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DARING TALES OF THE SPACE LANES

STARSHIPS OF THE GALAXY

INTRODUCTION

From nimble fighters crewed by lone pilots to bulk freighters laden with cargo to colossal battleships bristling with weapon batteries, starships of all shapes and sizes ply the space lanes. This supplement provides updated rules for using starships in *Daring Tales of the Space Lanes*, and provides statistics for a number of starships. Although designed for a pulp setting, with minimal work, the rules can be modified to work with most any Savage Worlds sci-fi setting.

STARSHIP COMBAT RULES

With the advent of *Savage Worlds Deluxe*, this section repeats, clarifies, and updates the rules used for *Daring Tales of the Space Lanes* space battles.

CREW

Abilities: Starships commanded solely by NPCs, whether a lone pilot or a battleship boasting hundreds of crew, have a new stat block entry in *Daring Tales of the Space Lanes*—Abilities. This lists the Piloting, Shields (which includes Repair for this purpose only), and Shooting skills the GM needs in an adventure, as well as any noteworthy Edges which might apply, like Ace or Level Headed.

Action Cards: The crew of a capital ship are treated as a single entity for initiative. They act on a single action card both in tabletop play and in chases.

Multiple Actions: Due to the number of crew manning them, capital ships may make one Piloting roll, one Shields rolls, and one Shooting roll per weapon system each round without incurring multiple action penalties. This makes capital ships a serious threat to smaller vessels, such as those crewed by the heroes. This is deliberate—capital ships are intended to be used as **hazards to avoid, not enemy vehicles the players must destroy.** Make sure your players are aware of this before they start their attack run!

RANGES

Starship speeds and weapon ranges have been drastically scaled back to allow for groups who want to use miniatures. We've also removed the Acceleration entry—starships can now move up to their Top Speed without bookkeeping. Don't fret about the actual distances involved—they're really not important to game play.

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NEW COMBAT EDGES

These Edges are repeated from *Galaxy Guide #1*, and are included for completeness.

DEFENSIVE PILOT

Requirements: Seasoned, Driving d6+ and Piloting d6+ or the Ace Edge

Flying straight and true may be the fastest way to escape pursuers, but knowing when to jink, roll, and duck behind a passing asteroid to avoid enemy fire is key to surviving a starship battle.

Unless they are the victim of a surprise attack and taken completely unaware, attackers must subtract 1 from their Shooting rolls when targeting a vehicle in which the hero is the main pilot. Pilots who attempt to evade area effect attacks may add +1 to their Piloting roll as well (when allowed).

IMPROVED DEFENSIVE PILOT

Requirements: Veteran, Defensive Pilot

As above, but attackers subtract 2 from their attack rolls, and the pilot adds +2 to evade area effect weapons when allowed.

Any distances in space combat are measured in "Space Unit," or SU for short. Each SU is the equivalent of 1" on the tabletop. Collision damage is 1d6 per SU of movement.

CRITICAL HITS

Daring Tales of the Space Lanes uses a modified Critical Hit table for starship combat.

2d6	Effect
2	**Shield Pod:** A randomly determined shield pod is destroyed.
3	**Hyperdrive:** Indicates a hit to the faster-than-light drive. The first hit gives the pilot a –2 penalty to enter hyperspace (on top of any wound penalties). A second hit disables the hyperdrive completely. If the starship has no hyperdrive fitted, treat this as a Hull hit, instead.
4	**Engine:** The sublight drive has been hit. Top Speed is halved as normal. A second hit reduces the Top Speed to one-quarter maximum. A third hit disables the sublight drive, reducing the ship's Top Speed to zero.
5	**Controls:** The control system is hit. Until a Repair roll is made, the starship can only perform turns to one side (1–3 left, 4–6 right). This may prohibit certain maneuvers as well.
6-8	**Hull:** The starship suffers a hit in the body with no special effects.
9-10	**Crew:** Against a capital ship, a Crew hit reduces the vessel's Piloting, Shields, or Shooting die one step, to a minimum of d4–2. Roll randomly to determine which crew section. For single crew ships, assume any Crew damage automatically Incapacitates the pilot unless he has a unique stat block—it's much quicker than tracking individual damage, especially if there are a lot of small craft in play.
11	**Weapons:** A random weapon on the side of the vehicle that was hit is destroyed and may no longer be used. If there is no weapon, this is a Chassis hit instead. A starship with batteries doesn't suffer individual weapon hits. Each Critical Hit of this nature instead lowers the quantity of guns in the battery, reducing its effectiveness. See the table on page 10 for how to recalculate damage and AP.
12	**Wrecked:** The starship is wrecked and automatically goes Out of Control.

SHIELD PODS

All starships, and some ground installations and vehicles, are fitted with a number of shield pods, special devices used to deflect or absorb damage. Shield pods are activated with the Shields skill. Each pod can be used in one of three ways, as detailed below. The effects of multiple uses of *armor* or *deflection* are not cumulative—only the highest modifier applies.

Absorption: Shields pods can generate a very intense forcefield in a limited area. As a free action, a shield pod can be used to Soak damage inflicted on the starship from an external adversary. Thus, the shields can absorb fire from enemy star fighters, but they can't be used to dampen an internal explosion. They otherwise function exactly as bennies for this purpose. Note that Ace can still be used to Soak damage as normal. The Edge represents the pilot's ability to avoid, or at least lessen, damage.

Armor: Used in this manner, the pod generates a low intensity forcefield across the whole ship. This functions exactly as the *armor* power, except it lasts for three rounds and cannot be maintained. Activating a shield pod in this manner requires an action, as the forcefield must be carefully calibrated.

Deflection: A pod set to deflector mode uses magnetic and gravitational distortion to shield the craft from incoming attacks. This functions exactly as the *deflection* power, except it cannot be maintained. Activating a shield pod in this manner requires an action to angle the energy shield. Against battery fire, the modifier is applied to the pilot's Piloting skill as a bonus.

Recharging: Once used, a shield pod cannot be used again until it has recharged. Shield pod capacitors recharge at varying rates, but rarely very quickly. Typically,

each shield regenerates automatically after the end of the combat. If the shield operator is dealt a Joker, however, immediately recharge one pod.

WEAPON SYSTEMS

As well as laser batteries, starships mount individual laser or ion cannons, missile tubes, torpedoes, and spinal mounts. Where multiple weapons are mounted, whether turrets or batteries (see below), half the listed weapons are mounted on each side of the vessel.

Ion Cannons: Ion cannons deliver a powerful electromagnetic burst intended to temporarily fry a starship's systems. Ion cannons ignore regular armor, but not armor provided by a shield pod. Ion cannons do not inflict any physical damage. Instead, each "wound" is treated as a level of Fatigue. If the enemy ship becomes Incapacitated, it immediately ceases moving, can no longer fire its weapons, and cannot enter hyperspace.

