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Book 2: Starships

*SPIRIT OF THE FAR
FUTURE*



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Dogs in the Vineyard is all Vincent Baker's.

This game is the collective work of Brad Murray, C.W. Marshall, Byron Kerr, and Tim Dyke. We all had different but essential roles to play.

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Ship Design and Construction

This booklet constitutes a fully playable game unto itself, which can be folded seamlessly into the larger RPG of *Spirit of the Far Future* (or can be used to replace the existing rules in another version of *Traveller*). The contents of this booklet fall into three parts. In this first section, conversion rules are provided for adapting a starship from CT (either from an existing source, or one made with the starship design rules). This also provides an overview of the parameters of starships within the game. In the second section, rules are provided for starship combat, adapting the *FATE* system. In the final section, we present a range of ships adapted from the CT materials to allow these rules to be self-contained, and to suggest a range of possibilities for smaller ships. In book three of *Spirit of the Far Future*, there are rules for integrating this system into the role-playing game.

The challenge for handling starships is to retain as much as possible the existing starship design rules in order to keep the bulk of the *Traveller* toolbox intact, yet interpret the results in a fashion that allows for *Spirit of the Century* style resolution. As the rated values of most equipment for vessels below a thousand tons maps nicely onto the ladder, treating them as skills specific to space combat and travel seems intuitive.

These are conversion rules; they are not sufficient for designing new spaceships in and of themselves, though for games less concerned with consistency between ship capabilities (i.e. a feel more like *Star Wars*), it should be clear what the relevant parameters are. CT has a detailed starship design system (in fact, it

has two!). The rules here concern only ships up to 1000 tons, and as such they correspond mostly to Book 2 designs, though some rules from Book 5, *High Guard*, have been incorporated. Our goal here is to provide (1) a clear sense of the parameters of all starships in the *Traveller* universe, and (2) a clear means of translating all ship designs of 1000 tons or less.

Representation

Ships are represented in a manner analogous to player characters. They have Skills (derived from the technology installed in the ship during construction), Health tracks (Hull Integrity tracks, derived from size), Composure tracks (Data Integrity tracks derived from computer quality), Aspects (and attendant fate points), and Stunts just like a character. The only difference is that instead of populating a skill pyramid in a free-form session, ships are constructed using the existing classic *Traveller* rules and converted to the *Spirit of the Far Future* format.

Power Plants

Power plants are part of the design process, but have no separate function in space combat. They are represented only in the M-drive and, possibly, in a ship's aspects.

Ships also have a Cargo rating which is used to determine the likelihood of making payments at the end of the month assuming the ship has been used to haul cargo.

Most of the ship's statistics will have a direct bearing on combat and all of them have mechanical repercussions in game.

SHIP SKILLS

Primary features are represented in the same parameters as a character, with skills, damage tracks, aspects, and stunts.

Ships have skills just like any other character does. They do not necessarily use a skill pyramid, however, but rather derive their skills from the ship construction rules.

Jump: is the *Traveller* jump number of the vessel. This value is not used in combat.

Maneuver: is the *Traveller* maneuver number of the vessel.

Weapon Factors

Factor 1 = see text
Factor 2 = 1 turret
Factor 3 = 2 turrets
Factor 4 = 4 turrets
Factor 5 = 6 turrets
Factor 6 = 10 turrets

Laser, Missile, Sand, and Particle Accelerator: are the values for each battery, as described in the Weapon Factors table. Ships under 1000 tons have a single battery for each weapon type, though larger ships may have multiple batteries.

Computer: is the computer model number. Ignore the -bis variants or treat them as a number higher. -fib variants add an Aspect, "fibre optic backup." -bis variants are treated as one level higher. Ships with no computer are given a value of -1.

Hull: is the hull rating as a skill. Formula is $(\text{tonnage}/100) - 1$, rounded down (this yields a value between -1 and 9).

Cargo: is a measure of the economic viability of a vessel. This is the percentage of hull tonnage devoted to passenger staterooms, common areas, cargo, etc.,

divided by 10 and rounded down. This value is not used in combat but is relevant to managing regular costs of maintaining ships and associated debt.

SHIP WEAPONS

Ship weapons are converted to a skill based on a simplified High Guard battery value described below.

There are four types of turreted weapons: Lasers, Missiles, Sandcasters, and Particle Accelerators. Ships may have one turret for each 100 tons of ship, rounded down, but with a minimum of 1; all turrets are considered triple turrets, unless the ship has an Aspect such as “underarmed” or “shoddy weaponry”.

Whereas High Guard distinguishes the strengths of weapons of different type, we are using a simplified system that comes close to replicating the *Classic Traveler* ship weapon combat values (see sidebar).

Examples: a 100-ton ship with a single triple laser turret would have Laser 2 (= 1 turret); a 400-ton Corsair might have Laser 4 (4 turrets), or it might have Missile 2 (1 turret), Sand 2 (1 turret), and Laser 3 (2 turrets), or it might have Laser 3 (2 turrets) and Missile 3 (2 turrets).

Note that this system applies the weapon factors for missiles in High Guard to all weapons, where 1=1 weapon, 2=3, 3=6, 4=12, 5=18, 6=30. No distinction is made between beam and pulse lasers.

Weapon factor 1: smaller ships (100 tons or less) often use balanced triple turret, with a Laser, a Missile, and a Sandcaster, which provides factor-1 weapons of each type. This layout is sometimes found on 200 tons ships as well, though Laser-2, Sand-2 is a more common defensive structure.

Particle Accelerators: are only found legally on naval vessels. To fire PAs requires military-grade Gunnery. Damage from a particle accelerator ignores armour and affects the data integrity track; consequences must affect weapons, computer, or crew (radiation damage). Computers with fibre-optic backup are immune to particle accelerator damage (boxes are not checked off the data integrity track) but consequences are still possible and when the track is exceeded, are bought off as usual (with Mild, Moderate, and Severe consequences earning 1, 2, and 4 shifts). Consequences must affect weapons or crew directly.

Because they are primarily military weapons and are profoundly destructive to crew, they are illegal in most civilised regions. Possession of functional particle accelerators is only legal in systems with a law level of one or zero. Anywhere else they are impoundable and the owner may be subject to fine or imprisonment. Obviously acquisition is similarly difficult.

Particle accelerators have the same range restrictions as lasers. They are not, however, affected by sandcasters.

HULL INTEGRITY

Hull value will determine the number of “physical” boxes on the ship’s health scale. Starting with a base of three boxes, the physical integrity track is modified by the Hull rating in exactly the same fashion as the health track is modified by endurance, yielding the following:

<100 (Hull -1)	2 boxes
100 (Hull 0)	3 boxes
200 (Hull 1)	4 boxes
300 (Hull 2)	4 boxes
400 (Hull 3)	5 boxes
500 (Hull 4)	5 boxes
600 (Hull 5)	6 boxes
700 (Hull 6)	6 boxes
800 (Hull 7)	7 boxes
900 (Hull 8)	7 boxes
1000 (Hull 9)	8 boxes

DATA INTEGRITY

Ship combat will often result in direct attack on the ship's communications and computing resources in an attempt to scramble or steal data, deny services and so forth. This is represented by the Data Integrity track which begins with 3 boxes and is modified by the Computer rating in the same way as Resolve modifies the composure track, yielding the following:

no computer	2 boxes
Comp-1	4 boxes
Comp-2	4 boxes
Comp-3	5 boxes
Comp-4	5 boxes
Comp-5	6 boxes
Comp-6	6 boxes
Comp-7	7 boxes
Comp-8	7 boxes
Comp-9	8 boxes

SHIP ASPECTS

Just like characters, ships have aspects. Unlike characters, these are neither created as part of a phased story process nor do they derive in a mechanical fashion from the ship construction process. They should instead be chosen during the design stage to reflect the "personality" of the ship as a class or even as a specific instance of the class. Ship aspects should be free to change from session to session just as character aspects might change through experience. Ships should have five Aspects and will consequently have five fate points to start each session. Ships smaller than 100 tons have only two aspects and fate points.

All ships with M-5 or M-6 typically have the Aspect “built for speed” as one of their five Aspects.

All ships with a fib model computer have the Aspect “fibre-optic backup” (for resistance to radiation attacks, etc.) as one of their five Aspects.

SHIP STUNTS

Ships have stunts just like characters do. They get one stunt per 200 tons, rounding up—so a 100-ton vessel gets 1 stunt as does a 200-ton vessel. 300- and 400-ton vessels get two stunts. 1000-ton vessels get five stunts.

As with character stunts, ship stunts are of a generic form that can be specialised by players or the referee to reflect unique characteristics of their vessel. Some stunts represent features of *High Guard* design that are not represented in *Traveller* Book 2, such as armour and agility.

Roll Down Not Up

One of the ship’s stress tracks rolls hits down instead of up when a hit would land on a marked box. Hits that roll off the bottom stay off—no hit is scored. There is a cost, though: this stunt reduces the Cargo rating of the vessel by one.

