

Starship Rules

Savage Space Bastards v0.7

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

Space Ships as Savage Worlds Characters

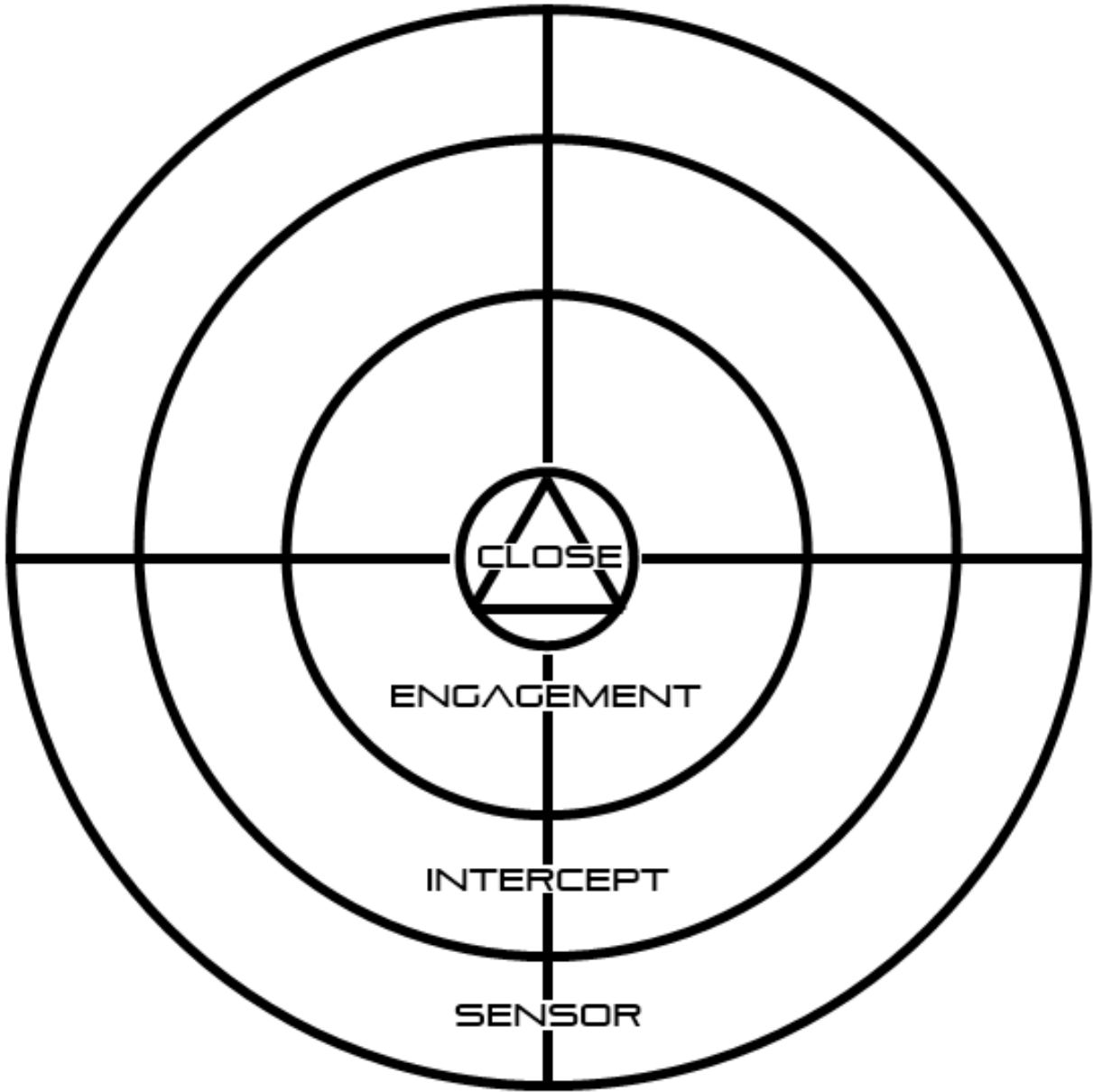
Attributes represent the overall strengths and weaknesses of your ship. Each ship is different. Once chosen attributes are unlikely to be raised during the game as it is expensive. All Attributes have similar values to character stats. This means that you can not compare a ship one to one to another 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 ship's skill for the task (i.e. Pilot, Repair, Astrogation, Shooting, Astronautics, Ship Ops, or Knowledge) while rolling the character's skill die instead of the 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 map. This campaign will encourage ship-to-ship boarding actions, and so it is imperative that each vessel have a map of some sort to denote where each command station is and where invaders might assault the ship. For each round of combat, 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
- Ships may be Shaken, in which case all characters on board must make a Spirit check or be Shaken themselves.