By re-routing power through redundant systems, an engineer can make a Repair roll as an action. Each success negates one level of ion Fatigue. However, should a ship go beyond Incapacitated by ion damage, even its backup systems are fried. Until the ship is repaired (2d6 hours and a Repair roll), the vessel is dead in space.

Due to the tremendous amounts of power required to fire an ion cannon, they cannot be fitted on vessels smaller than a cruiser or bulk freighter.

Missiles: While fighter pilots need to make a Piloting roll to lock on their missiles, gunners aboard larger ships use Shooting rolls opposed by their enemy's Piloting roll. Otherwise, missiles follow the standard rules.

Spinal Mounts: A spinal mount is a colossal weapon designed to destroy even the largest capital ships. Spinal mounts run down the center of the ship, and thus are always fixed weapons firing into the forward arc.

Torpedo: Torpedoes carry a powerful warhead capable of penetrating the armor of even battleships. They are unguided weapons, and thus have a very limited range. Against a static target (one whose current speed is zero), the range brackets are doubled. Torpedoes are unaffected by AMCM systems, but can be destroyed by anti-missile systems.

Turrets: Although they pack the same armaments as batteries, turrets are single weapon systems. They are fired individually, and thus never increase their damage die type or AP against capital ships. Typically they are found on fighters, civilian craft, and on capital ships as dedicated anti-fighter weapons.

CAPITAL SHIP BATTERIES

Large ships, such as destroyers, cruisers, and battleships, mount dozens of turrets. The guns on these capital ships have difficulty tracking small, maneuverable targets, such as fighters and those typically owned by player characters. In order to stand a chance of hitting a small craft, multiple turrets, known as batteries, saturate an area of space with sizzling laser blasts. Batteries are also used when capital ships face each other, simply to cut down on the number of Shooting rolls.

TABLETOP: VS. SMALL CRAFT

Attacks by batteries against assault shuttles, bombers, blockade runners, couriers, fighters, light freighters, scouts, and other small craft are conducted as Suppressive Fire attacks with a few special changes.

* Batteries have a single damage and AP rating, as well as a burst template notation.

* A battery may fire once per round, regardless of the number of cannons it contains.

* The center of a battery's template must be placed on the appropriate side of the vessel. Templates cannot overlap, though they may be placed touching. Conduct the attack normally.

* The effects of a battery remain in play until its next action card. Any ship which enters the affected area during this time must roll to avoid being hit.

* Pilots of ships in, or who enter, threatened areas need to make a Piloting roll as a free action to avoid the attack. This replaces the normal Spirit roll. A Small Burst Template imposes no penalty. A Medium Burst Template imposes a –1 penalty, and a Large Burst Template a –2 penalty. Those who fail suffer a glancing blow and take half damage. Those who roll a 1 on their Piloting die (regardless of any Wild Dice) are actually hit by the attack and suffer damage normally.

TABLETOP: VS. CAPITAL SHIPS

When firing against large ships, batteries are used to simulate multiple turrets opening fire against a large target, speeding up game play at the expense of realism.

A single Shooting roll is made for each battery. However, the damage die type of the weapon is increased one type (max. d12) and the AP value is doubled. For instance, a battery with a normal rating of 3d8, AP 10 damage, would inflict 3d10, AP 20 damage when used to target a capital ship.

CHASES

In a chase, a capital ship can fire no more than one battery per round against a single target, regardless of range or the target's size. This is a Suppressive Fire attack against small craft (conducted as above), and a standard attack against capital ships.

VS. PEOPLE

The damage and AP values of weapons have been kept deliberately low, so as to give the heroes and their starship a chance of surviving while escaping heavily armed and armored capital ships. Against people, roll the damage as normal and double it.

SAMPLE STARSHIPS

Detailed below are a number of stock ships of the galaxy. They range from one-man fighters to vast dreadnoughts bristling with weapons.

Capital ships have high Armor and mount a lot of weapons compared to the smaller craft likely to be owned and operated by player characters. This is intentional. These leviathans of the space lanes are designed as obstacles to be avoided, not outgunned, or as plot devices. A lone fighter might be able to take one out with a lucky shot, but it's more likely the fighter will be blasted from the skies first.

Faster-than-Light: A Notes entry of FTL means the starship is fitted with a hyperspace drive, allowing it to travel between stars. The die rating is explained in the sidebar on page 5.

Handling: Starships in *Daring Tales of the Space Lanes* have a Handling stat. This acts as a modifier to all Piloting rolls.

ASSAULT SHUTTLE

War exists even in the future. Assault shuttles are a vital component of planetary invasions. Heavily armored, these craft are sturdy and nimble, but rather slow. Prime targets for enemy fighters, they are fitted with anti-missile systems and a pair of double laser turrets. Assault shuttles can carry a full platoon of armored troops.

Variant models exist, such as cargo shuttles (no passengers, but can carry five tons of cargo) and medical transporters (carries six passengers and four doctors; +2 to Healing rolls).

Top Speed: 6; **Climb:** 2; **Toughness:** 18 (8); **Handling:** +1; **Shield Pods:** 2; **Crew:** 4+16
Abilities: Piloting d8, Shields d8, Shooting d6
Notes: 4 x AMCM, Heavy Armor, Spacecraft
Weapons:
* 2 x double light laser turrets (Range: 12/24/48; Damage: 3d6; AP 6, HW)

BATTLESHIP

The second most powerful type of warship, battleships pack an impressive amount of firepower inside a heavily-armored shell.

Their primary armament is a spinal mount, which downs the center of the ship. Although capable of reducing another battleship to atoms, it requires the warship to be facing its prey, thus limiting its effectiveness. Two quad heavy batteries are capable of inflicting devastating damage against large capital ships, while double medium turrets serve to ward off smaller vessels. Battleships mount six anti-fighter turrets, more to protect allied fighters than defend the warship.

Protected by heavy armor, battleship designers regularly forgo installing AMCM and AMS systems, considering them a waste of precious space. Such arrogance has been the downfall of more than one battleship due to the rise of torpedoes.

Top Speed: 8; **Climb:** 0; **Toughness:** 70 (40); **Handling:** –2; **Shield Pods:** 4; **Crew:** 250+200
Abilities: Piloting d8, Shields d8, Shooting d8
Notes: Fixed Weapon (spinal mount), FTL (d8), Heavy Armor, Improved Stabilizer, Spacecraft
Weapons:
* 1 x medium spinal mount (Range: 50/100/200; Damage: 4d12; AP 40, HW)
* 2 x quad heavy laser batteries (Range: 24/48/96; Damage: 5d10; AP 18, HW, LBT)
* 4 x double medium laser batteries (Range: 24/48/96; Damage: 3d8; AP 10, HW, MBT)
* 6 x double light laser turrets (Range: 12/24/48; Damage: 3d6, AP 6)

BLOCKADE RUNNER

Fitted with oversized engines and multiple maneuvering thrusters for increased handling, blockade runners are designed to deliver small quantities of cargo and passengers to their destination while avoiding unwanted attention. Although used by legitimate businesses, they are favored by smugglers.

