Basic Starships

This is meant to be a very basic system – though the combat gets a little mathematical (see combat). Basically the idea is that all sci-fi ship types can be reflected in a simple construction sequence.

For simplicities sake starships follow (loosely) the *Traveller* GDW model of 1 ton = 14 cubic metres of hydrogen. Starships are built in 100 ton units.

The Ship Construction process is as follows;
1) Determine expense and size of the vessel.
2) Assign building points to starship elements. Ships require as a minimum Electronics: Minimum and Lifesupport 1/100.
2A) Determine features
3) Determine crew requirements and passenger compliment.

Step 1) Expense/Tonnage/Build Points.

Determine the expense of the vessel and multiply the listed amount by tonnage. This provides the Build Points to assign amongst various starship elements that will make up the ship.

Eg A Moderate 200 ton starship would cost 30,000,000 (Cost for Moderate) * 2 (200 ton vessel) = 60,000,000. It would have 20 Build Points within which to assemble the vessel.

Table 1: Expense of vessel & build points

Expense	$ Cost per 100 tons	Build Points
Minimal	10,000,000	10
Basic	15,000,000	15
Moderate	30,000,000	20
Quite	50,000,000	25
Very	70,000,000	30
Extremely	100,000,000	35
Ultra	150,000,000	40

Step 2) Assign Building Points. Below is a list of what elements make up a starship. All starships require a minimum of Electronics (Minimal), Power of 30 days, and Lifesupport Volume/50.

Costs are listed in Table 3

Table 1: Starship Element Descriptions

Starship Element	Description
Amphibious	Most ships will float, but be largely submerged and ungainly in water. For 1 BP the vessel's locomotion works in water and their hull is designed with faring, fins, and the like to assist with movement (speed rating x5 for water speed). For 2 BP the vessel can be used as both a ship and as a submersible, and is rated to (Vessel BP x15) feet and can go at (speed rating x3) knots underwater.
Cargo;	This is the % volume of the ship that is set aside for cargo with a dedicated hold. The cargo hold automatically comes with an airlock if the builders so wish.
Defence Rating;	The Defence rating of the vessel. See combat. It is a function of the vessel's size and (additional) BP invested. Game Design Notes: Yes, smaller craft would be harder to hit but I figured that given the vastness of space, if you can hit a 10,000 ton ship at up to 100,000 miles away then you can likely hit a 100 ton ship too. So Defence becomes a combo of pilot's skill to avoid it and armour/shields.
Electronics;	The ships sensors/computers and level of automation. Electronics also determines the minimum number of crew required to operate the ship without penalty. Ships with Advanced or Very Advanced electronics can operate by themselves at a penalty. See Combat Note Treat volume of ship as at least 100 for crewing purposes.
Features;	Features are those extra bits in star ships that make it different from others, livable, able to obtain fuel from water etc. See features.
Life support;	This is the number of crew & passengers that can be comfortably carried by the ship. Subtract total crew to find number of passengers. Crew and Passengers will each have a small cabin (unless luxurious; see features), though at Lifesupport/10 they may just be bunks off a corridor due to space requirements. At Lifesupport/5 and /2 then the vessel has limited lifesupport at a reduced duration. Sleeping/living accommodation is cramped, amounting to little more than a small galley and chairs that fold down into uncomfortable beds (think modern airliner). At Lifesupport/1 and above then there is no galley or beds. Basically chairs that might partially recline and a mini bar/cooker. Life Support includes artificial gravity. A ship is assumed to have enough air/food/water for maximum compliment of people for 30 days (unless Lifesupport states otherwise). This can be increased through the extended Lifesupport feature. A ship can sacrifice 1 cabin passenger to gain 4 low berth passengers (cold sleep), however a commercial vessel requires a Medical Bay, Small feature as a minimum. **If carrying occupants over Life Support level**: Extras can be carried but it wears down the system by (extra % of occupants x2)%. Eg A ship vessel rated for 10 people carrying an extra 5, consumes twice as much life support as normal (50% of extra occupants x2 = 100%). **If past Lifesupport period**: After 2D10 hours degradation sets in. Degraded systems begin taking permanent damage. After another

	2D10 hours they fail completely.
	A dual Mechanical/Electronics task can extend the life span by 30% on a critical success, 20% on a solid success, and 10% on a basic success.
Power;	This is the number of days of power plant operation before it requires a new influx of fuel. The vessel is assumed to meet all its power needs. Combat is intense and burns up a ½ day of operation a combat round. This is a bit of a departure from most sci fi systems. But it means it can fit whatever system you like. A year long power plant could be anti matter from *Star Trek* or a Beryllium sphere from *Galaxy Quest*. Or even an ultra efficient fission plant. On a default assume it is cold fusion, which needs water to fuel it.
Speed (FTL);	This is the speed of the vessel's fast than light. Apply it to whatever system you're using. For example for the Traveller system each BP of FTL represents 1 parsec that can be jumped. So Slow is Jump 2, Moderate is Jump 3 etc.
	Some systems may require a minimum amount of power to be 'spent' in order to get to FTL. For example using the *Traveller* system then perhaps 7 days?
Speed (Sublight);	This is the vessel's sublight speed. Apply it to whatever system you're using. For example for the Traveller system each unit of speed is 1G of constant acceleration.
Streamlining;	None means the vessel cannot land in atmospheres, taking hull damage if it attempts to do so. Partial means it can enter but it flies ungainly and at a max speed of (50 kph x sublight speed rating). Full means it can enter and flies normally at a max speed of (500 kph x sublight speed rating).
Subcraft;	This is the % of starship volume that is represented by subcraft tethered to the ship. The subcraft is not internal unless the Spacecraft Hanger feature has been selected. The subcraft cost is assumed in the ship cost.
Weapons Rating;	This is the weapon rating of the vessel. See combat.

Table 3 Starship Elements and Build Point (BP) Cost table

Starship Element	BP Cost
Amphibious; Use as a sea going ship	1
Amphibious; Use as a sea going ship and as a sub	2
Cargo; 10% of Volume	1
Cargo; 20% of Volume	2
Cargo; 30% of volume	3
Cargo; 40% of volume	4
Cargo; 50% of volume	5
Defence Rating; Volume/100	0
Defence Rating; Volume/50	1
Defence Rating; Volume/20	2
Defence Rating; Volume/10	3
Defence Rating; Volume/5	4
Defence Rating; Volume/2	5
Defence Rating; Volume/1	6
Electronics; Minimal (Base Crew = Vol/20)	1
Electronics; Basic (Base Crew = Vol/50)	2
Electronics; Advanced (Base Crew = Vol/100)	3

Electronics; Very Advanced (Base Crew = Vol/200)	4
Features; 1 per 100 tons	0
Features; 2 per 100 tons	1
Features; 3 per 100 tons (Min of 1)	2
Features; 4 per 100 tons (Min of 2)	3
Features; 5 per 100 tons (Min of 3)	4
Life support; Volume/50	1
Life support; Volume/40	2
Life support; Volume/30	3
Life support; Volume/20	4
Life support; Volume/10	5
Life support; Volume/5 (Max duration of 1 week)	6
Life support; Volume/2 (Max duration of 3 days)	7
Life support; Volume/1 (Max duration of 1 day)	8
Life Support; Volume x1.5 (Max duration of 16 hours)	9
Life Support; Volume x2 (Max duration of 8 hours)	10
Power; 30 days	1
Power; 60 days	2
Power; 90 days	3
Power; 180 days	4
Power; 1 year	5
Speed (FTL); Very Slow	1
Speed (FTL); Slow	2
Speed (FTL); Moderate	3
Speed (FTL); Fast	4
Speed (FTL); Very Fast	5
Speed (FTL); Extremely Fast	6
Speed (Sub.); Very Slow	1
Speed (Sub.); Slow	2
Speed (Sub.); Moderate	3
Speed (Sub.); Fast	4
Speed (Sub.); Very Fast	5
Speed (Sub.); Extremely Fast	6
Streamlining = None	0
Streamlining = Partial	1
Streamlining = Total	2
Subcraft; 5% of volume	1
Subcraft; 10% of volume	2
Subcraft; 15% of volume	3
Subcraft; 20% of volume	4
Weapons Rating; None	0
Weapons Rating; Volume/100	1
Weapons Rating; Volume/50	2
Weapons Rating; Volume/20	3
Weapons Rating; Volume/10	4
Weapons Rating; Volume/5	5
Weapons Rating; Volume/2	6
Weapons Rating; Volume/1	7

Step 2a) **Determine Features**. All vessels have features which make it differ from others. Each feature will list requirements based on the size of the vessel.

