

# STARSHIP BUILDING

## 1: FRAME

SHIP TIER			SHIP SIZE		
Tier	BP	HP+	Tier	BP	HP+
1/4	25		10	270	
1/3	30		11	310	
1/2	40		12	350	✓
1	55		13	400	
2	75		14	450	
3	95		15	500	
4	115	✓	16	600	✓
5	135		17	700	
6	155		18	800	
7	180		19	900	
8	205	✓	20	1,000	✓
9	230				

  

SHIP SIZE		
Size	AC	TL
Tiny	1	+2
Small	2	+1
Medium	3	+0
Large	4	-1
Huge	5	-2
Gargantuan	6	-4
Colossal	7	-8

  

MANEUVERING		
Level	Pilot	Turn
Perfect (Pe)	+2	0
Good (G)	+1	1
Average (A)	+0	2
Poor (Po)	-1	3
Clumsy (C)	-2	4

## SHIP FRAMES

RACER	4BP	INTERCEPTOR	6BP	FIGHTER	8BP
Size: T	Man. Pe	Size: T	Man. Pe	Size: T	Man. G
HP 20 (5)	DT - CT 4	HP 30 (5)	DT - CT 6	HP 35 (5)	DT - CT 7
Mounds:	fwd (1L) aft (1L)	Mounds:	fwd (2L)	Mounds:	fwd (2L*) aft (1L)
Exp. Bays: -		Exp. Bays: -		Exp. Bays: -	
Min:Max Crew: 1:1		Min:Max Crew: 1:1		Min:Max Crew: 1:2	* 1 must be a tracking weapon

SHUTTLE	6BP	LT. FREIGHTER	10BP	EXPLORER	12BP
Size: S	Man. Pe	Size: S	Man. G	Size: M	Man. G
HP 35(5)	DT - CT 7	HP 40(10)	DT - CT 8	HP 55(10)	DT - CT 11
Mounds:	fwd (1L)	Mounds:	fwd (2L) port/stbd (1L ea.)	Mounds:	fwd (1L) port/stbd (1L ea.) turret (1L)
Exp. Bays: 3		Exp. Bays: 3		Exp. Bays: 4	
Min:Max Crew: 1:4		Min:Max Crew: 1:6		Min:Max Crew: 1:6	

TRANSPORT	15BP	DESTROYER	30BP	H. FREIGHTER	40BP
Size: M	Man. A	Size: L	Man. A	Size: L	Man. A
HP 70(15)	DT - CT 14	HP 150(20)	DT - CT 30	HP 120(20)	DT - CT 24
Mounds:	fwd (1H/1L) aft (1L) turret (2L)	Mounds:	fwd (2H) port/stbd (1L ea.) aft (1L) turret (1L)	Mounds:	fwd (1H/2L) port/stbd (1H ea.)
Exp. Bays: 5		Exp. Bays: 4		Exp. Bays: 8	
Min:Max Crew: 1:6		Min:Max Crew: 6:20		Min:Max Crew: 6:20	

B. FREIGHTER	55BP	CRUISER	60BP	CARRIER	120BP
Size: H	Man. Po	Size: H	Man. A	Size: G	Man. Po
HP 160(20)	DT 5 CT 32	HP 180(25)	DT 5 CT 36	HP 240(30)	DT 10 CT 48
Mounds:	fwd (1H) aft (1H) turret (1H)	Mounds:	fwd (1C) port/stbd (1L ea.) turret (1H)	Mounds:	fwd (1C) port/stbd (3H ea.) turret (2L)
Exp. Bays: 10		Exp. Bays: 6		Exp. Bays: 10 (min 1 hangar bay)	
Min:Max Crew: 20:50		Min:Max Crew: 20:100		Min:Max Crew: 75:200	

BATTLESHIP	150BP	DREADNOUGHT	200BP
Size: G	Maneuvering A	Size: C	Maneuvering C
HP 280(40)	DT 10 CT 56	HP 400(50)	DT 15 CT 80
Mounds:	fwd(1C/2H) port/stbd(2H/1L ea.) aft (1L), turret (2H)	Mounds:	fwd(2C/2H) port/stbd(1C/3H ea.) turret (4L)
Exp. Bays: 8		Exp. Bays: 20	
Min:Max Crew: 100:300		Min:Max Crew: 125:500	