Their weaponry is enough to deter fighters and small capital ships, but is next to useless against larger vessels. When such craft loom into view, a wise blockade runner pilot knows it is time to hit the thrusters and start evasive maneuvering.

Top Speed: 12; **Climb:** 3; **Toughness:** 14 (4); **Handling:** +2; **Shield Pods:** 2; **Crew:** 4+4
Abilities: Piloting d8, Shields d8, Shooting d6
Notes: 2 x AMCM, FTL (d6), Heavy Armor, Spacecraft
Weapons:
* 2 x double light turrets (Range: 12/24/48; Damage: 3d8; AP 6, HW)
* 2 x light missile tubes (Range: 20/40/80; Damage 3d8, AP 8, HW, 1 reload per tube)
Special: Blockade runners are equipped with shielded systems. Ion cannons roll one less damage die against these vessels.

BOMBER

Although air superiority alone can never win a war, bombing your opponent back into the stone age is still a popular way of softening him up before sending in the ground troops. Bombers are well armored (at least when compared to fighters) but slow and lack lasers. They are reliant on fighters for support against enemy small craft.

Top Speed: 6; **Climb:** –1; **Toughness:** 20 (8); **Handling:** –1; **Shield Pods:** 1; **Crew:** 2
Abilities: Piloting d6, Shields d6, Shooting d8
Notes: Heavy Armor, Spacecraft
Weapons:
* 12 x heavy bombs (Damage: 4d10; AP 12, LBT), *or*
* 24 x medium bombs (Damage: 3d8; AP 6, MBT)
Special: Can drop four bombs per round. All templates

must touch at least one other template. Roll 1d10–1 x 3" deviation for each Burst Template

CARRIER, HEAVY

With fighters too small to carry hyperdrives, it falls to carriers to transport them between star systems. Only modestly armored, carriers also lack much in the way of offensive firepower—their weapon systems are devoted to anti-fighter duties. Vulnerable to enemy fighters and capital ships, carriers are always escorted by other capital ships, most commonly destroyers and cruisers.
Top Speed: 6; **Climb:** –1; **Toughness:** 30 (12); **Handling:** –2; **Shield Pods:** 4; **Crew:** 300+200
Abilities: Piloting d6, Shields d8, Shooting d8
Notes: 6 x AMCM, FTL (d10), Heavy Armor, Spacecraft
Weapons:
* 6 x double light laser turrets (Range: 12/24/48; Damage: 3d6, AP 6, HW)
* 4 x anti-missile systems (RoF 5)
Special: Carries 72 fighters of any type. Can launch 12 per round.

CARRIER, LIGHT

Light carriers transport only half the fighter compliment, have less armor, and fewer defensive systems than their heavy cousins. They make up for these shortfalls with a better hyperdrive and more powerful engines, allowing them to reach trouble spots more quickly.
Top Speed: 8; **Climb:** 0; **Toughness:** 26 (10); **Handling:** 0; **Shield Pods:** 3; **Crew:** 200+120
Abilities: Piloting d6, Shields d8, Shooting d8
Notes: 4 x AMCM, FTL (d8), Heavy Armor, Spacecraft
Weapons:
* 4 x double light laser turrets (Range: 12/24/48; Damage: 3d6, AP 6, HW)
* 4 x anti-missile systems (RoF 3)
Special: Carries 36 fighters of any type. Can launch six per round.

CARRIER, STRIKE

Faster of the dedicated carrier vessels, strike carriers are designed to react quickly to enemy incursions, delivering their fighter wings into the heart of the action before the enemy has a chance to inflict much damage. This increase in speed comes at the cost of not only armor and weapons, but also a lack of support vessels capable of matching its hyperspace speed. Despite this vulnerability, only elite crews are assigned to strike carriers—using lesser crews is a surefire way to lose one's strike carriers to enemy action.
Top Speed: 8; **Climb:** 0; **Toughness:** 22 (8); **Handling:** 0; **Shield Pods:** 2; **Crew:** 100+80
Abilities: Piloting d8, Shields d10, Shooting d8; Ace
Notes: 4 x AMCM, FTL (d6), Heavy Armor, Spacecraft, Stabilizer
Weapons:

GETTING FROM A TO B

Ships capable of travelling between stars do so via hyperspace, an extra-dimensional medium that allows vessels to travel vast distances in a very short time. Hyperspace travel is not easy, and the journey is rarely a straight line—avoiding gravitational wells and hyperspace currents requires a ship to plot a circuitous course. Even a trip between the same worlds can take a varying amount of time. Planets in the DTSL universe are grouped into sectors. Each sector contains exactly 10 inhabited star systems, and a varying number of uninhabited ones.
All faster-than-light (FTL) vessels have a die rating between d4 to d12+2. The lower the die type, the faster the ship travels through hyperspace. When travelling between worlds in the same sector, the GM rolls one die of the appropriate type to determine the length of the hyperspace journey in hours. For each additional sector the ship must cross to reach its destination, the number of dice increases by one.
For instance, a starship with a d6 FTL rating wants to travel to a world four sectors away. The base journey time is 5d6 hours (1d6 for the sector the vessel begins in, and then 4d6 because the planet is four sectors away).
In order to enter hyperspace, a starship must be outside a planet's gravity well. During chases, the specific adventure you're playing will list how many rounds a starship must survive before it can jump to hyperspace. Activating the engines requires a Piloting roll as an action, but can be made by any hero operating a bridge position (such as the co-pilot). Success allows the ship to reach its destination in the standard time. On a raise, roll as normal to determine the time the journey will take and half the result.

* 2 x double light laser turrets (Range: 12/24/48; Damage: 3d6, AP 6, HW)
* 4 x anti-missile systems (RoF 4)
Special: Carries 18 fighters of any type. Can launch six per round.

CORVETTE

Corvettes are favored by special forces, planets unable to afford battleships and cruisers, and pirates.
Top Speed: 8; **Climb:** 0; **Toughness:** 20 (8); **Handling:** +0; **Shield Pods:** 2; **Crew:** 15+6
Abilities: Piloting d8, Shields d8, Shooting d8
Notes: 6 x AMCM, FTL (d8), Heavy Armor, Spacecraft
Weapons:
* 2 x double heavy laser batteries (Range: 30/60/120; Damage: 3d10; AP 14, HW, LBT)
* 2 x double light laser turrets (Range: 12/24/48; Dam-

age: 3d6; AP 6, HW, SBT)
* 2 x light missile tubes (Range: 20/40/80; Damage 3d8, AP 6, HW, 4 reloads per tube)