When this stunt is taken on the Hull stress track it usually represents armour. When taken on the Data stress track it represents computer system hardening or reduced network capability. Players should choose a descriptive name for the stunt.

Ships created with *High Guard* that have an armour rating of 5 or higher should certainly get this stunt.

Defensive Advantage

The ship gains a bonus of +1 on defensive rolls against one weapon type. Weapons types are Lasers, Missiles, Particle Accelerators, and Electronic Warfare. This stunt can be taken more than once and applied to different weapons or stacked against the same weapon. Against missiles this might be agility or hull-installed point defense equipment. Against lasers this might be a reflective paint job or, again, agility. As always, players should choose a cool name for the stunt. Ships being translated from *High Guard* should get this stunt if they have an Agility rating above zero. They might stack as many as five up if the Agility rating is particularly high.

Detection Advantage

This ship gains a bonus of +1 in the detection phase to its Navigation roll. Taking this stunt multiple times stacks. This might be described as an extensive sensor array or stealth technologies.

Crew Actualisation

For a cost of one fate point from either the crew member (if a PC) or the ship, the ship may make a roll normally based on a ship skill using the appropriate crew member’s skill. That is, a Pilot can make the positioning roll with his pilot skill instead of the Maneuver drive of the ship, a Gunner may fire with his Gun-

Example Ship Aspects

Scout
Lab ship
Seen plenty of action
Reliable
Cantankerous
Far-seeing
Surprisingly agile
Push it past the limit
Dispersed structure

Civilian Ships

Ships in *Spirit of the Far Future* tend to have more guns than in CT. When a ship is armed at all we assume fully-loaded triple turrets. This creates a more volatile universe: given the abstraction of costs and credits, it no longer makes sense to save with double or single turrets.

The logical choices of stunts for civilian vessels, however, are radically different than the ones one would choose for military vessels, and this is where we will see genuine distinction between the two.

nery skill instead of the weapon factor of the ship, and a Commo officer may make an EW attack with his skill rating instead of the Computer rating of the ship. These stunts may be described as specialised software or hardware and is non-sepcific: the actual crew station does not need to be determined but rather any crew member can use it any time the fate point is paid.

Streamlining

Ships with this stunt can enter planetary atmospheres, scoop gas from gas giants, and otherwise behave roughly as aircraft as well as space ships.

Cargo Enhancement

This stunt increases the ship's Cargo rating by 1. There must, however, be a limitation to the effect negotiated with the referee. Examples might include "Luxury Appointments" (Cargo rating increased by 1 when a world with the Rich aspect is on the jump route) or "Secret Places" (Cargo rating increased by 1 whenever the cargo is contraband).

Extra Stress Box

Everyone can use a little more room to breathe in combat and this is the stunt to give you that: have an extra Data Integrity or Hull Integrity stress box. Example justifications include "Planetoid" (+1 Hull Integrity), "Radiation Hardening" (+1 Data Integrity), or even (at a cost of two stunts), "Buffered Planetoid" (+1 to both Data and Hull Integrity).

CREW

For all ships <1000 tons, Book 2 crew rules are used. The relevant skill level of each crew member must be established before combat begins. The assumed competence of a dedicated crew member is 2. Since PCs may typically take more than one position on a crew, the following Classic *Traveller* rule (Book 2, p. 16) is to be remembered: "One person may fill two crew positions, provided he or she has the skill to otherwise perform the work. However, because of the added burden, each position is filled with skill minus one...." This will come into play particularly since combat has formalized communications and computer skills.

Example: Ensign Norbert is covering both Communications and Computer during a battle. His Commo is rolled at full value until he attempts a Computer (repair) roll. At that point, the Computer roll and all subsequent rolls in the combat are at -1 for both Comp and Commo. This gives an understandable advantage to a ship with a complete crew.

SHIP FATE POINTS

Ships have five fate points: one per aspect. Boats less than 100 tons only have two aspects, and correspondingly two fate points. When ship technology is rolled as the prime skill in a conflict, the ship pays.

Ship fate points are distinct from character fate points and cannot be exchanged (you cannot use a ship fate point to invoke a character Aspect or vice versa, nor can a character be paid for a compel of a ship's Aspect). We use colored poker chips placed on the ship's card to keep track of each vessel's Fate points.

Starship Combat

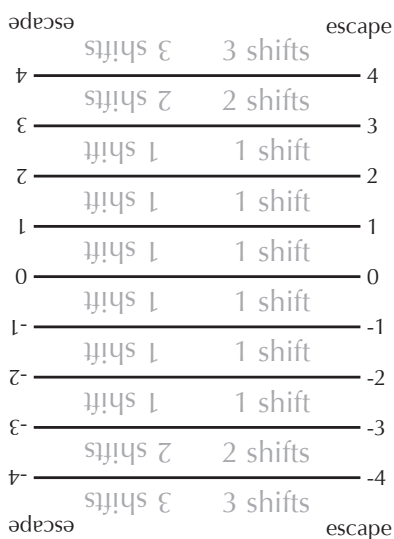
Combat occurs in phases. First is the detection phase which establishes the initial positions. Then the positioning, electronic warfare, open fire, damage control, and launch phases are repeated in order until everyone is happy, dead, or escaped.

The Map

Space combat is hard to represent in all three dimensions: the math gets complicated fast and the payoff is minor unless you really like the map. As any abstraction from three dimensions to two is going to be either a big abstraction or an inaccurate abstraction, we've chosen to go all the way and abstract space combat to 1 dimension. The rationale for this is simple: mostly what we care about is managing range and building enough change in velocity to escape or deny escape.

So our map becomes a piece of ruled paper, number each line from -4 to 4 and place (or draw) ship models on the lines.

Because of the constraining boundaries (escaping the map is escape from combat, or forced removal from combat) we have to see the map as also abstracting relative velocities. That is, we are not collapsing 3-dimensional position information into 1-dimensional (range) position information. Rather we are collapsing everything about the current 4-dimensional space state of an object into a



position on the map. Therefore the map should be read thus:

The distance between two vessels is their separation in space. The distance between two vessels does not encode their bearing, heading, or velocity.

The distance between a vessel and the nearest boundary is, roughly, a measure of its vector (both direction and magnitude) away from a hypothetical ship at range 0.

When a player determines position, then, he is determining the range between his placements but he is also determining their relative velocities. Placing two ships at the zero line means that not only are they close, but they are not moving relative to the hypothetical observer. More importantly, they are not moving relative to each other.

Two ships sharing the -4 line should not, therefore, be seen to be in formation. They have widely diverging vectors though they are close in space. Should they remain in this map location at the end of the next turn, the transition should be read as the vessels have diverged and then re-converged, retaining large differences in velocity vectors. They could be seen as “braiding” around each other.

Where it is desired that ships be in close proximity to each other and sharing vectors and at the same time be distant from other vessels, the formation and tethering rules should be used to collapse the ship representations.

Placing a ship near the boundary indicates that that vessel is moving rapidly away from the battle.

So when we have a case of three fleeing ships placed near a boundary being pursued by one ship some bars away towards the zero line, we do not just have three ships far away from a pursuer. We have also indicated by map position that the three ships are already moving much more rapidly than the pursuer, and in different directions. This is why an excellent Maneuver roll on the part of a pursuing can only allow him to move one vessel: he must now choose between moving one pursued vessel towards him, modelling a change in relative distance and velocity between the two (he has cut off after one vessel) or he can move himself closer to all three but also closer to the edge, indicating that he’s trying to maintain distance to all of them but at the same time acknowledging that he now has a massive velocity vector that doesn’t necessarily intersect with any of them: by averaging their hypothetical directions he’s not actually pursuing any of them. If he doesn’t make the shot it’s unlikely that he will be able to change his velocity enough to keep any from escaping.

This abstraction denies some level of tactical decision from the players. A player cannot, for example, decide to apply thrust left by noticing his opponent has applied thrust right. But more importantly, a player can’t really decide on low level group tactics like “we’ll all fly in different directions”. Those decisions might well be encoded in a great navigation roll at the outset that lets him posi-

tion all his vessels near the escape line, but that level of tactical decision making is actually embodied in the skill of the character rather than the player. A lousy navigation roll, however, might leave him with no options at all—he got outfoxed and found himself in the middle of a bad situation with no relative velocity and his (smarter) friends moving rapidly away. The player, in a way, decides how to deploy the tactical genius (or stupidity) of his characters.

Obviously collapsing four dimensions of state into one is going to lose some information in the process. There will be some things that you can't explicitly model (that is, there may be a story you want to see that cannot be represented). It does succeed at the obverse: for every board state and state change, there is an interesting and believable story that can be told. Further, the stories that are told are definitive of the genre—out-matched pursuit, well-matched firefights, and blockade running. That has to be the primary design goal of any heavily abstracted system.

Procedure

SUMMARY

0. Detection

Navigation roll determines position. Highest roll places any two ships on bands between 3 and -3; subsequent rolls place one ship each; lowest roll places nothing. Winner of detection phase decides to move to phase 1 or phase 2.

