Starship Rules

Savage Space Bastards v1.10

This section of the rules outlines how this campaign will treat starships and starship combat.

## Space Ships as Savage Worlds Characters

Attributes represent the overall strengths and weaknesses of your ship. Each ship is different. Once chosen attributes are unlikely to be raised during the game as it is expensive. All Attributes have similar values to character stats. This means that you can not compare a ship one to one to another vehicle or a player character.

There is no wild die used in starship actions. To make ship-bound checks, PCs must be at an appropriate command station. There are four types of command stations. The command station types are Piloting, Engineering, Gunnery, and Sciences. Player characters may roll the appropriate attribute die of the ship for the task (i.e. Agility, Smarts, Spirit, Strength, or Vigor) while rolling the character's skill die instead of a wild die. If a PC is not directing the action, then only the ship die is rolled without the PC's skill die.

Combat Turns in Space

All PC-manned ships must have a ship's deck map. This campaign will encourage ship-to-ship boarding actions, so it is important to play out ship assaults. Each round, player characters take a normal round as they normally would moving about their starship as they see fit. They may spend their actions as they would in normal combat, working at command stations and/or fighting off boarding parties.

- All PCs and NPCs on a ship may draw a card for initiative.
- These PCs and NPCs may act within their ship(s) using their actions.
- They may spend their action to use a command station if they end their movement at one. The command stations are:
    - Piloting - Gold
    - Engineering - Blue
    - Gunnery - Red
    - Sciences - Green
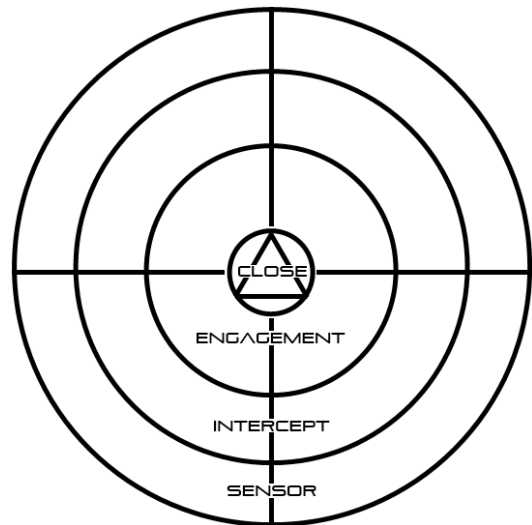
- Once all PCs have taken a turn, then each ship is dealt cards. At that point, all ship checks and actions are resolved on their card. That is, the Piloting, Repair, Shooting, and Ship's Ops rolls for the command stations are all taken into account and played out.
- As ships take damage, they may be Shaken, in which case all characters on board must make a Spirit check or be Shaken themselves. Shaken ships still take ship's system damage. Shaken ships take wounds instead of being repeatedly Shaken from subsequent attacks in the same round. However, the next round, the ship may be shaken again, and does not have to roll to unshake - only the characters on board do.
- There is no map for the ships in space. Instead the space battle is played out on the DRADIS (direction, range, and distance) console with the PCs ship(s) indicated by the center of the circle.
- There are four range bands: Sensor, Intercept, Engagement, and Close. In general, weapons can be fired at Engagement range and details about a ship can be picked up at Intercept range. Boarding and dogfighting happens at Close range, and at Sensor range it is easiest to evade detection and slip away from a seeking vessel.
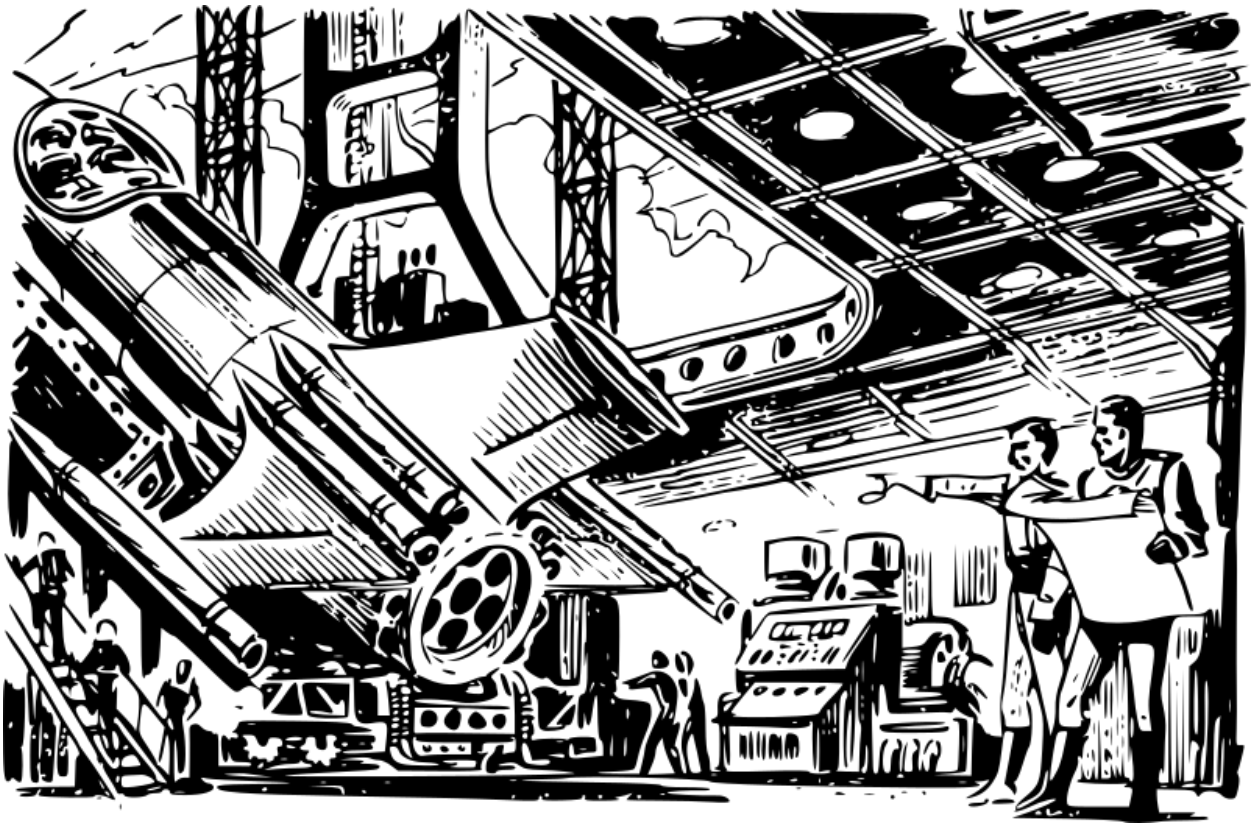
Ship Attributes

The attributes of a ship translate into subtly different specifications than player characters, but the rules are the same.

Size

A new attribute for a ship, this is chosen at the time the vessel is created and can never change. It reflects the amount of command space on the vessel as well as how many Slots for additional equipment it can accomodate. The command space may include quarters for a limited number of crew for larger ships. The cost of a basic hull with all base attributes is the same as the number of Slots the hull can hold. Size is abstract and all ships created here count as large in creature size terms. Capital ships and bases are not covered by these rules.

Size (Rating)	Deck Area (map in square inches)	Slots	Wounds	Base Agility	Notes
(0) Fighter / Landing Pod	4"	4	2	D8	Max Spirit = D8 Max Vigor = D8
(2) Shuttle / Transport	15" (3"x5" index card)	5	3	D6	Max Spirit = D10 Max Vigor = D10
(4) Courier / Cutter	30" (6"x4"index card or (2* 3"x5" cards)	6	4	D4	Quarters: 1
(6) Freighter/ Scout	45" (half sheet of paper or (3* 3x5")	8	5	D4	Can add Landing Bay Quarters: 3
(8) Patrol / Escort	90" (sheet of paper or (6* 3x5")	10	6	D4	Can add Landing Bay Quarters: 6
(10) Frigate / Corvette	180" (two sheets of paper or 12* 3x5")	14	7	D4	Can add Landing Bay Quarters: 12
(12) Monitor / Destroyer	360" (four sheets of paper or 24*3x5")	20	8	D4-2	Can add Landing Bay Quarters: 24

Agility

This attribute represents the reaction time, maneuvering capabilities in combat and amount of jumps a ship can perform before it needs to refuel. Smaller ships start with a higher Agility, and larger sized vessels are penalized with respect to their agility to start.

