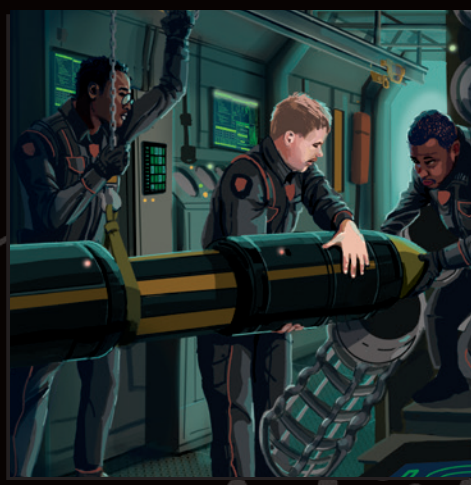
SHIPS OF THE EXPANSE

CIVILIAN, MERCHANT, AND MILITARY SPACEFARING VESSELS FOR THE EXPANSE



FLIP AND BURN

The Expanse is vast, and traversing the space between worlds in the solar system requires a ship. For a crew, a ship is freedom, home, safety, and a source of income—but also a source of responsibility and often debt. In space, other ships are potential allies, targets, or threats.

Ships of the Expanse details the many kinds of vessels that ply the space lanes of *The Expanse RPG*, ships that player characters might encounter, or perhaps even own. From agile shuttles and swift racing pinnaces to lumbering ice-haulers and massive warships, this sourcebook describes them all. *Ships of the Expanse* also features information on space stations, new rules for maintenance and repair, new ship qualities, buying and selling cargo, new stunts and hazards, and much more.

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SHIPS OF THE EXPANSE

CIVILIAN, MERCHANT, AND MILITARY SPACEFARING VESSELS FOR THE EXPANSE

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INTRODUCTION

Ships of the Expanse offers an in-depth look at spaceships, ships, combat, and life in space in the universe of *The Expanse*. The ships and rules herein describe ships and technology roughly up through the beginining of the novel *Nemesis Games*. The more advanced Martian *Corvette*-class, Laconian ships and void ships of the Transport Union will be covered in later expansions. Everything in this book should be considered by both the GM and players to be optional. This book is intended to add depth to the existing spaceship rules in *The Expanse RPG*, but you don't have to use everything. Use what you want; leave the rest.

> "A ship in harbor is safe, but that is not what ships are built for."
>
> — John A. Shedd, *Leviathan Wakes*

HOW TO USE THIS BOOK

This book contains several new rules: ship qualities, stunts, ship maneuvers, and more. Using every rule offered here could more complexity than necessary, especially if you're already in the middle of a campaign. Rather than bringing in everything at once, you might want to take some time, read through these rules, and then the GM and players should have a discussion about which rules make sense for the campaign and which don't. Many new ship qualities are introduced here, and it might make sense to have a conversation about whether any of them apply to an existing ship, if the player characters have one.

- **Game Masters:** If you're the GM, you might find that some of these rules are particularly suited to a particular adventure or encounter, but not necessarily for others. Using a rule for just one encounter is certainly acceptable, but make sure to keep the players in the loop and not blindside them with a new rule or mechanic.
- **Players:** If you're a player, remember that while there are a lot of cool new stunts and maneuvers described here, and if you petition to bring them into the game, the GM gets to use them too!

The best advice we can give is to take your time, tinker, use what you like, and set aside the rest–at least until the time is right.

WHAT'S IN THIS BOOK

Cut an Earther or a Belter, they both bled the same blood. Crack an access panel on the *Behemoth* and the *Prince*, and both ships had the same crappy brownout buffers.

— Abbadon's Gate

Ships of the Expanse has four chapters of expanded rules for spaceships as well as details about day-to-day life on a spaceship. There's also details on all kinds of ships characters in an *Expanse* game might encounter, or perhaps even own. From shuttles and racing pinnaces to lumbering ice-haulers and massive warships, this book describes them all, including game information and a variety of detailed plans.

CHAPTER 1: THE SHIPYARD

This chapter provides details about the major shipyards that can be found throughout the solar system. It also features additional rules on salvaging, repairing, and resupplying ships. You'll also find details on a wide variety of shipyard vehicles such as drones, mechs, ground vehicles, and more. It includes a greatly expanded list of Qualities and Flaws, rules for ship advancement, and rules for ship reputation and bonds.

CHAPTER 2: SHIPS IN ACTION

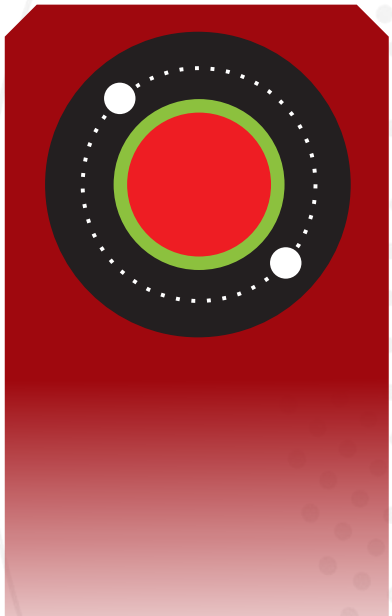
This chapter offers new and expanded features for ship combat including new Command Stunts and introducing Fleet Command Stunts and Crew Stunts. Add excitement to your space battles with new ship maneuvers, such as expanded electronic warfare, stealth technology, and new torpedo options. There are new ship operations rules and details on prospecting and mining, ferrying passengers and cargo, smuggling and piracy, and espionage. Finally, add some danger to your campaign with new hazards that include everything from micrometeoroids and cosmic rays to running out of water and overloaded reactors.

CHAPTER 3: SHIPBOARD LIFE

This chapter takes an in-depth look at what life is like on a spaceship. What does the crew actually do during the long voyages between ports? Crew roles, shift schedules, food and water, life support, and other details about life in space are all covered here. We also take a deeper look at shipboard Interludes and telling stories entirely on board a spaceship.

CHAPTER 4: SPACESHIP SPECIFICATION

This chapter provides histories, rules, and details on over thirty spaceships, including military and civilian ships. Most of these are generic ship classes, but there are also a few named ships of fame such as the *LDSS Nauvoo* and the *Rocinante*! Many of the ships also have story hooks to provide you with ideas for how to use them in a story.


1. THE SHIPYARD

Space travel in the world of *The Expanse* has come a long way from its humble beginnings in the Baikonur Cosmodrome. Once humanity established a permanent presence in Earth's orbit, technological advancements allowed for manufacture and assembly that would have been otherwise impossible when weighted by the planet's gravity.

Massive 3D printers only limited by available materials were soon spitting out hulls and thrusters that fit together like building blocks, carefully constructed by spacesuited engineers and aided by intelligent drones. Those first ships built in orbit transported the first Martian colonists, and it wasn't long before the shipbuilding facilities took off, first to build supply vessels, then to aid in humanity's expansion. Then came the invention of the Epstein drive, which opened the solar system to colonization. The ability to transport raw materials at incredible speeds and without the need for massive fuel supplies led to the construction of shipyards in deep space, the Belt, and the outer planets, and humanity leap-frogged into space.

SHIP CREATION

As discussed in **Chapter 6: Spaceships** of *The Expanse RPG*, ships are created much like characters: they are defined by a set of abilities and equipped with a variety of technologies in order to do their job. Ships are also like characters in that they have (and develop) quirks and personalities of their own. Some old Belters say that after fifty years flying, a ship has a soul.

Ships are complex organisms that require many systems to work together efficiently. If one shuts down—sensors, drive, weapons, environmental, crew—the ship and crew are left vulnerable. And while innovations and advancements are constantly made in the shipyards, there are commonalities that have existed for generations amongst almost every ship in the system. Build code is revised, old air recycling systems are redesigned, and things that have always been done that way sometimes just keep being done that way. 'If it ain't broke, don't fix it' is still understood no matter what rock you're on.

Construction and maintenance of a vessel in the shipyard is where this organic process originates and continues. From the newest top-of-the-line military hardware to a century-old rockhopper cobbled together from spit, chicken wire, and hope, each ship begins its life in one of these facilities, and depending on how much action it sees, may spend a significant amount of its downtime there.

> All along the ridges of the craters, harsh white work lights glared down onto buildings, loaders, scaffolds. The ribs of half-built ships arced up over the regolith of stone dust and ice. Two shipyards, one civilian and one military, one Earth-based and one owned by Mars."
>
> *— Nemesis Games*

SHIPYARDS: A ROUGH GUIDE

Ships are constructed across the solar system, from grey-market Belter ports to the massive rings and construction sphere of Tycho Station. But only a few ports are truly shipyards, with the state-of-the-art facilities, stored materials, and skilled staff to repair and build the number of ships humanity demands to continue staking their claim in the stars.

Access to a shipyard depends entirely on the government or organization controlling it. While most civilian shipyards primarily determine approach based on whether your bills have been paid and there's money in your accounts, military shipyards are high-security and generally unwelcoming unless you're one of theirs. Membership in the UN or MCRN Navies (see **Membership** in **Chapter 14: Rewards** of *The Expanse RPG*) is a prerequisite for entering each respective military's installations. Whatever the political situation between Earth and Mars may be, both have experimental technologies they'd rather not share with the other.

When a ship is heavily damaged, military captains have the advantage: their government foots the bill for repairs. Even if the work must be done out in the Belt before the ship can come home, the UN and MCRN can be trusted to pay for it—both are in the habit of paying their contractors on time.

For private ships, costs can be astronomical. Relatively minor damages from combat can add up to hundreds of work hours, not to mention replacement parts. Some of the beatings the *Rocinante* has taken require weeks or even months in drydock to repairs and would stress the purses of even very wealthy characters. For this reason, having a patron who's willing to foot the bill for all or at least some of these kinds of repairs can be invaluable. That being said, you can buy a ship for the street value of 130 kilos of Vermont cheddar in the Belt, so deals can be made.

COSTS

This chapter provides the Income costs for a lot of different ship aspects that you may or may not wish to use. Game Masters wishing a more story-oriented game, who don't care about the cost of adding a new PDC cannon, can feel free to ignore these rules or use them as guidelines. These rules can add a lot of complexity and book-keeping that some GMs might not want to deal with. On the other hand, GMs and players who like a little more detail can use the Income costs listed here or come up with more detailed rules as they wish.

SHIPYARDS: WHAT TO EXPECT

Shipyards are a curious mix of working-class sensibilities, precision engineering, and cutting-edge science. Whether you're on Luna or Callisto, Tycho Station, or some Belter grey-ops station, life in a shipyard is bound to be one of hard work and harder play. Even military shipyards tend toward a certain laissez-faire attitude when it comes to downtime, especially those farther from the watchful eye of their home governments.

MILITARY SHIPYARDS

Despite working on sometimes secret projects, most military shipyards employ numerous civilian contractors to keep things running smoothly. Life in a military shipyard is like life in any military installation: the key staff run things while the contingent staff follow orders and the contractors wish they'd landed a different assignment. There are limited opportunities for carousing, but a savvy crew could pick up a mission here—or at the very least a lead.

CIVILIAN SHIPYARDS

Civilian shipyards are another story. Skilled workers from around the solar system can find work in these facilities, even the smaller ones nestled throughout the Belt that service prospectors and miners. In fact, these stations, which may only be capable of servicing or building a ship or two at a time, are an excellent place for someone to disappear to and remain anonymous. They're full of the kind of bars, clubs, restaurants, and casinos that cater to the rowdier side of the fun spectrum. If someone was looking for work, savory or unsavory, they could do worse than canvass one of these smaller shipyards.

SECRET SHIPYARDS

The exception to both rules are the secret, black ops facilities. These skunkworks are almost entirely military or militarized corporation-controlled and, due to the sensitive information contained within, almost entirely on total lockdown. These shipyards usually have falsified classifications, often being listed as training facilities, refineries, or parts manufacturing. Often, such facilities co-exist with other types of operations to disguise the purpose for the coming and going of large amounts of materials. For example, an asteroid-based refinery might have a secret shipyard buried deep within the asteroid's core.

Corporate workers who spend any amount of time on one of these stations are bound by several layers of nondisclosure agreements, enforced through the threat of legal (and sometimes physical) annihilation.

Unless it's part of the plot, most crews will never see the inside of one of these facilities. Those that do must tread carefully, mind their P's and Q's, or be very good at sneaking around. Locating these operations and uncovering their projects is a big business in espionage circles, and a big payday could be earned by a crew that uncovers one. Of course, governments and corporations are willing to go to almost any length to keep these projects secret and aren't above disappearing a nosy ship and its crew.

SHIPYARDS ACROSS THE SOLAR SYSTEM

Shipyards can be found in the solar system from Luna to Callisto. There are even rumors of secret shipyards belonging to the MCR or UN even further out on the moons of Neptune or even in the Kuiper belt. The OPA also maintains a few scattered facilities, although these are usually only capable of performing refits and repairs, not full ship construction.

> Looking at the station on the ops screens while Alex finished up docking procedures, Holden felt something like relief. So far, Tycho was the one place no one had tried to shoot them or blow them up or vomit goo on them, and that practically made it home.
>
> *— Leviathan Wakes*

LUNA

Luna's orbit is home to Earth's primary shipbuilding facility, founded when the Martian colonies' need for supplies outstripped the United Nation's complement of ships. Outposts on the surface of the moon quickly swelled into the colonies that eventually became Lovell City and smaller surrounding outposts, as corporations established a foothold in microgravity or developed their Martian interests further up the well.

Most of Luna's cities and infrastructure are below the surface to protect those living and working there from the lack of atmosphere and solar radiation. Only Luna's spaceport in Lovell City and access ports to the tunnels are above ground. The spaceport is ancient and one of a kind; the docks are hewn into the lunar surface and a fleet of tugs guide ships in and out. Work crews repair parked ships in sealed docks filled with air—more comfortable for Earthers unused to doing maintenance in the dark vacuum of space.

BUSH SHIPYARDS

An aging lunar orbital station from the early 21st century provided the skeleton for Phase One of the construction of the Bush Orbital Shipyards. That first step on the journey to Mars—long ago buried under centuries of expansion—became vital to the Martian project, providing the means to produce supply ships and transports to make the lengthy journey back and forth pre-Epstein.

"The Bush Shipyards" are generally referred to as such, but they are, in fact, two separate shipyards: the Bush Orbital Shipyards and the Bush Naval Shipyards.

The Bush Orbital Shipyards are the civilian shipyards, as much of a center of trade and travel as Luna's main spaceport—perhaps more so for Belters who are more comfortable with space stations than the tunnels below the lunar surface. They primarily build and service civilian ships and drives: light cruisers, passenger shuttles on the Earth-Luna run, yachts, and racing ships for the ultra-rich, long-haul transport and passenger ships for servicing Mars, the Belt, and the Outers. Though the UN runs the shipyard, it is not a military installation—the maintenance and service crews and contractors are civilians, there is a small bar, and the military presence is limited to a small and subtle UNMC squad who are there to keep the peace.

There is no limit to the military presence at the Bush Naval Shipyards. Most of the United Nations Navy's fleet of dreadnoughts, battleships, cruisers, destroyers, frigates, corvettes, gunships, transports, and more are built there—and though it is said that Mars would have a technological advantage in any major conflict between the planets, the UN has not stopped searching for the next brilliant innovation that will even the odds. Due to experimental technologies tested and used at the Naval Shipyards, security is even tighter than most UN installations, enforced by a large complement of UN Marines and Military Police.

The Bush Shipyards were born as a UN military station, and that basis in military design has influenced the ships that come out of Luna. Whether state-of-the-art battleship or luxury cruiser, they are built with redundancies to cover a maximum number of eventualities. Network panels and screens are installed alongside clearly printed deck maps labeled in multiple languages in case of power loss. Two bays with escape shuttles in case one is damaged. Triple hulled yachts on the off chance that a stray asteroid or PDC round crosses their flight path. Perhaps unsurprisingly, there are echoes of this type of design in the shipyards of Callisto.

Aesthetically, most military ships follow the same color scheme: flat black on the outside to make them more difficult to spot in space, and gray on the inside. Gray spongy anti-spalling material covers most walls, and if it's not covered in gray material, it's just gray metal. Civilian ships tend to be unpainted gray or basic corporate colors given most people will never see the outside, but there are no limits to the barrenness or opulence of the interior of a civilian ship. Those with the money to spend can and will create ships that look like the lobby of the most expensive hotel in the solar system...and will rarely use them.

The first of the UN Navy's third-generation dreadnoughts is just now being assembled high in Luna's orbit and will be ready for launch within the year. The *Xerxes*-class will feature an observation lounge with high-definition screens displaying a 360-degree view of the outside of the ship. It is likely that some parts of the Protogen stealth ships, including their Epstein drives, were also built at the Bush Shipyards—given the people involved, which one is anyone's guess.

For more on Luna and the Bush Shipyards, see **Chapter 8: Earth** of *The Expanse RPG*.

CALLISTO

The Epstein drive was born on Mars at the research center at Dhanbad Nova and its nearest shipyard outside Londres Nova—long ago dismantled, but commemorated with a plaque on the planet's surface. The eighteen cargo ships that almost started the war between Earth and its fledgling colony became the first ships of the new Martian Congressional Republic Navy, fitted with Epstein drives.

Shipyards had been the point of contention between the United Nations and newly formed Martian Republic that nearly sparked a war, and given that Mars had shared their revolutionary technology for independence, they had little interest in maintaining their primary shipbuilding facility within 'close' reach of Earth. Callisto provided the ideal candidate for the MCRN's new shipyards: the moon of Jupiter already had a small Martian research station in operation and an excess of minerals close to the surface for easy extraction. The light gravity would also allow for crews to work on the moon's surface as well as in orbit.

Callisto's only settlement is the frontier town of Port Hampton, dug into the walls of a large crater that serves as the main launch point for vessels heading for the orbiting shipyards. A private security force is backed up by an MCRN battle group stationed near the docks. The MCRN's most significant presence is in orbit, but their surface shipyards are under heavy technological and physical security as well, with regular drone patrols around the perimeter.

MCRN CALLISTO SHIPYARDS

MCRN's Callisto Shipyards are the Martian Republic's main shipyards and the largest such facility in the Outer Planets. Most of the MCRN's fleet has been built there, including the 700-meter long hulls of its primary engine of war, the *Donnager*-class dreadnought. The MCRN Callisto Lunar Shipyards are far below Port Hampton in the crater itself, a sprawling complex of warehouses and supply depots, bunkers and barracks, perimeter fences and workshops. It shares anti-asteroid rail gun defenses with its civilian twin. The MCRN Callisto Orbital Shipyards were built at the same time as the Lunar Shipyards and have expanded somewhat similarly over the years. Complete assembly of the largest ships occurs in high orbit above the moon. Additionally, it services the ships of the Jupiter Fleet cruising between Ceres and Ganymede. There are rumors of classified weapons testing on that route, especially out of the Callisto shipyards, but little else is known. Part of the Orbital Shipyards has been leased to the Earth-based civilian companies of the UN Callisto Shipyards.

The immense amount of resources the Martian Republic pours into its scientific and military projects have given them the edge in space. Martian-built ships are unparalleled in the system, boasting superior systems across the board including sensors, armor, and stealth technology. Only the capital ships of the UN Navy can come close in any category that matters. Mars' technology is superior, its weapons are more deadly, and its soldiers are better trained—and Martians never let anyone else forget it.

The MCRN's dreadnoughts and battleships are large enough to act as mobile bases, carrying everything from squads of marines and their Goliath armor to shuttles and *Corvette*-class escort ships. Mars has developed advanced stealth technology, though it is primarily deployed on Huge-size ships and smaller (see **Ship Sizes** in ***Chapter 6: Spaceships*** *of The Expanse* RPG).

The MCRN's design is similar to the UN's in the use of soft edges, curves, and spongy materials to minimize damage if someone is caught out of place by impact or sudden maneuvers. However, biometric interfaces that control things like food distribution and sick bays with ultra high-tech couches that relay patient vitals directly to Olympus Mons are not found on UN Navy ships. Nor are such excellent coffee makers.

UN CALLISTO SHIPYARDS

The UN Callisto Shipyards is the civilian twin to MCRN's shipyards in the crater on Callisto's surface. Earth-based companies primarily involved in mining or transport building administer the shipyard and lease part of the MCRN Callisto Orbital Shipyards for any work more easily done in zero gravity.

Earther ships built on Callisto look nothing like those that come out of Luna. They are simple vessels built (or retrofitted) for one task, without taking aesthetics and comfort into consideration. In this, they are possibly more similar to their MCRN cousins than any ship built at Earth or Luna.

For more on **Mars**, see **Chapter 9: Mars** of *The Expanse* RPG. See **Chapter 11: The Outers** of *The Expanse* RPG for more on Callisto and its shipyards.

EARTH-MARS TENSIONS

Heightened tensions between Earth and Mars have raised the question of whether Earth should close or continue operations on Callisto. While it can pay to be cautious, wartime is a good time to be building spaceships—even civilian ships. Most of the Earth-based companies are willing to wait—so far. In the meantime, they are desperate for news or an inkling as to where the winds might be blowing. Crews who are "in the know" might be able to develop important contacts with Earth-based corporations if they have information to share. Currently, information is one of the highest commodities in Port Hampton right now, and a savvy crew could create all sorts of opportunities for themselves. This could be anything from spying on a newly launched Martian construction contract to B&E into a contractor's office. Of course, the MCRN doesn't take kindly to spies, and nosy characters who get caught could find themselves languishing in a Martian prison or on the wrong side of an airlock.