1. Position

Maneuver drive roll *limited* by Pilot skill. Highest may move his vessel the number of shifts between his roll and the lowest (to a maximum of the Maneuver rating of his own ship) or another vessel the number of shifts between his roll and the target vessel's roll (again, to a maximum of the winner's Maneuver rating).

2. Electronic Warfare

Ship's Computer rating is rolled, *amplified* by communication officer's Commo skill. Damage is to the Data Integrity track.

3. Open Fire!

Ship's Weapons are rolled, first Lasers then Missiles, *amplified* by the gunnery officer's Gunnery skill. Lasers are defended against by and modified by the defender's gunnery skill. Lasers firing at three or more zones range subtract 2 from the roll. Missiles are defended against by lasers at full level if they have not fired offensively and at level 1 otherwise. Missiles firing at one or zero zone range subtract 2 from the roll. Damage is to the Hull Integrity track.

Rolling Two Skills

Recall that when two skills are involved in a roll, they may be related in one of several ways.

A is limited by B: roll against the lower of A and B.

A is amplified by B: roll against A, gaining +1 if B is higher than A.

A is modified by B: roll against A, gaining +1 if B is higher than A and -1 if B is lower than A.

4. Damage Control

Engineering and Computer skills can be used to effect repairs.

5. Launch

A single non-starship may be launched from a bay at this time.

Repeat Steps 1-5, as necessary.

0. DETECTION

Before a fight can start, everyone needs to find each other. Position will be plotted on a linear scale from -4 to +4 on The Map. A Navigation check is rolled by each ship's navigation officer, and all rolls are ranked. Ties are ranked by raw Navigation skill (though see below). The highest ranked Navigator will place two of the ships to be played on the map anywhere except the two most distant lines (-4 and 4). The next highest rank then places a single ship and this continues until all ships are placed. The lowest ranking Navigator will place nothing.

Initiative

The ship which wins the detection round may also decide if there will be a positioning roll in the first turn (only). Once all the ships are placed, the winning ship in this phase decides whether to proceed to phase 1 or directly to phase 2. This allows a ship to attempt escape without engaging in combat immediately on being detected - going to phase 1 - or it allows it to use the tactical position from the detection phase for an optimized initial combat round - going to phase 2.

In the event of a tie between two ships (as might happen for example when two scout ships meet, with default navigators), if neither ship is willing or able to invest Fate points to gain victory, ships are placed randomly, based on a roll of the fate dice (it is only in this circumstance that a ship may begin at the 4 or -4 band).

1. POSITION

Starship positions are plotted on a simple linear scale from -4 to +4. Ships begin as they were placed in the detection phase. At the beginning of each round of combat, pilots jockey for position. All pilots roll their ship's Maneuver drive rating *limited by* their Pilot skill. Only the highest roller may alter any ship's positions: he may move either himself the difference between his roll and the lowest roll, or any ship with a lower roll up to the level of the difference between them. He may not, however, move any vessel more map bars than his own vessel's maneuver rating. Each ship may only be moved once per turn. Moving a ship between the 3 and 4 bar (or the -3 and -4) costs 2 victories. Moving a ship off the map costs 3 victories.

If the positioning roll is tied, there is no net change in position. Move on to the next phase.

If the winning positioning roll is tied, the next highest roll is the winner. This presents some interesting tactical choices for Fate point expenditure: sometimes it's advantageous to forfeit your awesome roll so that your ally, who rolled lower, can make use of his better Maneuver drive, for example. You might then use an Aspect to force a tie so that you lose control.

If a ship exceeds -4 or +4 they leave combat, whether forced off by others or maneuvered off by their own pilots. In this fashion a really excellent pilot in a hot ship can cut down the odds by positioning enemy vessels off the map until he faces only one opponent.

The sequence established in this phase (or, if there is no positioning phase, the sequence established in the detection phase) determines the order of attacks in subsequent phases. This persistent value might be written down or represented with a coloured 12- or 2-sided die. It is persistent until the next turn as it determines order for all phase activities.

2. ELECTRONIC WARFARE

Before any destructive weapons are used, each ship may conduct electronic warfare, pitting its communications officer against the enemy. If a communications officer has military-grade Commo, she may pick a target and roll the ship's Computer rating *amplified* by their Commo skill. The defender also makes a roll. The loser will take a Data Integrity (composure) hit to the ship according to the difference between rolls. Note that only one roll is made for each ship, so in some cases with more than two ships in play, a single roll may defend against multiple attacking rolls as well as act as the attacking roll on the declared target. Note also that a good defence against hacking can inflict damage on the attacking Data Integrity track, even if the defending communications officer does not have military-grade Commo.

The Electronic Warfare (EW) defense roll is persistent through this phase and might be noted on scratch paper or represented with a coloured 12- or 20-side die beside each ship card.

3. OPEN FIRE!

Weapons attack at their rating for each battery. The sequence of attacks is Laser/Particle Accelerator/Missile.

All combat rolls, offensive and defensive, are made at the battery rating *amplified* by the gunner's Gunnery skill (that is, the battery rating is used and increased by one if the gunnery rating is higher). Defensive rolls are made once for each defensive system but stay on the table—that defensive roll you made with the lasers stands throughout the Open Fire! Phase, complete with its fate point purchased augmentation, if any. As these rolls are persistent through the phase, it can be handy to note them on the ship card or use a coloured 12- or 20-sided die set to the result. Though persistent, defensive rolls are distinct from offensive rolls and should be recorded separately.

A Sandcaster roll is made to oppose all incoming Laser or Particle Accelerator shots.

Sidebar: Spin!

Look out for spin! Sure it seems like a good idea to take that shot at long range even though your opponent will probably just sand it off. There's always a chance of a good hit, right? Well look out for spin! Remember that whenever the defender beats the attacking roll by three or more, he gets spin and he'll use it against you.

The story here? You decide not to shoot because power is scarce and ammunition is expensive. Or maybe you're just tired of the fact that all it does is give your position away! In any case, look out—a competent defender can turn into a very dangerous attacker next round when armed with spin.

A Laser roll is made to oppose all incoming Missile shots. Lasers so used can still fire offensively.

Missiles firing at one or zero zone range subtract 2 from the roll. Lasers firing at three or more zones range subtract 2 from the roll.

If no specific defence is available, the ship defends with a base of zero, modified by a roll.

Each battery fires separately and (barring stunts) must all fire on the same target.

Attacks can be declared in any order during each weapon's segment but resolution of effects is simultaneous for the phase.

*Example: Alice, Bob, and Charlie are conducting a three vessel combat. In the Open Fire! phase the referee calls for all Laser fire to be declared. Bob hesitates and Alice declares that she will fire on Charlie. Charlie vengefully counterattacks. Bob has a lousy Laser rating and decides not to fire, denying **spin** to a lucky defender.*

Charlie and Alice both roll their Laser value. Each also rolls and adds either the Sandcaster value or zero if their ship has no sand. Shifts are calculated and damage applied. No one is taken out but Alice has to take a Mild Consequence: "Computer is rebooting...and rebooting...and rebooting."

All vessels are still in play and none have Particle Accelerators, so the referee calls for all Missile attacks to be declared. Bob is firing his missiles at Alice and says so. Charlie is also firing missiles at Alice. Both roll, adding their ships' Missile rating and Alice rolls her Laser rating defensively once. Charlie decides to free tag Alice's new Consequence, narrating, "Too bad that computer is down and you're unable to accurately calculate our missiles' trajectory. That could have made all the difference." The Consequence is marked on the ship card as tagged—it cannot be tagged for free again. Charlie gets +2 on his roll for this. Alice's single defensive Laser roll is used against both Missile rolls. Shifts are calculated and damage applied to Alice's ship.

Anti-missile EW is subsumed in the EW phase of the game and represented by appropriate consequences rather than being modelled as an explicit defence here.

Damage

Damage is the difference between attack and defence. The appropriate box is checked. When the last box is checked and cannot be unchecked with a consequence, the ship is either destroyed (taken out) or a concession is negotiated. Damage over and above the last box checked can be used to generate spin but does no additional damage.

Consequences can be used to buy down one damage box. A Mild consequence reduces a damage box by one step. A Moderate consequence reduces a damage box by two steps. A Severe consequence reduces a damage box by four

steps. The mitigation provided by a consequence is against the box (or position past the last box) that would be marked. That is, if a hit rolls up because the box hit is filled, it is the rolled up position that must be mitigated. This makes your last hit box very precious indeed. A player may only ever have a maximum of three consequences and may only have a maximum of one of each type. The actual Consequence is named by the attacker.

A ship is “Taken Out” when it sustains a hit past its damage track that cannot be mitigated with a Consequence. A ship can have no more than three consequences total regardless of the type of track the consequence was on: hull integrity or data integrity. The attacker narrates the final state of the defeated ship (exploding in a blaze of glory; empty derelict; captured), subject of course to final approval by the referee.