Agility	Roll to Hit	Max Roll to Hit	Max Engine Power	Light Years Per Power Cube Bank	Acceleration / Top Speed
D4	4	8	1	4	2 / 6
D6	5	10	2	6	3 / 9
D8	6	12	3	8	4 / 12
D10	7	14	4	10	5 / 15
D12	8	16	5	12	6 / 18

Smarts

How good the installed computers and sensors are is represented by the ship's Smarts score. This skill is used for checks for sensors against stealthy ships, or for electronic warfare to enhance weapon targeting solutions, or any deception that a ship's captain may attempt. Unlike personal combat, Smarts is the base skill for shooting weapons for a ship. The Smarts on a ship also determines how quickly a jump solution is able to be built, allowing the ship to slip into hyperspace. It does not necessarily mean that the computers are more advanced, it might just be that the positronic brain of the ship has learned a few tricks. The better the overall systems are the less human input is needed.

Smarts	Max Electronic Warfare Power	FTL solution Required for Jump (Successes + Raises)	Max Scan Power
D4	0	24	1
D6	1	20	2
D8	2	16	3
D10	3	12	4
D12	4	8	5

Spirit

How much energy can be pulled from the ship's power plant? Whether the ship runs on an ion furnace, a dark matter battery, or a fusion reactor this attribute reflects the amount of power that can be drawn each turn for maneuvering the ship, firing weapons, powering shields, repair, and electronic warfare each round. Ships also have a backup battery that allows them to store power for an emergency, and a fuel source to power the entire vessel. The more Spirit a ship has, the more resources it can draw on.

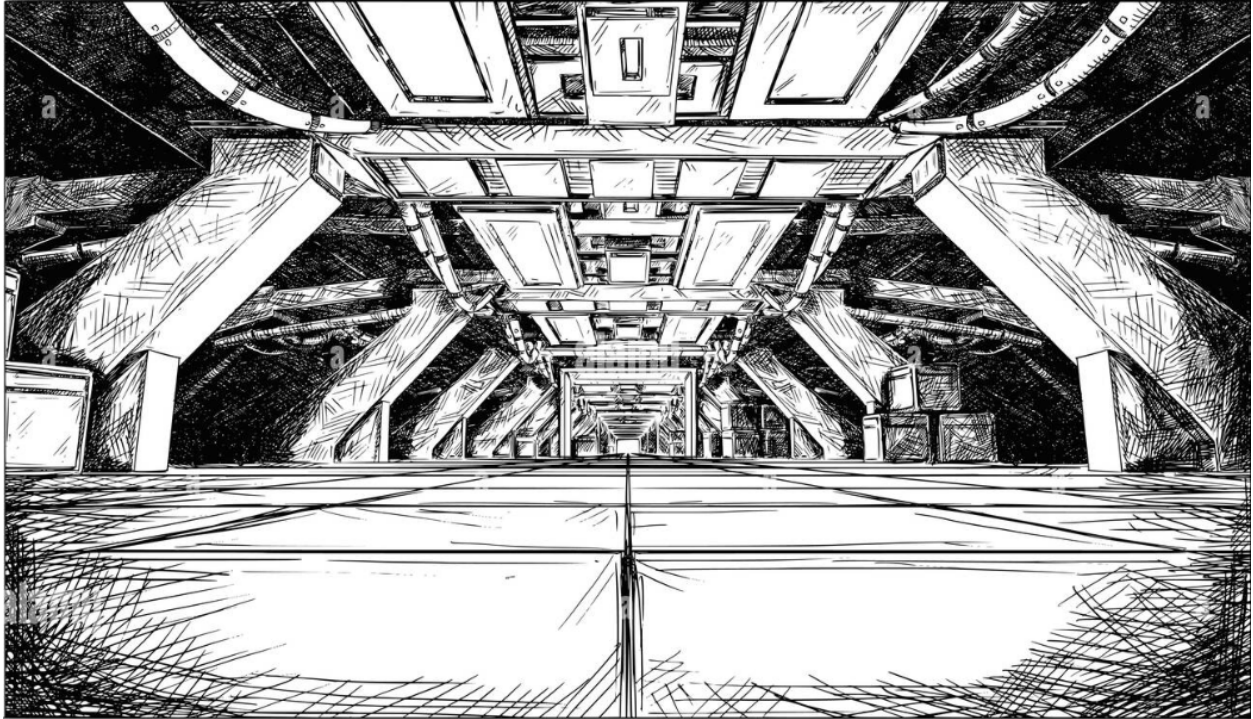| Spirit	Power Generated	Ship's Battery Size	Banks of Power Cubes At Full Fuel
D4	4	2	2
D6	6	3	3
D8	8	4	4
D10	10	5	5
D12	12	6	6

Strength

This score is used to determine the damage of weapons and the puissance of any shields. Power stored in the shields may be spent to lower damage at the rate of one raise per point of power. Furthermore, strength is appropriate for determining the efficacy of any application of the power core such as a tractor beam or electromagnetic pulse.

Strength	Max Shield Power	Max Power Per Weapon
D4	1	1
D6	2	2
D8	3	3
D10	4	4
D12	5	5

Vigor

Resilience and toughness of a ship are not simply a matter of thicker plating. It is also important to keep your ship well maintained and in good repair. Some ships have malfunctions all the time, others are a breeze to repair thanks to redundant systems and easily accessible machines. Toughness is the same as for characters but a ship carries an Armor Rating that is only used when an individual shoots a handheld weapon at the ship. Wounds are the same as for a PC, but instead of lowering in effectiveness (i.e. taking a penalty to all rolls) the ship instead suffers some sort of system failure. A ship never suffers Fatigue. Vigor is also a factor in all repair rolls done on the vessel.

Vigor	Toughness	Max Power to Reinforce Shields	AR vs. Non-Ship	Max Repair Power
D4	4	1	8	1
D6	5	2	10	2
D8	6	3	12	3
D10	7	4	14	4
D12	8	5	16	5

Ship's Equipment

Ship's equipment may be purchased or won through adventuring. Most pieces of equipment take up one or more Slots in the hull. A ship may only use as many pieces of equipment it has Slots for. Unless an entry says otherwise, every item on this list takes up a single Slot. In general, one Slot of a thing could represent four to nine square inches on a ship's map. Each entry has a suggested cost in credits as well. That is the going rate to buy this equipment, and it can be sold back for credit at half cost, rounded down, in credits.

Advanced Repair Nanobots: These tiny robots can help with an emergency repair, adding +2 to a Repair or Astronautics roll in space combat. Unlike the other pieces of equipment, this does not take up a ship Slot. Cost 4.

Additional Batteries: The ship's power battery may hold one additional point of power. Cost 4.

Armored Hull: The ship's toughness is increased by one. Cost 6.

Astrogation Intelligence: Astrogation is the knowledge of FTL travel through Space. It is required to plot the quickest and safest route through the void and is a must have for every navigator. This device is an artificial intelligence that scans intergalactic maps and plots the best navigation routes. It can carry on a limited conversation, and often takes on a name and personality. Add +2 to any Astrogation roll. Unlike the other pieces of equipment, this does not take up a ship Slot. Cost 3.

Autopilot Assist: This ship has artificial intelligence that can help the pilot, and in a jam perhaps even fly the ship itself. It can carry on a limited conversation, and often takes on a name and personality. Add +1 to any Piloting roll. Unlike the other pieces of equipment, this does not take up a ship Slot. Cost 3.

Breaching Pod: This specialized airlock includes a cutting drill attached to the end allowing a ship that makes a successful grapple or successful boarding action check on a target to cut a hole in the target's hull, and board with up to eight (8) waiting marines. A reinforced bulkhead with security protects the crew of the attacking ship, requiring a number of successes and raises on a Security check equal to the ship's Smarts to open from the outside. Cost 3.

Cargo Hold: Enough space on a ship to hold sixteen (16) Banks of cubes ascargo, or twenty-four (24) torpedoes, represented by four (4) square inches on the ship's map. A cargo hold is evident when the ship is boarded, and no special precautions are taken to hide its contents. Cost 1.

