

Vessels

Space Vessels

Name	Tech Level	Body Size	Crew	Pass	Cargo	DEF	Armor Points	Body	Speed in mph	Cost in million
Shuttle	7	100	2	10	10 tons	2500	0	10K	35%	2
Drop Ship	7	120	3	10	15 tons*	3000	3000	12K	40%	4
Fighter	7	200	2	0/1	600	10K	50K	20K	75%	6
Assault Scout	7	500	3	7	100 tons*	15K	150K	30K	80%	8
Freighter – Light	6	500	2	8	200 tons	10K	0	50K	60%	5
Freighter – Medium	6	1000	4	16	500 tons	20K	0	100K	50%	8
Freighter – Heavy	6	2000	6	24	1200 tons	20K	0	200K	40%	12
Explorer Ship	6	2000	20	20	500 tons	20K	0	200K	50%	12
Colony Ship	6	50,000	20	500	20K tons	20K	0	5,000K	30%	150
Factory Ship	6	50,000	20	40	30K tons	20K	0	5,000K	30%	150

Vessel Basics

Most vessels in the Empire require only a bare minimum of piloting skills to operate. While within an imperial planet or space station, the ship will be auto-piloted by their flight controller station. However, when they are beyond this control, they will be piloting the ship themselves. Any pilot that is attempting to dock, maneuver, dogfight, enter a destination into the stardrive or perform any more complicated check should make a space vessel piloting check. Also advanced propulsion systems such as warps, folds, and alternative propulsions will require the Advanced Propulsion Pilot skill. Most vessels will have a power source that will last for several years with proper maintenance.

Shuttle

The Shuttle is the workhouse of the fleet ferrying both supplies and people. This may be back and forth from ships and stations, or to and from a planet surface.

Tech: 7. **Skills:** Space Vessel Pilot. **Body Size:** 100. **Crew:** 2. **Passengers:** 10. **Cargo Space:** 10 tons. **Force Field:** 0. **Defense:** 2500. **Armor Points:** 0. **Body:** 10,000.

Sublight: 35% of light. **Hyperdrive:** 0

Civilian Availability: Common (85%) in Empire, Common (85%) in Colonies.

Black Market Difficulty: Why Bother?

Cost: approximately: 2,000,000 Credits.

Dropship

The Dropship is similar to the shuttle, however it is primarily used to bring vehicles to a planet's surface. Military variants typically carry Explorers, APCs, or light tanks to the surface, with crews and supplies.

Tech: 7. **Skills:** Space Vessel Pilot. **Body Size:** 120. **Crew:** 3. **Passengers:** 10. **Cargo Space:** 20 tons. Each vehicle bay costs 125% of the vehicles' body size in tons. **Force Field:** 0. **Defense:** 3000. **Armor Points:** 3000. **Body:** 12,000.

Sublight: 40% of light. **Hyperdrive:** 0

Civilian Availability: Common (85%) in Empire, Common (85%) in Colonies.

Black Market Difficulty: Why Bother?

Cost: approximately: 4,000,000 Credits.

Fighter

The fighter is designed to attack or defend from other fighters, and to destroy or defend other small ships.

Tech: 7. **Skills:** Space Vessel Pilot. **Body Size:** 200. **Crew:** 2. **Passengers:** 1. **Cargo Space:** 600 cubic feet. **Force Field:** 0. **Defense:** 10,000. **Armor Points:** 50,000. **Body:** 20,000.

Armament: Pulse Lasers 50Kd10. Missiles (2): 50Kd10.

Sublight: 75% of light. **Hyperdrive:** 0

Civilian Availability: Not available to civilians in the Empire or the Colonies. The Empire and the MCs have.

Black Market Difficulty: Why Bother?

Cost: approximately: 5,000,000 Credits.

Assault Scout

The Assault Scout is a rather large vessel. It typically performs reconnaissance on the enemy, and then uses its speed to escape. It is also capable of faster than light travel and has become a favorite of adventurers everywhere. This small ship offers a hyperdrive, can carry vehicles, and tons of supplies, it has much to offer in the way of adventuring at large.

Tech: 7. **Skills:** Space Vessel Pilot. **Body Size:** 300. **Crew:** 3. **Passengers:** 7. **Cargo Space:** 100 tons.

Variants can carry other vehicles. Each bay costs 125% of the vehicles' body size in tons.

Force Field: 0. **Defense:** 15,000. **Armor Points:** 150,000. **Body:** 30,000.

Armament: Pulse Lasers Turret 50Kd10. Missiles (4): 50Kd10.

Sublight: 80% of light. **Hyperdrive:** 0

Civilian Availability: Common (85%) in Empire, Common (85%) in Colonies.

Black Market Difficulty: Why Bother?

Cost: approximately: 8,000,000 Credits.

Light Freighter

The freighter is the really just that boring.

Tech: 6. **Skills:** Space Vessel Pilot. **Body Size:** 500.

Crew: 2. **Passengers:** 8. **Cargo Space:** 200 tons.

Force Field: 0. **Defense:** 10,000. **Armor Points:** 0.

Body: 50,000.

Sublight: 60% of light. **Hyperdrive:** 0

Civilian Availability: Common (85%) in Empire,
Common (85%) in Colonies.