Consequences can be compelled, tagged, or invoked just like any other Aspect. Their description is up to the controlling player but must obviously appear to be negative and meet with everyone’s approval as a suitable description of harm to the vessel. And remember, if you forced the consequence you can tag it once for free!

Damage from most weapons is checked off the Hull Integrity track. Damage from successful EW attacks and Particle Accelerators is checked off the Data Integrity track.

Recovering Stress Box Hits

Stress box hits are not real damage. They are alarms going off, rattled crew, shrapnel dinging off the hull, shutting down non-essential systems, blowing air to avoid explosive decompression, and so on. Nothing that can’t be fixed with a tiny amount of downtime and nothing that actually affects performance. Consequently all stress box hits are cleared at the first instance of downtime, whether that’s time in dock or just the week in jump to the next destination.

Note that this means a ship can be taken out without ever taking a consequence and therefore without ever taking any serious damage! A ship that takes a hit four past its Hull Integrity track cannot be saved. This is the canonical piracy success: the winner chooses to narrate the taken out result as surrender and an undamaged ship is captured.

Recovering Consequences

A Mild consequence can be repaired by an engineer or computer expert (depending on the type of consequence) without a roll after the combat scene is over.

A Moderate consequence remains until the engineer or computer expert can make a successful check against difficulty zero. Base time for repairs is a week with (positive or negative) shifts modifying time to solve by one per shift.

A Severe consequence can be repaired by an engineer or computer expert rolling against the number of hull boxes on the ship’s relevant Integrity track

Making holes in your track

When your integrity track is full you’re not dead—but you are about to be. With tracks that exceed four boxes there is no way a consequence can repair any hit—it’s going to roll up past four and your best consequence can only bring it down by four. You are toast.


The solution is to eat a consequence when your track is full. A track with holes in it is a hit you can survive.


The Time Track

Instant
A few moments
Half a minute
A minute
A few minutes
15 minutes
Half an hour
An hour
A few hours
An afternoon
A day
A few days
A week
A few weeks
A month
A few months
A season
Half a year
A year
A few years
A decade
A lifetime

(Hull or Data) at any starport of class C or higher with access to equivalent technology over the course of a scene. A class B starport reduces the difficulty by 1. A class A starport reduces the difficulty by 2. These repairs force a monthly maintenance credit check (see Trade and Starship Economics) and take one month, modified by the number of shifts achieved.

Example: Alice's ship has survived combat but with all three Consequences taken on the Hull. The Mild is automatically repaired after combat as she has an engineer—if she didn't she'd have to hire one. The ship has limped to a world with a class-C starport and the engineer (with Engineer-2) goes to work.

First he fixes the Moderate: he rolls  for a total of 5. Against a difficulty zero that's 5 shifts, so the repairs take only an hour (a week on the time track shifted 5 places faster).

After the easy fix he tackles the Severe Consequence: the ship has 5 hull boxes, so his difficulty is 5. He rolls  for a total of 3. Against difficulty 5 that's -2 shifts, so these repairs are going to take a whole season.

At this point, the players will want to decide whether to limp to a more competent starport for repairs or wait the time. The engineer might want to spend some fate points. Regardless, the roll stands: even if they jump their broken ship to a better starport, all they can do is modify the roll already made. Getting help from a better engineer can shift the roll by one place, but no one gets to re-roll (except as the result of a fate point spent on an appropriate Aspect of course). Regardless, the ship's owner must make a monthly maintenance check to pay for the repairs, though he does not need to make any operational maintenance checks during the downtime: the ship's not flying.

4. DAMAGE CONTROL

Engineers and Computer experts may make damage control checks now on hull integrity tracks (engineer) or data integrity (computer) tracks that have taken damage. The target number for success is the highest box marked. The number of successes indicate the track box that can be erased. If that track box is not marked a lower marked box may be erased.

Example: The Meritorious Conduct has a 6-long hull integrity track with the two and four boxes filled: 

The Engineer-3 is trying to make repairs is rolling against a difficulty of 4 (highest hull box hit). If he can generate 4 shifts he can repair the worst of the damage. If he only makes 2 or three shifts, however, he can still repair the 2-box hit. It's a hard roll—the engineer rolls 🎲🎲🎲🎲 for +1 to his skill. That's a 4 from a pretty good roll but against difficulty 4 that's no shifts and nothing is repaired.

If you're playing the role-playing game, however, then that engineer might be a full-fledged character, in which case he could spend a fate point and use his "Handy With a Spanner" aspect. That gets him +2 for 6. That's two shifts against difficulty 4 and he could at least repair the lesser of the two hits.

5. LAUNCH

A single non-starship may be launched from a bay at this time. Some starships may have stunts that allow multiple launches. From this point forward anything launched acts as full ships. Note that we don't bother treating missiles as launched objects—keeping track of them is just a pain with no real benefit.

Special Maneuvers

FORMATION FLYING

Formation Flying is a means of keeping two ships in the same range band at all time. Ships in formation may not be separated by the positioning rolls of another ship. This allows a merchant to fly with an escort, for example, of a fleet of fighters to maintain a common range for their attacks.

Ships may begin combat in formation. During set-up in the detection phase, any two ships (or more) in the same band MAY (but need not) be in formation, if the players of both ships so choose. Models are pressed next to each other to represent this.

Ships may enter formation during positioning. In the turn in which any ship is moved to band 0, and there is at least one other ship at band zero, the ship entering the band may enter formation with another ship.

A ship may leave formation at any time during the positioning phase.

When moving each pilot makes a roll, but the formation moves based on the lowest roll. The formation is moved as a unit if repositioned by another ship. Ships in formation may only move as fast as the M-drive of the slowest ship allows.

Formation flying allows all ships autonomy, but is more challenging to maintain than tethering in combat situations.

Decoys

On thing that launches are extremely powerful for is decoying enemy ships. Because they generally have very high maneuver drives and commensurately high pilot skills, they represent a great opportunity to drag an injured opponent back to the middle of the map where he can't escape (harrying!) or push him off the 4-line—decoying him so far and so fast away from his target that he can't return to the fight. Take advantage of the fact that your opponent probably won't target your little gig when he can concentrate on killing your Close Escort.

TETHERING

Tethering offers increased performance for ships in formation, at the expense of some autonomy for vessels. Tethering need not be physical, but we may need a picture to describe it: slaving the computer, or whatever; it would also be useful for jump (“Convoy!”).

Two (or more) ships in formation may be said to be tethered, if one of the two following conditions are met: either both ships agree to be tethered and one agrees to lead, or one ship wishes to tether and lead and the other has been “Taken Out” with the narrated result being that it is now under the control of the tethering player.

There is always a primary ship when ships are tethered; one leads the other (or others). Multiple ships may be said to be tethered together, but only one can be leading.

As with formation flying, models are pressed together to represent this, but tethered ships gain the temporary Aspect “tethered”.

In the positioning phase, only the leader makes a piloting roll. Two tethered ships may only move as fast as the M-drive of the slowest ship allows.

Tethering may be disengaged at any point, at the discretion of the leader.

Sometimes tethering needs to be physical. If a ship with the Aspect “tethered” also does not have a subjecting M-drive (because it is a derelict, or it has lost them during combat, or it is out of fuel, for example), the mass of the derelict vessel needs to be taken by the M-drive of the captor ship (or another tethered vehicle, which will slow that vehicle as well).

BOARDING

In any turn, the lead ship may board any ship to which it is tethered.

Relevant Aspects include “Boarding crew” “Bunch of thugs” “tight security” “Elite marines” and “tethered”.

At this point, the game reverts to the individual tactical game: characters fight boarders, etc. However, this can be addressed within the Starship tactical game with an opposed roll, where any positive result for the boarders indicates the boarding action to be successful by the end of the following turn. Ties favour the defending ship, however, and any ship that withstands a boarding part for three rolls has repelled the boarders, and is no longer tethered. If it was tethered as a result of being “Taken Out”, it remains “Taken Out” but requires new narration, this time provided by the defender (as he succeeded in repelling boarders).

These rules could also become applicable if the players stumble onto a boarding situation, or are asked to escort a target ship that is then attacked by pirates (the pirates board the target, while the PCs in their ship maneuver about).

Ship List

The following is a catalogue of most of the ships under 1000 tons found in the Classic Traveller books (book 2, supplement 4, supplement 7, and adventure 10). This is not meant to represent an exhaustive list: with the Traveller rules it is possible to design new ships, and make conversions following the rules in Ship Design and Construction , using these examples as models. Nevertheless, this ship list provides a range of ships under 1000 tons, that, depending on the campaign, may represent anywhere between 75 and 100% of all ships encountered. No ship will have more than 5 aspects; small craft (in 9.15) may have a maximum of two aspects.

Ships are deliberately left without a complete set of stunts in some cases: players should add stunts as per the design rules to fill the ship up to its requisite number.