TYCHO STATION

An artificial ring station built around a micro-gravity sphere half a kilometer across with more than sixty-five million cubic meters of space inside, Tycho Station is the only shipyard in the Sol System that has the facilities and capacity to build larger vessels than the Bush Shipyards at Luna. Fifteen thousand workers and their families live on the station—a center of Belter culture run by the OPA's Fred Johnson—with more OPA sympathizers arriving by the day.

The manufacturing dome's massive construction waldoes can secure and move up to Titanic-sized ships (see **Ship Sizes** in **Chapter 6: Spaceships** of *The Expanse* RPG) and are capable of building structures larger than even the generation ship *Nauvoo*, or Tycho itself. The station's engineering and auxiliary engineering decks are located in the manufacturing dome. A fusion reactor and drive system equal to that of a third-generation dreadnought essentially makes Tycho Station a massive ship and the largest mobile construction platform ever built, more than able to move at high speeds if necessary.

Most of the Belt-native fleet construction and maintenance—as much as it can be called that—happens at Tycho Station. A vast number of Belter ships are prospectors, searching for the mineral or gas vein that will finally make them rich. Along with those thousands of rockhoppers, transports, haulers, and some private cruisers and escort ships make up what could be generously called the OPA fleet. Ships working for the OPA can usually expect at least a discount on repairs and maintenance, especially if the damage was taken in service of the Belt.

Once ships are in Belter hands, they often bear little resemblance to what they once were—either brand-new or in a previous life. While Earthers and Martians may have a home on a planet somewhere, many Belters' only home is their ship, and they renovate and decorate according to a life lived on the float. Even so, their aesthetic could be best described as 'shoestring.' Belters make do for too long with barely enough, though Belter ships' environmental systems are perhaps more meticulously maintained and monitored than even those on MCRN ships.

For more on **Tycho Station**, see **Chapter 10: The Belt** of *The Expanse* RPG.

BUILDING A SHIP

The process of building a ship from scratch is relatively similar whether you're talking about a tiny prospector or a massive warship—and one that has changed little since the Venetian Arsenale was spitting out water-borne warships during the Early Modern Age. The exact process may vary slightly from installation to installation, and recycled parts may be substituted for all-new components, but for the most part, shipbuilding follows a formula.

After plans are drawn up, work begins on the ship's superstructure. This is the skeleton that will eventually be plated to become the hull and the interior bulkheads and beams. The superstructure is the most important part of the ship, as it's where the vessel's strength lies. Any other part of the ship can be compromised and the ship can still fly; destroy the superstructure and the ship disintegrates.

Power systems come next: the fusion reactors and drives that make modern spaceflight possible. All the cables are laid throughout the ship before the pieces of the hull and basic internal structures are put into place. A ship without power is a worthless hulk, making this the second-most important step. The reactors keep everything else going.

Next, key systems are integrated, most importantly the pieces that make up life support. For ease of construction, certain parts of the nascent vessel may be pressurized to allow for finer work that drones and spacesuited mechanics can't manage. This can be a dangerous business, often requiring portable airlocks allowing passage between the vacuum and the pressurized sections of the ship.

On smaller ships, this is when certain elements are added: crash couches, beds, and anything that may not fit through the doors and bulkheads. It's always easier to build around something than it is to disassemble a doorway to get an oversized crash couch onto the bridge. A general rule of thumb is that anything that stinks is taken care of now: oxygen recyclers can only do so much, and the smell of new carpet is only fun for the first few days of a voyage. Before pressurization, the vessel is flushed of anything toxic (or stinky).

Once the ship is ready, the entire vessel is pressurized, and the finishing touches are added. This includes everything from aesthetic choices, when appropriate, to coffee pots and entertainment centers. With time permitting, the vessel goes through a series of tests to prove its systems and capabilities before it's put or pressed into service.

CONSTRUCTION TIME

The aspect of ship construction that does vary is the time it takes to build. Ship construction times vary widely, from a couple of weeks for a small rock hopper, built with off the shelf parts and doesn't have an Epstein drive to eighteen months for a massive *Donnager*-class warship. Truly massive ships like Tycho Station or the *Nauvoo* can take years of planning and construction.

Many factors impact the construction time of a new ship. Size is, of course, a factor, but more importantly, it is whether the ship is of a new or existing design. Building a ship with an established design and existing parts is much faster than building a new design. New designs often require custom parts and sometimes even reworking sections as the ship is under construction. Once a shipyard has constructed a new design, future constructions take significantly less time. For example, the original *Donnager* was almost three years in construction at the MCRN shipyards on Callisto. The second and subsequent *Donnager*-class ships have taken around eighteen months.

In general, you can assume around two months of construction time per size category for a stock vessel. Military vessels or ships with lots of extra components such as armor may take a little longer. If the ship is custom-built, increase the construction time by 50-100%. These times can be decreased, but this comes with risk. The construction time for stock ships can be reduced by 50% while custom ships can be reduced as much a 30%. The problem with building at speed is that mistakes are often made. Many ships built that are rushed through assembly end up having integral construction problems, represented as flaws. Faulty System, Fragile, High Maintenance, and Vulnerable Systems listed under **Ship Flaws** in **Chapter 6: Spaceships** of *The Expanse RPG* are all possibilities. The flaws Software Glitch, Vulnerability, and Weak Hull described in **Chapter 3: Shipboard** life in this book are also appropriate.

WHEN IN PORT

Shipyards and ports aren't just excellent places to make contacts or find adventure; they act as a kind of "home base" where crews can upgrade, maintain, and repair their ships. They're also important places for downtime during and after assignments, where crews can blow off some steam and plan their next great adventure.

Narratively speaking, shipyards are a key set piece. They can be safe havens and second homes, or danger-rich stations where crews have to watch their every step. Regardless, there is always something to do in port, and port can be one setting where the "character" of the crew's ship is further developed as it's fitted with the latest in weapons, armor, or entertainment.

> Sam and Alex stepped off, Sam dropping her tools onto the metal deck with a loud crash. "What's up?" she said, giving Holden a quick hug. "You getting my girl all shot up again?" "Your girl?" Alex said.
>
> *— Caliban's War*

The *Rocinante* is as much one of the characters of *The Expanse* novels as any of its crew—and the same may be true of the ship in your *Expanse* RPG series. All ships have their own mechanical quirks and develop something of a personality over time. Often, that temperament forms in line with that of its crew or pilot, but some ships are as stubborn as their designers.

Just as *Expanse* characters advance in levels and rewards, ships can advance as well. Ships can be upgraded and refurbished, get new weapons systems, and gain the same type of notoriety as their captains and crew. However, only so much can be done to keep a ship in action after its fourth or fifth retrofit. Like characters, ships can get old and cranky over the years. As technology improves more quickly all the time, some vessels are more easily replaced than repaired.

REPAIRS AND MAINTENANCE

Repair costs for private ships range from merely excessive to truly exorbitant. Though major repairs are done while in dry dock, crews often take on the labor of smaller repairs while on the float to save a few credits, or as a patch job in the meantime. Electrical and systems work that leaves life support unaffected, sensor debugging, and other repairs that don't require shipyard machinery are easily done if the expertise is on the ship. Even hulls can be mended enough to go on, if necessary, but it's not a place to leave quick-fix weaknesses for too long, no matter the price.

Taking care of the ship and maintaining it in good order keeps it running well and as expected—even at the worst of times. A ship that isn't well-maintained (if a member of the crew doesn't perform the Maintenance activity during most Interludes) becomes more prone to mishap and malfunction. The GM should feel free to apply a flaw from the **Ship Flaws** section of **Chapter 6: Spaceships** in *The Expanse RPG* or from **Chapter 3: Shipboard Life** of this book. The flaw can be removed if the crew starts performing regular maintenance again.

DETERIORATION

As ships age, deterioration is inevitable. Systems break down, software must be updated, and parts need to be replaced. This natural aging process is something that regular maintenance can't prevent—entropy claims us all in the end. Diligence and ingenuity on the part of a good engineering crew can keep older ships afloat for much longer than their typical lifespan. As with refurbishment and retrofitting, there are thousands of feeds dedicated to the strategies for keeping old vessels flying and safe. This is another area that Belters have a great deal of expertise in, with captains often reluctant to retire their ships for sentimental reasons as much as financial ones.

REPAIRING AT A SHIPYARD

The cost of ship repairs is determined by the number of spaceship loss conditions it has at the end of combat (see **Attack Damage** in **Chapter 6: Spaceships** of *The Expanse* RPG). Each Normal loss requires a TN 18 Income test to repair, while each Serious loss requires a TN 21 Income test. If a ship is Taken Out in combat and not destroyed, repairs will require another TN 24 Income test. The loss conditions will determine the type of patch-ups and rebuilds needed. The costs listed here are for ships up to Large size; for each size increment above Large increase the cost by +2.

EXAMPLE *The Rocinante comes out of its battle with Protogen ships at Thoth Station with a Maneuverability loss of 1 and a Hull loss of 3. When they drag themselves into Tycho Station, their quote for repairs to their hull and navigation systems requires them to make four TN 18 Income tests. Good thing the crew knows someone who can give them a discount.*

Aside from the use of Income and temporary Income bonuses to pay for repairs and maintenance, reputation and membership (see **Chapter 14: Rewards** of *The Expanse RPG*) can potentially be used toward payment, establishing credit, or getting discounts on service. Relationship Bonds can also be very useful for the same reason; if the crew has their own Fred Johnson, repairs may happen a bit more quickly and with less financial stress. Future ship repairs can also be included as part of the payment for a contract the crew takes on. The crew may also want to pitch in: if they all dedicate their time to the Making or Fixing activity during their interlude *(*see **Interlude Activities** in **Chapter 5** of *The Expanse RPG),* the **Income** test for the cost of repairs is reduced by 1.

If the ship has the Wanted Flaw as in **Ship Flaws** in the **Qualities and Flaws** section, **Chapter 6: Spaceships** of *The Expanse RPG*, the shipyards below should be off-limits to its crew for repairs or maintenance. If characters have any rewards (again, see **Chapter 14: Rewards** of *The Expanse RPG*) or talents (see **Chapter 3: Character Traits** of *The Expanse RPG*) that could help pull some strings and get the ship in under false records or new transponder codes, they can be applied at the GM's discretion. The options for those on the run or strapped for cash are improvised shipyards that accommodate rock hoppers and independents and others that can't afford docking fees or too much attention from the local authorities.

REFURBISHMENT AND RETROFITTING

Waste not, want not. If a ship still has some time left in its life cycle, it can be used longer—perhaps not for its initial purpose, but some purpose will be found for it. Colony ships become ice haulers, destroyers become science ships, and cargo ships become personnel carriers. It's said that there's never been a Belter ship that didn't get modified to suit the moment, but refurbishment and retrofitting are common across the Sol System. Belters have a much stronger cultural imperative to use and reuse everything they have for as long as possible—and therefore are often able to improvise more creatively.

The process of refurbishing an old ship or retrofitting one to a new purpose runs into the thousands of work hours, though the costs in parts can be less than repairing a newer vessel. There are hundreds of feeds dedicated to the sale and trade of old ship parts and the art and science of remaking ships—or multiple ships—into newer ones. Political and planetary affiliations matter less than informed opinion and reported results, though debates over best practices are common.

If your ship was once used for a different purpose, there might be remnants of this past life in the design or layout. Labs that were once sealed and sterile may be used for storage, while lounges and communal areas that are luxurious by military standards could seem dour and cramped to dignitaries now using them for travel to the Outer Planets and beyond.

Refurbing a decommissioned ship is also a viable way for a crew to get their own ship. Former warships are usually stripped of their weaponry, and

other expensive parts are often pulled for salvage when a ship is decommissioned, but if the Epstein drive is still intact, it can be a much cheaper way to acquire a spaceship. A crew might acquire such a ship from a patron as payment for a job well done, claim one as legitimate salvage, or straight-up purchase it. Buying such a ship is still not cheap, and a decommissioned frigate or small freighter could be upwards of a TN 24 Income test with a second similar test required for refitting the ship with used parts.

SALVAGED SPACESHIPS

The following table includes costs for salvaged ships up to Huge size since that is the largest a player character crew is likely to purchase. The costs presume that all weapons and any Qualities such as Advanced Sensor Package, Good Juice, Hull Plating, etc. have been stripped from the ship. Salvaged ships always come with one or more Flaws. Every such ship should have at least one Flaw (unknown to the crew at the time of purchase) and a ship with additional known Flaws can reduce the purchase cost (-2 to the purchase TN for each additional Flaw, up to a maximum of four total). These costs are simply guidelines and GMs should feel free to adjust them as they see fit.

SALVAGED SPACESHIPS

SIZE	PURCHASE COST	REFURB COST
Small	18	16
Medium	20	18
Large	24	22
Huge	28	24

RESUPPLY

Resources are finite, particularly in space. A ship can only carry so many torpedoes, only so many PDC rounds, only so much water and protein and flavor and carbohydrates to make air and food and coffee and all the things a crew needs to live. The longer the ship is on the burn or the float between points A and B, the more critical the supply situation becomes from a life support perspective. Additionally, a damaged destroyer low on ammunition in hostile territory is in quite a critical supply situation as well.

Ships most often resupply at major ports where crews with equipment can easily move the massive crates of PDC rounds, rail gun slugs, plasma torpedoes, and storage containers large and small into and out of cargo holds with practiced grace. Drones, salvage mechs, and work shuttles make a difficult job even in zero-to-microgravity easier, while the port crews' skills keep everything on schedule.

This is not usually the case when the crew, while docking with another ship, resupplies in space. Large ships may have the mechs, shuttles, and crew to resupply effectively, but when a ship is limited by equipment and crew complement, the process can take upwards of hours. Using EVA packs and careful thrusts and burns to move crates from one cargo hold to another is a long, dull day in the vacuum, but it gets the job done.

If the ship has the Wanted flaw (see **Ship Flaws** in the **Qualities and Flaws** section of **Chapter 6** of *The Expanse RPG*), resupplying will become more difficult. Most major ports will be denied to the ship if they don't want to get caught or draw the wrong (potentially lethal) attention. Gray-market Belter ports are the best option, but finding all the supplies needed to keep them flying will prove difficult at those types of facilities. If characters have any rewards (again, see **Chapter 14: Rewards** of *The Expanse RPG*) or talents (see **Chapter 3: Character Traits** of *The Expanse RPG*) that could help in obtaining supplies or getting into a better port unnoticed, they can be applied at the GM's discretion.

RESUPPLY COST

RESUPPLY	COST
Distance Traveled	
Short: Earth to Mars	12
Medium: Earth to Saturn	15
Long: Earth to Neptune	18
PDC/Rail Gun Use	
Short Engagement	14
Medium Engagement	17
Long Engagement (Out of Ammo)	20
Torpedo Use	
Short Engagement	18
Medium Engagement	21
Long Engagement (Out of Ammo)	24

PURCHASING SUPPLIES

Current events like tumultuous political climates, major accidents, or natural disasters may affect prices, such as the destruction of a major ice-hauler, causing delays in water delivery, driving up demand costs.

The **Resupply Cost** table lists some possibilities for costs for resupplying based on how far a ship has traveled and how much action it has seen. The costs listed here are for ships up to Large size, with each size increment above Large increasing the Cost by +2.

The GM can increase or decrease the cost based on ship location, the availability of some items, and how much time is necessary to procure the supplies (see **Income** rules in **Chapter 5** of *The Expanse RPG*). Ships can either resupply

at bases or stations or with the right contacts, and supply shuttles may be deployed to meet the ship somewhere in space. Occasionally, crews can gain supplies through means other than purchasing them: supplies can be salvaged from abandoned ships, bases, or outposts; traded or bartered for with other valuable goods; stolen from other ships through piracy; or awarded as part of a bounty or job payment. Crews should keep their eyes open for all opportunities.

More details on the types of supplies a ship takes on can be found under **Supplies** in **Chapter 3** of this book.

SHIPYARD VEHICLES

There are a few other ways to get around and get work done in space or on a station that aren't spaceships: very few, but they do exist. Construction mechs, scientific probes, breaching and escape pods, short-range scout and passenger skiffs, and torpedo-loading and reconnaissance drones all make humanity's jobs easier even in low-to-no gravity. EVA suits and packs keep you alive in the vacuum and from floating away into the stars. And a bicycle is a good, cheap way to get from point A to point B any place with decent gravity from Earth to Ceres.

DRONES

Drones are more numerous than spaceships and one of the main reasons ships the size of the *Nauvoo* can be built at all. All drones are semi-autonomous vehicles—some have small aerostats with propellers that allow them to hover and fly like helicopters in atmosphere, or micro-thrusters that let them "teakettle" in microgravity, with "feet" that attach to ships and stations magnetically. Some are ground-bound, maneuvering on tracked or wheeled drives or multiple robotic legs. They are equipped with onboard computers and expert systems specialized for their purpose; they can execute basic or routine tasks on their own, but most are remote-controlled from a terminal with the operator generally making Dexterity (Piloting) or Intelligence (Technology) tests to operate the drone.

Drones have some standard uses, listed below. Statistics for these drones can be found on page 16.

MEDICAL Medical drones are essentially emergency evacuation units and "crash carts" combined into one unit. They can rescue people in medical distress in any atmospheric condition and work to stabilize them while removing them to a safe location and alerting nearby medical teams.

REPAIR AND RESUPPLY These drones work on ships and stations: building, rebuilding, 3D printing, and repairing. They also resupply ships by taking cargo into holds, reloading torpedo tubes and rail guns, and can perform some basic maintenance tasks automatically based on alerts or on a regular schedule.

SABOTAGE Drones can get into areas too tight or hazardous for people to perform minor repairs— or to break a ship. They can take things apart and/or plant explosives while leaving little to no evidence behind. They can also be explosives themselves—some small roto-drones are little more than flying grenades easily piloted to a target.

SALVAGE AND TOWING Drones are sometimes used to tether and tow salvaged ships or debris back into port, or to tow massive ships out from a station before activating their engines. Ice haulers also use these drones to capture glaciers in Saturn's rings and tow them into their holds.

SCIENTIFIC More probe than drone, these are highly specialized and extremely expensive scientific drones built to their lab and research team's specifications. They measure and transmit data to scientists and engineers researching planets and systems.

SECURITY These drones patrol government installations like UNN or MCRN shipyards, facilities, and outposts, and are often used as deterrents on properties owned or operated by large corporations or wealthy individuals. Low-level security drones will provide surveillance and alarm capabilities, while higher-level drones are equipped with weapons and are capable enough to serve in combat training exercises for soldiers and marine (see **Chapter 13: Threats** for an example of a security or combat drone, and **Vehicles in Combat** in **Chapter 5** of *The Expanse RPG* for some useful guidelines for creating and using drones in combat).

SURVEILLANCE These drones take advantage of their small size and maneuverability to record and/or transmit sensor data or live audio or video feeds, usually operating from the most unobtrusive locations. They can be parked in a single place for an extended period of time passively monitoring, or set to follow a tracking beacon on a person or a ship as far as the drone's communications and control range extends.

MECHS

Mechs were created to provide humans strength far beyond their abilities for manual labor, then developed for other purposes, including warfare. Bulky exoskeletons with no actual life support, mechs are primarily used for exterior ship repair—cutting and welding. Construction mechs range from a simple arrangement strapped over the user's shoulders with articulated arms to an egg-shaped open cage equipped with four articulated limbs ending in 'feet' that can be rotated back to deploy a variety of cutting and welding tools, with the wearer strapped into the cage's center. Some mechs have tether points for parts, tools, salvage, or crewmates so they don't go floating off. They are usually painted in the tradition bright yellow of construction vehicles.

Construction mechs have occasionally been repurposed to give some increased mobility to people who are unable to walk. It is not as comfortable or practical a solution as a top-end wheelchair, but it has been successful.

MCR Marines are the only branch of either military to use full-sized combat mechs with full life support: four meters tall with massive cannons mostly deployed on the line between UN and MCR territory on Ganymede. The best mech pilots can coax extra maneuverability out of the giant machines, making them extra deadly. The enclosure of an armored mech provides an Armor Bonus of 6 versus ballistic damage and explosions for the occupant. This stacks with worn armor. See **Chapter 4: Technology and Equipment** *of The Expanse RPG* for more on mechs.

THRUSTER PACKS

Thruster packs are charged with compressed nitrogen and worn over a Vac Suit. More information on Vac suits can be found in **Chapter 4** of *The Expanse* RPG). They have limited propellant and are primarily meant for repair work and emergency evacuations. However, they can be used to maneuver in space and even traverse the distance between ships in emergencies or initiate a boarding action. Thruster packs are usually linked to the suit's HUD and make automatic thrust corrects to ensure that the wearer doesn't spin wildly when suffering an impact or maneuvering.

