



N.E.W.

PLAYTEST STARSHIP MANUAL

THIS IS A SMALL COLLECTION OF
STARSHIPS SUITABLE FOR USE WITH
THE STARSHIP COMBAT RULES IN
N.E.W. THE ROLEPLAYING GAME.

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Roland rolled over, letting his sister take a turn on the viewpiece. Staring up at the night sky, he fancied he could see tiny moving lights, the same lights he'd just been watching close-up through their new telescope. He heard Simone draw her breath slightly, and grinned, understanding the awe that the sight caused.

"That's enough, kid. Give it back!" He grabbed the viewpiece back from his little sister. In the tiny screen he could see the orbital shipyards around the Phobos industrial facility, and the mighty battleship being constructed there. Hundreds of tiny shuttles and men and women in environmental suits flitted around the vessel as it drifted there, held insider a great skeletal cage which provided power and infrastructure for the workers.

The Excalibur was the first of its kind. A new, class XIII battleship, she boasted forward and aft pulse cannons and the newest torpedo technology. Two shield generators provided enough power to repel almost any Spartan attack, and her enormous antimatter engines were capable of FTL-12 - over 1,700 times light speed. On top of all that, she ran the newest experimental EMS-3 control computer system from Cooke Construction Systems, which were said to improve battle response times by over 13%, and the latest ESH-4 sensor arrays, finely tuned to improve targeting accuracy.

"D'you think we'll ever get to see it?" Simone asked.

"I will!" Roland passed back the viewpiece. "One day I'll be captain of that ship. You'll see!"

Simone giggled. Her older brother was a dreamer. He talked ceaselessly about joining the Navy, graduating the Academy, and being stationed on a great starship. She hoped it happened for him one day.

"Roland!" Their uncle's call from the habitat sounded urgent. They were in the arboretum, looking up through the dome into Mars' reddish night sky. Roland clambered to his feet as his uncle appeared in the doorway, a transmission slip in his hand.

"Roland - it's here!"

Simone jumped! Roland had taken off like a rocket, racing towards his uncle. He snatched the slip and stared at it, almost fearfully, afraid to open it. The outer seal featured a single sentence in clear military font.

Naval Academy Application Acceptance.

C4-E CARTER CLASS II FREIGHTER

A popular civilian ship designed by Lucas Carter Dynamics, built for in-atmosphere hauling and deep-space towing, the *Carter* has traded cargo space for enhanced towing and defensive capabilities. A pair of Mk1 RTSOverload Railguns gives the *Carter* the edge it needs for working outside the safety of patrolled space.

ACTIONS 2

Mk1 RTSOverload Railgun (x2) 2d6 projectile damage; range 3; 1 port/1 starboard

SUPERSTRUCTURE 3

AGILITY 6

DEFENSE 13

SHIELDS 5x Mk I Civilian Shield Generators; SOAK 8

SPEED 10

CREW 1 (cost -)

COMPUTER Mk1 Civilian Starship Computers (max FTL 2)

SENSORS Mk1 Civilian Sensors (200 mi range)

FACILITIES small standard cabin (x1), poor-quality small standard cabins (x3), observation lounge, small tractor beam (2d6, range 5), navigation computers x4 (reduce crew needed to 1)

LUXURY 9 (180%; 4 cabins; observation lounge)

HULL CLASS II (8,004 tons)

LENGTH 100m **WIDTH** 50m **HEIGHT** 150m

CARGO UNITS 13 (base 48)

LANDING CAPABILITY No

SHUTTLES/FIGHTERS none

SUB ENGINE TYPE 2x standard civilian propulsion engines

POWER 20 (fuel efficiency 1.4)

FTL ENGINE TYPE 2x CAT-1 antimatter drives

POWER 5 (fuel efficiency 0.8)

FTL 2

FUEL CAPACITY 8 units

FUEL SCOOP No

MARKET VALUE 142 MCr

CLARKE CLASS V MEDIUM SCOUT

A light scout ship designed to carry 20 crew, the Clark class is designed for initial probing of a new solar system. It is fast enough to withdraw quickly when necessary, although it bears a pair of forward-facing beam blasters in case of hostilities. One complaint that crews of this elderly model often raise is that the sensor systems are a decade out-of-date, and that their operation range of 600 miles is not adequate for the ship's primary mission.