Table 4: Features and Feature point cost

Below is the minimum cost to obtain that feature. If a feature has a defined requirement eg every 200 tons of craft, then round up any fractions when determining feature cost.

Eg a 100 ton craft selecting a Maintenance Shop, Small must pay the minimum cost of 1 Feature Point to obtain it. A 300 ton craft would pay 2 points for this same feature.

Features	Cost	Description
Airlock, Concealed	1	The ship has an additional concealed airlock that requires a detailed scan to detect.
Bar/Lounge	1	Most ships probably have a combined mess/galley. However this is a dedicated lounge to drinking and social interaction. Probably has a great view. Required for every 5 first class passengers, 20 commercially carried passengers, or 40 crewmen.
Cargo, Hazard	1	The cargo bay has hazard containment facilities, can be divided up etc. Required per 100 tons of cargo bay.
Cargo, Live	1	The cargo bay can carry livestock and has extra means to deal with things like waste, hygiene, and so forth. Note that animals carried will still consume life support.
Communications, Secure	1	The vessel has the capability to 'tight beam' communications so as not to give away their position via broadcast.
Conference/Display Room	1	A lounge dedicated to the display of items eg a trophy room, a museum or holding meetings, such as briefings and the like. Can hold 15 people if display, or 30 people if used as a conference room.
Drop Capsules, x5	1	Like Life Pods save it does not cold sleep the passenger and carries a single suited and armed soldier. Basically it's a shielded assault capsule. Decoys fire off the capsule when it is dropped to confuse sensors.
Entertainment System	1	Required for carrying first class passengers, if have a 60 day range or greater, or if carrying more than 20 cabin passengers. Basically VR consoles, music library, games etc.
Fuel Purifier	1	Process 30 days unrefined fuel in 12 hours per 200 tons of ship. Eg if a 200 ship and only 1 feature is assigned it would take 12 hours. If a 600 ton ship that had 12 Fuel Purifiers then it would take just 3 hours. The ship must have some streamlining in order to 'scoop' fuel or use small craft to do so. Small craft can 'harvest' fuel into their cargo bay if they are streamlined and have the Cargo, Hazard feature.
Galley, Master	1	All ships have galleys but this ship has a master galley capable of producing some really nice food. Required if carrying 5 or more first class passengers.
Gym	1	Minimum for military ships with 60 day range; allows training in athletic skills and maintaining fitness. Can service the training/fitness requirements of up to 30 military personnel or 60 passengers, assuming typical keenness to use facilities and scheduling during peak times.
Laboratory; Small	1	Allows scientific experiments; has containment facilities. Minimum Lab facilities. Can service the needs of 4 scientists.

Laboratory; Large	2	Much better facilities. Treat as expansive lab facilities. The GM may consider granting a benefit of +10 to +20% to tasks. Typically combined with a Library, Selective feature.
Library, General	1	All ships have Libraries but this one is extensive. Allows for general research into general topics.
Library, Selective	1	A selective library contains specific journals, publications, key texts etc for a narrow range of topics eg Medicine or Geology. The GM should consider a +10 to +20% to skill task chances if a PC has access to a library and the time to use it. Required per skill.
Life Pods, x10	1	Basically they are ½ Dton pods that can hold 4 people in emergency cold sleep. They blast out of the vessel and engage beacons when so ordered by rescue parties. They can keep people in stasis for up to 4 years. They have re-entry capability with repulsor tech (grav beams that slow its decent – like effect of parachutes but not subject to wind or tangling dangers). Required if carry passengers commercially and do not have a subcraft of 10 tons +.
Life Support, Extended	1	The vessel carries air/food/water for 60 days instead of 30. Maximum Lifesupport this can be applied to is Lifesupport/10 or less. Required per 200 tons of vessel.
Life Support, Extended (90 days)	2	As above but 90 days.
Life Support, Extended (180 days)	3	As above but 180 days.
Life Support, Extended (1 year)	4	As above but 1 year.
Luxury Quarters; x5	1	The number of cabin passengers that have first class accommodations.
Maintenance Shop; Small	1	Repair minor damage in field. +10% to repair tasks in combat. Required per 200 tons of craft.
Maintenance Shop; Large	2	Repair major damage in field. +20% to repair tasks in combat. Required per 200 tons of craft
Masking, Basic	1	The ship can be masked from sensors. +10 to Defence tasks. Required per 200 tons of craft
Masking, Advanced	2	Advanced sensor masking. +20 to Defence tasks. Required per 200 tons of craft
Medical Bay; Small	1	Provides basic medical resources and equipment to treat up to 20 patients before supplies exhausted. Provides beds for 2 people for when they need direct observation. Does not allow complicated surgery (consider penalties for tasks to treat nasty injuries). Most ships would simply cold sleep patients to be treated later. Required for every 50 passengers, and/or 70 crew. Required if the ship carries 12 or more low berth passengers.
Medical Bay; Large	2	As above but is effectively a mini hospital. Has 5 beds for observation purposes and can perform even complex surgery if a surgeon is present. Probably only found on military or exploration vessels.
Missile System	1	Requires 2 BP invested in Weapon Rating. The ship has facilities for carrying/firing missiles. The ship has (Weapon Rating) Missiles available. The attacker can choose a hit as a missile hit and gets to roll twice on hit location, choosing the best result. Nuclear Missiles: This takes up the place of 2 standard missiles and is a controlled munition. A nuclear hit means they inflict an automatic Electronics damage (see Internal Damage) and 3 Hull Points are inflicted

			instead of 1.
Security, Hardened	1		Cameras everywhere. Hardened bulkheads at key spots. Bridge and Engineering equipment with suit penetrating laser gun defence.
Shielded Electronics, Basic	1		The ship's electronics are rugged. See combat. Treat Electronics as +1 Rating for Damage purposes. Required per 200 tons of craft
Shielded Electronics, Advanced	2		Electronics are shielded from EMP blasts. Treat Electronics as +2 Rating for Damage purposes. Ignore automatic damage to electronics from nuclear missiles. Required per 200 tons of craft
Smuggle Space	1		Secret compartments that can hold up to 1% of hull volume, or 1 ton of space, whichever is lesser.
Subcraft Hanger; Small	1		The subcraft is carried internally within the ship allowing maintenance etc to be carried out. It also means cargo can be easily transferred in/out. However it is a tight squeeze. Required per 200 tons of main craft.
Subcraft Hanger; Large	2		As basic but extensive maintenance and down time is possible. Hanger is relatively roomy. Required per 200 tons of main craft.