> Someone had driven *Yojimbo* out onto the line, and the four-meter-tall combat mech towered over the other marines, looking like a headless giant in power armor, its massive cannon moving slowly as it tracked the incoming Earth troops.
>
> *— Caliban's War*

GROUND VEHICLES

Bicycles never stopped being a popular means of transportation, no matter where you live. Most models used on colony moons and stations are foldable and light, with foam wheels, easy to store and move. Some ships will carry a few for use when they're docked if only to make getting food a bit easier. Unfortunately, they never stopped getting stolen either, with thieves managing to circumvent every lock designed. Keep an eye on your bike; don't let that sketchy kid 'watch' it either. A bicycle moves at its operator's speed +5. Any attack that hits a bicycle wrecks it, regardless of damage, and also inflicts damage on the cyclist.

CARTS Carts are used on space stations primarily by station staff and security, also available for short-term rental on Mars and some of the colony moons. Too small to be called anything like a 'car,' they are open-air electric vehicles made of thin plastic with squishy foam tires and a horn that doesn't really seem to alarm pedestrians or cyclists anywhere. They are semi-autonomous, piloted by punching in a destination code that takes you to your location by the best route. Security personnel can override carts to drive them, but they don't go very fast—no more than 20-30/kph.

ELECTRIC MOTORBIKES Electric Motorbikes are designed for travel around stations as well as the surface of Luna and Mars. They have wide tires fit for travel on the rugged terrain of Lunar and Martian surfaces and powerful batteries that allow them to operate continuously for 24 hours.

ROVERS Rovers are used on the surface of Luna and Mars (as well as the moons of Saturn and Jupiter) for exploration, making external repairs, and accessing remote installations. Some rovers are outfitted with external arms that can be used for making repairs or taking samples.

MINING ROVERS Mining Rovers are heavier duty versions of the standard rover that are used for surface mining on asteroids and moons. Huge grinders tear into the surface of the moon or asteroid and suck up the material into large hoppers that are located on the back of the rover.

VEHICLE DETAILS

The accompanying table contains game information for vehicles, providing the following details:

HANDLING The vehicle's Handling rating is the modifier applied to tests to maintain control of the vehicle. In vehicular combat, a vehicle's Defense is 10 + Handling + the attribute associated with the focus.

CAPACITY The vehicle's passenger capacity. This capacity can be adjustable, depending upon the needs of the vehicle.

VELOCITY Each vehicle has a Velocity class. Standard class applies to humans and slow-moving vehicles (generally no more than 25-30 kph). Higher velocity classes belong to faster vehicles. The modifier after the slash distinguishes the relative speeds of vehicles of the same class, such as a faster versus a slower vehicle.

RAM This is the vehicle's base damage for ramming into an opponent. Ram damage increases if the vehicle is moving especially fast compared to its target.

HULL This is the number of Stunt Points that must be spent on the Penetrate Hull vehicle stunt before using other Vehicle Combat Stunts to inflict damage.

COST This is the Income TN required to obtain the vehicle. This cost may vary depending upon the location and condition of the vehicle.

VEHICLE LIST

ITEM	HANDLING	CAPACITY	VELOCITY	RAM	HULL	COST
Bicycle	0	1	Standard/*	0	0	8
Cart	0	4	Standard /0	2d6	0	12
Drone, Medical	+2	1	Fast/0	0	0	18
Drone, Repair and Resupply	+2	0	Fast/-1	0	0	10
Drone, Sabotage	+4	0	Fast/+1	0	0	16
Drone, Salvage and Towing	0	0	Fast/-1	0	0	15
Drone, Scientific	+2	0	Fast/0	0	0	18
Drone, Surveillance	+4	0	Fast/+1	0	0	15
Electric Motorbike	-1	2	Fast/0	1d6	0	11
Mech, Construction	0	1	Standard /0	4d6	2	16
Mech, MCR Marines	+1	1	Standard /+1	4d6	4	n/a**
Rover	-1	4	Standard/+1	3d6	0	16
Rover, Mining	-2	1	Standard	3d6***	2	17
Thruster Pack	-1	1	Standard/0	0	0	12

*Vehicle has a speed rating like a character. See description.

**Cannot be purchased under ordinary circumstances. ***Grinders inflict 5d6 damage.

QUALITIES AND FLAWS

Qualities and flaws measure the numerical and narrative factors for your ship. Like character-scale equipment, qualities give a basic range of utilities and systems on board, the specifics that make your ship a cut above the rest. Flaws, on the other hand, act as ship weaknesses that hinder or limit character actions, some of which can be dangerous if crews don't take care. While these qualities and flaws may have statistical influences on the characters on board, they also dictate serious parameters of the onboard story. A high maintenance ship may take up all the character's free time just keeping it afloat. Having a medical expert system on board may alleviate some hesitancy about getting into potentially dangerous skirmishes. The GM should take the time to expound on these details and give the characters opportunities to interact with them (see **Chapter 6** in *The Expanse RPG* for lists of ship qualities and flaws and how to play with them).

Some qualities can be taken multiple times. If a particular quality is taken more than once, this is indicated by a Roman numeral that indicates the number of times this quality has been taken. For instance, if a ship has taken the maximum level of Improved Acceleration, it would be listed as Improved Acceleration III.

> Amos had spent thirty grand during a stopover on Callisto, buying them some after-market engine upgrades. When Holden pointed out that the ***Roci*** was already capable of accelerating fast enough to kill her crew and asked why they'd need to upgrade her, Amos had replied, "Because this shit is awesome." Holden had just nodded and smiled and paid the bill.
>
> *— Abbadon's Gate*

ADDITIONAL SHIP QUALITIES

ACCELERATION, IMPROVED The ship can accelerate faster. When performing a high-g maneuver, the ship can add a bonus of up to +7. The ship also gets a +1 to the Piloting test when attempting to increase or decrease range. Additional applications of this bonus can be taken, which increases the high-g maneuver bonus by 1 for each, up to a maximum of +9. Each additional level also grants another +1 to the Piloting test to increase range, up to a maximum of +3.

AGILE Only ships of Small or Medium size can take this quality. The ship is extremely nimble and able to maneuver easier than other ships. The ship gets a +1 to Evasion tests and any other Piloting tests that require maneuverability. Additional applications can be taking which grant an additional +1 up to a maximum of +3. A ship must be designed and built to have this capability. It cannot be added later.

ALTERED TRANSPONDER CODE The ship has access to or use of an altered transponder code, allowing it to appear as another ship with a different name and point of origin. This can provide a way around any number of problems that might arise in the course of a vessel's life. It should be noted that changing a transponder code is highly illegal. MCRN ships are designed as such so that if the transponder code is altered without the proper access codes the ship self-destructs.

ATMOSPHERE CAPABLE The ship can operate in a planetary atmosphere for limited periods of time and is capable of landing. Generally, a ship must be designed and built to have this capability. It cannot be added later.

COMMUNICATIONS SYSTEMS, ADVANCED The ship's communications systems, both tightbeam and radio array, have an increased bandwidth that results in shorter relay times, although lightspeed still dictates the minimum transmission time of interplanetary communications. The advanced communications system can also send and receive encrypted messages and provide a private network for all inbound and outbound comm traffic. It can even break through some jamming frequencies. Flagships often have advanced communications systems so that they can better organize attacks. The SP cost for any Fleet Command Stunts is reduced by 1.

DISGUISE The ship has been disguised in some way to conceal its true provenance or purpose. While not as effective as stealth, Disguise combined with an Altered Transponder Code, may allow a ship to pass inspection if those looking don't know what they're looking for. This can counter the Wanted flaw (see the **Spaceships** chapter of *The Expanse RPG*) or similar difficulties but is not meant as a permanent solution to either.

DRONE BAY The ship has at least two drones for combat, visual reconnaissance, or repair. These can be remote-controlled by crewmembers who can pilot them or by a computer system. See the **Drones and Mechs** section in **Chapter 4** of *The Expanse RPG* and under **Drones** earlier in this chapter.

EMERGENCY BATTERIES All ships have batteries that allow them to run life support and maneuvering thrusters (although not the Epstein drive) even when the engines are offline for a limited period—usually less than a week depending how much power is used. Emergency batteries allow a ship to operate for months without reactor power.

FLAGSHIP Flagships are the leaders to fleets and are often on the front line and the hub of command and communications in battle. During the Command step of space combat, the flagship generates an additional 2 SP and can give any of their generated SP to allied ships. This SP is added to any SP generated by that ship during its Command step.

GOURMET GALLEY The ship has an extensive galley capable of turning out extravagant meals that are well-balanced and nutritious, and nutritious. It also has a high-quality coffee (and beverage) maker that makes a cup of coffee as good as any found on Earth. The crew has a +1 bonus to a Constitution or Willpower test once per session when they have regular access. Maintaining this quality requires adding +1 to the Resupply Cost to maintain the ship (see **Resupply** in **Chapter 1** of this book). The crew can eliminate this cost by losing this quality.

NETWORK AND DATABASE ACCESS, IMPROVED In addition to the public access databases and local networks, the ship has improved and private access to more advanced stores and databanks of information. Using this terminal can give a +1 bonus to any advanced Intelligence (Current Affairs or Research) test made on board.

PLASMA TORPEDOES The ship must have a Torpedo Launcher. The ship is equipped with plasma torpedoes, designed to burn through hulls and inflict focused damage. The torpedo does 4d6 damage, and when a 1 or 2 is rolled for damage, it is counted as a 3. (Note, this is a revision from the core rulebook of *The Expanse RPG*.)

RAIL GUN, HIGH-CHARGED The ship must be at least Large Size. These rail guns fire with a higher thrust than standard issue rail guns, and the slugs are supercharged to do extra damage when they impact with hulls. The rail gun does 3d6 damage, but when a 1 or 2 is rolled for damage, it is counted as a 3.

RAPID RELOAD TORPEDO TUBES The ship can reload torpedoes at a faster than normal rate. SP cost to use the Rapid Reload Command Stunt is reduced by 1.

REDUCED CREW REQUIREMENTS The ship has optimized controls to allow it to be manned by a smaller crew. Halve the crew requirement for the ship (with a minimum of 1).

RELIABLE The ship is particularly dependable: it works the way it's supposed to when its crew needs it to, and its upkeep is minimal. Though the crew still must dedicate activities to Maintenance during Interludes, the GM should reduce the Resupply Cost of maintaining the ship by 2.

REDUNDANT HULL (DOUBLE) A double hull provides a redundant barrier against the vacuum—usually by a few to several feet—in case the outer hull is damaged. This is standard on most Martian military ships. The ship can ignore the first loss condition imposed in an encounter. See **Losses** in the **Spaceships** chapter of *The Expanse RPG*.

REDUNDANT HULL (TRIPLE) For maximum redundancy, the ship has a triple hull design. Less common than the Double Hull, this is primarily a feature of the yachts of the obscenely wealthy. The ship can ignore the first two loss conditions imposed in an encounter. See **Losses** under **Space Combat** in the **Spaceships** chapter of *The Expanse RPG*.

REPAIR FACILITIES The ship has built-in facilities that can repair damage taken to other ships. Most standard losses can be repaired by a ship with repair facilities. To be able to repair serious losses, the ship must also have the Hanger Bay Quality and the ship to be repaired must be able to fit into the hanger bay.

SECURITY SYSTEMS, ADVANCED The ship's security systems and associated software are technologically advanced, providing a +1 bonus to crew Security or Technology tests involving the ship. Additional applications of this quality provide the crew with an additional +1 bonus per option, to a maximum of +5.

SENSOR SCRAMBLING When an enemy is within Medium or closer range, they suffer -1 to all Sensors tests.

STEALTH, IMPROVED Protogen stealth technology is more advanced than anything currently used by the UNN and the MCRN. Not only is this ship completely invisible to sensors when its engines are shut off, but heat sinks and other advanced technology make this ship harder to target, giving all enemy ships a -2 to all Electronic Warfare tests.

STURDY The ship is well built and can take more damage than expected for a ship of its size. The Hull receives a +2 to its value: for example, a Sturdy Large frigate would have a Hull score of 2d6+2 rather than the usual 2d6. A ship must be designed and built to have this capability. It cannot be added later.

TARGETING SYSTEMS, ADVANCED The ship has a +1 bonus to the Sensors score for Electronic Warfare tests.

ULTRALUXURY AMENITIES The ship is an ultraluxury vessel with accommodations that would not be out of place in any seven-star resort—full decks given over to sumptuously decorated quarters with staffed galleys, private baths, and lounges—all the best money can buy. And it does cost money: this quality adds +4 to the Resupply Cost to maintain the ship (see the **Resupply Cost** table in **Chapter 1** of this book). The crew can eliminate the increase to Cost by losing this quality, but the ship will not function as it is meant to; it would be somewhat like trying to run a fancy hotel without a staff.

ADDITIONAL SHIP FLAWS

AGING The ship is still in good shape but getting older, so it requires extra work to keep flying at its best. The GM should require additional Maintenance, Researching, and/or Fixing activities during Interludes (see **Interludes** in **Chapter 5: Game Play** of The Expanse RPG) and increase the Resupply Cost of by +1 to represent the additional materials needed for minor upkeep and repairs.

BANNED FROM PORT The ship has been banned from a major port for some reason—warranted or unwarranted. It could be due to substandard maintenance, disturbing the peace, or worse. This flaw should be paired with a specific port in Sol System and can be picked up during gameplay at GM's discretion.

LIMITED RANGE The ships does not carry enough reaction mass for long distance travel using its Epstein drive. Such ships usually have a range of about 1 AU (the distance of earth to the Sun or, roughly, earth to Mars and back).

OLD The ship is old—between fifty years and a century's service in space—and nothing works like it did when it was brand new. The GM should require additional Maintenance, Researching, and Fixing activities during Interludes (see **Interludes** in **Chapter 5: Game Play** of *The Expanse* RPG) and increase the Resupply Cost of by +2 to represent the additional materials needed for minor upkeep and repairs.

POOR ACCELERATION The ship does not accelerate as fast as others of its Size. When performing a high-g maneuver, the ship can only add a bonus up to +5 (rather than the usual +6). The ship also suffers a -1 to the Piloting test when attempting to increase or decrease range. This Flaw can be taken up to six times, making the high-g maneuver bonus 0 and applying a -6 penalty to Piloting tests when attempting to increase or decrease range.

SOFTWARE GLITCH The ship has a glitch in the software that has been missed by updates and system scans, making it vulnerable to hacking. It is at a -1 penalty in all opposed Electronic Warfare tests (see **Space Combat** in the **Spaceships** chapter of *The Expanse RPG* for details*)*.

THRUSTERS ONLY The ship is only intended for short trips between planet and moon or station to station and not equipped with an Epstein drive. It limits the ship's speed to up to 1 g until otherwise modified and takes a considerable amount of time to get up to this speed.

UNCOMFORTABLE Crewmembers find the ship's space, furniture, and facilities inconvenient to use due to size constraints. Either these are too small, in the case of a pre-Belter era design, or too large, in the case of being designed specifically for Belters only, for some members of the crew. For applicable crewmembers, this will create a -1 penalty to all ship-related actions.

VULNERABILITY The ship has a weakness in the exterior (hull, hangar, cargo bay, etc.) that could be breached for boarding or worse. Anyone scanning the ship can make a TN 13 Intelligence (Technology) test to detect the weakness. Targeted weapon attacks that aim for the weakness impose a impose a -1 penalty to absorbing the Hull damage from that attack.

WEAK HULL The ship has a -1 penalty when determining the Hull total against damage. A ship can have this flaw multiple times, up a maximum equal to its Hull score in dice. For example, if the Hull is 3d6 the flaw can be taken three times.

INTERPLANETARY TRANSPORTATION

There is limited public transportation between planets and space stations. Private cheapjack transports, generally called 'people movers,' fit about two hundred people each and are small, cheap, and overcrowded, with exorbitant ticket prices. With no cabins available, the transports are instead lined with rows of laminate seating and stacks of bunks that passengers frequently, and begrudgingly, hot swap. The bar is always open and the drinks are cheap, but if there's a fight, the crew's form of security is to pump riot gas into the cabin, knock everyone out, and put offenders in restraints. It's not a pleasant way to travel but it gets you where you're going.

First-class accommodations are available for customers willing to pay the astronomical fees. Passage aboard these ships includes a private stateroom, drinks, meals, entertainment, and other amenities. Most luxury liners also have private security that subtly deals with any issues that crop up during the voyage. The costs listed below are for the base level of first-class transportation. Private suites and other enhancements can drastically increase the cost.

On planets and space stations both, there are tubes and subways that transport commuters and shift workers to different parts of the city or station. Costs and limits on this type of transportation may differ depending on where you are, but one thing can be said for space stations: public transportation is almost always free.

INTERPLANETARY TRANSPORTATION

DISTANCE/QUALITY	COST
Short (Earth to Mars)/Cheap	14
Short (Earth to Mars)/First Class	18
Medium (Earth to Saturn)/Cheap	17
Medium (Earth to Saturn)/First Class	21
Long (Earth to Neptune)/Cheap	20
Long (Earth to Neptune)/First Class	24

SHIP REWARDS

As the crew of a ship overcomes threats, challenges, and events that impact their lives—and possibly the lives of all of humanity—a ship prevails over its own challenges and gains its own rewards. These rewards may benefit the crew of the ship, but they belong to the ship itself cannot be transferred or taken from it by the crew, captain, or owner.

> On one bulkhead, Amos painted a sign that read:
> SHE TAKES CARE OF YOU
> YOU TAKE CARE OF HER
>
> *— Persepolis Rising*

Ship rewards carry fewer material benefits than intangible ones simply by their nature as non-sentient vessels (so far, anyway). Ships can gain recognition for the battles they've survived, the enemies they've defeated, and be remembered for their former names. Rewards can also represent the ship's 'relationship' with certain members of its crew or even specific NPCs that travel or work on the ship. These can mechanically benefit these characters when piloting or otherwise operating the ship in question, or when conducting repairs and maintenance.

Ship Advancements, Ship Reputation, Honorifics, and Ship Bonds are all rewards that the GM can hand out during a campaign. The following sections provide details on when these rewards should be granted and how they affect play.

SHIP ADVANCEMENTS

Ship Advancements are opportunities for the crew to decide on how best to improve their ship together. While there may be situations in adventures and interludes that give characters the chance to make other additions and upgrades, advancements occur when the GM decides that the ship itself has accomplished enough (or been through enough) to be awarded one.

Much like character levels, these can be bestowed on a vessel after a major achievement in the game, like the end of an adventure, but an advancement can transpire during a game session, particularly if there is a good reason for it story-wise.

Note that advancements need to be part of the narrative: weapons don't simply upgrade themselves. For example, a plucky engineer could make some improvements to the targeting computer's software or recalibrate the rail gun for greater accuracy. This is an excellent opportunity for the crew to personalize their ship and make it feel like their own, so GMs should ask for narrative input in how a ship advances.

The most logical place for these advancements to take place is in a shipyard capable of making these improvements, and part of the narrative creation process can be determining how to pay (or avoid paying) for these improvements.

When ships gain an advancement, its crew can choose one of the following improvements.

SHIP ADVANCEMENTS

All of the following advancements must be approved by the GM; exceptions can be made by the GM as well. For example, a ship's Sensor score could be raised to over 6 if the GM agreed with the crew's reasoning for the increase.

WEAPONS

Add any one Weapon System Quality. See **Weapons** in **Chapter 6: Spaceships** of *The Expanse* RPG.

GAIN QUALITY

Add any one quality, as approved by the GM. See **Ship Qualities** in **Chapter 6: Spaceships** of *The Expanse RPG* and in **Chapter 3: Shipboard Life** in this book.

REMOVE FLAW

Remove any one flaw, as approved by the GM. See **Ship Flaws** in **Chapter 6: Spaceships** of *The Expanse RPG* and in **Chapter 3: Shipboard Life** in this book.

ADVANCEMENT AND QUALITY COSTS

If the crew are eager for a particular advancement or Quality but the GM doesn't feel that they have earned it as a reward, the GM can allow them to use their Income to purchase it. However, if the GM doesn't feel that a particular Quality makes sense for their campaign, they should not feel obligated to let the crew make the purchase. For Qualities that can be purchased multiple times, the Cost listed is for one level only. For each additional level, the cost must be paid again. The Costs listed here are only guidelines and they can be adjusted as necessary.

GMs should also consider limiting the number of Qualities that an individual ship can take. A good rule of thumb is two Qualities per Size category, not including weapons. Some, such as Good Juice or Reliable might not count against this total. Ultimately, you'll just want to use your best judgment.

SHIP REPUTATION

While the crew of the *Rocinante* may each have their own reputation for what they do well, the ship as a whole is known as and for many things: Formerly the *Tachi*, Survivor of the *Donnager*, Last Ship off Eros, the OPA's Navy, James Holden's Ship. Some of these will hold weight with the crews of other ships and citizens of the Sol System, respect and fear inspired by name alone. As their crews gain reputations through individual action in play, ships gain reputations for both historical facts (say, being a former MCRN boat) and its crew's collective actions in combat, scientific, diplomatic, and any other type of actions. Ship's crews can use their ship's reputation in encounters with other ships or when entering new ports and can gain mechanical benefits in some conflicts.