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

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 accommodate. Size is abstract and all ships created here count as large in creature size terms. Capital ships are not covered by these rules.

Size	Deck Area (map in square inches)	Slots	Wounds	Base Agility	Notes
Shuttle / Fighter / Grav Vehicle	4"	4	2	D8	Space Car Max Spirit = D8 Max Vigor = D8
Transport / Grav Tank	15" (3"x5" index card)	5	3	D6	Space Van Max Spirit = D10 Max Vigor = D10
Courier / Cutter	24" (6"x4" index card)	6	4	D4	Space Truck
Freighter / Scout	40" (half sheet of paper)	8	5	D4	Can carry Shuttles
Escort / Patrol	80" (sheet of paper)	10	6	D4	Can carry Shuttles & Transports
Frigate / Corvette	160" (two sheets of paper)	16	7	D4	Can carry Shuttles & Transports
Destroyer	320" (four sheets of paper)	24	8	D4-2	Can carry Shuttles & Transports

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	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	Max Scan Power
D4	0	28	1
D6	1	24	2
D8	2	20	3
D10	3	16	4
D12	4	12	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. The more Spirit a ship has, the more resources it can draw on.

Spirit	Power Generated	Battery Size
D4	2	4
D6	3	6
D8	4	8
D10	5	10
D12	6	12

Strength

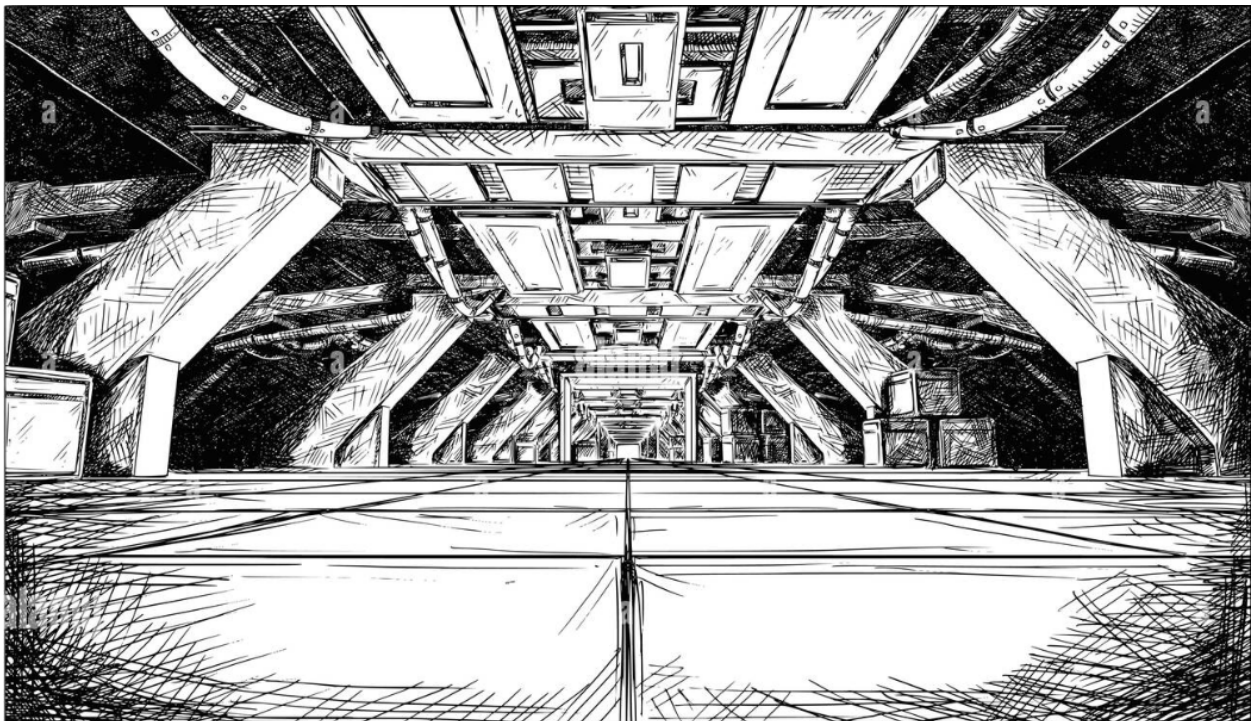
This score is used to determine the damage of weapons and the puissance of any shields. Furthermore, strength is appropriate for determining the efficacy of any application of the power core such as a tractor beam or electromagnetic pulse.