Black Market Difficulty: Why Bother?

Cost: approximately: 5,000,000 Credits.

Medium Freighter

A larger freighter.

Tech: 6. **Skills:** Space Vessel Pilot. **Body Size:** 1000.

Crew: 4. **Passengers:** 16. **Cargo Space:** 500 tons.

Force Field: 0. **Defense:** 20,000. **Armor Points:** 0.

Body: 100,000.

Sublight: 50% of light. **Hyperdrive:** 0

Civilian Availability: Common (85%) in Empire,
Common (85%) in Colonies.

Black Market Difficulty: Why Bother?

Cost: approximately: 8,000,000 Credits.

Heavy Freighter

An even larger freighter.

Tech: 6. **Skills:** Space Vessel Pilot. **Body Size:** 2000.

Crew: 6. **Passengers:** 24. **Cargo Space:** 1200 tons.

Force Field: 0. **Defense:** 20,000. **Armor Points:** 0.

Body: 200,000.

Sublight: 40% of light. **Hyperdrive:** 0

Civilian Availability: Common (85%) in Empire,
Common (85%) in Colonies.

Black Market Difficulty: Why Bother?

Cost: approximately: 12,000,000 Credits.

Explorer Ship

The Explorer Ship is a ship that is designed to explore uncharted space, to survey new worlds, to test for mineral and ore deposits, and face anything else in the unknown.

The ship typically has at least one or more shuttles and dropships.

Tech: 7. **Skills:** Space Vessel Pilot. **Body Size:** 2000.

Crew: 20. **Passengers:** 20. **Cargo Space:** 500 tons.

Force Field: 0. **Defense:** 20,000. **Armor Points:** 0.

Body: 200,000.

Sublight: 50% of light. **Hyperdrive:** 0

Civilian Availability: Common (85%) in Empire,
Common (85%) in Colonies.

Black Market Difficulty: Why Bother?

Cost: approximately: 12,000,000 Credits.

Colony Ship

The colony ship is designed to settle new worlds. It carries with it both the colonists and the building supplies needed to set up an outpost.

Tech: 6. **Skills:** Space Vessel Pilot. **Body Size:** 50,000.

Crew: 20. **Passengers:** 500. **Cargo Space:** 20,000 tons.

Force Field: 0. **Defense:** 20,000. **Armor Points:** 0.

Body: 5,000,000.

Sublight: 35% of light. **Hyperdrive:** 0

Civilian Availability: Common (85%) in Empire,
Common (85%) in Colonies.

Black Market Difficulty: Why Bother?

Cost: approximately: 150,000,000 Credits.

Factory Ship

The factory ship is designed to process raw ores and minerals into processed goods. The ship can either mine asteroids or drop to a planet surface for extensive mining operations.

Tech: 6. **Skills:** Space Vessel Pilot. **Body Size:** 50,000.

Crew: 20. **Passengers:** 40. **Cargo Space:** 30,000 tons.

Force Field: 0. **Defense:** 20,000. **Armor Points:** 0.

Body: 5,000,000.

Sublight: 35% of light. **Hyperdrive:** 0

Civilian Availability: Common (85%) in Empire,
Common (85%) in Colonies.

Black Market Difficulty: Why Bother?

Cost: approximately: 150,000,000 Credits.

Vessels

Vessels Overview

Vessels include any method of transport that is capable of travel in space. Only non-capital ships (A-I) are capable of atmospheric flight or landing on planetary surfaces. Vessels are defined by their hull points.

Vessel Terms

Name	Required Crew Members Range	Hull Point Maximum
Starcraft	1-2	10 to 1,000
Vessel	3-10	1,010 to 10,000
Light Capital Ship	11-100	10,010 to 100,000
Heavy Capital Ship	100-1,000	100,010 to 1,000,000
State Ship	1,001-10,000	1,000,010 to 10,000,000

{125 million is the size of a star wars star destroyer, under the following assumptions. Volume of a pyramid is 1/3 of base times length. Assume this is coming right at you. Assume that 5000 ft (1600 meters) is the length. The base is a parallelogram which is width times height. Its is as wide as it is long. Its height is 3/5 of its width which is 3000. Plug it all in and we get 1/3(5000x5000x3000) which totals 25,000,000,000 cubic feet. Assume that every 200 cubic feet (20x10x10 block) of the ship averages out to 1 ton (hull point) in weight when averaging machinery with air filled passageways. This results in 125,000,000 tons (hull points) No vessel in the FS universe should approach this size. In theory no ship should be longer than half of this. Which would result in a 260,4166,666 cubic feet and weigh in at 13,020,833 tons}

Vessel damage, armor, defense, and body are 100 times stronger than the terms used in the basic handbook. This is to keep as many large numbers from boggin down game time. Remember this conversion when individuals are attacking a vessel directly.

For example:

A person with a laser rifle is attacking a fighter that is taking off from a hangar. He scores a 150 point hit. When translated into vessel damage this means that only 1.5 points goes against the vessel.

This may be a little confusing at first, but when you get to large vessel combat this will keep damages from being in the millions and very difficult to figure out.

