



**content manager:**  
**phil reed, chris davis**

**layout:**  
**chris davis**

**RPG OBJECTS**

**d20 system**

**RONIN ARTS**

**ADAMANT ENTERTAINMENT**

**12 to Midnight, Inc.**  
tell yourself it's just a game

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

d20 Modern and Wizards of the Coast are trademarks of Wizards of the Coast, Inc. in the United States and other countries and are used with permission. 'd20 System' and the 'd20 System' logo are trademarks of Wizards of the Coast, Inc. and are used according to the terms of the d20 System License version 6.0. A copy of this License can be found at [www.wizards.com/d20](http://www.wizards.com/d20).

## Starship Critical Cards

by Phil Reed

Based on the optional critical hit rules found in the future SRD, the cards in this PDF open criticals to more than just extra damage. If this system is used it completely replaces the optional critical hit rules found in the future SRD.

### Creating the Deck

Open the file starshipcards.pdf and print three copies of pages 1 and 2, two copies of page 3 and 4, and one copy each of pages 5 and 6. Cut out the cards and shuffle them together to create a 108-card deck. If you like you can use page 7 to create card backs – be sure to do so before cutting out the cards.

### Using the Deck

Whenever a critical hit is rolled on a starship draw a single card from the deck and apply the results to the targeted starship. If GMs want criticals to be more deadly they can choose to draw one card for every four dice of damage that the weapon causes. A mass cannon, then, would deal 2 critical hit cards on a critical attack result.

### Open Game Content

All of the text in this PDF, with the exception of the product identity, is presented as open game content. While this means absolutely nothing to your campaign it does give other publishers permission to use this material as long as they follow the open game license (see the end of this PDF).



<b>Lesser Critical Hit</b> <b>Engines</b> The starship's tactical speed decreases by 500 feet until the engines are repaired. If another engine critical is down before the damage is repaired then the effect is cumulative. If the ship's tactical speed has already been reduced to 0 feet due to engine damage, the engine is destroyed and must be replaced, not merely repaired.	<b>Lesser Critical Hit</b> <b>Sensors</b> The starship is partially blinded until repaired. All the ship's targets gain the equivalent of one-half concealment (20% miss chance). If the ship's sensors have already been hit the miss chance percentage stacks through the total miss chance percentage may never exceed 90%.	<b>Lesser Critical Hit</b> <b>Targeting System</b> The starship's targeting system is damaged. The starship's targeting system's equipment bonus on attack rolls is decreased by 1 until the system is repaired. If the ship's targeting system has already been hit the equipment bonus decrease stacks through the total modifier may never be decreased below 0.
<b>Lesser Critical Hit</b> <b>Weapon</b> One of the starship's beam weapons, projectile weapons, or missile launchers (attacker's choice) is damaged. The weapon's damage is reduced to one-half (round down) until it is repaired. If this weapon suffers another critical hit it is destroyed and may not be used again until it is repaired.	<b>Lesser Critical Hit</b> <b>Artificial Gravity</b> The starship's artificial gravity is disabled for 1d6 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-gravity training feat.	<b>Lesser Critical Hit</b> <b>Comm System</b> One communications system of the attacker's choice is disabled for 1d6 rounds. If the comm system suffers another critical hit it is destroyed completely and cannot be repaired – it must be replaced.
<b>Lesser Critical Hit</b> <b>Defense System</b> One defense system of the attacker's choice is disabled for 1d6 rounds. If the defense suffers another critical hit it is destroyed completely and cannot be repaired – it must be replaced.	<b>Lesser Critical Hit</b> <b>Cargo Hold</b> A lucky shot penetrates the ship's cargo hold and completely destroys 20% of the ship's carried cargo (randomly selected). If the ship's cargo hold has already been hit this critical still effects the remaining cargo.	<b>Lesser Critical Hit</b> <b>Crew Compartment</b> A number of crewmembers and passengers are killed (this effect applies only if the ship isn't destroyed). Roll 1d6 to determine the number of crew fatalities and, if the ship carries passengers, 1d6 to determine the number of passenger casualties. Only supporting GM characters are affected.

