



VEHICLE & STARSHIP CONSTRUCTION

Many of these rules are heavily inspired by [*The Nubian Design Collective's Whole Vehicle Crafting Handbook's*](#) by EliasWindrider.

Starships are more than machines. They are lifelines, weapons, homes, and relics of an era that's slipping into the dark. The vast reach of Known Space depends on vessels that can survive the void between stars and economies clinging to the tattered remnants of UCCS infrastructure.

This section provides a comprehensive framework for designing custom vehicles and starships, suitable for both players and GMs. Whether you're salvaging parts in a scrapyard, engineering a bespoke scout frigate, or mass-producing corvettes for a corporate fleet, construction begins with a Frame and unfolds through a series of logical phases: Framework, Role, Engine, and Modules.

The system balances narrative flexibility with mechanical clarity. Any silhouette can be built for any purpose, from walkers to warships that range from heavy fighters to dreadnoughts. Components consume power and space, and the ship's effectiveness reflects both its internal architecture and the ingenuity of those who built it.

These rules support both character-scale crafting and faction-scale shipbuilding. A single skipcraft might take weeks to assemble by hand while a mass-produced battlecruiser may roll off a Stellar Dynamics drydock every month. Either way, in the wake of the collapse, nothing is more valuable than a ship that works.

Silhouette & Length

Silhouette represents the vessel's physical scale and profile. It affects targeting difficulty, module scaling, cost, and maneuverability. Length provides a general sense of the ship's physical dimensions, but volume, of course, scales cubically.

Base Cost

The starting price to acquire a frame and hull for a vessel at this silhouette, before selecting Role, modules, engines, or upgrades. Reflects structural mass, scale, and market availability. Costs rise exponentially with silhouette.

Base Cargo

The default cargo capacity of the ship in Encumbrance units. This represents free space allocated to haul goods, prior to installing cargo modules or applying bonuses from Roles like Freighter or Industrial.

Min/Max Crew

The minimum crew required to operate the ship safely and the maximum it can accommodate with dedicated workstations, not including passengers. Automation may reduce crew needs.

Passenger Capacity

The number of default sleeping spaces available for passengers. The value displayed is the number of **passengers sleeping 4 to a room**. Each berth typically occupies 30–50 cubic meters of internal volume. Roles may increase or decrease this value.

SIL	LNGTH	BASE COST	BASE CARGO	MIN CREW	MAX CREW	PASS CAP	MAX DAY/CON	HP	EMPL	HTT	SST	EXAMPLES
1	2m	1K	-	1	1	0	3 [3d]	1	-	1	1	Bikes, drones, Microcraft
2	3m	5K	1	1	2	0	5 [2d]	2	-	3	2	Large Person, Hoverbike, Exosuit
3	6m	10K	5	1	3	0	21 [2wk]	4	1	6	4	Skipcraft, Lt Strikecraft
4	10m	20K	12	2	5	0	75 [2wk]	6	2	10	7	Shuttle, Med. Strikecraft, APC
5	15m	35K	18	3	8	0	240 [1mo]	9	3	13	10	Lt Transport, Hvy Strikecraft,
6	22m	55K	30	5	12	0	360 [1mo]	12	4	18	13	Lt Transport, Gunboat
7	33m	100K	100	8	18	4	540 [1mo]	16	5	26	19	Med Transport, Carrack
8	50m	150K	375	12	28	8	840 [1mo]	20	6	33	23	Med Transport, Corvette
9	66m	500K	840	16	40	16	4K [3mo]	25	8	45	34	Hvy Transport, Lt Frigate
10	100m	1M	3000	24	60	24	6K [3mo]	30	10	52	36	Hvy Transport, Hvy Frigate
11	150m	3M	9000	36	90	400	16K [6mo]	36	12	64	43	Blk Transport, Lt Cruiser
12	250m	8M	18000	125	140	2000	25K [6mo]	42	14	75	51	Blk Transport, Hvy Cruiser
13	500m	50M	37.5K	250	750	8000	72K [1yr]	49	16	93	62	Class I Superlifter, Lt Destroyer
14	1km	125M	312K	500	1500	120K	108K [1yr]	56	18	108	67	Class II Superlifter, Hvy Destroyer
15	2km	300M	500K	750	5000	1M	Farming	64	21	129	71	Class III Superlifter, Lt Dreadnought
16	5km	800M	3.75M	1000	7500	12M	Farming	72	24	145	97	Class IV Superlifter, Hvy Dreadnought
17	10km	2 bn	31.2M	2.5K	15K	120M	Farming	81	26	171	114	Class V Superlifter, UCCS Starbase
18	15km	5 bn	60M	5K	30K	400M	Farming	90	30	186	121	Orbital Arcology, Corporate Megayard,
19	25km	12 bn	450M	10K	100K	1bn	Farming	100	35	210	140	Void Arcology, Eldren Beacon
20	100km	-	-	-	-	-	-	-	-	-	-	Worldmind, Asteroid Arcology

Any amount of Passenger Capacity can be designated as Commercial (4 spaces) or Luxury Berthing (8 spaces), as described in the Passenger Berthing Module, below.

The numbers above have been derived by assuming that smaller ships use 10-20% of their available volume for habitation, larger ships use 5-10% of their available volume, and that berths occupy 30 to 100 cubic meters.

Day/Con

The maximum number of **days'** worth of **consumables** (food, water, recycling systems) available to crew and passengers by default. This value reflects operational autonomy. Some Roles increase this baseline.

Hardpoints

The number of **Hardpoints** available for installing major systems such as armor, shields, reactors, modules, or emplacements. This represents both available power and physical integration capacity.

Emplacements

The number of hardwired **Emplacements**: dedicated mounting points for high-energy systems like weapons, missile racks, or harvesters. This number is fixed and not a function of Hardpoints.

Hull Trauma Threshold

Represents how much structural damage a ship can endure before becoming disabled or destroyed. Functionally equivalent to a ship's "wounds."



System Strain Threshold

Measures how much non-structural stress a ship can withstand from overexertion, power routing, or electronic warfare before systems start to fail.

Comparable to a ship's "strain."

FRAMEWORK

Every vehicle begins with a framework: the structural foundation that defines its silhouette, locomotion style, and construction limits. Whether it walks, rolls, flies, or runs a fusion drive with water based propellant in a vacuum, a vehicle's framework determines the fundamental engineering principles on which the rest of the design is built.

Walkers

Multi-legged ground vehicles capable of traversing difficult terrain. Popular for war machines, industrial haulers, and mobile bases.

- **Common Silhouette Range:** 2–6
 - **Fuel Cells:** [Silhouette] x2
 - **Base Armor:** 1/3 Silhouette, +2
 - **Landing Capable?**: Always grounded
 - **Atmospheric Flight?**: None
 - **Default Features**: Stabilizers, leg actuators, onboard gyros for walking motion
- Special:** Gains automatic Boost to checks involving extreme terrain or slope navigation. Suffers Setback in tight spaces unless silhouette ≤ 4 .
- **Base Cost Modifier:** $\times 0.7$ [cheaper to manufacture than repulsorcraft or starships of same size].

Design Notes:

Walkers scale impressively well: from all-terrain mechs for SL 0 characters at SL 2 to slow-moving fortress-cities at SL 12. Most Walkers are

restricted to terrestrial operations, but some large examples have modular legs than can retract, blurring the line between structure and vehicle.

Rollercraft

Wheeled ground vehicles optimized for speed, cargo capacity, or rugged durability. Ubiquitous across settled worlds.

- **Common Silhouette Range:** 2–6
- **Fuel Cells:** [Silhouette] x3
- **Base Armor:** 1/4 Silhouette
- **Landing Capable?**: Always grounded
- **Atmospheric Flight?**: None
- **Default Features**: Suspension system, traction control, crash harnesses
- **Special**: Gains automatic Boost on high-speed maneuvers when on paved or prepared surfaces. Suffers Setback when operating off-road unless fitted with appropriate gear.
- **Base Cost Modifier**: $\times 0.5$ [most economical framework]

Design Notes:

Rollercraft dominate logistics, transit, and utility fleets across most developed worlds. Modular in construction and cheap to maintain, they're ideal for city transport, armored convoys, and long-haul ground movement. Silhouette 4 and up often includes multiple axles or continuous track systems for industrial or military deployment.

Aerocraft

Fixed-wing or vectored-thrust atmospheric aircraft that rely on lift, thrust, and atmospheric control surfaces for flight. Found in planetary militaries,



high-speed courier fleets, and even remote colonist transit.

- **Common Silhouette Range:** 2–10
- **Fuel Cells:** (Silhouette) x4
- **Base Armor:** 1/4 Silhouette
- **Landing Capable?**: Yes; requires runway or VTOL system
- **Atmospheric Flight?**: Atmosphere only
- **Default Features**: Wing control surfaces, thrust vectoring nacelles, basic avionics
- **Special**: Gains Atmospheric Wings for free.
- **Base Cost Modifier**: × 0.8 (cheaper cost for specialized but common frame)

Design Notes:

Aerocraft excel in speed and maneuverability within an atmosphere but are useless in space or vacuum conditions. They are ideal for planetside logistics, air combat, courier service, and short-range passenger travel. Silhouette 4–7 examples include military gunships, long-range cargo haulers, and corp-branded skimmers.

Repulsorcraft

High-performance, field-stabilized aircraft that hover or fly using gravitational manipulation. Common in elite planetary forces, luxury transport, and environments where conventional flight is impractical.

- **Common Silhouette Range:** 2–8
- **Fuel Cells**: (Silhouette) x3
- **Base Armor**: 1/5 Silhouette, +1
- **Landing Capable?**: Yes; can hover or settle on stabilizing pads
- **Atmospheric Flight?**: Yes (effector flight only)

- **Default Features**: Effector lift array, inertial dampers, horizon-lock stabilizers
- **Special**: Ignores most penalties from difficult terrain or vertical obstructions. Gains Setback in high-EM or grav disrupted zones. Treated as a ground vehicle for Speed.
- **Base Cost Modifier**: × 1.5 (advanced, prestige vehicle with expensive effector systems)

Design Notes:

Repulsorcraft are favored on high-tech worlds or in difficult planetary environments, where runways and roads are impractical. Though limited in top speed compared to Aerocraft, their ability to hover, strafe, and land nearly anywhere gives them enormous tactical flexibility. Some militaries use them as troop carriers, while corp elites use them as limo-class skipcraft.

Starships

Vacuum-sealed craft designed for orbital and interstellar operations. From light transports to capital ships, starships are the backbone of interplanetary civilization.

- **Common Silhouette Range:** 3–20
- **Fuel Cells**: (Silhouette) x5
- **Base Armor**: 1/3 Silhouette
- **Landing Capable?**: Ship must have Effective Silhouette of 10 or less.
- **Atmospheric Flight?**: Yes, with Atmospheric Wings or Maneuvering Thrusters under engine power, up to Effective Silhouette 10.
- **Default Features**: Vacuum-rated hull, torch drive, water reclaimators and air scrubbers.
- **Special**: Gains Vacuum Sealed Hull for free. Bridge, Crew Compartment, and Engineering (SL 7+) have free Life Support.

- **Special:** SL 14 and higher must be built in orbital shipyard.
- **Base Cost Modifier:** × 1.2 (additional material, sealing, and redundancy systems)

Design Notes:

Starships define the technological and economic scale of the galaxy. Light freighters (SL 5–6) are the domain of independents and smugglers. Frigates and cruisers (SL 9–12) anchor faction fleets.

Massive SL 12+ vessels, supercarriers, colony ships, and orbital fortresses, are constructed only at orbital facilities or former Commonwealth megayards.

Starships require dedicated **Tunnel Drive Modules** for interstellar travel, and **modular support systems** for long-term habitation, cargo, or combat.

ROLE

Once a framework is chosen, a ship's role determines its intended purpose and operational profile. Roles replace the traditional concept of a hull-shaping internal layout, mass distribution, and core systems around a defined function.

From assault dropships to luxury transports, industrial harvesters to reconnaissance couriers, roles define what a ship is built to do, and what it excels at doing. Most roles are available at nearly any silhouette, allowing for everything from nimble gunboats to superheavy carriers built on the same design principles.

Basic

Stripped-down, general-purpose configuration used for modular builds, civilian vessels, or unclassified utility platforms.

- **Purpose:** Baseline role offering minimal enhancements or constraints
- **Bonuses:** None
- **Restrictions:** None
- **Default Crew:** 1 pilot, 1 engineer
- **Suggested Uses:** Couriers, personal shuttles, light survey craft, surplus Commonwealth hulls
- **Base Cost Modifier:** × 1.0 (baseline)

Design Notes:

The Basic Role is a blank slate. It confers no bonus to cargo, passengers, modules, or performance, making it ideal for customization or budget-constrained builds. Many ships salvaged from the Commonwealth are retrofitted into Basic Role

platforms, especially when faction-specific configurations are stripped or obsolete.

While rarely optimal for any specialized task, these ships are easy to maintain, widely available, and versatile. Some smugglers favor Basic hulls to disguise combat capabilities or concealed compartments.

Transport

Designed to move people, not just cargo. Transports are built around passenger capacity, modular habitation, and atmospheric transition capability.

- **Purpose:** Moving personnel in comfort, security, or mass volume
- **Modifications:**
 - +100% base Passenger Capacity
 - +50% bonus to base Fuel Cells.
 - Includes 1 free Dedicated Passenger Berthing module per 3 points of SL (min 1).
 - **Restriction:** Reduce Emplacements by half.
 - **Restriction:** Starship Transports must purchase Life Support module.
- **Default Crew:** 1 pilot, 1 engineer, 1 quartermaster or steward
- **Suggested Uses:** Intercity shuttles, colony transports, civilian liners, migrant convoys
- **Base Cost Modifier:** × 1.1 (reinforced environmental systems, expanded quarters)

Design Notes:

Transports range from nimble Silhouette 3 rollercraft and aero shuttles to Silhouette 15 colony ships ferrying millions. Luxury liners may fall under this category as well, depending on amenities.

Most Transport hulls are rated for planetary landings, with atmospheric integrity prioritized over armor or weapon systems. In the frontier, some are retrofitted for medical, refugee, or diplomatic duty. Corporate fleets commonly use SL 9–10 Transports for high-volume intersystem passenger transit.

Freighter

Optimized for hauling bulk cargo across systems, freighters are the lifeblood of interstellar commerce—from family-owned shuttles to vast corporate haulers.

- **Purpose:** High-capacity cargo transport
- **Modifications:**
 - +100% **Base Cargo Capacity**
 - Double effectiveness of **Cargo Holds**.
 - +50% bonus to base Fuel Cells.

- Reduce **Passenger Capacity** by 50%.
- **Restriction:** Reduce Emplacements by half.
- **Restriction:** Must dedicate at least 20% of total Hardpoints to Cargo Hold Modules.
- **Default Crew:** 1 pilot, 1 engineer, 1 loadmaster
- **Suggested Uses:** Merchant shipping, blockade running, mobile warehouses, smuggling platforms
- **Base Cost Modifier:** × 1.1 (reinforced decks, expanded storage, load balancing systems)

Design Notes:

Freighters come in every form and scale: Silhouette 4 blockade-runners evading customs, Silhouette 9 bulk haulers with modular pods, and even larger corporate superlifters feeding entire colonies. Many independent crews operate heavily modified freighters, retrofitting them with hidden compartments, automated loaders, or armed escorts.

While freighters lack the agility and armor of dedicated warships, their cargo capacity, and the credits it brings, makes them essential to survival in a fragmented galaxy.

Industrial

Designed for resource extraction, manufacturing, or salvage, industrial vessels are built to power frontier economies and corporate exploitation alike.

- **Purpose:** Harvest, process, and transport raw materials or dismantled wreckage
- **Modifications:**
 - +25% base **Cargo Capacity**
 - Reduce **Passenger Capacity** by 80%

- +1 free **Harvester Emplacement** per 4 points of Silhouette (minimum 1)
- May install Cargo Pods, Cargo Holds, and specialized equipment like Refinery Cores at half normal Hardpoint cost.
- **Restriction:** Must reserve half of Emplacements for industrial equipment and 10% of total hardpoints for Cargo Holds.
- **Default Crew:** 1 pilot, 2 engineers, 1 operations chief
- **Suggested Uses:** Asteroid miners, planetary stripships, salvage rigs, mobile refineries
- **Base Cost Modifier:** × 1.15 (reinforced hulls, heavy mechanical interfaces)

Design Notes:

Industrial ships are rarely glamorous, but they are essential. From Silhouette 4 salvage boats to Silhouette 12 automated strip miners, these vessels extract value where others see wreckage or waste. Most industrial frames are built with modularity in mind, allowing players to retrofit them for mining, salvage, atmospheric skimming, or debris reclamation.

Due to the power load of onboard industrial systems, reactors are often pushed to their limits, and many captains opt to travel without shields or with minimal defensive capability—making escorts or support craft a necessity in volatile regions.

Support

Built to assist, sustain, or augment other vessels and outposts, support ships are critical for logistics, science, communications, and field operations.