Step 3) Determine Crew Requirements. Once Elements and Features are assigned determine total crew. **Total Crew** is a result of the below factors added together. Base crew is a combination of bridge and technical crew.

Table 5: Total Crew table

Total Crew	Numbers
Base Crew	As per Electronics Rating In combat ships can attempt 1 repair task a turn (see combat). If the vessel is carrying an extra 50% base crew then they are allowed an additional repair task.
Gunners	((Defence Rating/2) + Weapon Rating)/10; Round off. Some ships might have dual trained gunners and ships troops. Eg Imperial Marines in *Traveller*.
Medics	1 per 20 low berth passengers 1 per 120 cabin passengers Round off
Stewards	1 per 50 cabin passengers 1 per 5 first class passengers Round off
Subcraft Pilots/Techs	1 pilot per vessel 10 tons +. 1 subcraft tech per 50 tons of subcraft

Deck Plans

Deck plans can be a pain. But in the system the GM can literally go nuts. Well draw nuts. Maybe in the corner of the page out of the way? Basically with only a limited number of 'defined volume' areas the GM is free to sketch to their heart's content.

EXAMPLE VESSELS

Basic Scout Ship; 100 tons; Moderate Expense (30 million; 20 BP)
Crew = 1, Cabin Passengers = 4

The equivalent vessel to a Type S Scout from *Traveller*.

Building Points (20)	Cost
Cargo; 10 tons	1
Defence Rating; Volume/50 (2)	1
Electronics; Advanced (Base Crew = 1)	3
Features; 3 per 100 tons	2
Life Support/20 (5 people)	4
Power; 30 days	1
Speed; FTL = Slow	2
Speed; Sub = Slow	2
Streamlining = Total (Airspeed = 1000 kph)	2
Subcraft; 5 tons (Air-raft)	1
Weapon Rating; Volume/100 (1)	1
TOTAL	20
Features (3)	No.
• Fuel Purifier (6 hours for 30 days)	1
• Maintenance Shop; Small x1	1
• Subcraft Hanger, Small x1	1

Slow Trader; 200 tons; Basic Cost (30 million; BP 15).
Crew = 4 (4 Base), Cabin Passengers = 14, Low Passengers = 8

The equivalent to a Type A Merchant from *Traveller*. Basically a bare bones starship. Low Passengers would likely be left to their fate if the compliment was forced into life pods.

Building Points (15)	Cost
Cargo; 80 tons	4
Defence Rating; Vol/100 (2)	0
Electronics; Basic (Crew = 4)	2
Features; 1 per 100 tons (2)	0
Life Support/10 (20 people)	5
Power; 30 days	1
Speed; FTL = Very Slow	1
Speed; Sub = Very Slow	1
Streamlined; Partial (Airspeed = 50 kph)	1
TOTAL	15
Features (42)	No.
• Fuel Purifier (12 hours for 30 days)	1
• Life Pods, x5 (20 people)	1

Far Trader; 200 tons; Moderate Cost (60 million; 20 BP);
Crew = 3 (2 base, 1 subcraft pilot), Cabin Passengers = 5, Low Passengers = 8

The equivalent to a Type A2 Merchant from *Traveller*. It's more expensive, carries less cargo and passengers, but can travel slightly faster and is armed.

Building Points (20)	Cost
Cargo; 60 tons	3
Defence Rating; Volume/50 (4)	1
Electronics; Advanced (2 base crew)	3
Features; 2 per 100 (4)	1
Life Support/20 (10 people)	4
Power; 30 days	1
Speed; FTL = Slow	2
Speed; Sub = Very Slow	1
Streamlined = Total	2
Subcraft; 5%; 10 tons (launch)	1
Weapon Rating; Volume/100 (2)	1
TOTAL	20
Features (4)	**No.**
• Medical Bay, Small x1	1
• Fuel Purifier (12 hours for 30 days)	1
• Maintenance Shop, Small x1	1
• Subcraft Hanger, Small x1	1
•	
• Total Features	4

Yacht; 200 tons; Quite Expensive (100 million; 25 BP)
Crew = 5 (2 base, 1 gunner, 1 steward, 1 subcraft pilot), First Class Passengers = 5

Based on the Traveller standard noble's yacht. It's a well armed boat because of the nature of those that travel within it.

Building Points (25)	Cost
Cargo; 10 tons	1
Defence Rating; Volume/20 (10)	2
Electronics; Advanced (2 Base Crew)	3
Features; 4 per 100 (8)	3
Life Support/20 (10 people)	4
Power; 30 days	1
Speed; FTL = Fast	4
Speed; Sub = Moderate	3
Streamlined = Partial	1
Subcraft; 5%; 10 tons (launch)	1
Weapon Rating; Volume/50 (4)	2
TOTAL	25
FEATURES (8)	**No.**
• Bar/Lounge x1	1
• Entertainment System	1
• Fuel Purifier (12 hours for 30 days)	1
• Galley, Master	1
• Library, General	1
• Life Pods x5 (20 people)	1
• Luxury Cabins x5	1
•	

• TOTAL	8

Fat Trader; 400 tons; Moderate Cost (120 Million; 20 BP);
Crew = 6 (4 Base + 1 Gunner + 1 Medic), First Class Passengers = 2, Cabin
Passengers = 7, Low Passengers = 20

Building Points (20)	Cost
Cargo; 200 tons	5
Defence Rating = Vol/50 (8)	1
Electronics; Advanced (4 base crew)	3
Features; 2 per 100 tons (8)	1
Life Support/20 (20 people)	4
Power; 30 days	1
Speed; FTL = Very Slow	1
Speed; Sub = Very Slow	1
Streamlining = Partial	1
Subcraft; 5% = 20 tons	1
Weapon Rating = Vol/100 (4)	1
TOTAL	20
Features (8)	
• Entertainment System	1
• Fuel Purifier x2 (12 hours for 30 days)	2
• Library, General	1
• Life Pods, x10 (40 people)	1
• Medical Bay; Small	1
• Subcraft Hanger; Small x2	2
•	
• TOTAL	8

Liner; 600 tons; Moderate Cost (180 million; 20 BP);
Crew = 12 (6 base, 2 medics, 1 gunner, 1 steward, 1 subcraft pilot, 1 subcraft
tech), First Class Passengers = 10, Cabin Passengers = 30, Low Passengers = 32;

Building Points (20)	Cost
Cargo; 40% (240 tons)	4
Defence Rating = Volume/50 (12)	1
Electronics; Advanced (6 base crew)	3
Features; 3 per 100 tons (18)	2
Life Support/10 (60 people)	5
Power; 30 days	1
Speed; FTL = Very Slow	1
Speed; Sub = Very Slow	1
Subcraft; 5% = 30 ton ship's boat	1
Weapon Rating = Volume/100 (6)	1
TOTAL	20
Features (18)	
• Bar/Lounge x3	3
• Entertainment System	1
• Galley, Master	1

• Gym x1	1
• Library, General	1
• Luxury Cabins; x10	2
• Medical Bay; Small x2	2
• Fuel Purifier, x3	3
• Security, Hardened	1
• Subcraft Hanger; Small x3	3
Total	18

Patrol Vessel: 400 tons; Very Expensive (280 million; 30 BP)
Crew = 11 (2 Base, 5 Gunners, 1 Medic, 2 subcraft pilots, 1 subcraft tech), Cabin Passengers (Marines) 7, Low Passengers (Prisoners/Rescued) 8

Based on the *Traveller* 400 ton patrol ship.