Non-Military Vessels

Escape Shuttle

The escape shuttle is a very compact ship. Typically it is used as an escape pod from a larger vessel. Rather than having flight controls the escape shuttle will have a stasis field generator for the sole occupant, and an auto-pilot that will attempt to seek safety for the occupant. Once clear of the mother ship, it turns on the distress and locator beacon and scans the immediate sector of space for a habitable landing site. The escape shuttle will attempt to home in on the nearest navigation beacon and set course for that location. The occupant is kept in stasis due to its limited life support. If it senses a rescue ship nearby, it will send out a hailing signal and alter course to meet it. In the case a colony beacon is detected, it will follow it down to the colony's landing pad. If none of these options exist, the shuttle will touch down on the nearest habitable planet. After touch down, storage lockers contain rations and first-aid equipment.

Basics: (Hull Size: A Crew: 1. Cargo: Small Personal Item. Accomodations: Stasis Field.)

Flight Characteristics: (Impulse: 20% light. Warp: None. Hyperdrive: None. Folding Device: None. Atmosphere: Yes)

Strength: (Force Field: None. Defense: 20. Armor: 60. Body: 20.)

Weapons: (Primary: None. Anti-Missile: None. Anti-Fighter: None. Anti-Capital: None.)

Modifications: None.

Personal Shuttle

The personal shuttle is the standard shuttle size. Typically it is uses as a ferry of individuals from capital ships, and planet surfaces or star bases. The shuttle supports a cockpit for two, and seating for another four in the rear.

Basics: (Hull Size: C Crew: 2+4. Cargo: Travel luggage for each occupant, and 100 cubic feet of cargo (10x10x10).

Accomodations: Transport with LifeSupport for 48 hours.)

Flight Characteristics: (Impulse: 50% light. Warp: None. Hyperdrive: None. Folding Device: None. Atmosphere: Yes)

Strength: (Force Field: None. Defense: 60. Armor: 180. Body: 60.)

Weapons: (Primary: None. Anti-Missile: None. Anti-Fighter: None. Anti-Capital: None.)

Modifications: None.

Transport Shuttle

The transport shuttle is one of the largest shuttles. Typically it is used to ferry civilians or an entire squad of a military force from capital ships to planet surfaces or star bases. The shuttle supports a cockpit for two and seating for another 10 in the rear. A large seating room door allows rapid deployment.

Basics: (Hull Size: D Crew: 2+10. Cargo: Travel luggage or basic gear for each occupant, and 300 cubic feet of cargo (20x15x10). **Accomodations:** Transport with LifeSupport for 48 hours.)

Flight Characteristics: (Impulse: 50% light. Warp: None. Hyperdrive: None. Folding Device: None. Atmosphere: Yes)

Strength: (Force Field: None. Defense: 80. Armor: 240. Body: 80.)

Weapons: (Primary: None. Anti-Missile: None. Anti-Fighter: None. Anti-Capital: None.)

Modifications: None.

Cargo Shuttle

The cargo shuttle is one of the largest shuttles. Typically it is used to ferry equipment, small vehicles, or other cargo from capital ships to planet surfaces or star bases. The shuttle supports a cockpit for two. A large cargo bay door allows easy unloading.

Basics: (Hull Size: D Crew: 2. Cargo: 600 cubic feet of cargo (30x20x10). **Accomodations:** Transport with LifeSupport for 48 hours.)

Flight Characteristics: (Impulse: 50% light. Warp: None. Hyperdrive: None. Folding Device: None. Atmosphere: Yes)

Strength: (Force Field: None. Defense: 80. Armor: 240. Body: 80.)

Weapons: (Primary: None. Anti-Missile: None. Anti-Fighter: None. Anti-Capital: None.)

Modifications: None.

Freighter

The freighter is another cargo mover however it has the ability to travel on its own to other planets, systems, and star bases. Without the hyperdrive of the heavy freighter, they do not have the ability to freely roam the galaxy, and are limited to system to system jaunts usually within the same sphere of influence. This ability and the fact that the large cargo areas are easily converted to other purposes has made the freighter a popular and diverse vessel.

Basics: (Hull Size: F Crew: 2+4. Cargo: 36,000 cubic feet of cargo (60x60x10). Accomodations: One state room (2 person), one small spartan-like cabin (1 person), and four crashtubes (1 person coffin-like sleeping tube), with indefinite lifesupport under normal operating circumstances.)

Flight Characteristics: (Impulse: 60% light. Warp: 5. Hyperdrive: None. Folding Device: None. Atmosphere: Yes)

Strength: (Force Field: None. Defense: 120. Armor: 360. Body: 120.)

Weapons: (Primary: None. Anti-Missile: None. Anti-Fighter: None. Anti-Capital: None.)

Modifications: None.

Heavy Freighter

The heavy freighter primary distinction to the freighter is the addition of hyperdrive systems, which allow it to travel to the most remote locations in the galaxy. They also are heavily modified and often used for varying purposes other than cargo hauling.

Basics: (Hull Size: H Crew: 3+7. Cargo: 200,000 cubic feet of cargo (100x100x20). Accomodations: Two state rooms (2 person), 4 small cabins(2 person), and four crashtubes (1 person coffin-like sleeping tube) with indefinite lifesupport under normal operating circumstances.)