- **Purpose:** Scientific research, medical aid, communications, logistics, field support
- **Modifications:**
 - +1 free **Support Module** per 3 points of Silhouette (minimum 1)
 - +50% base Consumables
 - +25% base System Strain Threshold
 - **Restriction:** Reduce Emplacements by half.
- **Default Crew:** 1 pilot, 1 engineer, 1 specialist (scientist, medic, comms tech)
- **Suggested Uses:** Mobile hospitals, research vessels, comms relays, courier motherships, logistical tenders
- **Base Cost Modifier:** × 1.1 (additional life support, monitoring systems, and workspaces)

Design Notes:

Support ships rarely see direct combat, but they are indispensable in long-term deployments and fleet operations. From Silhouette 4 field first responders to Silhouette 12 floating research arks, these vessels host scientific labs, trauma bays, advanced comm suites, and more.

Many are retrofitted civilian hulls reconfigured for frontier needs, often run by Protectorate missions, independents, or corporate survey branches. Their strength lies in redundancy, survivability, and the ability to project infrastructure across vast distances.

Assault

Armored, armed, and built for breach. Assault vessels are designed to deliver troops and firepower directly into combat zones, from boarding actions to planetary surface insertions.

- **Purpose:** Deliver troops and weapons into hostile territory
- **Modifications:**
 - +2 (or 10% more) **Emplacements**, whichever is greater.
 - +25% base **Hull Trauma Threshold**
 - Reduce Passenger Capacity by 50%
 - **Restriction:** Must dedicate at least 25% of hardpoints to Armor Plating, Passenger Berths, or weapon emplacements.
- **Default Crew:** 1 pilot, 2 engineers, 1 tactical officer, 1 squad leader
- **Suggested Uses:** Dropships, fast attack boats, tactical boarding ships, urban pacification craft
- **Base Cost Modifier:** × 1.25 (reinforced structure, compartmentalized systems, tactical deployment gear)

Design Notes:

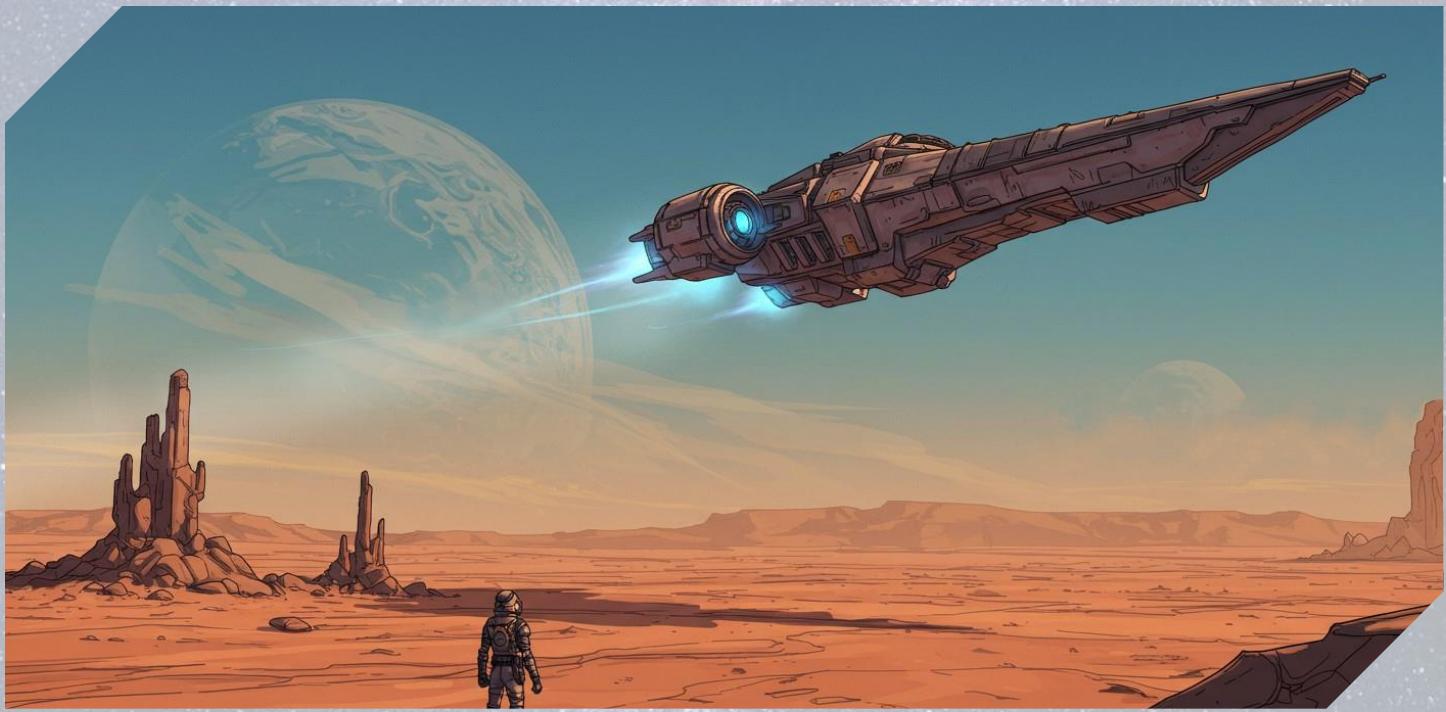
Assault ships bring shock and force to the battlefield. Whether launching atmosphere-capable gunboats or breaching a space station's hull, their design emphasizes durability, offensive systems, and rapid personnel deployment.

Smaller vessels may only carry a squad and a couple of breach charges, while larger hulls deliver armored vehicles and full platoons. Most Protectorate military actions involve a mixed Assault and Support complement, while corporate ops often deploy stealth-optimized variants with electronic warfare capability.

Carrier

Carriers project power by delivering autonomous platforms or crewed craft to the field, launching





drones, fighters, or shuttles from hangar bays or deck racks.

- **Purpose:** Launch and recover smaller craft or autonomous strike platforms
- **Modifications:**
 - +1 free **Hangar Bay** per 4 points of Silhouette (minimum 1)
 - Double the volume of **Hangar Bay** modules.
 - Double the number of drones coordinated by a **Drone Command Node**.
 - May support either Fighter Craft (SL 3–5) or Drones (SL 0–5) depending on configuration
 - **Restriction:** Reduce Passenger Capacity by 90%
 - **Restriction:** Must dedicate 25% of hardpoints to hangar infrastructure
 - **Restriction:** Effective Silhouette cannot be lower than physical Silhouette.
- **Default Crew:** 1 pilot, 2 engineers, 1 flight controller, 1 deck officer
- **Suggested Uses:** Escort carriers, drone control ships, logistics launch bays, heavy fighter support platforms
- **Base Cost Modifier:** × 1.5 (bay systems, launch rails, automated deployment)

Design Notes:

Carriers scale from Silhouette 6 drone barges with remote launch cradles to Silhouette 14 supercarriers that field hundreds of strike craft. Some prioritize crewed fighter squadrons, while

others rely on autonomous drone wings with esper-linked control.

Carrier operations require extensive coordination and maintenance, and their hangar bays are vulnerable if not well defended. Many include embedded Support Role systems or escort craft to ensure survivability in deep-space deployments.

Gunship

Light, fast, and heavily armed, gunships serve as escorts, raiders, or strike craft—trading durability for speed and concentrated firepower.

- **Purpose:** Deliver direct-fire weapons in fast-response or escort roles
- **Modifications:**
 - +2 (or 10% more) **Emplacements**, whichever is greater.
 - 1 free **Maneuvering Thrusters** module.
 - **Restriction:** Reduce Passenger Capacity by 90%
 - **Restriction:** Effective Silhouette cannot exceed physical Silhouette by more than 2.
- **Default Crew:** 1 pilot, 1 engineer, 1 weapons officer
- **Suggested Uses:** Escort ships, pirate skirmishers, customs enforcers, atmospheric strike platforms
- **Base Cost Modifier:** × 1.15 (enhanced control surfaces, reinforced mountings)

Design Notes:

Gunships thrive in ambush, pursuit, and defensive screen roles. Commonly found in the Silhouette 3–7 range, they balance firepower and mobility, often at the cost of endurance or defensive resilience.

Some are converted civilian frames packed with weapons; others are military-grade hulls with precision navgrids and synchronized fire control systems. In the Outer Rim, independent factions often field gunships as the backbone of mobile militia fleets.

Recon

Scouts, messengers, and forward observers. Recon ships are designed to slip past defenses, gather data, or run critical dispatches under fire.

- **Purpose:** Long-range scouting, courier duty, or stealth operations
- **Modifications:**
 - +1 free **Sensor Suite Module**
 - +2 **Boost Dice** to all Astrogation checks made when initiating jumps
 - +50% bonus to base **Fuel Cells**.
 - Reduce Passenger Capacity by 90%
 - **Restriction:** Must install at least 1 navigation and 1 sensor related module.
 - **Restriction:** Reduce Emplacements by half.
 - **Restriction:** Effective Silhouette cannot exceed physical Silhouette.
- **Default Crew:** 1 pilot, 1 engineer, 1 scout or data officer
- **Suggested Uses:** Stealth scouts, data couriers, survey ships, fleet pathfinders
- **Base Cost Modifier:** × 1.15 (specialized electronics, dampening systems, compacted core layout)

Design Notes:

Recon vessels prize speed and information over armor or firepower. Most are Silhouette 3–6 ships configured for silent running, autonomous navigation, or long-term passive surveillance.

The very largest are mobile listening posts, monitoring entire sectors. Some are outfitted with advanced ECM packages, esper-linked sensors, or encryption suites for relaying messages across potentially compromised ansible chains. Though vulnerable when cornered, recon ships are often the first, and last, vessels to glimpse the edges of explored space.

Warship

Heavy combatants designed to control the battlespace, warships are built for endurance, firepower, and the direct application of force.

- **Purpose:** Mainline ship-to-ship combat, fleet dominance, orbital bombardment
- **Modifications:**
 - +3 (or 20% more) **Emplacements**, whichever is greater.
 - A Warship can forgo additional Emplacements for a **Spinal Cannon**.
 - +25% base **Hull Trauma Threshold**
 - +1 free **Armor Plating** module
 - Reduce Passenger Capacity by 90%
 - **Restriction:** Must install at least one point of Armor per 3 points of Silhouette (min 1).
 - **Restriction:** Effective Silhouette cannot be lower than base Silhouette.
- **Default Crew:** 1 pilot, 2 engineers, 2 gunnery officers, 1 tactical officer
- **Suggested Uses:** Destroyers, cruisers, fleet command ships, orbital suppression platforms
- **Base Cost Modifier:** × 1.3 (armor, structural reinforcement, long-range weapon integration)

Design Notes:

Warships form the backbone of military fleets and system defense groups. While slower and less maneuverable than gunships, they carry heavier weapons, more armor, and a greater ability to withstand sustained fire.

Silhouette 6–8 ships dominate local patrols and skirmishes, while Silhouette 10–14 vessels project authority across entire sectors. Commonwealth-era hulls still prowl fringe systems, often in the hands of warlords or rebel factions.

ENGINES

Engines determine a ship's acceleration, maneuverability, and how effectively it handles in both space and atmosphere. More importantly, engines affect a vessel's **Effective Silhouette**, a critical factor in how easily it is targeted, how well it can evade incoming fire, and how well it maneuvers.

All engines must be purchased and installed separately from the framework. While smaller craft can achieve sharp handling with modest systems, larger vessels must invest heavily to avoid becoming lumbering targets.



Engine upgrades don't just affect speed; they shape how a ship moves through the galaxy.

Engine Grade

Each engine, regardless of manufacture, has a **Class** from 1 to 7, representing a -3 to +3 adjustment to Effective Silhouette. These ratings determine the engine's thrust power and impact on maneuverability.

A ship's Silhouette cannot drop below (half base SL) from Engine upgrades. Some Roles, e.g. Gunships, Warships, and Carriers, have Effective Silhouette requirements.

Engines burn fuel, and provide their own power during that process. They do not consume Hardpoints.

CLASS	ESL	SPD	MAX THRUST	PRICE MOD
Class 1	+3	1	Cruise	Base x0.25
Class 2	+2	2	Hard Burn	Base x0.5
Class 3	+1	3	Hard Burn	Base x0.75
Class 4	+0	4	Hard Burn	Base
Class 5	-1	5	Hard Burn	Base x1.25
Class 6	-2	6	Afterburner	Base x2
Class 7	-3	7	Afterburner	Base x3

Engine Prices

Class 4 Engines are the default in most ship models, and are priced **250c x (Silhouette squared)**.

Examples

A junkyard mechanic on Syridia Prime wants to buy and install some engines in the old freighter she's working on. The freighter is Silhouette 7, and the engines are Class 2.

(250 x (7 x 7) = 12,250 credits.) The Class 2s decrease the price by 0.5x, to 6,125 credits.

An SDC orbital yard is commissioned to produce a series of top-of-the-line medium Strikecraft, with the type of afterburners that regularly liquefy pilots that get too brave. The Strike is Silhouette 4, and the engines are Class 6.

(250 x (4 x 4) = 4,000 credits.) The Class 6 engines increase the price by 2x, to 8,000 credits.

MODULES

Modules are the systems, subsystems, and specialized installations that give a ship its functionality beyond the basic frame. From shield generators and medical bays to cargo holds and sensor suites, modules define what a vessel can do, how it operates, and what roles it can fill.

Each module must be purchased and installed individually, consuming hardpoints, credits, and internal space. Some modules, like life support and sensors, are essential for basic operation in the void. Others, such as hangar bays or refinery cores, shape the vessel's tactical and economic purpose.



Tunnel Drive

A tunnel drive is, technically, an Arcanotech module. A starship doesn't need a jump drive to break atmosphere, but it takes days, weeks, or months to travel in-system, and interstellar travel becomes a matter of years.

The tunnel drive is an advanced translocation co-processor that folds space between origin and destination. Rather than moving through normal spacetime, the ship slips through the Void outside the fabric of spacetime.

Tunnel Drives were reverse-engineered from schematics found within the Eldren Beacons long before the rise of the Commonwealth, and though they're now spread to every corner of Known Space, each one remains an Arcanotech marvel.

- Tunnel Drives are available in **Class 1 to 10**.
- Each rank of the Drive's Class divides the final fuel cost of the jump by the drive's rating, allowing ships that invest heavily in their Tunnel Drive to make much longer jumps.
- A ship can install a backup Tunnel Drive, but can only activate one at a time. *Cost is lowered for backups due to existing infrastructure.*
- Primary Tunnel Drives cost [**Class squared x Silhouette squared x 100c**].
- Backup Tunnel Drives cost [**Class squared x Silhouette squared x 50c**].

Hardpoints: 1 HP per 3 points of Silhouette (rounded down, min 1).

See You in the Stars

Rules for jump prep, astrogation charting, travel times, fuel costs, and interesting destinations are found in the Chapter of the same name as this heading, starting on pXX.

NavComputers

NavComputers are specialized chip mind intelligences that help navigators calculate Tunnel Drive jumps and system-spanning routes. Ships with Operational Minds at their cores often lack NavComputers, since the Mind is capable of calculating a jump unaided.

Without a proper Mind or a NavComputer, a ship cannot make jumps and must rely on catapult gates to move between star systems. Attempting to jump without one or the other is essentially an expensive form of suicide.

MODEL	COST	EFFECTS
Civilian	1K	Standard unit. Standard astrogation rules.
NavComputer		
Commercial	2.5K	Stores routes between two systems, reducing diff by 2 for those jumps. 1,000c per route.
Routing Core		
Military	5K	Negates □□ from using routes other than Drive Chains.
NavComputer		
Ansible-Synced	10K	Connects to ansible service. Subscription 100c/month. Never suffer penalties for out-of-date charts.
Core		
Astrogation Cluster Node	5K	Enables a fleet with Minds or NavComputers to follow the ship through a jump.

Hardpoints: 0 HP

Shield Generators

Starship deflectors are functionally the same technology as personal shield generators. They function off Arcanotech co-processing modules that generate massive diakinetic fields, managed by a chip mind. Small ships may require only a single generator, while larger vessels may require two, four, or as many as fifty emitter banks.

SIL	SHIELD ZONES
1-3	All Zones
4-5	Fore and Aft Zones
6-10	Fore, Aft, Port, Starboard Zones
11-13	Fore, Aft, 2 Port, 2 Starboard Zones
14-16	Fore, Aft, 3 Port, 3 Starboard Zones
17	2 Fore, 2 Aft, 5 Port, 5 Starboard Zones
18	3 Fore, 3 Aft, 10 Port, 10 Starboard Zones
19	5 Fore, 5 Aft, 20 Port, 20 Starboard Zones

You can also reference the Vehicle Sheets at the end of this book for a visual reference on how many shield banks your vessel requires.

As with Engines, shield costs are highly modular. Each shield has three traits.

SHIELD FEATURE	BASE COST	FUNCTION
Capacity	100c per point	Represents how much damage the shield can absorb. Max: [Silhouette x5].
Deflection	500c per point	The number of Setback dice applied to non-ionic attacks. Max: 4
Recharge	250c per point	The Capacity recovered at the start of each of the ship's turns. Max: Half Silhouette

Once the Shield Generator's traits have been calculated, **total the cost and multiply it by the Ship's Silhouette**. Larger ships cannot be covered by a single generator, so those ships must pay the cost for each emitter bank.

Hardpoints: 1 HP, per generator.

Examples

A SL 4 Shuttle requires fore and aft shield generators. The mechanic tunes the ship to 10 Capacity, 0 Deflection, and 0 Recharge. The shields completely lack a deflection cycle, and they won't recharge until the ship has been out of combat for 10 minutes, but they're cheap, and they'll stop all stellar radiation.