## 2: POWER

POWER CORES			
Core	Size	PCU	BP
Micron Light	T	50	4
Micron Heavy	T	70	6
Micron Ultra	T	80	8
Arcus Light	T/S	75	7
Pulse Brown	T/S	90	9
Pulse Black	T/S	120	12
Pulse White	T/S	140	14
Pulse Gray	T/S/M	100	10
Arcus Heavy	T/S/M	130	13
Pulse Green	T/S/M	150	15
Pulse Blue	T/S/M	200	20
Arcus Ultra	S/M/L	150	15
Arcus Maximum	S/M/L	200	20
Pulse Orange	S/M/L	250	25
Pulse Prismatic	S/M/L	300	30
Nova Light	M/L/H	150	15
Nova Heavy	M/L/H	200	20
Nova Ultra	M/L/H	300	30
Gateway Light	L/H/G	300	30
Gateway Heavy	L/H/G	400	40
Gateway Ultra	H/G/C	500	50

## MULTIPLE POWER CORES

A ship can mount multiple power cores with the Power Core Housing expansion bay option. This can only be done with a M or L ship. Huge and larger ships can have multiple cores (H=2, G=3, C=4). If the Power system is dealt critical damage in combat, it affects all Power Cores.



## 3: THRUSTERS

Thruster	Size	Speed	Pilot	PCU	BP
T6 thrusters	T	6	+1	20	3
T8 thrusters	T	8	+0	25	4
T10 thrusters	T	10	+0	30	5
T12 thrusters	T	12	-1	35	6
T14 thrusters	T	14	-2	40	7
S6 thrusters	S	6	+1	30	3
S8 thrusters	S	8	+0	40	4
S10 thrusters	S	10	+0	50	5
S12 thrusters	S	12	-1	60	6
M4 thrusters	M	4	+2	40	2
M6 thrusters	M	6	+0	25	3
M8 thrusters	M	8	+0	25	4
M10 thrusters	M	10	+0	25	5
M12 thrusters	M	12	+0	25	6
L4 thrusters	L	4	+2	60	4
L6 thrusters	L	6	+1	80	6
L8 thrusters	L	8	+0	100	8
L10 thrusters	L	10	+0	120	10
H4 thrusters	H	4	+2	80	4
H6 thrusters	H	6	+1	120	6
H8 thrusters	H	8	+0	140	8
H10 thrusters	H	10	+0	160	10
G4 thrusters	G	4	+2	120	8
G6 thrusters	G	6	+1	180	12
G8 thrusters	G	8	+0	240	16
C4 thrusters	C	4	+2	200	8
C6 thrusters	C	6	+1	300	12
C8 thrusters	C	8	+0	400	16

## THRUSTER NOTES

Large and smaller ships can land and take off from a planet with low or standard gravity (barring extreme atmospheric conditions). GM may ask for a Piloting check to land a ship with a speed lower than 8 in high gravity. Huge and larger ships cannot land on planets.

## 4: DEFENSES

ARMOUR				COUNTERMEASURES			
Name	AC	Special	BP*	Name	TL	PCU	BP
Mk 1	+1	-	1x	Mk 1	+1	1	2
Mk 2	+2	-	2x	Mk 2	+2	1	3
Mk 3	+3	-	3x	Mk 3	+3	2	4
Mk 4	+4	-	5x	Mk 4	+4	3	6
Mk 5	+5	-1TL	7x	Mk 5	+5	4	8
Mk 6	+6	-1TL	9x	Mk 6	+6	5	11
Mk 7	+7	-1TL	12x	Mk 7	+7	7	14
Mk 8	+8	-1TL	15x	Mk 8	+8	9	18
Mk 9	+9	-2TL +1 turn	18x	Mk 9	+9	11	22
Mk 10	+10	-2TL +1 turn	21x	Mk 10	+10	13	27
Mk 11	+11	-2TL +1 turn	25x	Mk 11	+11	16	33
Mk 12	+12	-3TL +2 turn	30x	Mk 12	+12	20	40
Mk 13	+13	-3TL +2 turn	35x	Mk 13	+13	25	50
Mk 14	+14	-3TL +2 turn	40x	Mk 14	+14	32	65
Mk 15	+15	-4TL +3 turn	45x	Mk 15	+15	45	90