ACTIONS 5

MBB-1 “Bigflash” beam blasters (x2) 2 dice heat damage; range 6; forward

SUPERSTRUCTURE 20

AGILITY 5

DEFENSE 10

SHIELDS 2 x basic combat MSM-1 (Power 23 each; SOAK 9)

SPEED 6

CREW 20 (cost 4,000 Cr./m)

COMPUTER MM-3H (initiative +1 die; max FTL 8)

SENSORS MS-2 (600 miles)

FACILITIES small sickbay

LUXURY 20 (+0d6; 2 cabins, small mess hall)

HULL CLASS V (47,500 tons)

LENGTH 175m **WIDTH** 120m **HEIGHT** 63m

CARGO UNITS 61 (base 250)

LANDING CAPABILITY None

SHUTTLES/FIGHTERS 2 atmospheric shuttles

SUB ENGINE TYPE WMF-1 fusion reactor

POWER 37 (fuel efficiency 1.3)

FTL ENGINE TYPE 2x WMA-2 antimatter engines

POWER 18 each (fuel efficiency 1.0)

FTL 8

FUEL CAPACITY 125 units

FUEL SCOOP None

MODIFIED “MILLENIAL” CLASS V MEDIUM FREIGHTER

A standard cargo freighter, fast and highly maneuverable with a basic allocation of military grade defensive firepower. Originally designed for smuggling operations, this freighter is heavily customized and able to perform well in battle.

ACTIONS 5

MBB-1 “Bigflash” Blaster turrets (x2) 2 dice heat damage; range 6; 360-degree arc

MCPx-1 “Redswarm” prox. concussion missile 2 dice impact damage; range 13; forward

SUPERSTRUCTURE 20

AGILITY 5

DEFENSE 11

SHIELDS basic combat MSM-1 (Power 23; SOAK 5)

SPEED 5

CREW 20 (cost 4,000 Cr./m)

COMPUTER MM-3 (initiative +0d6; max FTL 4)

SENSORS MS-1H (+1 die; 800 miles)

FACILITIES small sickbay

LUXURY 20 (+0d6; 20 cabins, small mess hall)

HULL CLASS V (41,000 tons)

LENGTH 148m **WIDTH** 103m **HEIGHT** 59m

CARGO UNITS 83 (base 250)

LANDING CAPABILITY None

SHUTTLES/FIGHTERS None

SUB ENGINE TYPE ML-2 liquid fuel rocket

POWER 25 (fuel efficiency 0.6)

FTL ENGINE TYPE 2x MH-2 hyperdrive

POWER 10 each

FTL 4

FUEL CAPACITY 125 units (fuel efficiency 0.9)

FUEL SCOOP None

S-22 “AMBUSER” CLASS IV PIRATE SHIP

A medium sized, lightly armed warship designed for infiltration and quick-strike abilities. This bird-shaped vessel boasts a cloaking device and good maneuverability. Originally a Spartan scout, this ship has been modified by its pirate crew.

ACTIONS 4

MDB-1 “Flamefury” pulse disruptor 3 dice heat damage; range 5; forward only.

MPPx-1 “Thunderbat” photonic torpedo 2 dice heat damage; +1 die attack range 14;
forward only

SCD-2 Cloaking Device Prevents visual detection of the vessel. Cannot fire or be targeted while cloaked. An action is required each round to maintain the cloak.

SUPERSTRUCTURE 14

AGILITY 5

DEFENSE 11

SHIELDS MSC-2 civilian shield generator (Power 15; SOAK 4)

SPEED 5

CREW 12 (cost 2,400 Cr./m)

COMPUTER MM-3H (initiative +1 die; max FTL 8)

SENSORS civilian MS-1 (+0d6; 4000 miles)

FACILITIES none

LUXURY 10 (-1 die; small mess hall)

HULL CLASS IV (36,300 tons)

LENGTH 88m **WIDTH** 130m **HEIGHT** 16m

CARGO UNITS 9 (base 160)

LANDING CAPABILITY Yes

SHUTTLES/FIGHTERS None

SUB ENGINE TYPE MI-2 ion engine

POWER 21 (fuel efficiency 1.6)

FTL ENGINE TYPE MA-3 antimatter engine

POWER 28

FTL 7

FUEL CAPACITY 64 units (fuel efficiency 1.3)

FUEL SCOOP Small

OGRON HULK CLASS IX DESTROYER

The Ogron species is not known for its subtlety, and the *Hulk* class destroyer is no exception. A solid, armored tank of a ship, it can withstand a great deal of punishment, and is able to return fire with its single massive forward-facing cannon. Ogron engine technology is liquid-fuel based, resulting in a ship with rear-facing rockets and only a single antimatter FTL engine. The *Hulk* class is not a comfortable ship – like many Ogron vessels, it has no sick bay and crewmembers share a large single dormitory which resembles a cargo hold.

