8 size)  
**Subtype:** Freighter  
**Tactical Speed:** 2,500 ft. (6 sq.)  
**Defense:** 2 base (-8 size)  
**Length:** 700 feet  
**Flat-footed Defense:** 2  
**Weight:** 20,000 tons.  
**Autopilot Defense:** 5  
**Targeting System Bonus:** +3  
**Hardness:** 20  
**Crew:** 6  
**Hit Dice:** 120d20 (2,400 hp)  
**Passenger Capacity:** 8  
**Initiative Modifier:** 0  
**Cargo Capacity:** 20,000 tons  
**Engine Slots:** 25  
**Grapple Modifier:** +16  
**Option Slots:** 4  
**Base Purchase DC:** 59  
**Attack Modifier:** +1  
**Restriction:** Alien Tech (+5)

This is the primary cargo vessel used by the Chronans. Although it lacks significant armament or armor, it is ideal for carrying large amounts of ore. Dozens of these will be on route between the Jupiter and Saturn systems in any given day. In appearance, this ship resembles a pair of downwards pointing, crystalline pyramids, with a small crew and control section connecting them in the middle.



## ROCKETSHIPS OF PULP DESTRUCTION

The bottom tips of the pyramids glow a faint blue color, this is the engine being powered.

**Special Qualities:** The Lefrys has a +1 bonus to attack rolls. In addition, it may jettison one, or both of its cargo containers. For each container jettisoned, the ship gains +1,000 ft tactical speed, but loses 9900 cargo capacity.

**SHEMMEK (PL)**

**Type:** Light

**Size:** Colossal (-8 size)

**Subtype:** Frigate

**Tactical Speed:** 3,500 ft. (7 sq.)

**Defense:** 4 base (-8 size)

**Length:** 330 feet

**Flat-footed Defense:** 4

**Weight:** 3000 tons

**Autopilot Defense:** 7

**Targeting System Bonus:** +3

**Hardness:** 21

**Crew:** 30

**Hit Dice:** 50d20 (1,000 hp)

**Passenger Capacity:** 10

**Initiative Modifier:** 0

**Cargo Capacity:** 200 tons

**Engine Slots:** 8

**Grapple Modifier:** +16

**Option Slots:** 12

**Base Purchase DC:** 57

**Attack Modifier:** +2

**Restriction:** Alien Tech (+5)

This is a scout craft, used for quick, surgical strikes. The Shemmek are lightly armored, essentially gutted, and have reduced engine space, but there is much more room for weapons systems available. Shemmek resemble a triad of long, thin spines, linked at the back by a central engine section. Rows of weapons ports line the ship's sides.

**Special Qualities:** The Shemmek class frigate has +2 to hit, and a +2 to defense. On a successful critical hit, it may take another attack action.

**VERACHIS (PL)**

**Type:** Superheavy

**Size:** Colossal (-8 size)

**Subtype:** Star Carrier

**Tactical Speed:** 3,000 ft. (6 sq.)

**Defense:** 4 base (-8 size)

**Length:** 2,500 feet

**Flat-footed Defense:** 4

**Weight:** 450,000 tons.

**Autopilot Defense:** 7

**Targeting System Bonus:** +3

**Hardness:** 29

**Crew:** 2,000

**Hit Dice:** 900d20 (18,000 hp)

**Passenger Capacity:** 400

**Initiative Modifier:** 0

**Cargo Capacity:** 100,000 tons

**Engine Slots:** 300

**Grapple Modifier:** +16

**Option Slots:** 30

**Base Purchase DC:** 78

**Attack Modifier:** +2

**Restriction:** Alien Tech (+5)

This is the Chronan mothership. Resembling a gigantic, faceted jet-black diamond, seeing one of these appear over Earth is humanity's worst nightmare. Hundreds of tiny blue lights wink across the ship's surface. Accompanied by a swarm of fighters, the Verachis is a deadly, mobile armageddon.

**Special Qualities:** The Verachis has a +2 bonus to defense, and a +2 bonus to attack. A Verachis typically carries 56 Chys fighters, and usually has an escort, along with a not inconsiderable arsenal of its own.

**VENUSIAN SAUCERS****AREH (PL)**

**Type:** Ultralight

**Size:** Gargantuan (-4 size)

**Subtype:** Personal Craft

**Tactical Speed:** 4,000 ft. (8 sq.)

**Defense:** 9 base (-4 size)

**Length:** 40 feet

**Flat-footed Defense:** 9

**Weight:** 3000 tons.

**Autopilot Defense:** 10

**Targeting System Bonus:** +1

**Hardness:** 30

**Crew:** 2

**Hit Dice:** 9d20 (180 hp)

**Passenger Capacity:** 2

**Initiative Modifier:** 0

**Cargo Capacity:** 2 tons

**Engine Slots:** 5

**Grapple Modifier:** +4

**Option Slots:** 8

**Base Purchase DC:** 50

**Attack Modifier:** +0

**Restriction:** Alien Tech (+5)

This could approximately be referred to as the Venusian “fighter”, although this is not accurate. This is a small ship designed for personal travel. It is close in appearance to a classical flying saucer, a flattened disk covered over with silvery metal, two glowing lights softly illuminating its underside.

**Special Qualities:** The Areh has a +3 bonus to defense. Additionally, its high maneuverability provides a +2 bonus to all pilot checks, and bluff checks related to piloting a vessel.

### DERUCAL (PL7)

<b>Type:</b> Heavy
<b>Size:</b> Colossal (-8 size)
<b>Subtype:</b> Battle Cruiser
<b>Tactical Speed:</b> 4,000 ft. (8 sq.)
<b>Defense:</b> 5 base (-8 size)
<b>Length:</b> 1,300 feet
<b>Flat-footed Defense:</b> 5
<b>Weight:</b> 150,000 tons.
<b>Autopilot Defense:</b> 8
<b>Targeting System Bonus:</b> +3
<b>Hardness:</b> 33
<b>Crew:</b> 300
<b>Hit Dice:</b> 490d20 (9,800 hp)
<b>Passenger Capacity:</b> 40
<b>Initiative Modifier:</b> 0
<b>Cargo Capacity:</b> 30,000 tons
<b>Engine Slots:</b> 75
<b>Grapple Modifier:</b> +16
<b>Option Slots:</b> 16
<b>Base Purchase DC:</b> 72
<b>Attack Modifier:</b> +1
<b>Restriction:</b> Alien Tech (+5)

This is the largest, most dangerous ship in the Venusian arsenal. Designed specifically for warfare, the Derucal is quick, heavily armed, and dangerous. Much cargo capacity was sacrificed for heavier armor; it has almost as heavy a superstructure as a fleet carrier. The ship itself resembles a pair of rings- one within the other, rotating in opposite directions. There are arcs of energy crackling between them.

**Special Qualities:** The Derucal has a +3 bonus on defense, and a +1 bonus to attack rolls. Targeting a Derucal causes radio interference which jams targeting sensors trying to lock onto it. The ship negates any targeting system bonus to hit.

### ELESANA (PL7)

<b>Type:</b> Light
<b>Size:</b> Colossal (-8 size)
<b>Subtype:</b> Corvette
<b>Tactical Speed:</b> 4,000 ft. (8 sq.)
<b>Defense:</b> 5 base (-8 size)
<b>Length:</b> 290 feet
<b>Flat-footed Defense:</b> 5
<b>Weight:</b> 2,800 tons.
<b>Autopilot Defense:</b> 8
<b>Targeting System Bonus:</b> +3
<b>Hardness:</b> 32
<b>Crew:</b> 14
<b>Hit Dice:</b> 60d20 (1,200 hp)
<b>Passenger Capacity:</b> 22
<b>Initiative Modifier:</b> 0
<b>Cargo Capacity:</b> 500 tons
<b>Engine Slots:</b> 12
<b>Grapple Modifier:</b> +16
<b>Option Slots:</b> 10
<b>Base Purchase DC:</b> 58
<b>Attack Modifier:</b> +1
<b>Restriction:</b> Alien Tech (+5)

Elesana, the quick transport ship. They are usually equipped with ray riders, and are used both as light combat ships, and escape craft. Looks-wise, an Elesana is a graceful, silver craft, more like a pumpkin seed shape than a flying saucer. It’s underside glows and pulses faint colors when the ship is in motion.

**Special Qualities:** An elesana has a +3 bonus to defense, as well as a +1 bonus on attack rolls. The light underneath the elesana is a built in shield unit; all incoming attacks have a 10% miss chance. This stacks with any other miss chance that can be applied.

### MILUN (PL7)

<b>Type:</b> Medium
<b>Size:</b> Colossal (-8 size)
<b>Subtype:</b> Cruiser
<b>Tactical Speed:</b> 3,500 ft. (7 sq.)
<b>Defense:</b> 4 base (-8 size)
<b>Length:</b> 650 feet
<b>Flat-footed Defense:</b> 4
<b>Weight:</b> 25,000 tons.
<b>Autopilot Defense:</b> 7
<b>Targeting System Bonus:</b> +3
<b>Hardness:</b> 32
<b>Crew:</b> 100
<b>Hit Dice:</b> 200d20 (4,000 hp)
<b>Passenger Capacity:</b> 100



**Initiative Modifier:** 0  
**Cargo Capacity:** 6,000 tons  
**Engine Slots:** 30  
**Grapple Modifier:** +16  
**Option Slots:** 4  
**Base Purchase DC:** 62  
**Attack Modifier:** +0  
**Restriction:** Alien Tech (+5)

The Milin is a Venusian cruiser, used primarily for research. These large, disc-shaped ships are the ones classically recalled as touching down in urban areas and picking up cattle, plant samples, and helpless yokels. There are extensive medical facilities on board.

**Special Qualities:** A Milin gains a +2 bonus on defense. Although it carries little armament, it is surprisingly tough for its size, 25% of all critical hits are turned into normal hits. Additionally, there is a 50% chance that any crew or passenger casualties can be negated due to the extensive onboard facilities.