Flight Characteristics: (Impulse: 70% light. Warp: 8. Hyperdrive: Yes. Folding Device: None. Atmosphere: Yes)

Strength: (Force Field: None. Defense: 140. Armor: 420. Body: 140.)

Weapons: (Primary: None. Anti-Missile: None. Anti-Fighter: None. Anti-Capital: None.)

Modifications: None.

Container Freighter

The container freighter differs from other freighters in that they are much larger, and store their cargo on the outside. They are really just the skeleton of a ship. The spine of this vessel is collapsible and expandable so that containers can be added and subtracted. As a result the vessel can appear almost as large as a capital ship, when in fact it is almost as weak as a heavy freighter.

Basics: (Hull Size: J Crew: 3+7. Cargo: Up to twenty four 500,000 cubic feet (100x100x50) cargo containers.

Accomodations: Two state rooms (2 person), 4 small cabins(2 person), and four crashtubes (1 person coffin-like sleeping tube) with indefinite lifesupport under normal operating circumstances.)

Flight Characteristics: (Impulse: 50% light. Warp: 5. Hyperdrive: Yes. Folding Device: None. Atmosphere: No)

Strength: (Force Field: None. Defense: 180. Armor: 540. Body: 180.)

Weapons: (Primary: None. Anti-Missile: None. Anti-Fighter: None. Anti-Capital: None.)

Modifications: None.

Non-Military Vessels Modifications

{Not Yet Implemented}

Modifications: None.

Improved Armor

Armor can be improved in several ways, all of which cost both construct points and credits.

Name	Armor Effect	Armor Points Per Construct Point	Cost Per Construct Point
Silvered Armor	Although no longer technically silvered, the name has stuck from the days when armor was painted silver to help reflect lasers. Today silvered armor has been modified to include all energy type weapons, and in addition to being partially reflective is also ablative. This protection reduces all energy weapons damage by half, and also cost half of the construct points in each area, rounded up to the nearest whole number.	See description	1/3 of base cost.
Plasteel Armor	Much more durable than the standard Durasteel armor, Plasteel offers 50% more protection. It is much heavier than typical armor, and as a result cuts the amount of available construct points per location by 33%.	See description	1/3 of base cost.
Durasteel Armor	Durasteel armor is standard and costs nothing in either construct points or credits.	N/A	N/A
Flexisteel Armor	Much lighter than the standard Durasteel armor, Plasteel offers 25% more protection. Due to it being much lighter than typical armor, it results in more available construct points per location by 25%.	See description	No Charge

Force Fields

The generators for force fields need to be attached to the torso of the armor or mecha, and are deducted from the construct points there. For each construct point spent on force fields, add 500 additional points to its strength, and 50,000 credits is charged. So a mech with a 5,000 point force field would spend 10 construct points and 500,000 credits.

Weaponry

Construct Points represent the amount of additional equipment you can mount on either power armor or mecha. As with all equipment built into power armor or mecha frame, this addition requires the expenditure of construct points. Construct points are displayed on either the power armor or mecha chart that displays the defense and armor points. Each arm can have this many points of upgrades built onto it. The torso, shoulder, and head, are considered to be one location but have double the amount of construct points. For example take standard power armor; the distribution of armor points would be as follows. Right Arm: 3, Left Arm: 3, Torso, Head Shoulder Region: 6

Name	Ranges	Accuracy Bonus	Damage Per Construct Point	Cost Per Construct Point
Laser	100/200/300/400/500	+0	50d10	50,000
Laser Battery	100/200/300/400/500	+0	75d10	75,000
Machine Gun	100/200/300/400/500	+0	60d10	40,000
Short Range Missiles	100/200/300/400/500	+0	65d10	65,000
Long Range Missiles	150/300/450/600/750	+0	50d10	50,000
Rail Gun	100/200/300/400/500	+0	90d10	90,000
Proton Weapons	100/200/300/400/500	+0	125d10	150,000
Plasma Rifle	100/200/300/400/500	+0	80d10	70,000

Equipment

Construct Points represent the amount of additional equipment you can build into either vessels.

Name	Description	Construct Points	Cost
Docking Bay	Fighter/Shuttle	15	500K

Military Vessels

Interceptor

The interceptor is a fast attack fighter designed to intercept fighters. They are less armored and lighter armed than a traditional fighter.

Basics: (Hull Size: C Crew: 1 (Pilot/Navigator). **Cargo:** Armor (sealed), Weapon, Survival Kit. **Accommodations:** Cockpit with LifeSupport for 48 hours.)

Flight Characteristics: (Impulse: 90% light. **Warp:** None. **Hyperdrive:** None. **Folding Device:** None. **Atmosphere:** Yes)

Strength: (Force Field: None. **Defense:** 90. **Armor:** 270. **Body:** 90.)

Offensive Weapons: (Primary: Twin Forward Fixed Lasers 30d10. **Missiles:** 2 Missiles 45d10 each.)

Defensive Weapons: (Primary: None. **Anti-Missile:** None. **Anti-Fighter:** None. **Anti-Capital:** None.)

Modifications: None.

