

STARSHIP CONSTRUCTION

See the table for new HP values. Increment is equal to the CT value.

LARGE CREWS

Each ship has a number of battle stations equal to twice the size of the ship. That is the maximum number of actions that can be taken each turn.

On Large ships and above, each role requires a number of assistants. Each missing assistant incurs a -1 penalty to those checks. This includes the Captain's aides.

Extra crew beyond that number are usually relief crew or soldiers.

SHIELDS

Replace the table with the following rules.

Choose a Value that's a multiple of 4 (easier to split).

BP cost is equal to $\frac{1}{4}$ the value. PCU is equal to the value.

Regen is 10% total value.

For example, Shield 28 costs 7BP, 28PCU and Regen 3.

MYSTICAL COMPONENTS

Hybrid sensors cost 50% extra (min 1) and allow Mystical Officer actions.

An Hybrid computer adds its Mark, squared, to the cost, and allows certain mystical actions, as well as using nodes for arcane checks.

An Arcane Laboratory also adds 1 to Mysticism checks.

SECURITY

Computer Tier is equal to half the ship's Tier.

Replace Anti-Hacking systems with Increased Tier (still 3BP). You cannot increase beyond the ship's Tier.

A Ship computer always includes extended range according to their sensors, complex controls for most ship systems, and some hardening and miniaturization that is already factored into stats.

Countermeasures

Firewall: 2BP (increases number of hacking checks required by 1)

Fake shell: 2BP per Computer Tier

Alarm: 1BP

Lockout: Computer Tier

Wipe: 1BP

Feedback: Computer Tier

TURRETS

Turret mounting costs half the BP of the weapon(s).

Size	Frame	HP	CT Inc	Battle stations	Crew size
1	Racer	10	2	1	1
	Interceptor	10	3		
	Fighter	15	4	2	1
2	Shuttle	20	4	4	1
	Lt Freighter	20	4		
3	Explorer	25	5	6	1
	Transport	30	6		
4	Destroyer	50	10	8	2
	Hvy Freighter	40	8		
5	Bulk	50	10	10	5
	Cruiser	60	12		
6	Carrier	75	15	12	10
	Battleship	80	16		
7	Dreadnought	100	20	14	20

WEAPONS

LIGHT WEAPONS	RNG/SPD	DMG	PCU	BP	SPECIAL
Light laser	15	1d4	5	2	
Light particle cannon	10	1d8	10	6	
Light plasma	10	1d12	15	10	
EMP emitter	5	2d8	10	5	EMP
Coilgun	10	1d6	10	5	Mass, Recharge
Chain cannon	5	2d3	5	8	Mass; Crit 19-20
Gyrolaser	10	2d4	10	8	Crit 19-20
Flak cannon	5 (max)	1d3	5	2	Mass; Point +0
Laser net	10 (max)	1d4	10	3	Point +2
Tractor beam	5	-	5	4	Tractor beam (T)
HE Missile	15/14	1d12	5	4	Limited 5
Torpedo	20/10	1d10	5	4	Limited 5; Homing
Nuclear missile	15/12	2d8	15	10	Limited 5; Irradiate (low)
Swarm micromissiles	10/14	2d6	10	5	Limited 5; Point -2; Crit 19-20
Plasma torpedo	5/16	3d6	10	6	Recharge
HEAVY WEAPONS	RNG/SPD	DMG	PCU	BP	SPECIAL
Laser cannon	20	3d4	10	12	
Particle beam	15	2d8	15	13	
Plasma cannon	5	3d12	20	25	
EMP cannon	10	4d10	20	15	EMP
Railgun	20	2d10	15	40	Mass
Gravity gun	10	3d6	20	19+6	Mass; Tractor beam (S)
Persistent Particle beam	15	3d8	30	25	Line
Maser cannon	15	5d6	30	20	Maser
Graser	10	3d6	20	17	Irradiate (low)
Quadlaser	15	4d4	30	17+13	Crit 19-20; Point -2
Laser battery	20	2d4	20	16	Array
Heavy tractor beam	5	-	15	20	Tractor beam (L)
Missile battery	10/14	2d10	10	9	Limited 5; Array
Antimatter missile	15/14	3d12	15	12	Limited 5
Heavy torpedo	20/8	3d10	10	11	Limited 5; Homing
Heavy nuclear missile	15/12	4d8	15	18	Limited 5; Irradiate (med)
Quantum torpedo	15/16	6d4	15	16	Penetrating; Limited 1
Solar torpedo	10/14	6d6	15	12	Recharge
CAPITAL WEAPONS	RNG/SPD	DMG	PCU	BP	SPECIAL
Megalaser	20	6d4	20	30	
Convergent Particle emitter	15	6d8	35	40	Recharge 1; Line
Super Plasma	10	5d12	35	55	
EMP beam	10	3d12	40	30	EMP; array
Mass driver	5 (max)	5d8	12	25	Mass; Point +0; Limited 5; Crit 19-20
Graviton Cannon	5	1d20	30	35+35	Penetrating; Tractor beam (M)
Heavy Graser	15	5d6	30	50	Irradiate (med)
Quadlaser battery	15	5d4	35	45+35	Array; Point +2 (-2 with array)
Vortex cannon	10	5d10	35	43+27	Vortex
Hydra launcher	15/14	5d12	25	30+15	Limited 5; Point +0; Crit 18-20
Barrage array	20/12	4d10	15	35	Limited 5 (array only); Array
Hellfire missile	10/8	3d6x5	25	25	Limited 5; Irradiate (hvy)
Quantum torpedo array	20/16	6d4	30	55	Limited 5; Penetrating;