### About the Author

Philip Reed has been working professionally in the roleplaying game industry since 1995. In that time he has worked for such companies as Atlas Games, Privateer Press, and *Scrye* magazine. Today Philip spends his days at home running Ronin Arts, writing and designing new games, and watching DVDs. To learn more about Philip Reed – and Ronin Arts – please visit [www.roninarts.com](http://www.roninarts.com) and [www.philipreed.com](http://www.philipreed.com).

**Lesser Critical Hit**  
**Engines**

The starship's tactical speed decreases by 500 feet until the engines are repaired.

If another engine critical is drawn before the damage is repaired then the effect is cumulative.

If the ship's tactical speed has already been reduced to 0 feet due to engine damage, the engine is destroyed and must be replaced, not merely repaired.

**Lesser Critical Hit**  
**Sensors**

The starship is partially blinded until repaired.

All the ship's targets gain the equivalent of one-half concealment (20% miss chance).

If the ship's sensors have already been hit the miss chance percentage stacks (though the total miss chance percentage may never exceed 90%).

**Lesser Critical Hit**  
**Targeting System**

The starship's targeting system is damaged.

The starship's targeting system's equipment bonus on attack rolls is decreased by 1 until the system is repaired.

If the ship's targeting system has already been hit the equipment bonus decrease stacks (though the total modifier may never be decreased below 0).

**Lesser Critical Hit**  
**Weapon**

One of the starship's beam weapons, projectile weapons, or missile launchers (attacker's choice) is damaged.

The weapon's damage is reduced to one-half (round down) until it is repaired.

If this weapon suffers another critical hit it is destroyed and may not be used again until it is repaired.

**Lesser Critical Hit**  
**Artificial Gravity**

The starship's artificial gravity is disabled for 1d6 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.

**Lesser Critical Hit**  
**Comm System**

One communications system of the attacker's choice is disabled for 1d6 rounds.

If the comm system suffers another critical hit it is destroyed completely and cannot be repaired – it must be replaced.

**Lesser Critical Hit**  
**Defense System**

One defense system of the attacker's choice is disabled for 1d6 rounds.

If the defense suffers another critical hit it is destroyed completely and cannot be repaired – it must be replaced.

**Lesser Critical Hit**  
**Cargo Hold**

A lucky shot penetrates the ship's cargo hold and completely destroys 20% of the ship's carried cargo (randomly selected).

If the ship's cargo hold has already been hit this critical still effects the remaining cargo.

**Lesser Critical Hit**  
**Crew Compartment**

A number of crewmembers and passengers are killed (this effect applies only if the ship isn't destroyed).

Roll 1d6 to determine the number of crew fatalities and, if the ship carries passengers, 1d6 to determine the number of passenger casualties.

Only supporting GM characters are affected.

#### Lesser Critical Hit

### Maneuvering Jets

All turn actions taken by the starship are now move actions – instead of free actions – until the maneuvering jets are repaired.

If any engine critical is drawn before the damage is repaired then the starship loses the ability to turn and may only move in a straight line.

#### Lesser Critical Hit

### Surge Thrusters

The starship loses the ability to perform a surge forward maneuver until the surge thrusters are repaired.

If any engine critical is drawn before the damage is repaired then the starship's engines are completely destroyed and must be replaced.

#### Lesser Critical Hit

### Landing Assembly

The starship's landing gear – or docking gear if the ship is too large to use landing gear – is damaged.

Landing/docking is a hazardous maneuver; until the damage is repaired the starship must make a successful Pilot check (DC 25) to land safely. Failure results in a number of d10 points of damage equal to the amount by which the check failed.

#### Lesser Critical Hit

### Antenna Array

The starship's sensor system is damaged, imposing a -2 penalty on all attack rolls and sensor checks until the damage is repaired.

If any sensor critical is drawn before the damage is repaired then the ship's sensors are completely destroyed and must be replaced.