Fighter

The fighter is a small fast agile ship designed to combat other fighters. Their primary role is to escort bombers which carry heavier anti-capital ship weapons.

Basics: (Hull Size: D Crew: 1 or 2 (Pilot/Navigator or one of each). **Cargo:** Armor (sealed), Weapon, Survival Kit for each crew member. **Accommodations:** Cockpit with LifeSupport for 48 hours.)

Flight Characteristics: (Impulse: 80% light. **Warp:** None. **Hyperdrive:** None. **Folding Device:** None. **Atmosphere:** Yes)

Strength: (Force Field: None. **Defense:** 120. **Armor:** 360. **Body:** 120.)

Offensive Weapons: (Primary: Twin Forward Fixed Lasers 40d10. **Missiles:** 2 Missiles 60d10 each.)

Defensive Weapons: (Primary: None. **Anti-Missile:** None. **Anti-Fighter:** None. **Anti-Capital:** None.)

Modifications: None.

Heavy Fighter

The heavy fighter is a heavier variant of the fighter. They are better armed, armored, and typically have warp capabilities or force fields.

Basics: (Hull Size: E Crew: 2 (Pilot & Navigator). **Cargo:** Armor (sealed), Weapon, Survival Kit for each crew member. **Accommodations:** Cockpit with LifeSupport for 48 hours.)

Flight Characteristics: (Impulse: 70% light. **Warp:** None. **Hyperdrive:** None. **Folding Device:** None. **Atmosphere:** Yes)

Strength: (Force Field: None. **Defense:** 150. **Armor:** 450. **Body:** 150.)

Offensive Weapons: (Primary: Twin Forward Fixed Lasers 50d10. **Missiles:** 4 Missiles 75d10 each.)

Defensive Weapons: (Primary: None. **Anti-Missile:** None. **Anti-Fighter:** None. **Anti-Capital:** None.)

Modifications: None.

Dropship

The dropship is an armored and armed shuttle. Its primary role is to combat drop troops and equipment into battle situations. A typical dropship will carry one APC, & two squads (10) of soldiers. It will also carry 3–4 times their standard walking weight or rations, ammo, medical supplies, etc. It is meant to support the full crew for up to 1 week, and also cover as light air support.

Basics: (Hull Size: F Crew: 4 (Pilot, Navigator, Turret Gunner & Communication/Cargo Officer). **Cargo:** Armor (sealed), Weapon, Survival Kit for each crew member. Also the APC area can be converted to regular cargo of 36,000 cubic feet (60x60x10) **Accommodations:** Cockpit with LifeSupport for 1 week.)

Flight Characteristics: (Impulse: 60% light. **Warp:** None. **Hyperdrive:** None. **Folding Device:** None. **Atmosphere:** Yes)

Strength: (Force Field: None. **Defense:** 180. **Armor:** 540. **Body:** 180.)

Offensive Weapons: (Primary: Twin Forward Fixed Lasers 60d10. **Missiles:** 4 Missiles 90d10 each.)

Defensive Weapons: (Primary: Mounted Turret 50d10)

Modifications: None.

Assault Scout

The assault scout is a very popular vessel, common both in the military, Mega-Corps, and civilians. The assault scout is an armored and armed shuttle. Its primary role is similar to the dropship, however it is capable of both warp, and utilizing a hyperdrive. A typical assault scout will carry one Explorer, & up to 4 non-crew members. It will also carry 3–4 times their standard walking weight or rations, ammo, medical supplies, etc. It has an indefinite life support, and supports its small crew comfortably.

Basics: (Hull Size: G Crew: 4 + 4 (Pilot, Navigator/Communications Officer, 2 Turret Gunners). **Cargo:** Armor (sealed), Weapon, Survival Kit for each crew member. The cargo area is equal to 18,000 cubic feet (30x60x10) or double if the vehicle is removed. With the vehicle removed, the assault scout can easily accommodate an APC or standard tank.

Accommodations: Two state rooms (2 person), and 4 small spartan-like cabins (1 person) with indefinite life support under normal operating circumstances.) **Medical:** standard medical droid, and two stasis tubes, 4 stasis generators.)

Flight Characteristics: (Impulse: 60% light. **Warp:** 6. **Hyperdrive:** Yes. **Folding Device:** None. **Atmosphere:** Yes)

Strength: (Force Field: None. **Defense:** 210. **Armor:** 630. **Body:** 210.)

Offensive Weapons: (Primary: Twin Forward Fixed Lasers 70d10. **Missiles:** 8 Missiles 105d10 each.)

Defensive Weapons: (Primary: 2 Mounted Turret 50d10)

Modifications: None.

Attack Bomber

The attack bomber is an extremely heavy large vessel designed to attack capital ships. It is the largest non-capital military vessel. They are typically escorted by fighters.

Basics: (Hull Size: G Crew: 4 (Pilot/Navigator, Weapons Officer, 2 Turret Gunners). **Cargo:** Armor (sealed), Weapon, Survival Kit for each crew member. **Accommodations:** Cockpit with LifeSupport for 48 hours.)