($1000 + 0 + 0 \times SL\ 4 = 4,000$ credits.) This cost pays for the fore or aft emitter. A second emitter for the aft, tuned to the same stats, costs the same.

By contrast, a SL 10 Heavy Frigate requires Fore, Aft, Port, and Starboard. An SDC frigate with state-of-the-art shields drifts out of the yard with 50 Capacity, 4 Deflection, and Recharge 5.

($5000 + 2000 + 1250 \times SL\ 10 = 82,500$ credits per generator.) This cost pays for one of the four required zones. Assuming the SDC engineers in charge of the vessel tune the shields identically, the bill comes to 330,000 credits.





Sensors

Sensors allow ships to detect, scan, and track objects in space or planetary atmospheres. They provide essential data for targeting, environmental analysis, navigational calibration, and early threat detection. Whether interpreting faint energy signatures or mapping gravitational anomalies, sensors are the eyes and ears of any starship.

Basic Sensor Arrays are standard on most civilian vessels and include visual feeds, short-range scanners, and passive EM detection. However, military, scientific, and deep-space exploration ships routinely upgrade their sensor packages to extend range, resolution, and specificity, often integrating esper interfaces, Arcanic feedback loops, or precision telemetry systems.

Without a functioning sensor suite, a ship is effectively blind. It cannot reliably target threats, avoid hazards, or even stabilize its navigational lock. Ships with disabled or damaged sensors suffer significant penalties to Gunnery, Piloting, and Astrogation, and are often forced to rely on external guidance or guesswork.

Sensors operate in two modes: **passive** and **active**:

- **Passive Mode:** Low-power, automatic scanning. No check required. Detects passive stellar data such as light, IR, and radio. Many objects and bodies in space can be detected passively out to a functionally unlimited range, such as the system star, planets, ships under hard burn, etc. Such readings, however, propagate at light

speed, and it may be minutes or hours before changes in direction or other phenomena can be detected by the ship.

- **Active Mode:** Focused scan in a single fire arc. Penetrates durasteel and collects information at the listed range. Requires an **Average (♦♦) Perception check**, modified by hazards such as radiation, nebulae, or ECM.

MODEL	HP	COST	RNG	EFFECT
Passive Array	0	500	Short	Can only use Passive Mode.
Basic Array	0	1K	Medium	Default for most ships.
Long Range Array	1	3K	Long	For scouts, explorers, and patrols.
Advanced Array	1	15K	Extreme	Science ships and capital ships with spinal cannons.
Combat Grid	1	+1K	Mod	Add ■ to all Gunnery checks in range.
Survey Suite	1	+3K	Mod	Add ■■ to planetary; detects life signs, mineral density, gas concentration, etc.
Ghost Array	2	+10K (R)	Mod	Interferes with hostile targeting sensors. Negates boost dice from enemy sensors.
Esper-sight Node	3	+5K	Mod	Allows ships to detect fluctuations in dark energy, such as ship-scale or powerful personal scale Arcana.

Armor Plating

Armor Plating reinforces the ship's superstructure with additional layers of durasteel and other ablative super-materials. Armor improves a vessel's ability to absorb damage during combat, but every kilo of plating is another kilo the ship's engines and thrusters have to struggle to bring about during a fight. Armor is a double-edged upgrade: survivability at the cost of agility.

- Each installed Armor Plating module **increases starship Armor by 1**.
- Each installed Armor Plating module **increases Effective Silhouette by 1**.
- A ship can support a number of Armor Plating modules equal to **(half its base Silhouette) +2**.
- Armor Plating costs **(50 credits x Silhouette squared)**.

Hardpoints: 1 HP for each module.

Atmospheric Wings

Aerodynamically tuned flight surfaces that grant ships greater stability, lift, and lateral control during atmospheric flight. While useless in vacuum, wings dramatically improve a vessel's agility within planetary environments, especially during evasive maneuvers, bombing runs, or surface skimming.

They are particularly common on recon craft, planetary gunships, courier vessels, and atmospheric superiority ships operating near habitable worlds.

- Reduces Effective Silhouette while under power, in atmosphere.
 - -1 ESL at Cruising Speed
 - -2 ESL at Hard Burn
 - -3 ESL at Afterburner
- ESL reduction does not apply in vacuum.
- Reduces Hull Trauma Threshold by (1 per 3 points of Silhouette, min 0).
- Reduces maximum Armor Plating modules installed to (half of base Silhouette).
- Atmospheric Wings cost **(500 credits x Silhouette squared)**.

Hardpoints: 1 per 3 Silhouette (min 1).

Automated Systems

Automated Systems are a ship-wide integration of control relays, subroutines, and servo-actuated interfaces that allow operations to be handled by onboard processors. While not as adaptive or

capable as a living crew, or a true Operational Mind, these systems reduce the workload of basic flight, life support management, diagnostics, and maintenance routing.

Common aboard courier ships, recon craft, and capital vessels with skeleton crews, Automated Systems reduce dependence on personnel and allow for more compact, self-sufficient operations.

- Halve the Minimum Crew complement of the vehicle (rounded down).
- If the Minimum Crew is reduced to 1, and the vehicle has an installed Operational Socket and Operational Mind in place, the Mind can operate it without assistance.
- Automated Systems costs **(600 credits x SL)**.

Hardpoints: 1 per 3 Silhouette (min 1).

Brig Module

A Brig Module provides secure containment for prisoners, dangerous passengers, or personnel under quarantine or disciplinary lock. While common aboard military ships, bounty vessels, and deep-range science expeditions, brigs also see use in civilian liners, corporate haulers, and ships operating near unstable territories.

Equipped with reinforced cell doors, biometric locks, remote surveillance, and internal life support, the brig serves as a temporary prison, medical isolation ward, or interrogation chamber, depending on the vessel's doctrine.

- A vehicle must be SL 5 to install a Brig.
- The Brig has cells for **(1/3 Silhouette (min 1) x Brig modules installed) squared** detainees.
- A ship can install no more than 1 module per 3 points of Silhouette (min 0).
- Escaping from a Brig Modules requires a **Hard (♦♦♦) Skulduggery check**.
- A Brig Module costs **300 credits x SL**.

Hardpoints: 1 per 3 Brig Modules installed (min 1).

These upgrades are available for **Brig Modules**.

- Upgrade the Brig's security, requiring a **Daunting (♦♦♦) Skulduggery check** to escape. Cost **(1000 credits x SL)**.
 - Instead upgrade the Brig's security to require a **Formidable (♦♦♦♦) Skulduggery check** to escape. Cost **(3000 credits x SL)**.

- Add an Arcanotech Suppression Array to the Brig, upgrading the difficulty and increasing the strain cost of all Arcana as shown.
 - Upgrade diff and strain cost by 1. Cost **5,000 credits x SL**
 - Upgrade diff and strain cost by 2. Cost **10,000 credits x SL**
 - Upgrade diff and strain cost by 3. Cost **20,000 credits x SL**
 - Upgrade diff and strain cost by 4. Cost **40,000 credits x SL**
 - Upgrade diff and strain cost by 5. Cost **80,000 credits x SL**.

CryoPod Bay

Cryopod Bays house long-term stasis pods that allow organic passengers or crew to survive interstellar journeys with minimal biological aging, oxygen consumption, or supply usage. Each pod preserves a single occupant in a suspended metabolic state using deep-cold pressure chambers and biochemical inhibitors.

Used on colony ships, survey vessels, and slow-haul cargo transports, Cryopod Bays are essential when time is less important than logistics, or when the destination lies far beyond civilization.

Moving “reluctant cargo” in CryoPods through most sectors is a capital crime.

- Suspends occupants in metabolic stasis for indefinite durations, for as long as the ship's reactor continues to function, plus a number of years of backup power equal to (module Silhouette squared).
- Occupants do consume food, water, or oxygen, and cannot act or use abilities until revived. Occupants suffer Setback dice equal to (6 - ranks in Resilience). The penalty fades at a rate of 1 Setback per hour.
- Occupants in CryoPods do not require additional Life Support systems.
- CryoPod Bays cost **(300 credits x module Silhouette squared)**

SIL	POD CAPACITY	SIL	POD CAPACITY
4	5	12	500
5	10	13	2000
6	15	14	14000
7	20	15	125K
8	40	16	2M
9	60	17	15M
10	80	18	50M
11	120	19	500M

Hardpoints: 1 HP for the first module, +1 for each previous CryoPod Bay installed. (1, 2, 3, 4, etc)

Synth Foundry

A Synth Foundry is a dedicated fabrication and assembly suite designed for the construction, maintenance, and programming of synths. Outfitted with robotic arms, inertial cradles, tool rigs, and autowelder bays, the Foundry allows a crew to fabricate entirely new synths, repair damaged ones, or modify existing units with new loadouts.

Synth Foundries are essential for ships that rely on mechanical labor, autonomous crew support, or field-deployed drone units. They are commonly found on carrier-class vessels, research ships, industrial rigs, and vessels with integrated Operational Minds.

- The Foundry may be used to construct synthetics with a maximum SL equal to the size purchased.
- Counts as The Right Tool to construct or repair synths and drones up to the maximum SL.
- A Synth Foundry costs **(1,000 credits x maximum Synth or Drone silhouette +2)**.

Hardpoints: 1 HP per 3 max Synth/Drone silhouette.

These upgrades are available for **Synth Foundries**:

- **Fabrication Template:** The Foundry is loaded with schematics for a specific model of synthetic, reducing the time required to craft that synth or drone by 50%.
 - Each template costs **10% of the synthetic's total manufacture cost**, before discounts.

Drone Command Node

The Drone Command Node is a tactical coordination system designed to manage multiple autonomous or semi-autonomous synth or synthship units simultaneously. It integrates control relays, encrypted ansible pulses, and a specialized subsystem for routing command patterns and real-time targeting data. While a ship without a Command Node can still operate drones, it does so slowly and imprecisely, requiring manual piloting or limited presets.

A proper Drone Command Node allows for tight formations, synchronized strikes, automated defense routines, and flexible, decentralized control.



- May coordinate a number of synths equal to **(Node Rating squared)**.
 - May purchase any Node Rating between 1 and ship Silhouette.
- Drones must remain within Extreme planetary range or lose connection to the Node.
- Ship must purchase one or more **attached Dedicated Hangar Bay Modules**.
 - Deployed synths or synthships (which must be purchased separately, and housed within the hangar bay), act in autonomous swarms while linked to the Command Node.
 - While linked, drones function as minion squads. Leadership actions and tactical talents may be applied to all drones.
 - Adds **Drone Commander** ship combat role. This role may take Leadership actions using the Computers or Gunnery skill.
- A Drone Command Node costs **(100 x desired Node Rating squared)**.

Hardpoints: 1 per 3 points of Node Rating [min 1].

These upgrades are available for **Drone Command Nodes**:

- **Autotask Routine Library:** Choose one task per ARL installed from *Combat, Harvest, Logistics, Medical, Repair, Recon, Salvage, and Survey*. Drones managed by the Command Node receive 1-3 Boost dice to perform the task.
 - +■ 250 credits x Node Rating.
 - +■■ 1000 credits x Node Rating.
 - +■■■ 2500 credits x Node Rating.

- **Crystalline Control Array:** A quantum crystal co-processing unit that allows an Esper to use Discipline instead of Computers or Gunnery for Command Node Leadership actions.
 - 5,000 credits.

Escape Pods

Escape Pods are sealed, self-contained survival capsules installed aboard most starships to protect crew and passengers in the event of catastrophic damage. They can be launched manually or automatically and are equipped with minimal life support, basic maneuvering systems, and short-range distress beacons.

While most ships come with escape systems installed by default, upgrading these systems can dramatically improve survival odds during high-risk missions, deployments, or deep space exploration.

- May be installed on SL 5+ ships.
- Provides sealed escape pods sufficient to evacuate **all minimum crew and passengers**
- Each escape pod typically holds **12 occupants**
- Basic escape pods include:
 - **SL 3, ESL 7**
 - **Speed +3**
 - **Armor 1, Sensors: Close**
 - **HTT / SST = 6 / 4**
 - **Consumables:** 240 DayCon
- May be launched manually or via automated eject sequence triggered by system failure
- Escape Pods cost **(200 credits x SL squared)**.

Hardpoints: 0 HP

Auxiliary Fuel Tanks

Fuel Tanks are modular, often detachable units designed to temporarily extend a ship's range without requiring permanent modifications. Unlike Dedicated Tanks, they can be installed or removed after construction, making them ideal for long-haul missions, frontier expeditions, or blockade runs. Though less efficient and more vulnerable, they provide much-needed endurance for vessels operating beyond supply lines.

- **Adds Fuel Cells** equal to 25% (rounded up) of the vehicle's Base Fuel Cells.
- A ship may install up to one Auxiliary Fuel Tanks per 4 Silhouette (min 1).
- If installed externally, Fuel Tanks may be jettisoned as a maneuver.
- Externally installed tanks are vulnerable to damage in combat.
- Increase ESL by 1 per Auxiliary Fuel Tanks module. Jettisoning an externally mounted Tank decreases ESL by 1.
- Auxiliary Fuel Tanks cost **(500 credits × Silhouette squared)**.
- Replacing a jettisoned Fuel Tank costs **(100 credits × Silhouette squared)**.

Hardpoint Cost: 1 HP per 4 Silhouette (min 1) per Auxiliary Fuel Tanks module.

Life Support

Maintains breathable atmosphere, temperature regulation, water recycling, waste management, and basic environmental protections for organic life. Required on all vessels with living crew or passengers. Some Roles, such as *Transport* and *Support*, must install Life Support to operate legally or functionally.

- One **Life Support** module covers the Maximum Crew complement and Passenger capacity.
- Each additional Passenger Berthing Module requires a Life Support module rated at the Silhouette of the Berthing module.
- Life Support Modules cost **(100 credits × SL squared)**.

Hardpoints: 1 HP per 3 points of ship Silhouette, rounded down (min 0).

Maintenance Bay

The Maintenance Bay is a dedicated workspace outfitted for mechanical repairs, diagnostics, and field upgrades. Installed into a ship's midsection or

service deck, often attached to Main Engineering or the Engine Room in smaller ships, it provides a controlled environment and tool stations. Whether patching hull breaches or fine-tuning Arcanotech components, the bay gives mechanics exactly what they need to create, repair, and reclaim.

- Each bay grants (half Silhouette, squared) crewmates The Right Tool for Mechanics checks while aboard the ship.
- A Maintenance Bay costs **(1000 credits × Silhouette)**.

Hardpoints: 0 HP

Maneuvering Thrusters

Maneuvering Thrusters are high-precision vector reaction systems that allow a ship to pivot, adjust trajectory, and reorient with greater control in vacuum or atmosphere. These thrusters are installed as supplementary systems alongside primary engines, enhancing a vessel's handling without increasing top speed.

They are particularly favored by gunships, recon craft, and high-end strikecraft—any vessel that benefits from remaining agile while under fire.

- Each installed group of Maneuver Thrusters reduces ESL by 1.
- Each installed group reduces ship's System Strain Threshold by (1/3 Silhouette, min 1) per point of ESL reduced.
- When installed, each Maneuver Thrusters module costs **(new number of Thrusters × Silhouette squared × 300 credits)**.

Hardpoints: 1 HP per 3 points of Silhouette (min 1), per installation. +1 for each previous Thrusters module installed (+1, +2, +3, etc.)

Modular Cargo Pods

Modular Cargo Pods are detachable or retrofitted storage units mounted to a vessel's external frame or interior cargo rails. While less secure and integrated than Dedicated Cargo Bays, they provide a rapid way to expand hauling capacity for long-haul freighters, salvage ships, and block-runners. Used throughout the fringe and among independent carriers, these pods can be swapped, dropped, or reconfigured with unmatched speed.

A ship can arrive in matched orbit near a hub world orbital station, disengage its pod clamps, then

reverse its maglocks, gently propelling the pods away from the hull. From there, station or tug effectors shepherd the pods into the receiving bay, and new pods are loaded into the hauler's clamps the same way. The entire process can be completed in twenty minutes for light and medium freighters.

- Add encumbrance capacity according to the reference chart below.
- A ship may install one Modular Cargo Pod per 2 Silhouette (min 1).
- One or more Cargo Pod clamps, up to the ship's full complement, may be disengaged and magnetically ejected as a maneuver.
- Any number of new pods may be maglocked and clamped in place as an action.
- Cargo Pods are vulnerable to damage in combat.
- Each installed Cargo Pod **increases the ship's ESL by 1**. Jettisoning a pod **reduces ESL by 1**.
 - Jettisoned pods can be picked back up if the ship has an Effector Module, or with a **Hard [♦♦♦] Piloting check**.
- Modular Cargo Pods cost **(300 credits x Silhouette squared)**.
- Individual Cargo Pods may have improved security or other features.

SIL	ENC	SIL	ENC
2	+3	11	+900
3	+6	12	+1800
4	+10	13	+3750
5	+20	14	+31K
6	+30	15	+50K
7	+55	16	+375K
8	+80	17	+3M
9	+170	18	+6M
10	+300	19	+45M

Hardpoints: 1 HP for the first module, +1 for each previous Pod

Operational Socket

The Operational Socket is an advanced, hardened mass-data port and enclosure that allows a vehicle to interface directly with an **Operational Mind**, a sapient synthetic intelligence capable of piloting, navigating, and managing all shipboard functions. Once socketed, the Operational Mind effectively becomes the ship's core intelligence, replacing some crew functions and autonomously managing critical systems.