Cloaking Device: Using this device doesn't render the ship invisible to the eye, but it does mask the heat and electrical signature of the ship, making it very hard to detect or identify. When powered by one point of power, this device allows a pilot to hide the ship from other ships, just as a character might use the Stealth skill. Opposing ships may be unaware of the cloaked ship's presence if the cloaking device is activated before the opposing ship can detect it. If the ship was glimpsed before it cloaks, it will force an opposed sensor vs. Piloting check to target the cloaked ship with weapons. A cloaking ship may be targeted normally for one round after the cloaked ship fires weapons or launches craft. A cloaked ship may be targeted normally if it raises shields. The cloaking device cannot be overloaded. This device is illegal on any non-military ship. Cost 8.

Cold Sleep Berths: This berth can hold up to eight people in cold sleep. The process to wake people from cold sleep takes a little over an hour. Cost 1.

Crew Quarters: This allows the ship to quarter four more crew members than the maximum amount allowed by the size of the ship. Cost 1.

Emergency Capsule:
When things go bad for the ship this is your way out. An emergency capsule is able to enter the atmosphere and land you safely on a nearby planet or support life in space for a week. Although the capsule itself is stealthy, it includes basic sensors, communications, and a high-powered distress signal can be activated. Cost 1.

Fake Transponder: Usable remotely, this system can broadcast a different ship's signal or play a powerful recording (or act as a beacon) on command. This device is very illegal. Cost 4.

False Ship Papers: A few well-forged or transferred documents, giving the crew and ship identities that are less wanted in any given system. These illegal documents can simplify interactions with Space Cops if the transponder and ship match. You have a couple sets even if you have to practice responding to a new name. Unlike the other pieces of equipment, this does not take up a ship Slot. Cost 3.

Fuel Pods: Carries additional fuel for the ship to make additional FTL jumps. It can carry twenty-four (24) Banks of power cubes in a secure location accessible by the ship at a moment's notice. Cost 1.

Grappler: Officially for latching onto asteroids and netting cargo, it's an array of nets or grapples that can link two vessels for boarding purposes. It is only available for deployment at Close range. Cost 4.

Guest Quarters: Sometimes you need to transport important passengers. Instead of simply placing them in a bunk, offer them guest quarters that are a bit more comfortable. Has room to comfortably, but not luxuriously, house up to two guests including sleeping and eating accommodations. Cost 1.

Jump Drive: The FTL drive that can be used to travel from sector to sector. Most times, this can be activated with no issues, but if it is activated during a battle an amount of power must be built up based on the ship's Smarts attribute. Activating the FTL during a battle instantly ends the encounter as the ship rockets off. Cost 8.

Landing Bay: Airlocks, bay-doors, and take off ramps to accommodate smaller craft. This equipment is only available for ships of larger size to hold small craft the size of a shuttle or a transport. Cost 1.

Long Range Scanner: Provides broad EM spectrum and gravimetric readings, giving the crew advance warning of trouble before it arrives. This device gives the ship a +4 bonus in an opposed Notice check to see who sees whom first. Cost 5.

Mauler Cannon: This plasma weapon is deadly. It is basically just an overload weapon. It may only take one shot before it must be repaired as it typically fries several of the systems on the firing ship. More shots make the repair longer. A ship must move to Engagement range of a target to use these weapons. This device is highly illegal. Cost 10.

Mining Drill: This high powered energy drill is meant to vaporize rock, so it is vicious at close range and can be easily modified to bore through hulls. It is perfectly legal to carry this weapon on a ship. Cost 6.

Particle Cannon: These weapons have pinpoint accuracy and range, but weaken the closer the weapon gets to the target making them the best option at Intercept range. Particle cannons may

not be overloaded, and lose effectiveness at Close range. This device is illegal if it is installed on a non-military ship. Cost 5.

Point Defense: These short ranged weapons are specifically designed to shoot down incoming torpedoes, but they can also be used to engage other targets at Close range. Ships without a point defense system are particularly vulnerable to torpedoes. While these weapons do not need to be powered, point defense weapons may not be overloaded, narrow salvoed, or shot at full spread. Cost 3.

Primary Beam: These direct-fire weapons are the gold standard for ship-to-ship combat. A ship must move to Engagement range of a target to use these weapons. While not illegal, non-military ships with this weapon draw more questions and usual from the powers that be. Cost 4.

Proximity Alarms: These sensors give ships a bonus to detect hidden danger that is right on top of them. This device gives a ship a +4 bonus to find and target a hidden or cloaked threat in Closer range, as well as a +2 bonus to shoot down torpedoes. Cost 3.

Pulse Beam: These direct-fire weapons lack the reliability of the primary beams, but do superior damage. A ship must move to Engagement range of a target to use these weapons. While not illegal, non-military ships with this weapon draw more questions than usual. Cost 4.

Quantum Encryptor: Applies powerful encryption to communications and data storage. Grants proof against interception of digital communications. Additionally, data on the ship is in a secure state until unlocked. Unlike the other pieces of equipment, this does not take up a ship Slot. Cost 5.

Shields: Powered shields can be used to reduce damage from attacks. Depending on the Strength of the ship, shields can hold a number of power points. As attacks land, the ship's science officer or pilot can spend one or more points of power held by the shields to reduce the damage roll by four (4) points. Some weapons' damage may not be reduced by the shields. Cost 8.

Smuggling Compartments: Like a cargo hold, (can carry a small shipment) but it won't show up on routine scans or visual inspections of the ship. This hidden compartment has life support for smuggling people too. While not illegal, ships with hidden compartments tend to draw questions from the powers that be. Cost 1.

Targeting Daemon: This artificial intelligence helps a gunner target the weaponry on a ship. With the proper passcode and command word, an individual may command the daemon to take control of the weapons and fire at a chosen target or targets itself without a gunner at all. This intelligence can carry on a limited conversation, and often takes on a name and personality. Add

+1 to any Shooting roll. Unlike the other pieces of equipment, this does not take up a ship Slot. Cost 3.

Torpedo Tube: This weapon may be used to fire torpedoes at the target. It takes a round and a point of power to arm a typical torpedo. Torpedoes check to see if they hit the round after they are fired. Torpedoes typically roll the firing ship's Smarts to see if the weapon hits its target, potentially aided by electronic warfare. Torpedo tubes come empty. Torpedoes must be purchased separately. The weapon's rack holds four torpedoes, and must be reloaded by crew if it runs out. A load of twenty-four (24) torpedoes takes up an entire Cargo Hold. Torpedoes are considered spent once they are armed, even if they are never fired. Cost 6.

- High Yield Torpedo - 1 Credit; 4D8 damage
- Quantum Torpedo - 1 Credit; 4D6 damage, but it takes a Shooting roll of eight (8) rather than a six (6) to shoot the torpedo down
- Celerity Torpedo - 1 Credit; 4D6 damage, but the torpedo doesn't take a round to arm and can be fired the round it is loaded; still requires a point of power to prime it
- Empowered Torpedo - 1 Credit; 4D6 damage, but the torpedo doesn't require a point of power from the ship to arm, instead taking a round to arm from the point of power already stored in the torpedo

Tractor Beam: Creates a large gravitic field extending ship to ship. Can be powered to be used to grapple or tow another ship. This device is temperamental and dangerous, but it can be used at Engagement range to pull two ships to Close range for boarding. Following a successful hit, the attacking ship must make a contested Strength/Piloting check with the grappled ship. On a roll of a 1, this weapon fails and breaks doing a wound of damage to the firing ship. Cost 5.

Weapon Link: Fire up to four of the same type of weapon, at a single target (or multiple torpedoes) from a single Gunnery command station with a single action. All weapons hit or miss together. Unlike the other pieces of equipment, this does not take up a ship Slot. Cost 3.