ADVANCEMENT AND QUALITY COSTS

ADVANCEMENT OR QUALITY	COST
Acceleration, Improved	30
Agile	n/a*
Altered Transponder Code	20**
Communications Systems, Advanced	15
Disguise	15
Drones	22
Emergency Batteries	18
Flagship	n/a*
Good Juice	15
Gourmet Galley	15
Hidden Compartments	20
Hull Plating	20
Improved Stores	15
Luxury Amenities	20+
Maneuverable	24
Medical Expert System	20
Network and Database Access, Improved	13
Plasma Torpedoes	20
Reduced Crew Requirements	
Redundant Hull (Double Hull)	n/a*
Redundant Hull (Triple Hull)	n/a*
Reliable	n/a*
Repair Facilities	n/a*
Security Systems, Advanced	18
Sensor Package, Advanced	15
Sensor Scrambling	18
Stealth	n/a**
Stealth, Improved	n/a***
Sturdy	n/a
Targeting Systems, Advanced	15
Weapon System	
Point Defense Cannon	20 (+2 per size category above Large)
Rail Gun	25
Rail Gun, High-Charged	n/a***
Torpedo Launcher	23
Torpedo Launcher, Rapid reload	26

*The ship must be built with this Quality. ** Altering a Transponder Code is highly illegal and not available on the open market.*** These Qualities are restricted to military vessels and not available on the open market.

A ship's reputation is not quite the same as a character's—while people change, ships are static. Some historic reputations will remain as permanent as the ship (or human memory) while others can change with ownership, contract, and even purpose. The *Roci* will always have the former designation *Tachi*, but there may be a time where she's not working for the OPA or captained by James Holden—perish the thought.

However, like a character's reputation, not all ship reputations need to be deserved or entirely true. Ships can be underestimated or overrated, disguised to be something they're not, or their allegiances can be mistaken entirely. Some reputations can be changed along with those of the crews, over interludes as detailed in the **Interlude Activities** section in **Chapter 5** of *The Expanse RPG*. The GM may determine that some reputations are more difficult to clear than others; in this case, one or more characters will need to choose the reputation activity during an interlude to work on shifting the honorific in the direction the crew prefers. The GM decides when the crew has done enough to ensure their ship gains or loses a specific reputation. If they haven't created a System-wide scandal, a few interludes should suffice. For more on reputation, see **Chapter 14: Rewards** of *The Expanse RPG*.

SHIP HONORIFICS

Ship honorifics are somewhat situational by their nature. Where a ship has been and what a ship has done matters more to those who spend most of their lives on the float than it does to the average Earther or Martian. While some names like the *Canterbury*, the *Donnager*, and indeed the *Rocinante* become so ubiquitous on the feeds that they're be unavoidable, not every vessel becomes so famous. As always, the GM has final say over whether a ship's honorific would be known in any given situation, providing the resulting mechanical benefit. All the crew should be encouraged to invoke the ship's reputation equally and do so inventively.

The **Sample Honorifics** in **Chapter 14** of *The Expanse RPG* can be used as a guide for creating honorifics for your ship.

PERSONAL REPUTATION

Characters can use their ship's reputation to gain the upper hand. When other crews encounter the ship and are aware—or made aware—of their honorific, they gain the advantage over the enemy. In opposed tests involving the ship's most famed traits or qualities, opponents suffer a -1 penalty to their opposing roll, demoralized against a vessel of such repute.

SUPPORTIVE REPUTATION

The crew can also benefit when they do what they're known for while on board their ship, and others see and talk about it, record it and send it out on feeds across the system. During a scene in which someone not on the crew talks up their ship, any character on the crew gets a +2 bonus to any roll in which they help demonstrate the traits or qualities the ship is known for. For example, a small, super-responsive ship known for evasion dodges torpedoes on a live feed, or a particularly destructive frigate obliterates an illegal space station in full view of the fleet fleeing off into the Belt.

INSPIRED REPUTATION

Belters made the *Canterbury* a rallying cry—one of many in the history of the Belt, and of humanity's history in space. A character using a ship's honorific while not involved in space flight or space combat is invoking it for an inspired purpose. Characters do not have to be on the ship's crew, and like the *Canterbury*, the ship does not need to exist. Characters may rally others to their cause with the name of a ship destroyed by enemies, or create hope by reminding their allies of their greatest vessels and victories. This use of reputation grants a +1 bonus to the result of the Drama Die when the player rolls it to achieve any goal in which they demonstrate inspired use of the honorific.

PASSIVE REPUTATION

Ships do not often use their reputation themselves, so like characters, they make passive use of their honorifics more often than active use. Both the crew and the GM should consider the ship's reputation when entering new situations or dealing with people or groups that may be aware of it; a ship known to be under contract to the OPA will have a warmer welcome on Tycho Station than an official UN transport from the start. Transponder codes easily identify ships to one another unless altered or switched off altogether. When making initial contact with another ship, a character can receive a free single step attitude shift in the direction suited to their reputation in the resulting social encounter. As above, it can be a positive or negative shift depending on the situation.

HISTORICAL HONORIFICS

Some reputations can change and fade over time, but other honorifics are closer to historical fact—things that could be easily found in ownership records and maintenance logs. Ships are renamed, but folks still call them by the old names now and then. They get new captains and new owners, but people can't bother remembering the new ones. Some stories take longer to fade than others, for better and for worse. These come with no mechanical benefit or a mechanical detriment but may come with a story, a past allegiance, or a secret onboard. They can be used to provide a historical record for your crew's ship, your NPCs' ships, or for future NPCs that would like their ship back.

FORMER NAME

People rename ships, particularly if the one they just bought is named after someone's kid or the girl they left behind after that magical weekend on Titan. The *Roci* was the *Tachi* when she was Martian; the *Nauvoo* is being rechristened *Leviathan* if the rumors around Ceres are to be believed. Even if a ship is ever renamed, they are always be remembered as what they once were. If your ship had a previous name, did it also have a past purpose?

FORMER CAPTAIN

Some captains have such a reputation that their name casts a long shadow—even over their past assignments. This can be more common in the militaries of Earth and Mars, where long-serving captains are often considered to be the heart and soul of their ships and the standard by which their successors are measured, but it is not unheard of in the Belt when a ship changes hands. Not everyone may know a former captain, but in some ports, a well-known former captain might impact how people interact with the current crew. If your ship has former captains, do you live up to their example—good or bad?

FORMER OWNER

Unless built brand new for the crew, all ships were owned by someone befor:an individual, a corporation, or one of the navies of the Inner Planets. Former ownership can present issues and advantages for crews depending on how the ship was acquired. A ship that has valid records of sale may have fewer issues docking anywhere in the system than a former Martian escort that is 'legitimate salvage,' while a yacht last owned by an ultrarich heiress might gain access to more exclusive ports simply because it been there before. Is there anything about your ship's former owner that you need to hide… or pretend is just the same as always?

SHIP BONDS

While ships have relationships with those that live and work on them, they don't have the same sort of relationships that characters have with one another. A character's relationship with the ship they crew on is personal and very absolute—they owe their life in the vacuum to the ship and spend much if not all of their time on it.

Each character's bond with their ship should be individual. These bonds should ideally be formed during play but if your crew is starting out with their own ship, work together to find appropriate individual ship bonds for each character. Bonds can be formed with crews (NPC or otherwise) that work on the ship as well as the crew of the ship. Engineers and work crews at shipyards across the Sol System swear they know most ships better than the people that fly them. In a good number of cases, they're probably not wrong.

As with characters, the Bond is the nature of the relationship between the character and the ship, and the Intensity is the measure of the relationship's strength (see **Relationships** in **Chapter 14: Rewards** of *The Expanse* RPG). Given it is a somewhat one-sided relationship, the Ship Bond describes the relationship from the character's point of view but should guide the tone of the ship and character's interactions through their *Expanse* series.

Here are some sample Ship Bonds.

SHE TAKES CARE OF YOU, YOU TAKE CARE OF HER

This is a simple, straightforward Ship Bond that makes the relationship a basic exchange. Take care of your ship, and your ship will keep you alive.

I WILL DIE IN THIS PILOT'S CHAIR

This Ship Bond is a commitment to the ship, the chair, and the crew. This character intends to spend their life with all of the above—but most importantly, the ship.

I BROKE YOU ONCE, NEVER AGAIN

This Ship Bond represents guilt over a mistake—whether a missed vacuum seal or intentional sabotage. This character will do penance by keeping the ship in perfect shape.

THE ONLY HOME I'VE EVER KNOWN

This character has never found a place that felt right, or people to fit in with. The ship is the place they feel happiest in the world; this Ship Bond represents the home they've finally found.

THE TOUGHEST LITTLE SHIP I'VE WORKED ON

Engineers in the shipyards aren't really supposed to have favorite ships to work on but they do anyway, all for their own reasons. This Ship Bond implies a level of respect for the ship being repaired.

SHIP RELATIONSHIP INTENSITY

Like character relationships, Intensity is measured with a rating of 1 to 5, with 1 being a new crew member on a ship, and 5 being a once-in-a-lifetime Bond with a vessel that seems to understand what characters need before they do. For each rank of Intensity, a character gets a free stunt point they can use only for stunts involving or connected to their relationship with the ship. These SP can be used by the same rules as described under **Relationship Intensity** in **Chapter 14: Rewards** of *The Expanse* RPG.

Characters can increase the Intensity of a Bond or forge a new Bond with a ship by spending an Interlude performing the Maintenance or Making or Fixing activities, found in the **Interlude Activities** section in **Chapter 5: Gameplay** of *The Expanse RPG*. Crews that spend time Relating on the ship specifically during an Interlude can also all increase their Ship Bond by a level. The GM can also decide that a specific event increases the Bond during a story.

Though people change, ships stay the same by and large. The nature and intensity of a Ship Bond may wane if a character spends a significant amount of time away from the ship, but it can never be lost entirely. Though the Intensity of a Ship Bond will never drop below 1 without the destruction of the ship, the player and GM should discuss how the time away changes the way the character views, remembers, and feels about their ship.

2. SHIPS IN ACTION

The Expanse Roleplaying Game includes all the rules you need to for exciting ship combat. This chapter offers some optional rules that Game Masters can use to add more detail and excitement to ship combat as well as lots of information on the day-to-day operations of a ship. You'll find new stunts and expanded rules for ship tactics, lots more on ship operations, and new hazards for crews to deal with. Ultimately, it is up to the GM which of these rules make sense to use for their campaign. These rules aren't meant to make things more complicated, but rather to give you more narrative options. If you plan on introducing any of these new rules, you might want to run them by the other players to see what they like and what they don't. Use the rules that you all agree upon and enjoy or make your own changes as you see fit. You might find that some of the expanded rules work for one session or adventure, but not for another. If that's the case, you should feel free to make the necessary changes, but make sure that everyone is one the same page.

> "'Anyone can kill a planet from orbit,' Holden replied. 'You don't even need bombs: Just push anvils out the airlock. That thing out there could kill... Shit. Anything.'
>
> — James Holden, *Leviathan Wakes*

STUNTS

There are nine command stunts listed in *The Expanse RPG*. This section presents some additional stunts that can add more diversity to your space combat scenes. Many of these stunts require additional tests (some quite difficult) to be made by crew members to be successful. Some also require that certain conditions are present or in effect to perform. For example, the battle must be taking place near a planet to use Skimming and there must be a larger ship or space station nearby to use Too Close.

In addition to new command stunts, there are command stunts that can be used only when there are allied ships present. These can only be used if the crew's ship is involved in a battle that involves one or more allied ships. These allied ships could be under the control of other player characters or they could be NPC ships. There are also crew stunts that can be used if the captain forgoes their usual command action or is out of the action for some reason. Finally, there is a section on allowing players to make their own stunts on the fly.

COMMAND STUNTS

SP COST	STUNT
2	**Down With the Ship:** In an act of heroism, the commander can expend their own Fortune to remove damage taken by other characters (as the result of a Collateral Loss) on board the ship.
3+	**Calculation:** You can bank the SP you just spent for this stunt +1 and use them on a later stunt. You can also combine these SP with future SP earned.
4	**Rapid Reload:** You ship can fire one additional torpedo (in excess of its number of torpedo tubes) this round. Each additional SP spent allows you to fire one more torpedo. You can never fire more than double the number of torpedo tubes on your ship.
4	**Skimming:** If a space battle takes place near a planet with an atmosphere, you can dive into the planet's atmosphere to avoid being targeted and perhaps even lose your pursuer completely. Your pilot must make an opposed TN 17 Dexterity (Piloting) test to succeed. If successful, the pursuing ship loses track of your ship in the atmosphere, at least temporarily. Be advised that if either pilot fails this test, they could end up in peril—see **Using Atmosphere** under **Ship Maneuvers** later in this chapter. On following rounds, the pursuing ship can make opposed TN 11 Intelligence (Technology) + Sensors tests to reacquire a target on your ship.
4	**Too Close:** To perform this stunt, you must be engaged against multiple enemy ships and at close range to one that is of at least one size class larger. A space station can also count as a larger ship. The pilot maneuvers into a position that makes it difficult for enemies to target your ship without risking damage to the other ship. During the Maneuver phase, the pilot must make a successful opposed TN 15 Dexterity (Piloting) test against the larger ship at -2. The difficulty is reduced by 1 for every additional size class greater the enemy ship is than the crew's ship. If successful, the pilot gains a+2 to their evasion test against any ships other than the ship they are using for cover. In addition, any attacks that miss the crew's ship hit the larger ship if the pilot rolls a 5 or 6 on the Drama Die. If both ships fail the piloting test, the ships collide, causing 2d6 damage to the larger ship and 4d6 damage to the smaller ship.
5	**Burn Them:** An Epstein drive emits a powerful drive plume that can, in a pinch, be used as a weapon. To do this successfully, the ship must be at close range and perform a sudden flip and burn that points the drive plume directly at the enemy ship. The ships must be at extremely close range, so this maneuver can't be used in normal engagements - only if circumstances have dictated that the ships are very close (under 1 km). Unfortunately, this maneuver leaves the crew's ship vulnerable and open to attack. To successfully perform this maneuver, the pilot must also make a successful opposed TN 19 Dexterity (Piloting) test against the other ship at -2. If successful, the other ship is engulfed in your drive plume, causing 6d6 damage. The downside is that only rear-facing weapons can fire while the ship performs this maneuver, and enemy ships have a +2 to their evasion tests. Also, due to being in an exposed position, all evasion tests are at -2. If the pilot fails this test, they fail to engulf the enemy ship with the drive plume but still suffer all of the associated penalties.
5	**Weapon Online:** One of the crew can temporarily bring a damaged weapon, or a weapon that has run out of ammo, (possibly the result of the GM using a Churn effect) back online. A character can attempt a TN 14 Intelligence (Engineering) or Dexterity (Gunnery) test to bring a weapon back online. The weapon can make 1d3 shots before giving up the ghost for good, requiring a proper repair. The weapon cannot be brought back online again without the ship receiving full maintenance at a spaceport.
6	**Quick Start:** The crew can attempt to make a quick repair and restart the ship's reactor. This requires two characters to work together; one must make a TN 14 Intelligence (Technology) test and another must make a TN 14 Intelligence (Engineering) test, and they must reach a threshold of 15. Information on the normal restarting of a reactor can be found later in the chapter under **Ship Hazards**.
7	**Misdirect:** When attempting to outrun a torpedo, you can fly close to another ship to try to get the torpedo to hit that ship instead of your own. You perform a flip and burn when near another ship. The pilot must make a successful opposed Dexterity (Piloting) test against the other ship and another member of the crew must make a TN 17 Technology (Intelligence) test. If both are successful, the torpedo impacts the other ship instead.

FLEET COMMAND STUNTS

SP COST	STUNT
1+	**Combined Fire:** You coordinate fire with an allied ship, increasing the likelihood that both of you hit the target. Every 1 SP you spend increases the TN of tests made to evade your ship's attack by +1. Both captains must spend this SP.
2+	**Draw Fire:** You manage to draw fire from an enemy's intended target. For every 2 SP spent, an attacker that was going to attack an ally attacks your ship instead.
2+	**Good Advice:** This stunt allows one commander to aid another, either by giving them a bonus to their next command test or giving them SP. Every 2 SP you spend gives an allied Commander +1 on their next test or 1 SP to spend.

PILOT STUNTS

SP COST	STUNT
2+	**Steady as She Goes:** When performing high-g maneuvers the pilot can lessen the potential damage to passengers by making a smooth transition. For every 2 SP spent the TN for the Constitution (Stamina) test is reduced by 1.
4	**Blockade:** The pilot maneuvers the ship to make it difficult for an enemy ship to fire on or pursue its chosen target (unless that target is the pilot's ship). The enemy ship suffers a -2 penalty to any maneuver test to pursue or attack its original target. Or the targeted ship gets a +2 to its evasion test.
5	**Dauntless:** The pilot aims their ship at an enemy ship as if to ram it, to cause it to veer off course and miss their attack opportunity. This maneuver can only be used when the ships are already at close range. The enemy ship must make a successful TN 15 Dexterity (Piloting) test or not be able to take any other action as they recover from the threat of being rammed. If the enemy ship doesn't flinch, the pilot must make a successful TN 17 Dexterity (Piloting) test to avoid hitting the ship they were aiming at although their ship still gets to take other actions.

ELECTRONIC WARFARE STUNTS

SP COST	STUNT
2+	**Turnabout is Fair Play:** Most torpedoes have their own internal guidance systems, making them impossible to hack. However, if a torpedo is being manually controlled, the sensors operator can attempt to wrest control of the torpedo from the other ship. If there is more than one torpedo, 2 SP can be spent to attempt to control each. See **Electronic Warfare** under **Ship Maneuvers**, later in this chapter for details.
4	**Hack the System:** While scanning the enemy ship for weaknesses, the sensors operator detects an opening in the enemy ship's computer system. They can attempt to hack the enemy's ship to temporarily disable one or more systems. See **Electronic Warfare** under **Ship Maneuvers**, later in this chapter for details.

ENGINEER STUNTS

SP COST	STUNT
1+	**Not My Ship!:** The Engineer can spend Fortune to reduce damage taken by the ship just as it were part of the hull. The engineer can spend 1d6 Fortune to reduce damage to the ship for every SP spent.
3+	**Quick Fix:** Every 3 SP spent allows the engineer to instantly repair a single loss to Maneuverability, Sensors, or Weapons.
4	**Patch:** The ship's engineer can apply a quick weld job to temporarily reinforce hull damage. Attempt a TN 17 Intelligence (Engineering) test to make the patch. If successful, the temporarily remove hull losses up to the number rolled on the Drama Die by the engineer. This patch only lasts until the end of the combat, and the ship must then receive proper maintenance at a spaceport.

CREW STUNTS

The Expanse RPG only lists stunts for the commander even though SP generated during the Command phase are given to other members of the crew. This section provides stunts for the pilot, electronic warfare, and the engineer.

To clarify how this works, during the Command phase, the commander generates SP that can be used for Command stunts or given to members of the ship's crew to use that round. This is an exception to the rule that SP must be spent immediately. The SP generated can be divvied up among the crew as the commander sees fit. If 5 SP are generated, the commander could use 1 SP and then give 2 SP to the pilot and two the engineer.

Under normal circumstances, only the commander of the ship can generate SP. However, if the commander is busy or incapacitated and cannot make a Command test, then one crew member can use SP that are generated each round by their own tests. The first member of the crew to generate SP can decide if they want to use them or not. If they choose not to use them, then another character can use SP generated, but only one character can do so per round, and these SP cannot be given to other crew members.

PILOT STUNTS Pilots have access to the Blinding Maneuver, Evasive Action, and Set-Up Command stunts from *The Expanse RPG* at the same SP cost, and the following stunts from this book: Burn Them, Misdirect, Skimming, and Too Close.

ELECTRONIC WARFARE STUNTS The character conducting electronic warfare on the ship has access to the Perceived Weakness Command stunt from *The Expanse RPG*.

ENGINEER STUNTS An engineer has access to the Quick Start and Weapon Online Command stunts from this book.

STUNTS ON THE FLY

The possibilities in space combat are nearly endless with many situations coming up that might lead to players wanting to try all sorts of crazy maneuvers. Even with stunts described in *The Expanse* RPG and those described here, it's not possible to cover everything a player might want their character to attempt. If a player comes up with something that sounds cool but there is no stunt (or combination of stunts) listed that make sense, the GM can consider allowing the player to come up with their own personalized stunt. This might be a one-time thing, or it might become a character's signature stunt. Allowing players to create stunts on the fly is also a great way of allowing the characters to react to specific circumstances. The player and the GM work together, generally with the player describing what they want to do and the GM assigning an SP cost and maybe any additional tests that are required. Use the stunts in both *The Expanse* RPG and this book as a guide when creating your own stunts and make sure that the stunt can't be recreated simply by combining two stunts.

The players should always understand that stunts that are made up on the fly might need to be adjusted if they are going to be used later. The GM might decide that the stunt is too powerful, or that they didn't charge enough stunt points, or it just didn't work. If it seems like something that the players are going to want to use again, talk it over, make the necessary adjustments, and move on.

SHIP MANEUVERS

The rules provided in *The Expanse* RPG cover basic maneuvers such as changing distance and position and evading weapons fire. The Command stunts in *The Expanse* RPG and the Command and Crew stunts in this chapter give the characters a lot of different options during combat many of which require additional action. Some of those actions are described in detail here. A GM who is using the optional stunts described in this book might only allow these maneuvers to be used as a part of a stunt. If the optional stunts are not being used, the GM might allow the PCs to attempt these maneuvers whenever they wish.