Strength	Max Shield Power	Max Weapon Power
D4	1	4
D6	2	6
D8	3	8
D10	4	10
D12	5	12

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 always counts as having heavy armor. Wounds are the same as for a PC. A ship never suffers Fatigue. Vigor is very important as it is a factor in all repair rolls done on the vessel.

Vigor	Toughness	Max Repair Power
D4	4	1
D6	5	2
D8	6	3
D10	7	4
D12	8	5



Ship Skills

In general the ships' skills represent the abilities of the ship's computer to do a job, the appearance or installed systems. These systems need to be paid for just like abilities. Basic functionality is already represented by the attributes which contain everything needed to fly. A ship does not need to have a single skill to be functional. However skills represent a specialization of the ship. During play usually the equivalent skill of a player character is used instead of the ship's own. However, a ship gives a bonus to the character's dice roll depending on the ship's skill rank.

Astrogation (Smarts)

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 skill represents the ship's intergalactic maps and navigation software.

Notice (Smarts)

This skill stands for the installed scanning devices, radars and other detectors. If the player is on board his skill is used. The ship can assist as usual. If no player is present the ship uses this skill to automatically detect danger.

Piloting (Agility)

This skill represents the state of the vessel's piloting software and controls.

Shooting (Smarts)

The shooting skill represents the targeting computer of the ship, so it is based on the ship's Smarts and not Dex. If no player is available to man the weapons the ship's skill is used with no wild die.

Stealth (Agility)

This represents the ability of the ship to stay undetected. If a player character wants to hide his ship he will roll piloting while the ship will assist with stealth. If there is no pilot the stealth skill of the ship is used to determine whether an observer detects it. This skill represents not only a computer program but also energy emissions, stealth coating, hull form etc.

This roll is modified by how close the sensing ship is, whether systems on the ship are shut off or not, and how fast the ship is moving. Power can be directed to sensors to increase the effect allowing it to find or target a hidden ship.

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.

Advanced Repair Nanobots: These tiny robots can help with an emergency repair, adding +2 to a roll in space combat.

Additional Batteries: The ship's power battery may hold two more points of power.

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

Cargo Hold: Enough space on a ship to hold sixteen (16) cubes of cargo, 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.

Cloaking Device: Doesn't necessarily render the ship invisible to the eye, but masks the heat and electrical signature of the ship, making it very hard to detect or identify. This device adds +4 to Stealth checks when powered by at least one point of power, and can be used to slip into cover when it is activated. This device is illegal if it is installed on a non-military ship.

Cold Sleep Berths: This berth can hold up to eight marines in cold sleep. The process to wake people from cold sleep is over an hour.

Emergency Capsule:

When things go back 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.

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.

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.

Fuel Pods: Carries additional fuel for the ship to make additional FTL jumps. It can carry twenty-four (24) power cubes in a secure location accessible by the ship. .

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.

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

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.

Landing Bay: Airlocks, bay-doors, and take off ramps to accommodate shuttles and single-pilot small fighter craft. This equipment is only available for ships of appropriate size to hold small craft.