#### Lesser Critical Hit

### Cargo Hold

A lucky shot penetrates the ship's cargo hold and completely destroys 20% of the ship's carried cargo (randomly selected).

If the ship's cargo hold has already been hit this critical still effects the remaining cargo.

#### Lesser Critical Hit

### Hull Damage

The attack inflicts damage.

Roll critical hit damage normally.

#### Lesser Critical Hit

### Fuel Line

The starship's tactical speed decreases by 500 feet each turn until the fuel line is repaired. Once the ship's speed is reduced to 0 the fuel line explodes, dealing 8d10 damage to the ship.

If the starship does not require fuel roll critical hit damage using a x8 multiplier instead of the weapon's normal multiplier.

#### Lesser Critical Hit

### Viewport

The starship's viewport is cracked by the attack and the ship begins to break apart. The ship suffers 1d4 points of damage each round until the damage is repaired (DC 25 Repair).

After 20 points of damage is inflicted due to this decompression the ship loses all atmosphere. After 60 points of damage the ship is helpless until the damage is repaired.

#### Lesser Critical Hit

### Engines

The starship's tactical speed decreases by 500 feet until the engines are repaired.

If another engine critical is drawn before the damage is repaired then the effect is cumulative.

If the ship's tactical speed has already been reduced to 0 feet due to engine damage, the engine is destroyed and must be replaced, not merely repaired.

**Normal Critical Hit**  
**Engines**

The starship's tactical speed decreases by 1,000 feet until the engines are repaired.

If another engine critical is drawn before the damage is repaired then the effect is cumulative.

If the ship's tactical speed has already been reduced to 0 feet due to engine damage, the engine is destroyed and must be replaced, not merely repaired.

**Normal Critical Hit**  
**Sensors**

The starship is partially blinded until repaired.

All the ship's targets gain the equivalent of three-quarters concealment (30% miss chance).

If the ship's sensors have already been hit the miss chance percentage stacks (though the total miss chance percentage may never exceed 90%)

**Normal Critical Hit**  
**Targeting System**

The starship's targeting system is damaged.

The starship's targeting system's equipment bonus on attack rolls is decreased by 2 until the system is repaired.

If the ship's targeting system has already been hit the equipment bonus decrease stacks (though the total modifier may never be decreased below 0).

**Normal Critical Hit**  
**Weapon**

One of the starship's beam weapons, projectile weapons, or missile launchers (attacker's choice) is destroyed.

The weapon no longer functions and may not be used again until it is repaired.

If this weapon suffers another critical hit it is completely destroyed and cannot be repaired – it must be replaced.

**Normal Critical Hit**  
**Artificial Gravity**

The starship'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.

**Normal Critical Hit**  
**Comm System**

One communications system of the attacker's choice is disabled for 1d10 rounds.

If the comm system suffers another critical hit it is destroyed completely and cannot be repaired – it must be replaced.

**Normal Critical Hit**  
**Defense System**

One defense system of the attacker's choice is disabled for 1d10 rounds.

If the defense system suffers another critical hit it is destroyed completely and cannot be repaired – it must be replaced.

**Normal Critical Hit**  
**Cargo Hold**

A lucky shot penetrates the ship's cargo hold and completely destroys 40% of the ship's carried cargo (randomly selected).

If the ship's cargo hold has already been hit this critical still effects the remaining cargo.

**Normal Critical Hit**  
**Crew Compartment**

A number of crewmembers and passengers are killed (this effect applies only if the ship isn't destroyed).

Roll 1d10 to determine the number of crew fatalities and, if the ship carries passengers, 1d10 to determine the number of passenger casualties.

Only supporting GM characters are affected.

#### **Normal Critical Hit**

### **Maneuvering Jets**

The starship's loses the ability to turn and may only move in a straight line until the damage is repaired.

If any engine critical is drawn before the damage is repaired the ship suffers an additional 6d10 points of damage in the attack and is stunned for 2d4 rounds.

