

Starships

Attributes

A starship, like a player character, comes with its own set of attributes. These show the capabilities of the ship. The ship attributes are *Maneuver*, *Sensors*, *Speed*, *Energy*, *Shields* and *Armour*.

Maneuver

To control a starship the pilot rolls either their appropriate *Piloting Skill* or can roll against the *Maneuver* attribute as a trained skill. *Maneuver* represents the inherent capabilities of the ship's control systems. A skilled pilot can coax out a better performance.

Asteroids

All *Piloting/Maneuver* rolls in an Asteroid or other major debris field are made at a penalty of +2. A failed roll results in a collision doing 1d6x10xcurrent *Speed* cm of damage (see **Protection and Damage**).

Sensors

A starship's sensors enable it to locate objects in nearby space, identify them and if necessary target them. Communications and Navigation functions are also usually integrated with the ship's sensor systems. A character may roll against *Sensors* instead of *Piloting* to perform navigation functions and instead of *Perception* to notice and identify other nearby objects and phenomena.

The most basic systems lack the functionality to integrate with guided missiles while the most advanced will calculate an object's trajectory, cross reference this with the velocity of your ship and weapons and display the best point in space to aim at to score a hit (Inertial Targeting and Tracking System (**ITTS**)). ITTS modifies to-hit rolls down by [7 - the *Sensors* value].

Weapons may still be fired "by eye" without the assistance of a targeting system.

Speed

A ship may travel at any *Speed* up to its maximum that the pilot desires. This maximum can be increased by purchasing larger engines or using afterburners. *Speed* affects targeting (see **Combat** section) and also how long it takes to traverse the space between jump points.

Afterburners

A starship equipped with afterburners may increase its *Speed* attribute at the cost of energy and maneuverability. For each point of *Speed* added a +1 Modifier is added to the target number of any *Piloting/Maneuver* rolls. If this modifier would give an ordinary *Maneuver* roll a target number of 12 or more the ship may only travel in a straight line at that *Speed*. Energy equivalent to the current *Speed* attribute is drained from the *Energy* pool each round.

The maximum *Speed* a ship can reach using afterburners is 2x Base *Speed*.

Energy

Engines

In addition to providing the motive power for a starship the engines also provide energy for shields and weapons. Engines regenerate a certain amount of energy each round into an energy pool. Details of pool sizes and regeneration rates are in the **Starship Accessories** document.

Of this pool an amount is automatically siphoned off for *Shields*. This is equal to 10x the highest level of shield up. Each type of weapon drains a certain amount of energy when it is fired (See the **Combat** section). A character should be careful not to equip their ship with heavier shields and/or weapons than their engine can support.

Different ratings of engine are available, providing a larger energy pool and/or faster regeneration. However design constraints mean that most ships have an upper limit on the size of engine which can be installed.

Damage to the engines reduces a starship's *Speed* attribute (see the **Combat** section).

Shields

A starship can absorb several hits before physical damage is taken if it has *Shields*. One level of shielding offers initial protection equivalent to 100 cm durasteel, this decreases each time they absorb a hit. Shields are location based, with Front, Rear, Port and Starboard shields. Which shield is hit is determined by a roll of 1d6, with the result varying with different ship designs. Once the shields at a location are depleted the ship will start taking actual damage.

Shields regenerate at the rate of 1 "point" (10 cm) per round. A ship equipped with a Shield Regenerator (see **Accessories** document) automatically recovers one additional point per round.

If there is insufficient energy available shields will fail to regenerate, or may even drop. The level of shielding can also be voluntarily dropped to free energy for other uses. When a shield level is activated or reactivated after being shut down it gains strength at the same rate as if it had been damaged.

Different ratings of shield generators are available, providing greater levels of shielding. However design constraints mean that most ships have an upper limit on the size of generator which can be installed.

Boosting shields

Characters can transfer extra power to each location to strengthen that particular shield, but only up to it's original value. For each point that a shield is boosted it drains an additional energy point per round. A shield cannot be boosted more than 10 points in a round (it may be boosted a further 10 in each subsequent round). On the cessation of boosting the shield loses all extra integrity at the end of the round.

Armour

Most starship hulls are built to keep you pressurized and immune from radiation, but they do not do much to stop a mass driver. If you can afford an escort, you may not need armor, but other protection is much less reliable. There are three types of armor available. All are repairable if damaged and offer significant protection.

Plasteel. Protective equivalent: 60 cm durasteel. Plasteel is the least expensive armor and protects from the equivalent of four direct laser hits.

Tungsten. Protective equivalent: 100 cm durasteel. Tungsten armor may cost a little more but can stop up to two regular missiles. If you are a courier in Potter Quadrant, working for bureaucrats, you probably don't need this level of protection.

Isometal. Protective equivalent: 300 cm durasteel. Expensive, but well worth it for a professional risk taker.