\*multiply by size category

## 5: COMPUTER

Name	Bonus	Nodes	PCU	BP
Basic Computer	+0	0	0	0
Mk 1 mononode	+1	1	10	1
Mk 1 duonode	+1/+1	2	10	2
Mk 1 trinode	+1/+1/+1	3	10	3
Mk 1 tetranode	+1/+1/+1/+1	4	10	4
Mk 2 mononode	+2	1	15	4
Mk 2 duonode	+2/+2	2	15	8
Mk 2 trinode	+2/+2/+2	3	15	12
Mk 2 tetranode	+2/+2/+2/+2	4	15	16
Mk 3 mononode	+3	1	20	9
Mk 3 duonode	+3/+3	2	20	18
Mk 3 trinode	+3/+3/+3	3	20	27
Mk 3 tetranode	+3/+3/+3/+3	4	20	36
Mk 4 mononode	+4	1	25	16
Mk 4 duonode	+4/+4	2	25	32
Mk 4 trinode	+4/+4/+4	3	25	48
Mk 5 mononode	+5	1	30	25
Mk 5 duonode	+5/+5	2	30	50
Mk 5 trinode	+5/+5/+5	3	30	75
Mk 6 mononode	+6	1	35	36
Mk 6 duonode	+6/+6	2	35	72
Mk 7 mononode	+7	1	40	49
Mk 7 duonode	+7/+7	2	40	98
Mk 8 mononode	+8	1	45	64
Mk 8 duonode	+8/+8	2	45	128
Mk 9 mononode	+9	1	50	81
Mk 9 duonode	+9/+9	2	50	162
Mk 10 mononode	+10	1	55	100
Mk 10 duonode	+10/+10	2	55	200

## 6: FTL ENGINE

Name	Rating	PCU	Size	BP*
Signal Basic	1	75	-	2x
Signal Booster	2	100	H	5x
Signal Major	3	150	L	10x
Signal Superior	4	175	L	15x
Signal Ultra	5	200	M	200x

Travel time is Xd6 days, divided by Rating. PCU is the minimum PCU required to use it. Size is the largest ship size that drive can be mounted on.

\*multiply by size category

## 7: SENSORS

Sensors	Range	Mod	BP	SENSOR RANGE
Cut-Rate	Short (5)	-2	1	The range listed in the table is for combat. Out of combat, sensors have effectively double the range listed in space. On a planet, sensors are generally limited to about 200-400 feet, at GM discretion.
Budget Short	Short (5)	+0	2	
Basic Short	Short (5)	+2	3	
Advanced Short	Short (5)	+4	4	
Budget Medium	Med (10)	+0	3	
Basic Medium	Med (10)	+2	5	
Advanced Med.	Med (10)	+4	8	
Budget Long	Long (20)	+0	6	
Basic Long	Long (20)	+2	10	
Advanced Long	Long (20)	+4	14	

## 8: QUARTERS & SECURITY

QUARTERS		SECURITY	
Style	BP	Name	BP
Common	0	Anti-Hacking Systems	3
Good	2	Antipersonnel weapon (hvy)	5+LVL*
Luxurious	5	Antipersonnel weapon (long)	LVL*
		Biometric Locks	5
		Computer Countermeasures	spc**
		Self-destruct system	5x***

\* item level of weapon to install  
 \*\* tier of the ship computer  
 \*\*\* size category of ship