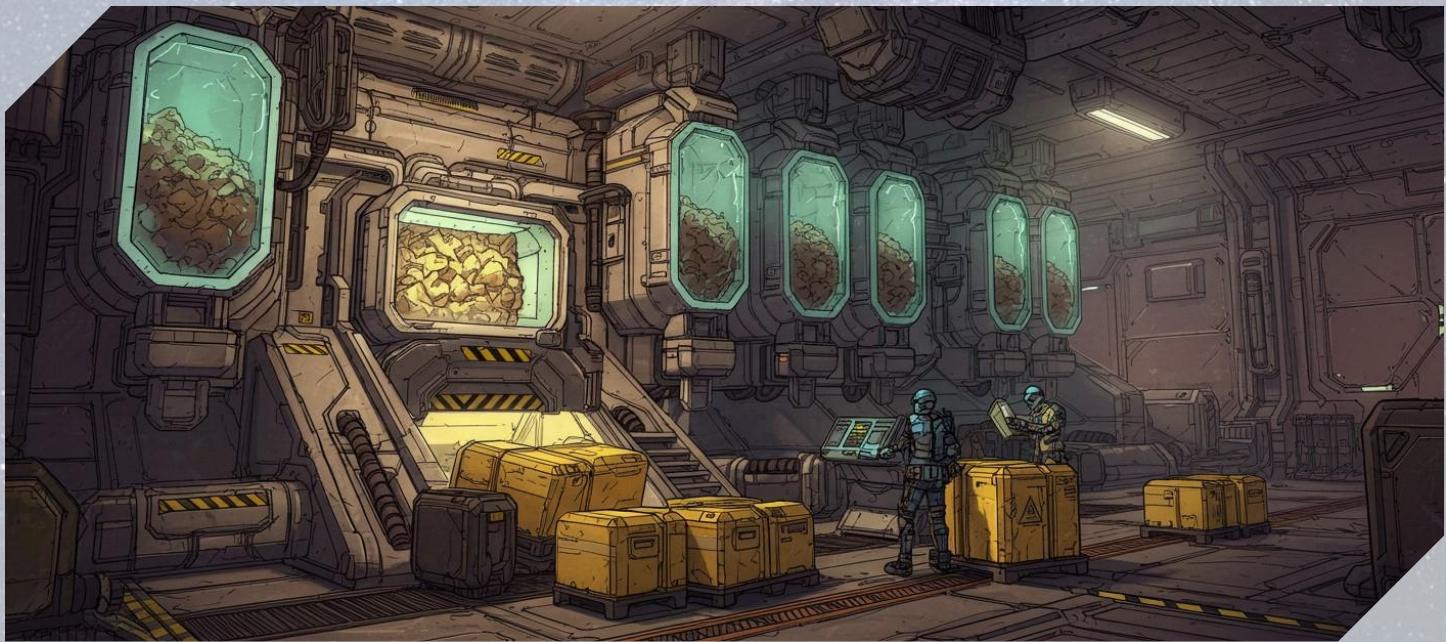
This module is required to integrate an Operational Mind (see pXX in the Synthetics species entry), whether purchased, transferred from another vessel, or voluntarily boarding.

- Allows an Operational Mind to interface with and control the ship.
- If the Mind has Piloting, Gunnery, Computers, or Astrogation, it may use those skills without penalty, within its normal action economy.
- The Mind is considered to be present at every console in the ship, but still has only a normal character's complement of actions.
- The Mind can offer the Assist maneuver and engage in Skilled Assistance at any terminal aboard the ship.
- An Operational Socket, and the associated automation hardware, costs **500 x (Silhouette squared) credits**.

Hardpoints: 1 HP per 3 points of ship Silhouette, rounded down (min 0).

These upgrades are available for **Operational Sockets**:

- **Piloting Co-Processor.** A sub-brain optimized for piloting the ship. The Operational Mind can spend 2 Strain to take a Piloting maneuver or 4 Strain to take a Piloting action, without expending its standard maneuver and action.
Costs **6,000 credits** per module. 1 HP.
- **Gunnery Co-Processor.** A sub-brain optimized for aiming and firing shipboard weaponry. The Operational Mind can spend 2 Strain to take a Aim maneuver or 4 Strain to take a Gunnery action, without expending its standard maneuver and action.
Costs **7,000 credits** per module. 2 HP.
- **Informatics Co-Processor.** A sub-brain optimized for information warfare and computing. The Operational Mind can spend 2 Strain to take a Computers maneuver or 4 Strain to take a Computers action, without expending its standard maneuver and action.
Costs **4,000 credits** per module. 1 HP.
Costs **12,000 credits** per module, if the Operational Mind can make Crashware attacks with an installed Cyberdeck. 2 HP.
- **Astrogation Co-Processor.** A sub-brain optimized for navigation and plotting jumps. The Operational Mind can spend 2 Strain to take a navigation maneuver or 4 Strain to take a navigation action, without expending its standard maneuver and action.
Costs **2,000 credits** per module. 1 HP.



Design Notes

Operational Mind Sockets are common aboard capital class vessels and smaller ships belonging to autonomous factions or synthetic-rights-aligned states. While expensive, they offer exceptional redundancy, combat performance, and long-range self-sufficiency—so long as the Mind remains loyal, stable, and uncorrupted.

Some outlaw crews install illegal or rogue Minds into jury-rigged sockets, risking ship-wide malfunction or insurrection. In the Core, registered Minds are required to comply with corporate licensing and loyalty imprinting.

Refinery Module

The Refining Bay is a high-efficiency industrial subsystem that takes raw, harvested resources and transforms them into valuable refined materials. Equipped with thermal regulators, compression presses, magnetic sorters, and containment autoclaves, a Refining Bay can be built to process ore, raw atmosphere, volatiles, biomass, and more.

Refining Bays are essential for increasing profitability during long-term harvesting missions, reducing cargo footprint, and preparing high-grade goods for trade, manufacturing, or fuel conversion.

- Choose one material refined by the module from the list of Harvester types: *Atmosphere (gases)*, *Biomass*, *Ice*, *Ore (mining)*, *Salvage*.
- Converts raw material from Harvester Emplacements into refined materials.

- Reduce the Encumbrance mass of refined materials by 50%.
- Increase the value of each Encumbrance unit as shown on the reference table.
- Raw material can be moved to the Refinery, then to an appropriate cargo space by installed Feeder upgrades (see Harvesting Emplacements).
 - If the ship lacks Feeder upgrades or appropriate automation modules, the Refinery requires a Refining Crew equal to ship's Silhouette.
- A ship may install only one Refinery Module.

MK	EFFECT	COST
I	1/2 Enc. Increase unit value by 10%.	500c x SL
II	1/2 Enc. Increase unit value by 20%.	1000c x SL
III	1/2 Enc. Increase unit value by 30%.	3000c x SL
IV	1/2 Enc. Increase unit value by 40%.	6000c x SL
V	1/2 Enc. Increase unit value by 50%.	12000c x SL

Hardpoints: 2

Fuel Conversion Plant

Requires a Refinery Module

A Fuel Conversion Plant allows a starship to refine and consume nonstandard, salvaged, or alternative fuel sources, bypassing the need for purified jump-grade fuel cells. These systems are vital for long-range expeditions, salvage operations, and vessels

operating beyond Known Space or established supply lines.

- A Fuel Conversion Plant is attached to a Harvester Emplacement array.
 - Rather than using ♀ to generate valuable materials for sale or crafting, the converter allows the ship to refine and manufacture one Fuel Cell per ♀.
- The converter can refine 1 Fuel Cell per hour, which will generally only matter in large ships with numerous harvesters.
 - A ship can install one Fuel Conversion Plant per 3 points of Silhouette [min 1].
- A Fuel Conversion Plant costs [1500c x SL].

Hardpoints: 1

Reinforced Hull

The Reinforced Hull is a structural enhancement package that augments a ship's frame with dense alloys, layered bracing, and internal shock buffering. Whether designed for military survivability or deep-space endurance, Reinforced Hulls dramatically increase a vessel's tolerance to damage—at the cost of flexibility and modular space.

Popular among warships, blockade runners, and vessels expecting sustained punishment, this module shifts the survivability curve without resorting to external armor.

- Increase Hull Trauma Threshold by [SL] and reduce Critical Hit severity by 10.
- A Reinforced Hull costs [300 credits x Reinforced Hulls x Silhouette].

Hardpoints: 1 HP for the first module, +1 for each previous Reinforced Hull module installed (1, 2, 3 etc)

Research Lab

The Research Lab is a modular, isolated compartment equipped for scientific inquiry, material analysis, and esper-adjacent experimentation. Outfitted with clean-room surfaces, containment protocols, molecular scanners, and diagnostic banks, the lab is designed for examining unknown phenomena: organic, synthetic, or cosmic.

Research Labs are essential aboard survey ships, scientific cruisers, esper-aligned vessels, and any craft expected to encounter anomalous entities, xenoarchitecture, or Bloom-infected matter.

- Each Lab grants [half Silhouette, squared] crewmates The Right Tool for all Knowledge, Medicine, and Xenology checks made in the lab.
- Allows for safe, isolated handling of hazardous biological, chemical, or Arcanic samples.
- Enables time-based analysis or projects to progress while characters are otherwise engaged, at the discretion of the GM.
- A Research Lab costs [800 credits x Silhouette].

Hardpoints: 2 HP

These upgrades are available for **Research Labs**:

- **Auto-Sequence Analyzers:** A bank of self-calibrating machines that can autonomously test, cross-reference, and isolate chemical, genetic, or particulate signatures from samples.
 - Grants +1 Success on Medicine or Xenology checks to identify or synthesize biological or chemical compounds.
 - Costs 1200 credits.
- **Containment Array:** Magnetic, chemical, and Arcanic isolation for high-risk material such as plasma research, hostile nucleated organisms, and even Bloom samples.
 - Removes two Setback dice and one Despair result from Medicine and Xenology checks made in the Containment Unit.
 - Costs 2500 credits.

Smuggling Compartments

Smuggling Compartments are carefully constructed hidden storage spaces, designed to evade detection by standard scanners, customs inspections, and visual sweeps. These compartments are built into voids between bulkheads, inside false panels, or beneath retractable plating, using sensor-dampening materials and power baffles to avoid triggering automated sweeps.

Popular among pirates, smugglers, intelligence couriers, and even high-end luxury liners (for "private cargo"), these compartments provide plausible deniability and concealed payload options for those operating on the edges of legality.

- Cargo stored in the Smuggling Compartment **cannot be detected by passive scans**, and the difficulty to detect it with active scanning is **increased by 2 (+♦♦)**.

- Each purchased Smuggling Compartment can store (Silhouette x 5) Encumbrance.
- Smuggling Compartments cost (800 credits x Silhouette).

Hardpoints: 1 HP

Stealth Hull

A Stealth Hull is a series of improvements to the geometry and coating of a ship's exterior. Non-reflective overlays, active sensor-absorbent mesh, and thermal diffusion layers. Most people in the galaxy believe that ships can be "cloaked" or that stealth tech can hide a ship entirely.

Absolutely nothing - *without exception* - can hide a ship from passive sensors while it is under way with white-hot reaction mass streaming from its ass at roughly the temperature of the surface of a star. And you can't just "go dark", cut the engines, and become invisible. A ship's exhaust structure can take over a week to cool to the background temperature of deep space.

What the Stealth Hull does offer is a meaningful reduction in lock-on time, targeting accuracy, and long-range detection for vessels operating on ultra-long range trips.

- Adds +2 Setback to Gunnery checks targeting the ship.
- Adds +2 Setback to active sensor scans to detect or identify the ship, and to Computers checks for information warfare.
- A Stealth Hull costs (1000 credits x SL).

Hardpoints: 2 HP

Vacuum-Sealed Hull

A Vacuum-Sealed Hull equips a vessel with the essential environmental sealing, airlocks, and radiation shielding required to operate in deep space. It includes layered pressure baffles, bulkhead reinforcement, internal atmosphere cycling, and protection against vacuum-induced structural stress. Without it, a ship cannot safely function outside a planetary atmosphere or station hangar for extended periods.

The Starship Framework includes this module for free. Ground vehicles, repulsorcraft, and atmospheric vessels must install it separately if they intend to travel beyond orbit.

- Allows the ship to function in a vacuum.
- Installs airlocks, docking collars, and automatic emergency pressure systems.
- Required to carry organic crew into orbit or hostile environments such as chlorine or hydrocarbon atmospheres.
- Vacuum sealing a vessel and installing the necessary subsystems costs (100 credits x Silhouette squared).

Hardpoints: 1 HP per 4 points of Silhouette (min 1).

DEDICATED MODULES

Dedicated Modules are large, integrated systems that must be installed when the ship is constructed. Unlike standard modules, they are deeply embedded into the ship's internal framework, power grid, and structure. Installing or removing a Dedicated Module after construction is functionally impossible without stripping the ship to its frame.

However, Cargo Holds, Hangar Bays, and Passenger Berthing Modules can be ripped out and refitted to serve as one of the other three modules for 50% of the original cost.

Dedicated Cargo Hold

A dedicated space optimized for storing cargo: pressurized, secured, and accessed via lift bays or cargo arms. Ships may install additional Cargo Hold modules to expand encumbrance capacity.

While every ship has some base cargo volume, dedicated holds maximize use of available internal space and support heavy loading equipment. Cargo holds always noticeably increase a ship's bulkiness within its silhouette.

- Dedicated Cargo Holds have two ratings. One for freighters, and one for every other Role.
- Each Cargo Hold module costs (300 credits x SL squared).
- You may purchase a Cargo Hold Module that is smaller than the Silhouette of the vehicle (reducing the cost and its capacity).
- Increase ESL by 1 per Dedicated Cargo Hold.

These upgrades are available for **Dedicated Cargo Holds**:

- **Secured Storage.** Increase cost by to add reinforced doors, maglocks, and security sensors. (Easy ♦ +10%, Average ♦ +30%,



Hard ♦♦♦ +50%, Daunting ♦♦♦♦ +100%, Formidable ♦♦♦♦♦ +300%)

- Bulk Loading.** Increase cost by 25%/50% to add cargo cranes and automation, decreasing loading/unloading times by the same amount.
- Climate Control.** Increase cost by 20% to add environmental controls that prevent product from spoiling, overheating, or becoming unstable.

SIL	ENC	FRT	SIL	ENC	FRT
2	+3	+6	11	+900	+1800
3	+6	+12	12	+1800	+3600
4	+10	+20	13	+3750	+7500
5	+20	+40	14	+31K	+62K
6	+30	+60	15	+50K	+100K
7	+55	+110	16	+375K	+750K
8	+80	+160	17	+3M	+6M
9	+170	+340	18	+6M	+12M
10	+300	+600	19	+45M	+90M

Hardpoints: 1 HP for the first module, +1 for each previous Hold installed to the ship. [1, 2, 3, 4, etc]

Dedicated Fuel Tanks

A Dedicated Fuel Tank is an armored, vacuum-rated storage module that adds a significant quantity of fuel capacity. Built directly into the ship's structural frame, it often takes the place of cargo, passenger space, or other utility modules. Most are designed to interface directly with the vessel's main drive and fuel management systems.

- Adds Fuel Cells** equal to half the vehicle's Base Fuel Cells.
- May install no more than one Dedicated Fuel Tank per 3 Silhouette (rounded up)

- Cannot be easily ejected or jettisoned; integral to the ship's structural frame.
- Increase ESL by 1 per Dedicated Fuel Tank.
- Dedicated Fuel Tanks cost **[250 credits × Silhouette squared]**.

Hardpoint Cost: 1 HP per 3 Silhouette (min 1) per Dedicated Fuel Tank.

Dedicated Hangar Bay

A Hangar Bay allows a vessel to launch, recover, and maintain smaller craft: fighters, shuttles, drones, or auxiliary vehicles. Ships mounting one or more Hangar Bays are often classified as *carriers*, *escort tenders*, or *motherships*. Hangar Bays always noticeably increase a ship's bulkiness within its silhouette.

- A Hangar Bay can hold any number of smaller craft whose **combined silhouette** does not exceed the hangar's capacity.
- SL 0 drones count as one-half Silhouette.
- Carried ships must be at least 4 Silhouette smaller than the host ship.
- 1 carried craft per Hangar Bay may be only 2 Silhouette smaller than the host ship.
- Hangars may be temporarily repurposed to bulk cargo space when not in use for vehicles (holding half as much as an equivalent Sil. non-freighter cargo hold module).
- A Dedicated Hangar Bay costs **500 credits × [Silhouette squared]**.
- You may purchase a Hangar Module that is smaller than the Silhouette of the vehicle (reducing the cost and its capacity).
- Increase ESL by 1 per Dedicated Hangar Bay.

Hardpoints: 2 HP for the first module, +2 for each previous Hangar Bay Module installed to the ship. [2, 4, 6, 8, 10, etc]

HOST SIL	STOR SIL	CAR RIER	HOST SIL	STOR SIL	CAR RIER
4	1	2	12	30	60
5	2	4	13	40	80
6	4	8	14	50	100
7	8	16	15	60	120
8	12	24	16	70	140
9	16	32	17	80	160
10	20	40	18	90	180
11	25	50	19	100	200

Dedicated Medical Bay Module

A Medical Bay provides facilities for treatment, triage, and long-term care of biological crew and passengers. It includes diagnostic arrays, treatment tables, surgery pods, and pharmaceutical storage. Medical Bays are essential for vessels operating in remote space, military environments, or long-haul missions with vulnerable personnel.