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, as well as a +4 bonus against being surprised by a hidden or cloaked ship.

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. A ship must move to Engagement range of a target to use these weapons. This device is highly illegal.

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.

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.

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 torpedo fire. Point defense weapons may not be overloaded.

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.

Pulse Beam: These direct-fire weapons lack the accuracy 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 and usual.

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.

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 damage by four (4) points. Some weapons' damage may not be reduced by the shields.

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 and from the powers that be.

Torpedo Tube: This weapon may be used to fire torpedoes at the target. Torpedoes typically roll the shooting ship's Shooting skill to see if the weapon hits its target, but may be aided by electronic warfare. Torpedoes may be purchased separately.

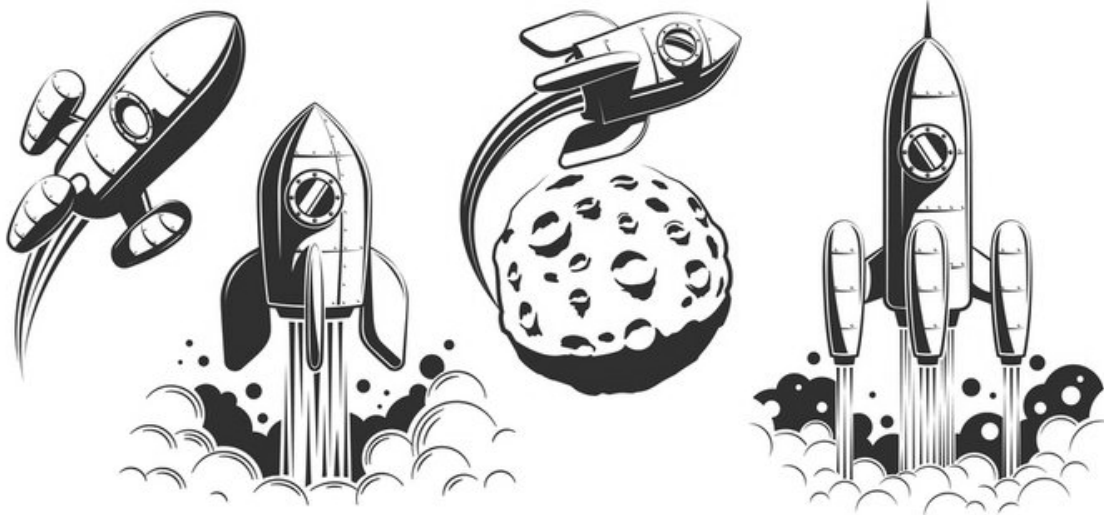
- High Yield Torpedo - 1 Credit; 3D8 damage
- Quantum Torpedo - 2 Credits; 3D6 damage but it takes a Shooting roll of eight (8) to shoot the torpedo down

Tractor Beam: Creates a large gravitic field extending ship to ship. Can be used to grapple or tow another ship. This prototype device is temperamental and dangerous, but it can be used at Engagement range to pull two ships to Close range for boarding. On a roll of a 1, this weapon fails and does a wound of damage to the firing ship.

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.

Ship's Weapons Comparison

Weapon	Max Range	Effect
Grappler	Close	On a successful attack, it allows boarding actions
Mauler Cannon	Engagement	1D6 damage per point of power up to the Max Weapon Power based on the ship's Strength; Fails on a 1
Mining Drill	Close	3D6; -2 to Shooting to hit
Particle Cannon	Intercept	2D6+1 at Intercept or Engagement; 1D6 at Close
Point Defense	Close	2D6+2; +2 to shoot down torpedoes
Primary Beam	Engagement	2D6+1
Pulse Beam	Engagement	2D8
Tractor Beam	Engagement	On a successful attack, it moves the target to Close range and allows boarding actions; Fails spectacularly on a 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 points 1:1 to this result
- 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 points 1:1 to this result
- Boarding Action
 - Make an opposed Piloting roll to come and board a ship in the close range zone
 - A ship that is Shaken makes their opposed roll at -4
 - In the case where there is no opposition, such as in the case the opposing ship is unable to maneuver, a simple success is all that is needed
 - Spend power to add points 1:1 to this result
- Gain Superiority
 - Spend a point of power and make a Piloting roll, adding +1 to hit for all weapon attacks for success and each raise
 - Spend additional power to add points 1:1 to the result of this roll
- Special Maneuvers (Crazy Ivan, Club Hauling, Rope a Dope)
 - Spend a point of power and make a Piloting roll