Jump Drives

A jump drive is necessary to produce the gravitic field which opens a passage between two connected jump points. If you get stranded in a planet-less system with a shot-up jump drive, you may wish whoever did the shooting made a better job of it.

Jump-drives use a high-density fuel and can make a maximum of six jumps before needing refuelled at a spaceport. Refuelling is usually automatically included in docking fees. Only one company in the Confederation holds the rights to produce jump drives, so they are more expensive than they might otherwise be. On the other hand, parts are easy to come by.

Combat

Starship combat proceeds much the same as individual combat. Combat rounds, initiative, simple and complex actions. Piloting maneuvers may be simple or complex. To use a starship's weapons, a player must have the appropriate *Gunnery/Aerospace* or *Gunnery/Spacecraft* skill, modified by the relative ship speeds (fastest over slowest) (see combat modifiers table), and [7 – *Sensors*] if the ship is fitted with an ITTS system (see **Sensors**).

Combat Modifiers

Ratio of Speeds	Modifier	Range	Modifier	Evasion	Modifier
Target is Stationary	+0	Short	0	Target is Evading	+3
1	+1	Medium	+2	Own ship is Evading	+1
1.5	+2	Long	+4		
2	+3			Aimed shot	+4/+6

Aimed Shot

Characters may attempt to target a specific quadrant (fore, aft, port, starboard) of an opponent's ship, or if an opponent's shields have gone down characters may attempt to target their shots for a specific system (engine, thrusters, shield generators, a weapon or other accessory) on the ship. An aimed shot to a quadrant takes a +4 modifier on the to-hit roll, +6 modifier for a system. A successful shot hits the intended location automatically. An unsuccessful shot misses altogether.

Evade

Evading is a complex action performed by the pilot. It requires a successful *Piloting* roll and adds a modifier of +3 to the target number of anyone firing on the ship. It also adds +1 to the target number of anyone firing from the ship.

Ramming

A risky maneuver, ramming either relies on your ship being able to soak more damage and keep going than your opponents or is the last option of the desperate (or fanatical). You don't have to be travelling faster than your opponent to ram – you just have to get in the way. This is done with a *Piloting/Maneuver* roll. If he has an action the other pilot may make a *Piloting/Maneuver* roll to avoid the ram. If the ram is successful damage is subtracted

from both ships shields, then armour on a 1:1 10cm durasteel basis. No more than 100cm of damage can be inflicted in one round. In each round subsequent to the ram either pilot may make a *Piloting/Maneuver* roll to break out of the ram.

Example: a *Centurion* (shields 3 (300cm durasteel equivalent)) rams a *Talon* (shields 1). On the first round both ships lose one level of shields. On the second, the *Centurion* loses 60cm from the second level of shields as it drives through the *Talon's* plasteel armour. The *Centurion* cruises out of the cloud of debris unscathed.

A critically failed piloting roll at any time may result in an unintended ramming of the nearest ship/other large object.

Starship Damage Location

Weapons do a fixed amount of damage (See *Weapons* section). This is subtracted directly from shields and armour. The effects of damage to systems is detailed in the table below.

Each type of starship presents a different profile. Roll 1d6 to determine if a hit occurs Fore, Aft, Port or Starboard and find the result in the *Shields* section of the ship record sheet. Alternatively the GM may declare a location based on the circumstances of the combat. Damage in excess of that required to eliminate the shields flows over onto the ship (roll on the damage location table). Damage in excess of that required to destroy a system or the armour at a location is disregarded.

If actual damage is sustained roll a D6 to determine which system has been damaged (unless the hit came from an *aimed shot*). If the system is non-existent at that location (destroyed or not installed) the damage is taken off armour, once armour has been completely depleted further damage will cause the ship to lose integrity and either become inoperative or explode spectacularly. A pilot aboard an exploding ship makes a REF saving roll to eject to the relative safety of space.

On a critical hit the attacker gets to declare what quadrant/system has been hit as if they had made an aimed shot. A critical hit on an actual *aimed shot* automatically reduced shields on the quadrant to 0 or disables/destroys the targeted system.

Starship Damage Location

D6 Roll	Front	Side	Rear
1	Sensors	Armour	Afterburners/Thrusters*
2	Armour	Weapons	Armour
3	Sensors	Shield Generators	Weapons
4	Shield Generators	Maneuvering Jets	Engines
5	Weapons	Armour	Shield Generators
6	Armour	Engines	Jump Drive

* If fitted, Afterburners always take the first hit.