Most of the maneuvers described here require a particular test and TN to accomplish. The GM should feel free to modify the TN listed based on the circumstances. These rules are provided to expand your possibilities, not restrict them.

PLANNING

A commander might have a specific stunt in mind that they want to use, but the uncertainty of SP gained every round might make it impossible. This maneuver allows a commander to spend the round setting up a future stunt by allowing them to save SP toward a specific goal. To attempt a plan, the commander must declare the stunt (or combination of stunts) they are working toward and make a TN 13 Intelligence (Tactics) test. Instead of spending any stunt points earned, they are banked and can be used in a future round. Success grants 2 SP or the result of the stunt die if doubles are rolled. These SP cannot be used on the same round and must be held until the next (or later) round. A commander can continue making this test until they have enough SP for the desired stunt. Planning cannot be used simply to increase the effectiveness of a specific stunt, such as Guidance or Evasive Action, but can only be spent building toward a stunt with a specific cost. However, it could be used toward a combined stunt (see **Combining Stunts** under **Ship Tactics**). For example, if a commander wanted to combine On-Target and Evasive action, they could save up toward this use but must attempt the stunt as soon as enough SP are available. The Calculation stunt cannot be used if the commander is using the planning maneuver.

ALTERNATE TARGETED WEAPON ATTACKS RULES

The core rules allow a ship to make a target weapon attack at any time. If the GM wants to make the Gunnery skill a little more useful, they can use the following rules for targeting specific systems.

When the crew wants to target a specific part of an enemy ship, the Gunner can make a test with a TN based on the system they are targeting. Different systems also have a different modifier to the hull resistance. To target a system, the gunner must make a successful Accuracy (Gunnery) test based on the system being targeted. If the gunner fails, the attack automatically fails. If it succeeds, the system is hit and can suffer up to two losses to that system.

Consult the table at right and use the TN and hull numbers listed.

TARGETED WEAPON ATTACKS

SYSTEM	TN	HULL MODIFIER
Collateral	11	3/4
Maneuverability	13	1/3
Sensors	15	1/2
Weapons	15	1/2

EXPANDED ELECTRONIC WARFARE

A ship with an exceptionally skilled hacker, or that possesses access codes for an opposing ship's computers, can sometimes order that ship to take a particular action. The hacker usually only gets one shot at this because as soon as an intruder is detected in the system, the crew and the computer will kick them out of the system, change the access codes, and ramp up security.

Likewise, most torpedoes have an internal guidance system, making them impossible to affect; however, in some cases, a torpedo is controlled by the enemy ship. In this case, the sensors operator can attempt to gain control of the torpedo. If you're using the crew stunts described in this book, the GM might require that a character spend SP as described in the stunt Turnabout is Fair Play to attempt to control a torpedo.

Using these maneuvers requires that a ship have an extra crew member to handle the hacking attempt. If the character normally controlling the sensors attempts one of these maneuvers, they automatically fail their electronic warfare test.

HACKING A SHIP

The easiest way to hack into a ship is to somehow get access to the command passwords. The Electronic Warfare stunt Hack the System allows a character to detect a weakness in an enemy ship's computer systems and attempt to hack them. To do this, a PC must make an opposed Intelligence (Technology) + Sensors test against the enemy ship. If successful, they can shut down one system on that ship (weapons, sensors, engines, etc.). They remain offline until someone on the enemy ship makes a successful TN 15 Intelligence (Technology) test.

CONTROLLING A TORPEDO

The Electronic Warfare stunt Turnabout is Fair Play gives the character a chance to wrest control of a torpedo that is being manually guided by an enemy ship. Wresting control of torpedo requires a character to make an opposed Intelligence (Technology) + Sensors test against the enemy ship. If successful, the torpedo controller can do anything they wish with it: order it to explode, target another ship, or send it off into deep space. Of course, the following round, the opposing ship can try to wrest control back.

GUNNERY

The gunner doesn't usually make a test during ship combat. Ship speeds and weapons move beyond human perception. However, the gunner does plot firing solutions and makes minute adjustments to the calculations over the course of the combat. Under normal circumstances, the Evasion test of an enemy ship is modified by the attacking ship's sensors score. If the crew's sensors are disabled, it is impossible to hit an enemy ship without a skilled gunner.

A gunner can attempt to fire one of the ship's weapons, even without the aid of sensors. With a successful TN 15 Accuracy (Gunnery) test, the ship can fire that one weapon, but the sensors score is replaced with the result of the Drama Die -3. For example, if the gunner rolls a 5 on the Drama Die, the Accuracy for the test is +2, but if they rolled a 1, the Accuracy is -2.

In circumstances where the PCs are attempting a trick shot of some kind with their ship, the GM can also require the Gunner to make a successful test with a TN based on the difficulty of the shot.

SHIP TACTICS

"Shit, Cap, the *Roci* does all the work," Amos said. "I just encourage her to express herself."

— Caliban's War

In *The Expanse* novels, the crew of the *Rocinante* often pull off incredible, nearly impossible maneuvers. This section takes a closer look at how to use the rules in the core rulebook, and those described here, to replicate those kinds of space combat sequences. How do ships in the game pull off some of the tactical maneuvers such as tricking an enemy ship into veering into pre-planned PDC fire? Ship combat should be more than rolling dice and crunching numbers. It should offer the chance for players to use their creativity to create exciting and memorable experiences.

HIDING IN SPACE

Space is vast, but hiding while moving between planets can prove difficult since the plume of an Epstein drive is visible across the vastness of space. This makes a ship with an active drive very easy to track even from great distances.

A ship with an active drive plume is very easy to track, but if the Epstein drive is shut down and cut to minimal systems, a ship becomes just another dark, lifeless object in space. A ship trying to avoid pursuit can burn at high-g, building momentum, then cut the drive and go dark. To do this, the ship must even shut down its reactor, a dangerous proposition, since it takes time to restart. Of course, if the ship is already being tracked, the tacking ship can calculate its course based on its previous speed, however a clever pilot can use maneuvering thrusters to "fly tea kettle" and alter the course. The ship at the same speed but now at a different vector, hopefully foiling any potential pursuers.

Ships that aren't being actively observed but what wish to avoid being noticed sometimes alternate between traveling under thrust and on the float. The Belters call this traveling hotaru. Another means to avoid detection is to fly outside the ecliptic since most UN and MCR telescopes are focused within the planetary plane. Many Belters are superstitious about leaving the ecliptic, and it adds a lot of time to a voyage.

A ship that is being tracked that wants to lose their pursuers by going dark and adjusting course with thrusters must make an opposed TN 11 test of Dexterity (Piloting) against the tracking ship's Intelligence (Technology) + Sensors. A hiding ship can also use objects such as planets, moons, or even large asteroids (if any are available) to temporarily shield a ship from sensors. Another character can make a TN 13 Intelligence (Science) test to advise the pilot on how to use the object to advantage. One-half of the Drama Die is added to the pilot's test.

USING ATMOSPHERE

The atmosphere of some planets (Saturn, Jupiter, or even Earth) or the Saturnian moon Titan can be used to avoid detection, although this can be very dangerous for a ship and its crew. A ship can skim the atmosphere of a planet at high speeds to confuse a following ship's sensors. This can be extremely dangerous for a ship that does not have the proper heat shields (or a design allowing for atmospheric maneuvers); however, a quick skim in even a thick atmosphere like Earth is possible for a skilled pilot. Be advised that more about aerobraking can be found in *The Expanse* RPG under **The Stars Our Destination**.

Gravity can also be an issue, especially when flying close to one of the gas giants. Their atmospheres get very dense very quickly, and it's easy to miscalculate atmospheric drag. If the ship's thrust isn't enough to overcome the increased drag, or if a ship's engines or reactor suffer damage while skimming, the ship could find itself being pulled in by the planet's gravity.

When skimming a planet's atmosphere without a heat shield deployed, either to avoid detection or for any other reason, the pilot must make a TN 17 Agility (Piloting) test. If the pilot fails, the ship takes 1d6 damage and is still in the atmosphere and losing altitude. Every consecutive round, the pilot must make an additional test, but the TN increases by +1 and the damage by 1d6 for each additional round until the pilot makes a successful test. For example, on the second round, the difficulty increases to TN 18 and the damage 2d6, and on the third round, the TN 19 and the damage 3d6, and so on.

PLAYING POSSUM

A ship that is outclassed or clearly on the losing side of a fight can play possum (dead), by cutting engines and venting gasses and debris, in the hopes of luring an enemy ship in closer. Of course, if the enemy's goal is to destroy the ship, this isn't much use because they just destroy the ship as soon as the opposing ship stops returning fire. However, this tactic can work well under various conditions. In a large battle, a ship with downed engines and floating seemingly lifeless in space is likely to be ignored, at least until the battle is over. It can also work if you know that an enemy wants to board your ship or avoid destroying it.

To successfully play possum, a ship must take a hit that inflicts a loss. The ship then cuts its reactor, vents reactor gasses, powers down, and maybe jettisons some debris. Successfully playing possum requires an opposed test of Intelligence (Engineering) against the other ship's Intelligence (Technology) + Sensors. The GM can apply modifiers based on clever actions by the player characters. Also, remember that since the reactor is shut down, it must be restarted before the ship can move (see **Restarting the Reactor** under **Hazards**).

If another ship is taken in by the ruse and closes to try to board, they might be able to make a surprise attack on the enemy ship with PDCs or maybe even fire a torpedo. This means that the defending ship can't use electronic warfare and any evasion tests are made at -6. Rail guns require a lot of power and would give away the ruse. PDCs must be fired manually (see **Gunnery** under **Maneuvers**) since the sensors must also be offline.

STEALTH TECHNOLOGY

During the time *The Expanse* RPG is set, stealth technology is still extremely rare, although it becomes more prevalent in later novels. Some primitive forms of stealth technology exist but aren't commonly used because the cost outweighs the benefits given that as soon as an Epstein drive is engaged, it overwhelms most existing stealth tech.

Stealth technology relies on three factors: reduced albedo (light reflection), radar-absorbent or reflective material, and reducing heat signature. Many military ships have some levels of these built-in, which partially accounts for their higher sensor ratings. But, as mentioned before, the Epstein drive pretty much makes these useless.

Protogen has secretly developed ships that use a combination of a stealth coating (a radar and light-absorbing coating) combined with advanced heat sinks that allow a ship to remain virtually undetectable even while powered up, as long as the Epstein drive isn't engaged. Even then, it makes it extremely difficult to detect the size and design of the ship. The output of the Epstein drive can be used to estimate the size, but even that can be modulated by the crew of the stealth ship to disguise their true size. Ships flying under power can still be targeted, but the stealth coating increases the difficulty and makes targeted attacks all but impossible. Eventually, Mars develops its own version of this stealth tech.

To date, no one has come up with a viable torpedo that uses stealth tech, but you never know when that might change. Rumors have been coming out of Mars for quite a while and it's only a matter of time.

Stealth technology can also be applied to torpedoes, making them more difficult to destroy. Protogen used a combination of advanced evasion algorithms and stealth coating to make their torpedo more difficult for point defense weapons to destroy, although it is impossible to completely hide launched torpedo since it's drive plum is always visible. Use the sensors penalty listed above for the Point Defense test when attempting to destroy stealth tech-equipped torpedoes. The exact penalty depends on the type and level of stealth technology used. Stealth technology is expensive, so using it one something as disposable as a torpedo should be extremely rare.

Even more terrifying, stealth coating can be applied to high-density asteroids, turning them into cheap planet

STEALTH TECH EFFECTS

The Protogen stealth tech is something that should probably never fall into the hands of player characters; however, ships using this technology might be part of a narrative encounter. A ship or torpedo with stealth tech has the following effects:

- The ship is nearly impossible to detect if its Epstein drive is not active. Even if its existence is known, tests to locate the ship using optical sensors are at -6.
- Identifying the class/size of the ship requires a TN 21 Intelligence (Technology) + Sensors test.
- A torpedo equipped with stealth technology inflicts a -1 to -3 penalty on point defense tests.

or station busters. Such an asteroid can be launched from millions of kilometers away, and the target is unlikely to ever see it coming. Since they lack any heat source, the high-density resonance coating renders them all but invisible. Such a weapon could be used on a stationary spaceship but is unlikely to make impact on a ship that is moving unless it is traveling for an extreme distance without changing speed our course.

Even a ship on a journey from Earth to Neptune is going to make minor course adjustments on the way, rendering such an attack useless. However, a station using hurled asteroids as a means of defense against incoming ships could use asteroids coated in this manner to create quite an alarming situation for any attackers as the nearby space is filled with dozens or hundreds of invisible rocks traveling at high speeds (see **Flinging Asteroids**, below).

ALTERNATIVE WEAPONS

Rail guns, torpedoes, and PDCs are certainly the most employed weapons, but microgravity and vacuum make for a great number of possibilities for alternative and improvised weaponry in space. A rock can become a formidable weapon when propelled at significant speeds, and a cloud of debris can form a screen that can protect a ship or station from incoming ships and torpedoes. Belters are a clever bunch, and over generations of living in space, they've come up with dozens of means of using the natural resources around them as a weapons, a couple of which are described here.

FLINGING ASTEROIDS

Flinging an asteroid or other small rock through space creates an incredibly powerful weapon with relatively little cost. An improvised sling, a gravity assist, or even attaching a drive to the body turns a mostly harmless rock into a weapon of mass destruction. Sometimes they're used defensively, for example by a Belter station tossing boulders at incoming ships. This is less a targeted attack and more of a spray scenario, where the station hopes to get lucky and nail an unwary opponent.

Asteroids an also be used as devastating WMDs. A few well-aimed asteroids could turn Mars into a wasteland, or potentially crack Ceres like an egg. Even one asteroid of enough size impacting Earth could cause global ecological catastrophe, killing billions. While slow, they'd be difficult if not impossible to divert unless you had direct control over the drive, or installed your own. A crew could potentially break an asteroid to pieces, but then a single rock has been replaced with a debris cloud of the same mass on the same trajectory—which could be just as devastating.

A ship approaching a station or other location defended by rock projectiles might be require the pilot to make a successful Dexterity (Piloting) test or suffer a penalty to any evasion test the ship must make to avoid weapons fire. At close range, the ship could even be struck by a rock (see the **Avoiding Asteroids** table).

AVOIDING ASTEROIDS

RANGE	TN	EFFECT OF FAILURE
Long	n/a	None
Medium	11	-2 to Evasion
Close	13 (9*)	-3 to Evasion

*If the pilot exceeds a **TN 13,** they are free and clear. If the test is less than **TN 13** but more than **TN 9,** they suffer the evasion penalty, but if they roll less than **TN 9,** they are struck by a rock for 1d6 to 3d6 damage.

DEBRIS SCREENS

Stations and sometimes even ships can employ shattered asteroids to create a sort of natural screen that can provide a degree cover from incoming attackers. Given advance warning, a station can deploy pulverized asteroids and disperse other material to make an area of space hazardous to travel. A small ship might be able to do the same, although given the three-dimensional nature of space, it can be difficult to create an efficient screen without a great deal of time. However, something might be able to be improvised that can provide a round, or maybe two, of cover. This is usually only done as a desperate measure since that area of space must be cleared after the battle to make it safe for transportation. Additionally, this kind of defense is usually only effective against smaller ships and torpedoes since larger ships and armored cruisers can usually pass through without much risk of harm. However, what it can do is create an effective screen against torpedoes that requires a larger ship to pass through the screen, thus making them more susceptible to rail gun or even PDC attacks.

The GM can determine the exact effects of this kind of screen. Generally, the debris inflicts only 1d6 damage to a ship that passes through. This tends to automatically destroy most torpedoes, making it necessary for the ship to pass through the screen before deploying them. If it is a ship that created a debris screen, they might get a +2 to their evasion test against any incoming attacks due to targeting interference, especially if the screen is made up of metals.

THE VERSATILE TORPEDO

Most torpedoes are used in the normal fashion: fire and guide them toward the target ship until they make impact. However, there are a lot of other possible ways to use torpedoes, a few of which are described here. Torpedoes are, in many ways, glorified drones with an explosive charge. They can be maneuvered however a character wishes and don't necessarily have to go straight for a target and can even switch targets. Players being players, they are likely to come up with their own creative uses, and the GM should be flexible and give them a chance when they come up with a clever idea.

The Expanse RPG doesn't require players to tick off ammo boxes, opting for a more cinematic use of torpedoes; however, Players and GMs should be mindful that a ship's supply of torpedoes isn't infinite, and they *are* expensive. Still, you can't spend money if you're dead, so....

HIDDEN TORPEDOES

Asteroids, especially those with high mineral content, make excellent hiding places for torpedoes. The torpedo can lie dormant and then be activated whenever the owner wishes. Or, the torpedo can be set with a proximity sensor that activates them as soon as they detect a ship within a certain range. A single torpedo that is sent like this isn't much danger to a passing ship, unless they happen to be very close or not paying attention; however, a cluster of them can prove deadly.

PROXIMITY TORPEDOES

Most torpedoes are set to detonate on impact, but they can also be detonated either manually or by sensing they are within range of a target. A torpedo can be detonated before it can be taken out by PDC fire, inflicting some damage rather than none at all. A torpedo that is detonated at close range inflicts only 1d6 damage, meaning that it can only damage the smallest ships. Of course, there is always a risk of the firing ship being within the blast-radius a well.

TORPEDO POINT DEFENSE

In a pinch, a torpedo can be used to target another torpedo. This is usually only done if a ship's PDCs are empty or to defend another ship since torpedoes are a valuable commodity. Not only are they far more expensive than PDC rounds, but a torpedo used for defense can't be launched at another ship. They also aren't nearly as effective as PDCs. A torpedo can only be used to take out another torpedo before it closes to Close range.

When using a torpedo to take out another torpedo, use the Point Defense rules in *The Expanse RPG* but increase the difficulty to TN 15 + Attacking Ship's Sensors. Also, a ship that is using torpedoes for defense can't use them to attack in the same round.

Incoming torpedoes often travel in a close formation, making them open to being taken out by the detonation of a single proximity torpedo. If trying to do this, increase the difficulty to TN 17 and use the Drama Die as the max number of incoming torpedoes destroyed.

NUKES

As described in *The Expanse* RPG, torpedoes armed with nuclear warheads are perhaps the most devastating weapon a crew is likely to encounter. Except as a plot device, they should probably be kept out of the hands of the PCs, although if you know they are going to face a ship well above their punching weight, that might be the time to allow them access to a nuke. Anything struck by a nuclear torpedo is instantly destroyed and anything (including the firing ship) within close range is going to

suffer catastrophic damage. No damage is listed here, but you can presume that any ships within close range are inoperable, with anyone on board those ships dead or dying. Beyond that range, a ship could still be damaged by the explosion, although most ships have enough radiation protection to ensure that the crew and systems are unaffected. However, a ship that has already been damaged, especially if it has taken hull damage, might not be so lucky. See the section **Cosmic Rays and Solar Flares** under **Hazards** for possible effects on a ship that is not properly shielded. Any torpedoes within the area of the blast are also destroyed, making this an effective means of destroying numerous incoming torpedoes all at once.

Nukes have several other uses. A nuclear torpedo that strikes an asteroid is going to create a lot of debris that could be a hazard to any ship passing through that area of space. The debris could also be used as part of a stunt (see the Set Up stunt under **Command Stunts** in the *Expanse RPG*) or to create a debris screen as described earlier in this section. The blast of a nuclear weapon also causes an electromagnetic pulse or EMP that can temporarily blind a ship if the positioning is right. This could allow the firing ship to either safely put some distance between themselves and an enemy or to get up close without being seen to perform a crazy maneuver or stunt.

SHIP OPERATIONS

"They'd be living in one another's laps for months. Strangers trapped in a metal-and-ceramic box in the vast ocean of the vacuum."

— Abaddon's Gate

Operations onboard a ship go way beyond combat and can encompass a wide variety of activities, including prospecting, mining, transporting cargo and passengers, escort duty, and much more. This section details many of the day-to-day duties that a ship might undertake. It also offers some ideas for adventures that don't necessarily involve combat.

Several of the following sections such as **Cargo**, **Passengers**, and **Prospecting and Mining** provide some basic tests and rules to help the GM determine how successful a crew is in these endeavors. However, the GM should never feel beholden to these rules and tables and should use them as a springboard or guidelines rather than hard and fast rules. If a result doesn't make sense or doesn't work for your campaign, change it. If you do decide to use rules as listed, make sure your players know that you're doing so. If they make a test and expect one thing to happen and you make an arbitrary change, they may not be happy.

PROSPECTING AND MINING

Space is big, and while thousands of ships ply the space lanes, there are still opportunities for enterprising Belters seeking to make a living. Mining, either ice or minerals, requires a valid claim, and most of the major asteroids and moons have already been claimed by other miners or major corporations. However, there are still many uncharted and unexplored asteroids out there that can offer a chance to strike it rich for those willing to brave the dangers of space. "The Last Flight of the Cassandra" at the opening of *The Expanse* RPG offers a look into the dangerous work that these crews undertake.

Ice and mineral mining are the center of commerce in the outer planets. Space stations are continually in need of vast quantities of water, and there is a constant need for minerals for the construction of new ships, habitats, and stations.