Building Points (30)	Cost
Defence Rating = Vol/20 (20)	2
Electronics = Very Advanced (Base Crew = 2)	4
Features = 4 per 100 tons (16)	3
Life Support = Vol/20 (20 people)	4
Power = 30 Days	1
Speed (FTL) = Fast	4
Speed (Sub) = Fast	4
Streamline = Total	2
Subcraft = 10%; 40 tons (10 ton G Carrier; 30 ton Ships Boat)	2
Weapons Rating = Vol/10 (40)	4
TOTAL	30
Features (16)	No.
• Communications, Secure	1
• Fuel Purifier x2 (12 hours for 30 days)	2
• Library, General	1
• Maintenance Shop, Small x2	2
• Masked, Basic (+10% to Defence) x2	2
• Medical Bay; Small	1
• Missile System (40 missiles)	1
• Shielded Electronics, Advanced	4
• Subcraft Hanger; Small x2	2
TOTAL	16

System Defence Boat: 300 tons; Extremely Expensive (300 million; 35 BP)
Crew = 16 (2 Base, 2 Extra Base, 9 Gunners, 1 Medic, 1 subcraft pilot), Cabin Passengers (Marines) 9, Low Passengers (Prisoners/Rescued) 20

Not having to worry about FTL drives, the SDB is a mainstay defensive craft. It can take on a larger patrol vessel and a corsair with a reasonable expectation of victory. It has an extended endurance allowing it to hide in the boondocks near refuelling points and leap in when required. It has a large low berth capacity in case it needs to perform a rescue mission for crippled craft.

Building Points (30)	Cost
Amphibious, Advanced (act as Sub)	2
Defence Rating = Vol/5 (60)	4
Electronics = Very Advanced (Base Crew = 2)	4
Features = 5 per 100 tons (15)	4
Life Support = Vol/10 (30 people)	5
Power = 60 Days	2
Speed (Sub) = Ext Fast	6
Streamline = Total (3000 kph airspeed)	2
Subcraft = 5%; 15 tons (10 ton launch, 5 ton air raft)	1
Weapons Rating = Vol/5 (60)	5
TOTAL	35
Features (15)	No.
• Communications, Secure	1
• Fuel Purifier (9 hours for 30 days) x2	2
• Gym x1	1
• Extended Lifesupport, 60 days x2	2
• Maintenance Shop, Small x2	2
• Masked, Basic (+10% to Defence) x2	2
• Medical Bay; Small	1
• Shielded Electronics, Basic x2	2
• Subcraft Hanger; Small x2	2
TOTAL	15

Patrol Corvette: 600 tons; Very Expensive (460 million; 30 BP)
Crew = 20 (3 Base, 3 extra Base, 5 Gunners, 1 Medic, 6 subcraft pilots, 2 subcraft techs), Cabin Passengers (Marines) 7, Low Passengers (Prisoners/Rescued) 12

A fighter carrier (see Fighter, Large), this vessel can send fighters to engage the enemy at a distance.

Building Points (30)	Cost
Defence Rating = Vol/20 (30)	2
Electronics = Very Advanced (Base Crew = 3)	4
Features = 4 per 100 tons (24)	3
Life Support = Vol/20 (30 people)	4
Power = 30 Days	1
Speed (FTL) = Fast	4
Speed (Sub) = Fast	4
Streamline = Partial (200 kph air speed)	1
Subcraft = 20%; 120 tons; x5 20 ton fighters, x1 20 launch; 6 pilots, 2 techs	4
Weapons Rating = Vol/20 (30)	3
TOTAL	30

Features (24)	No.
• Communications, Secure	1
• Fuel Purifier; (12 hours for 30 days)	3
• Library, General	1
• Maintenance Shop, Small x3	3
• Masked, Basic (+10% to Defence) x3	3
• Medical Bay; Small	1
• Shielded Electronics, Advanced x3	6
• Subcraft Hanger; Large x3	6
TOTAL	24

Corsair; 400 tons; Quite Expensive (200 million; 25 BP)
Crew = 11 (4 Base, 5 Gunners, 1 Medic, 1 Subcraft pilot), Cabin Passengers (Troops) = 7, Low Passengers (Prisoners) = 16

Based on the Traveller Corsair ship. The launch is an external hook up allowing no maintenance to be carried out. It takes a long while to refuel too.

Building Points (25 BP)	Cost
Cargo = 10% (40 tons)	1
Defence Rating = Vol/20 (20)	2
Electronics = Very Advanced (Base Crew = 4)	4
Features = 2 per 100 tons (8)	1
Life Support = Vol/20 (20 people)	4
Power = 30 Days	1
Speed (FTL) = Slow	2
Speed (Sub) = Fast	4
Streamline = Partial (Airspeed = 200 kph)	1
Subcraft = 5%; 20 tons (20 ton launch)	1
Weapon Rating = Vol/10 (40)	4
TOTAL	25
Features (8)	
• Bar/Lounge x1	1
• Fuel Purifier; x1 (24 hours for 30 days)	1
• Medical Bay, Small; x1	1
• Maintenance Shop, Small x2	2
• Masking, Basic x2 (+10% to Defence)	2
• Security, Hardened	1
• TOTAL	8

Mercenary Cruiser; 800 tons; Extremely Expensive (800 million; 35 BP)
Crew = 19 (4 Base, 8 Gunners, 1 Medic, 1 Steward, 2 Subcraft Pilots, 3 Subcraft Techs), Cabin Passengers (Troops) 55, Low Passengers (Wounded, Prisoners) 24.

Adapted version of the Traveller Mercenary Cruiser. It doesn't need a master galley but hey an army flies on its stomach.

Building Points (35)	Cost
Cargo = 10% (80 tons)	1

Defence Rating = Vol/10 (80)	3
Electronics = Very Advanced (Base crew = 4)	4
Features = 5 per 100 tons (40)	4
Life Support = Vol/10 (80 people)	5
Power = 60 Days	2
Speed (FTL) = Fast	4
Speed (Sub) = Fast	4
Streamline = Partial (Airspeed = 200 kph)	1
Subcraft = 20% (160 tons; x2 cutters 50 tons each; x2 ATVs & Modules; 30 tons each)	4
Weapon Rating = Vol/20 (40)	3
TOTAL	35
Features (40)	
• Communications, Secure	1
• Entertainment System	1
• Fuel Purifier x4 (12 hours for 30 days)	4
• Galley, Master	1
• Gym x1	1
• Library, General	1
• Library, Specific (Strategy/Tactics)	1
• Life Pods x10 (40 people)	1
• Life Support, Extended (60 days) x4	4
• Maintenance Shop, Small x4	4
• Masking, Basic x4	4
• Medical Bay; Large x2	4
• Security, Hardened	1
• Shielded Electronics, Advanced x4	8
• Subcraft Hanger; Small x4	4
• TOTAL	40

Imperial Escort; 1200 tons; Very Expensive (960 million; 30 BP)
Crew = 36 (6 Base, 6 extra base*, 18 Gunners, 2 Medics, 1 Steward, 2 Subcraft Pilots, 1 Subcraft Tech), First Class Passengers (Officers) 15, Cabin Passengers (Troops) 60, Low Passengers (Frozen Watch, Prisoners, Rescued, Wounded) 36.

* With double crew the vessel can make 3 repair tasks a combat round. It also means that crew reductions in combat won't affect it for a while.

Based on the Kinuir from *Traveller*.