Ship's Weapons Comparison

Weapon	Max Range	Effect
Grappler	Close	On a successful attack, it allows boarding actions
Mauler Cannon	Engagement	2D6 damage per point of power up to double the Max Weapon Power based on the ship's Strength; Fails on a 1
Mining Drill	Close	3D6; -2 to Shooting
Particle Cannon	Intercept	2D6+1 at Intercept or Engagement; 1D6 at Close
Point Defense	Close	2D6+2; +2 to shoot down torpedoes; Doesn't require

		power, but also can't be overloaded, salvoed, or spread
Primary Beam	Engagement	2D6+1; +1 to Shooting
Pulse Beam	Engagement	2D8
Torpedo Tube	Sensor	Launch armed torpedoes
Tractor Beam	Engagement	On a successful attack, it moves the target to Close range and allows boarding actions; Fails spectacularly on a 1

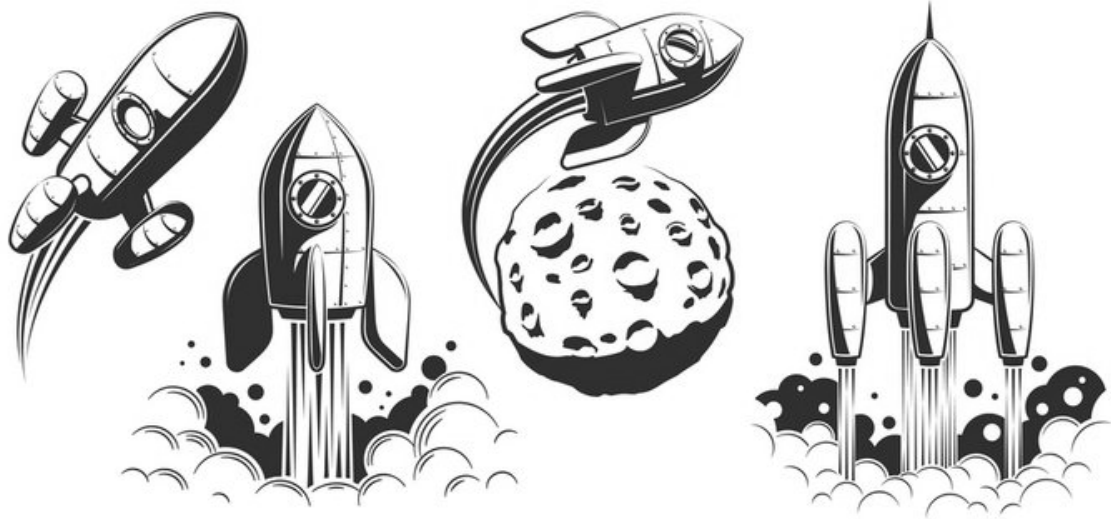# Ship's Equipment Costs

By Equipment Name

Equipment	Cost
Advanced Repair Nanobots	4
Additional Batteries	4
Armored Hull	6
Astrogation Intelligence	3
Autopilot Assist	3
Breaching Pod	3
Cargo Hold	1
Cloaking Device	8
Cold Sleep Berths	1
Crew Quarters	1
Emergency Capsule	1
Fake Transponder	4
False Ship Papers	3
Fuel Pods	1
Grappler	4
Guest Quarters	1
Jump Drive	8
Landing Bay	1
Long Range Scanner	5
Mauler Cannon	10
Mining Drill	6
Particle Cannon	5
Point Defense	3
Primary Beam	4
Proximity Alarms	3
Pulse Beam	4

By Equipment Cost

Equipment	Cost
Mauler Cannon	10
Cloaking Device	8
Jump Drive	8
Shields	8
Armored Hull	6
Mining Drill	6
Torpedo Tube	6
Long Range Scanner	5
Particle Cannon	5
Quantum Encryptor	5
Tractor Beam	5
Advanced Repair Nanobots	4
Additional Batteries	4
Fake Transponder	4
Grappler	4
Primary Beam	4
Pulse Beam	4
Astrogation Intelligence	3
Autopilot Assist	3
Breaching Pod	3
False Ship Papers	3
Point Defense	3
Proximity Alarms	3
Targeting Daemon	3
Weapon Link	3
Cargo Hold	1

Quantum Encryptor	5	Cold Sleep Berths	1
Shields	8	Crew Quarters	1
Smuggling Compartments	1	Emergency Capsule	1
Targeting Daemon	3	Fuel Pods	1
Torpedo Tube	6	Guest Quarters	1
Tractor Beam	5	Landing Bay	1
Weapon Link	3	Smuggling Compartments	1

Ship Operations

Player characters may make contributions to a space battle by manning a command station. The command stations are designated on the ship map by a certain color.

Piloting - Gold

Even the smallest of ships has a piloting command station. This allows the pilot to drive the ship, maneuvering for defense and superiority. A player character who ends their turn at a piloting command station can do one or more of the following things, assuming they pay the multi-action penalty.

- Evasive Action
    - Spend a point of power and make a Piloting roll, using that result as the target number for opponents to hit the ship up to the maximum roll to hit value for the Agility of the ship (e.g. a ship with an Agility of D6 can't get harder to hit than 10)
    - Spend power to add 1D6 points to this result before the roll
- Pursue / Disengage
    - Make an opposed Piloting roll to close or flee from another vessel
    - If the other vessel doesn't oppose, this is automatically successful
    - Success allows the winner to either increase or decrease the range zone
    - Ties go to the fleeing vessel
    - Spend power to add 1D6 points to this result before the roll
- Boarding Action
    - Make an opposed Piloting roll to board a ship in the Close range zone
    - A simple success is all that is needed where there is no opposition
    - Spend power to add 1D6 points to this result before the roll
- Run Silent (See the Cloaking Device for aid with this maneuver)
    - Make an opposed Piloting roll against the opposing ship's Smarts / Sensors to have the ship hide by looking just like space debris or a comet
    - Ship is discovered if it spends power, launches weapons, launches craft, or raises shields.
- Gain Superiority (Dogfighting)
    - Spend a point of power and make a Piloting roll, adding +1 to hit for all weapon attacks for success and each raise against ships in Close range zone
    - Spend additional power to add points 1D6 to the result before the roll
- Special Maneuvers (Crazy Ivan, Club Hauling, Celestial Fart, Ramming Speed)
    - Spend a point of power and make a Piloting roll, adding extra for 1D6

Engineering - Blue

Larger ships include at least one engineering command station. A player character at this station may choose to reallocate the power generated by the ship's power plant(s) which allow PCs at other command stations to boost the effectiveness of the ship. A player character who ends their turn at an engineering command station can do one or more of the following things, assuming they pay the multi-action penalty.

- Reallocate Power
  - As a free action, a player character at an engineering command station may reallocate power as they see fit with a successful Repair check
  - On a failed check, it takes an action to do a full reallocation
- Boost Power Output
  - An engineer may try to coax more power from the ship as an action with a successful Repair check
  - An extra point of power is generated for success and each raise, up to twice the amount the Spirit of the ship generates normally
  - A natural one on this roll indicates harm to the reactor
- Emergency Repair
  - Spend a point of power and make a Repair check to attempt emergency repair
  - Depending on the subsystem, damage may be fixed after four (4) cumulative successes and raises
  - Spend additional power to add 1D6 points to the result of this roll

Gunnery - Red

The gunnery command station is used to operate the ship's main weapon, either overloading or configuring particular attacks. If a character is not available to fire the gun or guns, the computer on the ship may do it as a single Smarts die roll. Unlike other duty stations, the gunnery station allows a player character using it to do all these choices on the menu below as long as they all are for the same attack. Multiple attacks may be done at the regular multi-action penalty.

- Fire Starship Weapon
  - Spend a point of power and make a Shooting check to fire a powered weapon
  - Spend additional power to add 1D6 points to the result of this "to-hit" roll
- Overload Starship Weapon
  - Spend additional power to roll an extra 1D6 damage for this weapon
  - Not all weapons may be overloaded
- Narrow Salvo
  - Spend a point of power to make the attack at -4 to hit, but +4 to damage
- Full Spread
  - Spend a point of power to make the attack at +2 to hit, but -4 to damage

- Point Defense
  - Make a Shooting check to fire a weapon to shoot down an incoming torpedo
  - Torpedoes typically require a Shooting roll of six (6) to be destroyed
  - Point defense does not require power, but counts as an action for the gunner
- Load Torpedoes
  - As a free action, the gunner may choose which torpedoes to load into torpedo tubes and arm them using a point of power allocated to the Gunnery command station
    - It takes one round for torpedoes to load and charge up before they may be fired
  - As an action, the gunner may fire one or more torpedoes armed and ready in a ship's torpedo tube(s)

Sciences - Green

The ship's science command station is used to perform a variety of actions. Not just sending out an active scan or pulling in a set of passive sensor readings, but also managing the ship's shields, fighting through electronic warfare, or plotting a jump to FTL.