Effects are as described in *Edge of the Empire*. Characters may use Medicine checks to heal Wounds and Critical Injuries, or benefit from NanoMed IV treatment, long-term care, and emergency stabilization depending on available equipment and staff.

- A Dedicated Medical Bay costs 200 credits x (Silhouette squared).
- You may purchase a Medical Bay Module that is smaller than the Silhouette of the vehicle (reducing the cost and its capacity).

PATIENT CAPACITY

- **SL 3–9:** Can treat patients equal to Silhouette
- **SL 10–12:** Can treat 20% of the ship's max crew
- **SL 13–16:** Can treat 10% of the ship's max crew
- **SL 17+:** Can treat 1% of the ship's max crew

Hardpoints: 1 HP for SL 3–4. (SL HP) for SL 5–10. (2x SL) for SL 11+

These upgrades are available for **Dedicated Medical Bay Modules**:

- **Ansible Medical Uplink:** Allows a medical officer to consult with experts and reference galaxy-wide medical texts and records
 - Once per session, reroll a failed Medicine check made in the MedBay.
 - Costs 1500 credits + 250/month fee).

- **AutoDoc Suite:** Automated diagnostic scanners and chip-managed robotic armatures that can treat patients without a medic. An AutoDoc has a Medicine skill based on its quality.
 - Costs 1000 credits x Medicine ranks squared).
- **Immersion Tank:** Functionally identical to a Bacta Tank. A wounded character recovers 1 wound per two hours. An incapacitated character recovers 1 wound per six hours. At the end of each 24 hours, the character can attempt a Resilience check to remove a critical injury.
 - Each Immersion Tank costs 4000 credits).
 - Immersion Fluid costs 10 credits per hour of operation.
- **Trauma Module:** Reduce the difficulty of treating critical injuries by 1. A trauma suite can accommodate 10% of the MedBay's patients.
 - Costs 500 credits x Silhouette squared).

Dedicated Passenger Berthing Module

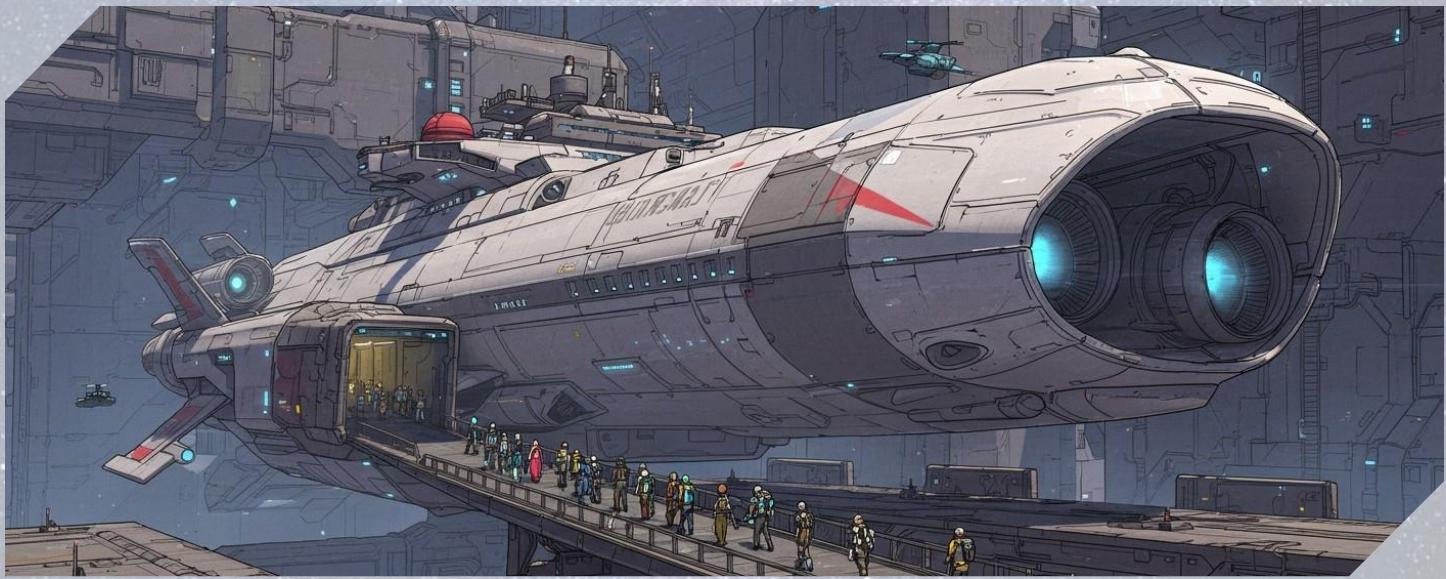
A standardized habitation unit containing pressurized accommodations for organic passengers. Passenger Berths occupy internal volume, consume power from the ship's reactor to sustain their internal life support systems, and are typically used in transports, colony ships, or modular living decks aboard larger vessels. Passenger berths noticeably increase a ship's bulkiness within its silhouette.

Each time you select this module, choose one of the three following options:

Economy Module. Each 50m³ room within the module includes climate control, sleep racks, privacy dividers, and sanitation for 4 passengers. Though not luxurious, Economy berths are a critical component for transporting passengers safely and legally across interstellar distances.

Commercial Module. The module is laid out identically to an Economy berth, save that each room is reserved for one passenger, reducing the number of total occupants to 1/4. Commercial passengers typically pay 5 to 10 times the fee of Economy travelers, but are in much shorter supply.

Luxury Module. The module is laid out in a palatial fashion, each room occupying around 100 cubic meters, reducing the total occupants in the module to 1/8. Luxury passengers may pay as much as 100 times the rate of Economy travelers, but such



frivolous spenders are common only in the Core. Luxury Berthing includes the cost of equipping the berths in style and doubles the listed credit cost.

SIL	ECO	COM	LUX	SIL	ECO	COM	LUX
4	2	-	-	12	100	25	12
5	4	1	-	13	400	100	50
6	6	2	1	14	3000	750	375
7	8	2	1	15	25K	6K	3K
8	10	3	1	16	400K	100K	50K
9	12	3	1	17	3M	750K	325K
10	16	4	2	18	10M	2.5M	1.2M
11	24	6	3	19	100M	25M	12M

- A Dedicated Passenger Berthing Module costs **200 credits x [module Silhouette squared]**.
 - Each Berthing Module also requires a Life Support module rated at its purchased Silhouette.
- You may purchase a Berthing Module that is smaller than the Silhouette of the vehicle (reducing the cost and its capacity).
- Increase ESL by 1 per Dedicated Passenger Berthing Module.

Hardpoints: 1 HP for the first module, +1 for each previous Passenger Berthing Module installed to the ship. (1, 2, 3, 4, etc)

If a ship's Role reduces its berths, it also reduces the number of passengers in a Module (minimum 1).

Dedicated Repair Bay

A Dedicated Repair Bay is a specialized facility for performing heavy maintenance, emergency patch jobs, and full-scale overhauls of vehicles, drones, and starship systems. Outfitted with heavy load lifting equipment, modular work surfaces, robotic

arms, and diagnostic stations, these bays allow a crew to restore damaged systems in the field, often far from dry dock or orbital support.

Repair Bays are essential for long-range expeditions, fleet tenders, industrial vessels, and any ship that must remain operational under sustained wear or combat conditions.

- When you purchase a Dedicated Repair Bay, it is attached to a Cargo Hold or Hangar Bay. If the ship lacks both of those modules, the Repair bay can only service synths and vehicles small enough to navigate the deck normally.
- A Dedicated Repair bay costs **100 credits x [Silhouette of attached Module squared]**.
- While working aboard the ship, you have The Right Tools for most Mechanics checks. The GM may rule you have to be within the Bay or attached Bays to benefit from this trait for larger projects.
- You can upgrade the Repair Bay to provide:
 - Right Tools 2 ■■■ (1000 credits).
 - Right Tools 3 ■■■■ (3000 credits).

Hardpoints: 1 HP for the first module, +1 for each previous Repair Bay module installed (1, 2, 3, 4, etc)

ARCANOTECH MODULES

Arcanotech Modules are built around stabilized crystal lattices and energy substrates capable of channeling Esper phenomena. While most ships rely on conventional technology, Arcanotech systems leverage the same principles that empower gifted individuals—telekinesis, thermokinesis, and more—to manipulate the vessel's environment on a fundamental level.

With the exceptions of modules are rare, expensive, and difficult to install, often requiring specialist fabrication and extensive power regulation.

Technically, both **tunnel drives** and **shield generators** qualify as Arcanotech. Tunnel drives rely on the principles of translocation Arcana, and shields are diakinetic in nature, producing shaped force fields through synchronized lattice projection. However, both are so common, so vital, and so thoroughly researched that they are vastly more available and economical than other Arcanotech systems. Most crews don't think of jump drives and shields as anything more than standard equipment.

Caldwell Cooler

The Caldwell Cooler is a high-efficiency thermokinetic module that uses tuned Arcanotech membranes to convert the ship's waste heat into dark energy. The result is either allowed to dissipate harmlessly into space or is fed into another module, such as a Casimir Accumulator.

The more practical effect of a Caldwell Cooler is to vastly reduce the waste heat emitted by the ship's radiators. All starships have radiators, and under power for any length of time, they stand out like novas against the cold stellar background.

- Ship does not suffer overheating or life-support issues if its radiators are damaged during combat.
- **Upgrade the difficulty once** to detect the ship with sensors at further than medium range.
- Can be tied into an installed Casimir Accumulator, increasing the System Strain provided to (Silhouette x3).
- Caldwell Coolers cost 2,000 credits x SL.

Hardpoints: 1 HP per 3 points of Silhouette.

Casimir Accumulator Module

The Casimir Accumulator is an advanced electrokinetic power condenser, designed to harvest dark energy through closely layered Arcanotech membranes. Instead of generating power through traditional fuel or mass conversion, this system taps into quantum zero-point fields to produce relatively small quantities of clean, stable energy. Though it cannot replace a full-scale reactor, it supplements the ship's core with an exceptionally compact, high-efficiency power reserve.

Casimir Accumulators are difficult to fabricate and extremely sensitive to gravitational fields, but in skilled hands, they offer one of the most efficient power solutions in Known Space.

- Increases the Ship's **System Strain Threshold** by (Silhouette x2).
- Reduce SST provided by half in a planetary gravity well, and entirely near larger gravity wells such as stars, singularities, and exotic mass irregularities.
- Most ship systems can be powered even if the main Reactor and Engines are damaged.
- May not be installed more than once.
- Casimir Accumulators cost 400 credits x (Silhouette squared).

Effector Module (Tractor Beam)

Effectors are an Arcanotech co-processing module that use stabilized telekinetic lattices to exert controlled force at a distance, allowing a vessel to grasp, hold, repel, or reposition objects within planetary ranges. Effector systems manipulate inertia and motion through force amplification fields tuned by an Arcanic core. These emitters can latch onto smaller vessels, redirect drifting cargo, or pin enemy craft in place during combat operations.

Though expensive and power-intensive, they are unmatched in versatility, especially when fitted to boarding ships, recovery vessels, and deep-space salvage rigs.

- Effectors are purchased with a Silhouette (SL) rating, which dictates the maximum size object or vessel they can capture and manipulate.
- A ship cannot mount Effectors with an SL rating greater than its (base Silhouette -2).
- Close range Effectors cost 400 credits x (max target Silhouette squared).
- Short range Effectors cost 1000 credits x (max target Silhouette squared).

Hardpoints: 1 HP per 2 points of target ESL, rounded down [min 1].

Mechanics

Effectors can be used as an opposed Gunnery (Agility) action, or as a Discipline (Willpower) action by a character with an Arcane rating (Diff based on Range) vs the target ship's Piloting. On a hit, the target is immobilized. On the capturing ship's next turn, the operator may move the target ship one range band.

Target ships with active shield generators cannot be captured by Effectors, but the target ship loses 1 Shield Capacity per \star on the Effector operator's roll. Shield Deflection does not apply to Effectors.

The pilot of the immobilized ship can attempt to escape by making a check against (the difference between Target ESL and Effector ESL, rounded up). The captured ship gains a Boost ■ on this roll for each negative adjustment its Engines provide to ESL, and a Setback ▀ for each positive adjustment.

Example

A Silhouette 8 ship with SL 6 Effectors captures an SL 4 shuttle with Class 3 +1 engines. The difference is 2, so the Difficulty is 1, or **Average (♦♦) difficulty**, and the pilot adds one Setback ▀.

A Silhouette 10 ship with SL 8 Effectors captures an SL 3 Strikecraft with a top-of-the-line torch drive at +3. The difference is 5, so the check to escape is **Formidable (♦♦♦♦) difficulty**, but the pilot adds 3 Boost ■■■.

Gravity Ballast Module

Gravity Ballasts are barokinetic co-processing modules with an installed chip mind to manage the Arcanic load. Ballasts reduce a vessel's relative mass by distorting gravitational fields within and around the hull. Gravity ballasts were originally derived from schematics found within the quantum data banks of Eldren Beacons.

Because the system relies on active gravitational modulation, it may experience distortion or stop functioning entirely near singularities or in regions with exotic mass distortions.

- Operating the ballast expends System Strain equal to (1/2 Silhouette, rounded up) each minute, or each round during combat.
- Reduces ESL (Effective Silhouette) by 1 per installed module. Cannot reduce ESL by more than 3 or less than ESL 1.
- Cost 700 credits x (Silhouette squared).

Hardpoints: 1 HP, doubled per installed unit. (1, 2, 4, 8, 16, 32, etc)

Fortress Lattice Module

The Fortress Lattice is a high-tier arcanotech armor system that reroutes incoming energy and forces into a network of Arcanotech baffles and dispersion lattices based on the Fortification Arcana. Unlike

traditional armor plating, the Fortress Lattice allows a vessel to mitigate damage without adding mass or bulk, preserving its Effective Silhouette.

The system engages only at the moment of impact against the hull, converting and bleeding energy, whether kinetic, ionic, or plasma, into the ship's buffers. It is a favorite among Commonwealth-era capital ships, Protectorate corvettes, covert fleets, and high-value flagships that can't afford to trade agility for armor.

- When the ship takes damage, after Soak is applied, the Fortress Lattice Module can **reduce the damage taken** by up to (number of modules installed) by expending system strain equal to twice the damage reduced.
- Fortress Lattices cost **(500 credits x number of installed modules x Silhouette squared)**. Each installed Fortress Lattice Module requires refitting when a new module is installed to accommodate increased load.
 - This increases the cost for all previously installed units to the same cost as the newest unit, which must be paid before the system can be brought online again.
 - You may install no more than (half SL) + 2 Fortress Lattice Modules.

Hardpoints: 1 HP, +1 per unit. (1, 2, 3, 4, etc)

Interdiction Array

An Interdiction Array is an Arcanotech gravitational distortion device, based on barokinetic principles, capable of interrupting Tunnel Drive activation in a wide radius. By projecting a false mass shadow into the space around the equipped ship, the Interdiction Array disrupts the gravitational and dimensional harmonics required to open a transit tunnel.

Once active, any attempt to make a jump, whether already charged or still making calculations, becomes a raider lottery, where the prize is survival and all the other results are inventive and spectacular ways to commit suicide.

- Each Mass Rating, listed below, **upgrades the difficulty of Astrogation checks once**, for all ships within range, exactly as though the astrogator had attempted to shortcut the trip to a planet's Null Horizon.
- Ships that already paid the Initiation cost of 1 fuel cell lose that fuel, but can opt to refund the remaining fuel paid for the jump, collapsing the tunnel on the origin side.

- Ships that leave the Interdiction field must restart astrogation calculations to make a jump.
- The Interdicting ship must spend 5 system strain to initiate the mass shadow, and 3 system strain each round to maintain it.

MASS RATING	RNG	MIN SL	HP COST	CREDIT COST
Medium	Medium	7	4	10,000
Medium	Medium	8	5	25,000
Medium	Medium	9	6	100,000
Long	Long	11	9	1 million
Long	Long	13	12	2 million
Extreme	Extreme	15	16	10 million

Hardpoints: As listed in the reference table.

EMPLACEMENTS

Emplacements are hardened weapon hardpoints installed into a ship's frame, designed to house heavy, high-powered systems that are integrated into the ship's power grid and structure. These systems are not modular or swappable like standard modules; they are committed weapon stations, requiring reinforced mounting brackets, recoil stabilization, coolant rerouting, and fire control integration.

Every Emplacement is operated via the **Gunnery skill**, and each one represents a major investment in power, crew, and tactical specialization. A ship's available Emplacements are set by its Silhouette (and Role), and that limit cannot be exceeded without the use of rare augmentation systems.

Emplacement weapons are categorized by **Weapon Silhouette (WSL)**, a rating that determines their scale and destructive potential. A ship may only

mount weapons with a WSL **equal to or lower than its base Silhouette**. For example, a Silhouette 6 ship can mount any weapon up to WSL 6.