## TEMNELA (PL4)

**Type:** Heavy  
**Size:** Colossal (-8 size)  
**Subtype:** Heavy Transport  
**Tactical Speed:** 3,000 ft. (6 sq.)  
**Defense:** 5 base (-8 size)  
**Length:** 650 feet  
**Flat-footed Defense:** 5  
**Weight:** 110,000 tons.  
**Autopilot Defense:** 8  
**Targeting System Bonus:** +3  
**Hardness:** 32  
**Crew:** 16  
**Hit Dice:** 360d20 (7,200 hp)  
**Passenger Capacity:** 25  
**Initiative Modifier:** 0  
**Cargo Capacity:** 50,000 tons  
**Engine Slots:** 65  
**Grapple Modifier:** +16  
**Option Slots:** 8  
**Base Purchase DC:** 69  
**Attack Modifier:** +0  
**Restriction:** Alien Tech (+5)

This is a Venusian heavy transport ship. Designed for hauling massive amounts of ore mined from mercury and the asteroid belt back to venus, the ship contains specialized mining machines, a mini fleet of automated robots. These are launched in waves, and resemble some type of smooth, silvery spider. The ship itself is long and slender,

with about half a dozen smooth, nearly spherical cargo containers at the aft.

**Special Qualities:** The Temnela gains a +3 bonus to defense. It has excellent protection for its weight. Additionally, the ship contains up to 50 mining robots, which can be released. Each has a tactical speed of 4,000 (8 squares), 150 hp, and a defense of 16. They have a purchase DC of 21. Although they have no real weaponry, they can take chunks out of an opponent's hull, each drone which lands on the ship will deal 5 damage to it per round.

## ROCKETSHIP ARMOR

A Rocketship can have only one type of armor installed. To surround a Rocketship's hull in armor or to upgrade the armor, a character must succeed at a Craft (*structural*) check (DC 40) after investing 800 hours in its assembly. A character without a mechanical tool kit takes a -4 penalty on the skill check. The character must also make a Wealth check against the armor's (*or upgraded armor's*) purchase DC.

In the pulp era, human rockets are largely derived from experimental German, American, and Russian technology. They are heavy, rickety, and dangerous machines, only made space worthy by reverse-engineered alien technology. For the most part, these rockets have systems which are inferior to their opponents. This includes, of course, armor.

Armor is the primary line of defense against incoming attacks. It replaces a ship's natural hardness with its own, while at the same time adding substantial weight.

## HUMAN ARMOR

### BLACK IRON ARMOR (PL4)

Heavy iron armor, largely cleared of impurities and arranged into a special lattice structure to reduce weight. Overall, black iron armor is preferable due to its low production costs, but it slows movement substantially.

**Hardness:** 13.

**Tactical Speed Penalty:** -1000 feet (-2 squares)

**Weight:** One fourth the ship's base weight

**Purchase DC:** 6 + one-half the ship's base purchase DC.

**Restriction:** Restricted (+2).

**Qualities:** Black Iron armor reduces incoming cold damage by 10, due to its structure.

**IMPROVISED ARMOR (PL4)**

A mish-mash of various armor plates, scraps, chunks of insulation, and shiny bits of tin. Somehow, it works, barely. Well, at least it's better than nothing.

**Hardness:** 12.

**Tactical Speed Penalty:** -500 feet (-1 square)

**Weight:** One tenth the ship's base weight

**Purchase DC:** 3 + one-quarter the ship's base purchase DC.

**Restriction:** None (+0).

**Qualities:** Improvised armor has no special qualities outside of its cheapness and amusing appearance.

**STABLE-STATE ARMOR (PL5)**

Cutting edge, experimental technology. This was originally designed for use in tennis rackets, but has since seen extensive military applications. This is smooth carbon armor, very expensive, but also remarkably light and effective.

**Hardness:** 20.

**Tactical Speed Penalty:** None

**Weight:** One tenth the ship's base weight

**Purchase DC:** 11 + one-half the ship's base purchase DC.

**Restriction:** Experimental (+4).

**Qualities:** Stable-state armor is naturally resistant to detection, deflecting radiation and beams into seemingly random noise. Missiles have a 10% miss chance, and all sensor checks against the armored ship are at -2.

**TEMPERED STEEL ARMOR (PL4)**

A much lighter, smoother, and more difficult to produce armor, arranged in plates across the hull of the ship. Tempered steel offers better protection than Black iron, at a lighter weight, and a much greater cost.

**Hardness:** 14.

**Tactical Speed Penalty:** -500 feet (-1 square)

**Weight:** One eighth of the ship's base weight.

**Purchase DC:** 9 + one-half the ship's base purchase DC.

**Restriction:** Restricted (+2).

**Qualities:** Tempered steel reduces incoming heat damage by 10 due to a high natural resistance.

**CHRONAN ARMOR****LIGHT CRYSTAL ARMOR (PL6)**

The most common type of Chronan armor, this is representative of their design philosophy- fast, hard, and deadly. Light Crystal armor provides a ship special advantages with beam weapons.

**Hardness:** 24

**Tactical Speed Penalty:** None

**Weight:** One tenth the ship's base weight

**Purchase DC:** 15 + one-half the ship's base purchase DC.

**Restriction:** Alien Tech (+5).

**Qualities:** The transparent, angular, crystalline surface refracts light beams and beam-based energy weapons. The ship has a blanket energy resistance of 10 against heat, cold, electric, and force damage.

**SHARD ARMOR (PL6)**

This armor possesses much of the defense of regular light crystal armor, but has the added advantage of a barb-like structure, which deals additional damage during a ram.

**Hardness:** 24

**Tactical Speed Penalty:** None

**Weight:** One tenth the ship's base weight

**Purchase DC:** 17 + one-half the ship's base purchase DC.

**Restriction:** Alien Tech (+5).

**Qualities:** The transparent, angular, crystalline surface refracts light beams and beam-based energy weapons. The ship has a blanket energy resistance of 10 against heat, cold, electric, and force damage. Shard Armor causes 20 additional collision damage to the other ship in a collision (*whether from ramming or being rammed*).

**ZIRCONIUM ARMOR (PL6)**

Zirconium armor is made of a nearly diamond-like crystal, save it is jet black and difficult to see in space. This is the hardest armor available to the Chronans and is usually used on their capital ships.

**Hardness:** 30

**Tactical Speed Penalty:** 500 ft. (1 square)

**Weight:** One eighth the ship's base weight

**Purchase DC:** 19 + one-half the ship's base purchase DC.

**Restriction:** Alien Tech (+5).

**Qualities:** Zirconium armor has all the force resistant qualities of light crystal armor and then some- providing a blanket energy resistance of 12 versus heat, cold, electric, force, and sonic damage.

**VENUSIAN ARMOR****ATMOSPHERIC ARMOR (PL7)**

Atmospheric armor is traced over with special grooves- these allow the ship to travel swiftly through atmospheric conditions which would crash other ships.

**Hardness:** 34

**Tactical Speed Penalty:** None

**Weight:** One tenth the ship's base weight

**Purchase DC:** 17 + one-half the ship's base purchase DC.



**Restriction:** Alien Tech (+5).

**Qualities:** Atmospheric armor creates vortices at the aft of the ship as it travels through an atmosphere, increasing its tactical speed by 1000 ft (2 *squares*) under these conditions.

### PLASMAFLOW ARMOR (PLA)

A scintillating field of energy flows over the surface of the ship, causing it to shine a strange bluish hue. Plasmaflow armor is as beautiful as it is effective.

**Hardness:** 34

**Tactical Speed Penalty:** +500 ft bonus (+1 *square*)

**Weight:** weightless

**Purchase DC:** 19 + one-half the ship's base purchase DC.

**Restriction:** Alien Tech (+5).

**Qualities:** Plasmaflow armor jets out a rippling flow of energy at a steady rate, creating a shimmering field across the surface of the ship. Not only does this repel unwanted gravitational forces (*and thus actually boost the ship's speed*), but it also causes the ship to be able to maneuver very swiftly, gaining a +2 bonus on initiative.

### SONIC PLATE ARMOR (SPA)

This remarkable armor consists of two layers, between which there is a powerful, vibrating energy field. In an atmosphere this causes the ship to ring- but it has more apparent defensive bonuses than that.

**Hardness:** 40

**Tactical Speed Penalty:** None

**Weight:** One eighth the ship's base weight

**Purchase DC:** 18 + one-half the ship's base purchase DC.

**Restriction:** Alien Tech (+5).

**Qualities:** The vibrating energy layer has the effect of disrupting incoming kinetic energy- a ship with Sonic Plate Armor always imparts a 10% miss chance on weapons used against it- projectiles and energy both are simply flung away.

## ENGINES

The engine is probably the most important part of a ship. Most ships of large size actually use multiple engines, to sustain their massive weight. In this situation, engines are arranged in 'series'- a dominant engine is chosen (*this is the engine which provides its 'special quality' bonus to the ship. It also provides the ship's travel/day rate.*) All other engines are secondary, merely adding to the weight that can be managed.

**Note:** Different engines on the same ship will have to be refueled with their regular fuel at the regular rate.

## OVERWEIGHT IN SPACE

Going overweight is not very dangerous in space. In a zero gravity environment, all this means is that you move slower than you regularly would. Your tactical speed decreases by 1 square if you are up to 25% overweight, 2 squares if you are 50%, and 3 squares for 100%. Your ship will not move if you exceed your maximum engine load by more than 100%.

% overweight	Tactical speed penalty
Up to 25%	-500 ft (1 <i>square</i> )
26-50%	-1000 ft (2 <i>squares</i> )
51-100%	-1500 ft (3 <i>squares</i> )
101% +	immobile

## OVERWEIGHT ON PLANET

If your ship goes overweight on planet, you are in big trouble. Your engines are not capable of maintaining the ship's bulk, and you're destined for a crash landing. Try and aim for an ocean.