The following rules can be used for crews wishing to prospect and mine ice and minerals. These rules should be a guideline or a short cut. They're presented a quick means to determine the outcome of a prospecting expedition without spending a lot of time or detail on the matter. The exact nature of a find (or even if anything is located at all) is in the hands of the GM. Prospecting should be the background of a story, not the focus. It's what the crew encounter or the hazards they have to deal with while out there searching that makes for an exciting adventure.

ASTEROID PROSPECTING

DRAMA DIE	FIND	INCOME MODIFIER
1	Rare Minerals (platinum, palladium, iridium)	+2 Income
2	Common Minerals (iron, nickel, gold)	+1 Income
4-5	Clean Ice	+2-3 Temporary Income Bonus
5-6	Dirty Ice	+1 Temporary Income Bonus

HOW TO PROSPECT

Prospecting the asteroid belt is an advanced test TN 15 Intelligence (Science) with a Threshold of 20-25. The time increment for each test is one day. Use the Drama Die on the final successful test to determine the exact nature of the find. Note that the better results are obtained with a lower number on the Drama Die. This is because a higher number on the Drama Die is *more* likely on a successful roll.

Once a prospect is located, the crew can either make a claim on the asteroid or set about mining it themselves. The Income Modifiers listed are suggestions for the amount earned for staking a claim and them selling it to a mining consortium. If they decide to set up a full mining operation, those details are left to the GM and the players to work out amongst themselves.

PASSENGERS

Most people who have travel needs in the system use commercial passenger liners, although some have their reasons for catching a ride onboard a smaller ship. They may not have the time for the slow crawl of the large liners, or they might not have the proper travel documents or might want to fly under the radar. Some passengers might just prefer the privacy afforded by a private ship, or they might have more nefarious reasons. Passengers might include anyone from a belter family seeking a better life on a different station, a secret agent carrying important information, or a youth trying to flee indentured servitude.

Having passengers on board can present a crew with a unique set of problems. Passengers often have very specific needs that the crew must accommodate. They might have special dietary restrictions requiring the crew to procure special foods, medical needs, or even require enhanced security. Of course, the crew has the option of refusing any of these requests, but then they risk losing the passengers and maybe even get a rep as being unaccommodating that might keep them from picking up passengers in the future.

Almost every port maintains a local newsfeed for ships looking to take on passengers. The crew can advertise there or spread their willingness to take on passengers through word of mouth. Different stations are likely to have different numbers and types of passengers available. Most ships are only going to attract standard passengers. These passengers give a +1 temporary bonus to Income. If the ship is equipped with the luxury amenities quality, they may attract higher-class passengers who pay +2-3 temporary bonus Income. These passengers tend to be more trouble than they're worth since, in addition to the luxury amenities, they often demand constant attention and personal service.

ACQUIRING PASSENGERS

STATION SIZE	TN MODIFIER	THRESHOLD
Tiny	+2	30
Small (Triton)	+1	25
Medium (Tycho, Medina Station)	0	20
Large (Pallas, Titan)	-1	10
Huge (Ceres, Ganymede, Vesta)	-2	5

PASSENGERS AVAILABLE

DRAMA DIE	GOODS	INCOME MODIFIER
1	Special	+3 temporary Income bonus or +1 Income
2	Upper Class	+2-3 temporary Income bonus
3-5	Middle Class	+1-2 temporary Income bonus
6	Runaway/ Vagrant	+0 temporary Income bonus

SHUTTLING PASSENGERS

If a crew wants to take on passengers, the GM can roleplay out the process, or if it isn't really important to the story, they can make a quick test to see how many and what type of passengers they locate. A character can make advanced TN 11 Communication (Bargaining) or Intelligence (Technology) test to locate passengers. The target number and success threshold are determined by using the **Acquiring Passengers** table. Modifiers for both the station of origin and the destination apply to the TN modifier.

The Income Modifier listed generally assumes a full or mostly full ship for a typical freighter and considers the extra expense of having passengers on board. The GM can feel free to change this if the crew operates a larger ship, although the amount is not going to drastically increase because expenses rise with more passengers unless they're operating a passenger liner.

PASSENGERS

RUNAWAY/VAGRANT Ships are often the best way for someone on the run to get away and seek a new life. Unfortunately, desperate people are often unable to pay for passage; however, the good news is they rarely care where they end up. A ship in port, especially one taking on passengers, might be approached by people begging for passage off-world. This could be anything from a runaway seeking to escape an abusive family to a hardened criminal on the run. This type of passenger could easily lead to side adventure, especially if they are being pursued.

MIDDLE CLASS These are the most common passengers. Such passengers are usually families or individuals relocating for a job or traveling for personal reasons. Such passengers usually keep to themselves and don't cause any trouble, and they don't usually require more than basic amenities and a crash couch. If the ship is outfitted with the luxury amenities quality, you can assume the highest Income Modifier for the trip or negate the Lifestyle Cost for the quality.

UPPER CLASS Taking on upper-class passengers requires a ship to have at least the luxury amenities quality. These passengers are very particular, and they may expect one of the crew to act as steward to see to their every whim. They may also have special requirements or have a significant amount of cargo. A ship that has the ultraluxury amenities quality can be assumed to receive the highest Income modifier or they can negate the Lifestyle Cost.

SPECIAL This result means that the passenger is someone or something that places the ship in danger and may even be an adventure in and of itself. This might be an extremely wealthy individual who requires special attention. It might also be someone trying to avoid legal entanglements or who has illegal or otherwise dangerous cargo. The GM can have fun coming up with something interesting, or if they don't want to add to the story, just have the characters make a few tests such as **Intelligence (Law)** for avoiding a customs inspection or something similar. While this kind of passenger presents the opportunity for a big payday, it could also lead to big expenses including fines or even damage to the ship.

TRACKING PASSENGERS AND CREW

Keeping track of people on smaller ships isn't usually a problem; however, on larger ships, the captain might have reason to want to track passengers or even their own crew. Several methods might be employed. This could be as simple as internal security cameras or installing tracking software 0n the passenger's hand terminals. However, if security is an issue, the passengers could be required to wear bracelets that or some other wearable that can only be removed by the crew. These devices can be set to not only monitor the location of the wearer but to alert the crew if they enter unauthorized areas.

Of course, such devices can be disabled or removed by someone with the right skills. If security is paramount, a skilled doctor or the ship's medical expert system could be used to implant a small tracker under the passenger's skin.

Cameras can be avoided, usually requiring a Dexterity (Stealth) test. Tracking programs on hand terminals can simply be left in a passenger's quarters or the program disabled with a successful Intelligence (Technology) test, and tracking bracelets can be disabled with a similar test. The difficulty for these tests is based on the quality of the software or hardware involved.

Removing implanted trackers is a little more difficult. First, the location of the implant must be known and then removed with a successful TN 13 Intelligence (Medicine) test. The person removing the chip must also make a TN 17 Intelligence (Technology) test or the ship's computer detects the removal and sounds an alarm.

SECURING HATCHES

Most ships have a basic locking mechanism on their airlock, but this can be easy to bypass by an experienced hacker or even an engineer. Most basic locking mechanisms involve a simple key code or an electronic "key" that can be uploaded to a hand terminal. Bypassing a standard locking mechanism requires the proper tools and a TN 13 Intelligence (Engineering or Technology) test. A ship's captain or crew can install more advanced locking mechanisms (that have a higher TN) or even redundant locks. See the **Qualities & Flaws** section of **Chapter 1: The Shipyard** for more details on enhancing your ship's internal security systems.

CARGO

Spaces stations throughout the solar system are in constant need of ships to haul cargo. Much of this cargo is hauled by massive freighters, but there is always need for smaller, independent ships. Independent freighters are often hired because the cargo is perishable or otherwise time-sensitive, although sometimes it's due to legality or other restrictions. Commercial freighters often have restrictions on the type of goods they can carry, and privately-owned ships can sometimes avoid these regulations while remaining legal. Then there are illegal goods—drugs, weapons, stolen goods or data, illegal cybernetic implants—which require a captain and crew willing to skirt the law (see Smuggling).

Crews wishing to take on cargo can search and advertise on local newsfeeds (most stations have dedicated feeds just for this sort of thing) or pound the pavement as seek out shipments directly from local companies or individuals. Developing a network of contacts in industrial and shipping circles can also be helpful.

A crew has two choices when looking to take on cargo. They can purchase cargo outright, filling their hold with whatever they can find and then hoping to sell it on the other end. This has the highest potential for reward, but it also comes with great risk, and, of course, the crew must pay for the goods upfront. The other and most common option is to take a paid gig wherein a company or individual pays the crew to ship their cargo to a specific location.

When seeking to transport cargo for a set fee, a member of the crew can make an advanced TN 11 Business (Intelligence) test with a time interval of 1 hour. The target number and success threshold are determined by using the **Acquiring Cargo** table. In general, the further a ship is willing to travel, the easier it is to locate cargo. Flexibility (being willing to go wherever is needed) also makes locating cargo a lot easier.

When cargo is located, the Drama Die on the final successful test determines the nature and value of the cargo. The Income modifier is used to determine the reward for a paid shipment. The Cost is used if the crew is purchasing the goods to sell once they arrive at their destination.

The GM should feel free to modify these tables in any way they wish. Special circumstances, such as time of war or the crew's reputation could have a significant impact on the type and availability of cargo.

ACQUIRING CARGO

DESTINATION	TN	THRESHOLD
Any Destination	-2	10
Set Destination	+2	20
Short	+3	+5
Medium	0	0
Far	-1	-5
Beyond the Ring	-3	0

CARGO AVAILABLE

DRAMA DIE	GOODS	INCOME MODIFIER	COST
1	Exotic/ Rare Elements	+2 Income	28
2-3	Electronics/ Pharmaceuticals	+ 1 Income	26
4	Raw Materials (Ore)/ Machine Parts/ Tools	+3 temporary Income bonus	24
5	Textiles	+2 temporary Income bonus	22
6	Ice/Food/Nutrients	+1 temporary Income bonus	20

SMUGGLING

Illegal goods are needed everywhere in the system, and a good smuggler is always in high demand. A wide variety of goods are smuggled throughout the solar system. They can range from regular goods attempting to avoid tariffs, unlicensed food products, drugs, and stolen common goods such as air filters and other mechanical supplies, to stolen works of art, weapons, explosives, and even stolen data. Of course, with the great reward for smuggling illegal goods comes great risk. Both the UN and MCRN regularly board intendant ships to search for illicit goods, and they know most of the tricks of the trade, making smuggling a risky proposition, at best. A dedicated MCRN inspection party knows exactly what to look for and is likely to find such compartments if they are suspicious. However, a smart crew can avoid the patrols or come up with new ways to hide the goods. Some ships even have smuggling compartments built into the frame that shield their contents from sensor scans.

A crew can seek out goods to smuggle by spending time in the seedier parts of a station and making it known that they're willing to take on certain types of goods. This comes with a certain amount of risk because the wrong parties might learn that they are taking one smuggled goods, resulting in the crew finding their ship on the wrong side of a surprise inspection just before leaving port. The safer bet is to establish a network of contacts who know that you're a reliable smuggler and let them come to you. However, it takes time to build that kind of reputation, and a new crew might have to take bigger risks. A GM might allow a character who has the profession of criminal or maybe even merchant or scavenger to begin the game with a relationship with someone involved in smuggling.

ILLICIT CARGO AVAILABLE

DRAMA DIE	GOODS	INCOME BONUS	RISK
1	Cheese/Dangerous Chemicals or Explosives/ Human Trafficking	+1 Income bonus and +3 temporary Income bonus	+8 Risk
2	Major Stolen Goods/ Stolen Government Data/ Weapons	+1 Income bonus and +2-3 temporary Income bonus	+6 Risk
3	Exotic Drugs/Stolen Business Data	+1 Income bonus and +1 temporary Income bonus	+4 Risk
4-5	Common Drugs/Minor Stolen Goods	+2-3 temporary Income bonus	+2 Risk
6	Avoiding Tariffs on Common Goods/ Unlicensed Food or Beverage	+ 1 temporary Income bonus	+0 Risk

INSPECTION MODIFIERS

PORT LOCATION	MODIFIER
Inners (Earth and Mars)	+3
The Belt	0
Outer Planets	-3

Unlike regular cargo, smuggled cargo almost always has a specific destination, with crews usually paid a flat fee for transport (almost always paid on delivery). A crew seeking to take on illicit cargo can approach it from several angles. Depending upon their approach, Intelligence (Business or Security) might be appropriate. Even legitimate businesses sometimes have a need for a good smuggler, and a character with a background in policing might well know who to talk to. If they happen to know the right people, they could use Communication (Bargaining or Etiquette). The test for locating illicit goods without having any contacts should be TN 17. Feel free to lower this if the crew members have appropriate relationships of contacts. If successful, use the Drama Die to determine the type of illicit cargo that is available, just the same as regular cargo. Failure may also mean that the crew attracted the attention of the authorities.

Carrying illicit cargo always comes with a risk. The police, security agencies, and even militaries devote quite a bit of time and effort to stopping and deterring smuggling. Any time a ship leaves port, there is always a chance that customs might decide to search the vessel. Both UN and MCRN ships conduct searches of ships they deem to be suspicious, as well. Sometimes these searches are random, but officials often monitor crews while they're on a station, and if they are seen fraternizing with known criminals, they may decide a search is warranted. When leaving port with illicit goods on board, one of the crew (usually the captain) must make a successful Intelligence (Business) test of TN 11 to avoid inspection. This TN is modified based on its location in the system and the Risk of the goods being carried. This Risk increases the difficulty for this test.

LEGITIMATE SALVAGE

Salvage, legitimate or otherwise, can be a profitable but dangerous occupation. Abandoned ships are often booby-trapped by their owners or are in fact bait set by pirates. Still, for the enterprising salvager, there is a lot out there to be had. Abandoned stations to be stripped of raw material and ships on the float that suffered reactor failure. Of course, a salvager must first find these places, and there is a lot of stiff competition. More than once, two salvage teams have shown up to salvage the same ship, which leads to two more dead ships for salvage as the two duke it out.

In most cases, the most valuable part of a ship, it's Epstein drive, is no longer functional. However, there are many valuable items that can be stripped from a dead ship. Computer systems, wiring, weapons mounts, ammunition, and even the hull can all be sold off once the ship is salvaged. In some rare cases, the ship may even be able to be repaired and sold.

PIRACY

No small number of Belters have turned to piracy out of desperation, and quite a few others do it for the thrill and the quick payday. Of course, the occasional Earther or Martian sometimes turns to piracy, but their lifelong experience in space makes Belters more adept to the lifestyle, and their impoverishment makes them more likely to turn to piracy out of desperation.

The life of a pirate is often short and brutal since both the UN and the MCRN devote quite a bit of resources to pirate suppression and keeping the space lanes safe. Pirates must be fast and efficient to effectively carry off a heist. There are two primary methods that pirates use in their work. A pirate ship might wait near an established space lane, possibly parked near a rogue asteroid, with only minimal power to avoid detection, and wait for a ship in distress. Then, they strike, coming out of hiding just long enough to board the distressed ship, steal the cargo, then slip off into the void. This method requires an enormous amount of patience since the ship may have to sit like this for weeks or even months until an opportunity presents itself.

The second is to set up a false distress signal and wait for someone to arrive to assist. UN and MCR law requires that any ship within range offer assistance to a ship in distress. Pirates sometimes use this to draw in unsuspecting ships to a location and when the ship is within range, they power up their engines, target lock the ship, and tell them to prepare to be boarded. Since most pirate ships have no interest in inflicting collateral damage or murder, most ships heave to and allow the pirates

to board rather than risk a confrontation. Of course, the risk in this method is that the distress signal alone alerts nearby warships who will be carefully watching the location, making it harder for the pirates to escape detection.

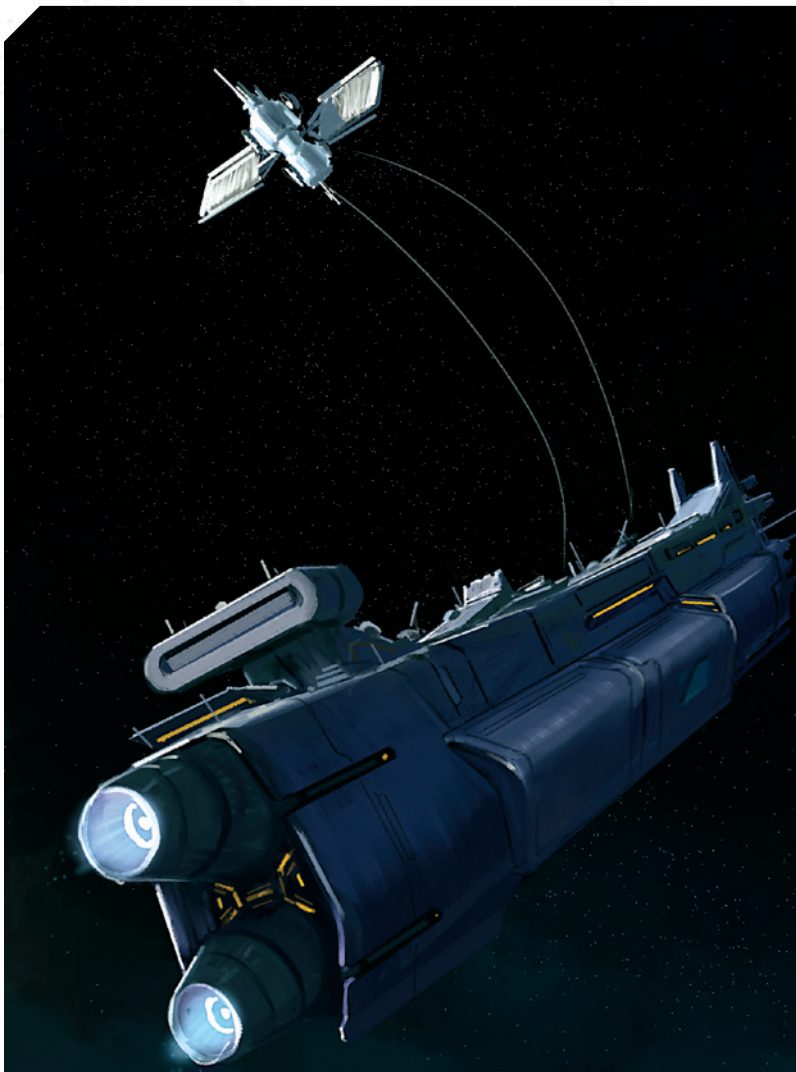
A campaign centered around piracy is certainly possible, but it's not typically the focus of *The Expanse RPG*. However, it could easily be a springboard for a new campaign with the characters starting out as pirates and moving on to other things. Perhaps an act of piracy leads to the discovery of a dangerous conspiracy. Or they could be recruited by one faction or another a privateer. Piracy tends to become rampant during times of conflict simply because of the opportunity and governments often take advantage of this and recruit pirates to target enemy shipping.

ESPIONAGE

Information can be the most valuable commodity in the solar system. The militaries of both Earth and Mars have small fleets of ships dedicated to keeping an eye on each other and the OPA. Still, they sometimes have been of independent ships that can move without notice throughout the system. They might be hired to transport spies, follow other ships, or monitor communications. Most of this work can be extremely tedious unless you get caught, at which point it can become a fight for your life. Spies who are caught often find themselves on the wrong side of an airlock before they are even brought to trial, which often means conviction and life imprisonment for treason.

COMMUNICATIONS

Almost all communications in space are sent by laser tightbeam communications, which are nearly impossible to intercept unless you know the location of the receiver and the exact point of origin. (More information about communications in the solar system can be found in the Networks and Communications sections of *The Expanse* RPG.) A network of repeater satellites scattered throughout the system prevents signal degradation. These satellites are often the targets of spies wishing to monitor communications or to jam them. Sometimes preventing or at least delaying communications from getting through can be just as important as intercepting a message. A ship might be hired to hover near a repeater satellite to intercept or jam transmissions. Or, they might be required to destroy the satellite or install hardware or software that allows someone to monitor the flow of communications. Of course, tampering with UN or MCR satellites comes with a stiff penalty and they are often well-protected by recording and anti-tampering devices.



There is also a vast network of Belter and "pirate" satellites that are used by those who want secure communications but don't want to risk anyone listening in. These are mostly used by Belters and anyone who wants to avoid their communications being monitored by the UN or the MCR. A ship can use this network to bounce communications from one satellite to the next, making it nearly incredibly difficult, if not impossible, for anyone to determine the origin.

Finally, if a ship really wants to get a communication out without giving away the source, they can launch a torpedo fitted with comms equipment. The torpedo burns at high-g for a time then cuts its engines and glides invisibly through space before finally sending out its message and self-destructing.

ESCORT DUTY

Most freighters and passenger ships are unarmed, leaving them vulnerable to pirate attacks. The usual procedure for a freighter that is hailed by pirates is to surrender, let the pirates board and take what they want, then proceed to their destination. In most cases, pirates are reluctant to harm anyone on board a ship that does not resist. This has a two-fold effect of

OPERATIONS STORY HOOKS

These are a few story hooks that describe how ship operations can be used in a story.

