

MARRAUDER

NAME:

LOOK:

CRIME & INFAMY

As a pirate ship, you are infamous for breaking the law and attacking the innocent, whether that reputation is justified or not. As such, you are wanted by a powerful agency of galactic law.

Describe the nature of your Crew's criminal reputation, and why civilized space hates and fears you. **When you complete a Contract or Episode Strain that brings your Crimes to the attention of others**, mark the Crime Fuse.

REPUTATION:

CRIME: 

INFAMOUS

When you complete a Contract or Episode Strain that reinforces your criminal Reputation, increase your Crime Fuse by 1. **When your Crime Fuse is full**, erase all checks, and mark Infamous.

When you roll The Crew Is Back In Town while Infamous is checked, you have Disadvantage.

MAINTENANCE

CLEAR 
+1 0 -1 -2 -3

When you complete a Contract or an Episode Strain, mark 1 Burn in the Maintenance Fuse. **When the Maintenance Fuse is full**, clear it and check Maintenance Past Due.

When you roll the Ship Payment Move and choose Pay the Bills, reset the Maintenance Fuse and clear Maintenance Past Due.

MAINTENANCE PAST DUE

While Maintenance Past Due is checked, all rolls involving the Ship and its systems are at Disadvantage.

WE'RE HIT!

When your Ship takes Damage, mark of one of the options below for each point of Damage your Ship suffers. **When your ship takes Damage and there are no options to mark off**, your Ship is destroyed.

When you perform spot repairs on your ship to patch over Damage, describe how you do it. If there are no immediate pressures and you have plenty of time, you do it with little complication. Apply Spot Repairs to one Damage option. If you are in immediate danger or time is limited, roll Keep Your Cool to complete the repairs, unless you have a Move better suited to the job.

When you roll your Ship Payment Move and choose to get your ship patched up, your ship spends a while getting all Damage repaired, and the SM will mark 1 Burn on an Episode Fuse.

SUPERFICIAL DAMAGE

Carbon scoring, melted plating, or scratched paint—Superficial Damage makes your ship look uglier, but it doesn't have any negative effects.

DIRECT HIT

Smoke and sparks pour from flickering consoles, alarms bleat, the lights flicker, and the deck shudders under your feet. Any roll using a Ship System is at Disadvantage.

When you perform Spot Repairs on a Direct Hit, you restore normal operations. Negate Disadvantage from Direct Hit.

HULL BREACH

A hole is blasted in the side of your ship. Atmosphere vents, and sections of the ship are depressurized—the SM will tell you which sections.

When you perform Spot Repairs on a Hull Breach, you restore atmosphere to the vented sections, but you are dangerously low on Life Support. Any rolls that require physical exertion are at Disadvantage.

ADRIFT

All systems are down. Power to your ship is gone. No sensors, no weapons, no shields, no light, no gravity. You are dead in the void and easy pickings for enemies. If you're currently in a planet's atmosphere or gravity well, prepare for a crash landing.

When you perform Spot Repairs on Adrift, you manage to restore power—barely. You must roll Listing in Space to get back to a spaceport.

SPOT REPAIRS

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MARRAUDER SHIP MOVES

FOLD-SPACE DRIVE

When you activate the Fold-Space Drive and travel to an Extreme or closer system, roll+Alien. **On a 10+**, you made it out! Choose 1. **On a 7-9**, that was a very close call, choose 2 :

- *The ship has been invaded, infested, or infected by something.*
- *It was hard on the ship, your ship suffers 1 Damage, Penetrating.*
- *You work your ship's systems harder than you should, mark 1 Maintenance.*
- *Everyone is troubled by hallucinations, visions, or strange dreams. All Crew Members roll Into the Abyss.*

CONNECTED

When you reach out to someone related to your Background in your local area for information or a favor, roll+Disposition of the dominant Group in the area. **On a 10+**, choose 1. **On a 7-9**, choose 2. **On a 6-**, either you can't find anyone, or the SM chooses 1, and the person you find is probably going to screw you over first chance they get.

- *It'll take time to get what you want.*
- *They want to spend some quality time with you.*
- *It'll cost you something in return.*
- *Your reputation will take a hit, you have Disadvantage going forward to roll Connected.*

SHIP PAYMENT - PIECES OF EIGHT

When your Crew successfully completes a Contract or a Raid and sells their spoils or collects their pay from the client or contact, roll+Contract Rating.

On a 12+, you make out like bandits, choose 4.

On a 10-11, you get a great deal, choose 3.

On a 7-9, you get the standard deal, choose 2.

On a 6-, it's a set up or raw deal. You may either walk away with a token payment and Choose 1, or choose 2 and a Crew Member has been put in lockup for an inconvenient length of time, advance an Episode Strain by 1.

- *You pay fines or frame someone else for your crimes. Uncheck Infamous and reset the Crime Fuse.*
- *You pay the maintenance costs for your ship. Reset the Maintenance Fuse.*
- *You get the Ship patched up. Remove all Damage from the Ship.*
- *You purchase an Upgrade for your Ship.*
- *You go shopping for a new Vehicle, roll Test Drive.*
- *You fill your ship's cargo hold with lucrative goods for sale elsewhere, roll Lucrative Exports to determine what Cargo is available.*
- *You divide the spoils for some walking around money, each crew member rolls on Hey Big Spender.*

After you've made your selections and resolved any follow-up moves, you're broke again and need to find more prey.