## EQUIPMENT KEY

**Engine Size:** This is the number of engine slots that the equipment in question takes up.

**Ship Capacity:** This is the maximum number of tons that a single engine of this size can manage.

**Max Fuel:** This is the distance in AU that a ship can travel on a full tank of fuel.

**Travel/Day:** This is the distance in AU an engine can propel a ship in roughly 1 day.

**Refuel:** This is the purchase DC to refuel the engine.

**Fuel Weight:** This is the weight, in tons, of a single refueling for the engine.

**Speed Bonus:** This is the bonus to a ship's tactical speed.

## HUMAN ENGINES

Humans are newcomers to space travel, and as such their engines are the least advanced. They have only recently mastered the technology to even get off planet, and their engines are barely able to reach other worlds at all. Let alone with any degree of safety.

### ROCKET ENGINE (PLA)

This is the primary engine used in Human space flight. Basically a modified engine from a ground-based rocket, these engines lack the control necessary to land a craft properly. Human ships equipped with rocket engines

instead rely upon parachutes and landing in a safe area, usually water.

**Engine Size:** 2  
**Ship Capacity:** 100  
**Max Fuel:** .5 AU  
**Travel/Day:** .1 AU  
**Refuel:** DC 25  
**Fuel Weight:** 20  
**Speed Bonus:** None  
**Purchase DC:** 30  
**Restriction:** Lic (+1)

**Special Qualities:** Due to the rather uncontrolled nature of rocket-powered flight, it is very difficult to land a ship using simple rocket engines. A successful landing on a solid surface requires a DC 33 pilot check. This check only applies if the rocket engine is the ship's primary engine.

### STRAHD ENGINE (PL5)

An experimental engine, constructed by the Germans using retrofitted Chronan technology. The Strahd engine uses rocket fuel, but combines that with a much smaller, hydrogen-based power source. This increases the engine's size, but also greatly improves the distance traveled and maximum ship size.

**Engine Size:** 3  
**Ship Capacity:** 600  
**Max Fuel:** 1 AU  
**Travel/Day:** .2 AU  
**Refuel:** DC 27  
**Fuel Weight:** 20  
**Speed Bonus:** None  
**Purchase DC:** 35  
**Restriction:** Mil (+3)

**Special Qualities:** Strahd engines utilize imperfect fusion technology to work. A critical hit which would cause engine damage causes the Strahd to violently explode, instantly destroying the ship and killing everyone aboard.

## CHRONAN ENGINES

### HYDROGEN DRIVE (PL0)

These are the simplest, smallest, and lightest engines available to the Chronans. Although their speed and capacity are not great, these engines utilize only superlight hydrogen fuel, which makes the Hydrogen Drive an ideal engine for small fighter craft. Their poor ship capacity makes them useless for much else, save in large numbers.

**Engine Size:** 1  
**Ship Capacity:** 100

**Max Fuel:** 3 AU  
**Travel/Day:** 1 AU  
**Refuel:** DC 29  
**Fuel Weight:** 1  
**Speed Bonus:** None  
**Purchase DC:** 35

**Restriction:** Alien Tech (+5)

**Special Qualities:** Aside from its amazingly light weight, the hydrogen drive performs very well when linked to additional engines. For each hydrogen drive linked together beyond the first, add +100 to their total ship capacity.

### FOCUSED FUSION DRIVE (PL0)

This engine uses a condensed hydrogen fuel, which is directed in an enhanced, focused blast out of the exhaust port. This produces a telltale purple glow around the ship's thrusters- they resemble tiny, super-hot suns.

**Engine Size:** 6  
**Ship Capacity:** 4,000  
**Max Fuel:** 6 AU  
**Travel/Day:** 1 AU  
**Refuel:** DC 32  
**Fuel Weight:** 30  
**Speed Bonus:** +500 feet (+1 square)  
**Purchase DC:** 35

**Restriction:** Alien Tech (+5)

**Special Qualities:** The Focused Fusion Drive is designed to work with larger, destroyer type-ships. It is a much larger engine, but it has excellent maneuverability in combat, as its power can be easily directed to maneuvering thrusters. Add +1 to the attack rolls of a ship equipping a Focused Fusion drive. This effect only applies when the focused fusion drive is a ship's primary engine.

### GAS SPHERE DRIVE (PL7)

As its name would suggest, the Gas Sphere drive utilizes an orb of metallic hydrogen to generate engine power. This is a large, heavy engine, used on the Chronan Motherships.

**Engine Size:** 25  
**Ship Capacity:** 50,000  
**Max Fuel:** 10 AU  
**Travel/Day:** 1 AU  
**Refuel:** DC 34  
**Fuel Weight:** 100  
**Speed Bonus:** +500 feet (+1 square)  
**Purchase DC:** 38

**Restriction:** Alien Tech (+5)

**Special Qualities:** When this engine is used to its maximum power output, such as when surging forward, it

generates a powerful magnetic field which partially jams targeting systems. Because of this fact, any ship equipping a Gas Sphere drive as its primary engine has a +2 deflection bonus to defense when surging forward.

## VENUSIAN ENGINES

### VIBRO DRIVE (PL7)

This engine operates by producing intense vibration to warp space around the ship. When space suddenly snaps back into position when the drive is briefly powered down, the ship is hurled forward.

**Engine Size:** 4

**Ship Capacity:** 3,500

**Max Fuel:** 10 AU

**Travel/Day:** 2 AU

**Refuel:** DC 34

**Fuel Weight:** 30

**Speed Bonus:** +1000 feet (+2 *squares*)

**Purchase DC:** 38

**Restriction:** Alien Tech (+5)

**Special Qualities:** Quickly powering a vibro drive up and down can cause damage to surrounding ships. When the ship equipping a vibro drive as its primary engine finishes its move within 1000 feet (2 *squares*) of any other ships, all other ships within range take 6d8 energy damage, from the ripple in space that is generated.

### RESONANCE ENGINE (PL7)

This engine was designed to move large ships long distances at small cost. The resonance engine requires no fuel- it is a perpetual motion machine powered by the vibrations of super strings. When Venusians have to move cargo, this is the engine they use.

**Engine Size:** 25

**Ship Capacity:** 75,000

**Max Fuel:** NA

**Travel/Day:** 2.5 AU

**Refuel:** NA

**Fuel Weight:** NA

**Speed Bonus:** +500 feet (+1 *square*)

**Purchase DC:** 40

**Restriction:** Alien Tech (+5)

**Special Qualities:** Although somewhat lacking in maneuverability, the Resonance engine frees up a lot of space. Due to the lack of fuel requirement, the cargo capacity of a ship equipping a resonance engine increases by 1000 tons per Resonance Engine equipped.

### RAY RIDER (PL7)

This is the Venusian fast transport engine. This engine is actually mounted on the front of the ship, and fires beams of charged particles forward at the speed of light. The ship piggybacks atop these charged particles. This happens several times a second, and allows for very close to half light speed travel.

**Engine Size:** 5

**Ship Capacity:** 5,000

**Max Fuel:** 40 AU

**Travel/Day:** 3.5 AU/hour

**Refuel:** DC 34

**Fuel Weight:** 25

**Speed Bonus:** +1500 feet (+3 *squares*)

**Purchase DC:** 35

**Restriction:** Alien Tech (+5)

**Special Qualities:** Although lacking in its ability to carry large craft, the Ray Rider will certainly get you someplace in a hurry. A ship using a Ray Rider as its primary engine may perform a combat withdrawal as a move action.

## ROCKETSHIP DEFENSIVE & OFFENSIVE SYSTEMS

Whereas armor directly reduces damage dealt to the ship it is equipped on, the defense system is more subtle in design. A more recent technology, Defensive systems are used to prevent attack from ever striking the ship it is equipped on. Offensive systems, by contrast, are add-ons and enhancements which deal with weapons- to some the design philosophy 'the best defense is a good offense' rings true.

### BUILDING A DEFENSIVE OR OFFENSIVE SYSTEM

To build a defensive or offensive system from scratch, a character must succeed at a Craft (*electronic*) check (DC 30) and a Craft (*mechanical*) check after investing 60 hours in its assembly. A character without an electrical or mechanical tool kit takes a -4 penalty on the appropriate skill check. The character must also make a Wealth check against the system's purchase DC.

### INSTALLING A DEFENSIVE OR OFFENSIVE SYSTEM

Installing a defensive or offensive system requires a successful Craft (*mechanical*) check (DC 30) after investing 30 hours. A character without a mechanical tool kit takes a -4 penalty on the skill check.



Different types of defensive and offensive systems are detailed below.

**Option Slot:** The number of option slots a system takes up

**Purchase DC:** The purchase DC of the system.

**Restriction:** The level of license required to purchase the system legally

**Special Qualities:** What the system actually does

## UNIVERSAL TECHNOLOGY

The following defense systems are available to all races.

### AUTOPILOT SYSTEM (PL6)

This is a basic, computerized piloting system, designed to take over the controls when the pilot is not able to. If the pilot is killed, knocked unconscious, or simply in need of a break, the autopilot activates itself and saves everyone onboard from a terrible, screaming doom.

Because an autopilot takes the place of an actual, living pilot, it has some ability programmed into it to avoid incoming attack. Therefore, when its on, a defense bonus is provided. An autopilot is more effective the larger the ship is it equipped to is on.

**Option Slot:** 1

**Purchase DC:** 5 + one-quarter the base purchase DC of the ship.

**Restriction:** None

**Special Qualities:**

Ship Size	Autopilot Defense Bonus
huge	+1
gargantuan	+2
colossal	+3

### CHARGED HULL (PL4)

This defense system sends of wave of powerful electricity through the hull when activated. This energy is taken from the engine's output, activating a charged hull counts as a move action. Deactivating it, however, is a free action. It must be reactivated every round, because it automatically shuts itself off to prevent damaging the hull.