#### **Normal Critical Hit**

### **Weapon Mounts**

The starship's weapons become less responsive. Any time that the ship gains an attack of opportunity against an opponent there is a 25% chance that the weapons fail to respond in time and the ship loses its attack of opportunity.

If any weapon critical is drawn a random weapon is completely destroyed.

#### **Normal Critical Hit**

### **Electrical Systems**

All of the starship's systems falter as lights flicker, sparks rain from panels, and the entire electrical supply staggers under the damage.

There is a 10% chance each round that any system onboard the ship loses power for that round and will not function.

If any other critical is scored against the ship the ship is shaken for 1d4+1 rounds.

#### **Normal Critical Hit**

### **Hull Damage**

The attack inflicts damage.

Roll critical hit damage using a x6 multiplier instead of the weapon's normal multiplier.

In addition, the ship and its crew are shaken for 1 round.

#### **Normal Critical Hit**

### **Cargo Hold**

A lucky shot penetrates the ship's cargo hold and completely destroys 40% of the ship's carried cargo (randomly selected).

If the ship's cargo hold has already been hit this critical still effects the remaining cargo.

#### **Normal Critical Hit**

### **Wing**

One of the starship's wings is heavily damaged.

Roll critical hit damage using a x8 multiplier instead of the weapon's normal multiplier.

Additionally, all weapons and components in the wing are destroyed.

If the ship does not have a wing it is immobilized for 1d4+1 rounds.

#### **Severe Critical Hit**

### **Hull Damage**

The attack inflicts damage.

Roll critical hit damage using a x10 multiplier instead of the weapon's normal multiplier.

In addition, the ship and its crew are shaken for 2d4 rounds.

#### **Severe Critical Hit**

### **Hull Damage**

The attack inflicts damage.

Roll critical hit damage using a x10 multiplier instead of the weapon's normal multiplier.

In addition, the ship and its crew are shaken for 2d4 rounds.

#### **Severe Critical Hit**

### **Hull Damage**

The attack inflicts damage.

Roll critical hit damage using a x10 multiplier instead of the weapon's normal multiplier.

In addition, the ship and its crew are shaken for 2d4 rounds.

### Severe Critical Hit

#### Engines

The starship's tactical speed decreases by 1,500 feet until the engines are repaired.

If another engine critical is drawn before the damage is repaired then the effect is cumulative.

If the ship's tactical speed has already been reduced to 0 feet due to engine damage, the engine is destroyed and must be replaced, not merely repaired.

### Severe Critical Hit

#### Sensors

The starship is blinded until repaired.

All the ship's targets gain the equivalent of total concealment (50% miss chance).

If the ship's sensors have already been hit the miss chance percentage stacks (though the total miss chance percentage may never exceed 90%)

### Severe Critical Hit

#### Targeting System

The starship's targeting system is destroyed.

The starship loses the targeting system's equipment bonus on attack rolls until the system is repaired.

If the ship's targeting system has already been hit the system has been completely destroyed and must be replaced; it may not be repaired.

### Severe Critical Hit

#### Weapon

One of the starship's beam weapons, projectile weapons, or missile launchers (attacker's choice) is completely destroyed.

The weapon no longer functions and cannot be repaired – it must be replaced.

### Severe Critical Hit

#### Artificial Gravity

The starship's artificial gravity is disabled for 2d8 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.

### Severe Critical Hit

#### Comm System

One communications system of the attacker's choice is destroyed completely.

The comm system cannot be repaired – it must be replaced.

### Severe Critical Hit

#### Defense System

One defense system of the attacker's choice is destroyed completely.

The defense system cannot be repaired – it must be replaced.

### Severe Critical Hit

#### Cargo Hold

A lucky shot penetrates the ship's cargo hold and completely destroys 60% of the ship's carried cargo (randomly selected).

If the ship's cargo hold has already been hit this critical still effects the remaining cargo.

### Severe Critical Hit

#### Crew Compartment

A number of crewmembers and passengers are killed (this effect applies only if the ship isn't destroyed).