Weapon Classes

Starship weapons are grouped into the following major categories, each with its own tactical role:

- **Kinetic Weapons:** Longest range; mid-tier damage; reliable and well-understood. Common on frigates and escort craft.
- **Plasma Weapons:** Mid-range; higher damage; arcs of magnetically contained plasma inflict brutal thermal trauma. Risky in atmosphere.
- **Ionic Weapons:** Shorter range; lower damage; cause system strain and neutralize shields.
- **Launchers:** Fire explosive payloads including:
 - **Rockets** – Inexpensive, high-damage, inaccurate
 - **Missiles** – Mid-grade, **atmosphere-only**, moderate tracking
 - **Torpedoes** – High-damage, space-capable, armor-piercing
 - **CAM (Compressed Antimatter)** – Devastating, dangerous, and highly volatile
- **Spinal-Mounted Weapons:** Reserved for Warship Role vessels only. These titanic weapons are fixed along the ship's primary axis and follow special alignment and firing rules due to their mass and charge requirements.

Firing Arc

By default, all emplacements fire in a single arc when installed: fore, aft, port, or starboard. However, shipwrights and weapons engineers with the money and the reactor capacity can field two types of emplacement mounts that increase weapon mobility.



SWING MOUNT

Whether the engineer calls this mount a swing, pivot, hinge, ball, pintle, wheel, or gunnery mount, it's all ultimately the same thing. **The weapon can fire in two adjacent arcs, such as fore and port.**

A Swing Mount increases the credit cost of the weapon by 25%. Such emplacements will be noted as "Swing Mounted Mass Driver", etc.

TURRET MOUNT

Turret mounts are the ideal to which all weaponry strives. A turret can, generally, fire in all 4 firing arcs. Some may be noted as only covering 3 firing arcs, but this is always a result of flavor, such as the main line guns on the top deck of a dreadnought with a conning tower. If that dreadnought is worried about firing behind itself, it's already screwed.

A Turret Mount increases the credit cost of the weapon by 50%. Emplacements will be noted as "Turret Mounted Plasma Blister Array".

SPINAL MOUNT

Spinal mounted weapons are found only on Warships, and usually only on those fielded by sector governments or on the flagships of corporate fleets. A spinal weapon can only fire directly forward, ever. The weapon's accelerator runs the length of the entire ship's thrust axis.

EMPLACEMENT MODIFICATIONS

Emplacement Modifications expand a ship's offensive capabilities by allowing engineers to link, stabilize, or oversize the weapons anchored to the hull. These modifications don't replace standard Emplacements; they enhance or reconfigure them.

Cluster Mount

A Cluster Mount is a specialized weapon emplacement that mounts several smaller weapons in a single larger mounting point.

- Installs up to 4 emplacements with up to 1 point of WSL per 4 points of Ship SL.
- Weapons gain the Linked quality with a rating equal to the number of weapons -1.
- Weapons in a Cluster Mount must all be the same model and size.
- Weapons otherwise keep their individual stats, but must be fired as a Linked group.
- When making Gunnery checks with a Cluster Mount, use the mounted Weapon Silhouette (WSL, not the emplacement silhouette, vs. the target ship's ESL).
- A Cluster Mount costs (1000 credits x SL).

Hardpoints: The mounted weapon cluster's total hardpoint cost is halved, rounded down.

Example

An SL 9 Frigate installs a Cluster Mount of three Mass Drivers with WSL 3. These are essentially anti-strike or anti-torpedo guns. The cluster has the following profile:

Turret-Mounted Triple Mass Driver Cluster

DMG 3 | Crit 3 | RNG Short | Accurate 1, Linked 3
Cost: 29,700 credits (9,000 mount x 3 guns (3600 each) x 1.5 turret)
HP: 1 (3 - 2 linked)

Not terribly impressive for an SL 9 vehicle, but the emplacement's gunner makes attacks as though they were operating an SL 3 weapon.

Dedicated Overmount

The Dedicated Overmount is a reinforced structural cradle and energy channel designed to support and fire oversized ship-grade weapons that would otherwise be too large for the vessel's frame. These systems are anchored directly into the ship's core support lattice and routed through secondary capacitors, often requiring independent power feeds and reinforced stabilization gyros.

While extremely resource-intensive, the Overmount allows smaller ships to punch well above their weight, or capital ships to field weapons meant for planetary defense.

- Permanently designates one of the ship's weapon emplacements as Oversized. The ship may mount one starship weapon with Weapon Silhouette (WSL) up to base Silhouette +2.
- The mounted weapon's HP cost is doubled.
- May install no more than one Dedicated Overmount per (4 points of SL).
- Each Dedicated Overmount costs (5,000 credits x Silhouette).

Hardpoints: 3 HP (for the mount)

Weapons Bank

A Weapons Bank is an integrated fire-control array that links multiple identical ship-mounted weapons into a synchronized firing group. This system allows a vessel to unleash devastating volleys at a single target, concentrating fire with deadly efficiency.

While normally limited to larger vessels due to the structural demands, modern applications allow adaptable scaling for heavy gunships and corvettes.

- Links up to (1/2 ship silhouette, rounded up) emplacements of the same model and size into a single firing group.
- All weapons in the Bank must have the same fire arc and must target the same enemy.
- All weapons in the Bank gain the Linked quality, equal to the (number of weapons -1).
- Reduce the total HP consumed by all weapons in the Bank by (1/2 total weapons in bank).
- A Weapons Bank costs (1500 credits x SL).

Hardpoints: □ HP for the module.

KINETIC EMPLACEMENTS

Kinetic emplacements are the bedrock of starship armament: versatile, durable, and brutally effective. From rapid-fire railguns to siege-grade mass drivers, these weapons rely on physical impact rather than exotic energy sources, making them popular across frontier fleets, privateers, and corporate militaries alike.

While they lack the flash of plasma or the precision disruption of ionic systems, kinetic weapons are reliable in any environment and scale well from skirmish platforms to capital-grade spinal mounts.

Flak Cannon

A rapid-firing anti-fighter and anti-missile system that saturates a designated area with explosive shrapnel. Ideal for point defense against strike craft and incoming projectiles.

Models: Aegis "Crowshot Mk.II", Warborn "Stormguard-3", Promethean "Scytheplate 412"

FLAK CANNON	WSL	DMG	CR	RNG	COST
Light	5	3	4	Eng	2000
Heavy	7	5	4	Eng	2800
Frigate	9	6	4	Eng	3600
Cruiser	11	7	4	Eng	4400
Destroyer	13	8	4	Eng	5200
Dreadnought	15	9	4	Eng	6000

- **Special Qualities:** Blast (1/2 damage), Slow-Firing 1, Removes 1 Setback die per 4 WSL (rounded up).

Shrapnel Cannon

A close range kinetic weapon that disperses a cloud of high-velocity debris, overwhelming enemy sensors and shredding poorly armored targets. The

Shrapnel Cannon is often affectionately known as the "glitter bomb" or "trash thrower".

Models: Aegis "Frayburst", Warborn "DFR-88 'Chaffmaster'", Titan Forge "Scattermantle SP-9"

SHRAPNEL CANNON	WSL	DMG	CR	RNG	COST
Strike	3	2	4	Eng	1500
Light	5	3	4	Eng	2500
Heavy	7	4	4	Eng	3500
Frigate	9	5	4	Eng	4500
Cruiser	11	6	3	Short	5500
Destroyer	13	7	3	Short	6500
Dreadnought	15	8	3	Short	7500

- **Special Qualities:** Blast (equal to base damage), Accurate 1, Vicious 1, Interference (1/4 WSL, rounded down)
- *Note: Interference adds Setback dice equal to its rating to the target's sensor, targeting, and communication until the Gunner's next turn.*

Mass Driver

A linear accelerator designed to launch solid projectiles at relativistic speeds. Ideal for engaging targets at varying distances with precision.

Models: Warborn "Raptor Lance", Promethean "VX-Mass 12", Aegis "Railmark IV"

MASS DRIVER	WSL	DMG	CR	RNG	COST
Strike	3	3	3	Short	2100
Light	5	4	3	Short	3500
Heavy	7	5	3	Med	4900
Frigate	9	6	3	Med	6300
Cruiser	11	7	3	Long	7700
Destroyer	13	8	3	Long	9100
Dreadnought	15	9	3	Extr	10500

- **Special Qualities:** Accurate 1

Repeating Mass Driver

A rapid-fire variant of the standard mass driver, this weapon employs a series of electromagnetic accelerators to launch solid projectiles in quick succession. Designed for sustained engagements, it excels at suppressing defenses and overwhelming targets with a barrage of relativistic metal.

Models: Aegis "Ironhail 7R", Warborn "Scorchline 5C", Valkyrian "Helix Autotrail"

REPEATING MASS DRIVER	WSL	DMG	CR	RNG	COST
Strike	3	3	3	Short	3600
Light	5	4	3	Short	5000
Heavy	7	5	3	Med	7400
Frigate	9	6	3	Med	9800
Cruiser	11	7	3	Long	13200
Destroyer	13	8	3	Long	15600
Dreadnought	15	9	3	Extr	18000

- **Special Qualities:** Accurate 1, Auto-Fire

Hypervelocity Rail

A cutting-edge electromagnetic weapon that accelerates projectiles to relativistic speeds, delivering devastating kinetic energy over vast distances. Designed for precision strikes against heavily armored targets, the Hypervelocity Rail is a formidable asset in any fleet's arsenal.

Models: Warborn "Vindicator HV-9", Promethean "Aegir Spike", Aegis "Kinetic Lance Ultra"

HYPERVERLOCITY RAIL	WSL	DMG	CR	RNG	COST
Light	5	5	2	Med	5500
Heavy	7	6	2	Long	7700
Frigate	9	7	2	Long	9900
Cruiser	11	8	2	Long	12100
Destroyer	13	9	2	Extr	14300
Dreadnought	15	10	2	Extr	16500

- **Special Qualities:** Accurate 2, Vicious (1/4 WSL, rounded up), Slow-Firing 1

Fortress Breaker Accelerator

A siege-grade kinetic weapon designed to annihilate hardened targets such as fortified emplacements, capital ship armor, and station hulls. The Fortress Breaker propels ultra-dense penetrator slugs with catastrophic force, requiring considerable charge-up time but capable of turning bunkers into vapor.

Models: Warborn "Omega Spear 7000", Aegis "Wallbreaker M3", Titan Forge "Breakerline V-47"

FORTRESS BREAKER	WSL	DMG	CR	RNG	COST
Heavy	7	8	1	Long	14000
Frigate	9	9	1	Long	18000
Cruiser	11	10	1	Extr	22000
Destroyer	13	11	1	Extr	26000
Dreadnought	15	12	1	Extr	30000

- **Special Qualities:** Breach (1/5 WSL, rounded down), Vicious (1/3 WSL, rounded down), Slow-Firing 2

PLASMA EMPLACEMENTS

Plasma trades subtlety for overwhelming force. Every emplacement in this class fires concentrated streams or bursts of superheated matter, capable of liquefying armor and compromising internals. While plasma lacks the reach of rail-based weapons and the finesse of ionic disruptors, it excels at close to mid-range devastation and specialize in one thing above all other concerns: melting problems.

Plasma: Plasma weapons deal half damage to energy shields, rounded down.

Burn: Burn functions identically to the personal scale weapon quality, save that the Damage Control action can be used to end the Burn condition early.

Plasma Charger

A standard plasma thrower that fires bolts of superheated matter with brutal armor-piercing capability. Balanced between range, cost, and reliability.

Models: Valkyrian "Starflare Lancer", Warborn "Hellspear P1", Promethean "Torchline 7A"

PLASMA CHARGER	WSL	DMG	CR	RNG	COST
Strike	3	4	3	Eng	3600
Light	5	5	3	Eng	5000
Heavy	7	6	3	Short	7400
Frigate	9	7	3	Short	9800

- **Special:** Plasma, Breach (1/4 WSL, rounded up)

Plasma Blister Array

A rapid-cycling array of plasma microjets, each individually weak but overwhelming when concentrated on a target.

Models: Valkyrian "Wyrmcore Array", Aegis "Fireline LX", Titan Forge "Flickerstorm BX"

PLASMA BLISTER ARRAY	WSL	DMG	CR	RNG	COST
Strike	3	4	3	Eng	4500
Light	5	5	3	Eng	7500
Heavy	7	6	3	Eng	10500
Frigate	9	7	3	Eng	13500
Cruiser	11	8	3	Short	16500
Destroyer	13	9	3	Short	19500
Dreadnought	15	10	3	Short	22500

- **Special Qualities:** Plasma, Breach (1/4 WSL, rounded up), Auto-Fire, Inaccurate 1

Overcharged Plasma Emitter

A high-output plasma cannon that floods enemy hulls with volatile energy. Riskier to operate, but devastating on impact.

Models: Valkyrian "Solforge VEX", Aegis "Surgepulse", Warborn "Inferno Beam 11"

OVERCHARGED PLASMA EMITTER	WSL	DMG	CR	RNG	COST
Strike	3	5	2	Eng	5100
Light	5	6	2	Short	8500
Heavy	7	7	2	Short	11900
Frigate	9	8	2	Med	15300
Cruiser	11	9	2	Med	18700
Destroyer	13	10	2	Long	22100
Dreadnought	15	11	2	Long	25500

- Special:** Plasma, Breach (1/3 WSL, rounded up), Slow-Firing 1

Volcanic Defense Array

A defensive plasma system designed to incinerate anything that enters close engagement range. The array erupts in molten bursts of ionized slag and plasma, bathing nearby targets in overwhelming thermal energy. Used to repel boarding craft, melt through strike formations, or obliterate opportunistic flankers.

Models: Aegis "Thermic Flood 6", Valkyrian "Lavajet SX", Titan Forge "Pyrofoil 44"

VOLCANIC DEFENSE ARRAY	WSL	DMG	CR	RNG	COST
Strike	3	4	3	Eng	6600
Light	5	5	3	Eng	11000
Heavy	7	6	3	Eng	15400
Frigate	9	7	3	Eng	19800
Cruiser	11	8	3	Eng	24200
Destroyer	13	9	3	Eng	28600
Dreadnought	15	10	3	Eng	31000

- Special:** Plasma, Breach (1/3 WSL, rounded up), Blast (equal to base damage), Burn (1/5 WSL, rounded up)

Aetherium Plasma Drill

A sustained-burn plasma weapon that drills into target hulls with layered pulses of thermionic plasma. Used for cracking heavy armor and opening capital ship plating.

Models: Promethean "Corepiercer 900", Warborn "Pyretic Lance", Aegis "Atomstar XA"

AETHERIUM PLASMA DRILL	WSL	DMG	CR	RNG	COST
Strike	3	5	2	Short	7500
Light	5	6	2	Short	12500
Heavy	7	7	2	Med	17500
Frigate	9	8	2	Med	22500
Cruiser	11	9	2	Med	27500
Destroyer	13	10	2	Long	32500
Dreadnought	15	11	2	Long	37500

- Special:** Plasma, Breach (1/2 WSL, rounded up), Vicious (1/4 WSL, rounded up), Burn (1/4 WSL, rounded up), Slow-Firing 1

Sunflare Beam Array

An array of tightly sequenced plasma channels producing a focused cone of radiative force. Lethal at closer ranges and against exposed hull sections.

Models: Valkyrian "Sunflare Corelink", Aegis "Firebraid Mk. VII", Warborn "Corona Mantle"

SUNFLARE BEAM ARRAY	WSL	DMG	CR	RNG	COST
Heavy	7	10	1	Med	28000
Frigate	9	12	1	Med	36000
Cruiser	11	14	1	Long	44000
Destroyer	13	16	1	Long	52000
Dreadnought	15	18	1	Long	60000

- Special:** Plasma, Breach (1/3 WSL, rounded up), Vicious (1/3 WSL, rounded up), Blast (equal to base damage), Burn (1/3 WSL, rounded up), Slow-Firing 2

Helios Maw Array

A triple-chambered plasma maw that sequentially fires condensed solar matter through converging magnetic apertures. Though not spinal-mounted, the Helios Maw requires massive structural stabilization and cooling reserves. Its purpose is singular: obliteration of heavily armored warships in a single point-blank pass.

Models: Promethean "Helios Maw X900", Warborn "Sunbreaker A-6", Valkyrian "Flaremaul Titan III"

HELIOS MAW ARRAY	WSL	DMG	CR	RNG	COST
Frigate	9	25	1	Med	405k
Cruiser	11	30	1	Long	605k
Destroyer	13	35	1	Extr	845k
Dreadnought	15	40	1	Strat	1.2mil

- Special:** Plasma, Breach (1/2 WSL, rounded up), Vicious (1/3 WSL, rounded up), Blast (2x WSL), Prepare (1/3 WSL, rounded up)
- The Helios Maw Array requires a dedicated mount that must be installed during the ship's construction, similar to a Spinal Mount. Only warships can mount the weapon, and they must sacrifice their Spinal Mount to install it.*
- The Helios Maw Array occupies a number of hardpoints equal to (damage divided by 5).*

IONIC EMPLACEMENTS

Ionic weapons are designed to cripple, disable, and disrupt rather than destroy outright. These weapons target a ship's components, electronics, and delicate systems: engines seize, shields collapse, sensors fail, and crew interfaces flicker like a core world light show. Ionic emplacements are the tools of bounty hunters, boarding parties, and tactical strike wings that need ships *intact*, or at least alive enough to surrender.