Building Points (30)	Cost
Cargo = 10% (120 tons)	1
Defence Rating = Vol/10 (120)	3
Electronics = Very Advanced (Base crew = 6)	4
Features = 5 per 100 tons (60)	4
Life Support = Vol/10 (120 people)	5
Power = 60 Days	2
Speed (FTL) = Fast	4
Speed (Sub) = Fast	4
Streamline = Total (Airspeed = 2000 kph)	2
Subcraft = 5% (60 tons; 50 ton pinnace, 10	1

ton Grav APC)	
Weapon Rating = Vol/10 (120)	4
TOTAL	33
Features (60)	
• Communications, Secure	1
• Entertainment System	1
• Fuel Purifier; x6 (12 hours for 30 days)	6
• Gym x3 (It has 90 odd military people)	3
• Library, General	1
• Drop Capsules, x10	2
• Life Support, Extended (60 days) x6	6
• Maintenance Shop, Small x6	6
• Masking, Advanced (+20 to Defence) x6	12
• Medical Bay; Small x2	2
• Missile System (120 missiles)	1
• Security, Hardened	1
• Shielded Electronics, Advanced (+2 to electronics rating; EMP shielded) x6	12
• Subcraft Hanger; Small x6	6
• TOTAL	60

Courier Ship; 100 tons; Quite Expense (50 million; 25 BP)
Crew = 1, Cabin Passengers = 4

Possibly like the X boats from the *Traveller* Universe?

Building Points (25)	Cost
Cargo; 10 tons	1
Defence Rating; Volume/50 (2)	1
Electronics; Advanced (Base Crew = 1)	3
Features; 4 per 100 tons	3
Life Support/20 (5 people)	4
Power; 60 days	2
Speed; FTL = Very Fast	5
Speed; Sub = Moderate	3
Streamlining = Partial	1
Subcraft; 5 tons (Air-raft)	1
Weapon Rating; Volume/100 (1)	1
TOTAL	25
Features (4)	No.
• Communications, Secure	1
• Fuel Purifier (6 hours for 30 days)	1
• Lifesupport, Extended (60 days)	1
• Subcraft Hanger, Small x1	1

Assault Troop Carrier; 200 tons; Extremely Expense (200 million; 35 BP)
Crew = 9 (1 Base Crew, 2 Extra Base Crew, 4 Subcraft Pilots, 1 Medic, 1 Subcraft Tech), Cabin Passengers = 10 (see below), Low Passengers (wounded) = 4

Designed to carry 4 Grav APCs and up to 40 troops. The troops are squeezed in, hot bunking in cabins, greatly impacting on Lifesupport capability and causing a 250% spike in consumption. However this is off set by the extended lifesupport feature giving a packed carrier a little over 18 days supply.

Based on the Iyvir Class Imperial Light Assault Cruiser from IISS Files by the *Games Workshop*. Except I couldn't fit all the %#%&*& troops in.

Building Points (35)	Cost
Cargo; 20 tons	1
Defence Rating; Volume/20 (10)	2
Electronics; Very Advanced (Base Crew = 1)	4
Features; 4 per 100 tons	3
Life Support; Vol/10 (20)	5
Power; 90 days	3
Speed; FTL = Fast	4
Speed; Sub = Fast	4
Streamlining = Total	2
Subcraft; 20% (x4 10 ton Grav APCs)	4
Weapon Rating; Volume/20 (10)	3
TOTAL	35
Features (12)	No.
• Communications, Secure	1
• Shielded Electronics, Advanced x1	2
• Fuel Purifier, Small	1
• Gym x1	1
• Lifesupport, Extended (90 days) x1	3
• Maintenance Shop; Small x1	1
• Masking, Basic (+10% to Defence) x1	1
• Medical Bay, Small x1	1
• Subcraft Hanger, Small x1	1
•	
• TOTAL	12

Ultimate Yacht; 200 tons; Ultra Expensive (300 million; 40 BP)
Crew = 9 (1 base, 1 extra base, 3 gunners, 1 medic, 2 Stewards, 1 subcraft pilot), First Class Passengers = 10, Low Passengers = 4 (wounded/sick).

The ultimate noble's toy, it's armed up as any military craft, it has a year's endurance, ultra fast in FTL and in sublight. It can even float and operate in oceans. Likely a pinnacle vessel in any noble's private fleet.

Building Points (40)	Cost
Amphibious, Basic	1
Cargo; 20 tons (10% of volume)	1
Defence Rating; Volume/10 (20)	3
Electronics; Very Advanced (1 Base Crew)	4
Features; 4 per 100 (8)	3
Life Support/10 (20 people)	5
Power; 1 year	5
Speed; FTL = Ext. Fast	6
Speed; Sub = Very Fast	5
Streamlined = Total	2

Subcraft; 5%; 10 tons (launch)	1
Weapon Rating; Volume/10 (20)	4
TOTAL	40
FEATURES (16)	**No.**
• Bar/Lounge x1	1
• Communications, Secure	1
• Conference/Display Room x1	1
• Entertainment System	1
• Fuel Purifier (12 hours in 30 days) x1	1
• Galley, Master	1
• Gym x1	1
• Library, General	1
• Lifepods, x10 (40 people)	1
• Luxury Cabins x10	2
• Maintenance Shop, Small x1	1
• Medical Bay, Small x1	1
• Security, Hardened	1
• Smallcraft Hanger, Small x1	1
•	
• Total	14

Super Courier Ship; 100 tons; Extremely Expense (100 million; 35 BP)
Crew = 2 (Base = 1, Gunner = 1), Cabin Passengers = 8.

An armed and armoured courier vessel that is the fastest ship there is. Perhaps used by Imperial Intelligence agencies to get their agents across the galaxy in the shortest possible time?

Building Points (35)	**Cost**
Cargo; 20 tons	2
Defence Rating; Volume/10 (10)	3
Electronics; Very Advanced (Base Crew = 0.5)	3
Features; 4 per 100 tons	3
Life Support/10 (10 people)	5
Power; 60 days	2
Speed; FTL = Ext Fast	6
Speed; Sub = Ext Fast	6
Streamlining = Partial	1
Subcraft; 5 tons (Air-raft)	1
Weapon Rating; Volume/20 (5)	3
TOTAL	35
Features (4)	**No.**
• Communications, Secure	1
• Fuel Purifier (6 hours for 30 days) x1	1
• Lifesupport, Extended (60 days)	1
• Subcraft Hanger, Small x1	1

Ultimate Explorer; 800 tons; Ultra Expensive (1200 million; 40 BP)
Crew = 21 (4 base, 4 extra base, 8 gunners, 1 Medic, 1 Steward, 2 Subcraft Pilots, 1 Subcraft Tech), Cabin Passengers (mission specialists) = 35, Low Passengers = 16 (wounded/sick).

