

Ships!

Ship Sizes

SIZE CATEGORY	LENGTH	HULL	CREW (min / opt)	EXAMPLE
Tiny	5 m	1	1 (2)	Breaching pod
Small	10 m	1d3	1 (2)	Shuttle or skiff
Medium	25 m	1d6	2 (4)	Ship's boat, drop ship
Large	50 m	2d6	4 (16)	Frigate
Huge	100 m	3d6	16 (64)	Destroyer
Gigantic	250 m	4d6	64 (512)	Cruiser
Colossal	500 m	5d6	256 (2,048)	Battleship
Titanic	1 km+	6d6	1,024 (8,192)	Colony generation-ship

ONE REDUCTION IN CREW SIZE = -2 MODIFIER TO SYSTEM TESTS

Crew Competence

Instead of individual skills, in NPCs piloting a ship.

COMPETENCE	BONUS
Incompetent	0
Poor	1
Average	2
Capable	3
Skilled	4
Elite	5

344 Guilty Spark (Frigate)

Crew	4 (16)	Competence	Incompetent (0)	Drive	Epstein, Thrusters
------	--------	------------	-----------------	-------	--------------------

Size	Hull	Sensors
Large (45m long)	2d6 + 1 [Hull Plating]	1 + 1 [Adv. Sensor Pkg I]

Qualities	(No flaws, more qualities)
<u>Advanced Sensor Package I</u> The ship's sensor package and associated software are upgraded, providing a +1 increase in Sensors score for each time this quality is applied.	<u>Good Juice</u> The ship's supply of acceleration tolerance drugs (the juice) is especially high-quality, providing a +2 bonus on Constitution (Stamina) tests against high-acceleration maneuvers.
<u>Improved Stores</u> The ship is capable of stocking supplies for extended travel for its crew and a number of passengers equal to half its optimal crew listing.	<u>Weapon System: Point Defense Cannon (Network)</u> One selection of this quality provides PDCs to cover the ship's forward arc, roughly 180° from the amidships forward. Two qualities sets up a PDC network that covers all angles round the ship.
<u>Hull Plating</u> The ship has a +1 bonus when determining its Hull total against damage. A ship can have this quality multiple times, up to a maximum equal to its Hull score in dice.	<u>Weapon System: Torpedo Launcher (2)</u> The ship must be at least Medium-sized to mount a single torpedo launcher. Each additional Size category adds capacity for one launcher (two at Large, three at Huge, and so on).
<u>Medical Expert System</u> The ship's medical facilities include a medical expert system – also known as an "auto-doc" – able to provide treatment like a trained character with the Intelligence (Medicine) focus with a +2 bonus. It can diagnose conditions, dispense pharmaceuticals from drug-banks, and provide other treatments, along with issuing instructions to human crew members on how to provide treatments it cannot, such as setting a broken bone or relocating a joint. Additional applications of this option provide an Advanced Medical Expert System with an additional +1 bonus per option, to a maximum of +5.	

Weapon	Range	Damage
Torpedo Launcher (2)	Close to Long (0km to 1,000 km)	4d6
Point Defense Network (full coverage)	Close (0km to 5 km)	2d6

Comments:

- May attack the players if they take out Alexatron without taking out Marvin Asimov, and then leaves the Triton mansion

Beacon of Thoth (Frigate)

Crew	4 (16)	Competence	Capable to Skilled (3-4)	Drive	Epstein, Thrusters
------	--------	------------	--------------------------	-------	--------------------

Size	Hull	Sensors
Large (45m long)	2d6 + 1 [Hull Plating]	1 [Faulty system]

Qualities	Flaws (and weapon system)
<u>Good Juice</u> The ship's supply of acceleration tolerance drugs (the juice) is especially high-quality, providing a +2 bonus on Constitution (Stamina) tests against high-acceleration maneuvers.	<u>Faulty system: Sensors</u> This system does not work as reliably as it should. The first time in an encounter when it is important that the system works, roll a die: On a 1 or 2, the system stops working, just like a loss due to damage and it requires a similar damage control effort to get it working again (TN 11 advanced Intelligence (Engineering) test, success threshold of 5). Until repaired, the non-functional system cannot be used.
<u>Improved Stores</u> The ship is capable of stocking supplies for extended travel for its crew and a number of passengers equal to half its optimal crew listing.	<u>Wanted (NOT ACTIVE)</u> The ship is trouble and somebody, perhaps even several somebodies, are after it. This can cause problems docking at legitimate ports, or might mean the ship needs to avoid certain places or routes in order to avoid further trouble. The GM should use this flaw as a story hook and cause trouble for the crew so long as the ship has it.
<u>Hull Plating</u> The ship has a +1 bonus when determining its Hull total against damage. A ship can have this quality multiple times, up to a maximum equal to its Hull score in dice.	<u>Weapon System: Point Defense Cannon (Network)</u> One selection of this quality provides PDCs to cover the ship's forward arc, roughly 180° from the amidships forward. Two qualities sets up a PDC network that covers all angles round the ship.
<u>Medical Expert System</u> The ship's medical facilities include a medical expert system – also known as an "auto-doc" – able to provide treatment like a trained character with the Intelligence (Medicine) focus with a +2 bonus. It can diagnose conditions, dispense pharmaceuticals from drug-banks, and provide other treatments, along with issuing instructions to human crew members on how to provide treatments it cannot, such as setting a broken bone or relocating a joint. Additional applications of this option provide an Advanced Medical Expert System with an additional +1 bonus per option, to a maximum of +5.	<u>Weapon System: Torpedo Launcher (2)</u> The ship must be at least Medium-sized to mount a single torpedo launcher. Each additional Size category adds capacity for one launcher (two at Large, three at Huge, and so on).