LISTING IN SPACE

When you try to limp back to the nearest spaceport while Spot Repairs is checked on Adrift, roll+Maintenance Fuse. **On a 10+**, you make it, hungry, cold and tired. **On a 7-9**, you make it, but the journey takes its toll, each Crew Member suffers 2 Stress. **On a 6-**, you're stuck. You either crash on a barely habitable planet or trigger a distress beacon and await rescue or capture.

SHIP UPGRADES & MODULES:

Your ship starts with 2 Upgrade points to buy your starting Modules and may have up to a maximum of 6 Modules installed.

When you buy an Upgrade for your ship, check an Upgrade box. **When all Upgrade boxes for a Module are filled**, that Module is installed in your ship.

If you are at the maximum number of Modules and gain a new Module, you must remove an existing Module and replace it with the new one. You don't get a discount on the new module if you trade in your old junk.

☑☑☑ REDUNDANT SYSTEMS

3 Upgrades

Redundant systems and backups make your ship more hardy and reliable. Your ship may take 3 extra hits of superficial damage. Additionally, you have Advantage when making repairs in a fraught situation or when you roll Listing in Space.

☑ SENSOR ARRAY

1 Upgrade

Advanced sensors allow your ship to quickly acquire and analyze massive amounts of data. You have Advantage to Scope It Out using your ship's sensors.

Additionally, **when you scan a ship or station**, you may ask one of the following questions instead of the standard Scope It Out questions:

- *What modules do they have?*
- *Where are they weak?*
- *Where are they strong?*

☑ AUTODOC SURGERY

1 Upgrade

An Autodoc can treat simple injuries or wounds. Unsympathetic, rough Surgery in an Autodoc heals the "I'm hurt bad" Harm. For more unusual maladies, an expert is required.

☑ TETHER

1 Upgrade *Crash, Dogfighting, Hold Off, Broadside*

The tether is either a harpoon with a physical line, or a tractor beam or field that you can use to lock proximity with an object outside your ship. **When you need to connect to or reel in an external object**, the tether allows you to do that. It can automatically connect to inert objects. It can be fired at ships, vehicles, and stations within its ranges using Firefight or Acquire Target.

☑ MOUNTED TURRET

1 Upgrade, 1 Damage, *Crash, Dogfighting, Broadside, Discharge*

Whether they fire solid projectiles, short bursts of cohesive light, or plasma bolts, Mounted Turrets are designed to fend off smaller vessels like Fighters or Armatures.

DAMAGE: ☑☑☑

☑ TARGETING COMPUTER

1 Upgrade

The Targeting Computer houses a semi-self-aware Virtual Intelligence that is capable of calculating projectile trajectory and velocity to assist the ship's weapon targeting systems when engaging enemies. Describe the VI and choose between 1 and 2 personality traits from below.

Bloodthirsty, Pacifist, Posh, Crude, Indecisive, Curious, Thoughtful, Lonely

When you work with the targeting VI to engage enemies with your Ship Weapons, you have Advantage.

☑ SHIELDING

1 Upgrade, *Discharge*

When you activate your Shielding, Discharge Shielding and ignore 1 instance of Damage dealt to your Ship.

☑ LASERS

1 Upgrade, 1 Damage, *Broadside, Engaged, Cannonading, Discharge*

Their versatility, low cost, and accuracy in vacuum make cohesive beam weapons like Lasers the most common and reliable ship-to-ship weapons in production.

☑ MISSILES

1 Upgrade, 2 Damage, *Broadside, Engaged*

Missiles are self-propelled projectiles with explosive payloads. Their relatively slow speeds only make them effective within 20 kilometres, but their explosive capacity makes them dangerous in close range.

☑☑☑ RAILGUN

3 Upgrades, 4 Damage, *Engaged, Cannonading, Penetrating*

Railguns propel small, high density slugs at extremely high velocity for devastating effect.

☑ OVERCHARGE

1 Upgrade, *Discharge*

Overcharge allows you to disable safety protocols and fire your weapons more rapidly, delivering more Damage.

After you make an attack with your Ship weapons, you may choose to Discharge Overcharge and add 2 Damage before applying any modifiers like Discharging a weapon to double its Damage.

BAYS & CREW:

You start with a Standard Cargo Bay and Crew Quarters. You may purchase Hidden Compartments and a Brig later for the requisite amount of Upgrades. Bay and Crew upgrades don't count towards your number of Modules.

STANDARD CARGO BAY:

Standard Cargo Bays are designed to store a bulk amount of goods. Your cargo will be visible to anyone who scans or searches your ship. You can put passengers in the Standard Cargo Bay, but they will be pretty uncomfortable.

HIDDEN COMPARTMENTS:

1 Upgrade

Hidden Compartments are perfect for stashing your illegal or valuable cargo where no one will find it. You can put passengers in Hidden Compartments, but they will be extremely uncomfortable.

When your ship is scanned or searched, anything in the Hidden Compartments will not be found.

CREW QUARTERS:

You have a section of the ship dedicated to the living and recreational requirements for 15 to 20 crew members who operate and maintain the ship. Describe them.

• *Crew: Disciplined, Trained, Naive, 20 Health, 1 Harm*

☑ BRIG:

1 Upgrade

Your Brig can securely hold any prisoners you have. It's exceptionally cramped and uncomfortable, but its inhabitants will live—for a while, at least.