STRANGE CARGO

A crew that has decided to take on cargo finds out that it isn't exactly what it seems. It might turn out that there are illegal goods (drugs, illegal cyber implants, stolen goods such as Martian armor, etc.) stashed amongst their legitimate cargo. There might also be another person or group intent on obtaining these goods. This might lead to an ambush in deep space or a confrontation when they arrive at the next port of call. Alternately, they may discover that they are transporting goods that are more dangerous or volatile than they expected. This might be anything from a virus, volatile chemicals, or even the protomolecule! High-g burns or maneuvers might be out of the question (or at least hazardous) while such cargo is on board, making things especially dicey if they encounter pirates or other entities trying to obtain the cargo.

DANGEROUS PASSENGERS

Taking on passengers can be a great way to turn a profit, but it can also lead to complications and even danger. There are extremes, such as a passenger attempting to hijack the crew's ship, but there are also other risks. Space can do strange things to people, especially if it is their first time. The crew could find themselves having to deal with a dilettante out on a jaunt into space who carries a terrible disease. A passenger could also be wanted by the authorities or other enemies or be carrying illegal or even dangerous cargo. Either of these could easily lead to stories of their own.

WEIRD DISCOVERY

"The Last Flight of the *Cassandra*" is an excellent example of this kind of story. While prospecting or seeking a hiding place in the Belt, or perhaps even in the dark reaches of space between the planets, the crew could stumble across a small, abandoned base. This might have been a secret research facility, a pre-Epstein drive cult, or maybe something stranger. Or, perhaps it's not abandoned and is still inhabited. They might find a ghost ship with a dead crew on board. There may be a reward out there or the ship or parts could be claimed as legitimate salvage. Of course, it's always possible that the ship is booby-trapped, possibly with other dangers lurking on board. Space is big... and people have been traveling to the belt and beyond for over a century. There could be a lot of weirdness out there.

SPIES AND SATELLITES

Information is one of the most valuable resources in the solar system, and people will go to great lengths to keep their information secret or obtain it from others. The PCs could easily become involved in the struggle to acquire information between powerful parties. A passenger might really be a spy carrying a data chip with data too sensitive to be transmitted over the networks. Maybe something happens to the spy during the voyage and they download the data onto the ship's computer before dieing. It's also possible that a ship acquired through salvage or a used ship has something important encoded deep within its databanks. Another possibility is that they're at the wrong (right?) place wrong time and accidentally intercept a tightbeam message meant for someone else. Is the data valuable? What lengths is the sending or intended part willing to go to obtain the message?

making future ships more likely to surrender to them and making it less likely that the MCRN or UN will put much effort into the investigation. However, if someone is killed during an act of piracy, both governments feel more obligated to pursue the matter.

Sometimes, a freighter or passenger ship that is carrying especially valuable cargo or passengers might hire on a ship to perform escort duty. This involves flying along with the ship and protecting it from any aggressive ships—in most cases pirates. Usually, a single escort is enough to deter most pirates, although if the prize is great enough, this might not always be the case, and the ship's crew could find themselves in a fight for their lives and the lives of those they are defending.

RESCUE OPERATIONS

Ships encounter danger all the time, and Naval law of both the UN and MCRN obligates any ship that receives a distress signal to stop and render aid. Many captains take this responsibility very seriously while others will do anything they can to shirk this responsibility, some even going so far as to ignore a distress call and alter their logs to hide that they ever received it. There is some practical reason for this, since pirates are notorious for using the distress channel to lure in potential victims.

Rescue operations usually involve aiding a ship and crew that are in distress. This could be the result of a faulty reactor, collision with debris, or some other malfunction on the ship. In such cases, the crew might be able to assist with repairs and send the distressed ship on its way. In more extreme cases, the ship may need to be towed to the nearest port, or the crew of the other ship might need to be evacuated to the crew's ship. Taking on excess passengers can put substantial strain on a ship's life support system, and the ship's engineer may have to work overtime to keep the air from becoming toxic.

SHIP HAZARDS

Most of space travel is traveling through the vast emptiness from one location to another. Such journeys are often long and tedious with very little to break up the monotony. All this can change in an instant when an uncharted and undetected piece of space junk pierces the hull and the ship starts dumping atmosphere. The possibilities for death are nearly countless when traveling through space. Only the hull of your ship protects a crew from cold, radiation, and vacuum that can kill them almost instantly. Despite taking every precaution, sometimes accidents happen.

Events occurring from hazards are excellent opportunities for roleplaying quick, tense situations that can either bring a crew together or start to drive them apart. They're also great ways to add a bit of flavor and "real-world space travel" to what would otherwise be a quick explanation of "OK, your ship makes the journey."

The following are some hazards that can be encountered while traveling the solar system. These hazards are primarily a danger to the ship, but many of them can also affect the crew. You can use these as described, modify them, or create your own. Remember, hazards should add fun and excitement to a story and not be an attempt to kill the PCs.

> "No one who flew for a living was claustrophobic, but even the most hardened Belt prospector could recognize the rising tension of being ship-bound. It was the ancient stress response of the trapped animal, the subconscious knowledge that there was literally nowhere to go that you couldn't see from where you were already standing."'
>
> — *Leviathan Wakes*

THE CHURN AND HAZARDS

Many hazards can occur as a result of PC actions or events that occur during a story. Ship combat can often result in one or more hazards. The Churn is also an excellent means for a GM to introduce hazards over the course of a story without the players feeling that GM is being unfair. The GM should always try to select hazards that make sense within the confines of the story. For example, a radiation leak or a sudden lack of water doesn't make sense if the crew is meticulous about maintaining their ship. However, being struck by an uncharted micrometeoroid might be appropriate if the crew is attempting to avoid detection while traversing a part of the belt far off the standard navigation lanes. Use the **Hazard Category** table in *The Expanse* RPG as a guide for the degree of danger.

SHIP WEAPONS

The GM can spend points from the Churn Pool (see **Chapter 12** of *The Expanse*) on a missed weapons attack, reducing the Churn Pool by 5 to cause a weapon to run out of ammo or malfunction. This can be any weapon that has been in use including PDFs, torpedoes, and rail guns. Since a ship's ammo stores are carefully monitored by its computer systems, it doesn't make much sense to have a ship suddenly run out of ammo. Rather, if this rule is invoked, inform the players that the chosen weapon system is low on ammo and will be depleted the next time it is used. This can add tension to a scene without frustrating the players. Alternately, a weapon system could become jammed and temporarily unusable. To clear a weapon and make it useable again, a character must make succeed at a TN 13 Intelligence (Engineering) test with a Threshold of 10. That character can make one test every round of combat and cannot focus on any other task.

COSMIC RAYS AND SOLAR FLARES

The ships in *The Expanse* are designed to protect their passengers and electronics against the radiation of space—even powerful cosmic rays. Solar flares can usually be tracked and avoided. Still, ships sometimes have flaws. Shielding might not be properly repaired after combat or might be improperly installed in the first place. It's also possible that a ship might fail to avoid a powerful solar flare either because the ship is adrift, or a computer malfunction fails to alert the crew. The shielding that protects a ship and crew from radiation might be damaged during a battle, especially if it took hull damage, presenting an opportunity for a GM to introduce such an event as a Churn effect.

If a ship with damaged radiation shielding is affected by a solar flare, the GM can use the rules for **Illness, Toxins, and Radiation** in **Chapter 13** of *The Expanse RPG* for possible effects on the crew. Ship systems might also be affected in the form of one or more losses to Sensors or even weapons (a result of the computer systems that control the weapons being damaged). This would be a major Churn effect.

A ship struck by any form of intense radiation burst suffers Losses the same as a solar flare, but the crew does not suffer any ill effects. This would be a minor Churn effect.

EXPLODING SHIPS

A ship that is too close to another ship that explodes is also at risk from taking damage from debris, especially if the ship is on the larger side. Any ship that is within close or medium range to a vessel that explodes is at risk of taking damage from debris (or, if close enough, possibly even the explosion of the reactor itself). To avoid debris from an exploding ship, the pilot must make a successful TN 11 Dexterity (Piloting) test. If the explosion occurs at medium range, the pilot gets a +2 to their roll.

Remember that debris last long after ships explode, making space battlefields a particularly difficult place to enter. This makes rescue and salvage efforts in those areas potentially risky, and large-scale battles can leave debris clouds that make maneuvering around a body deadly.

EXPLODING SHIPS

SHIP SIZE	DAMAGE	PILOT TEST MODIFIER
Small	1d6	+2
Medium	2d6	+1
Large	3d6	0
Huge	4d6	-1
Gigantic	5d6	-2
Colossal	6d6	-3

EXPLOSIVE DECOMPRESSION

Ships decompress before combat to avoid explosive decompression. However, if a ship suffers a hull breach (either from combat or natural phenomena) without first releasing its air, the resulting violent expulsion can result in significant damage to both crew and equipment.

Any character who is in an area that undergoes explosive decompression who is not wearing a vac suit takes 1d6 damage from the decompression and flying debris. The following round, they suffer 2d6, then 3d6, then 4d6, at which point they take the full effects of **Vacuum** as described in **Chapter 13: Threats** of *The Expanse RPG*. A TN 15 Constitution (Tolerance) test halves this damage. If they are wearing a sealed vac suit, they only take 1D6 damage from potential flying debris. A TN 15 Dexterity (Acrobatics or Freefall) test eliminates this damage. A ship that undergoes explosive decompression automatically suffers two losses.

Most ships have emergency repair kits located at key locations that can be used to make a quick patch on to a puncture (the most common cause for explosive decompression). A character can seal a puncture with a TN 11 Intelligence (Engineering) test if they have a kit. If they don't have access to a kit, they can jury rig something with a successful TN 15 Intelligence (Engineering) test.

MICROMETEOROIDS AND UNCHARTED SPACE JUNK

Most of the major asteroids, and even many of the small ones, are listed and tracked by navigational systems. However, some rocks are still out there that haven't been tagged, and new space debris is made every day. Damage to the ship, expended rounds, and other space trash creates hazards for ships plying the space lanes. Space is huge, and although the odds of colliding with one of these objects are incredibly high, it still happens.

Being struck by space debris might cause damage to the ship's hull (count this as a loss to the ship's hull) as well as explosive decompression (found in this section) and then exposure (located in *The Expanse RPG*). A higher-level hazard might inflict more damage to the ship, possibly even damaging the reactor, leading to a shutdown or even overload.

OUT OF WATER

Water is vital to the operation of any ship, both to use a reaction mass for the Epstein drive and the thrusters, and to cool the ship—not to mention keeping the crew hydrated. A ship that loses its water supply won't last long. The short story, "The Last Flight of the *Cassandra*", found at the beginning of *The Expanse* RPG delves into the importance of water onboard a ship.

A ship could become short on water for a number of reasons. It could be the result of a loss taken by the ship, a computer error that reads the tanks as being full when they're not, or

HAZARD STORY HOOKS

An entire story can be built around the dangers of space travel. The following are a few "story hooks" you can use to create your own adventures or expand a current story. These hazards could take place during an interlude of a larger campaign or if you want to kick off a new campaign with a bang. They could also be used as the result of actions taken during an adventure.

DECAYING ORBIT

A ship's Epstein drive provides more than enough Delta-V to maneuver between and through any object's sphere of influence, but there are a handful of reasons why a ship might become stuck in a decaying orbit. Decaying refers to a ship coming into contact with a body's atmosphere, where the drag created by interacting with the gas causes the ship's periapsis (and apoapsis) to drop; the more it drops, the farther into the atmosphere the ship falls, and the more rapidly the orbit decays as the gasses become thicker and the drag on the ship greater. A decaying orbit on a body like Mars may take years to resolve; a decaying orbit around Jupiter could be fatal within hours. The only way out is to burn at apoapsis to attempt to raise the periapsis enough to fly above the atmosphere; this could require several smaller burns as the apoapsis may shift during the maneuver.

If a ship's drive is offline or unable to provide enough Delta-V to raise the orbit's periapsis above the level of atmospheric drag, the orbit will decay. If a ship has some drive functionality left, it's possible to lose mass by dumping cargo, which could lighten the ship enough to break free. Otherwise, the crew will need to abandon ship or participate in a dangerous rescue maneuver before they either burn up in the atmosphere or lose enough velocity that they crash.

Note: Atmospheres extend well above planetary bodies. The International Space Station, for example, executes regular burns to keep its orbit stable because it's still affected by drag from Earth's atmosphere. The atmospheres of the gas and ice giants are unpredictable, marked by plumes of gas that can expel from the planet and catch a ship unawares, which is why aerobraking and other atmospheric maneuvers around them are so dangerous. A ship can quickly go from controlled braking to decaying orbit (or be torn to pieces) by hitting a plume.

DEBRIS STRIKE

A debris strike can leave a ship in dire straits. Damage from such a strike can make for an exciting set-up for the story. If the reactor is struck, it could lead to an overload; even if the reactor is shut down in time, the ship could find itself drifting in space. The debris could also cause more subtle damage, possibly to communications or a weapon system that is only discovered when they are needed. If the hull is pierced, the strike could cause explosive decompression or even kill or badly injure a passenger. What happens if the crew is carrying a VIP on board and they are severely injured by a micrometeoroid? Can a member of the crew save their life?

The source of the debris might lead to a story in and of itself. Was a lesser-used space lane littered with debris by pirates, hoping to catch a ship unawares? Can the debris be tracked back to a mysteriously destroyed ship? Is it the result of a secret scientific experiment?

DISEASE

What happens if a disease (either a virus or food-borne) breaks out on the ship? The crew might have infected food supplies or crew members, so passengers might need to be confined to quarters. The crew might be at risk of starvation if the food has become contaminated. Some illnesses can lead to mental instability, which can be extremely dangerous on board a ship. Such a person might open a hatch or fire a weapon that pierces the hull or damages sensitive equipment, possibly even the reactor. Even best case, a ship might find itself severely undercrewed. A disease could also be the result of sabotage, an attempt to kill an important passenger, or to make sure the ship doesn't reach its destination with a certain cargo. Or maybe it's the result of the cargo itself? Maybe one of those vials being smuggled off Ganymede broke? More information on illnesses can be found in *The Expanse RPG* under **Hazards**.

DRIVE FAILURE

The ship's drive has failed leaving it drifting in space. This could be the aftermath of combat, a strike by a missed micro-meteoroid or other space junk, or even the result of neglecting ship maintenance. If the ship's drive fails, they continue to drift in space at the same speed and course of their last trajectory. If the drive failure was the result of damage to the ship, it is possible, or even likely, that the ship's comms systems might be down as well, in which case they are on their own. The story might revolve around getting the comms working again, but then the crew is at the mercy of whoever picks up their distress call. The opening chapters of *Leviathan Wakes* offers a perfect example of how this could be incorporated into a story.

MALFUNCTION

Malfunctions happen on ships, especially older ships, all the time. An air scrubber suddenly stops working, or a circuit relay burns out. This kind of thing is normal; keeping up with minor malfunctions and trying to stay ahead of them is what keeps and engineer busy between ports of call. Ships that don't undergo routine maintenance run a much higher risk of experiencing dangerous malfunctions. Some of these could lead to more dangerous problems such as a water leak or reactor malfunction. Or, what happens if the comms systems fail just as the crew is having a secret meeting with a fixer or negotiating with enemies? A UN or MCRN customs inspector is unlikely to think kindly of a ship that doesn't return its hails.

Even nuisance malfunctions require repairs, which is discussed more in **Chapter 3**.

even the result of a long high-g burn. No matter the reason, if the crew finds themselves short on water, they have to figure out how to survive. The easiest way to save water is to divert water from the coolant systems. The primary danger in doing this is that the ship's systems are not designed to run in extreme heat. For every 6 hours a ship diverts water from the coolant systems, the ship's engineer must make a TN 9 Intelligence (Engineering) test. The difficulty for this test increases by +1 for every additional 6 hours. If this test is failed, the ship suffers two losses that cannot be repaired until coolant is restored. Under certain circumstances, the GM might allow a character to make a TN 14 Intelligence (Navigation) test to increase the time between tests or decrease the time to their destination. This represents the ship taking a more direct course, or using the shadows cast by asteroids or moons to keep the ship cooler. Of course, this can only be done if the ship is in a location that is applicable.

Finally, working on board a ship that is not cooling properly is hazardous, and tensions often run high as the heat increases. Use the rules for **Exposure** in **Chapter 13: Threats** of *The Expanse RPG* with an interval of 1 to 6 hours for the Stamina test. If the ship runs for an extended period without coolant, the GM may also want to apply the effects of **Dehydration**, described in the same chapter.

This hazard could be introduced as the result of a major Churn effect. The most appropriate time to introduce this hazard would be after the ship has suffered hull damage, which resulted in the water reclamation system being damaged. It's also possible that a ship that hasn't undergone the proper maintenance could develop a slow water leak that the internal sensors don't detect.

OVERLOADED REACTOR

An overloaded reactor is a terrifying prospect for any crew. An overload means that the reactor is heating up out of control and will eventually explode, destroying the ship and anyone on board. This could result from a lack of maintenance, performing an extreme maneuver, damage to the reactor, or even a fault in the system. Once a ship's reactor has begun to overload it can be a very difficult task to reverse the process. Reversing this process requires an Advanced Test of TN 17 Engineering (Intelligence) with a Test Threshold of 10-25 (determined the by Narrator and based on the severity of the overload. Each test has an increment of 1 round.

A reactor must be completely shut down to stop the process and is most likely damaged in the process, making it impossible for the ship to use its Epstein drive. It's also likely that an enormous amount of water is used in the cooldown process, leading to the Out of Water Hazard.

A reactor overload Hazard could be the result of a major or epic Churn effect. A major Churn effect would mean that the crew has 3d6 rounds to overload and an epic Churn effect means that they have 1d6 rounds.

RESTARTING A REACTOR

In most cases, a ship's engineer takes several hours, slowly powering up a cold reactor. When done this way and following the proper procedures, there is no test and no risk. However, in some cases, an engineer may want to quickly bring the reactor online. In an extreme emergency, an engineer can try to bring a reactor online within minutes. This requires an advanced Intelligence (Engineering) test of TN 15 and a Threshold of 25. The time increment for this test is 1 minute. If any of these tests are failed, the engineer must re-start the process from the beginning. Failure is also the perfect opportunity for the GM to introduce a reactor overload as a Churn effect.

DUMPING THE CORE

In extreme cases, where the reactor has taken too much damage or is about to overload, a ship can dump its reactor core. This is usually an automated process that can be accomplished by anyone on the ship with a fairly quick computer command. A ship that dumps its core doesn't come to a stop but continues at the same velocity and vector; however, the ship is now "on the float" and no longer under thrust gravity. If the ship has sufficient battery power, it can make minor adjustments to its course by flying teakettle or using attitude control thrusters, but it is largely powerless to do more than make minor course adjustments.

Dumping core can also be a last-ditch effort by a ship that does not have any other means of shooting down an incoming torpedo. Unless a torpedo is manually guided, they target the highest energy output; the ship's reactor. If the core is dumped, an incoming torpedo likely targets the dumped core rather than the ship. The resulting explosion may even take out other incoming torpedoes if they are close enough. Of course, this leaves the ship powerless and drifting directionless in space, unable to defend itself against any additional torpedoes.

3. SHIPBOARD LIFE

War has been described as, "months of boredom punctuated by moments of terror." Life on board a ship could be described in much the same way. Daily tasks and repetition consume most of the time on a spaceship. Of course, it's that very same drudgery, checking relays, testing seals, and running diagnostics that help ensure your survival when an emergency strikes. This chapter provides details on the day-to-day life on board a ship and how to incorporate these details into your stories.

COMMON MISCONCEPTIONS ABOUT SPACESHIPS

The Expanse novels strive toward presenting a realistic view of physics and engineering, and this is reflected in their description of what it's like to live and work aboard a spaceship. Players who are new to the setting, though, might benefit from seeing the facts behind a few common misconceptions about traveling in space—especially because many books, movies, and television shows play more fast-and-loose about these facts.

RUNNING OUT OF AIR

Life support aboard a spaceship includes more than just providing air, and "air" means more than simply oxygen. Factors that a ship must manage to keep humans alive in space include maintaining temperature and pressure, providing oxygen, and removing harmful gases. We'll deal with temperature in a bit, but first, let's talk about air.

Spaceships do indeed have to carry a supply of oxygen, but many also include a mix of nitrogen and trace gases. They use such a mixture to mimic Earth's atmosphere and to reduce the risk of fires that an all-oxygen atmosphere would provide.

When a ship's supply of oxygen runs out, the crew won't immediately start to suffocate. The ship's pressurized compartments (those containing air) would still contain breathable gas, but this gas would soon become toxic due to the buildup of carbon dioxide produced by

> It wasn't just the coffeemaker; the entire galley was in open revolt. Holden looked at the ship name, ***Rocinante***, newly stenciled onto the galley wall, and said, "Baby, why do you hurt me when I love you so much?"
>
> *— Caliban's War*

> "And she had to exercise so that they wouldn't have to put her in a nursing home when she got back to a full g."
>
> — *Caliban's War*

the crew's own exhalations. How long the crew has before they begin to suffer toxic effects depends upon the volume of air available and the number of people breathing it. As a baseline, one person in an average-sized room would start to feel a headache within an hour; then fatigue, anxiety, and hyperventilation a few hours later (represented by the fatigued condition); followed by exhaustion, and then death after about 24 hours.