Flight Characteristics: (Impulse: 60% light. **Warp:** 5. **Hyperdrive:** Yes. **Folding Device:** None. **Atmosphere:** Yes)

Strength: (Force Field: None. **Defense:** 210. **Armor:** 630. **Body:** 210.)

Offensive Weapons: (Primary: Twin Forward Fixed Lasers 70d10. **Missiles:** 8 Missiles 100d10 each. **Torpedoes:** 4 Torpedoes 200d10)

Defensive Weapons: (Primary: 2 Mounted Turret 50d10)

Modifications: None.

Military Capital Ship Vessels

Corvette

The corvette is the smallest of the capital ships. They are used primarily for solo patrol and reconnaissance for convoy duty. If they encounter hostile forces, they then summon the nearby fleet.

Basics:

Hull Size: J

Crew: 20

Command: (2) Captain, First Officer.

Bridge: (2) Helm, Communications/Sensors.

Security: (5) Security Officer, 4 Security Guards/Marines.

Weapons: (5) Targetting Control Officer, Weapons Officer/Torpedo Gunner, 3 Turret Gunners.

Engineering: (4) Engineering Chief, 3 Engineers.

Support: (1) Medic, Chef.

Cargo: The cargo area is equal to 500,000 cubic feet (100x100x50)

Accommodations: Two state rooms (2 person), 8 small cabins (2 person), and four crashtubes (1 person coffin-like sleeping tube) with indefinite lifesupport under normal operating circumstances.

Medical: standard medical droid with a small medical bay, and five stasis tubes, 10 stasis generators.

Flight Characteristics:

Impulse: 60% light.

Warp: 8

Hyperdrive: Yes.

Folding Device: None.

Atmosphere: No.

Strength:

Force Field: None.

Defense: 300.

Armor: 900.

Body: 300.

Offensive Weapons:

Primary: Twin Forward Fixed Lasers 100d10.

Missiles: 8 Missiles 150d10 each.

Torpedoes: 4 Torpedoes 300d10 each.

Defensive Weapons:

Primary: 3 Mounted Turret 100d10)

Modifications: None.

Frigate

The corvette is the smallest of the capital ships. They are used primarily for solo patrol and reconnaissance for convoy duty. If they encounter hostile forces, they then summon the nearby fleet.

Basics:

Hull Size: L

Crew: 40

Command: (3) Captain, First Officer, Senior Officer.

Bridge: (3) Helm, Communications, Sensors.

Security: (8) Security Officer, 7 Security Guards/Marines.

Weapons: (15) Targetting Control Officer, Weapons Officer, Torpedo Gunner, 4 Battery Gunners , 8

Turret Gunners.

Engineering: (8) Engineering Chief, 7 Engineers.

Support: (3) Doctor, Medic, Chef

Cargo: The cargo area is equal to 500,000 cubic feet (100x100x50)

Accommodations: Two state rooms (2 person), 8 small cabins (2 person), and four crashtubes (1 person coffin-like sleeping tube) with indefinite lifesupport under normal operating circumstances.

Medical: standard medical droid with a small medical bay, and five stasis tubes, 10 stasis generators.

Flight Characteristics:

Impulse: 50% light.

Warp: 5.

Hyperdrive: Yes.

Folding Device: None.

Atmosphere: Yes)

Strength:

Force Field: None.

Defense: 210.

Armor: 630.

Body: 210.)

Offensive Weapons:

Primary: Twin Forward Fixed Lasers 70d10.

Missiles: 8 Missiles 100d10 each.

Torpedoes: 4 Torpedoes 200d10 each.

Defensive Weapons:

Primary: 3 Mounted Turret 50d10)

Modifications: None.

. **Cargo:** The cargo area is equal to 500,000 cubic feet (100x100x50) **Accommodations:** Two state rooms (2 person), 8 small cabins (2 person), and four crashtubes (1 person coffin-like sleeping tube) with indefinite lifesupport under normal operating circumstances.) **Medical:** standard medical droid with a small medical bay, and five stasis tubes, 10 stasis generators.)

Flight Characteristics: (**Impulse:** 50% light. **Warp:** 5. **Hyperdrive:** Yes. **Folding Device:** None. **Atmosphere:** Yes)

Strength: (**Force Field:** None. **Defense:** 210. **Armor:** 630. **Body:** 210.)

Offensive Weapons: (**Primary:** Twin Forward Fixed Lasers 70d10. **Missiles:** 8 Missiles 100d10 each. **Torpedoes:** 4 Torpedoes 200d10)

Defensive Weapons: (**Primary:** 4 Mounted Turret 50d10)

Modifications: None.

Destroyer

Cruiser

Battleship

Command Ship (Flag Ship)

Assault Carrier

Assault Transport

Troop Carrier

Dreadnaught

gunboat a small vessel of shallow draught and with relatively heavy guns. *[Oxford]*

monitor a heavily armed warship of shallow draught. *[Oxford]*

corvette a small, lightly armed, fast vessel, used mostly for convoy escort, ranging between a destroyer and a gunboat in size. *[Macquarie]*

frigate a naval escort vessel between a corvette and a destroyer in size. *[Oxford]*

destroyer a fast warship with guns and torpedoes used to protect other ships. *[Oxford]*

cruiser a warship of high speed and medium armament. *[Oxford]*

battlecruiser a warship of maximum speed and fire power, but with lighter armour than a battleship. *[Macquarie]*

battleship a warship with the heaviest armour and the largest guns. *[Oxford]*

command ship Prestige vessel of unassailably great size, durability and armament, used mainly as flagship, communications centre and base of operations for hosts of lesser forces.