## 9: EXPANSION BAYS

Name	Bays	PCU	BP	HANGAR BAYS/ SHUTTLE BAYS
Arcane Lab	1	1	1	Hangar Bays can only be installed on G or C ships, and can dock up to 8 T ships. Shuttle Bays can only be installed on H or larger ships, and can dock a S or T ship.
Cargo Hold	1	0	0	
Escape Pods	1	2	1	
Guest Quarters	1	1	1	
Hangar Bay	4	30	10	SCIENCE LABS Choose type at install. General Science Lab: +1 to both Life Science and Physical Science checks. Life Science Lab: +2 to Life Science checks. Physical Science Lab: +2 to Physical Science checks.
Life Boats	1	5	3	
Medical Bay	1	4	8	SMUGGLER COMPARTMENTS DC20 Perception to detect while on ship, DC20 Computers to detect with ship sensors. Spend additional BP to increase DC to find: DC+5 for each BP, +1 PCU required to operate for each BP.
Passenger Seating	1	0	0	
Power Core Housing	1	0	10	
Rec Suite (gym)	1	0	1	
Rec Suite (trivid)	1	1	1	
Rec Suite (HAC)	1	3	1	
Science Lab	1	2	1	
Sealed Enviro Chamber	1	2	1	
Shuttle Bay	2	10	4	
Smuggler Compartment	1	4	2	
Synthesis Bay	1	2	1	
Tech Workshop	1	3	1	

## 10: SHIELDS

Name	SP	RGN	PCU	BP	Name	SP	RGN	PCU	BP
Basic 10	10	1	5	2	Med. 140	140	8	40	18
Basic 20	20	1	10	3	Med. 160	160	8	45	20
Basic 30	30	1	15	4	Med. 200	200	8	50	22
Basic 40	40	1	15	5	Hvy 240	240	16	55	23
Light 50	50	2	20	6	Hvy 280	280	16	60	25
Light 60	60	2	20	8	Hvy 320	320	16	70	27
Light 70	70	2	25	10	Hvy 360	360	32	80	28
Light 80	80	2	30	12	Hvy 420	420	32	90	30
Med. 90	90	4	30	13	Hvy 480	480	32	110	32
Med. 100	100	4	30	15	Super 540	540	64	130	35
Med. 120	120	4	35	17	Super 600	600	64	160	40

RGN= SP Regained /minute out of combat.

## 11: WEAPONS

LIGHT WEAPONS							
Name	Range	Spd	DMG	PCU	BP	Special	
<b>Direct-Fire Weapons</b>							
Chain Cannon	S(5)	-	6d4	15	15	Ripper	
Coilgun	L(20)	-	4d4	10	6	-	
Flak Thrower	S(5)	-	3d4	10	5	Point (+8)	
Gyrolaser	S(5)	-	1d8	10	3	Broad Arc	
Laser Net	S(5)	-	2d6	10	9	Point (+10)	
Light EMP Cannon	S(5)	-	Special	10	8	EMP	
Light Laser Cannon	S(5)	-	2d4	5	2	-	
Light Particle Beam	M(10)	-	3d6	10	10	-	
Light Plasma Cannon	S(5)	-	2d12	10	12	-	

Tracking Weapons							
HE Missile Launcher	L(20)	12	4d8	10	4	Limited Fire 5	
Light Plasma Torpedo	L(20)	14	3d8	5	5	Limited Fire 5	
Light Torpedo Launcher	L(20)	16	2d8	5	4	-	
Micromissile Battery	L(20)	10	2d6	10	3	Array, Limited Fire 5	
Tactical Nuke Launcher	L(20)	10	5d8	10	5	Irradiate (low), Limited 5	

HEAVY WEAPONS							
Name	Range	Spd	DMG	PCU	BP	Special	
<b>Direct-Fire Weapons</b>							
Graser	S(5)	-	7d10	40	35	Irradiate (medium)	
Gravity Gun	M(10)	-	6d6	40	30	Tractor Beam	
Heavy EMP Cannon	M(10)	-	Special	30	24	EMP	
Heavy Laser Array	S(5)	-	6d4	15	10	Array	
Heavy Laser Cannon	M(10)	-	4d8	10	8	-	
Heavy Laser Net	S(5)	-	5d6	15	12	Point (+12)	
Maser	L(20)	-	6d10	35	22	-	
Particle Beam	L(20)	-	8d6	25	15	-	
Persistent Particle Beam	L(20)	-	10d6	40	25	-	
Plasma Cannon	M(10)	-	5d12	30	20	-	
Railgun	L(20)	-	8d4	20	15	-	
Twin Laser	L(20)	-	5d8	15	12	-	
X-Laser Cannon	L(20)	-	8d6	40	35	Line	

Tracking Weapons							
Hvy Antimatter Missiles	L(20)	8	10d10	15	12	Limited Fire 5	
Hvy Nuclear Missiles	L(20)	10	10d8	15	10	Irradiate (med), Limited 5	
Hvy Plasma Torpedoes	L(20)	12	5d10	10	10	Limited Fire 5	
Hvy Torpedo Launcher	L(20)	14	5d8	10	8	Limited Fire 5	