- Scan (+4 for Close, -2 for Sensor range)
  - Spend a point of power and make a Ship Ops roll to look for hidden or invisible ships or phenomenon in nearby space, potentially revealing your position
  - Spend additional power to add 1D6 to the result of this roll
  - For each point of power spent, an opposing ship gains a +4 bonus to sense them
- Sensor (+2 for Close, -2 for Intercept, -4 for Sensor range)
  - Make a Ship Ops roll to look for hidden or invisible ships or phenomenon in nearby space; no power allowed or needed
- Raise or Rebuild Shields
  - Spend a point of power and make a Ship Ops roll
  - Raise shields by one to a maximum based on the ship's Strength for each success and raise
  - Spend additional power to add 1D6 points to the result before the roll
  - A single point of power will keep the shields raised at the current level
- Electronic Warfare
  - Spend a point of power and make a Ship Ops roll, adding +1 to hit for all weapon attacks for success and each raise up to the maximum EW value
  - Spend additional power to add 1D6 points to the result before the roll
- Astrogation / FTL
  - Spend a point of power and make an Astrogation roll to build an FTL solution up by one point for success and each raise
  - Spend additional power to add 1D6 points to the result before the roll

Taking Damage

When a ship is hit, if it takes more damage than it has Toughness it is shaken and all on board must make a Spirit check or be shaken themselves. Furthermore, every raise after that inflicts wounds on the ship. Rather than lowering the effectiveness on all rolls as happens with a player character who is wounded, each wound instead inflicts System Damage that can affect its performance. This damage can be temporarily fixed through the repair actions of a PC at an Engineering command station, but one or more subsequent hits on the same system may destroy the system completely. Even Shaken results will cause Systems Damage.

Ship's System Damage

System damage is determined by a draw of initiative cards, right from the deck. Jokers represent an extra Wound on the ship, and requires another draw for a critical hit. Two hits on the same system destroys it past the point of repair.

- Power Plant (Ace)
    - ♣ The power plant produces one point less power
    - ♦ The power plant can't feed the batteries
    - ♥ The power plant produces 25% less power
    - ♠ The power plant produces 50% less power
- Jump Drive (King)
    - ♣ The drive requires 150% times the amount of power to build an FTL solution
    - ♦ All power spent to build an FTL solution is lost
    - ♥ The Astrogation roll is at -4 for an FTL jump
    - ♠ Jump engines go offline
- Maneuver Drive (Queen)
    - ♣ When routing power to maneuvering, the first point of power is immediately lost - (i.e. if three points of power are routed, one is immediately lost and only two may be used)
    - ♦, ♥ -2 to all piloting checks
    - ♠ -4 to all piloting checks
- Shields (Jack)
    - ♣ Max shield power lowered by 1
    - ♦, ♥ Max shield power lowered by 50%
    - ♠ Can't put any more power to shields until repaired
- Beam Weapons / Torpedo (10)
    - ♣ Shooting a random beam weapon requires an extra point of power
    - ♦, ♥ A random beam weapon is unable to fire until repaired
    - ♠ A random torpedo tube is hit and unable to fire until repaired, if it held an armed torpedo, it explodes causing the torpedo's damage on the ship

- Grappler / Tractor Beam / Boarding Pod (9)
  - ♣,♦,♥, ♠ A random device becomes unusable until repaired
- Mauler / Point Defense / Mining Drill (8)
  - ♣ A random weapon of this type may not change targets until it is repaired
  - ♦, ♥ A random weapon of this type may only fire every other round
  - ♠ A random weapon of this type may not be fired
- Repair (7)
  - ♣ One less power may be devoted to repair
  - ♦, ♥ -2 to all Repair rolls
  - ♠ -4 to all Repair rolls
- Cargo (6)
  - A random choice between possible systems:
    - Landing bay damaged/destroyed
    - Cargo bay damaged/destroyed
    - Crew quarters damaged/destroyed
- Computers (5)
  - ♣ -2 to all Astrogation checks
  - ♦ -2 to all Ship's Ops checks
  - ♥ -2 to all Piloting checks
  - ♠ -2 to all Shooting checks
- Scanners / Sensors (4)
  - ♣ Max power to sensors lowered by 50%
  - ♦ Unable to use Sensors / Scanners
  - ♥ -2 to all Shooting checks until fixed
  - ♠ Blinded, can't use the ship's Smarts die for Shooting until fixed
- Batteries (3)
  - ♣ The batteries hold one less point of power
  - ♦, ♥ The power in all the batteries is lost
  - ♠ The batteries no longer hold power, all power lost
- Life Support (2)
  - ♣ All characters on board without completely enclosed suits must make a Vigor check at the start of each round or get a -2 to all checks until Life Support is restored
  - ♦ Additionally, one random control panel on the ship becomes nonfunctional
  - ♥ Additionally, one room on the ship with two or more control panels is made nonfunctional
  - ♠ Additionally, a giant hole makes all control of the ship impossible until Life Support can be restored through a series of four or more Repair successes + raises.
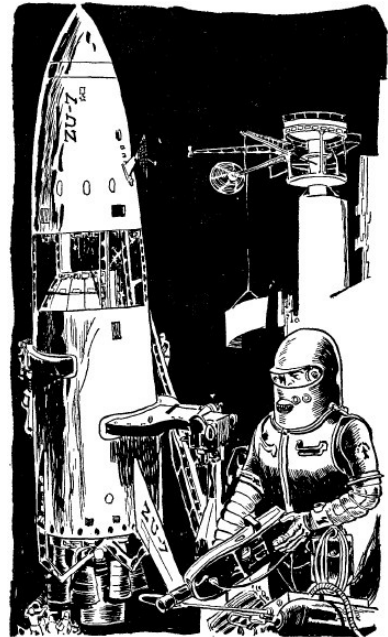
Ship Quirks

Ships that take wounds or are modified by a player character may gain some quirks in the future.

Bad Flight Controls (Major)
The ship's flight controls have been compromised, imposing a -1 penalty on all Piloting rolls.

Brittle Armor (Major)
The Ship has been banged up one time too many times. The armor is shoddy. -1 Toughness.

Corrupt Navmaps (Minor)
The navmap memory of the ship has been garbled. Whatever you try, navigation is always off by a small amount. FTL travel takes 25% longer than expected.

Defunct Scanner (Minor)
The scanners have seen better days, the wiring seems to be a bit fickle. On every hit there is a 50% chance that the sensors will stop working and all Shooting rolls at anything further away than Close receive a -2 penalty.

Failing Subsystems (Major)
What do you mean the hyperdrive isn't working? We just fixed it! -1 to all repair checks. While using any system a roll of a critical failure causes the system to malfunction until it is repaired in addition to any other critical fail results.

Faulty Drive (Minor)
Something got dislodged in the drive. The Ship seems to be slower than it should be. -1 to Piloting checks to Pursue / Disengage.

Fuel Drinker (Minor)
OK, someone must have wired the reactor wrong, it burns fuel very inefficiently. Fuel is burned 20% faster for FTL jumps.

Niggles (Minor)
The hatch door is stuck again and the nav computer always has to be hit with a fist before working! Something is always dysfunctional.

Special Cases

There will be several special cases that may come up during play that may be difficult to adjudicate. For the time being, these rules are here as placeholders but may change.

Single Characters Firing at Ships

In the case that a character fires at a starship, it is considered to have an armor rating at the same value as its Toughness. The damage can make the ship Shaken or cause wounds just like a normal ship-based weapon could.

Ships Firing at Characters

In the case that a starship aims and fires at a single individual, if the weapon hits roll damage. If the target is not able to soak that damage down to at least Shaken, they are considered utterly destroyed. Otherwise, the character managed to dodge out of the way at the last minute and took no wounds.