Roll 2d8 to determine the number of crew fatalities and, if the ship carries passengers, 2d8 to determine the number of passenger casualties.

Only supporting GM characters are affected.

**Lesser Critical Hit  
Hull Damage**

The attack inflicts damage.

Roll critical hit  
damage normally.

**Normal Critical Hit  
Hull Damage**

The attack inflicts damage.

Roll critical hit damage using a  
x6 multiplier instead of the  
weapon's normal multiplier.

In addition, the ship and its crew  
are shaken for 1 round.

**Severe Critical Hit  
Hull Damage**

The attack inflicts damage.

Roll critical hit damage using a  
x10 multiplier instead of the  
weapon's normal multiplier.

In addition, the ship and its crew  
are shaken for 2d4 rounds.

**Lesser Critical Hit  
Hull Damage**

The attack inflicts damage.

Roll critical hit  
damage normally.

**Normal Critical Hit  
Hull Damage**

The attack inflicts damage.

Roll critical hit damage using a  
x6 multiplier instead of the  
weapon's normal multiplier.

In addition, the ship and its crew  
are shaken for 1 round.

**Normal Critical Hit  
Devastating Attack**

The attack inflicts  
normal damage.

In addition, the ship and its crew  
are stunned for 1d4 rounds.

**Lesser Critical Hit  
Hull Damage**

The attack inflicts damage.

Roll critical hit  
damage normally.

**Lesser Critical Hit  
Hull Damage**

The attack inflicts damage.

Roll critical hit  
damage normally.

**Lesser Critical Hit  
Hull Damage**

The attack inflicts damage.

Roll critical hit  
damage normally.

STARSHIP  
CRITICALS

STARSHIP  
CRITICALS

STARSHIP  
CRITICALS

STARSHIP  
CRITICALS

STARSHIP  
CRITICALS

STARSHIP  
CRITICALS

STARSHIP  
CRITICALS

STARSHIP  
CRITICALS

STARSHIP  
CRITICALS

## OPEN GAME LICENSE

OPEN GAME LICENSE Version 1.0a

The following text is the property of Wizards of the Coast, Inc. and is Copyright 2000 Wizards of the Coast, Inc ("Wizards"). All Rights Reserved.

1. Definitions: (a)"Contributors" means the copyright and/or trademark owners who have contributed Open Game Content; (b)"Derivative Material" means copyrighted material including derivative works and translations (including into other computer languages), potation, modification, correction, addition, extension, upgrade, improvement, compilation, abridgment or other form in which an existing work may be recast, transformed or adapted; (c) "Distribute" means to reproduce, license, rent, lease, sell, broadcast, publicly display, transmit or otherwise distribute; (d)"Open Game Content" means the game mechanic and includes the methods, procedures, processes and routines to the extent such content does not embody the Product Identity and is an enhancement over the prior art and any additional content clearly identified as Open Game Content by the Contributor, and means any work covered by this License, including translations and derivative works under copyright law, but specifically excludes Product Identity. (e) "Product Identity" means product and product line names, logos and identifying marks including trade dress; artifacts; creatures characters; stories, storylines, plots, thematic elements, dialogue, incidents, language, artwork, symbols, designs, depictions, likenesses, formats, poses, concepts, themes and graphic, photographic and other visual or audio representations; names and descriptions of characters, spells, enchantments, personalities, teams, personas, likenesses and special abilities; places, locations, environments, creatures, equipment, magical or supernatural abilities or effects, logos, symbols, or graphic designs; and any other trademark or registered trademark clearly identified as Product identity by the owner of the Product Identity, and which specifically excludes the Open Game Content; (f) "Trademark" means the logos, names, mark, sign, motto, designs that are used by a Contributor to identify itself or its products or the associated products contributed to the Open Game License by the Contributor (g) "Use", "Used" or "Using" means to use, Distribute, copy, edit, format, modify, translate and otherwise create Derivative Material of Open Game Content. (h) "You" or "Your" means the licensee in terms of this agreement.