**Option Slot:** 2

**Purchase DC:** 14, +3 per ship category larger than ultralight

**Restriction:** None

**Special Qualities:**

- **Shock:** When the charged hull is activated, ships, objects and people coming into direct contact with it take 8d6 electrical damage.

### DAMAGE CONTROL SYSTEM (PL5)

This is a centralized computer system which is under the control of an engineer. Through this device, the engineer is capable of remotely repairing damaged parts of the ship. Using this system counts as a move action, and requires a DC 15 repair check on the part of the engineer. The number of hit points restored varies by the size of the ship being repaired.

**Option Slot:** Varies

**Purchase DC:** Varies by ship type (see Table: Damage Control Systems).

**Restriction:** None

**Special Qualities:**

Ship Type	Slots Taken	Hit Points Restored	Purchase DC
Ultralight	1	1d10	18
Light	1	2d10	22
Mediumweight	2	3d10	27
Heavy	2	4d10	33
Superheavy	3	6d10	40

### POLARIZED ARMORED HULL (PL5)

The polarized armored hull is one of the first defensive technologies that preceded the common defensive shield technology in PL 6 and later eras. In any battle situation, a Rocketship magnetically charges the ship's hull, which results in a primitive 'repelling field'. This field slightly reduces both impact and energy damage.

**Option Slot:** 1

**Purchase DC:** 5 + one-quarter the base purchase DC of the rocketship.

**Restriction:** Limited (+1)

**Special Qualities:**

- **Harden:** The hardness of any ship with a polarized armored hull is increased by 2.

### SENSOR JAMMER (PL5)

Sensor jammers operate by sending out a barrage of high frequency noise. This 'static' interferes with targeting systems, ship sensors, tracking devices, and even mine proximity triggers. Overall, a sensor jammer is just what you need if you're looking for stealth.

**Option Slot:** 3

**Purchase DC:** 5 + one-half the base purchase DC of The rocketship.

**Restriction:** Military (+3).

**Special Qualities:**

- **Jammer:** Any ship trying to actively scan a ship with a sensor jammer operative take a -4 penalty to their sensor checks.
- **Mine Jammer:** Mines have a 20% chance of not activating when they encounter a ship with a sensor jammer operating.
- **Missile Jammer:** Missiles and other guided attack weapons have a hard time locking on to a ship with a sensor jammer, and have a 20% miss chance. This does not count as concealment, and actually stacks with other types of concealment.

**CHRONAN TECHNOLOGY**

Under regular circumstances, these technical advancements are used and produced only by the Chronans. Their martial nature is well reflected in their areas of expertise.

**BURST CHARGER (PL Ⓞ)**

This is a special firing system which allows the chronans to take full advantage of the speed and swift attack capabilities of their fighting force. It allows for extremely rapid attack.

**Option Slot:** 1

**Purchase DC:** 20, +5 per ship category larger than ultra-light

**Restriction:** Alien Tech (+5)

**Special Qualities:**

- **Quicken:** The ship equipped with a burst charger gains a +2 bonus to initiative.
- **First Strike:** If the ship with a burst charger wins initiative in the first round of combat, it may take an additional attack action.

**ENGINE REROUTER (PL Ⓞ)**

Some Chronan ships have an unusual capability- they may reroute power from their engines directly to their weapons systems. This causes their energy weapons to deal extra damage, as they are coursing with high-energy particles.

**Option Slot:** 3

**Purchase DC:** 28 per weapon system augmented

**Restriction:** Alien tech (+5)

**Special Qualities:**

- **Weapons Enhancement:** The ship's energy weapon systems deal an additional 10 damage each. This damage is of the same type as the weapon normally deals.

**PINPOINT ASSAULT SYSTEM (PL Ⓞ)**

The pinpoint assault system, or PAS, is a firing system which is designed especially to cause weapons to target already damaged parts of a craft, destroying armor. This occurs automatically. The Chronans use this system to eventually cripple heavily armored ships.

**Option Slot:** 2 per weapon system augmented

**Purchase DC:** 27 per weapon system augmented

**Restriction:** Alien Tech (+5)

**Special Qualities:**

- **Concentrated Fire:** Any time a ship is struck and damaged by a weapon with a pinpoint assault system, it loses 1 point of hardness until repaired.

**SHARD SHIELD (PL Ⓞ)**

The Shard Shield activates when incoming weapons fire is detected. Millions of microscopic crystals are released around the ship in a scintillating cloud, which confounds tracking systems and can absorb energy weapon damage.

**Option Slot:** 2

**Purchase DC:** 20, +5 per ship category larger than ultra-light

**Restriction:** Alien Tech (+5)

**Special Qualities:**

- **Interrupt Targeting:** When a missile or other guided weapon is fired upon a ship with a shard shield, it is at -2 to hit.
- **Energy Deflection:** There is a 10% chance that all damage is negated when attacking with energy weapons of any sort.

**WEAPONS COORDINATOR (PL Ⓞ)**

This ship goes beyond having linked weapons fire. It can launch a flurry of attacks at a variety of targets, thanks to this advanced computer system. Chronans commonly employ this technology in large, slow moving ships, such as their motherships and dreadnaughts.

**Option Slot:** 4

**Purchase DC:** 33

**Restriction:** Alien Tech (+5)

**Special Qualities:**

- **Multiblast:** A ship with the weapons coordinator may, as opposed to making 2 moves and an attack action, make 2 attacks and a move action.

**VENUSIAN TECHNOLOGY**

The Venusians may be peaceful, but they certainly have their eye on defense. Given the dangerous situation with

the Chronans, the Venusians have done all they can to keep their spacers, and indeed the rest of their people, safe.

### JUMP THRUSTERS (PL7)

Jump thrusters send high speed oscillations over the entire ship they are equipped on, causing it to shift into another dimension for a very brief period of time, before reappearing relatively nearby. This technology had its origins in an experimental engine drive, but they never found the ship that it was equipped on.

**Option Slot:** 2

**Purchase DC:** 26, +5 per ship category larger than ultralight

**Restriction:** Alien Tech (+5)

**Special Qualities:**

- **Jump:** Any time the ship equipped with jump thrusters has the option of taking a 500 foot shift, it instead has the option of moving one additional square (+500 feet).

### KINETIC ENHANCER (PL7)

The Kinetic Enhancer takes the Venusian obsession with defensive maneuverability to bold new heights. It is very difficult to successfully strike a ship with a Kinetic enhancer equipped, if they are concentrating on avoiding fire.

**Option Slot:** 3

**Purchase DC:** 31, +5 per ship category larger than ultralight

**Restriction:** Alien Tech (+5)

**Special Qualities:**

- **Defensive Flight:** Anytime the pilot in a ship with a kinetic enhancer fights defensively, they gain a +4 dodge bonus to their defense, as opposed to the regular +2. In addition, when a pilot in such a ship uses a full defense action, they gain a +6 dodge bonus to defense, as opposed to the regular +4.
- **Auto-Evade:** The Kinetic enhancer imparts a permanent 10% miss chance versus all incoming attacks, as it detects and minutely shifts a vibro-field to deflect attacks.

### MASTER TARGETING SYSTEM (PL7)

This is the most precise weapons system available in the Sol system. It allows targeting of specific ship systems, even from a very great distance. When playing a game of cat and mouse, this targeting system usually causes the Venusians to come out on top.

**Option Slot:** 2

**Purchase DC:** 36

**Restriction:** Alien Tech (+5)

**Special Qualities:**

- **Accurate:** Rolls to confirm a critical with any weapons system are at a +4 bonus. Additionally, the critical threat range of all weapons increases by 1.
- **Targeted Strike:** Any time a critical hit is rolled and confirmed, the attacker may choose which result on the critical hit table they would like.

### PILOT SYNCHRONIZER (PL8)

The Venusians have mastered an exciting new technology which allows a pilot to control a ship with far more precision than normal. Through some type of resonance system, the pilot and gunners simply think what needs to be done, and the machine responds to the minute changes in the energy output in their brains.

**Option Slot:** 1, +1 per ship category larger than ultralight

**Purchase DC:** 41

**Restriction:** Alien Tech (+5)

**Special Qualities:**

- **Synchronized:** All pilot skill checks are provided a +3 bonus. Additionally, the Pilot's class bonus to defense is increased by +2, and the gunner's attack bonus is similarly increased by +2.

### REWEAVE HULL (PL8)

An expensive but useful ship modification, the Reweave hull is equipped with thousands of rebundlers- these microscopic fibers automatically revert to an initial shape over time, fusing back together and mending automatically. This means that when a ship with a reweave hull is damaged, it seems to repair itself.

**Option Slot:** 5

**Purchase DC:** 40+5 per ship category larger than ultralight

**Restriction:** Alien Tech (+5)

**Special Qualities:**

- **Restoration:** Regardless of circumstance, a ship with a Reweave hull is repaired of 1D10 damage per combat round. This is in addition to any repair effects or damage control systems activated.

## ROCKETSHIP SENSORS

Each sensor array includes a list of functions; each function requires a move action and a successful Computer Use check (DC 20). To build a sensor system from scratch, a character must succeed at a Craft (*electronic*) check (DC 40) after investing 75 hours in its assembly. A character without an electrical tool kit takes a -4 penalty on the



skill check. The character must also make a Wealth check against the sensor system's purchase DC. Installing a sensor system requires a successful Craft (*electrical*) check (DC 35) after investing 45 hours. A character without an electrical tool kit takes a -4 penalty on the skill check.

### BASIC SENSOR ARRAY (PL4)

This array includes radar and low-res video. As a move action, a basic sensor array can perform either of the following functions with a successful Computer Use check (DC 20):

**Option Slot:** 1

**Purchase DC:** 15

**Restriction:** None

**Special Qualities:**

- Ascertain the location and type (*ultralight, light, and so on*) of all visible ships on the battlefield.