Capital Ships and Starbases

For the purposes of this game, any ship larger than a Destroyer is simply "out of their league" and becomes unkillable. However, these ships are much slower than the heroes' ships and as such cannot win any rolls to pursue. In the case that for some reason the PCs get into a situation where they are up against one of these monsters, there will be special rolls to flee, hide, or join a fleet in an attack where certain ships may have roles to take out particular parts of a capital ship to knock it out or board it.
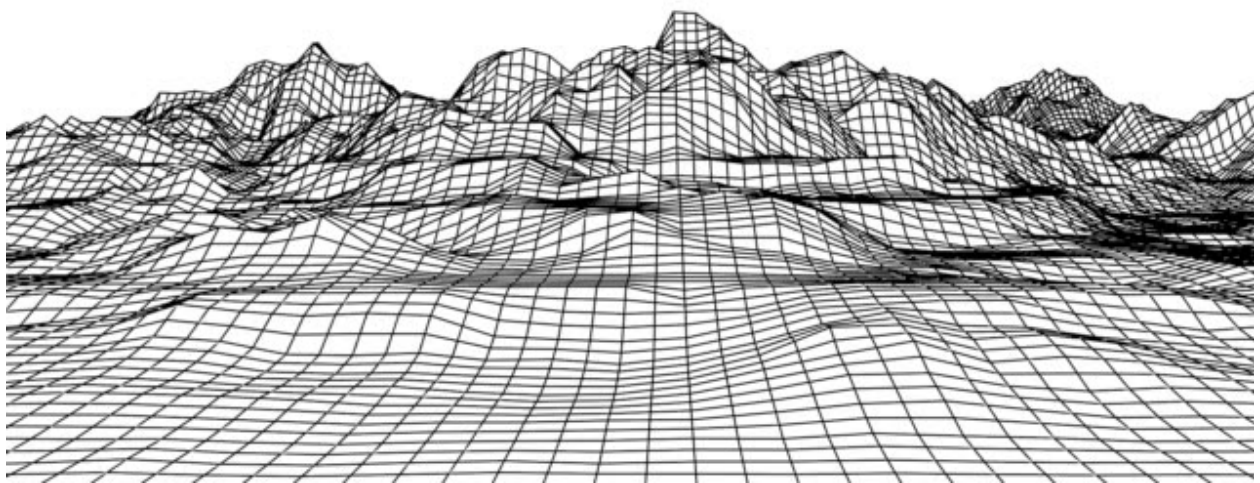
Appendix A: Standard Ship Models

Some standard ship models in the UGH include these designations. They come with a base loadout of equipment, and may have less or more slots available to them than the standard size that the ships are rated at.
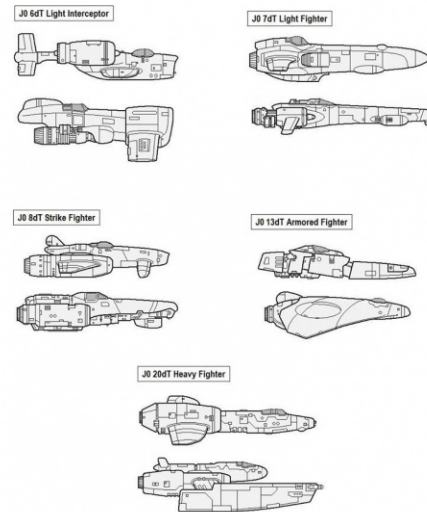
Starfighters

Star Navy Light Interceptor (Cost: 18)
Size 0, Agility: D10, Smarts: D6, Spirit: D4, Strength: D6, Vigor: D4 Primary Beam, Shields, Point Defense

Junkers Light Fighter (Cost: 12)
Size 0, Agility: D8, Smarts: D4, Spirit: D4, Strength: D4, Vigor: D4 Pulse Beam, Point Defense, Cargo Hold

Vertex Strike Fighter (Cost: 35)
Size 0, Agility: D12 Smarts: D8, Spirit: D6, Strength: D6, Vigor: D6 Torpedo Tube, Point Defense, Primary Beam, Targeting Daemon, Shields

Powercorp Armored Fighter (Cost: 36)
Size 0, Agility: D8, Smarts: D4, Spirit: D6, Strength: D6, Vigor: D6
Armored Hull, Shields, Jump Drive, Point Defense, Autopilot Assist, Astrogation Intelligence

Honda Heavy Fighter (Cost: 25)
Size 0, Agility: D8, Smarts: D6, Spirit: D4, Strength: D4, Vigor: D8
Torpedo Tube, Point Defense, Jump Drive, Shields

Landing Pods

Junkers Economy Lander (Cost: 8)
Size 0, Agility: D8, Smarts: D4, Spirit: D4, Strength: D4, Vigor: D4
Crew Quarters, Cargo Hold x3

Gunderson Premium Dropship (Cost: 18)
Size 0, Agility: D10, Smarts: D4, Spirit: D4, Strength: D4, Vigor: D8
Crew Quarters x2, Shields, Point Defense

Bingo Mobile Gun Emplacement (Cost: 18)
Size 0, Agility: D8, Smarts: D6, Spirit: D6, Strength: D6, Vigor: D6
Torpedo Tube, Pulse Beam, Shields, Crew Quarters

Transports

Dewey Delivery Drone (Cost: 14)
Size 2, Agility: D6, Smarts: D4, Spirit: D4, Strength: D4, Vigor: D4
Jump Drive, Cargo Hold x4

Massive General Interdiction Vessel (Cost: 22)
Size 2, Agility: D10, Smarts: D4, Spirit: D4, Strength: D6, Vigor: D6
Jump Drive, Point Defense, Crew Quarters, Grappler, Shields

Shuttles

Gunderson Premium Ship's Boat (Cost: 40)
Size 2, Agility: D6, Smarts: D4, Spirit: D6, Strength: D10, Vigor: D10
Armored Hull, Shields, Point Defense, Cloaking Device, Grappler

Vertex Tactical Gunboat (Cost: 48)
Size 2, Agility: D10, Smarts: D8, Spirit: D8, Strength: D8, Vigor: D8
Torpedo Tube, Primary Beam x2 (Weapon Linked), Targeting Daemon, Shields, Point Defense

Powercorp Minebuggy (Cost: 22)
Size 2, Agility: D6, Smarts: D4, Spirit: D6, Strength: D4, Vigor: D6
Cargo Hold x2, Point Defense, Grappler, Mining Drill

Couriers

Junkers Excursion (Cost: 16)
Size 4, Agility: D4 Smarts: D4, Spirit: D4, Strength: D4, Vigor: D4
Jump Drive, Cargo Hold x5

Honda Economy (Cost: 18)
Size 4, Agility: D6 Smarts: D4, Spirit: D4, Strength: D4, Vigor: D6
Jump Drive, Crew Quarters, Cargo Hold x2, Guest Quarters, Cold Sleep Berths

TransStellar Venture (Cost: 30)
Size 4, Agility: D8 Smarts: D6, Spirit: D4, Strength: D6, Vigor: D8
Jump Drive, Crew Quarters, Cargo Hold, Long Range Scanner, Shields, Fuel Pods

Cutters

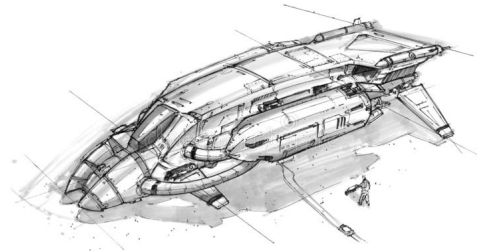**Gunderson Premium Ship's Pinnace** (Cost: 44)
Size 4, Agility: D6, Smarts: D4, Spirit: D6, Strength: D10, Vigor: D10
Armored Hull, Shields, Point Defense, Cloaking Device, Grappler

Vertex Troop Dropship (Cost: 30)
Size 4, Agility: D10, Smarts: D4, Spirit: D6, Strength: D6, Vigor: D4
Crew Quarters, Point Defense x2, Shields, Grappler

Catalina Luxury Boat (Cost: 28)
Size 4, Agility: D8, Smarts: D8, Spirit: D4, Strength: D4, Vigor: D8
Jump Drive, Crew Quarters, Cargo Hold, Guest Quarters, Point Defense

Freighters

Junkers Special Delivery (Cost: 18)
Size 6, Agility: D4 Smarts: D4, Spirit: D4, Strength: D4, Vigor: D4
Jump Drive, Cargo Hold x6