The ultimate explorer vessel. It can be sent to the far reaches for a year at a time. Even then it can refuel in the boondocks and trade with the locals (though its refuel time is very slow). It can operate as a se vessel if need be, and is extraordinarily fast. But it is a tad pricey…

Building Points (40)	Cost
Amphibious, Basic	1
Cargo; 60 tons (10% of volume)	1
Defence Rating; Volume/10 (80)	3
Electronics; Very Advanced (4 Base Crew)	4
Features; 5 per 100 (40)	4
Life Support/10 (60 people)	5
Power; 1 year	5
Speed; FTL = Very Fast	5
Speed; Sub = Very Fast	5
Streamlined = Total	2
Subcraft; 10%; 30 tons (x2 10 ton launches, x2 5 ton Air Rafts)	2
Weapon Rating; Volume/20 (40)	3
TOTAL	40
FEATURES (40)	**No.**
• Bar/Lounge x1	1
• Cargo, Hazard	1
• Communications, Secure	1
• Entertainment System	1
• Fuel Purifier (48 hours for 30 days) x1	1
• Galley, Master	1
• Gym x1	1
• Laboratory, Small	1
• Library, General	1
• Life Pods x10 (40 people)	1
• Lifesupport, Extended (1 year) x4	12
• Maintenance Shop, Small x4	4
• Masked, Basic (+10% to Defence) x4	4
• Medical Bay, Small x1	1
• Security, Hardened	1
• Shielded Electronics, Basic x4	4
• Subcraft Hanger, Small x4	4
• Total	40

EXAMPLE SMALLCRAFT

Pocket Fighter; 5 tons; Extremely Expense (5 million; 35 BP)
Crew = 1 (Base = 1),

Building Points (35)	Cost
Defence Rating; Volume/1 (5)	7
Electronics; Advanced (Base Crew = 1)	3
Features; 4 per 100 tons (Minimum of 2)	3
Life Support/5 (1 person); 1 week	6

Power; 30 days	1
Speed; Sub = Ext Fast	6
Streamlining = Total (Airspeed = 3000 kph)	2
Weapon Rating; Volume/1 (5)	7
TOTAL	35
Features (2)	**No.**
• Communications, Secure	1
• Missile System (5 missiles)	1

Fighter; 10 tons; Extremely Expense (10 million; 35 BP)
Crew = 1 (Base = 1), Seated Passenger = 1

Building Points (35)	**Cost**
Defence Rating; Volume/1 (10)	7
Electronics; Advanced (Base Crew = 1)	3
Features; 4 per 100 tons (Minimum of 2)	3
Life Support/5 (2 people); 1 week	6
Power; 30 days	1
Speed; Sub = Ext Fast	6
Streamlining = Total (Airspeed = 3000 kph)	2
Weapon Rating; Volume/1 (10)	7
TOTAL	35
Features (2)	**No.**
• Communications, Secure	1
• Missile System (10 missiles)	1

Large Fighter; 20 tons; Extremely Expense (20 million; 35 BP)
Crew = 1 (Base = 1), Seated Passengers = 3

Building Points (35)	**Cost**
Defence Rating; Volume/1 (20)	7
Electronics; Advanced (Base Crew = 1)	3
Features; 4 per 100 tons (Minimum of 2)	3
Life Support/5 (4 people); 1 week	6
Power; 30 days	1
Speed; Sub = Ext Fast	6
Streamlining = Total (Airspeed = 3000 kph)	2
Weapon Rating; Volume/1 (20)	7
TOTAL	35
Features (2)	**No.**
• Communications, Secure	1
• Missile System (20 missiles)	1

Air raft (Orbital); 5 tons; Moderately Expense (1 million; 20 BP)
Crew = 1 (Base = 1), Seated Passengers = 9.

Building Points (20)	Cost
Cargo = 20% (1 ton)	2
Defence Rating = Vol/100 (0)	1
Electronics; Minimal (Base Crew = 1)	1
Features; 2 per 100 tons (0)	0
Life Supportx2 (10 people); 8 hours	10
Power; 30 days	1
Speed; Sub = Moderate	3
Streamlining = Total (Airspeed = 1500 kph)	2
TOTAL	20

Launch (Small); 10 tons; Moderately Expensive (2.0 million; 20 BP)
Crew = 1 (Base = 1), Seated Passengers (9)

Building Points (20)	Cost
Cargo = 50% (5 tons)	5
Defence Rating; Volume/100 (0)	0
Electronics; Basic (Base Crew = 1)	2
Features: 1 per 100 tons (0)	0
Life Supportx1 (10 people); 24 hours	7
Power; 30 days	1
Speed; Sub = Moderate	3
Streamlining = Total	2
Weapon Rating; None	0
TOTAL	20

Launch (Large); 20 tons; Moderately Expensive (4.0 million; 20 BP)
Crew = 1 (Base = 1), Seated Passengers (19)

Building Points (20)	Cost
Cargo = 50% (10 tons)	5
Defence Rating; Volume/100 (0)	0
Electronics; Basic (Base Crew = 1)	2
Features: 1 per 100 tons (0)	0
Life Supportx1 (20 people); 24 hours	7
Power; 30 days	1
Speed; Sub = Moderate	3
Streamlining = Total	2
Weapon Rating; None	0
TOTAL	20

Shuttle; 100 tons; Moderately Expense (20 million; 20 BP)
Crew = 2 (Base = 2), Seated Passengers (18)

Building Points (20)	Cost
Cargo = 50% (50 tons)	5
Defence Rating; Volume/100 (1)	0
Electronics; Basic (Base Crew = 2)	2
Features: 2 per 100 tons (1)	0

Life Support/5 (20 people); 1 week	6
Power; 90 days	3
Speed; Sub = Moderate	3
Streamlining = Partial (150 kph)	1
Weapon Rating; None	0
TOTAL	20
Features	
• Bar/Lounge	1

Grav APC; 10 tons; Ultra Expense (15 million; 40 BP)
Crew = 1 (Base = 1), Seated Passengers (14; 10 with hardened space suits)

Building Points (40)	Cost
Amphibious, Advanced (Sub capability)	2
Cargo = 10% (1 ton)	1
Defence Rating; Volumex1 (10)	6
Electronics; Very Advanced (Base Crew = 1)	4
Features: 2 per 100 tons (0)	0
Life Support; Volx1.5 (15 people); 16 hours	9
Power; 90 days	3
Speed; Sub = Ext Fast	6
Streamlining = Total (Air Speed = 3000 kph)	2
Weapon Rating; Volumex1 (10)	7
TOTAL	40

Starship Combat

Starship combat is deliberately vague on weapon systems etc. Basically a ship either has lots or not much. The only difference is the feature of Missile Systems which allows for varying hits. Otherwise say blasters, lasers, pulse this, beam that. The whole point is it's semantics. Basically this system is designed to work out how much a ship can hurt the other ship.

Skills used in Combat

This system is designed to be used with modified Chaosium Game Mechanics. Skills are % values.

Relevant Starship Combat skills are as follows

- Astronomy (used to navigate the vessel. Used to go to FTL speed)
- Electronics (repair tasks)
- Engineering Starships (used to power FTL drives, and repair tasks)
- Enviro Suit (use vacuum suits)
- Gravity: Zero G (move in Zero G)
- Gunnery (ability to fire at opponents. Used for attack. Applies a modifier to Defence)
- Luck (how lucky a PC is. In Chaosium this is the PC's Pow Stat value as a%)
- Mechanical (repair tasks)
- Spacecraft (ability to fly, operate the vessel. Used for Defence)
- Tactics/Spacecraft (used for combat modifiers)

Task Success Ratings: A normal task requires equal to or less than the % chance for that skill. If the roll is within 10% of the chance needed it's a Critical Success. If it is under half the chance needed then it's a Solid Success. If equal/over half the chance needed a Basic Success.

On an opposed skill task (where opponents are directly competing to win) then each side makes a task roll, with the winner is who ever succeeds by the most points.