### CLASS I SENSOR ARRAY (PL5)

This array includes radar, hi-res video, and infrared heat sensor units. As a move action, a Class I sensor array can perform either of the following functions with a successful Computer Use check.

**Option Slot:** 1

**Purchase DC:** 20

**Restriction:** None

**Special Qualities:**

- Ascertain the location and type (*ultralight, light, and so on*) of all visible ships on the battlefield.
- Identify and ascertain the location of all visible hazards on the battlefield (*such as asteroids and mines*).
- Analyze the chemical composition of a planet's atmosphere (*the ship must be orbiting the planet*).

### ROCKETSHIP COM SYSTEMS

To build a communication system from scratch, a character must succeed at a Craft (*electrical*) check (DC 35) after investing a number of hours equal to the ship's Hit Dice. A character without an electrical tool kit takes a -4 penalty on the skill check. The character must also make a Wealth check against the system's purchase DC. Installing a com system requires a successful Craft (*mechanical*) check (DC 30) and a successful Craft (*electrical*) check (DC 30) after investing 40 hours. A character without a mechanical or electrical tool kit takes a -4 penalty on the appropriate skill check.

### INTERNAL COMM SYSTEMS (PL5)

A standard internal communication system allows two-way audio communication from any com station to any other com station on the same ship. An internal com system has a purchase DC based on the ship's type. All non-human ships comes with a com system of this type as standard.

**Option Slot:** 0

**Purchase DC:** 15 for ultralight, 18 for light, 21 for medium, 24 for heavy or superheavy

**Restriction:** None

**Special Qualities:**

- See above

### MORSE CODE TRANSCIVER (PL4)

The Morse code transceiver can transmit on single frequencies in either LOS (*line of sight*) or omni-directional mode, sending messages at the speed of light. A Morse code transceiver can handle only simultaneous two-way conversations. Morse code transceivers are standard for all human ships.

**Option Slot:** 0

**Purchase DC:** 14

**Restriction:** None

**Special Qualities:**

- See above.

### RADIO TRANSCIVER (PL5)

The radio transceiver can transmit on multiple frequencies in either LOS (*line of sight*) or omni-directional mode, sending messages at the speed of light. A radio transceiver can handle up to ten simultaneous two-way conversations. The radio transceiver is standard for all alien ships.

**Option Slot:** 0

**Purchase DC:** 20

**Restriction:** None

**Special Qualities:**

- See above.

## ROCKETSHIP MISCELLANEOUS EQUIPMENT

### LANDING GEAR (PL4)

Landing gear is installed within a vehicle so that it can be extended or retracted as needed should The rocketship wish to land on a planet surface, for example.

## HUMAN WEAPON SYSTEM

Weapon	Damage	Critical	Damage Type	Range	Rate of Fire	Slots required	Purchase DC	Restriction
Autocannon	4D8	20	ballistic	2000	SA	1	22	Mil (+3)
Fire Rocket	10D8	19-20	fire	4000	1	2	22	Mil (+3)
Atom Rocket	14D8	19-20	fire	4000	1	3	24	Exp (+4)
Megacannon	14D8	20	ballistic	4000	1	4	25	Exp (+4)

### Option Slot: 1

**Purchase DC:** 2 ultralight, 4 light, 8 medium, larger ships cannot use landing gear

**Restriction:** None

### Special Qualities:

- Landing gear allows touchdown on a planet. A successful landing requires a DC 22 pilot check. Missing the check by 5 or less results in some minor mishap- a random system is damaged, as per the explanation on the critical hits table. Missing the check by 6 or more results in serious damage (*a crash*). Roll on the critical hit table, twice.

## ROCKETSHIP WEAPONS

Rocketship weapons require The Starship Gunnery feat to operate proficiently. Without this feat, a gunner takes a -4 penalty on attack rolls made with any weapons equipped on a rocket or saucer. Trained, expert, and ace crew gunners are assumed to have this feat.

## BUILDING A WEAPONS SYSTEM

To build a weapons system from scratch, a character must succeed at a Craft (*mechanical*) check (*DC 40*) after investing 300 hours in its assembly. A character without a mechanical tool kit takes a -4 penalty on the skill check. The character must also make a Wealth check against the weapon's purchase DC.

Installing a weapon system requires a successful Craft (*mechanical*) check (*DC 25*) after investing 30 hours. A character without a mechanical tool kit takes a -4 penalty on the skill check.

## MODIFYING WEAPONS

Certain beam and projectile weapons can be modified for different rates of fire. With 3 hours of work and a successful Repair check (*DC 35*), these weapons can be reconfigured for semiautomatic or automatic fire mode. (*Resetting a weapon to its original configuration requires another check and 1 hour.*) Weapons can be purchased in

their modified versions, but the purchase DC of a modified weapon increases by +2.

Weapons in this section are divided by race. The arms of the humans, while generally inferior, certainly pack a punch. Chronan armaments are powerful, as befitting their violent nature, and the defensive weaponry of the Venusians is only for use as a last resort.

## HUMAN WEAPON SYSTEMS

### AUTOCANNON (PL4)

A simple machinegun, mounted in a turret for a full range of fire. Autocannons fire on full auto, lobbing off a burst of 3 bullets which deals the listed damage total. An autocannon has to be reloaded every 120 shots.

### FIRE ROCKET (PL4)

An unguided rocket, loaded to the gills with rocket fuel, which causes a massive fireball upon impact. They are difficult to aim, but when they make contact the results tend to be unpleasant.

### Special Qualities

- A Fire Rocket, on a critical hit, automatically causes a fire inside the struck ship, which results in 1D6 crew casualties in addition to any other critical hit effects.

### ATOM ROCKET (PL5)

A small atomic warhead, mounted in a rocket for use in space. This is one of the most devastating weapons available within the human armament.

### Special Qualities

- Atomic rockets, on a critical hit, have a 25% chance of causing any individual crewmember to become sick with radiation poisoning. If in doubt, assume 25% of the crew have been effected, and roll only for important individuals.

## CHRONAN WEAPON SYSTEM

Weapon	Damage	Critical	Damage		Rate of Fire	Slots required	Purchase	
			Type	Range			DC	Restriction
Gas Jet	12D12	20	fire	1500	1	2	34	Alien Tech (+5)
Hydrogen Torpedo	10D8	19-20	fire	-	1	1	26	Alien Tech (+5)
Lightning Cannon	14D8	18-20	electric	500	1	3	35	Alien Tech (+5)
Static Mine	50D20	-	electric	-	1	3	34	Alien (+6)

## VENUSIAN WEAPON SYSTEM

Weapon	Damage	Critical	Damage		Rate of Fire	Slots required	Purchase	
			Type	Range			DC	Restriction
Gas Jet	12D12	20	fire	1500	1	2	34	Alien Tech (+5)
Hydrogen Torpedo	10D8	19-20	fire	-	1	1	26	Alien Tech (+5)
Lightning Cannon	14D8	18-20	electric	500	1	3	35	Alien Tech (+5)
Static Mine	50D20	-	electric	-	1	3	34	Alien (+6)

*\*can be modified for semiautomatic fire*

### MEGACANNON (PL5)

A huge cannon, basically airborne artillery. The megacannon inflicts particularly horrible ballistic damage, punching holes through the hull of enemy ships like a bullet through a playing card.

#### Special Qualities

- The Megacannon fires with such speed and power that the pilot's dexterity bonus to the target ship's defense is negated.

## CHRONAN WEAPON SYSTEMS

### GAS JET (PL0)

The Venusians have developed a special cannon which releases a cloud of superheated, explosive hydrogen gas. Although the weapon is very close range, it deals a large amount of damage.

#### Special Qualities

- A ship hit by a jet of gas has its navigation system and thrusters fouled up, its next movement action is penalized by 2000 feet (4 squares).

### HYDROGEN TORPEDO (PL0)

This is a massively powerful weapon, a guided missile loaded with a hydrogen bomb warhead. These are placed

in small, compact launchers, and are the main armament of Chronan fighters.

#### Special Qualities

- Hydrogen torpedoes have a very advanced internal guidance system, an attempt to thwart advanced Venusian Defenses. As such, all attacks with a Hydrogen torpedo are at +2 to hit.

### LIGHTNING CANNON (PL0)

This weapon relies upon a powerful electrical burst generated by the Chronan ship's engines. It arcs off the hull of the ship in a deadly bolt.

#### Special Qualities

- The lightning cannon causes a terrible burst of electricity to run through the entire targeted ship, which stuns all crew on board on a critical hit.

### STATIC MINE (PL0)

The Most devastating and advanced weapon in the Chronan arsenal, a Static mine releases a massive charge of electricity which is more than capable of destroying most small ships, and even some capital ships.

#### Special Qualities

- Static mines have a much smaller launcher than most mines, taking up a reduced number of weapon slots. This is so that they can be armed on Chronan fighters.



## VENUSIAN WEAPON SYSTEMS

### SOUND BEAM (PL7)

This Venusian weapon, useless outside of an atmosphere, deals damage by firing a burst of disruptive sound at the target. Venusians use these as their primary defensive weapon, and usually only engage planetside.

#### Special Qualities:

- Does not operate outside an atmosphere. When it does hit a target, everyone on board is automatically dazed for 1 round.

### SONIC FIELD (PL7)

This is, in essence, a defensive shield which is brought up around the ship it is equipped on. The shield fires briefly, once per round, and automatically strikes every other ship within 1000 feet. (2 squares).

#### Special Qualities:

- Does not function outside of an atmosphere. However, inside an atmosphere it automatically hits, and Dazes the crew of any ship so struck automatically for 1 round.

### BLADE RAY (PL7)

This weapon does not actually fire blades, but instead pockets of distorted force which cause tearing vortices. These vortices shred through enemy armor and ships, causing massive damage.