Improved Armor

Armor can be improved in several ways, all of which cost both construct points and credits.

Name	Armor Effect	Armor Points Per Construct Point	Cost Per Construct Point
Silvered Armor	Although no longer technically silvered, the name has stuck from the days when armor was painted silver to help reflect lasers. Today silvered armor has been modified to include all energy type weapons. This protection reduces all energy weapons damage by half, and also cost half of the construct points in each area, rounded up to the nearest whole number.	See description	1/3 of base cost.
Plasteel Armor	Much more durable than the standard Durasteel armor, Plasteel offers 50% more protection. It is much heavier than typical armor, and as a result cuts the amount of available construct points per location by 33%.	See description	1/3 of base cost.
Durasteel Armor	Durasteel armor is standard and costs nothing in either construct points or credits.	N/A	N/A
Flexisteel Armor	Much lighter than the standard Durasteel armor, Plasteel offers 25% more protection. Due to it being much lighter than typical armor, it results in more available construct points per location by 25%.	See description	No Charge

Force Fields

The generators for force fields need to be attached to the torso of the armor or mecha, and are deducted from the construct points there. For each construct point spent on force fields, add 500 additional points to its strength, and 50,000 credits is charged. So a mech with a 5,000 point force field would spend 10 construct points and 500,000 credits.

Weaponry

Construct Points represent the amount of additional equipment you can mount on either power armor or mecha. As with all equipment built into power armor or mecha frame, this addition requires the expenditure of construct points. Construct points are displayed on either the power armor or mecha chart that displays the defense and armor points. Each arm can have this many points of upgrades built onto it. The torso, shoulder, and head, are considered to be one location but have double the amount of construct points. For example take standard power armor; the distribution of armor points would be as follows. Right Arm: 3, Left Arm: 3, Torso, Head Shoulder Region: 6

Name	Ranges	Accuracy Bonus	Damage Per Construct Point	Cost Per Construct Point
Laser	100/200/300/400/500	+0	50d10	50,000
Laser Battery	100/200/300/400/500	+0	75d10	75,000
Machine Gun	100/200/300/400/500	+0	60d10	40,000
Short Range Missiles	100/200/300/400/500	+0	65d10	65,000
Long Range Missiles	150/300/450/600/750	+0	50d10	50,000
Rail Gun	100/200/300/400/500	+0	90d10	90,000
Proton Weapons	100/200/300/400/500	+0	125d10	150,000
Plasma Rifle	100/200/300/400/500	+0	80d10	70,000

Equipment

Construct Points represent the amount of additional equipment you can build into either vessels.

Name	Description	Construct Points	Cost
Docking Bay	Fighter/Shuttle	15	500K

Star Fighters

Stats	Interceptor	Fighter	Assault Scout
Size	15	20	30
Attack Score	50	50	50
Force Field	3,750	5,000	7,500
Defense	1,500	2,000	3,000
Armor	7,500	10,000	15,000
Body	1,500	2,000	3,000
Toughness	0	0	0
Wounds	0	0	0
Strength	15,000	20,000	30,000
Blow Damage	1500d10	2000d10	3000d10
Damage/Main Weapon	Laser Battery 600d10	Laser Battery 800d10	Laser Battery 1200d10
Missiles	Missile (1) 200d10	Missile (1) 400d10	Missile (3) 400d10

Vessels

Stats	Frigate	Destroyer	Cruiser
Size	50	100	200
Attack Score	50	50	50
Force Field	12,500	25,000	50,000
Defense	5,000	10,000	20,000
Armor	25,000	50,000	100,000
Body	5,000	10,000	20,000
Toughness	0	0	0
Wounds	0	0	0
Strength	50,000	100,000	200,000
Blow Damage	5,000d10	10,000d10	20,000d10
Damage/Main Weapon	Laser Battery 2,000d10	Laser Battery 4,000d10	Laser Battery 8,000d10
Missiles	Missile (9) 1,000d10	Missile (18) 2,000d10	Missile (36) 4,000d10
Turrets	Turrets (5) 1,000d10	Turrets (10) 2,000d10	Turrets (20) 4,000d10

Vessels

Stats	Battleship	Dreadnought	Assault Carrier
Size	400	800	400
Attack Score	50	50	50
Force Field	100,500	200,000	100,000
Defense	40,000	80,000	40,000
Armor	200,000	400,000	200,000
Body	40,000	80,000	40,000
Toughness	0	0	0
Wounds	0	0	0
Strength	400,000	800,000	400,000
Blow Damage	40,000d10	80,000d10	40,000d10
Damage/Main Weapon	Laser Battery 16,000d10	Laser Battery 32,000d10	Laser Battery 16,000d10
Missiles	Missile (9) 8,000d10	Missile (18) 16,000d10	Missile (36) 8,000d10
Turrets	Turrets (20) 8,000d10	Turrets (40) 16,000d10	Turrets (20) 8,000d10

Vessel Piloting Skill Tests

Vessel Piloting skills are broken down by the type of action being performed.