Combat Steps
1) Determine Range; Randomly is D10 hexes.
2) Determine Surprise; Sensors (0; -10 if Masking, Basic; -20 if Masking, Advanced). Failure means 1 free round of attacks from attacker.
3) Determine Tactics/Spacecraft Modifier for combat; Opposed rolls between highest values present in each crew. Winner gets +20 to rolls for encounter and first attack if they wish.
4) Determine Attack modifier for attacker. The modifier is applied to the attacker's Gunnery skill.
5) Determine Defence modifier for Defender. The modifier is applied to the Defender's Spacecraft skill.
6) Make opposed roll.
7) Apply damage to Defender
8) Defenders turn to attack (4-6)
9) Determine movement
10) Repeat 1-9

Table 6: Range Modifiers (1 Hex = 15,000 miles)

- 12+ Hexes. Beyond combat range
- 9-11 hexes. Very Far Range: -40 Offence
- 6-8 hexes. Far Range: -20 Offence
- 3-5 hexes. Medium Range: No Modifiers
- 1-2 hexes. Close Range: +20 Offence
- 0 hexes. Point Blank: +40 Offence

Attack & Defence Modifiers
+ 20 if have superior electronics to opposing ship
+ 20 if won opposed Tactics/Spacecraft task

Attack Modifiers
+/- attack modifier for attacker. See below. This will also determine the base number of hits applied to a defender on a success.
+ Weapons Vs Defence modifier = See below
+20 if Sensors Operator succeeded at Sensors (0) check

Table 7: Attack Modifier from Weapon Rating Vs Defence

Weapon Rating is …	Modifier To Hit	No of Hits on a success (x3 if Critical Success, x2 if Solid Success, x1 if Basic success)
5% of Defence or less-	-50	Tactics/Spacecraft task (-40) for 1
10% of Defence	-40	Tactics/Spacecraft task (-20) for 1
20% of Defence-	-30	Tactics/Spacecraft task (+0) for 1
33% of Defence-	-20	Tactics/Spacecraft task (+20) for 1
50% of Defence-	-10	Tactics/Spacecraft task (+40) for 1
More than 50% of Defence but less than x2 Defence	0	1
X2 of Defence	+10	2
X3 of Defence	+20	3
X5 of Defence	+30	4
X10 of Defence	+40	5
X20 of Defence +	+50	6

Example of calculating Attack Modifier. Eg Patrol Boat has Weapons Rating of 40 and a Scout 2. Because it is 20 times the Scouts Defence the attacker gets +50 to their task and they get a base hits of 6. On a critical success it does 18 hits, on a solid success 12 hits, and on a basic success 6 hits. That scout better not be hit or it be well stuffed.

Defence Modifier
If vessel has 1 or more BP invested in Defence then the Gunner can make a Gunnery (0) check. Success adds +10 to Defence for duration of encounter (operating screens, anti missile lasers etc).

Damage

Hull Points = (BP of vessel + BP invested in Defence Rating). This is the amount of damage a ship can take overall.

- At ½ Hull Points or less then a task modifier of −10 to all tasks applies due to damage to systems.
- At 3 Hull Points or less the ship is holed and decompression has occurred. An Enviro-Suit (0) task is required for passengers and crew to suit up, or get into life pods or subcraft (see below; add +20 to the task).
- At 0 Hull Points or less the vessel begins to break up and is destroyed at the end of that combat round. The following occurs. Luck (0) rolls to make it to an undamaged subcraft (if any). Spacecraft (-20) to launch successfully. To make it to Lifepods then Luck (-20) if 50% Lifepod capacity or Luck (+0) if have 100% Lifepod capacity, and (+20) if have 150% capacity (ie if there are enough life pods to service the current ship's compliment). Failing those options, and have a suit, then dual Gravity: Zero G and Enviro-Suit (-20) to get into space.

For each hit subtract 1 Hull Point and roll on the Damage Location table, applying the effects in addition to the Hull Points damage taken. If more than 10 hits are taken on the one attack then every hit above 10 is automatically internal damage.

Table 8: Starship Damage

2D10	Damage Location
2-3	Internal Damage
4-7	Defence Rating reduced by 1; If 0 or less then Internal Damage
8-9	Power reduced by D10 days
10-12	Hull damage. Hull Points taken only
13-14	Power reduced by D10 days
15-18	Weapon Raring reduced by 1; If 0 or less then Internal Damage
19-20	Internal Damage
D10	**Internal Damage**
1	Crew/Passengers; 2D10% are wounded (taking 2D10 damage each). If reduced to ½ Base Crew then no repair tasks can be made.
2	Cargo: D100% of cargo destroyed. If more than one hit in the same attack strikes cargo bay then all cargo destroyed.
3	Power: Internal power plant struck. Loses D100% of Power (base on full consumption). No days means power plant out of operation and vessel is dead in space.
4	Subcraft and/or hanger struck. D100% of carried sub craft damaged. If only subcraft then it is auto damaged. If more than one hit in the same attack strikes subcraft then all subcraft are destroyed
5	Weapon System Node struck. D100% of Weapon Rating is lost.
6	Defence System Node struck. D100% of Defence Rating is lost.
7	Feature damaged. One of the randomly selected features is damaged and inoperable until repaired (Maintenance Shop, Large required)
8	Speed damaged. If sublight and FTL capable then roll D10. Odd Sublight, Even FTL. Reduce by 1 rating.
9	Electronics damage. Reduce by 1 rating. +1 to Electronics Damage Rating if Shielded Electronics, Basic. +2 if Shielded Electronics, Advanced. If Rating drops below minimal then ship is dead in space.
10	Failing Ship Systems. Damage occurs across the ships. Red shirt ensigns on the bridge run from side to side. The vessel takes an additional D10 Hull Points. If 5+ wounds then gravity is off line.

Repair Tasks.

One repair task can be made per turn. For every 50% additional base crew then an additional repair task can be made. Repair tasks are dual Electronics and Mechanical (0 modifier) tasks (ie one roll made against both skills). If it involves Power or Speed then it is also an Engineering: Starship task.

If have a Maintenance Shop, Small then +10% to task. If have a Maintenance Shop, Large then +20%.

A critical success restores 30% of damage, 20% of Damage if Solid, and 10% of damage if a Basic success.

Running Away: Once a ship is 12+ hexes away then they are out of effective sensor/weapon range. A ship's hexes speed is equal to BP invested in sublight speed.

Going to FTL: Requires a successful dual Astronomy and Engineering: Star drive (0) check to plot that round and initiate jump.-10 if taken a hit taken that round, -20 if taken more than one hit. This can be made in the movement phase.

Combat Example; Corsair Vs Fat Trader

Critical skills are as follows

Corsair	Fat Trader
Astronomy 49%	Astronomy 89%
Engineering: Starships 23%	Engineering: Starships 32%
Gunnery 45%	Gunnery 23%
Sensors 100%	Sensors 45%
Spacecraft 90%	Spacecraft 63%
Tactics (Spacecraft) 25%	Tactics (Spacecraft) 41%

Building Points (25 BP)	Cost	Building Points (20)	Cost
Cargo = 10% (40 tons)	1	Cargo; 200 tons	5
Defence Rating = Vol/20 (20)	2	Defence Rating = Vol/50 (8)	1
Electronics = Very Advanced (Base Crew = 4)	4	Electronics; Advanced (4 base crew)	3
Features = 2 per 100 tons (8)	1	Features; 2 per 100 tons (8)	1
Life Support = Vol/20 (20 people)	4	Life Support/20 (20 people)	4
Power = 30 Days	1	Power; 30 days	1
Speed (FTL) = Slow	2	Speed; FTL = Very Slow	1
Speed (Sub) = Fast	4	Speed; Sub = Very Slow	1
Streamline = Partial (Airspeed = 200 kph)	1	Streamlining = Partial	1
Subcraft = 5%; 20 tons (20 ton launch)	1	Subcraft; 5% = 20 tons	1
Weapon Rating = Vol/10 (40)	4	Weapon Rating = Vol/100 (4)	1
TOTAL	25	TOTAL	20
Features (8)		Features (8)	
• Bar/Lounge x1	1	• Entertainment System	1
• Fuel Purifier; x1 (24 hours for 30 days)	1	• Fuel Purifier x2 (12 hours for 30 days)	2
• Medical Bay, Small; x1	1	• Library, General	1
• Maintenance Shop, Small x2	2	• Life Pods, x10 (40 people)	1

• Masking, Basic x2 (+10% to Defence)	2	• Medical Bay; Small x1	1
• Security, Hardened	1	• Subcraft Hanger; Small x2	2
• TOTAL	8	• TOTAL	8

Corsair Vs Free Trader Example

1) Determine Range; Randomly is D10 hexes. Rolled a 4.