#### Special Qualities:

- The blade ray has a fairly long range, and unlike most other weapons used by the Venetians, can actually be used outside of an atmosphere! It was specifically designed to deal with Chronan ambushes, and it has continually been called upon to fulfill it's purpose.

### SHATTERBOMB (PL8)

This is the most devastating weapon that the Venetians have developed. It was originally used to blast chunks off of Mercury for mining purposes. In the face of warfare, it has acquired other uses.

#### Special Qualities

- The shatterbomb is a small, circular orb which has it's own internal tracking system, and will chase an enemy ship. Even if it misses, it will turn back around and follow the ship for an additional round, getting another attack at the same bonus it had when first launch. After two misses, the weapon will automatically self detonate.

## ROCKETSHIP FEATS

### ALIEN DIPLOMACY

**Prerequisite:** Diplomacy 8 ranks, Cha 13+

**Benefit:** The character is skilled in his dealings with members not of his own species. He instinctively understands their ways. All diplomacy checks made against an intelligent race which is not of the same species as the character are subject to a +4 situational bonus.

### CALM UNDER PRESSURE

**Prerequisite:** Starship Operation feat, Wis 14+

**Benefit:** When you are in starship combat, you are not susceptible to being stunned, shaken, or dazed. This only applies if the stun, shaken, or dazed condition was caused by the starship combat.

### GIFTED SHIPBUILDER

**Prerequisite:** Int 14+, Craft (*electrical*) 8 ranks, Craft (*mechanical*) 8 ranks, Craft (*structural*) 8 ranks.

**Benefit:** The gifted shipbuilder can build a ship just as well, but for cheaper. The purchase DCs of all ship components and construction costs are reduced by the Gifted shipbuilder's Intelligence modifier.

### LINKED GUNNING ACE

**Prerequisite:** Starship gunnery feat

**Benefit:** When using linked fire weapons, the Linked gunning ace adds an additional +5 damage per weapon linked in the chain. This damage is of the same type as the linked weapons normally deal.

### LOADER

**Prerequisite:** Profession (*laborer*) 5 ranks

**Benefit:** This character knows a lot about how to pack objects properly and keep weight well-distributed. With a successful profession check (DC 20), he may load extra cargo onto a ship or vehicle, increasing it's effective cargo capacity by 10%.

### NIMBLE PILOTING

**Prerequisite:** Starship operation feat, Dex 14+

**Benefit:** The pilot is very skilled at avoiding environmental hazards. The DC for avoiding a hazard is reduced by 5. Additionally, attacks of opportunity against the Nimble pilot have a -2 penalty to hit, due to his evasive piloting style.

## MINIMUM AVERAGE DISTANCE BETWEEN WORLDS

	Sun	Mer	Ven	Ear	Mars	AB	Jup	Sat	Ur	Nep	Plu
Sun	-	.4	.7	1	1.5	*	5	9.5	19	30	39.5
Mercury	.4	-	.3	.6	1.1	1.6	4.6	9.1	18.6	29.6	39.1
Venus	.7	.3	-	.3	.8	1.3	4.3	8.8	18.3	29.3	38.8
Earth	1	.6	.3	-	.5	1	4	8.5	18	29	38.5
Mars	1.5	1.1	.8	.5	-	.5	3.5	8	17.5	28.5	38
Asterior Belt	*	1.6	1.3	1	.5	-	1	5.5	15	26	35.5
Jupiter	5	4.6	4.3	4	3.5	1	-	4.5	14	25	34.5
Saturn	9.5	9.1	8.8	8.5	8	5.5	4.5	-	9.5	20.5	30
Uranus	19	18.4	18.3	18	17.5	15	14	9.5	-	11	20.5
Neptune	30	29.6	29.3	29	28.5	26	25	20.5	11	-	9.5
Pluto	39.5	39.1	38.8	38.5	38	35.5	34.5	30	20.5	9.5	-

*This is not an exact chart. This is the value given that each planet is at its average distance from the system center, arranged in a straight line radiating out from the Sun. Basically it's the average closest possible distance.*

### PATCHER

**Prerequisite:** Repair 8 ranks

**Benefit:** The character can repair a ship very quickly, even when the situation looks dire. A character with the Patcher feat can stop a ship that is in negative hit points from losing 1 hit point per round with a DC 20 repair check. Additionally, if he makes the check by 10 or more, he has restored 1 hp to the ship. A patcher can no longer restore hit points to a ship once it has reached 'disabled' status, at this point regular repair work is required.

### RECOGNIZED MERCHANT

**Prerequisite:** Profession (*trader*) 5 ranks

**Benefit:** When you are selling your equipment, and you have used them, the purchase DC of your equipment is only reduced by 1. When you are selling actual trade goods, there is no reduction to the regular purchase DC.

### STELLAR TRADER

**Prerequisite:** Cha 14+, Profession (*trader*) 5 ranks.

**Benefit:** The stellar trader can make a fortune trading goods. In addition to any normal amount of wealth or goods gained from a cross-planetary trade, the Stellar trader may roll a profession check. If successful, the purchase DC of an object he is purchasing decreases by 1. Alternately, the purchase DC of an object he is selling or trading increases by 1.

## THE SOLAR SYSTEM

If you're in a rocket, this is where you'll be spending your time. The solar system extends from the sun in the center, to the icy cold of Pluto nestled in the Kuiper belt. This is a truly vast and mysterious place.

The standard unit of measurement for distance in the solar system is the AU- the astronomical unit. This is the average distance between the sun and the earth, although if you want to measure it in miles, you're looking at roughly 93 million of them.

These vast distances mean it's not all that easy to get from planet to planet in the first place. However, there is an added complication: the planets are constantly on the move. The two tables below offer rough calculations of the minimum and maximum possible distances between planets.

### THE ASTEROID BELT

The asteroid belt extends from 2 - 4 AU, and it is not consistent in its placement. All measurements from the inner planets are given from the inner reaches of the belt, all measurements from the outer planets are given from the outer border. As the asteroid belt is a roughly continuous ring, min and max distance from any given planet are roughly equal.

## MAXIMUM AVERAGE DISTANCE BETWEEN WORLDS

	Sun	Mer	Ven	Ear	Mars	AB	Jup	Sat	Ur	Nep	Plu
Sun	-	.4	.7	1	1.5	*	5	9.5	19	30	39.5
Mercury	.4	-	1.1	1.4	1.9	1.6	5.4	9.9	19.4	30.4	39.9
Venus	.7	1.1	-	1.7	2.2	1.3	5.7	10.2	19.7	30.7	40.2
Earth	1	1.4	1.7	-	2.5	1	6	10.5	20	31	40.5
Mars	1.5	1.9	2.2	.5	-	.5	6.5	11	20.5	31.5	41
Asterior Belt	*	1.6	1.3	1	.5	-	1	5.5	15	26	35.5
Jupiter	5	5.4	5.7	4	6.5	1	-	14.5	24	35	44.5
Saturn	9.5	9.9	10.2	8.5	11	5.5	14.5	-	28.5	39.5	49
Uranus	19	19.4	19.7	18	20.5	15	24	28.5	-	49	58.5
Neptune	30	30.4	30.7	29	31.5	26	35	39.5	49	-	69.5
Pluto	39.5	39.9	40.2	38.5	41	35.5	44.5	49	58.5	69.5	-

*These are the distances between two planets given that they are at opposite sides of the sun. Any distance between these two values falls roughly within the range that planets can be from one another. These charts do not take eccentricity, inclination or planetary movement while traveling into account (to name a few). They're just a guideline, so have fun with it!*

## RACES OF THE SOLAR SYSTEM

Space may seem empty, but it is not lifeless. Three major races dominate the Solar system, plying their goods and waging their wars across a backdrop of stars.

First, there are the Humans. Complete newcomers to the scene, humans have had little impact to date. Their first brush with space travel was when they discovered a ruined Chronan hulk. After retro-engineering its engine and placing it into a rocket body, they managed to achieve space flight! The German pilot, Gerhard Roen, was killed by the suffocating vacuum of space about 20 minutes into the mission.

Since this time, humans have advanced somewhat. Currently lodged in PL 4, and just reaching into PL 5, Humans would be ill-suited to space travel at all, were it not for salvaged alien technology. You can't say they're not resourceful.

The other two races are known as the Chronans, and the Venusians. Hailing from vastly different worlds and harboring nearly opposite outlooks, these two species have been waging sporadic warfare on each other for generations.

## THE CHRONANS

Across the velvet cold of space, beyond the asteroid belt, there lies a world of smoke and ice. Girded by rings and countless moons, Saturn seems a terrible place, bereft of life. Yet this is their home. The Chronans wage their endless march of war and conquest from there, and the Saturn skies are perfectly matched to the Chronan's icy heart.

### APPEARANCE AND ADAPTATION

Saturn is freezing cold, vast beyond measure, and whipped by constant, intense winds. The sky is dull yellow during the day, and black as pitch in the night, with moons sweeping across the horizon. There is no solid ground; Saturn is a gas giant. Within are layer after layer of dull yellow smoke and cloud. The Chronans are thought to have originated deep within the ocean core of Europa, having relocated much of their civilization after a civil war poisoned the waters of their original home.

Now, the Chronans dwell in massive, floating cities in the upper and middle layers of Saturn. These cities are kept cool and damp, to better suit their occupants. The vast majority of Chronans live in these megalopolises, with several colonies mining minerals across the Saturn and Jupiter systems.

Chronans are well-suited to life in and around cold water. They have a smooth skin, black in coloration, with strips



of green bioluminescence arranged into angular patterns across their backs. They are about six feet tall and fluidly built. The Chronan's legs are short and bandy, with broad, webbed feet, and their arms are similarly atrophied. The torso of a Chronan is almost tubular, blending seamlessly into a long, sinuous tail. Overall, the general impression is of an upright newt.