ACTIONS 9

OEDP-1 enormous pulse disruptor 5 dice heat damage; range 16; forward

SUPERSTRUCTURE 50

AGILITY 3

DEFENSE 7

ARMOR ablative (45 units; SOAK 5)

SPEED 4

CREW 200 (cost 400,000 Cr./m)

COMPUTER OLM-2 (max FTL 5)

SENSORS OLS-1 (600 miles)

FACILITIES fuel scoop

LUXURY 140 (-1 die; 3 large mess halls, training room)

HULL CLASS IX (158,631 tons)

LENGTH 95mm **WIDTH** 79mm **HEIGHT** 51m

CARGO UNITS 91 (base 810)

LANDING CAPABILITY None

SHUTTLES/FIGHTERS none

SUB ENGINE TYPE OLL-1 liquid fuel rockets

POWER 35 (fuel efficiency 0.5)

FTL ENGINE TYPE OLA-3 antimatter engine

POWER 42 (fuel efficiency 1.4)

FTL 5

FUEL CAPACITY 729 units

FUEL SCOOP Yes

MARKET VALUE 1,593 MCr

FELAN PANTHER CLASS IV RAIDER

An attractive, tachyon-sail powered vessel, the *Panther* class (Navy designation) raider is a small, fast privateer attack ship; it is favored by pirates who use them in small groups of three or four, using the ships' high speed and maneuverability to overwhelm larger vessels. Quarters are fairly basic, but a decent sized gym provides all the recreational needs a Felan would want.

ACTIONS 4

FMHP-1 pulse phaser x2 3 dice heat damage; range 8; forward

FMCPx-1 proximity concussion missile + 1die attack; 2 dice impact damage; range 13; forward

SUPERSTRUCTURE 10

AGILITY 7

DEFENSE 14

SHIELDS FMSM- deflector screen; power 23; SOAK 6

SPEED 9

CREW 20 (cost 4,000 Cr./m)

COMPUTER FMM-3 (max FTL 4)

SENSORS FMS-1 (400 miles)

FACILITIES -

LUXURY 19 (gymnasium)

HULL CLASS IV (27,219 tons)

LENGTH 30m **WIDTH** 16m **HEIGHT** 11m

CARGO UNITS 59 (base 160)

LANDING CAPABILITY Yes

SHUTTLES/FIGHTERS none

SUB ENGINE TYPE FMF-2 fusion reactor

POWER 37 (fuel efficiency 1.3)

FTL ENGINE TYPE FMT-1 tachyon sail

POWER 15 (fuel efficiency -)

FTL 4

FUEL CAPACITY 64 units

FUEL SCOOP No

MARKET VALUE 372 MCr

RAPIDE CLASS VIII FRIGATE

The squat, solid *Rapide* class frigate was an experimental design which saw some success on the front lines. Designed as a missile boat, it was heavily armored with the latest ablative armor; the heavy armor, however, meant that shield generators had to be sacrificed. Four forward cluster high-impact torpedo launchers can deliver a devaastating alpha-strike, making the *Rapide* a fearsome mobile artillery emplacement, although its slow speed and maneuverability mean that it needs to be supported well.

ACTIONS 8

LCC-1 “Stingbird” cluster missiles (x4) 4 dice impact damage; range 21; forward

SUPERSTRUCTURE 40

AGILITY 3

DEFENSE 7

ARMOR ablative (32 units; SOAK 4)

SPEED 4

CREW 100 (cost 200,000 Cr./m)

COMPUTER MM-3 (max FTL 4)

SENSORS LS-1 (600 miles)

FACILITIES medium sickbay

LUXURY 93 (+0d6; 50 double cabins, medium mess hall)

HULL CLASS VIII (114,320 tons)

LENGTH 72mm **WIDTH** 50mm **HEIGHT** 31m

CARGO UNITS 25 (base 640)

LANDING CAPABILITY None

SHUTTLES/FIGHTERS none

SUB ENGINE TYPE LI-2 ion drive

POWER 32 (fuel efficiency 1.4)

FTL ENGINE TYPE 2x LH-2H hyperdrives

POWER 19 each (fuel efficiency 1.3)

FTL 4

FUEL CAPACITY 512 units

FUEL SCOOP None

MARKET VALUE 1,767 MCr

ENDEAVOUR CLASS XI CRUISER

The Endeavour class cruiser was built for multi-year exploration missions. Only a couple of dozen of these large ships were ever built, and they boast multiple labs, comparatively luxurious crew quarters, and heavy armament equal to any vessel of war (indeed, the Navy does not hesitate to call Endeavour class cruisers into service in times of need). These vessels are prime, desired stations for Navy officers.