A note on format: since power plants are a factor of the design process but have no impact on game play, the size is not listed (ships with larger power plants than needed may have the stunt Agile). Software stunts are to be selected from the list in Ships Stunts.

STARSHIP REGISTRATION				1. Tonnage	100	
2. Starship name		Type S, Balanced weaponry		3. Purpose		Scout
4. Owner				5. Operator		
6. ASPECTS				7. STRESS TRACKS		
Faulty air system				7.1. Hull		
Been around a bit				<input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/>		
				7.2. Data		
				<input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/>		
8. EQUIPMENT				9. STUNTS		
8.1. Jump	2	8.5. Laser	1	9.1. Stunt and effects		
8.2. Maneuver	2	8.6. Missile	1	Streamlined: can enter atmosphere		
8.3. Computer	2	8.7. Sandcaster	1	9.2. Stunt and effects		
8.4. Cargo	1	8.8. Particle Accelerator		9.3. Stunt and effects		
10. CREW				9.3. Stunt and effects		
10.1. Number of crew	2	10.5. Gunnery	1	9.3. Stunt and effects		
10.2. Pilot	1	10.6. Engineering	1	9.3. Stunt and effects		
10.3. Navigation	2	10.7. Computer		9.3. Stunt and effects		
10.4. Commo		10.8. Other		9.3. Stunt and effects		
11. MISCELLANEOUS						
11. Vehicles		air/raft				

CIVILIAN SHIPS

Type S 100 ton Scout

The ubiquitous one-person ship. The Type S is the mainstay of the Imperial Scout Service and provides all kinds of menial tasks from courier duty to surveys. Generally speaking Type S craft are on loan to their pilots who are semi-retired: they can do what they please with their ship as long as they maintain it and call in at each ISS base in their travels to check for emergency duty. Type S craft are almost always armed as they are usually operating outside the protection of the Imperium proper, but are highly customised by their pilots.

Variations include laser heaver deployment (Laser-2 and no other weapons), missile heavy (Missile-2 and no other weapons), and unarmed. All variants are common.

The Type S Scout can be flown with only a single crew member acting as both pilot and navigator.

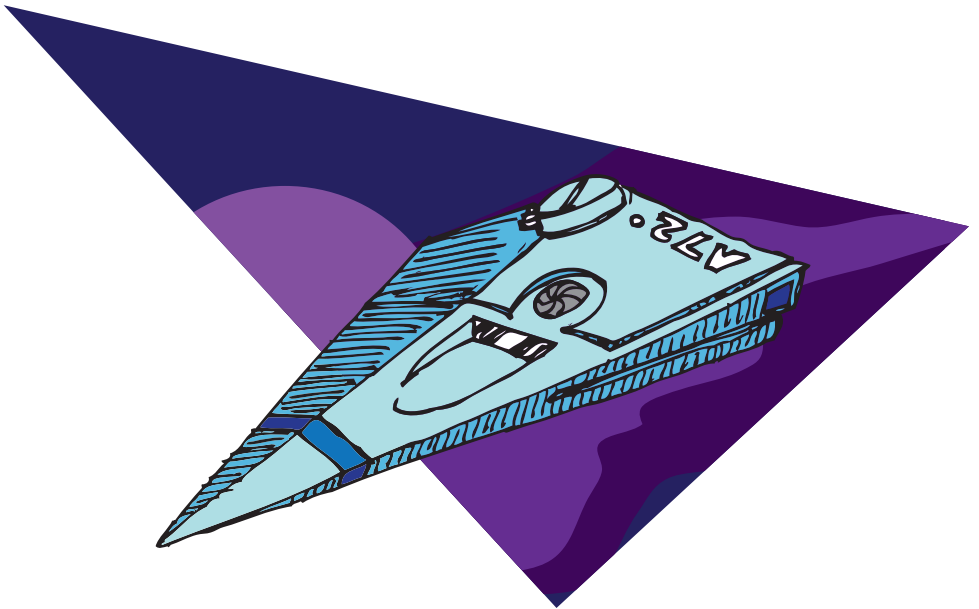
Scout Variant: Type J, Seeker

The Seeker is deployed by the ISS for detached service — when an ex-scout warrants the use of an ISS vessel, they like to make sure they get one that can turn a credit if possible. The Seeker adds weapons, mounting a Laser-2 battery, and increases the Cargo rating to 3.

It also adds the Stunt “Dismountable fuel tanks”, allowing the ship to use fuel tankage for cargo space: if fueled for only a Jump-1, the ship has a cargo rating of 4.

Suitable aspects for a Seeker might include “Held together with string” and “Older than the owner”.

As Seekers are sometimes used in prospecting, a “prospecting buggy” (an air/raft sealed against vacuum) sometimes replaces the air/raft.



STARSHIP REGISTRATION		1. Tonnage	200
2. Starship name Type A, unarmed		3. Purpose Free trader	
4. Owner		5. Operator	
6. ASPECTS		7. STRESS TRACKS	
Ubiquitous		7.1. Hull	
		<input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/>	
		7.2. Data	
		<input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/>	
8. EQUIPMENT		9. STUNTS	
8.1. Jump	1	8.5. Laser	9.1. Stunt and effects Streamlined: can enter atmosphere
8.2. Maneuver	1	8.6. Missile	
8.3. Computer	1	8.7. Sandcaster	
8.4. Cargo	5	8.8. Particle Accelerator	
10. CREW		9.2. Stunt and effects	
10.1. Number of crew	3	10.5. Gunnery	9.3. Stunt and effects
10.2. Pilot	1	10.6. Engineering	1
10.3. Navigation	2	10.7. Computer	9.3. Stunt and effects
10.4. Commo		10.8. Other	
11. MISCELLANEOUS			
11. Vehicles			

Type A 200 ton Free Trader

This is the cheapest ship possible to break into the shipping, courier, and speculation business and consequently there are a lot of them around. They are small, dedicated to empty space, and slow. Any given Type A owner is looking for its replacement almost as soon as he signs the papers to own it. Needless to say, the Type A is a common sight in almost any system, especially as it can be repaired with almost any industrial level and can be built by any culture with a knowledge of more than rocketry. As with the Type S, some armed variants are shown by dividing the weapon stats up with slashes: unarmed/defensive/offensive.

Variations typically involve arming the vessel: all laser (Laser-3) outfitting is common and so is a defensive arrangement (Laser-2 and Sandcaster-2). In both cases the crew will need to add a gunner, typically at Gunner-2.

STARSHIP REGISTRATION		1. Tonnage	200
2. Starship name Empress Marava (Type A2)		3. Purpose Far trader	
4. Owner		5. Operator	
6. ASPECTS		7. STRESS TRACKS	
Internal security		7.1. Hull	
		<input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/>	
		7.2. Data	
		<input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/>	
8. EQUIPMENT		9. STUNTS	
8.1. Jump	2	8.5. Laser	2
8.2. Maneuver	2	8.6. Missile	
8.3. Computer	2	8.7. Sandcaster	2
8.4. Cargo	3	8.8. Particle Accelerator	
10. CREW		9.1. Stunt and effects Streamlined: can enter atmosphere	
10.1. Number of crew	3	10.5. Gunnery	2
10.2. Pilot	1	10.6. Engineering	1
10.3. Navigation	2	10.7. Computer	
10.4. Commo		10.8. Other	
		9.2. Stunt and effects	
		9.3. Stunt and effects	
		9.3. Stunt and effects	
11. MISCELLANEOUS			
11. Vehicles air/raft			

Type A2 200 ton Far Trader

The *Empress Marava* class of Type A2 traders is a popular vessel for speculative traders and those moving cargo outside the common trade routes or into sparse subsectors where you just can't count on being a single parsec from everywhere you want to go. The design trades off fuel and drive space for cargo, allowing for a smaller payload but generally superior drive characteristics. It's still a perfectly functional trader, well able to support itself in any vigorous economic region. Just in case the region is too vigorous, the Type A2 usually sports a defensive weapon arrangement consisting of balanced lasers and sandcasters. Other weapon arrangements are common, of course, most notably an all-laser variant (Laser-3).

STARSHIP REGISTRATION		1. Tonnage	200	
2. Starship name Type Y (Yacht)		3. Purpose Leisure		
4. Owner		5. Operator		
6. ASPECTS		7. STRESS TRACKS		
Lap of luxury		7.1. Hull		
		<input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/>		
		7.2. Data		
		<input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/>		
8. EQUIPMENT		9. STUNTS		
8.1. Jump	1	8.5. Laser	9.1. Stunt and effects Double jump: ship has fuel for two jump-1	
8.2. Maneuver	1	8.6. Missile		
8.3. Computer	1	8.7. Sandcaster		
8.4. Cargo	2	8.8. Particle Accelerator		
10. CREW		9.2. Stunt and effects		
10.1. Number of crew	4	10.5. Gunnery	9.3. Stunt and effects	
10.2. Pilot	2	10.6. Engineering		2
10.3. Navigation	1	10.7. Computer	1	9.3. Stunt and effects
10.4. Commo		10.8. Other		
11. MISCELLANEOUS				
11. Vehicles Ship's boat, air/raft, wheeled ATV				

Yacht

The Yacht is designed to suit the needs of wealthy individuals who want the freedom of their own interstellar ship. They are well appointed vessels whose interiors are larger than they need to be. On a yacht you expect to see wood and brass control panels, mock Navy insignias, and a ship's locker loaded with weaponry designed for hunting. The Yacht usually is only outfitted for Jump-1 but carries a double load of fuel. It also carries a wide array of vehicles: a ship's boat for carrying crew to and from planetary surfaces, an air/raft for short jaunts, and a wheeled ATV for hunting expeditions.