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 Astronautics 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 Astronautics check
 - An extra point of power is generated for success and each raise, up to 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 points 1:4 to the result of this roll (essentially buying raises)

Gunnery - Red

The gunnery command station is used to operate the ship's main weapon, either overloading or configuring particular attacks. 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 points 1:1 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
 - 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
 - Spend a point of power and make a Ship Ops roll to look for hidden or invisible ships or phenomenon in nearby space
 - Spend additional power to add points 1:1 to the result of this roll
- Sensor
 - Make a Ship Ops roll at -4 to look for hidden or invisible ships or phenomenon in nearby space
- Research Probe
 - Spend a point of power and make a Ship Ops roll to launch a research probe at something to learn more about what it is
- Reinforce Shields
 - Spend a point of power Spend a point of power and make a Ship Ops roll to raise shields by one point for each success or raise up to the shield's maximum value
- 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 points 1:1 to the result of this 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 points to the FTL solution 1:1

Taking Damage

When a ship is hit, and takes wounds it takes a critical hit as well that can affect its performance. This damage can be temporarily fixed through the repair actions of a PC at an Engineering command station, but will require more extensive aid once the danger is passed.

For the time being, the GM will choose critical hits from this list when the ship takes a point of damage, but ultimately these tables should be driven by a draw from the deck of cards.

- Jump Drive
 - The drive requires 1.5 times the amount of power to spin up and engage
 - The Astrogation roll is at -4
 - Jump engines go offline
 - The amount of power to spin up and engage the jump engines is all lost
- Maneuver Drive
 - -2 to all piloting checks
 - 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)
- Weapons
 - The main weapon, or one of the main weapons, are unable to fire
 - The main weapon, or one of the main weapons, are unable to be powered by the power plant
- Power Plant
 - The power plant produces 50% less power
 - The power plant produces one point less power
 - The power plant can't feed the batteries
 - -2 to all Astrogation checks
- Batteries
 - The power in all the batteries is lost
 - The batteries hold two points less power
 - The batteries hold 50% less power
- Repair Functionalities
 - One less power may be devoted to repair
- Sensors
 - Blinded for one round, can't rely on ship's sensors so only roll one die
 - -1 to hit with all weapons
 - Can use one point less power to scan
- Computers
 - -2 to all Sciences checks



- Shields
 - Can't put any more power to shields until repaired
 - Max power able to added lowered by 50%
- Life Support
 - All characters on board without completely enclosed suits must make a Vigor check or get a -2 to all checks until life support is restored

Ship Quirks

Ships that take wounds or are modified by a player character may gain some quirks in the future. Quirks may be bad or good depending on the situation and the roll of the dice.

Brittle Armor (Major)

The Ship has been banged up one time too many. 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 5" receives 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 snakeeye 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.

Player Characters' Starting Ship

There are three different ships to choose from:

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 Astrogation: D8	Spirit:D6 Strength: D4 Vigor: D8 Choose one: Cargo Hold, Smuggling Compartments Chose one: Notice (Smarts), Stealth (Dexterity), Shooting (Smarts)
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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 Piloting: D8	Spirit:D6 Strength: D8 Vigor: D4 Choose one: Long Range Scanner, Grappler Choose one: Stealth (Dexterity), Shooting (Smarts), Astrogation (Smarts)
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Firebase: The Firebase is a corvette, and thus a larger ship that can carry a fair-sized 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: Corvette Agility: D4 Smarts: D6 Equipment: Jump Drive Stealth: D6	Spirit:D8 Strength: D6 Vigor: D8 Choose one: Fake Transponder, Crew Quarters Chose one: Notice (Smarts), Piloting (Agility), Shooting (Smarts)
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