COURIER

Used by governments to ferry diplomatic packages and dignitaries, couriers are built for speed and relative comfort. Poorly armored and equipped with only ultra-light lasers, they are hard pressed to fend off even a lone fighter. Additional shield pods give the vessel a slim chance against small craft, but their best tactic is to run away as quickly as possible.
Top Speed: 12; **Climb:** 2; **Toughness:** 12 (4); **Handling:** +1; **Shield Pods:** 3; **Crew:** 3+2
Abilities: Piloting d8, Shields d8, Shooting d6
Notes: 2 x AMCM, FTL (d6), Heavy Armor, Spacecraft
Weapons:
* 1 x double ultra-light laser turret (Range: 10/20/40; Damage: 3d4; AP 4, HW)

CRUISER, HEAVY

For most planetary navies, heavy cruisers are the most powerful vessels at their disposal. Heavily armored and lined with powerful laser batteries, their main weakness is vulnerability to small, nimble fighters. To provide anti-fighter protection, they also carry four light laser turrets for point defense.
Top Speed: 8; **Climb:** 0; **Toughness:** 50 (30); **Handling:** –1; **Shield Pods:** 4; **Crew:** 50+150
Abilities: Piloting d8, Shields d8, Shooting d8
Notes: 4 x AMCM, FTL (d8), Heavy Armor, Improved Stabilizer, Spacecraft
Weapons:
* 4 x double medium laser batteries (Range: 24/48/96; Damage: 3d8; AP 10, HW, MBT)
* 2 x double light laser batteries (Range: 12/24/48; Damage: 3d6; AP 6, HW, SBT)
* 4 x single light laser turrets (Range: 12/24/48; Damage: 2d6, AP 4)
Special: Carries four fighters of any type. Can launch all four in a single round.

CRUISER, INTERDICTION

Most times criminals don't stop when ordered to do so, and sometimes law enforcement agencies want the criminals taken alive, not blasted into dust. When they need to stop an enemy ship from escaping, the police call upon interdiction cruisers.

Armed with ion cannons and fitted with powerful engines and a powerplant capable of powering a small city, interdiction cruisers can bring even moderate-sized vessels to a grinding halt with a few well-aimed shots. Should the enemy launch fighters or the orders change to a kill mission, it is equipped with double medium laser batteries.
Top Speed: 10; **Climb:** 1; **Toughness:** 45 (25); **Handling:** +0; **Shield Pods:** 2; **Crew:** 40+100
Abilities: Piloting d8, Shields d6, Shooting d8
Notes: 4 x AMCM, FTL (d6), Heavy Armor, Improved Stabilizer, Spacecraft
Weapons:
* 4 x medium ion cannon turrets (Range: 12/24/48; Damage: 3d6; HW)
* 2 x heavy ion cannon turrets (Range: 10/20/40; Damage: 4d6; HW)
* 2 x double medium laser batteries (Range: 24/48/96; Damage: 3d8; AP 10, HW, MBT)

CRUISER, LIGHT

More agile than their heavy counterparts, light cruisers suffer from weaker armor and fewer batteries. They are primarily used to engage enemy destroyers rather than large capital ships. Many are employed in anti-piracy duties or as escorts for heavy cruisers, carriers, and battleships.
Top Speed: 10; **Climb:** 0; **Toughness:** 36 (20); **Handling:** +0; **Shield Pods:** 2; **Crew:** 30+80
Abilities: Piloting d8, Shields d8, Shooting d8
Notes: 4 x AMCM, FTL (d8), Heavy Armor, Improved Stabilizer, Spacecraft
Weapons:
* 2 x double medium laser batteries (Range: 24/48/96; Damage: 3d8; AP 10, HW, MBT)
* 2 x double light laser batteries (Range: 12/24/48; Damage: 3d6; AP 6, HW, SBT)
* 2 x single light laser turrets (Range: 12/24/48; Damage: 2d6, AP 4)
Special: Carries two fighters of any type. Can launch both in a single round.

CRUISER, MISSILE

Equipped with missile and torpedo tubes, missile cruisers serve as both anti-fighter and anti-capital ship hunters. They are often in the thick of the action, at least until their payloads are spent.
Top Speed: 8; **Climb:** 0; **Toughness:** 45 (25); **Handling:** –1; **Shield Pods:** 2; **Crew:** 45+20
Abilities: Piloting d6, Shields d8, Shooting d8
Notes: 4 x AMCM, Fixed Weapon (torpedoes), FTL (d8), Heavy Armor, Spacecraft
Weapons:
* 4 x light missile tubes (Range: 20/40/80; Damage 3d8, AP 8, HW, 10 reloads per tube)
* 4 x heavy missile tubes (Range: 12/24/48; Damage 5d8, AP 8, HW, 6 reloads per tube)
* 2 x heavy torpedo tubes (Range: 10/20/40; Damage: 4d10; AP 40, HW, 2 reloads per tube)

DESTROYER

The workhorse of most navies is the humble destroyer. Faster than most civilian vessels and better armed and armored, it is capable of holding its own against larger

military ships, at least for a short while. While destroyers on anti-piracy duties sometimes operate alone, they are usually found in squadrons of two to four vessels.
Top Speed: 10; **Climb:** 2; **Toughness:** 26 (10); **Handling:** +0; **Shield Pods:** 2; **Crew:** 20+16
Abilities: Piloting d8, Shields d6, Shooting d6
Notes: 4 x AMCM, FTL (d6), Heavy Armor, Improved Stabilizer, Spacecraft
Weapons:
* 2 x double medium laser batteries (Range: 24/48/96; Damage: 3d8; AP 10, HW, MBT)
* 4 x double light laser batteries (Range: 12/24/48; Damage: 3d6; AP 6, HW, SBT)
* 2 x light missile tubes (Range: 20/40/80; Damage 3d8, AP 6, HW, 8 reloads per tube)

DESTROYER, ANTI-FIGHTER

With the exception of torpedo fighters (and one experimental variant), most fighters are not much of a threat to large capital ships. However, they can cause devastation to allied fighters, other small craft, and potentially even carriers. The anti-fighter destroyer (AFD) is fitted with multiple missile tubes and light laser turrets; little use against capital ships, but ideal at tracking and destroying small craft.
Top Speed: 10; **Climb:** 1; **Toughness:** 26 (10); **Handling:** +0; **Shield Pods:** 2; **Crew:** 36+16
Abilities: Piloting d6, Shields d8, Shooting d8
Notes: FTL (d8), Heavy Armor, Improved Stabilizer, Spacecraft
Weapons:
* 4 x light missile tubes (Range: 20/40/80; Damage 3d8, AP 8, HW, 5 reloads per tube)
* 6 x triple light laser turrets (Range: 10/20/40; Damage: 4d6, AP 8, MBT)

DESTROYER, ANTI-MISSILE

Missiles can wreak havoc to fighter wings and small craft. Charged with protecting these vessels are the crews of the anti-missile destroyers (AMD).