A common modification from the basic yacht design below is to arm it. Carrying two turrets, the usual layout is defensive: Laser-2 and Sandcaster-2.

STARSHIP REGISTRATION		1. Tonnage	200
2. Starship name Type K (Safari)		3. Purpose Leisure	
4. Owner		5. Operator	
6. ASPECTS		7. STRESS TRACKS	
Capture tanks		7.1. Hull □ □ □ □ □ □ □ □	
Trophy lounge			
Tour guide		7.2. Data □ □ □ □ □ □ □ □	
8. EQUIPMENT		9. STUNTS	
8.1. Jump	2	8.5. Laser	1
8.2. Maneuver	1	8.6. Missile	1
8.3. Computer	2	8.7. Sandcaster	1
8.4. Cargo	3	8.8. Particle Accelerator	
10. CREW		9.1. Stunt and effects Streamlined: ship can enter atmosphere	
10.1. Number of crew	6	10.5. Gunnery	1
10.2. Pilot	2	10.6. Engineering	2
10.3. Navigation	2	10.7. Computer	1
10.4. Commo		10.8. Other	
		9.2. Stunt and effects	
		9.3. Stunt and effects	
		9.3. Stunt and effects	
11. MISCELLANEOUS			
11. Vehicles air/raft			

Safari Ship

The Type K is essentially a modification of the Type Y Yacht that makes the vessel a business. By improving the drive assembly to accommodate full Jump-2 capability, the Type K can reach most out of the way places for a good hunt, and bring along some paying passengers for the ride. As it is designed to travel outside the primary spacelanes, the Type K is armed with a complete array of legal civilian weaponry: lasers, missiles, and sandcasters.

The Cargo-3 rating for the Type K is largely devoted to luxurious passenger space and the capture tanks for recovering alien life forms to take back to civilization. Part of the passenger space is the trophy lounge, where passengers can relax and trade stories of past hunts amidst the holos and, in some cases, stuffed cadavers of past kills. Naturally the vessel is appointed in traditional wood and leather wherever possible.

The Type K is streamlined to allow landings as well as to allow the pursuit of some of the more exotic Jovian game from aboard ship.

STARSHIP REGISTRATION		1. Tonnage	400
2. Starship name Type R (Fat Trader)		3. Purpose Subsidised merchant	
4. Owner		5. Operator	
6. ASPECTS		7. STRESS TRACKS	
Full of useless crap		7.1. Hull	
Government trade routes		<input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/>	
		7.2. Data	
		<input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/>	
8. EQUIPMENT		9. STUNTS	
8.1. Jump	1	8.5. Laser	9.1. Stunt and effects Streamlined: ship can enter atmosphere
8.2. Maneuver	1	8.6. Missile	
8.3. Computer	1	8.7. Sandcaster	
8.4. Cargo	5	8.8. Particle Accelerator	
10. CREW		9.2. Stunt and effects	
10.1. Number of crew	5	10.5. Gunnery	9.3. Stunt and effects
10.2. Pilot	2	10.6. Engineering	
10.3. Navigation	2	10.7. Computer	9.3. Stunt and effects
10.4. Commo	2	10.8. Other	
11. MISCELLANEOUS			
11. Vehicles Launch			

Subsidized Merchant (“Fat Trader”)

The Type R is commonly found in dense subsectors where governments are prepared to help pay for regular cargo hauling. The vessels are big and generally haul low-margin goods, making their profit from the government subsidies and the occasional passenger. These vessels don’t make a lot of money but they are easier to acquire than some vessels because governments may provide them complete and with maintenance paid at participating starports in return for regular operation in designated lanes.

As these vessels often supply systems that can’t support their own starport, the vessel is streamlined and equipped to refuel from almost any source.

It’s rare to find a Type R armed, mostly because they aren’t very appealing targets for pirates (who needs a hundred tons of grain?) but when they are it’s typically a balanced load: Laser-2, Missile-2, and Sandcaster-2.

Some Fat Traders possess a demountable (internal) fuel tank, giving it the Stunt “Double jump” exactly as the Type Y Yacht. This reduces the Cargo rating to 4, but the vessel can now make two Jump-1 on a full tank.

STARSHIP REGISTRATION		1. Tonnage	400
2. Starship name Type L (Lab ship)		3. Purpose Research and survey	
4. Owner		5. Operator	
6. ASPECTS		7. STRESS TRACKS	
Research lab		7.1. Hull	
State of the art sensors		<input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/>	
		7.2. Data	
		<input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/>	
8. EQUIPMENT		9. STUNTS	
8.1. Jump	2	8.5. Laser	9.1. Stunt and effects Lab ship: on research missions only, cargo=4
8.2. Maneuver	1	8.6. Missile	
8.3. Computer	2	8.7. Sandcaster	
8.4. Cargo	2(4)	8.8. Particle Accelerator	9.2. Stunt and effects
10. CREW		9.3. Stunt and effects	
10.1. Number of crew	5	10.5. Gunnery	9.3. Stunt and effects
10.2. Pilot	1	10.6. Engineering	2
10.3. Navigation	2	10.7. Computer	3
10.4. Commo	2	10.8. Other	
11. MISCELLANEOUS			
11. Vehicles Pinnacle, air/raft			

Lab Ship

The Type L lab ship is the core of the ISS survey, following up initial scout contacts with full investigations. The vessel has a lot of its internal space devoted to laboratory equipment, which gives it a variable Cargo rating: hauling regular cargo or passengers, the rating is 2 but when conducting a research mission for pay, the rating is 4. While the crew is rated at 5 members, this does not include scientists—as many as 6 more crew members can be added as the research team.

Not all scientific investigation is safe, so it is not uncommon to arm Type L vessels. A balanced load is usual: add Laser-2, Missiles-2, and Sandcaster-2 and a Gunnery-2 crew position.

STARSHIP REGISTRATION		1. Tonnage	600
2. Starship name Type M (Subsidised liner)		3. Purpose Commercial passenger	
4. Owner		5. Operator	
6. ASPECTS		7. STRESS TRACKS	
Cheap meals		7.1. Hull	
Regular stops		<input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/>	
		7.2. Data	
		<input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/>	
8. EQUIPMENT		9. STUNTS	
8.1. Jump	3	8.5. Laser	9.1. Stunt and effects
8.2. Maneuver	1	8.6. Missile	
8.3. Computer	3	8.7. Sandcaster	9.2. Stunt and effects
8.4. Cargo	3	8.8. Particle Accelerator	
10. CREW		9.3. Stunt and effects	
10.1. Number of crew	9	10.5. Gunnery	9.3. Stunt and effects
10.2. Pilot	2	10.6. Engineering	
10.3. Navigation	3	10.7. Computer	2
10.4. Commo	1	10.8. Other	
11. MISCELLANEOUS			
11. Vehicles		Launch	

Subsidised Liner

Wherever subsectors are sparse there is a limited profit in hauling passengers, so when the local governments require regular passenger service, they will sometimes pay for it. The Type M is the ship of choice. It's not too big and it's not designed to make a profit, but it has enough seats to get the job done. Owner/operators have their interest payments waived and other inducements to regularly ply spacelanes with as much as three parsecs between landings, gleaming a meagre profit from the endeavor.

When this business is less than safe, a defensive weapon array is added: Laser-3 and Sandcaster-3, manned by a Gunnery-3 crew position.

This vessel is not streamlined and relies on adequate port facilities to refuel. Passengers are loaded and unloaded at a highport where available or using the Launch when one is not.

STARSHIP REGISTRATION			1. Tonnage	400	
2. Starship name		Type P (Corsair)		3. Purpose	Piracy
4. Owner		5. Operator			
6. ASPECTS			7. STRESS TRACKS		
Clamshell doors			7.1. Hull		
Nothing to see here			<input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/>		
Gang of thugs			7.2. Data		
			<input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/>		
8. EQUIPMENT					
8.1. Jump	2	8.5. Laser	3	9. STUNTS	
8.2. Maneuver	3	8.6. Missile	2	9.1. Stunt and effects	Partially streamlined: ship can skim gas giants
8.3. Computer	2	8.7. Sandcaster	2	9.2. Stunt and effects	Clamshell doors: can capture vessels up to 100 tons
8.4. Cargo	4	8.8. Particle Accelerator		9.3. Stunt and effects	
10. CREW					
10.1. Number of crew	10	10.5. Gunnery	3	9.3. Stunt and effects	
10.2. Pilot	2	10.6. Engineering	3	9.3. Stunt and effects	
10.3. Navigation	2	10.7. Computer	2	9.3. Stunt and effects	
10.4. Commo	2 (MG)	10.8. Other			
11. MISCELLANEOUS					
11. Vehicles					

MILITARY SHIPS

Corsair

The Type P Corsair is normally a fast and cheap military vessel, deployed as part of an outer picket or as a tripwire for fleet deployment. It's more often seen in a more nefarious role, though—piracy. In this version (which we show the ship card for here) it is usually modified so that the boat bay can open wide enough to accept a complete 100-ton vessel. Usually someone else's.