2) Determine Surprise; Sensors (0; -10 if Masking, Basic; -20 if Masking, Advanced) to spot the incoming pirate by the free trader (FT). Failure means 1 free round of attacks. The FT rolled a 08 on a modified Sensors chance of 35% and spots the pirate.

3) Determine Tactics/Spacecraft Modifier for combat; Opposed rolls between highest values present in each crew. Winner gets +20 to attack/defence chances for encounter and can attack first. The FT's Tactics/Spacecraft skill chance is 41%. Rolls a 13 and succeeds by 27%. The Corsair's Tactics/Spacecraft skill chance is 25%. Gets a 26%. The merchant has the best result and is welcomed with a gift wrapped basket of fruit, chocolates, and a +20 to the skill chances for Attack/Defend skill checks in the encounter. They also get to go first. They know there is a pirate because of demands of money with menaces being included in the gift basket.

4) Determine Attack modifier for attacker. In this case it's the Fat Trader.

- Electronics = The corsair has better electronics so no modifier there.
- Range = At 4 hexes the range modifier is 0.
- Sensors (0) Task = 49% on a 45% Sensors chance. No Sensors bonus for this encounter. "Where is he?? I can't see him BLAT" – you get the picture.
- Tactics Bonus = +20% for having won the Opposed Tactics roll.
- Weapon Rating Vs Defence Rating = The Weapon Rating of the fat trader (4) is just 20% of the corsairs Defence (20), so the Weapons Vs Defence attack modifier is –30.

The Total modifier is –10 to hit. With a Gunnery skill of 23% the FT modified attack chance is just 13%.

5) Determine Defence modifier for Defender.

- Electronics = The Corsair's electronics is better so they get a +20 modifier.
- Gunnery Task = Because the corsair has 1 BP + invested in Defence Rating they get a Gunnery (0) task to add +10% to Defence rolls for the encounter. On a 61% for a Gunnery of 45% there is no modifier.
- Tactics/Spacecraft Modifier = The FT Captain won the Tactics roll so the corsair modifier is 0.
- Feature of Masking, Basic = The Corsair gets a +10% to their Defence task for this feature.

The Total modifier is +30. With a Spacecraft skill of 90% the Corsair Defence task chance is a staggering 120%.

6) Make opposed roll.

I rolled a 43 for Merchant on chance of 13%. So it's a fail by 30%. I rolled a 32 for the Corsair on a chance of 120%. A success by, well, lots. So the FT misses.

7) Apply Damage. With no damage inflicted this step is skipped.

8) Corsair's turn to attack (Repeat of 4-6 with the Corsair returning fire);

- Attack Mod = + 30 (Weapons Rating of 40 Vs Defence Rating of 8 is 5 times that of the Defence Rating) + 20 for superior Electronics + 20 (Rolled a 20% on Sensors task of 100%) = +60. Added to a Gunnery skill of 45% the Attack % chance is 105%.
- The Defender task modifier is +20 for Tactics skill and + 10 for Gunnery Modifier (FT has 1 BP+ in Defence so had a chance for a +10 mod, rolled a 37 on a 45% so gets it during the encounter). With a Spacecraft skill of 63% the Defender has a Defence chance of 93%.

  The Corsair gets a 42, which is a success on an 105% chance by 63. The FT rolls a 20% on a chance of 93% which is a success by 73. The FT's success was better so the Corsair misses.

9) Determine movement. The FT prepares to go to FTL to escape. They need to make a dual Astronomy (89%) and an Engineering: Starships (32%) check. The FT rolls a 42 which is a success for Astronomy but a fail on Engineering. It can't jump. With a speed of very slow the merchant travels just 1 hex. The corsair, chasing, travels 2 hexes. It's now 3 hexes away. No change to the range mod.
10) Repeat. For ease we can use roughly the same stats so this boils down into round by round

- **Round 2**
  - FT's attack. Firing in an effort to drive off corsair. Same mods as before. Opposed roll of Attack of 13% Vs Defence of 120%. It would take a miracle. In fact it would take an 05 or less which is an auto success no matter the chance. An attack roll of 83 Vs Defence roll of 28 is a clear miss.
  - Corsair Vs FT. FT gets a 37% on an Defence chance of 93%, making it by 56%. The Corsair gets a 51 on an 105% Attack chance, making it by 54. They just miss.
  - Movement: FT goes to flee. A 45 for the jump check. Success for Astrogation but alas another fail for Engineering. Once again they fail to jump. The FT travels 1 hex, the corsair 2. It's now within 2 hexes and the attack mod for both goes up 20%.

- **Round 3**.
  - The FT's attack % chance is now 33% Vs a Defence of 120% (due to range mods). The FT rolls a 27% for a success by 5%. The Corsair however rolls a 79% on a chance of 120% and thus their better success means the FT misses.
  - Corsair's attack chance is now 125% Vs 93%. The Corsair gets an 05%, a critical success if the FT cannot beat that. The FT's roll is 33 and they do not. Ok, critical success is 3 x base hits. The base number of hits for a Weapons Rating of 20 Vs Defence of 4 is 4. So 12 total damage rolls. Ouch. Because they scored 10+ hits, every hit 10+ if an Internal strike. So that's 2 Internal strikes. Here we go.

The FT had a Hull Points of 21 (BP in ship + BP in Defence). It takes 12 HP in this strike and now has 9 HP remaining. Being under half HP the vessel is now −10% to all tasks whatever else happens.

Damage results as follows; 2D10 rolls on the damage table.
1) A 10 means Hull Damage only. No special effects.
2) A 14 means Power reduced by D10 days consumption. Current Power is 30 days (the vessel having just departed that day). I rolled a 3. The Power is now 30 (Power remaining) – 1.5 (3 combat rounds having expired) –3 (roll for lost power) = 25.5 days.
3) A 13 is Power again. I roll a 5. It now has 20.5 days remaining
4) A 13 is Power again. I roll a 4. It now has 16.5 days remaining
5) I roll a 7. The Defence Rating of 8 drops to 7.
6) I roll a 10. Hull damage only
7) Another 10. Just Hull damage
8) A 13. Ouch. Power again. I rolled a 2, dropping power to 14.5 days.
9) A 6. Defence Rating drops to 6.
10) A 10. Just Hull Damage

However because it took 10+ hits the vessel is facing 2 Internal Damage rolls as 12 hits were scored.

Internal Hits (2)
1) A 10. D10 extra Hull Points from internal explosions. I rolled a 7. Drops Hull Points to just 5. So even a basic hit from the corsair next time will hole it. A solid success would destroy it. 70% chance the gravity goes off line. I rolled a 99% and it doesn't.
2) A 2. D100% of Cargo is destroyed. I rolled a 90%. That's bad luck for the corsairs. That's what they were after.

Movement Phase. The FT elects to attempt to attempt for FTL again, but gets a –10 on tasks due to damage and another –20 for having taken 2+ hits that round. A 76% means they fail the Engineering task needed. With a heavy heart the free trader cuts engines and surrenders.