Designed to fly alongside allied fighters, shuttles, and freighters, AMDs are equipped with powerful engines, reinforced armor, and an additional shield pod, not to mention a large number of AMCM systems. These modifications come at the expense of greatly reduced weaponry.
Top Speed: 12; **Climb:** 1; **Toughness:** 30 (14); **Handling:** +0; **Shield Pods:** 3; **Crew:** 30+16
Abilities: Piloting d6, Shields d6, Shooting d8
Notes: 10 x AMCM, FTL (d8), Heavy Armor, Improved Stabilizer, Spacecraft
Weapons:
* 2 x double light laser batteries (Range: 10/20/40; Damage: 3d6, AP 6, MBT)
* 6 x anti-missile systems (RoF 4)
Special: An anti-missile destroyer can employ its AMCM and AMS systems to aid any allied ship within 5".

WHAT'S BROKEN?

When a ship suffers a Critical Hit the obvious thing to do is revert to game mechanic speak ("It's an Engine hit"). For those of you who want a little more fun, you can use the tables below to make up random parts of the ship which might suffer damage or a malfunction. Players can also have fun throwing words into the game whenever they feel the need for some pseudo-scientific mumbo jumbo. All you have to do is roll 3d10 and put the words together. For example, a roll of 7, 4, and 9 means the lateral conversion inhibitor is on the blink.

Die	First d10	Second d10	Third d10
1	Power/Energy	Transfer	Beam
2	Neutrino	Field	Circuit
3	Tachyon	Shield	Coupling
4	Hyperdrive	Conversion	Grid
5	Primary/Main	Flux	Stabilizer
6	Secondary/Backup	Sensor	Coil
7	Lateral	Reaction	Chamber
8	Thermal	Imaging	Vent
9	Ion	Polarizing	Inhibitor
10	Graviton	Containment	Inducer

DREADNAUGHT

The most powerful warships ever constructed, dreadnaughts are remnants of a bygone age when vast star empires stretched across the galaxy and imposed order through military might and threats of total destruction. Armed with enough weapons to level a city and protected by dense armor, they are hugely expensive to build and operate.
Top Speed: 6; **Climb:** –2; **Toughness:** 80 (45); **Handling:** –2; **Shield Pods:** 4; **Crew:** 750+500
Abilities: Piloting d8, Shields d8, Shooting d8
Notes: Fixed Weapon (spinal mount), FTL (d10), Heavy Armor, Improved Stabilizer, Spacecraft
Weapons:
* 1 x heavy spinal mount (Range: 50/100/200; Damage: 5d12; AP 60, HW)
* 2 x quad heavy laser batteries (Range: 24/48/96; Damage: 5d10; AP 18, HW, LBT)
* 4 x quad medium laser batteries (Range: 24/48/96; Damage: 5d8; AP 14, HW, LBT)
* 8 x double light laser turrets (Range: 12/24/48; Damage: 3d6, AP 6)

EXPLORER

Although a sizeable portion of the galaxy has been mapped and settled, there remain countless systems yet visited by starfaring species. Carrying supplies to last several years, explorer ships are designed to journey beyond the known reaches, into the great void wherein lie many dangers and mysteries.

Top Speed: 8; **Climb:** –1; **Toughness:** 30 (15); **Handling:** –1; **Shield Pods:** 4; **Crew:** 100+50
Abilities: Piloting d8, Shields d8, Shooting d8
Notes: 4 x AMCM, FTL (d10), Heavy Armor, Spacecraft
Weapons:
* 2 x double medium laser batteries (Range: 24/48/98; Damage: 3d8; AP 10, HW, MBT)
Special: Holds four shuttles and one scout.

FIGHTER

Sleek, fast, and agile, fighters are found protecting planets and supporting fleets. Their primary purpose is to engage and neutralize enemy fighters and small craft, as well as draw fire from larger vessels. Fighters are too small to carry a hyperdrive.
Top Speed: 10; **Climb:** 4; **Toughness:** 14 (4); **Handling:** +1; **Shield Pods:** 1; **Crew:** 1
Abilities: Piloting d8, Shields d6, Shooting d8
Notes: Fixed Weapon, Heavy Armor, Spacecraft
Weapons:
* 1 x forward firing double light laser (Range: 12/24/48; Damage: 3d6; AP 6, HW)
* 1 x light missile tube (Range: 20/40/80; Damage 3d8, AP 8, HW, no reloads)

FIGHTER, ANTI-CAPITAL SHIP

Intended to menace large capital ships, these craft have proven too expensive to put into mass productions due to their powerful beam laser and the powerplant required to energize the weapon. Fitted with a double heavy laser and a basic guidance system, they are actually capable of damaging a heavy cruiser or battleship. A few have fallen into the hands of pirate bands, who make great use of them against patrol ships.
Top Speed: 8; **Climb:** 4; **Toughness:** 14 (4); **Handling:** +1; **Shield Pods:** 1; **Crew:** 1
Abilities: Piloting d6, Shields d6, Shooting d8
Notes: Fixed Weapon, Heavy Armor, Spacecraft, Stabilizer
Weapons:
* 1 x forward firing double heavy beam laser (Range: 30/60/120; Damage: 3d10; AP 28, HW)

FIGHTER INTERCEPTOR

Interceptors are built for speed and maneuverability. Their role is to engage the enemy and keep him busy until larger (and slower) ships can respond. Law enforcement agencies use them in anti-smuggling duties, as they are among the few ships capable of chasing down a blockade runner.
Top Speed: 12; **Climb:** 5; **Toughness:** 14 (4); **Handling:** +1; **Shield Pods:** 1; **Crew:** 1
Abilities: Piloting d8, Shields d6, Shooting d6
Notes: Heavy Armor, Spacecraft
Weapons:
* 1 x forward firing light single laser (Range: 12/24/48; Damage: 2d6; AP 4, HW)
* 2 x light missile tubes (Range: 20/40/80; Damage 3d8, AP 8, HW, no reloads)

FIGHTER, TORPEDO

Most fighter pilots believe torpedo fighters crews are either extremely brave or completely insane (and often a little of both). While a conventional fighter can do little to harm a large capital ship, the powerful warheads carried by these sturdy craft are intended to inflict massive damage against even the most heavily-armored vessels.