This ship is fast and well armed for its size and with its ample cargo hold it can serve as an armed merchant in the dodgier regions of space. That can also hold a lot of stolen booty, of course.

The vessel is partially streamlined — it's sleek enough to dip into the thin upper reaches of a gas giant in order to gather and refine fuel, but it can't lift its own mass in a real planetary atmosphere. As such it relies on highports, airless worlds, asteroid belts, and stolen craft to make landfall.

Weapons variations include a missile boat (Laser-2, Missile-3) and harrier (Laser-4). Unarmed variants are extremely rare.

STARSHIP REGISTRATION		1. Tonnage
2. Starship name Type X (Xboat)		3. Purpose Mail carrier
4. Owner		5. Operator
6. ASPECTS		7. STRESS TRACKS
The mail must get through		7.1. Hull <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/>
		7.2. Data <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/>
8. EQUIPMENT		9. STUNTS
8.1. Jump	4	9.1. Stunt and effects Pilotless: this ship can't maneuver and needs no pilot
8.2. Maneuver	0	
8.3. Computer	4	
8.4. Cargo	0	
10. CREW		9.2. Stunt and effects
10.1. Number of crew	1	9.3. Stunt and effects
10.2. Pilot		10.5. Gunnery
10.3. Navigation	4	10.6. Engineering
10.4. Commo		10.7. Computer
		10.8. Other
11. MISCELLANEOUS		
11. Vehicles		

X Boat

This strange little vessel is the backbone of the communications network. Manned by dedicated loners from the Scout service, this vessel jumps from system to system along the Xboat mail routes, dropping off loads of data and picking up new commissions. It is entirely government operated—there is no private money being made here. The vessel has no maneuver drive—all recrew, refuelling, and servicing is done by a thousand ton Xboat Tender in system.

Xboats are unarmed. As they have the full weight of Imperial interest behind them, they are never disturbed in their duties.

STARSHIP REGISTRATION		1. Tonnage	1000
2. Starship name	Type XT (Xboat tender)	3. Purpose	Tending boat
4. Owner		5. Operator	
6. ASPECTS		7. STRESS TRACKS	
Clamshell doors		7.1. Hull	<input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/>
State of the art electronics		7.2. Data	<input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/>
8. EQUIPMENT		9. STUNTS	
8.1. Jump	1	8.5. Laser	
8.2. Maneuver	1	8.6. Missile	9.1. Stunt and effects
8.3. Computer	1	8.7. Sandcaster	Partially streamlined: ship can skim gas giants
8.4. Cargo	6	8.8. Particle Accelerator	9.2. Stunt and effects
10. CREW			Refueller: ship can refuel other ships
10.1. Number of crew	6	10.5. Gunnery	9.3. Stunt and effects
10.2. Pilot	2	10.6. Engineering	2
10.3. Navigation	2	10.7. Computer	2
10.4. Commo	3	10.8. Other	2
11. MISCELLANEOUS			
11. Vehicles			

Express Boat Tender (1000 ton)

The only way the Xboats can get their job done is with help from an Xboat Tender. These vessels are stationed at each mail node and service all incoming Xboats, providing fuel, maintenance, and sometimes a little recreation for the Xboat pilots. They have an enormous maintenance bay and machine shop that can enclose up to six Xboats at a time. When stationed in backwater systems, they are fully capable of skimming and refining fuel from gas giants.

Express Boat Tender Variant: Fuel Tanker

The cargo bay can be filled with fuel instead of supplies, allowing for extended refuelling roles such as the rare installation in empty systems.

Express Boat Tender Variant: Corsair

It's not unheard of for an Xboat Tender to be captured or purchased as surplus and converted—it's a very powerful design for piracy and illicit cargo, though immediately recognizable. A typical weapons load is Laser-4, Missile-4, and Sandcaster-3 and adds a new crew position with Gunnery-4.

STARSHIP REGISTRATION		1. Tonnage	300
2. Starship name Type CE (Close escort)		3. Purpose Military escort	
4. Owner		5. Operator	
6. ASPECTS		7. STRESS TRACKS	
Agile		7.1. Hull	
Really agile		<input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/>	
		7.2. Data	
		<input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/>	
8. EQUIPMENT			
8.1. Jump	2 (4)	8.5. Laser	3
8.2. Maneuver	5 (4)	8.6. Missile	
8.3. Computer	6	8.7. Sandcaster	
8.4. Cargo	0	8.8. Particle Accelerator	2
9. STUNTS			
10. CREW		9.1. Stunt and effects	
10.1. Number of crew	12	Drop tanks: when attached ship has Jump-4, Man-4	
10.2. Pilot	3	9.2. Stunt and effects	
10.3. Navigation	3	Software:	
10.4. Commo	3 (MG)	9.3. Stunt and effects	
10.5. Gunnery	2 (MG)	Software:	
10.6. Engineering	2	9.3. Stunt and effects	
10.7. Computer	3		
10.8. Other			
11. MISCELLANEOUS			
11. Vehicles Gig			

Close Escort

The Type CE is a military design intended to operate in squadrons of eight with the objective of protecting larger ships, whether warships or logistics caravans. As such it mounts lasers and a high energy particle accelerator and it excels at electronic warfare. The base version presented here mounts drop tanks that allow it to make a four parsec jump at the expense of some maneuvering ability, giving it a rapid response role as well as the ability to escort Xboats to full jump range. It has no cargo or passenger space to speak of.

The computer on the CE exceeds the basic needs for operating the ship, giving it two software stunts to be selected by the ship's crew.

STARSHIP REGISTRATION			1. Tonnage	400	
2. Starship name		Type CEG (Close gunned escort)		3. Purpose	Military escort
4. Owner		5. Operator			
6. ASPECTS			7. STRESS TRACKS		
Agile			7.1. Hull		
			<input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/>		
			7.2. Data		
			<input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/>		
8. EQUIPMENT			9. STUNTS		
8.1. Jump	2	8.5. Laser	3	9.1. Stunt and effects Streamlined: ship can enter atmosphere	
8.2. Maneuver	5	8.6. Missile			
8.3. Computer	6	8.7. Sandcaster			
8.4. Cargo	0	8.8. Particle Accelerator	3		
10. CREW			9.2. Stunt and effects Software:		
10.1. Number of crew	12	10.5. Gunnery	2 (MG)	9.3. Stunt and effects Software:	
10.2. Pilot	3	10.6. Engineering	2	9.3. Stunt and effects	
10.3. Navigation	3	10.7. Computer	3		
10.4. Commo	3 (MG)	10.8. Other			
11. MISCELLANEOUS					
11. Vehicles		Gig			

Close Escort Variant: Gunned Close Escort

The Type CEG is a heavily gunned variant on the CE, designed for escorting slower vessels or where rapid response is unnecessary. By fixing the fuel tanks in place it has been skinned with a streamlined superstructure and the remaining extra space is devoted to additional fire control, increasing the particle accelerator rating. This vessel is tougher both offensively and defensively than its base design, the CE, but its role is more limited.

As with the CE, the computer on the CEG exceeds the basic needs for operating the ship, giving it two software stunts to be selected by the ship's crew.

The CEG is a popular surplus vessel for mercenary units and VIPs.

STARSHIP REGISTRATION			1. Tonnage	400	
2. Starship name		Type SB (System defense boat)	3. Purpose		Monitor
4. Owner			5. Operator		
6. ASPECTS			7. STRESS TRACKS		
Workhorse			7.1. Hull		
			<input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/>		
			7.2. Data		
			<input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/>		
8. EQUIPMENT			9. STUNTS		
8.1. Jump		8.5. Laser	3	9.1. Stunt and effects Streamlined: ship can enter atmosphere	
8.2. Maneuver	6	8.6. Missile	3		
8.3. Computer	6	8.7. Sandcaster			
8.4. Cargo	0	8.8. Particle Accelerator			
10. CREW			9.2. Stunt and effects Armoured: ship has one extra health box		
10.1. Number of crew	10	10.5. Gunnery	3	9.3. Stunt and effects Six software stunts	
10.2. Pilot	3	10.6. Engineering	4		
10.3. Navigation	4	10.7. Computer	2		
10.4. Commo	3 (MG)	10.8. Other		9.3. Stunt and effects	
11. MISCELLANEOUS					
11. Vehicles					

System Defense Boat

The Type SB is a typical customs inspection vessel, providing in-system patrol duties and defensive action against criminal or minor military targets. It has no jump drive fitted which has two significant effects: first, it cannot navigate interstellar space, and second, the computer is freed up entirely for software. As a result the SDB is a very formidable opponent, bringing enormous amounts of automation to bear on any given problem in addition to its significant firepower. Its heavy armour makes an attrition battle problematic and its high maneuver rating makes it very hard to escape.