CAPITAL WEAPONS							
Name	Range	Spd	DMG	PCU	BP	Special	
<b>Direct-Fire Weapons</b>							
Gravity Cannon	L(20)	-	2d6x10	40	50	Tractor Beam	
Mass Driver	L(20)	-	2d6x10	25	25	-	
Particle Beam Cannon	L(20)	-	3d4x10	30	30	-	
Persistent PB Cannon	L(20)	-	2d10x10	50	40	-	
Super EMP Cannon	L(20)	-	Special	45	45	EMP	
Super Plasma Cannon	M(10)	-	3d6x10	45	35	-	
Super X-Laser Cannon	L(20)	-	3d4x10	50	60	Line	
Supergraser	M(10)	-	2d8x10	50	60	Irradiate (high)	
Superlaser	L(20)	-	2d4x10	20	20	-	
Supermaser	L(20)	-	2d8x10	40	35	-	
Vortex Cannon	M(10)	-	2d12x10	55	75	Vortex	

Tracking Weapons							
Antimatter Mega-Missiles	L(20)	6	4d10x10	15	25	Limited Fire 5	
Hellfire Torpedoes	L(20)	8	2d10x10	10	25	Limited Fire 5	
Nuclear Mega-Missiles	L(20)	8	4d8x10	15	20	Limited Fire 5	
Quantum Missiles	L(20)	12	2d8x10	15	20	Limited Fire 5, Quantum	
Solar Torpedo Launcher	L(20)	10	2d6x10	10	20	Limited Fire 5	

## WEAPON MOUNTS

You may add a light weapon mount in an arc by spending 3BP (5BP on a turret). You may upgrade a light mount to a heavy mount by spending 4BP (6BP turret), and a heavy to capital by spending 5BP (no turret).

Heavy may only be mounted on M or larger ships. Capital may only be mounted on H or larger ships.

T and S ships may have 2 weapon mounts per arc/turret, M and L may have 3 mounts per arc/turret, and H/G/C ships may have up to 4 mounts per arc/turret.

## LINKING WEAPONS

When installing two or more of the same direct-fire weapon in the same arc, you can spend BP per additional weapon equal to ½ the cost of one weapon (round down) to link them, letting them fire with one attack (pooling damage dice).

## WEAPON PROPERTIES

**Array:** Fires at all targets in its arc. Roll an attack vs each target, closest to farthest. Each attack takes -4. Roll damage only once. Cannot avoid shooting allies. Uses 2 mounts.

**Broad Arc:** Can fire in an adjacent arc to its mount at a -2 penalty.

**EMP:** Deals no damage and has no effect vs. shielded arcs. Instantly applies glitching to a random system for 1d4 rounds.

**Irradiate:** Living creatures on target ship are subjected to noted level of radiation for 1d4 rounds.

**Limited Fire:** May only be fired the listed number of times before requiring out-of-combat reloading.

**Line:** Fires in a line. Roll a single attack against all targets in the line; roll damage once and apply to all hit. If damage is negated by DT, beam stops.

**Point:** Cannot fire outside first increment. If a tracking weapon would hit in the weapon's arc, gunner may attempt an immediate check with listed bonus to destroy the weapon (DC=10+weapon's speed). This reaction is only available once per round.

**Quantum:** Once fired, gunner may re-roll one check made with this weapon after its launch if the result would be a miss.

**Ripper:** Half damage to shields.

**Tractor Beam:** On hit, gunner may lock on, then push or pull target at 2 hexes/round (resolved at start of helm phase) or hold ship in place. Target ship's pilot may attempt a Piloting check (DC=15+1.5xTier) as their action to break free. While locked on, weapon cannot deal damage. Cannot be used against ships larger than yours.

**Vortex:** Targets hit travel at half speed and have their manoeuvrability reduced by 1 step for 1d4 rounds. Ship protected by functioning shields takes no damage from a Vortex weapon, but the pilot must succeed at a Piloting check (DC=15+1.5x target ship's tier) or the hit depletes ALL shields in the hit arc.