Although their armor is better than conventional fighters, they suffer from having no lasers and a maximum of four shots. With their tubes fixed forward, and with most pilots waiting until short range to guarantee the best chance of securing a hit, they are vulnerable to enemy fighters and anti-fighter lasers while lining up for the kill. Once their payload is delivered, torpedo fighters can do little but turn tail and run.
Top Speed: 10; **Climb:** 1; **Toughness:** 16 (6); **Handling:** +0; **Shield Pods:** 1; **Crew:** 2
Abilities: Piloting d8, Shields d6, Shooting d8
Notes: Fixed Weapon (torpedoes), Heavy Armor, Spacecraft
Weapons:
* 4 x light torpedoes (Range: 20/40/40; Damage: 4d10; AP 20, HW, no reloads), *or*
* 2 x medium torpedoes (Range: 12/24/48; Damage: 4d10; AP 30, HW, no reloads), *or*
* 1 x heavy torpedo (Range: 10/20/40; Damage: 4d10; AP 40, HW, no reloads)

FREIGHTER, BULK

Leviathans of the space lanes, bulk freighters are capable of transporting 1,000 tons of cargo. Expensive to operate and maintain, they are most commonly found plying the major trade routes, where profits are guaranteed and dangers few and far between. Almost all are owned by major corporations.
Top Speed: 3; **Climb:** –2; **Toughness:** 25 (4); **Handling:** –2; **Shield Pods:** 2; **Crew:** 10+10
Abilities: Piloting d6, Shields d6, Shooting d6
Notes: 4 x AMCM, FTL (d10), Heavy Armor, Spacecraft
Weapons:
* 2 x double medium laser turrets (Range: 12/24/48; Damage: 3d8; AP 10, HW)
* 2 x double light laser turrets (Range: 12/24/48; Damage: 3d6; AP 6, HW)

FREIGHTER, HEAVY

Commonly operated by major trading corporations or consortia, as well as rich merchant princes, heavy freighters can transport 250 tons of cargo. Although a common sight along the major space lanes, speculative traders dare to venture into smaller markets, hoping to secure a lucrative haul and avoid pirates and marauders.

Top Speed: 4; **Climb:** –1; **Toughness:** 18 (4); **Handling:** –1; **Shield Pods:** 2; **Crew:** 6+8
Abilities: Piloting d6, Shields d6, Shooting d6
Notes: 2 x AMCM, FTL (d10), Heavy Armor, Spacecraft
Weapons:
* 2 x double medium laser turrets (Range: 12/24/48; Damage: 3d8; AP 10, HW)

FREIGHTER, LIGHT

While corporations and merchant princes operate fleets of bulk and heavy freighters, light freighters are the workhorse of independent merchants (and smugglers). Such vessels tend to be older models, held together by luck, prayer, and cannibalized parts. They can carry 50 tons of cargo. Smugglers upgrade their vessels as soon as finances allow. Thus, the stats below represent a basic model. GMs should tinker with them as they see fit.
Top Speed: 6; **Climb:** 0; **Toughness:** 16 (4); **Handling:** +0; **Shield Pods:** 2; **Crew:** 4+4
Abilities: Piloting d6, Shields d6, Shooting d6
Notes: 2 x AMCM, FTL (d10), Heavy Armor, Spacecraft
Weapons:
* 1 x double light laser turret (Range: 12/24/48; Damage: 3d6; AP 6, HW)

HOSPITAL SHIP

Although most hospital ships are operated by militaries, a few are found in the hands of charitable organizations and philanthropists. Equipped with state-of-the-art medical facilities and experienced medics, they are capable of handling injuries from war to natural disasters to plagues. As befits their nature, a hospital ship's only weapons are anti-missile cannons.
Top Speed: 6; **Climb:** –1; **Toughness:** 25 (10); **Handling:** –1; **Shield Pods:** 4; **Crew:** 200+200
Abilities: Piloting d6, Shields d8, Shooting d6
Notes: 6 x AMCM, FTL (d8), Heavy Armor, Spacecraft
Weapons:
* 6 x anti-missile systems (RoF 5)
Special: Hospital ships grant +2 to Healing rolls and +3 to natural Healing rolls.

MINELAYER

Mines are a defensive weapon, placed to prevent unwanted ships gaining access to a planet or region of space. Unlike lasers, mines are indiscriminate weapons, targeting friend and foe alike. While most governments and militaries know where their minefields are located, and thus the safe route through them (information that is highly prized by rivals), countless wars down the ages have resulted in an unknown number of forgotten minefields, silent killers floating in the dark void.
Top Speed: 6; **Climb:** 0; **Toughness:** 18 (6); **Handling:** +0; **Shield Pods:** 2; **Crew:** 18
Abilities: Piloting d6, Shields d6, Shooting d6
Notes: FTL (d8), Heavy Armor, Spacecraft

SPACE MINEFIELDS

The GM should use burst templates to represent particularly dense patches of mines. A ship entering a minefield, or which begins its turn in one, must make a Piloting roll at –2, –4 if moving at greater than half Top Speed, as a free action or detonate a mine. The GM can pick the type of mine encountered, or roll a d4.
1. Explosive Mine: Damage: 3d8, AP 30, HW.
2. Gravity Mine: The ship is Shaken. Instead of using Spirit to unShake, the pilot uses his Piloting skill. This effect can be negated by using a shield pod as if Soaking damage.
3. Ion Mine: Damage: 3d6, ignoring all armor. See ion cannons on page 3.
4. Radiation Mine: Roll on the Critical Hit table. The ship doesn't take an actual wound, however. Until the pilot's next action card, the effects of the Critical Hit are in play. On a Crew Critical Hit, the characters must make a Vigor roll to avoid a level of Fatigue. This effect can be negated by using a shield pod as if Soaking damage.

Weapons:
* 2 x double medium laser turrets (Range: 12/24/48; Damage: 3d8; AP 10, HW)
* 16 x mines (see sidebar on page 9)
Special: Each load of mines fills a Small Burst Template. Two loads can be released together to fill a Medium Burst Template, and four loads to generate a Large Burst Template. Any templates released are placed adjacent to the rear end of the ship and may not overlap an existing minefield. A maximum of one template, irrespective of size, may be released each 1 SU of movement. All templates released in the same round must touch the previous template.

MINESWEEPER

The role of the minesweeper is to clear minefields. It's dangerous work, but someone has to do it. Most minesweepers are employed by the military, and used to clear an enemy's defenses ahead of an invasion. Others belong to salvage companies, or charitable organizations intent on ridding the space lanes of these deadly hazards.

Space mines activate by proximity, not contact. In order to fool the mines' primitive sensors, minesweepers launch a spray of dense metal balls at the warhead, simulating the presence of a ship in close proximity.
Top Speed: 6; **Climb:** 0; **Toughness:** 20 (8); **Handling:** +0; **Shield Pods:** 4; **Crew:** 12
Abilities: Piloting d8, Shields d8, Shooting d6
Notes: FTL (d10), Heavy Armor, Spacecraft
Weapons: —
Special: As an action while in or adjacent to a minefield,

MODIFYING LASER BATTERIES

A laser battery comprises a number of individual turrets mounted with the same type of weapons set to fire as a single entity. Laser weapons comprise two core elements and one optional one. To modify a ship's batteries, select the quantity of guns and their type. Each turret within a battery mounts from one to four lasers, and is rated from ultralight to heavy. Combining these two factors gives the battery's damage die type, quantity, and AP value.

Normal laser batteries fire a short pulse. As an option, they can be upgraded to beam weapons. These inflict no more damage than pulse variants, but they are better at slicing through armor.

Quantity	Dmg Die Qty	AP	Template
Single	2	1	Small
Double	3	3	Medium
Triple	4	5	Medium
Quad	5	7	Large

Type	Dmg Die Type	AP	Range
Ultra-light	d4	+1	10/20/40
Light	d6	+3	12/24/48
Medium	d8	+7	24/48/96
Heavy	d10	+11	30/60/120

Beam: Double the final AP value.