The SDB has no room to spare for passengers or cargo, but as it's not jumping anywhere, it's not suited to commercial use from the get go.

STARSHIP REGISTRATION		1. Tonnage	200	
2. Starship name Jump shuttle		3. Purpose Jump assist		
4. Owner		5. Operator		
6. ASPECTS		7. STRESS TRACKS		
Ungainly		7.1. Hull <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/>		
		7.2. Data <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/>		
8. EQUIPMENT		9. STUNTS		
8.1. Jump	2 (1)	8.5. Laser	9.1. Stunt and effects Piggy-back: can make Jump-1 with a Type SB attached	
8.2. Maneuver	3 (1)	8.6. Missile		
8.3. Computer	2	8.7. Sandcaster		
8.4. Cargo	0	8.8. Particle Accelerator	9.2. Stunt and effects	
10. CREW		9.3. Stunt and effects		
10.1. Number of crew	3	10.5. Gunnery	9.3. Stunt and effects	
10.2. Pilot	2	10.6. Engineering		2
10.3. Navigation	3	10.7. Computer		
10.4. Commo		10.8. Other		
11. MISCELLANEOUS				
11. Vehicles				

Jump Shuttle (200 ton)

The Jump Shuttle is a utility vehicle designed for the sole purpose of providing jump services for System Defense Boats. They are not designed for combat, having no weapons or armour, and while overpowered when not towing an SDB, with the SDB attached they are purely utilitarian.

STARSHIP REGISTRATION		1. Tonnage	400
2. Starship name Type T (Patrol cruiser)		3. Purpose Police	
4. Owner		5. Operator	
6. ASPECTS		7. STRESS TRACKS	
To serve and protect		7.1. Hull	
Boarding party		<input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/>	
		7.2. Data	
		<input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/>	
8. EQUIPMENT		9. STUNTS	
8.1. Jump	3	8.5. Laser	3
8.2. Maneuver	4	8.6. Missile	3
8.3. Computer	3	8.7. Sandcaster	
8.4. Cargo	1	8.8. Particle Accelerator	
10. CREW		9.1. Stunt and effects Streamlined: ship can enter atmosphere	
10.1. Number of crew	18	10.5. Gunnery	3
10.2. Pilot	3	10.6. Engineering	3
10.3. Navigation	3	10.7. Computer	2
10.4. Commo	2	10.8. Other	
		9.2. Stunt and effects	
		9.3. Stunt and effects	
		9.3. Stunt and effects	
11. MISCELLANEOUS			
11. Vehicles			

Patrol Cruiser

The Type T Patrol Cruiser is a common sight on the primary spacelanes, keeping the peace with a friendly shout over the comms, a shot across the bow, or a boarding party full of Imperial police. It's designed for offensive action, largely, equipped with both lasers and missiles for multi-range effectiveness, but the bulk of its substantial crew is the boarding party. It has been designed with a significant cargo space to incarcerate the survivors.

The Patrol Cruisers is frequently purchased as surplus equipment and refitted for personal use as the boarding party barracks can be easily refitted as passenger berths, changing the Crew rating to 8 and the Cargo rating to 2 without changing any other characteristics of the vessel.

STARSHIP REGISTRATION		1. Tonnage	800
2. Starship name Type C (Mercenary Cruiser)		3. Purpose Platoon ship	
4. Owner		5. Operator	
6. ASPECTS		7. STRESS TRACKS	
Elite troops		7.1. Hull <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/>	
		7.2. Data <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/>	
8. EQUIPMENT		9. STUNTS	
8.1. Jump	3	8.5. Laser	5
8.2. Maneuver	3	8.6. Missile	2
8.3. Computer	5	8.7. Sandcaster	2
8.4. Cargo	1	8.8. Particle Accelerator	
10. CREW		9.1. Stunt and effects Software:	
10.1. Number of crew	20	10.5. Gunnery	4
10.2. Pilot	2	10.6. Engineering	4
10.3. Navigation	2	10.7. Computer	2
10.4. Commo	3	10.8. Other	
		9.2. Stunt and effects Software:	
		9.3. Stunt and effects	
		9.3. Stunt and effects	
11. MISCELLANEOUS			
11. Vehicles 2 Cutters and an air/raft			

Mercenary Cruiser

Someone has to carry those platoons of elite troops, and the Type C is built for it. In fact, it's designed to secure space as well, making it a very versatile military vessel especially when deployed in numbers. The Type C has space for a full platoon of troops and their equipment as well as two Cutters to deploy them planet-side. It is heavily armed with both lasers and missiles as well as sporting defensive sandcasters. Its computer is oversized for defensive purposes, making it a dangerous target for electronic warfare as well. The powerful computer allows for two Software Stunts, further increasing the vessel's effectiveness in a fight.

A popular weapons variant is the Missile Cruiser, which deploys Laser-3, Missile-4, and Sandcaster-3.

The Type C can be refitted as a long-jump liner by refitting the barracks as more stately staterooms and hiring a Steward. This increases its Cargo rating to 2 and reduces its Crew rating to 10.

SMALL CRAFT

Non-jump-capable ships smaller than 100 tons. Cargo numbers for non-jump-capable ships ("boats") are provided to give a sense of space available. Economic viability rolls always are made at -2, and ships cannot leave the system. Small craft typically have only two aspects, and no stunts. Small craft do not get fate points from their aspects when they are introduced in the launch phase. That is, when a space combat session starts with boats on the map, they get fate points (1 per aspect). When they are launched from an existing ship they do not get fate points.

Gig

Gig (20 ton)

Maneuver: 6, Computer: none, Lasers: none, Missiles: none, Sandcasters: none

Cargo: 3*

Hull Integrity: OO

Data Integrity: OO

Aspects: Built for speed

Crew: Navigation: 2, Pilot: 4, Commo: 0, Gunnery: 0, Engineering: 0, Computer: 0

Launch

Launch/Lifeboat (20 ton)

Maneuver: 1, Computer: none, Lasers: none, Missiles: none, Sandcasters: 1

Cargo: 6*

Hull Integrity: OO

Data Integrity: OO

Aspects:

Crew: Navigation: 1, Pilot: 1, Commo: 0, Gunnery: 1, Engineering: 0, Computer: 0

Ship's Boat

Ship's Boat (30 ton)

Maneuver: 6, Computer: none, Lasers: 1, Missiles: 1, Sandcasters: 1

Cargo: 4*

Hull Integrity: OO

Data Integrity: OO

Aspects: Built for speed

Crew: Navigation: 1, Pilot: 3, Commo: 0, Gunnery: 1, Engineering: 0, Computer: 0

Ship's Boat Variant: Slow Boat

M-3, Cargo 6*, not built for speed.

Pinnacle

Pinnacle (40 ton)

Maneuver: 5, Computer: none/1, Lasers: none/1, Missiles: none/1, Sandcasters: none/1

Cargo: 5*

Hull Integrity: OOO

Data Integrity: OO (two more boxes if armed)

Aspects: Built for speed

Crew: Navigation: 1, Pilot: 3, Commo: 0, Gunnery: 0 or 1, Engineering: 0, Computer: 0

Pinnacle Variant: Slow Pinnacle

M-2, Cargo 7*, not built for speed.

Cutter

Cutter (50 ton)

Maneuver: 4, Computer: none/1, Lasers: none/1, Missiles: none/1, Sandcasters: none/1

Cargo: 6*

Hull Integrity: OO

Data Integrity: OO (two more boxes if armed)

Aspects:

Crew: Navigation: 1, Pilot: 2, Commo: 0, Gunnery: 0 or 1, Engineering: 0, Computer: 0

Cutter cargo operations are modular: option for fuel tankage, or ATV in exchange for cargo 6*.

Shuttle

Shuttle (95 ton)

Maneuver: 3, Computer: none/1, Lasers: none/1, Missiles: none/1, Sandcasters: none/1

Cargo: 7*

Hull Integrity: OOO

Data Integrity: OO (two more boxes if armed)

Aspects:

Crew: Navigation: 1, Pilot: 2, Commo: 0, Gunnery: 0 or 1, Engineering: 0, Computer: 0

Fighter

Fighter (10 ton)

Maneuver: 6, Computer: 1, Lasers: none, Missiles: 2, Sandcasters: 0

Cargo: 1*

Hull Integrity: OO

Data Integrity: OOOO

Aspects:

Crew: Navigation: 2, Pilot: 2, Commo: 0, Gunnery: 1, Engineering: 0, Computer: 0