Ionic: The weapon ignores the Deflection rating of energy shields and does double damage against Capacity. Against unshielded ships, it deals System Strain damage instead of Hull Trauma. Unlike

personal scale ionic weapons, organics hit by planetary scale ionic weapons suffer wounds.

Critical Hits from Ionic weapons cannot cause structural results. Major Hull Breach instead results in Destabilized. Breaking Up and Vaporized instead result in the ship losing power to all systems until a refit restores its electrical systems (same diff as critical hit).

Interference X: The target suffers X Setback dice on all Computers, Gunnery, and Piloting checks until the end of their next turn. Multiple hits from Interference weapons do not stack but refresh the duration.

Lockdown: On 3 Advantage or a Triumph, the GM may select one active system (e.g., engines, shields, weapons) to be disabled until the end of the target's next turn. The GM may require narrative justification for which systems are affected.

Ionic Scatter Array

A short-range spray of ionized particles that overwhelms sensor grids and disrupts exposed control systems. Cheap and effective for deterring strikecraft and harassing light freighters.

Models: Valkyrian "Bluepulse-19", Aegis "IonSpray 2S", Warborn "Mosshead Mk.II"

IONIC SCATTER ARRAY	WSL	DMG	CR	RNG	COST
Strike	3	2	5	Eng	2100
Light	5	3	5	Eng	3500
Heavy	7	4	5	Eng	4900
Frigate	9	5	5	Short	6300

- **Special:** Ionic, Interference 1

Basic Disruptor Pod

A compact ion burst emitter mounted externally or along utility rails. Frequently used by law enforcement vessels and customs ships to pacify small craft without causing structural harm.

Models: Valkyrian "Nullex Type-A", Aegis "Pacifier IV", Warborn "Drifter Bolt"

BASIC DISRUPTOR POD	WSL	DMG	CR	RNG	COST
Strike	3	3	4	Short	3000
Light	5	4	4	Short	5000
Heavy	7	5	4	Short	7000
Frigate	9	6	4	Short	9000

- **Special:** Ionic, Lockdown

Stutter Ion Cannon

A stripped-down ionic emitter with a rapid pulse rate. It lacks fine-tuned control, but its quick cycling gives it surprising utility in close-quarters engagements.

Models: Promethean "I-Needle 7", Aegis "Voltline SC", Titan Forge "Impulse T3"

STUTTER ION CANNON	WSL	DMG	CR	RNG	COST
Strike	3	3	4	Eng	3900
Light	5	4	4	Eng	6500
Heavy	7	5	4	Eng	9100
Frigate	9	6	4	Eng	11700

- **Special:** Ionic, Auto-Fire, Inaccurate 1, Interference 1

Ionic Disruptor Lance

A high-precision ionic weapon designed to penetrate shielding and paralyze a key system. Commonly used to disable engines before an intercept, or knock out weapons during a stand-off.

Models: Aegis "Javelin 1I", Promethean "Veilspike 12", Valkyrian "Echo Driver Mk.III"

IONIC DISRUPTOR LANCE	WSL	DMG	CR	RNG	COST
Strike	3	4	4	Short	5400
Light	5	5	4	Short	9000
Heavy	7	6	4	Medium	12600
Frigate	9	7	4	Medium	16200
Cruiser	11	8	3	Medium	19800
Destroyer	13	9	3	Medium	23400
Dreadnought	15	10	3	Medium	27000

- **Special:** Ionic, Lockdown, Accurate 1

Arc Disabler Array

A clustered ring of ionic emitters that fire in converging pulses. Less accurate than a lance, but designed to blanket an area with disabling voltage.

Models: Warborn "Overmesh 9", Aegis "Arcfall", Titan Forge "V-Delta Sweep"

ARC DISABLER ARRAY	WSL	DMG	CR	RNG	COST
Strike	3	3	4	Eng	6000
Light	5	4	4	Eng	10000
Heavy	7	5	4	Eng	14000
Frigate	9	6	4	Short	18000
Cruiser	11	7	3	Short	22000
Destroyer	13	8	3	Short	26000
Dreadnought	15	9	3	Med	30000

- **Special:** Ionic, Interference 2, Blast (1/2 Dmg)

Cascade Ion Projector

A weaponized capacitor rig that discharges ionic pulses in rolling waves. Each blast taxes subsystems and drives up energy bleed, stacking strain over time.

Models: Promethean "Capacitor Bloom", Valkyrian "Whitewash R3", Aegis "Barrage Inductor"

CASCADE ION PROJECTOR	WSL	DMG	CR	RNG	COST
Strike	3	4	4	Short	9000
Light	5	5	4	Short	15000
Heavy	7	6	3	Med	21000
Frigate	9	7	3	Med	27000
Cruiser	11	8	3	Med	33000
Destroyer	13	9	2	Long	39000
Dreadnought	15	10	2	Long	45000

- **Special:** Ionic, Interference 2, Auto-Fire, Blast (equal to Damage)

Phase-Lock Inductor

A focused ionic weapon designed to collapse an enemy ship's internal feedback loops, effectively freezing multiple subsystems in sequence. While its single-target application makes it slower to fire, no weapon delivers such reliable suppression.

Models: Promethean "PhaseCrown 11X", Valkyrian "Interruptor Coreline", Aegis "Foldlock Driver"

PHASE-LOCK INDUCTOR	WSL	DMG	CR	RNG	COST
Heavy	7	7	3	Long	35000
Frigate	9	8	2	Long	45000
Cruiser	11	9	2	Long	55000
Destroyer	13	10	2	Extr	65000
Dreadnought	15	11	1	Extr	75000

- **Special:** Ionic, Lockdown, Interference 3, Accurate 2, Blast (equal to Dmg), Slow-Firing 1

LAUNCHER EMPLACEMENTS

Launchers deliver heavy, specialized munitions capable of crippling or annihilating enemy ships in a single strike. Costly and ammo-limited, they trade efficiency for overwhelming impact—raining explosives on fighters, plasma on cruisers, or antimatter on capital hulls.

Launcher Class: Launchers are divided into five classes based on the minimum scale of ship that can mount that class. Each Launcher Class determines the size of the munitions it fires, the effective range of its ordnance, and the agility and speed of its projectiles.

Ordnance WSL: The munitions fired by launchers are much smaller and more agile than the ships that employ them. When making a Launcher attack against an enemy ship, use the WSL of the Ordnance. This means most launcher munitions excel at destroying smaller vehicles.

LAUNCH!

Missiles deliver incredible payloads, outclassing all other weapons save spinal mounts for sheer damage output. The only downside is that they actually have to make it to their targets.

Munitions, regardless of type (for simplicity sake), take 2 maneuvers to move toward their target at the end of each round, after all other actions are resolved. Their ESL (equal to WSL) and Hull Trauma are listed below. Each maneuver requires the projectile spend 1 fuel. Once it's all expended, the projectile runs out and goes dead.

If the round ends with the projectile Engaged with its target, the character that fired it makes an **Average (♦♦) Gunnery check** with its WSL (chart below) against the target. Everything proceeds normally from there, usually with a lot of explosive decompression and shrapnel.

If the attack misses, the weapon overshoots and moves to Short range. If the weapon has the Guided quality, it makes another pass at the end of the next turn, according to the Guided rules. If not, it speeds off into the distance and runs out of fuel.

Obviously, the takeaway here is to shoot, disable, or outrun launcher ordnance before it closes and makes the pretty colors.

CLASS	MIN SHIP SL	ORD WSL	HTT	FUEL	COST
Class I	3+	0	1	3	2500
Class II	6+	0	2	5	5K
Class III	9+	1	3	8	10K
Class IV	13+	2	4	10	25K
Class V	17+	3	5	16	100K

CLUSTER MOUNTING LAUNCHERS

Launchers installed into a **Cluster Mount** follow normal rules, but firing a Cluster Mount expends multiple pieces of ordnance simultaneously, whether Linked hits are triggered or not, multiplying ordnance cost each time the weapon is fired.

Ordnance Types

When a launcher is installed, it is configured for one type of Ordnance, but can be refitted for different Ordnance with an **Average (♦♦) Mechanics** check.

EXPLOSIVE ROCKETS

Fast, brutal, and often dangerously inaccurate, explosive rockets saturate the battlespace with force. Low-tier variants are volatile and misfire-prone, favoring mass over accuracy. Higher-tier models refine their guidance and warhead stability, posing serious threats to clustered fighters, corvettes, and exposed armor through sheer massed detonations.

EXPLOSIVE MISSILES

Explosive missiles deliver guided, high-impact warheads ideal for precision strikes. Advanced sensor locks ensure reliable impact, crippling vehicles, structures, and defensive positions with surgical blasts. Modern systems support coordinated volleys, allowing ground bases and air fleets to be neutralized with precision bombardment.

EXPLOSIVE TORPEDOES

Explosive torpedoes hurl heavy, guided payloads through vacuum, tracking enemy ships with relentless purpose. Engineered to breach hulls and compromise internal systems, these munitions are central to anti-ship warfare, overwhelming cruisers, destroyers, and stations with concussive force no shield can reliably resist.

PLASMA ROCKETS

Fast, savage, and barely contained, plasma rockets launch unstable packages of superheated matter into enemy lines. More than just explosions, they ignite and melt targets, leaving systems aflame. Higher-tier variants offer greater saturation and reliability, maintaining brutal area denial.

PLASMA MISSILES

Plasma missiles are engineered for precision and impact. Upon striking, containment fields rupture into searing clouds, causing immediate damage and lingering internal chaos. Used against hardened

installations, these weapons combine accuracy, devastation, and psychological shock.

PLASMA TORPEDOES

Plasma torpedoes are capital-class weapons designed to penetrate armor and ignite internal compartments. Their magnetic bottles rupture with explosive effect, bathing key systems in superheated matter. Even near-misses can cripple a reactor or void a ship's life support in seconds.

IONIC ROCKETS

Ionic rockets saturate the field with high-velocity capacitor bursts, perfect for disrupting vehicles and light targets. Instead of destruction, they overwhelm shields, scramble software, and blind sensors. Salvos can scatter strikecraft and disable boarding shuttles mid-approach.

IONIC MISSILES

Guided ionic missiles deliver targeted disruption payloads. On contact, the discharge cascades through enemy systems, locking controls and disabling defenses. Precision-tuned for capture operations and disabling critical targets without structural damage.

IONIC TORPEDOES

Strategic ionic torpedoes are purpose-built to render ships defenseless. By crashing shields, silencing fire control, and crippling internals, they leave vessels drifting and ripe for capture. A pirate's favorite tool. A captain's worst nightmare.

CAM BALLISTA

Rare and terrifying, CAM Ballistas carry stabilized cores of compressed antimatter. On impact, containment fails, unleashing a moment of perfect annihilation. No heat. No debris. Just erasure. Used only by the largest ships—and even then, with extreme caution.

If an attack with a CAM Ballista scores two Despair, the warhead detonates before firing, dealing full damage to the attacker's Hull, ignoring Armor and all defenses.

Launcher Emplacement Ordnance Reference Table

ORDNANCE	DMG	CR	BLST	SPECIAL	COST EACH	RAR
Expl Rockets I	7	5	5	Auto-Fire, Inaccurate 2, Limited Ammo 2	50	2
Expl Rockets II	10	5	7	Auto-Fire, Inaccurate 1, Limited Ammo 4	130	3
Expl Rockets III	14	4	9	Auto-Fire, Inaccurate 1, Limited Ammo 8	250	4
Expl Rockets IV	18	4	12	Auto-Fire, Inaccurate 1, Limited Ammo 12	430	5
Expl Rockets V	22	3	15	Auto-Fire, Inaccurate 1, Limited Ammo 20	630	6
Expl Missiles I	9	4	6	Guided 2, Slow-Firing 2, Limited Ammo 2	70	3
Expl Missiles II	13	4	9	Guided 2, Slow-Firing 2, Limited Ammo 3	150	4
Expl Missiles III	18	3	12	Guided 3, Slow-Firing 1, Limited Ammo 6	400	5
Expl Missiles IV	24	3	16	Guided 3, Slow-Firing 1, Limited Ammo 9	700	6
Expl Missiles V	30	2	20	Guided 4, Slow-Firing 1, Limited Ammo 15	1000	7
Expl Torpedoes I	12	3	8	Guided 3, Slow-Firing 2, Breach 2, Limited Ammo 1	320	6
Expl Torpedoes II	18	3	12	Guided 3, Slow-Firing 2, Breach 4, Limited Ammo 2	870	7
Expl Torpedoes III	24	3	16	Guided 4, Slow-Firing 1, Breach 4, Limited Ammo 4	1400	8R
Expl Torpedoes IV	32	2	21	Guided 4, Slow-Firing 1, Breach 6, Limited Ammo 6	1750	8R
Expl Torpedoes V	40	2	27	Guided 5, Slow-Firing 1, Breach 6, Limited Ammo 10	2200	9R
Plasma Rockets I	7	4	3	Auto-Fire, Inaccurate 2, Limited Ammo 2, Plasma, Breach 2, Burn 2	280	4
Plasma Rockets II	10	4	5	Auto-Fire, Inaccurate 1, Limited Ammo 4, Plasma, Breach 2, Burn 3	350	5
Plasma Rockets III	14	3	7	Auto-Fire, Inaccurate 1, Limited Ammo 8, Plasma, Breach 4, Burn 4	750	6
Plasma Rockets IV	18	3	9	Auto-Fire, Inaccurate 1, Limited Ammo 12, Plasma, Breach 4, Burn 5	950	7
Plasma Rockets V	22	2	11	Auto-Fire, Inaccurate 1, Limited Ammo 20, Plasma, Breach 6, Burn 6	1400	8
Plasma Missiles I	9	3	5	Guided 2, Slow-Firing 2, Breach 4, Plasma, Limited Ammo 2, Burn 2	550	6
Plasma Missiles II	13	3	7	Guided 2, Slow-Firing 2, Breach 6, Plasma, Limited Ammo 3, Burn 3	900	7
Plasma Missiles III	18	3	9	Guided 3, Slow-Firing 1, Breach 6, Plasma, Limited Ammo 6, Burn 4	1130	8
Plasma Missiles IV	24	2	12	Guided 3, Slow-Firing 1, Breach 8, Plasma, Limited Ammo 9, Burn 5	1650	9R
Plasma Missiles V	30	2	15	Guided 4, Slow-Firing 1, Breach 8, Plasma, Limited Ammo 15, Burn 6	1950	9R
Plasma Torpedoes I	12	3	6	Guided 3, Slow-Firing 2, Plasma, Breach 4, Burn 3, Limited Ammo 1	650	7
Plasma Torpedoes II	18	2	9	Guided 3, Slow-Firing 2, Plasma, Breach 6, Burn 4, Limited Ammo 2	1150	8
Plasma Torpedoes III	24	2	12	Guided 4, Slow-Firing 1, Plasma, Breach 8, Burn 5, Limited Ammo 4	1650	9R
Plasma Torpedoes IV	32	2	16	Guided 4, Slow-Firing 1, Plasma, Breach 10, Burn 6, Limited Ammo 6	2300	10R
Plasma Torpedoes V	40	1	20	Guided 5, Slow-Firing 1, Plasma, Breach 12, Burn 7, Limited Ammo 10	2950	10R
Ionic Rockets I	5	5	5	Auto-Fire, Inaccurate 2, Ionic, Interference 1, Lockdown, Limited Ammo 2	100	3
Ionic Rockets II	8	5	8	Auto-Fire, Inaccurate 1, Ionic, Interference 1, Limited Ammo 4	130	3
Ionic Rockets III	11	4	11	Auto-Fire, Inaccurate 1, Ionic, Interference 2, Limited Ammo 8	210	4
Ionic Rockets IV	15	4	15	Auto-Fire, Inaccurate 1, Ionic, Interference 2, Limited Ammo 12	350	5
Ionic Rockets V	19	3	19	Auto-Fire, Inaccurate 1, Ionic, Interference 3, Limited Ammo 20	540	6
Ionic Missiles I	7	5	7	Guided 2, Slow-Firing 2, Ionic, Interference 1, Limited Ammo 2	70	4
Ionic Missiles II	11	4	11	Guided 2, Slow-Firing 2, Ionic, Interference 2, Limited Ammo 3	150	5
Ionic Missiles III	16	4	16	Guided 2, Slow-Firing 1, Ionic, Interference 2, Lockdown, Limited Ammo 15	350	6
Ionic Missiles IV	22	3	22	Guided 2, Slow-Firing 1, Ionic, Interference 3, Lockdown, Limited Ammo 9	650	7
Ionic Missiles V	28	2	28	Guided 2, Slow-Firing 1, Ionic, Interference 4, Lockdown, Limited Ammo 15	950	8
Ionic Torpedoes I	10	4	10	Guided 3, Slow-Firing 2, Ionic, Lockdown, Breach 1, Interference 2, Limited Ammo 1	270	6
Ionic Torpedoes II	15	4	15	Guided 3, Slow-Firing 2, Ionic, Lockdown, Breach 1, Interference 2, Limited Ammo 2	450	7
Ionic Torpedoes III	20	3	20	Guided 4, Slow-Firing 1, Ionic, Lockdown, Breach 2, Interference 3, Limited Ammo 4	750	8R
Ionic Torpedoes IV	27	3	27	Guided 3, Slow-Firing 1, Ionic, Lockdown, Breach 2, Interference 3, Limited Ammo 6	1100	8R
Ionic Torpedoes V	34	2	34	Guided 3, Slow-Firing 1, Ionic, Lockdown, Breach 3, Interference 4, Limited Ammo 10	1500	9R
Cam Ballista I	20	3	5	Guided 2, Slow-Firing 2, Breach 8, Vicious 3, Limited Ammo 1	1500	10R
Cam Ballista II	30	3	8	Guided 3, Slow-Firing 2, Breach 10, Vicious 3, Limited Ammo 1	2200	10R
Cam Ballista III	45	2	12	Guided 3, Slow-Firing 3, Breach 12, Vicious 4, Limited Ammo 1	3200	10R
Cam Ballista IV	60	2	16	Guided 4, Slow-Firing 3, Breach 14, Vicious 4, Limited Ammo 1	4200	10R
Cam Ballista V	80	1	20	Guided 5, Slow-Firing 4, Breach 16, Vicious 5, Limited Ammo 1	5500	10R

SPINAL MOUNTS

Spinal weapons are the largest and most powerful weapons a warship can mount—immense kinetic systems built directly into a ship's core structure and aligned along its thrust axis. These are not turrets or batteries; they are Excalibur, Gungir, Gáe Bulg, Ascalon. The spears of the gods, firing singular shots of catastrophic relativistic velocity. Whether used to disable enemy flagships or obliterate station hulls, a spinal-mounted weapon is the defining feature of any true warship.