SPECIAL WEAPON PROPERTIES

Array: target all within the arc.

EMP: Half damage against shields. Damage that penetrates the shield is not deducted from armor. Instead, compare it directly to CT. Critical hits on shields inflict a random critical, rather than a Shield Generators hit.

Homing: reroll each attack roll once, except the first one.

Irradiate: Crew is subjected to the corresponding radiation for 3 rounds. All crew benefit from the save bonus from environmental armor of the ship's Tier. Shields do not block radiation.

Limited X: X shots, recharged after combat.

Line: Roll one damage die at a time. If the shield is depleted when you roll a die, all damage goes to the opposite shield. If it's also gone, make an attack on the next target in a straight line and continue rolling remaining damage dice.

Maser: more efficient against shields; halve all damage against the hull.

Mass: damage that hits the hull counts double.

Penetrating: ignore shields.

Point X: You can target a Tracking weapon with the Limited property, within your weapon's first range increment. The attack can be triggered at any point during the missile movement. As usual, the weapon can fire only once this turn. This also uses a Gunner's action (you gain the X modifier), though you can always autofire at -2 instead. The missile's AC is equal to Speed + Tier and has 1HP per damage die. Point weapons can also be used as regular weapons.

Recharge: must spend one round before firing. Can be cancelled by using the Divert engineer action.

Tractor Beam (X): if the side hit has no shield, a ship of size X or less cannot maneuver, change speed, and reduces his speed by one step. The pilot can make a Stunt, DC10+ 1 ½ your Tier + 5 per size below X, to snap free. The attacker can reduce the ship's speed by one step every subsequent turn. A ship that's Astern can be moved by the attacker, keeping a constant facing.

DESCRIPTIONS

Chain cannon. Strix design. Fires streams, not bursts, of projectiles with a surprising explosive effect inside the hull.

Coilgun. Cheap projectile accelerator popularized by AbadarCorp's fleet.

EMP. Electronic-disabling waves wreak havoc on all ship systems. It might seem surprising that Anacites developed their use – though not more so that living humanoids inventing poison gas.

Graser. Brutal energy weapon that cares as little for anyone's life as the Eoxians. Actually a Kasathan technology.

Graviton Cannon. This Astrazoan weapon basically holds and shakes a ship in all directions until its parts fly off.

Gravity gun. Lashuntas are fond of disabling tractor beam tactics. Sometimes, they send disruption charges through.

Gyrolaser. Kasathan rotating beam that they used to consider a heavy weapon.

Hydra launcher. A nested multiple-head antimatter missile launcher deployed for the Hellknight fleet.

Maser cannon. An old, broad-spectrum weapon technology favored by the Kasathas.

Mass driver. This odd device generates a graviton beam that collects stray particles and debris and accelerates them to devastating effects. Developed as a close-out weapon by Anacites, requires excellent tactics.

Particle beam. Accelerated beam weapons are nothing exciting – but the Swarm taught every Pact fleet a lesson with their own relentless greenish rays of destruction, and their setups were kept alive by the Shirrens.

Plasma cannon. Unwieldy hyper-ionized pulse made relevant again by the Veskarium's light and capital versions.

Quadlaser. The Stewards' cruisers are covered with these versatile rapid-fire batteries, a Strix gyrolaser evolution.

Quantum torpedo. The origin of this self-replicating, phase-shifting missile are unknown. That's what the Shirren say.

Railgun. The serious Ysoki-made rethinking of the Coilgun, firing an hyperdense projectile at great speed.

Solar torpedo. A generated projectile that travels along an ionized path. Formerly installed on Kasathan capital ships, adopted by the Knights of Golarion.

Swarm micromissiles. Clusters of spiraling rockets with little accuracy. Vesk love them. The actual Swarm don't.

Vortex Cannon. The workings of this Eoxian weapon are closely guarded, contributing to its sinister reputation.