Weapon	Range	Damage
Torpedo Launcher (2)	Close to Long (0km to 1,000 km)	4d6
Point Defense Network (full coverage)	Close (0km to 5 km)	2d6

Comments:

- Found stranded at Cassini VI station, owned by RPTC-PA (Red Planet Terraforming Corporation: Protection Agency). It's empty save for a malfunctioning security drone.
- Should the players commandeer it, it becomes Wanted.

Gufovedi Adewu (Small Freighter)

Name means "Beautiful Song"

Crew	4 (16)	Competence	Poor to Average	Drive	Epstein, Thrusters
------	--------	------------	-----------------	-------	--------------------

Size	Hull	Sensors
Large (50 meter long)	1d6 (Fragile)	0

Qualities	Flaws
<u>Hidden Compartments</u> The ship has hidden compartments designed for smuggling or otherwise concealing cargo from inspections or borders.	<u>Fragile</u> The ship is not as structurally sound as it should be (or perhaps, once was); reduce its Hull score to that of the Size category one below the ship's Size. So a Fragile Colossal freighter, for example, has a Hull score of 3d6 (that of a Gigantic ship) rather than the usual 4d6 for a Colossal ship.
<u>Weapon system: Point Defense Cannon</u> One selection of this quality provides PDCs to cover the ship's forward arc, roughly 180° from the amidships forward. Two qualities sets up a PDC network that covers all angles round the ship.	<u>Bad Juice</u> The ship's juice is not of the highest quality, imposing a -1 penalty to Constitution tests involving acceleration hazards.
	<u>High Maintenance</u> The ship is finicky and needs some tender-loving care to stay in operational condition. The GM should require additional Maintenance activities during interludes and increase the Lifestyle Cost of maintaining the ship by +1.

Weapon	Range	Damage
Point Defense Cannon	Close (0km to 5 km)	2d6

Comments:

- Can be contacted for smuggling people outside of Saturn Point (see Del 4, scen 1A)
- Is crewed by belter smugglers, and is really dirty and cobbled together, barely flying.

Prometheus R-66Y (Destroyer)

Crew	16 (64)	Competence	Average to Skilled (2-3)	Drive	Epstein, Thrusters
------	---------	------------	--------------------------	-------	--------------------

Size	Hull	Sensors
Huge (100m long)	3d6 + 1 [Hull Plating]	2 [Advanced Sensor Package]

Weapon systems	Qualities
<u>Weapon System: Point Defense Cannon (Network)</u> One selection of this quality provides PDCs to cover the ship's forward arc, roughly 180° from the amidships forward. Two qualities sets up a PDC network that covers all angles round the ship.	<u>Hull Plating</u> The ship has a +1 bonus when determining its Hull total against damage. A ship can have this quality multiple times, up to a maximum equal to its Hull score in dice.
<u>Weapon System: Torpedo Launcher (2)</u> The ship must be at least Medium-sized to mount a single torpedo launcher. Each additional Size category adds capacity for one launcher (two at Large, three at Huge, and so on).	<u>Advanced Sensor Package I</u> The ship's sensor package and associated software are upgraded, providing a +1 increase in Sensors score for each time this quality is applied.
<u>Weapon System: Rail Gun</u> The ship must be at least Medium-sized. The rail gun is spinal-mounted with either a forward or rear firing position. Large or larger ships can mount two rail guns (on in each direction). A Gigantic or larger ship can mount rail guns on turrets, covering a half-spherical range of fire on one side of the ship.	<u>Self-Destruct System</u> The ship has an onboard system that can be programmed to drop the containment on the ship's fusion reactor, causing an explosion that annihilates the ship and anything on board. The self-destruct can be set on a countdown or a dead-man's switch that activates automatically when a control is pressed or released.

Weapon	Range	Damage
Torpedo Launcher (2)	Close to Long (0 km to 1,000 km)	4d6
Point Defense Network (full coverage)	Close (0 km to 5 km)	2d6
Rail Gun	Close to Medium (0 km to 100 km)	3d6

Comments:

- An older Destroyer model, owned by MCRN
- Was stolen by MOL1 when docked at the secret Martian research station Cassini VI (in the shadow of the Saturnian moon Pandora)
- If taken control by players, Mars will demand it back or the ship will be Wanted