For Example: Lets look at the heavy freighter since they are capable of almost all types of piloting checks. The freighter starts off in a starport that is in a city. First the ship will need to get to orbit. An Orbital Vessel Pilot check is made. Next the freighter will need to navigate to a starbase orbiting another planet to pick up cargo. A Space Vessel Pilot check is made. Docking with the Station and then departing again would each require another Orbital Vessel Pilot check. After picking up the cargo the freighter sets a course in another system. Due to the distance they use their Hyperdrive, and this requires a Advanced Propulsions Pilot check. This was an example of when and how the checks are made.

Space in this time is a very forgiving element. If they critically fail or consecutively fail numerous times then something catastrophic will happen, otherwise they are simply delayed due to their miscalculations. The perviously detailed example has a ludicrous number of checks made. Unless it is critical to the plotline, the GM is encouraged to limit boring dice rolls that detract from the story.

The GM should also feel free to add penalties to a dice roll. Say for example a space station is in a quickly decaying orbit, it would be more difficult to dock with. Perhaps orbiting the planet is a mine field that needs to be negotiated. Many variable can come into play with piloting checks.

Vessel Combat Skill Tests

Combat in vessels is slightly more difficult. A fixed weapon uses the appropriate piloting skill, while aimable weapons used the mounted weapon skill. For example guns or missiles on a fighter are considered fixed weapons. A turret, battery, or any other weapon that could be aimed in a direction different from the flight path of the vessel is an aimable weapon. Also when repairing either vehicles or vessels, the Engineering-Weapons of War skill is used if the appropriate materials are around.

Space Vessel Design

1) Choose a Hull Size

Space Vessels range from 100 to 20,000,000 hull points. A Hull Point is an ambiguous unit that takes into consideration both mass and volume. If it helps your conception of this principle, each hull point is one ton, and is approximately 100 cubic feet. This balances out areas that are both solid equipment and air filled passageways.

2) Choose a Hull Type

The Hull Type determines the Body value of the ship. The Body is how much damage the actual vessel (after force fields, defense, and armor etc) can absorb without being destroyed. A vessel is not destroyed when this is depleted, just powerless and adrift, and salvageable. When the vessel reaches a negative value equal to the original Body points, the ship is completely destroyed and space rubble.

Type	Description	Effect	Hull Point Cost	Cost in Credits
Standard	All ships have standard as a default.	10 Body per 100 hps.	1/15 th of total hps.	
Heavy	This is the normal military default. This represents the ships design to face combat.	20 Body per 100 hps.	1/10 th of total hps.	
Advanced	Equivalent to the heavy, but at a reduced tonnage cost. However it is much more expensive in credits.	20 Body per 100 hps.	1/12 th of total hps.	

3) Choose Control Components & Crew

Control Components and the crew, are a necessity to the proper functioning of the ship. Starcraft and Vessels require 1 control crew member for every 5,000 hull points, minimum of 2 unless under 1,000 hull points.

Type	Description	Effect	Tonnage Cost	Cost in Credits
Cockpit	For any vessel under 1,000 hull points.			
Bridge	For vessels between 1,000 and 10,000 hull points.			
Bridge & Control Stations.	For any capital and state vessels. 10,000 + hull points.			

Name	Required Crew Members Range	Hull Point Maximum
Starcraft	1-2	10 to 1,000
Vessel	3-10	1,010 to 10,000
Light Capital Ship	11-100	10,010 to 100,000
Heavy Capital Ship	100-1,000	100,010 to 1,000,000
State Ship	1,001-10,000	1,000,010 to 10,000,000

Vessels

Stats	Frigate	Destroyer	Cruiser
Size	50	100	200
Attack Score	50	50	50
Force Field	12,500	25,000	50,000
Defense	5,000	10,000	20,000
Armor	25,000	50,000	100,000
Body	5,000	10,000	20,000
Toughness	0	0	0
Wounds	0	0	0
Strength	50,000	100,000	200,000
Blow Damage	5,000d10	10,000d10	20,000d10
Damage/Main Weapon	Laser Battery 2,000d10	Laser Battery 4,000d10	Laser Battery 8,000d10
Missiles	Missile (9) 1,000d10	Missile (18) 2,000d10	Missile (36) 4,000d10
Turrets	Turrets (5) 1,000d10	Turrets (10) 2,000d10	Turrets (20) 4,000d10

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Stats	Battleship	Dreadnought	Assault Carrier
Size	400	800	400
Attack Score	50	50	50
Force Field	100,500	200,000	100,000
Defense	40,000	80,000	40,000
Armor	200,000	400,000	200,000
Body	40,000	80,000	40,000
Toughness	0	0	0
Wounds	0	0	0
Strength	400,000	800,000	400,000
Blow Damage	40,000d10	80,000d10	40,000d10
Damage/Main Weapon	Laser Battery 16,000d10	Laser Battery 32,000d10	Laser Battery 16,000d10
Missiles	Missile (9) 8,000d10	Missile (18) 16,000d10	Missile (36) 8,000d10
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