System	Effect
Thrusters/Afterburners	<i>Speed</i> reduced by 1/10 damage taken. Afterburners absorb the first hit but will be rendered inoperative, possibly destroyed. If <i>Speed</i> reaches 0 through damage to the thrusters the system is damaged beyond repair.
Engines	<i>Speed</i> , <i>Energy</i> pool maximum and regeneration rate reduced by 1/10 damage taken. If <i>Energy</i> pool maximum reaches 0 through damage to the engines they are damaged beyond repair.
Shield Generators	Maximum <i>Shields</i> reduced by reduced by (1/10 damage taken) points. If <i>Shields</i> reaches 0 the system is damaged beyond repair.
Sensors	1/10 damage taken added as a modifier to <i>Sensors</i> related rolls. If this modifier would give an ordinary <i>Sensors</i> roll a target number of 12 or more the system is damaged beyond repair.
Trigger Weapon	Weapon damage reduced by 1/10 damage taken. If damage reaches 0 the weapon is damaged beyond repair.
Missile/PT launcher	Launcher disabled. As a safety feature this system will not operate if it has suffered any damage.
Maneuvering Jets	1/10 damage taken added as a modifier to <i>Maneuver</i> related rolls. If this modifier would give an ordinary <i>Maneuver</i> roll a target number of 12 or more the system is damaged beyond repair.
Jump Drive	Jump Drive disabled. As a safety feature this system will not operate if it has suffered any damage.

Starship repair

To attempt repair on a damaged system, roll *Technician/Spaceship* skill with 1/10 the amount of damage suffered by the system as a positive modifier. If successful a disabled system can be reactivated, or for each point the roll was made: a damage modifier to the system can be reduced by one step; 5 points can be restored to maximum shields; one point of regeneration and 5 points of energy pool maximum can be restored; weapon damage can be improved by 5 steps. A Critical Success completely repairs the system, a Critical Failure shuts down the system if it wasn't already, or further damages it beyond your ability to repair.

If a starship has a repair droid, or if someone aboard a ship other than the pilot can repair a system, they can do so during a combat situation. This incurs an additional +2 modifier. Most weapons systems are externally mounted and cannot be repaired in combat.

If a starship lacks both a character with sufficient *Technician* skill and a repair droid it will have to wait until it reaches a docking facility for repair.

Weapons

Weapons do a fixed amount of damage (See the **Starship Accessories** document for specifics).

Weapons are divided into two types – *Trigger* and *Missile* weapons.

Trigger weapons

These are mounted weapons such as Lasers, Mass Drivers or Plasma Cannon. A ship may have several different types installed in fixed positions or in turrets. One to-hit roll is usually made for all of the weapons a particular character controls.

If multiple types of weapon are being fired simultaneously the character designates one type as the primary another type as the secondary, and also tertiary/quaternary types if necessary. For each step removed from the primary weapon reassess the to-hit roll with an additional +2 modifier to determine if that type of weapon hit.

Trigger weapons consume *Energy*. If there is insufficient energy available the weapon will not fire.

Missiles

Once fired, missiles remain active until they strike a target or for 5-10 (1d6+4) rounds after which they self-destruct. Missiles travel at *Speed* 5. Proton torpedos (a variant DF missile) travel at *Speed* 6. Missiles always attack at close range and cannot be used to make aimed shots. If your ship lacks an appropriate targeting system any missile can be fired "dumb".

Dumb Fire missiles are fired using the character's *Gunnery* skill. Dumb fire missiles which do not strike their target continue in a straight line and are a potential hazard for all pilots until they self destruct.

Targeted missiles (Heat Seeking, Image Recognition or "Friend or Foe") may make another to-hit roll against the ship they were launched at once per round. Missile to-hit rolls begin the round after they are fired on the firing character's Initiative. Base target numbers for each type of missile are as given below, modified down by ITTS (if available), up by any ECM the target may have, and as usual by speed ratios and evasion. On a critical failure the missile will detonate prematurely.

Heat Seeking missiles require a successful *Piloting/Maneuver* roll (simple action) to lock on to the target's engines before they can be fired as a targeted missile.

A pilot critically failing a maneuver roll in the vicinity of a missile intercepts it with predictable consequences.

Missile Type	Base to-hit	On target destroyed
Heat Seeking	9	Cruises into the explosion.
Image Recognition	8	Attempts to acquire a new target with the same profile (make a to-hit roll). Doesn't differentiate between friendly/hostile potential targets. On a critical failure acquires a friendly target if possible.
Friend or Foe	7	Communicates back to ship's targeting computer and attempts to acquire another valid target (make a to-hit roll). On a critical failure may acquire a friendly target.

Electronic Counter Measures

A number of systems are available for purchase which broadcast a "chaff" signal to make it more difficult for targeting missiles to lock on to your ship. The effectiveness of these systems varies, but they usually modify the missile to-hit number by +2 to +6.

Proton Torpedos

Proton torpedoes do a large amount of damage to shields but only ¼ damage to solid targets. They cannot be fired from a standard missile launcher and are most often used to "soften up" a heavily shielded target.