Example: *A double medium laser battery inflicts 3d8 damage, AP 10 (3+7) as standard. Against a capital ship, the battery would have a rating of 3d10, AP 20. Were the battery fitted with beam lasers, its AP values would be 20 and 40 respectively.*

the crew may make a Shooting roll. Firing at a Small template incurs no penalty. A Medium template incurs a –2 penalty, and a Large template a –4 penalty. With a success, the size of the minefield is reduced one step, two with a raise. A Small Burst Template minefield is reduced to nothing, the mines having been cleared.

MINING SHIP

These massive hulks are prospecting vessels, ore extractors, and ore processing vessels rolled into one. Asteroids are blown into smaller chunks by the ship's lasers, and then maneuvered into the ore processing plant by shuttle. Here, the precious minerals are extracted, processed, and stored, ready for freighters to collect.

Although comparable in size to battleships and bulk freighters, much of the work is automated, thus greatly reducing the crew compliment.

Top Speed: 4; **Climb:** –2; **Toughness:** 26 (6); **Handling:** –2; **Shield Pods:** 2; **Crew:** 50+30
Abilities: Piloting d6, Shields d8, Shooting d6
Notes: FTL (d10), Heavy Armor, Spacecraft
Weapons:
* 6 x single medium beam laser turrets (Range: 24/48/96; Damage: 2d8; AP 16, HW)
Special: Holds two shuttles.

PASSENGER LINER

Tourism and immigration still occur in the future. For those who need or want to travel, passenger liners still ply the space lanes. Unlike freighters, who are generally willing to take passengers to any planet for the right fee, liners only travel certain routes.

Of the passenger cabins, 50 are dedicated to first class travel. These are akin to the best hotel suites on the most popular tourist worlds, and service includes a personal valet. The best liners offer a choice of living or robotic valets. The first class deck also boasts fine restaurants, leisure facilities, and shops.

Two hundred and fifty cabins are reserved for second class passengers. While comfortable, these double occupancy berths lack the grandeur of the first class suites. Recreational, shopping, and dining facilities are more akin to those found in large shopping malls.

Finally there are 100 low class berths for those travelling on a budget. Berths comprise a bunk and storage locker in a common sleeping room (holds 10), and food and recreation facilities are minimal.

Top Speed: 5; **Climb:** –1; **Toughness:** 24 (4); **Handling:** –1; **Shield Pods:** 4; **Crew:** 275+400;
Abilities: Piloting d6, Shields d8, Shooting d4
Notes: 6 x AMCM, FTL (d10), Heavy Armor, Spacecraft
Weapons:
* 4 x single light laser turrets (Range: 12/24/48; Damage: 2d6; AP 4, HW)

RESEARCH SHIP

Research ships might be owned by governments, corporations, curious philanthropists, private organizations, or even religious sects. They are equipped with a range of suites fitted with state-of-the-art scientific equipment and a computerized library that is automatically updated whenever the ship enters a system connected to the galactic news grid. Research ships can be customized to fit any scientific endeavor by swapping out the contents of the laboratories.

Top Speed: 6; **Climb:** 0; **Toughness:** 18 (6); **Handling:** +0; **Shield Pods:** 2; **Crew:** 8+40
Abilities: Piloting d6, Shields d6, Shooting d6
Notes: FTL (d8), Heavy Armor, Spacecraft
Weapons:
* 2 x double light laser turrets (Range: 12/24/48; Damage: 3d6; AP 6, HW)
Special: Contains nine laboratories. Each grants a +2 bonus to a specific scientific Knowledge roll. A library suite grants +2 to Investigation rolls.

SCOUT

Equipped with powerful sensors and advanced hyperdrives, scout ships are designed to gather information. Corporations and governments sometimes use them to search for new mineral deposits, unpopulated inhabitable worlds ripe for colonization, or to seek out inhabited worlds as yet not contacted by spacefaring races, while militaries (and indeed many corporations) regularly employ them as spy ships. The most advanced versions are coated in stealth paint.

Top Speed: 8; **Climb:** 0; **Toughness:** 16 (6); **Handling:** +0; **Shield Pods:** 2; **Crew:** 2+6

Abilities: Piloting d8, Shields d6, Shooting d6

Notes: FTL (d6), Heavy Armor, Spacecraft

Weapons:

* 1 x double medium laser turret (Range: 24/48/96; Damage: 3d8; AP 10, HW)

Special: Scouts are fitted with advanced sensors. Notice rolls made while using the sensors are at +2.

SHUTTLE

Shuttles are ubiquitous craft on most high-tech worlds, ferrying visitors across the planet or from high orbit to surface facilities. A small few, typically those operated by governments, corporations, or the military, are equipped with hyperdrives (FTL d10). Due to space requirements, these hold half the standard number of passengers.

The interior ranges in comfort from luxuriant down to public transport conditions. In general, the more extravagant and refined the decor, the fewer passengers a shuttle can hold.

Top Speed: 8; **Climb:** 0; **Toughness:** 16 (4); **Handling:** +0; **Shield Pods:** 1 or 2; **Crew:** 2+4-24

Abilities: Piloting d8, Shields d8, Shooting d6

Notes: Heavy Armor, Spacecraft

Weapons: —

SYSTEM DEFENSE BOAT

System defense boats (SDBs) are the frontline of a planet's defenses. Lacking a hyperdrive, the space and power requirements saved are used to charge quad beam turrets. Although roughly the same size as a destroyer, they are quite capable of damaging cruisers (and can give battleships something to worry about). Missile tubes provides strike capabilities against enemy fighters and other small craft.

Top Speed: 8; **Climb:** 1; **Toughness:** 24 (8); **Handling:** +0; **Shield Pods:** 4; **Crew:** 15

Abilities: Piloting d8, Shields d8, Shooting d8

Notes: 4 x AMCM, Heavy Armor, Improved Stabilizer, Spacecraft

Weapons:

* 2 x quad medium beam laser turrets (Range: 24/48/96; Damage: 5d8; AP 28, HW)
* 4 x medium missile tubes (Range: 20/40/80; Damage 4d8, AP 8, HW, 10 reloads per tube)

TORPEDO BOAT

Torpedo boats are a recent addition to most navies. Capable of delivering a powerful punch, they are deployed against battleships, heavy cruisers, and carriers. Aside from their AMCM systems, they have no defensive capability, requiring them to be escorted into battle.

Top Speed: 8; **Climb:** 0; **Toughness:** 24 (8); **Handling:** +0; **Shield Pods:** 2; **Crew:** 12

Abilities: Piloting d6, Shields d8, Shooting d8

Notes: 6 x AMCM, Fixed Weapon (torpedoes), FTL (d10), Heavy Armor, Improved Stabilizer, Spacecraft

Weapons:

* 4 x heavy torpedo tubes (Range: 10/20/40; Damage: 4d10; AP 40, HW, 4 reloads per tube)

TROOP CARRIER

Troop carriers are designed to ferry large numbers of soldiers to battle zones and, using a fleet of assault shuttles, deliver them straight to the frontline. Massive bay doors located along the sides allow eight shuttles to deploy at a time.