Save for the head. Shaped much like a man's, the Chronan skull sits atop a long, powerful neck. Jaws are wide, strong, and lined with a multitude of viciously sharpened plates which serve as teeth. Even with the mouth closed, the teeth merely lock together, exposed. The top of the head is domed, with only holes for ears, no hair, and no brow. Where the eyes should be there is only blank flesh.

Chronans dwelled in a completely lightless world, and see by sensing electrical energy. They have receptors all over their bodies which pick up minute variations in current. Chronans also have an excellent sense of smell, and can 'taste' the air by opening their mouths and breathing in, passing air through a sensitive organ under the tongue. Doing this makes a harsh rasping noise which is completely terrifying to an average human.

Oddly, Chronans are perfectly capable of surviving in a dry environment, as they possess an extremely advanced internal respiratory system. They prefer moist surroundings, however.

Chronan clothing is designed to protect the wearer from attack- armor plating, barbs, spines, and acrid poisonous compounds used like paint are the order of the day. An average Chronan will never be seen without body armor.

## PERSONALITY

Chronans are a highly ruthless, territorial, and dangerous people. They destroyed their own home world through internal struggle, and would likely have wiped themselves out had they not found other races to dominate.

Chronan viciousness can be traced directly to their biology. On Europa, food was incredibly scarce, and what there was of it consisted of huge deepwater beasts which fed off volcanic heat. The carnivorous Chronans needed to cooperate to feed off these animals, but could not operate in large groups, because not everyone would get fed. Conflict between the groups for hunting grounds was so fierce that there were almost constant wars throughout their history. The Chronan mind developed in this environment, and it shows.

Chronans tend to be combative, quick tempered, and cruel. Most Chronans will view a person as a resource. Friendships are a matter of convenience or use. When a

Chronan speaks, they are direct, to the point, and without guile. Chronans are rarely dishonest, seeing this as a sign of weakness- a Chronan will always be able to back up their threats. If one is outclassed, he will either leave, or plot to break his adversary some other way.

## RELATIONS

Chronans don't get along with each other, or anyone else. Hundreds of Chronan factions exist with some localized to place (*such as the various factions on the Jovian and Saturn system moons*), others following a particular individual. They do not listen to members from other factions, and only cooperate because of the larger, Venusian "threat".

Chronans see Earth as a paradise world, and small numbers are believed to live in the deep ocean trenches. They decided that bothering with humans was a waste of effort since food was so plentiful on Earth. Their opinion on the Venusians is quite different- their attempted colonies on Venus could only exist in the same place as previous Venusian settlements (*near large amounts of groundwater*). The Venusians resisted, won, and it's been continuous warfare since then.

As a rule, Chronans are not against human presence, so long as they are obedient and useful.

## SHIP TECHNOLOGY

Chronans are quite sophisticated shipbuilders, although not to the same extent as the Venusians. Their ships are built under low atmosphere or space conditions, and are specially designed to deflect asteroids (*so they can pass through the belt*). This gives them an angular appearance- they resemble faceted triangles, with sides joining in hundreds of odd angles. Chronan ships are painted with a special black pigment which reduces the impact of magnetism and radiation; this allows them to get through the Jupiter system without their systems being fried.

## WEAPONRY

Chronans have an abundance of hydrogen, as they control both the Saturn and Jupiter systems. This plentiful gas makes an excellent weapon- especially a bomb. Most Chronan arms systems are designed to utterly decimate the opponent in a swift strike, and include hydrogen torpedoes and a short-range lightning cannon.

## RACIAL TRAITS

+2 dexterity, -2 wisdom. Chronans are swift and agile, but hateful to the point of foolishness.

Medium: as medium creatures, Chronans have no special bonuses or penalties due to their size.

Chronan base land speed is 20 ft.

Chronans have a swim speed of 30 ft.

Chronans have the Scent ability, save it extends for 60 feet.

Chronans can sense electrical energy, which provides the bonuses of Blindsight to 60 feet.

Thanks to their enhanced senses, Chronans gain a +2 competence bonus to skill checks when dealing with any electrical systems.

Technology Level: PL 6 / 7. Chronans have mastered fusion technology, and have experimented with gravity technology.

## THE VENUSIANS

Deep within the boiling jungles of Venus, the seed of life took root and blossomed. The dense, misty valleys have harbored all manner of strange creature, but one developed beyond the scope of a mere animal; these are the Venusians.

## APPEARANCE AND ADAPTATION

Venusians are naturally well suited to the climate and terrain on Venus. A nearly windless, hot, and humid world, Venus is draped in an eternally deep fog. Most of the planet is covered with jungles, which are the natural habitat of the Venusians.

Venusians have evolved to withstand heat and dim light. Their naturally heavy, leathery hide helps them resist temperature extremes. Small, dark eyes set into deep sockets are an adaptation to a world where light and vision take a back seat to sound and touch. And what of sound? The dense, heavy atmosphere of Venus conducts sound very well, and the near lack of wind rarely “breaks the signal”. Venusians sense sound with a series of sensitive cilia which rise from the sides of the head, and another cluster of short bristles on the sides of the mouth, like a catfish.

The overall body shape of a Venusian is short, compact, and powerful- they are obviously able to deal with the high pressure of their environment. The face is without a nose, and has a broad mouth ringed with several layers of miniscule teeth. A Venusian has next to no neck, a short and wide head, and a stocky body- all covered over with heavy, hide-like skin. Their limbs hang long past their knees, which creates a gangly appearance and gait. Venusian coloration ranges from a dull brown to an almost

white-violet hue. Most Venusians range between four and five feet tall, but all weight at least 140 pounds.

On their home world, the climate is constant and Venusians have never had a need to develop clothing. If they are in an environment hostile towards them, Venusians will wear appropriate protective gear.

## PERSONALITY

The first thing a human notices in dealing with Venusians is the noise. They constantly make sounds, a series of high-pitched clicks. This isn't sonar, but rather the Venusian version of a scent- it is how they let others know where and who they are. The actual sound is produced by a series of vibrating ridges on the back of the neck.

When a Venusian actually gets talking, they speak quickly and without cease. Venusians are especially eager to show off their mastery of various human languages, and will mix words from a variety of dialects into the same sentence. Linguistic ability and music, both considered ‘sonic arts’, are considered the most noble of pursuits; Venusians spend a lot of free time learning as many languages as they can. Even with Venus's small population, there are literally thousands of languages, some of which were developed for novelty.

Venusians are naturally non-combative. Their native world has few predators and a sparse population, so territorial or defense concerns were never prominent. Violence is initially met with confusion, disbelief or stunned silence; although after contact with the Chronans, they have been forced to defend themselves often.

## RELATIONS

As a rule they are a courteous, curious people, who are interested in peaceful contact with other races. When visiting, they like to be the center of attention, trying to actively intrude in everything that goes on. In their initial contact with humans, they didn't understand why secrecy would be a good idea. They just touched down in a city and started walking around and attempting to communicate. Of course, this resulted in the military being called in- since then, they have been much lower key.

Venusians have a long-standing feud with the Chronans, who have tried to invade Venus at least a dozen times. A war has been constantly waged between these two, resulting in a massive fleet built up by the Chronans, and an impressive defense system created by the Venusians.

## SHIP TECHNOLOGY

Venusians are the most technically advanced people in the Solar system. Their world has a plastic, volcanic crust

which proved easy to mine for necessary ore. Their non-violent and cooperative nature gave them an industrial edge. Combined with natural curiosity and drive, the Venusians were the first to take to the stars.

Venusian technology can be described as “tough”. They create very durable craft, capable of surviving intense pressure. Not only this, but the Venusian saucers are very fast- Venus’s dense atmosphere ensures that any craft wanting to get off-planet needs to be moving at a good speed. The density of the atmosphere also required an exceptional knowledge of aerodynamics; Venusian ships always have a smooth appearance, set with whorls and grooves to channel the atmosphere into vortices to add bursts of speed.

## WEAPONRY

Venusian Ships prefer to avoid combat with their superior speed and maneuverability. This is partially because their most effective weapons are useless in space- they are sound-based. If Venusians are forced into combat, they will try to reach a planet with an atmosphere, where their speed advantage is multiplied, and their weapons are effective. In such a situation, Venusian craft are very close to unbeatable.

## RACIAL TRAIT

+2 constitution, +2 intelligence, -2 dexterity, -2 charisma. Venusians are hardy and intelligent, but they are gracelessly built and irritating to deal with.

Medium: as medium creatures, Venusians have no special bonuses or penalties due to their size.

Venusian base land speed is 30 ft.

Venusians have a +2 racial bonus on all repair and pilot checks. They have very quick reactions and a natural technical knack which only improves their abilities in space flight.

Venusians have a +4 bonus to listen checks. Their ‘ears’ are many times more sensitive than those of a man.

Venusians automatically begin play with 5 bonus languages of any type, which they have learned as a hobby.

Venusians automatically have decipher script as a class skill.

Energy Resistance 10/fire. Venusians live on a hellishly hot world, and take much less damage from heat than other races. A Venusian is capable of putting his hand into a fire without harm.

Technology Level: PL 7 / 8. Venusians are well into the gravity age, and have experimented with energy, especially energy drives.

## COLONIES IN THE SOLAR SYSTEM

The various peoples of Earth have never been known to stay in one place. The same can be said for star-faring races- it is part of the drive of intelligence, to travel from one’s home and find the new and exotic. The Solar system, being the ‘backyard’ of all three of the space faring peoples, has become populated with colonies, research stations, and outposts. Following is a list of the various outposts, their inhabitants, and their purposes.