FraudEx Sector Hauler (Cost: 28)
Size 6, Agility: D6 Smarts: D4, Spirit: D4, Strength: D4, Vigor: D8
Jump Drive, Cargo Hold x2, Point Defense, Shields, Smuggling Compartments, Cold Sleep Pods

Bingo Fast Freight (Cost: 33)
Size 6, Agility: D8, Smarts: D6, Spirit: D6, Strength: D6, Vigor: D6
Jump Drive, Cargo Hold x5, Shields, Autopilot Assist

Gunderson Premium Carrier (Cost: 48)
Size 6, Agility: D6, Smarts: D4, Spirit: D6, Strength: D10, Vigor: D10
Armored Hull, Shields, Point Defense, Cloaking Device, Tractor Beam, Landing Bay x2

Catalina Luxury Yacht (Cost: 36)
Size 6, Agility: D8, Smarts: D8, Spirit: D4, Strength: D4, Vigor: D8
Jump Drive, Crew Quarters, Cargo Hold, Guest Quarters x3 Shields, Point Defense

Scouts

Roddenberry Sciences Explorer (Cost: 46)
Size 6, Agility: D10, Smarts: D10 Spirit: D6, Strength: D4, Vigor: D6
Shields, Long Range Scanner, Point Defense x2, Proximity Alarm, Landing Bay, Crew Quarters, Quantum Encryptor, Astrogation Intelligence

Pirate Blockade Runner (Cost: 42)
Size 6, Agility: D10, Smarts: D8, Spirit: D6, Strength: D8, Vigor: D6
Jump Drive, Point Defense x2, Shields, Cargo Bay, Smuggling Compartments x3
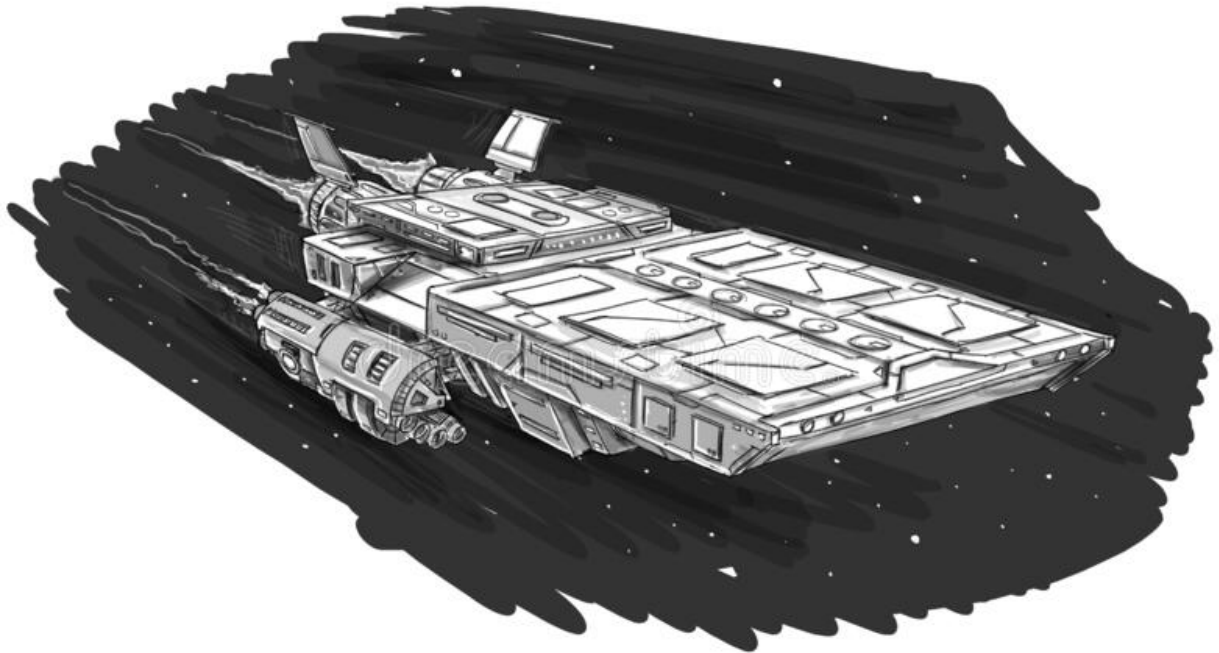
Star Navy Strategic Outrider (Cost: 48)
Size 6, Agility: D6, Smarts: D8, Spirit: D6, Strength: D6, Vigor: D8
Jump Drive, Point Defense x2, Shields, Primary Beam x2, Torpedo Tube, Crew Quarters

Dewey Surveyor (Cost: 24)
Size 6, Agility: D4, Smarts: D8 Spirit: D4, Strength: D4, Vigor: D4
Shields, Long Range Scanner, Proximity Alarm, Landing Bay, Crew Quarters

Appendix B: Player Characters' Starting Ship

There are three different ships to choose from. The players may choose to add extra equipment to the ship as it is chosen only if they identify who has helped them get that equipment and how they hope to pay it off.

Skipjack: This freighter has seen some miles, but with a loving engineer and some illegal modifications, it's become a fast little ship that's equipped to get places it's not supposed to and carry things it shouldn't. It is a favorite of Illicit merchants, smugglers, and blockade runners who are looking to do odd jobs, carry out small heists, and find lost items.

|	
Size: Freighter Agility: D8 Smarts: D6 Equipment: Jump Drive, Cargo Hold	Spirit:D6 Strength: D4 Vigor: D8 Choose one or two: Smuggling Compartments, Astrogation Intelligence, Cloaking Device, Primary Beam, Point Defense

Cerberus: The Cerberus was once a well-armed patrol craft. While it's been repurposed in its new life, it still has the sleek lines, limited crew, and cargo space of a predator. This ship is a favorite of bounty hunters and extraction specialists looking to find missing people or items, and claim prizes on those criminals the powers that be consider important or dangerous enough.

Size: Cutter Agility: D6 Smarts: D8 Equipment: Jump Drive, Grappler	Spirit:D6 Strength: D8 Vigor: D4 Choose one or two: Long Range Scanner, Cloaking Device, Primary Beam, Point Defense, Autopilot Assist, Cold Sleep Berths

Firebase: The Firebase is a deep-space patrol ship, and thus a larger ship that can carry a modest crew into trouble and back. It is the choice of rebels and criminals, hunted by the law but often beloved by the citizenry. These bastards are looking to do jobs that free the oppressed, protect the downtrodden, and struggle against the iron fist of the powers that be.

Size: Patrol Agility: D4 Smarts: D6 Equipment: Jump Drive, Crew Quarters	Spirit:D8 Strength: D6 Vigor: D8 Choose one or two: Long Range Scanner, Grappler, Point Defense, Landing Bay, Cloaking Device, Fake Transponder