Spinal mounts come in five escalating classes: **Line, Heavy, Capital, and Planetary**. Each is tailored to ships of increasing Silhouette. All spinal weapons deal extreme kinetic damage, and most can only be fired after careful alignment and tracking of the target's movement vector. They are not weapons of convenience. They are instruments of destruction.

The Firing Solution

Spinal weapons can only fire along a ship's thrust axis. They cannot be angled, swiveled, or turreted; the entire ship must be positioned and aligned to fire. This means spinal weapons often require extensive target calculation before they can be brought to bear.

When attempting to generate a Firing Solution, the Gunner must perform initial calculations, requiring rounds equal to the weapon's **Prepare rating** (1 per 3 WSL, minimum 1). After the Prepare requirement is satisfied, the weapon may be fired, but most Gunners will continue to calculate the Firing Solution, as described below, to give the weapon the best chance of striking its target.

FIRING RANGE & DIFFICULTY

All attacks with spinal weapons require a **Formidable [♦♦♦♦]** Gunnery check when made at the weapon's ideal firing range *or further away*. Each range band closer increases the difficulty by 1.

WSL	CLASS	IDEAL RNG
9-12	Line	Extreme
13-14	Destroyer	Extreme
15-16	Dreadnought	Strategic
17+	Planetary	Strategic

CHARGING

Charging a spinal weapon is among the most obvious things that can happen in a battle theater. The firing ship's reactor and engine readings go ballistic, if you'll forgive the pun. Every vessel

downrange from the firing ship piloted by someone with two neurons to rub together will immediately either close with the firing ship, making it impossible to aim a spinal weapon effectively, or make a hasty jump to, at minimum, the other end of the system.

Charging the weapon is represented by the Prepare quality, which ranges from Prepare 3 for Frigates to Prepare 6 for Planetary scale accelerators. **Each round the weapon charges, the firing ship must spend System Strain equal to the weapon's Prepare quality.** Once the weapon is charged, the Gunner may continue improving the Firing Solution without paying further System Strain.

COMBAT MANEUVERING

Each round the firing ship Prepares, completes a Firing Solution, or attempts to improve its Firing Solution, the firing ship's Pilot and the target ship's Pilots make competitive **Hard [♦♦♦]** Piloting checks. ESL adjustments to Handling apply to these checks.

- If the target's Pilot opts to take **Evasive Action**, increase the firing Pilot's difficulty by 1.
- If the firing Pilot opts to **Stay on Target**, increase the target Pilot's difficulty by 1.
 - If the target Pilot wins, increase the Firing Solution difficulty by 1.
 - If the firing Pilot wins, decrease the Firing Solution difficulty by 1.

FIRE!

At some point, the Gunner finishes their calculations and the Pilot is satisfied with their positioning. On the Gunner's turn, the spinal cannon discharges a reinforced piece of durasteel at somewhere between seven and twenty million miles per hour.

The Gunner makes a Gunnery (Agility) check at the current difficulty of the Firing Solution, modified by the difference in ESL between the two ships.

If they hit, the enemy ship is almost certainly crippled or destroyed outright. See the entries below to understand why.

SPINAL CANNON CLASSES

Some warships are built entirely around maximizing these ratings: holding the line, stabilizing velocity, and calculating the moment of impact with terrifying precision. When they fire, the battlefield changes.



Line Class Accelerator

A heavier spinal weapon intended for cruisers and battle-line ships. Launches dense alloy slugs capable of fracturing heavy armor or demolishing large support ships.

Models: Warborn "Steelthorn 18", Aegis "Boreline Accelerator", Promethean "Corecutter 5C"

Destroyer Class Spinal Accelerator

A monstrous weapon, launching durasteel spears wrapped in depleted casings. Causes catastrophic structural collapse in capital ships and fortified platforms alike.

Models: Warborn "Gravhammer XL", Promethean "Relentless Siege Core", Aegis "Void Lance 99"

Dreadnought Class Spinal Accelerator

A titanic magnetic accelerator that launches hyperdense plasma-bonded slugs at relativistic speeds. Built into dreadnought spines, it is capable of annihilating lesser vessels outright.

Models: Promethean "Corona Vector 7", Warborn "Sunhammer Devastator", Valkyrian "Crucible Pike"

Planetary Class Orbital Driver

The weapon of planetary sieges and orbital cleansing operations. Fires projectiles massive enough to destabilize planetary crusts or obliterate deep orbital fortresses. Few are ever constructed.

Models: Warborn "Endbringer O1", Promethean "Exterminatus", Aegis "Cradlecleaver"

SPINAL CANNON	WSL	DMG	CR	SPECIAL	HP	COST
Light Frigate	9	27	2	Vicious 2, Prepare 3	5	270k
Heavy Frigate	10	30	2	Vicious 2, Prepare 3	6	300k
Light Cruiser	11	33	2	Vicious 3, Prepare 3	8	330k
Heavy Cruiser	12	36	2	Vicious 3, Prepare 4	10	360k
Light Destroyer	13	52	1	Vicious 4, Prepare 4	12	700k
Heavy Destroyer	14	56	1	Vicious 4, Prepare 4	14	1 Mil
Light Dreadnought	15	75	1	Vicious 5, Prepare 5	16	15 Mil
Heavy Dreadnought	16	80	1	Vicious 6, Prepare 5	18	10 Mil
Planetary Class	17+	100	1	Vicious 10, Prepare 7	25	100 Mil



HARVESTER EMPLACEMENTS

Harvester Emplacements are rugged, specialized modules designed to extract raw resources from the local environment: gasses, ore, ice, wreckage, or surface material. Each Harvester is built around a specific method of extraction, chosen from available models when the unit is purchased, and uses mechanical jaws, effector fields, microplasma blades, molecular sifters, atmospheric filters, and numerous other methods to collect bulk materials.

While most harvesting is slow and methodical, ships outfitted with high-quality harvesters and efficient refining systems can turn seemingly empty systems into lucrative salvage sites, strip fuel from atmospheres, or reclaim wreckage from battles.

HARVESTER TYPE

Choose one type of Harvester.

- **Harvester (Atmospheric)** – Collects gases. Can be adjusted to siphon liquid.
 - trace gases, rare isotopes, volatiles
 - ⊗ toxic gases, flying lifeforms
- **Harvester (Biomass)** – Extracts plant matter, fungal structures, or organic compounds
 - pharmaceuticals, exotic proteins, luxury organics such as hardwoods
 - ⊗ invasive spores, dangerous lifeforms
- **Harvester (Mining)** – Extracts ore from rock or asteroids
 - rare minerals and exotic resources
 - ⊗ dangerous chemical reactions

- **Harvester (Ice)** – Extracts water and volatiles from cometary bodies or moons
 - unusual compounds, novel lifeforms
 - ⊗ dangerous lifeforms, infected water
- **Harvester (Salvage)** – Extracts useable materials and equipment from wrecks
 - rare alloys, intact gear and equipment, dormant drones
 - ⊗ unstable reactors, hidden traps, automated security

HARVESTER QUALITY

Harvester models are available in varying degrees of sophistication and efficiency.

MK	HARVEST RATING	COST
I	Roll ♦♦	2000c x SL
II	Roll ♦♦♦	5000c x SL
III	Roll ♦♦♦♦	9000c x SL
IV	Roll ♦♦♦♦♦	140000c x SL
V	Roll ♦♦♦♦♦♦	200000c x SL

Hardpoints: 1 per Emplacement

These upgrades are available for **Harvester Emplacements**:

- **Pod Feeder Module:** Module automatically feeds raw materials into Cargo Pods.
 - Reduces Shift Times to 8 hours.
 - A Pod Feeder costs **(1200c x SL)** and covers all Harvesters and Pod modules.
- **Cargo Block Feeder:** Module automatically compresses and packs raw materials into a

more easily managed form for storage in a Cargo Hold.

- Reduces Shift Times to 8 hours.
- A Cargo Block Feeder costs **(1500c x SL)** and covers all Harvesters and Cargo modules.

- **Automation Protocols:** Reduce the number of Extraction Crew required by half. Extra purchases of this upgrade halve the remaining minimum (1/4, 1/8, etc). If total required drops to 1, and an Operational Mind is present, the Mind may operate the entire Harvester array autonomously.
- Automation Protocols cost **2,000c x SL**, and the ship may purchase the upgrade more than once.

Mechanics

A ship with a mounted Harvester array requires an Operations Chief and an Extraction Crew.

- The Extraction Crew requires personnel equal to (1/3 total Harvesters' combined SL). The Extraction Crew is separate from the minimum crew required to operate the ship.
- An installed Feeder upgrade reduces the crew requirement by half. This number doesn't increase the minimum crew required, but the Extraction Crew have to be aboard to run a full harvesting shift.
- A Harvester Emplacement cycles every 10 hours (without an attached Feeder upgrade).
 - With a Feeder upgrade, a ship can run three harvesting shifts, but the remaining hour of the day must be dedicated to maintenance. The maintenance cycle requires an **Average (♦♦) Mechanics check**.
- Roll the Harvester's rating against a difficulty based on the abundance of resources in the ship's area.
 - A Survey Suite sensor array adds 2 Boost ■■ to the harvesting check.
 - Upgrade the check a number of times equal to (the lesser of the Operations Chief's Leadership or Mechanics).
 - If sufficient automation has been purchased, and the Operations Chief or Operational Mind is the only crew member required to operate the Harvesting process, they may use the better of Computers or Mechanics.

DIFF	ENVIRONMENT
♦	Rich asteroid fields, junk worlds, mostly intact capital ships, mineral rich planetary zones, gas giant, polar ice cap, rich biodiverse worlds
♦♦	Standard asteroid fields, salvage fields, wrecked capital ships, unspoiled planetary mineral zones, heavy atmosphere worlds, standard biodiversity worlds
♦♦♦	Sparse asteroid field, standard ship wreck, destroyed capital ship, populated planetary zones, cradleworld atmospheres
♦♦♦♦	Celestial debris, exploited worlds, thin atmospheres, nebulae
♦♦♦♦♦	Open space or worlds depleted by stripships

- This process is repeated for each mounted Harvester Emplacement.
- If the vehicle has mounted a number of the same Harvesters, they *should* be rolled in groups of 3, 5, or 10, depending on quantity. At your GM's discretion, you can make one check for *all* your Harvesters, and multiply the results by the combined.

SYM	RESULTS
★	Generate (Emplacement SL) Encumbrance of harvested resources, valued [emplacement SL x 50 credits]
●	Valuable minerals, gases, compounds, parts, recovered gear, etc, valued at [emplacement SL x 100 credits]
◐	Intact salvage, ship parts, rare finds (narrative or monetary), worth up to [emplacement SL x 500 credits].
▼	The harvester fails to gather any valuable resources. The work crew or feeder module jettison the dross at the end of the shift.
◎	Harvester sustains damage. Minor repairs required, costing 250c per threat.
▽	Dangerous material or lifeform ingested. Hostile event (e.g. ship located by pirates, traps, void lifeforms, etc.)

Examples

An SL 10 stripship has five **SL 10 Mk IV Harvesters**, and its current shift is in a resource rich asteroid belt. Its Operations Chief has 2 Leadership and 3 Mechanics, so she rolls ♦♦♦♦♦ against ♦ and gets a stellar ★★★★★●●●. The Chief and her GM decided at the start of the campaign to roll once per shift for Harvesting and apply the result to all emplacements. The roll generates (10 Encumbrance x 5 harvesters = 50 Enc) of compressed resources per success, for a total of 250 Enc worth 12,500c. Simplified, the 3 Advantages generate 3,000c of value, probably in rare minerals. The haul is worth 15,500 credits total. Not bad for 10 hours.

VEHICLE CONSTRUCTION EXAMPLE

For our example, we'll build a suitable starship for a group of starting characters. Our general price point is around 100,000 credits, new off the line.

Silhouette

The average group is 3-5 players, so Silhouette 5 should do the trick.

The ship is 15m in length, base cost is 35,000, cargo 18enc, min crew 3, 0 passenger capacity, 240 day/con, 9 hardpoints, 3 emplacements, 13 hull trauma, and 10 system strain.

Framework

Obviously, we'll choose Starship, which gives us 25 fuel cells, the Vacuum Sealed Hull module for free, and increases the base price to 42,000.

Role

Our crew includes two characters that have a vendetta against pirate clans in the Sector, so they've chosen the Gunship role.

We get +2 emplacements, 1 free Maneuvering Thruster modules, and our ESL can't be more than SL +2. Since the ship has 0 passenger capacity, the reduction doesn't matter.

- Base cost goes up 1.15 (+5250 = 47250)

Engines

A gunship needs to be fast, but we don't want to break the bank, so we'll go with Class 6 engines, for -2 ESL (current ESL 1), Afterburner speed, and cost (500c x 25) x1.25, which leaves us at 15,625c.

- Our current total is (62,875).

Modules

At minimum, a jump capable ship will need a Tunnel Drive, a NavComputer, Sensors, and Life Support. Since it's a combat ship, we'll also want Armor and Shields.

- **Tunnel Drive.** A plain old Class 1 drive is the standard, and runs us 2500 credits and 1 hardpoint (8 left). (65,375c)
- **NavComputer.** A standard Civilian NavComputer runs us 1,000 credits. (66,375c).
- **Sensors.** A basic sensor array is 1,000 credits. (67,375c).
- **Life Support.** The bridge and crew compartments are covered by the Starship framework, so we can save some credits here.

- **Shield Generator.** We have fore and aft shields. We'll opt for mid-range shields, granting 10 capacity (1000c), no deflection, and 1 Recharge (250c). That's 1250c per emitter, and we need two. 2500 credits. Now we multiply that cost by the ship's Silhouette (5x2500=12500). We also use another 2 Hardpoints. (6 left) (79,875c).
- **Armor.** We start with Armor equal to half our Silhouette, rounded up (Armor 3). We'll stick with that for now, but it may have to come up later.
- **Maneuvering Thrusters.** We get 1 free Maneuvering Thruster modules, as mentioned before. Our ESL is currently 2.

Emplacements

Since this ship is, relatively, on the low end, we'll settle for four mass drivers and a low end ion cannon to strip shields.

- **Swing-Mounted Mass Driver x4**
3500 credits x 1.25 swivel = 4375 each
- **Turret-Mounted Basic Disruptor Pod**
5000 credits x 1.5 turret = 7500

That's 25,000 credits and 5 more hardpoints.

Final Costs

Our final cost is 104,875, and we've got 1 hardpoint left open. We're a little over-budget, but we're still in the neighborhood, so it's fine.

Citadel-Class Heavy Strikecraft

AEGIS DEFENSE SOLUTIONS

Silhouette 5 | ESL 2
Handling +1 | Speed -2 (Afterburner)
HTT 13 | SST 10 | Armor 3 | Cargo 18 | Fuel 25
Fore Shields 10 cap, 1 rch | Aft Shields 10 cap, 1 rch

Min Crew 3, Max Crew 8, Day/Con 240
Pilot, Engineer, Weapons Officer, 5 Gunners

Modules: Class 1 Tunnel Drive, Civilian NavComputer, Basic Sensor Array, Life Support (Bridge and Crew Compartment), Maneuvering Thrusters

Emplacements

- **Swing-Mounted Mass Driver ▲◀**
(WSL 5, DMG 4, CR 3, RNG Short, Accurate 1)
- **Swing-Mounted Mass Driver ▲◀**
(WSL 5, DMG 4, CR 3, RNG Short, Accurate 1)
- **Swing-Mounted Mass Driver ▲▶**
(WSL 5, DMG 4, CR 3, RNG Short, Accurate 1)
- **Swing-Mounted Mass Driver ▲▶**
(WSL 5, DMG 4, CR 3, RNG Short, Accurate 1)
- **Turret-Mounted Basic Disruptor Pod ▲▶▼◀**
(WSL 5, DMG 4, CR 4, RNG Short, Ionic, Lockdown)