## INNER WORLDS

### EARTH

- Homeworld (*Human*)
- Seafloor Military outpost (*Chronan*)
- Himalaya Research Outpost (*Venusian*)

### MOON

- Research outpost (*Human & Venusian*)

### MERCURY

- Mining facility (10) (*Venusian*)
- Solar Research center (*Venusian*)
- Agricultural Colony (*Venusian*)

### VENUS

- Homeworld (*Venusian*)

### MARS

- Military outpost (*Chronan*)
- Military bases (7) (*Venusian*)

### Phobos

- Research Outpost (*Chronan*)

### Deimos

- Waystation (*Venusian, Humans welcome*)

## INNER ASTEROID BELT

- Military Outposts (3) (*Chronan*)
- Military Outposts (7) (*Venusian*)
- Mining outpost (10+) (*Chronan*)
- Mining outpost (70+) (*Venusian*)

### Central Asteroid Belt

- Military Fortress (*Chronan*)
- Large Mining facility (*Chronan*)

## CHRONAN SPACE

### OUTER ASTEROID BELT

- Military Bases (20) (*Chronan*)
- Military Outpost (4) (*Venusian*)

### SATURN SYSTEM

- Floating Worldcity (*Chronan*)
- Hydrogen harvesting facilities (20+) (*Chronan*)
- Zero G Shipyard (1) (*Chronan*)

#### Dione

- Water Harvester (3) (*Chronan*)
- Military outpost (2) (*Chronan*)
- Waystation (1) (*Chronan*)

#### Rhea

- Waystation (1) (*Chronan*)

#### Tethys

- Water Harvester (6) (*Chronan*)

#### Titan

- Research Facility (2) (*Chronan*)
- Hydrocarbon Harvesters (10+) (*Chronan*)
- Agricultural Colony (2) (*Chronan*)

### JUPITER SYSTEM

- Orbital Waystation (*Chronan*)
- Hydrogen Harvesting Facility (*Chronan*)

#### Callisto

- Mining Facility (4) (*Chronan*)
- Subterranean Colony (*Chronan*)

#### Europa

- Reclamation Centers (80) (*Chronan*)
- Military bases (???) (*Chronan*)
- Water Mining Facilities (10) (*Chronan*)

#### Ganymede

- Military research facilities (4) (*Chronan*)
- Mining Facilities (4) (*Chronan*)
- Agriculture Colonies (5) (*Chronan*)

#### Io

- Sulfur Mining/Manufacturing Center (4) (*Chronan*)
- Volcanic research facility (1) (*Chronan*)

## THE FRONTIER

### URANUS SYSTEM

- Hydrogen Harvester (2) (*Venusian*)
- Waystation (1) (*Venusian*)
- Military Base (2) (*Venusian*)

#### Miranda

- Secret Lunar Military Base (1) (*Chronan*)

#### Oberon

- Agricultural Colony (3) (*Venusian*)
- Military Base (2) (*Venusian*)
- Mining/manufacturing facilities (18) (*Venusian*)

#### Titania

- Military Outpost (10) (*Chronan*)
- Mining Facility (5) (*Chronan*)
- Agricultural Colony (1) (*Chronan*)

#### Neptune System

- Hydrocarbon Harvester (1) (*Venusian*)
- Way Station (1) (*Venusian*)

#### Triton

- Research Colony (1) (*Venusian*)

### PLUTO

- Nothing?

## TYPES OF POPULATION CENTERS

### AGRICULTURAL COLONY

**Population:** 10,000+

**Commodities:** Food, textiles, oxygen, narcotics

**Military Presence:** 2d100 ultralight, 2d10 light, 1d6 medium, 1 heavy

**Needed Goods:** Water, luxury goods, electronics, machinery, medicine

### HOMEWORLD

**Population:** 5,000,000,000+

**Commodities:** Luxuries, food, narcotics, electronics, machinery, textiles, medicine

**Military Presence:** Massive

**Needed Goods:**Varies by location, unrefined ore, plastics

### HYDROCARBON HARVESTING FACILITY

**Population:** 1,000 - 2,000

**Commodities:** Chemicals, plastics

**Military Presence:** 2d10 ultralight, 2d20 light, 4d20 medium, 2 heavy

**Needed Goods:** Food, Water, medicine, machinery, oxygen

### HYDROGEN HARVESTER

**Population:** 2,000 - 3,000

**Commodities:** Hydrogen



**Military Presence:** 8d20 ultralight, 1d10 light, 4d20 medium, 2 heavy  
**Needed Goods:** Food, Water, narcotics, oxygen, machinery

## MILITARY OUTPOST

**Population:** 200 - 1,000  
**Commodities:** Weapons  
**Military Presence:** 5d10 ultralight, 2d10 light, 2d10 medium, 2 heavy  
**Needed Goods:** Water, food, electronics, machinery, textiles, oxygen

## MILITARY BASE

**Population:** 1,000 - 5,000  
**Commodities:** Weapons  
**Military Presence:** 50d10 ultralight, 20d10 light, 10d10 medium, 10 heavy  
**Needed Goods:** Water, food, electronics, machinery, textiles

## MILITARY FORTRESS

**Population:** 6,000 - 20,000  
**Commodities:** Weapons, ships  
**Military Presence:** 200d10 ultralight, 80d10 light, 40d10 medium, 40 heavy, 4 superheavy  
**Needed Goods:** Water, food, electronics, machinery, textiles, plastics, medicine

## MINING FACILITY

**Population:** 2,000+  
**Commodities:** Ore, chemicals  
**Military Presence:** 5d10 ultralight, 1d10 light, 20d10 medium, 2 heavy  
**Needed Goods:** Water, food, machinery, textiles, hydrogen, narcotics, oxygen

## MINING/MANUFACTURING CENTER

**Population:** 5,000+  
**Commodities:** Metals, Machinery, electronics  
**Military Presence:** 6d10 ultralight, 2d10 light, 30d10 medium, 10 heavy  
**Needed Goods:** Water, food, textiles, hydrogen, luxuries, medicine

## RESEARCH FACILITY

**Population:** 100-500  
**Commodities:** Data, medicine  
**Military Presence:** 2d10 ultralight, 2d10 light, 1d6 medium  
**Needed Goods:** Water, food, textiles, machinery, electronics, oxygen

## WATER HARVESTER

**Population:** 600-1000  
**Commodities:** Water, hydrogen  
**Military Presence:** 8d20 ultralight, 1d10 light, 4d20 medium, 2 heavy  
**Needed Goods:** Food, electronics, machinery

## WAYSTATION

**Population:** 100-300  
**Commodities:** Fuel\*  
**Military Presence:** Varies, usually 2d10 light and 1d10 medium  
**Needed Goods:** Varies

*\*All habitations will sell fuel. Waystations are specifically intended for selling it, however.*

## INTERPLANETARY TRADE

Goods and services are always whirring around the Sol system, whether these be troops, raw supplies, luxury good, or scientific curios. A well-equipped planetary trader can make a fortune riding on this trade, because not many are ready to risk the dangers of space travel. Whether you're a pirate trying to sell off stolen cargo, a trader trying to make his living, or an inventor selling his new machines to a colony, planetary trade is the backbone of stellar activity.

## SELLING GOODS

Normally, when you sell goods, their purchase DC is reduced by 2 (*unlike the 3 from selling equipment*) to decide on their final value, and this is the case if you are an unrecognized merchant. If you are a recognized merchant, however, you can sell goods at their full value.

## PURCHASE DCs FOR COMMON GOODS

Low Value Commodity	DC per ton
foodstuffs	15 (+)
oxygen	11
plastics	20 (+)
textiles	17 (+)
Unrefined Ore	10
Mid Value Commodity	DC per ton
Chemicals	28 (+)
Medicine*	36 (+)
Pure Hydrogen	24
Refined Metals	30 (+)
Water	25

## SUPPLY AND DEMAND

Need level	Excess supply	Unwanted	Average	Desireable	In demand	Desperate need*
DC modifier	-3	-1	0	+1	+3	+5

\*When selling or trading an item to a person or community which has a desperate need for it, there is a 25% chance (less 2% per point in the character's charisma modifier) that they will try to take the item by force.

High Value Commodity	DC per ton
electronics	40 (+)
luxuries	49 (+)
machinery	42 (+)
Narcotics***	47 (+)
Weapons**	43 (+)

Any entry that has a (+) beside it is variable, the actual commodity will change in price depending on what, exactly, it is. Thus, the actual purchase DC can vary by up to 2 in either direction.

\*The trade of this substance is restricted (Lic +1)

\*\*The trade of this substance is restricted (Mil +3)

\*\*\*The trade of this substance is restricted (Illegal +4)

## SUPPLY AND DEMAND

The Value of a given commodity will vary by how much it is needed in any given area. Following are a few basic tables used to modify the basic purchase DCs above.

### SALE TYPES

Prices are lower if you buy or sell wholesale. You can get things really cheap if you go to a place where an item is in excess supply, and an individual is liquidating them. We're talking five dollar watches here.

Type of Sale	Purchase DC
Individual item	+1
Regular bulk	+0
Wholesale	-1
Liquidation	-2

### TRADE AND BARTER

We're not always talking about money. Sometimes, you will trade your own goods in exchange for somebody else's. Bartering items of equal purchase DC is not a problem- there is no special roll, it is just assumed to happen, as long as there is an agreement. Bartering items of different purchase DCs becomes problematic, however. This requires diplomacy checks.

Difference in purchase DC	Diplomacy check DC
+1	10
+2	15
+3	20
+4	25
+5	30

This is confounded by the fact that, at higher purchase DCs, larger amounts of money are being covered. This table only covers purchase DCs between 2 and 10. They are modifier at greater purchase DCs. Use the higher purchase DC of the items to determine which category to use.

### MODIFIERS FOR HIGHER PURCHASE DCs

Purchase DC range	Modifier to Diplomacy DC
11-20	+5
21-30	+10
31-40	+15
41-50	+20
51-60	+25
61-70	+30
71-80	+35
81-90	+40

### COMBINING VALUE

If you wish to sell or trade items as a bundle, you will have to convert them to their actual values to work out their final purchase DC. Consult Table 7-16 in the D20 Future book. If you are selling a large amount of goods in bulk, remember that you are probably going to have to apply the wholesale modifier to the final purchase DC of your goods.

*Written by Neal Bailey.*

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