2. The License: This License applies to any Open Game Content that contains a notice indicating that the Open Game Content may only be Used under and in terms of this License. You must affix such a notice to any Open Game Content that you Use. No terms may be added to or subtracted from this License except as described by the License itself. No other terms or conditions may be applied to any Open Game Content distributed using this License.

3. Offer and Acceptance: By Using the Open Game Content You indicate Your acceptance of the terms of this License.

4. Grant and Consideration: In consideration for agreeing to use this License, the Contributors grant You a perpetual, worldwide, royalty-free, non-exclusive license with the exact terms of this License to Use, the Open Game Content.

5. Representation of Authority to Contribute: If You are contributing original material as Open Game Content, You represent that Your Contributions are Your original creation and/or You have sufficient rights to grant the rights conveyed by this License.

6. Notice of License Copyright: You must update the COPYRIGHT NOTICE portion of this License to include the exact text of the COPYRIGHT NOTICE of any Open Game Content You are copying, modifying or distributing, and You must add the title, the copyright date, and the copyright holder's name to the COPYRIGHT NOTICE of any original Open Game Content you Distribute.

7. Use of Product Identity: You agree not to Use any Product Identity, including as an indication as to compatibility, except as expressly licensed in another, independent Agreement with the owner of each element of that Product Identity. You agree not to indicate compatibility or co-adaptability with any Trademark or Registered Trademark in conjunction with a work containing Open Game Content except as expressly licensed in another, independent Agreement with the owner of such Trademark or Registered Trademark. The use of any Product Identity in Open Game Content does not constitute a challenge to the ownership of that Product Identity. The owner of any Product Identity used in Open Game Content shall retain all rights, title and interest in and to that Product Identity.

8. Identification: If you distribute Open Game Content You must clearly indicate which portions of the work that you are distributing are Open Game Content.

9. Updating the License: Wizards or its designated Agents may publish updated versions of this License. You may use any authorized version of this License to copy, modify and distribute any Open Game Content originally distributed under any version of this License.

10 Copy of this License: You MUST include a copy of this License with every copy of the Open Game Content You Distribute.

11. Use of Contributor Credits: You may not market or advertise the Open Game Content using the name of any Contributor unless You have written permission from the Contributor to do so.

12 Inability to Comply: If it is impossible for You to comply with any of the terms of this License with respect to some or all of the Open Game Content due to statute, judicial order, or governmental regulation then You may not Use any Open Game Material so affected.

13 Termination: This License will terminate automatically if You fail to comply with all terms herein and fail to cure such breach within 30 days of becoming aware of the breach. All sublicenses shall survive the termination of this License.

14 Reformation: If any provision of this License is held to be unenforceable, such provision shall be reformed only to the extent necessary to make it enforceable.

### 15 COPYRIGHT NOTICE

Open Game License v 1.0 Copyright 2000, Wizards of the Coast, Inc.

Modern System Reference Document Copyright 2002, Wizards of the Coast, Inc.; Authors Bill Slavicsek, Jeff Grubb, Rich Redman, Charles Ryan, based on material by Jonathan Tweet, Monte Cook, Skip Williams, Richard Baker, Peter Adkison, Bruce R. Cordell, John Tynes, Andy Collins, and JD Wiker.

System Reference Document Copyright 2000-2004, Wizards of the Coast, Inc.: Authors Jonathan Tweet, Monte Cook, Skip Williams, Bruce R. Cordell, based on original material by E. Gary Gygax and Dave Arneson.

Modern Dispatch #72 2005, Ronin Arts; Author Phil Reed

## OPEN GAMING CONTENT

**Designation of Product Identity:** The following terms are designated as product identity as outline in section 1(a) of the Open Gaming License: Modern Dispatch, .

**Designation of Open Gaming Content:** The following sections of *Modern Dispatch* #72 is designated as open gaming content except for terms defined as product identity above. All illustrations, pictures, and diagrams are Product identity and property of Ronin Arts™.

All the text is open content.