ACTIONS 11

LPx-1 “Flamespear” photonic torpedoes (x3) +1die attack; 3 dice heat damage; range 19; 1f/1a

LHB-1 “Redsword” phaser beam emitters (2) +1 die attack; 3 dice heat damage; range 15; 2f, banked

LTB-4 tractor beam; STR 8, range 10

SUPERSTRUCTURE 30

AGILITY 2

DEFENSE 5

SHIELDS 3 x navy LSM-1 (Power 34 each; SOAK 9)

SPEED 5

CREW 400 (cost 800,000 Cr./m)

COMPUTER LM-2H (initiative +1 die; max FTL 10)

SENSORS LS-2H (2,100 miles; +1 die)

FACILITIES large sickbay; 4x general laboratories, enormous shuttlebay (cap 8)

LUXURY 402 (100%) (+0d6; 2 double cabins, small chapel, 2x large mess halls)

HULL CLASS XI (172,308 tons)

LENGTH 499m **WIDTH** 380m **HEIGHT** 94m

CARGO UNITS 323 (base 1,210)

LANDING CAPABILITY None

SHUTTLES/FIGHTERS 8 shuttles

SUB ENGINE TYPE LF-1 Wayfarer Aeronautics fusion reactor

POWER 53 (fuel efficiency 1.2)

FTL ENGINE TYPE 2x EA-2 antimatter engines

POWER 57 each (fuel efficiency 1.0)

FTL 11

FUEL CAPACITY 1,331 units

FUEL SCOOP None

MARKET VALUE 5,599 MCr

EXCALIBUR MK I. CLASS XIII BATTLESHIP

A top of the line battleship in the Navy, the *Excalibur* class was first commissioned five years ago. Only six of the vessels have been built. The *Excalibur* class battleship is able to dominate large areas of the battlefield with 360-degree weapons coverage and enormous range. Boasting two separate shield generators, plus the new *Fireburst* pulse phasers, the Spartan Imperial Forces are right to be nervous when an *Excalibur* enters the sector.

ACTIONS 13

EHP-1 “Fireburst” pulse phasers (x6) 5 dice heat damage; range 21; 3f/1p/1s/1a

EPC-1 “Whiteswarm” photonic torpedo cluster 5 dice heat damage; range 35; 2f/1a

SUPERSTRUCTURE 56

AGILITY 2

DEFENCE 6

SHIELDS 2 x ESM-2 combat shield generators (power 76 ea; SOAK 12)

SPEED 7

CREW 750 (cost 150,000 Cr./m)

COMPUTER EMS-3 (initiative +1 die; max FTL 14)

SENSORS GS-2H (+1 die; 2,800 miles)

FACILITIES en. sickbay, en. shuttlebay, 2 x en. mess hall, 375 x double cabins

LUXURY 98% (total 734; +0d6; 20 cabins, 2 x en. mess hall)

HULL CLASS XIII (239,930 tons) superior quality (luxury base 52)

LENGTH 465.4m **WIDTH** 189.6m **HEIGHT** 79.3m

CARGO UNITS 959 (base 1,690)

LANDING CAPABILITY None

SHUTTLES/FIGHTERS 8 shuttles

SUB ENGINE TYPE EF-1 fusion reactor

POWER 92 (fuel efficiency 1.4)

FTL ENGINE TYPE 2x EA-2S antimatter engines

POWER 76 each

FTL 12

FUEL CAPACITY 2,197 units (fuel efficiency 1.4)

FUEL SCOOP None

SPARTAN S-72 SWORD OF VENGEANCE CLASS X DESTROYER

The S-72 destroyer, nicknamed *Sword of Vengeance*, was a line of military vessels constructed by the Spartans in response to a perceived threat from the powerful Navy *Endeavour* class cruisers. Slightly smaller, the S-72 nevertheless packs an enormous punch with fore and aft cluster missile batteries and disruptor beams. As is typical for the species, the interior is somewhat “spartan” in nature; for a Spartan crew this does not present a disadvantage, however.

ACTIONS 10

SLCC-1 cluster missiles (x2) 4 dice impact damage; range 21; 1 forward/1 aft

SLDP-1 disruptor beams (x3) 3 dice heat damage; range 10; 2 forward/1 aft

SUPERSTRUCTURE 30

AGILITY 3

DEFENSE 7

SHIELDS 2x LSM-1 shield generators (68 power; SOAK 7)

SPEED 5

CREW 300 (cost 60,000 Cr./m)

COMPUTER SLM-2H (+1 die initiative; max FTL 10)

SENSORS SLS-1 (600 miles)

FACILITIES medium sickbay, large shuttlebay

LUXURY 180 (50 double cabins, enormous mess hall, large chapel)

HULL CLASS X (154,329 tons)

LENGTH 198m **WIDTH** 90m **HEIGHT** 45m

CARGO UNITS 167 (base 1,000)

LANDING CAPABILITY None

SHUTTLES/FIGHTERS 4 shuttles

SUB ENGINE TYPE SEI-2 ion drive

POWER 49 (fuel efficiency 1.4)

FTL ENGINE TYPE 2x SLA-3 antimatter engines

POWER 42 each (fuel efficiency 1.4)

FTL 8

FUEL CAPACITY 1,000 units

FUEL SCOOP None

MARKET VALUE 2,983 MCr