Slow and unwieldy, troop carriers are equipped only with anti-fighter and defensive systems, leaving them vulnerable to capital ships. Fortunately, only an idiot sends a troop carrier into battle without an escort.

Accommodation and facilities are extremely basic—the military cares little for comfort. Non-accommodation/living facilities include a drill ground, tactical briefing rooms, firing ranges, and multiple armories.

Top Speed: 6; **Climb:** –1; **Toughness:** 26 (6); **Handling:** –1; **Shield Pods:** 2; **Crew:** 50+480

Abilities: Piloting d6, Shields d8, Shooting d8

Notes: FTL (d10), Heavy Armor, Spacecraft

Weapons:

* 4 x double light laser turrets (Range: 12/24/48; Damage: 3d6; AP 6, HW)
* 4 x anti-missile systems (RoF 4)

Special: Holds 24 standard assault shuttles, 4 cargo assault shuttles, and 4 medical assault shuttles. Can launch eight shuttles each round.

YACHT

Owned by senior government officials, rich businessmen, crime lords, media celebrities, and other wealthy individuals, yachts are personal transports. Lavishly decorated and furnished, they are at the cutting edge of comfort and style. They carry minimal armament, but these are rarely needed, as yachts are usually found only in the most civilized systems.

Top Speed: 8; **Climb:** 0; **Toughness:** 14 (4); **Handling:** +0; **Shield Pods:** 2; **Crew:** 4+6

Abilities: Piloting d8, Shields d10, Shooting d6

Notes: 6 x AMCM, FTL (d8), Heavy Armor, Spacecraft

Weapons:

* 1 x double medium laser turret (Range: 24/48/96; Damage: 3d8; AP 10, HW)

MODIFICATIONS

In order to give starships a more unique feel, represent unusual alien designs or experimental prototypes, reward the characters by allowing them to soup-up their ship, or just confound them by having a ship act out of character for its type, GMs can apply any of the modifications below to an existing starship.

Amphibious Seals: The ship can function as a submarine. Top Speed is halved, Handling is reduced by one, and only torpedoes and missiles may be launched while submerged.

Armor, Ablative: A metal-ceramic layer, offering additional protection for the ship's hull. The ship ignores the first wound it suffers. At this point, the armor ablates and becomes useless until replaced (Class 3 starport or better and one day required).

Armor, Dense: The ship has +2 armor.

Advanced Compensators: This state-of-the-art avionics system makes your ship capable of amazing feats of maneuverability, providing +1 Handling.

Advanced Hyperdrive: The ship has a modified hyperdrive. This reduces its hyperdrive die rating one step, to a minimum of d4.

Advanced Sensors: Gives +2 to Notice rolls made using the ship's sensor array.

Anti-Ion Shielding: The ship's vital systems are protected against ionization. Ion cannons and mines roll one die less damage against the ship. This modification is highly illegal in most star systems.

Cloaking Device: A cloaking device bends light around the ship, effectively masking it from sensors and visual identification. Unfortunately, the blanket works both ways, leaving the cloaked ship blind. In order to locate a cloaked ship, or locate an enemy through a cloak, a vessel must first detect it. This requires a Notice roll at –4 by the sensor operator (assume NPC crews have Notice equal to their Piloting).

Furthermore, the cloak prohibits any change in speed or vector. The cloaked ship maintains the speed and direction it was moving when it activated the field. Cloaking devices are highly experimental.

Decoy: A decoy is a small capsule that gives out signature readings identical to its parent ship, thus confusing enemies. It has a Top Speed of 10, but can be programmed not to exceed that of the launching ship, and can only fly in a straight line. Determining the true nature of a decoy requires a Notice roll while using the ship's sensors. The true nature of a decoy is automatically visible to the naked eye up to 5" away.

Emergency Hyperdrive: The ship is fitted with a single-use hyperdrive (d12). After each use, the hyperdrive must be repaired, a process requiring a Class 4 starport and taking 2d4 days.

Improved Thrusters: The vessel has improved thrusters, giving it +2 Top Speed. They are very demanding on the engines, and can be used for three rounds per scene. Use tokens to count after each use. After each utilization, the engineer must spend 1d4 hours to fine tune them again.

Interrogation Suite: Favored by law enforcement agencies of dubious morals, as well as crime syndicates, the equipment in an interrogation suite grants +2 to Intimidation rolls when used against prisoners.

Jammer: Jammers block all forms of external communication within 5". So long as the jamming ship remains in range and the jammers are activated, anyone wishing to send a message must make a Smarts roll opposed by the jamming ship's engineer's Repair roll.

Jammers have several flaws. They do not prevent internal ship communication (this is hardwired), they prevent the jamming ship from using its communication equipment, and they give enemies a +4 bonus to Notice rolls to detect the vessel.

Medical Suite: Grants a +1 bonus to Healing and natural Healing rolls.

Personalized Controls: The pilot, co-pilot, gunner, shield pod, sensor, and/or engineering control panels have been optimized by the main operator. Each session, the operator has 1 benny. This may only be used on rolls directly relating to operating his primary system aboard the modified starship. Intruders (or replacement crew) suffer a –1 penalty to use the panels and may not spend a benny on Trait rolls relating to the position until they become accustomed to them (one week).

Personalized controls are typically found only in bombers, fighters, and freighters—ship with large numbers of crew standardize their control systems.

Pure Laser Crystals: Most focusing crystals in lasers are industrial, mass produced to be functional. Pure crystals harness a tighter beam, improving the lasers' range brackets by 2/4/8.

Rapid Recharge Shields: Another experimental modification, rapid recharge shield pods recharge when the pilot is dealt a Jack through Ace of Spades, as well as a Joker. More advanced versions might recharge on any royal card of a black suit, or, for the most advanced models, any royal card.

Redundant System: Pick one system from controls, engine, and hyperdrive. The ship ignores the effects of the first Critical Hit to that system, but still suffers the wound (treat as a Chassis Hit).

Reinforced Superstructure: Due to enhanced bracing and added compartmentalization, the ship has +2 Toughness.

Strengthened Keel: Ramming is often a last resort maneuver, but for some races it is a tried and tested method of combat. If the ship rams another vessel, it treats its Heavy Armor as being 50% higher for the purposes of inflicting damage. This has no effect if the ram is a side-swipe, or if the ship is rammed in the side or rear.

Targeting Computers: Most starships have fairly advanced targeting systems to help the gunner, but these computers are a cut above the rest. Advanced programming allows them to predict an enemy ship's flight path. The computer aids the gunner by making a Shooting d6 Cooperative roll.