Appendix C: DRADIS
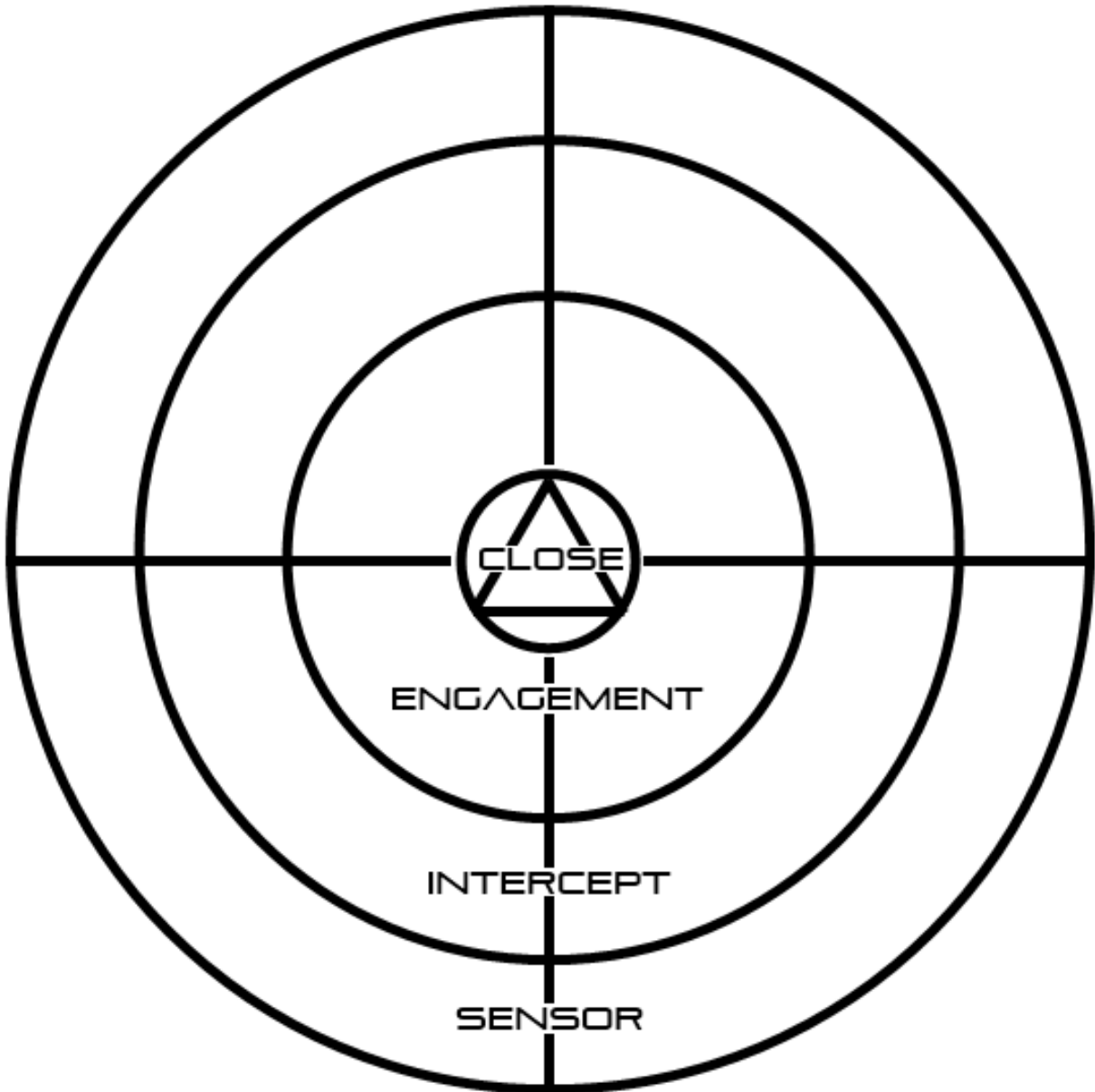
There are four range bands: Sensor, Intercept, Engagement, and Close.

Engineering Control Station

Current Power

1	2	3	4	5	6

Battery Power

1	2	3

POWER TO PILOTING	POWER TO SHIELDS	POWER TO GUNNERY
MAX	MAX 1	MAX #

POWER TO FTL	POWER TO SCIENCE	POWER TO REPAIR
MAX	MAX	MAX 3

- **Reallocate Power**
  - As a free action, reallocate power with a successful repair check
  - On a failed check, it takes an action to do a full reallocation
- **Boost Power Output**
  - As an action, get more power from the ship repair check
  - An extra point of power is generated for success and each raise, up to twice the normal amount
  - A natural one on this roll indicates harm to the reactor
- **Emergency Repair**
  - Spend a point of power and make a repair check to advance an emergency repair clock on any ship's system
  - Spend additional power to add 1D6 points to the result of this roll

PILOTING CONTROL STATION

current power

1	2	3	4	5	6

- **EVASIVE ACTION**
  - SPEND A POINT OF POWER AND MAKE A PILOTING ROLL, USING THAT RESULT AS THE TARGET NUMBER FOR OPPONENTS TO HIT THE SHIP UP TO THE MAXIMUM ROLL TO HIT VALUE FOR THE AGILITY OF THE SHIP (E.G. A SHIP WITH AN AGILITY OF D6 CAN'T GET HARDER TO HIT THAN 10)
  - SPEND POWER TO ADD 1D6 POINTS TO THIS RESULT BEFORE THE ROLL
- **PURSUE / DISENGAGE**
  - MAKE AN OPPOSED PILOTING ROLL TO CLOSE OR FLEE FROM ANOTHER VESSEL
  - IF THE OTHER VESSEL DOESN'T OPPOSE, THIS IS AUTOMATICALLY SUCCESSFUL
  - SUCCESS ALLOWS THE WINNER TO EITHER INCREASE OR DECREASE THE RANGE ZONE
  - TIES GO TO THE FLEEING VESSEL
  - SPEND POWER TO ADD 1D6 POINTS TO THIS RESULT BEFORE THE ROLL
- **BOARDING ACTION**
  - MAKE AN OPPOSED PILOTING ROLL TO BOARD A SHIP IN THE CLOSE RANGE ZONE
  - A SIMPLE SUCCESS IS ALL THAT IS NEEDED WHERE THERE IS NO OPPOSITION
  - SPEND POWER TO ADD 1D6 POINTS TO THIS RESULT BEFORE THE ROLL
- **RUN SILENT**
  - MAKE AN OPPOSED PILOTING ROLL AGAINST THE OPPOSING SHIP'S SMARTS / SENSORS TO HAVE THE SHIP HIDE
  - THE CLOAKING DEVICE CAN HELP HERE
  - SHIP IS DISCOVERED IF IT USES SCANNERS, FIRES WEAPONS, LAUNCHES CRAFT, OR RAISES SHIELDS.
- **GAIN SUPERIORITY** (DOGFIGHTING)
  - SPEND A POINT OF POWER AND MAKE A PILOTING ROLL, ADDING +1 TO HIT FOR ALL WEAPON ATTACKS FOR SUCCESS AND EACH RAISE AGAINST SHIPS IN CLOSE RANGE ZONE
  - SPEND ADDITIONAL POWER TO ADD POINTS 1D6 TO THE RESULT BEFORE THE ROLL
- **SPECIAL MANEUVERS** (CRAZY IVAN, CLUB HAULING, CELESTIAL FART, RAMMING SPEED)
  - SPEND A POINT OF POWER AND MAKE A PILOTING ROLL, ADDING EXTRA FOR 1D6

Gunnery Control Station

Current Power

1	2	3	4	5	6

Primary Beam

DESTROYED	DAMAGED	UNARMED	ARMED	OVERLOAD SALVO SPREAD

Point Defense

DESTROYED	DAMAGED	ACTIVE

- **Fire Starship Weapon**
  - Spend a point of power and make a shooting check to fire a powered weapon
  - Spend additional power to add 1D6 points to the result of this "to-hit" roll
- **Overload Starship Weapon**
  - Spend additional power to roll an extra 1D6 damage for this weapon
  - Not all weapons may be overloaded
- **Narrow Salvo**
  - Spend an additional point of power to make the attack at -4 to hit, but +4 to damage
- **Full Spread**
  - Spend an additional point of power to make the attack at +2 to hit, but -4 to damage
- **Point Defense**
  - Make a shooting check to fire a weapon to shoot down an incoming torpedo
  - Torpedoes typically require a shooting roll of six (6) to be destroyed
  - Point defense does not require power, but counts as an action for the gunner

sciences control station

current power

1	2	3	4	5	6

shields

destroyed	damaged	down	raised (1)

- **scan** (+4 for close, -2 for sensor range)
  - spend a point of power and make a ship ops roll to look for hidden or invisible ships or phenomenon in nearby space, revealing your position
  - spend additional power to add 1d6 to the result of this roll
- **sensor** (+2 for close, -2 for intercept, -4 for sensor range)
  - make a ship ops roll to look for hidden or invisible ships or phenomenon in nearby space; no power allowed or needed
- **raise or rebuild shields**
  - spend a point of power and make a ship ops roll
  - raise shields by one to a maximum based on the ship's strength for each success and raise
  - spend additional power to add 1d6 points to the result before the roll
- **electronic warfare**
  - spend a point of power and make a ship ops roll, adding +1 to hit for all weapon attacks for success and each raise up to the maximum ew value
  - spend additional power to add 1d6 points to the result before the roll
- **astrogation / ftl**
  - spend a point of power and make an astrogation roll to build an ftl solution up by one point for success and each raise
  - spend additional power to add 1d6 points to the result before the roll