A similar effect would occur if a ship's air scrubbers failed, even if the oxygen continued to flow. Part of the life support system, the air scrubbers are working all the time to separate harmful gases from breathable ones and to remove them from the air supply. If the scrubbers fail, CO_2 will eventually build up to toxic levels as above, though it will take longer.

THE COLD OF SPACE

While it's true that interstellar space, in general, is a very cold place (as low as around 3 °C above absolute zero), it's a different story when you're inside a star system and exposed to direct sunlight. Additionally, a spaceship can absorb a significant amount of heat while near a planet from the body's infrared emissions and the visible light it reflects (called "albedo").

Once a spaceship has been heated (by any of these means or otherwise), getting rid of that heat can be challenging. The vacuum of space is an excellent insulator—since heat loss through convection won't happen outside an atmosphere, and conduction will only help when in contact with a body colder than the ship, the only way to dissipate heat is through radiation, and this method is relatively slow. So, a hot ship will tend to remain hot without the use of methods to cool it down. The upside is that such methods exist, including heat sinks and radiators. The downsides are that they still rely on radiation to purge heat and that intense environments (such as within the orbit of Venus) can generate heat that will eventually overwhelm such protective measures.

To use the vicinity of Earth as an example, a ship in Earth orbit would heat up to around 120 °C in direct sunlight but cool down quickly as soon as anything blocked said sunlight. This marked difference in heat gain and loss is why the temperature difference between day and night is so extreme on planets with little or no atmosphere. The light side of the moon, for example, is around 115 °C, while the dark side is -180 °C.

The practical result of all this is that spaceships operating within the distance between the sun and the belt will be most concerned with keeping cool, and ships farther away than the belt will need to work to keep warm.

WHICH WAY IS UP?

For many Earthers, the first time they really grasp the implications of microgravity is during their first spaceflight when they board a ship that—on the inside—seems to be lying on its side. They walk across what seems to be a wall, with the floor to one side and the ceiling to the other. In the galley, tables and chairs are also mounted on a wall. The same goes for bunks in crew cabins and zero-g toilets in the head. Why are things laid out this way?

Ships usually aren't designed as if they were a naval boat with the bridge placed at the "top" and the engines at the "back." Most Large spaceships (using the scale in **Chapter 6: Spaceships** of *The Expanse RPG*) are designed so that when they are under thrust, the floors and walls and ceilings are oriented as if the engines were "downward." Which, in a sense, they are, since thrust substitutes for gravity and makes it feel as if everything is being pulled toward the engines. Since a spaceship spends most of its time in space, it doesn't make much sense to orient things in a way that would only be convenient when parked on a planet. When the ship is under thrust, the interior functions as if the ship were parked on a planet, standing on end, with its engines on the ground—and when it's not under thrust, there's no frame of gravity reference anyway, so sitting on a wall is no stranger than sitting on a floor.

BANKING, MANEUVERING, AND DECELERATING

Just as spaceships are very different than naval ships, they also don't have much in common with aircraft. The connection is natural, given that both spaceships and aircraft can fly and engage in three-dimensional combat, but that's where the similarities end.

Cinematic depictions of space combat commonly show ships banking, climbing, diving, rolling, and performing other such atmospheric maneuvers that make aerial dogfights so exciting. In most cases, none of these make sense in space. Aircraft turn by banking because of airflow across their wings, which doesn't exist in space. And they climb and dive relative to the

planet that holds them in its gravity well. With these factors unavailable, in order to change the orientation of a spacecraft, its pilot must use thrusters that use bursts of air or other propellant to push the nose of the craft in a different direction. This use of thrusters for precise orientation control in three-dimensional space means that maneuvering in space isn't driven by adrenaline-fueled reflexes—it's driven by math.

It's also important to note that changing the facing of a spaceship doesn't necessarily change the direction it's moving. For planet-based craft, it does because both gravity and airflow affect a craft's movement. But this is not true in space, so when the engines are off, a ship can be pointing in one direction and moving in any other. Indeed, this is a requirement when a ship is halfway to its destination and it's time to decelerate since the ship will need to flip so that its drive points directly in its path in order to cancel its momentum.

WHERE ARE THE WINDOWS?

You won't see ships dotted with portholes and viewports and observation decks as you might see in some speculative depictions. As romantic as this idea seems, such features are not practical on spaceships. They would be physical weak points, less able to block radiation, and likely to lose heat as well. And for what purpose? On the rare occasion that there's something to see through such a window, it will likely be so distant that you'd need a telescope to make it out anyway.

Instead, spaceships in *The Expanse* are equipped with numerous viewscreens that display video images (both live and recorded) from cameras mounted around the ship. Such screens can also show feeds from other devices, like hand terminals, making them even more useful than windows. Obviously, a downside to using computer displays instead of windows is that displays are useless when the power fails—but in that eventuality, the crew has more serious problems than being unable to view the vastness of space.

SHIPS AS SETTINGS

> "Flying on the Cant might be the bottom of the barrel, but that meant there was nowhere else to go. People stayed, made the ship their home."
>
> — *Leviathan's Wake*

Since characters spend so much of their time on board ships, players should explore the interesting roles ships play *The Expanse*. Vessels of various size and function house and transport the crew, and each ship presents a different setting in which to live and explore space. Short-range or personal ships, like scouting vessels or escape pods, have limited space and occupancy, requiring little supply on those brief journeys. Long-range ships or enormous space stations, like military battleships or Tycho station, can house hundreds or even thousands of people, requiring all the amenities of a small city. Regardless of the ship size, the characters inside should directly interact with their ship to drive the story. This section contains details of life aboard a myriad of ships that should help the GM and players generate interesting narratives and enhance gameplay.

SETTING THE STAGE

Choosing a ship is akin to choosing a planet to live on: it establishes all the physical and cultural rules of that setting. Games taking place on a tiny reconnaissance skiff zipping through an asteroid field will vary greatly from a story told aboard the enormity of a space station orbiting Jupiter. The largest differences between ships due to their size, class, and age and origin invite varying experiences for those who live aboard them. The GM should take the time to paint a clear picture of life aboard each ship, outlining how these ships are unique, which gives the characters a clear stage upon which to take their actions. The more detailed the descriptions, the more immersive the setting. The details in this section should give you some great ideas on how to craft a story around shipboard life.

SIZE

As the primary trait of a ship, size largely determines the lifestyle on board the vessel. It governs the crew size, storage room for cargo, multiple decks, maneuverability and speed, and relative structural strength. (Larger ships are not necessarily made of stronger materials, but the increased surface area can make targeting vital systems difficult for attacking ships.) Larger ships also mean larger minimum crew sizes, providing plenty of NPCs for characters to mingle with. Smaller ships have advantages of dexterity, cheaper costs for supplies, and possibilities of operating with minimal personnel. Some ships are

so small that crews must stay seated the entire voyage, a sedentary existence that causes significant stress on the bodies and minds of the passengers. In all, size determines what actions and activities can happen on board.

CLASS

Ship class relates to size but offers unique characteristics for setting the stage. Class depends on the function of the ship, which suggests what systems are on board, what supplies it carries, what crews need to do on board, where crews can go in that ship, and what crews can do with ship systems. Essentially, the ship's class tells the crew what they can and can't do in travel, battle, and transport. For example, a large frigate may have a PDC and torpedo system and lots of cargo space while a small shuttle has no weapons systems or cargo space but can travel extremely fast (short distances). Class also determines how many decks exist on board and what form living arrangements may take. For example, military ships may have tiny rack quarters for individuals with a communal toilet or galley while luxury cruisers may have an entire mansion of amenities for each person. Class differences can also allow alternative uses for ships, such as room for smuggling compartments or weapons systems and boarding pods used for piracy, if crews decide to go that route.

AGE AND ORIGIN

Think of age and origin as the details of your ship's past life. Is it brand new, fresh off Luna's shipyards, a veteran battlecruiser with more than a few scars, or a hunk of salvaged junk that stays glued together for some reason? Age and origin determine the availability and quality of onboard systems and equipment. Ships almost never go out of commission due to age because they are so valuable, so if crews can afford to repair, refit, reinforce, and upgrade the systems and structural elements regularly, some vessels can last a really long time.

Age and origin also dictate the details of shipboard life. For example, the interiors of the oldest ships and many standard issue ships from Earth and Mars do not accommodate the taller height of Belters, meaning doorways, crash couches, and beds, and showers on board are too small. Vessels with outdated life support systems may only sustain a minimal crew, so captains should never take on extra passengers without serious consideration of the air and water, even if there is room. Ships built before modern air and water recyclers may have outdated hydroponic systems for gardens of ivy and snake

plants intended to supplement life support systems. Old fashioned Belter ships have foldable furniture fixtures set into the walls and ceiling to anticipate the gravity getting shut off. On the other hand, newer ships intended for work in the Belt comfortably accommodate humans of all sizes while also benefiting from modern technologies, such as magnetic furniture and top-quality recyclers. Ships used for military or secret branches of wealthy corporations may have advanced sensor systems or stealth technology. Some companies, like the Pur'N'Kleen Water Company have motley fleets of salvaged barges with ice cutting attachments slapped onto the fronts.

SHIP MAINTENANCE

Despite the major differences between the varieties of ships, there are also two common requirements of all space vessels: they must achieve their intended purpose, and they must sustain the life of those on board. Captains should keep these two objectives in mind as they crew their ships and voyage into the vast voids of space. This means regular diagnostic checks of ship systems and engineering, daily maintenance and cleaning schedules, and frequent stops for repairs and resupply. A dirty exhaust fan may not seem like a big deal, but negligence and disrepair add up. Crews should maintain the necessary level of Income to keep the ship in good condition. Failures to prioritize upkeep activities can lead to dire consequences. This is especially true if ships have sustained any amount of damage or strain to its systems. In emergency situations, ships often cannot depend on outside help, so crews must be resourceful and may need to make major sacrifices to keep their ship running properly.

Several factors can dictate how ship maintenance plays into the story. A newer ship or a short-flight spacecraft may not need as much maintenance during its journey, giving crews plenty of leisure time, perhaps even too much leisure time. A crew with higher Income could hire a port-side maintenance team to do all the checks and diagnostics while stopping along their travel route. However, crews with a ship on a long journey without frequent stops, an older ship with rickety parts, or a ship that has been recently damage should attend to their maintenance shifts regularly. Those crews may want to hire a full-time engineer, or even a team of engineers, to keep their ships running.

Ships that are not maintained properly are not just dangerous to its crew but to anyone near the ship. Mechanical malfunctions, radiation leaks, or even explosions caused by unkempt vessels can wreak havoc on space stations, causing serious injury or death. For small rocks like Eros, these accidents could endanger the entire station's population. Crews of ships plagued by substandard maintenance procedures can be cited by inspectors at ports for being in violation against regulations for station safety. Ships with many citations can be banned from docking at certain ports, marked as accidents just waiting to happen. Bans result in the authorities circulating that injunction, tied to your ship's transponder codes, on all local feeds, warning other ports of the danger. To lift the ban, crews must first fix all the violations and find a safety inspector willing to come aboard to do another review. Repeat offenders may risk permanent revocations of docking privileges, a death sentence that might force crews to abandon their vessel.

Most characters can do the cleaning, diagnostics, repair, and general maintenance during the interludes as interlude activities. (See the **Interludes** in **Chapter 5** of *The Expanse RPG* for more information.) Maintenance, or the lack thereof, also provide interesting conflicts for encounters and plot points in the story. For example, a crew may have a gummed-up air recycler that they have been meaning to clean but never got around to it. Forgetting to fix it, or even fixing it poorly, may result in a serious emergency later down the line.

LIVING ON BOARD

Overall, ships are designed to be compact and efficient, and sometimes that also means cramped and uncomfortable. Crews may be crowded together in their workstations, and you may have to share space with an elbow or step over a leg in order to get work done. Even the largest ships, built to accommodate thousands of people, maximize space by having tiny rooms and corridors. Earthers may initially find the narrowness unnerving, but eventually, if you stay aboard anywhere long enough, it begins to feel like home.

Ships with living quarters have at least bunks and a toilet. Larger ships may have private bedrooms, bathrooms with a shower and a half or full sink, kitchen nooks or full-kitchen galleys, living rooms with wall screens for watching vid feeds or mapping the solar system, and workstations complete with tightbeam communication capabilities all stuffed into one space. Those aboard military ships may share communal amenities, crammed into shared racks like sardines and having head use scheduled out to the second. The only exception to the size limitations are the luxury cruisers built by the extremely wealthy. Space is expensive, and corporate bigwigs may go overboard to flaunt their wealth by having amenities like gold-plated bathrooms, media centers, game rooms, full bar lounges, and restaurant-style eating facilities for each person or family.

In some instances, players may not live in suites but spend most of their time in the ship's brig or holding cells. These rooms may have a crash couch for high-g travel and a basic toilet, but these spaces do not offer their occupants any comfort or privacy. Austere, reinforced walls and doors prevent any damage to the interior of the cells, and security feeds help jailers monitor their prisoners at all times. Sedative gas may also be piped into the room's air mix for overly disruptive prisoners. Though prisoners may sometimes get processed in nearby interrogation rooms, they often never have to leave these quarters as all meals and necessary medical supplements are brought to them. Prisoners may spend long weeks or months in a brig or holding cell, but ship detention facilities were not designed to hold prisoners indefinitely since they are not formal jails or prisons. Depending on the details of the arrest or seizure, these prisoners may stay only until the ship nears a station or base with a formal prison system to house them.

SUPPLIES

Life in a ship is a constant balance of surviving on the inside and the dark vacuum outside, and sometimes, maintaining that balance can be a battle. Ships should have and maintain stores of provisions like food or medical supplies, the most essential being oxygen and water. Planning is vital for survival when the nearest safe port is weeks or even months away. Good captains make the habit of having a constant tabulation of water and oxygen stores in the back of their minds, though ship sensors and computers can also help monitor this. Knowing the numbers can help captains strategize many courses of action, such as changes in ship destination or taking on new passengers or crew. Captains must maintain the integrity of their ship's resources, and sometimes there just isn't enough to go around.

Part of being aware of life support provisions sometimes may be as simple as making sure ship water and air recycling machinery is in top shape. Other times, this could simply mean returning to the nearest port, bartering with a nearby ship, or scavenging asteroids for new supplies. In more dire circumstances, preserving the life of the crew may mean rationing or creatively making supplies stretch, like raising the inner temperature of the ship to save oxygen. Captains may need to press their crews to their physical limits, but this takes its toll on the mental and physical health of those on board and should only be done when there are no other better options. Crews may live long enough to appreciate over-cautious captains.

OXYGEN

Oxygen is one of the most limited resources and the most vital. Air mixes (composed of oxygen, nitrogen, and argon gases) mimic Earth's atmosphere and are manufactured to suit the needs of shipboard life. The concentrations of these gases can be controlled at the ship's operations terminals, a vital function for rationing the supply when necessary. Fully upgraded air recyclers keep the air on board clean and may help to convert some carbon dioxide back into breathable oxygen, but they do not replace the need to restock, so you should remember to resupply every time you put into port. Ships have main stores of oxygen, backup stores for emergencies, and portable air mix bottles for smaller vehicles and suits. In the early days of space travel, many crews grew plants and algae colonies on board their ships to help stretch the oxygen stores, but this practice has long-since been proven ineffectual, lingering now only as part of the onboard décor.

If the oxygen in the air mix runs too thin, your body will immediately respond. Anoxia, the medical condition of not having enough oxygen, causes dizziness, loss of focus, hallucinations, and labored breathing. Veteran crewmembers have enough experience to power through initial stages of anoxia, but the human body cannot live for more than 3-4 minutes without oxygen, after which major organ failure and brain death set in. For more information on how to play out an anoxic or oxygen-less scenario, see the **Going Without Oxygen** table in the **Rationing** section.

WATER

Water is the second most precious supply that ships should restock. Valued for drinking, environmental controls, hydroponic systems, and hygiene, all ships have water recyclers that can process wastewater into potables, but some is always lost as vapor despite the air recyclers recovering some. Some ships can't afford to dedicate water to showers or even hand washing, forcing the crew to use more deodorant and moist towels with soap pads. The inconvenience of returning often to bases or ports for water can prove inconvenient for some ships. Crews willing to gather their own may find ice sheets on asteroids and planetoids throughout the system, or even attempt to gather ice from random comets. Locations to these stores are sometimes mapped on the network, though the records are not always up-to-date. Earth and Mars have restricted some of the ice collection in certain areas due to ownership and territorial claims of the asteroids or the ice, but they can't monitor all their stakes all the time.

People can go about 3-5 days without water before dying of dehydration. Symptoms of dehydration include extreme thirst, excessively dry skin and mucous membranes, fever, sunken eyes, rapid breathing and heart rate, confusion and mood swings. For more information on how to play out dehydration, see the **Going Without Water** table in the **Rationing** section.

FUEL

Most ships are powered with a fuel-injecting fusion reactor. Thanks to the invention of the Epstein Drive, ships require substantially less fuel reserves than in the past. The reactor powers the drive, which requires fuel that comes in the form of "pellets" that are purchasable from any base. Ships stranded in space due to running out of fuel, however, only have the option of waiting until another ship answers their distress beacons.

Ships also rely on RCS (Reaction Control System) thrusters for maintaining attitude control and for procedures that require fine adjustments in position, like docking. RCS thrusters, and their smaller cousins on EVA suits, use monopropellants to change the direction a ship faces (it's "attitude"). While monopropellants last a long time, they are finite and occasionally need to be restocked. In a pinch, if monopropellants are expended, expelling the ship's interior atmosphere can also act as a kind of attitude control, such as slowing or stopping an out-of-control spin.

TRADITIONAL ROCKET FUEL

The liquid oxygen rocket is all but extinct, replaced by the Epstein drive. That isn't to say there aren't still ships that use these old-school rocket engines, although they're considered wasteful and quaint—unless you're a pirate or semi-legal scavenger, in which case they're an excellent way to change your velocity without the heat signature of a high-burning fusion reactor. Fuel for these sorts of engines can still be found on major stations and is even actively refined on some smaller ports in the Belt, but due to its association with grey-market activities, acquiring it can often be a test of "who you know."

FOOD

Every ship carries food stores in their cargo bay storage compartments, galleys, hydroponic kitchen gardens, or food kiosks. Food in *The Expanse* runs the gamut from the grey-tasting textured protein pastes to egg noodles with black sauce to real Wisconsin cheese. Most food found on ships is manufactured to have an indefinite shelf life for those long voyages and are textured and packed to prevent crumbs, drips, or splatters that could make a mess in null-g. Lots of food goods take the form of bars, pastes, and gels packaged in tubes and nippled bulbs for mess-free, one-handed or even no-handed eating (inside vac suits). Most of the "real food" grown and produced in the Sol system comes from Earth, Ganymede, and Europa, so both Earthers and Belters can come by these foodstuffs much easier than Martians, though this does not mean that they are cheap. In areas beyond the proximities of these breadbaskets, the cost of these "real food" goods can be extremely high.

Besides the generic packages of greasy cardboard bars and tubes of nutritional paste, there is an abundance of foods from around Earth throughout the solar system. These food goods in the shape, relative texture, and similar flavor of Asian, Middle Eastern, and African cuisines appear everywhere as Earth's old food cultures have given rise to innovative iterations of human favorites like noodle bowls, curries, chutneys, flatbreads, and soups.

The presence of these varieties on board your ship will depend on your Income.

LOW INCOME

Mushrooms and myco-proteins are plentiful throughout the Sol system since nearly all stations and bases make use of their ecological role as waste decomposers. Food scientists have discovered methods of turning fungi and tofu into all manner of fake food products that appear and taste vaguely similar to people's favorite ingredients, such as eggs, wheat, bacon, or beans. Characters with lower Income scores can generally enjoy canned or dehydrated vegetables or fruit and vat-grown grains and rice mixed in with their pastes and proteins. Some ships highly regulate their crew's diets, favoring nutrition above all else. For example, the MCRN usually feeds their soldiers "slop," a high-protein, high-carbohydrate paste meant to refuel troops, not appeal to their palates. Other ships may favor cost instead of nutrition. For example, some Belters often enjoy a food commonly known as "kibble," a mess of protein pellets or crumbles seasoned with spices or flavored sauces which varies in nutritional value. Those with the lowest Income scores may have to settle with eating the same crumb-less, fake wheat crackers for weeks.

Malnutrition takes the forms of diseases like rickets (bone pain, muscle cramps, tendency to fracture), scurvy (weakness, reopening of old wounds, internal bleeding), and pellagra (mouth sores, vomiting, dementia). The final stages of severe starvation include symptoms like an irregular heartbeat, hallucinations, convulsions, and severe muscle pain. You can go up to 2-3 weeks without food. For more information on how to play out a starvation scenario, see the **Going Without Food** table in the **Rationing** section.

MIDDLE INCOME

In addition to the regular pastes, tofu and fungi fake food products, and cheap noodles, characters with middle Income scores can afford vat-grown animal proteins like red meat and chicken. These meats can be canned with spices or herbs or turned into processed food products like soups. Characters with middle Income scores also have access to shrimp, salmon, and other fish raised on microgravity farms, which supposedly make the seafood more nutritious somehow. Occasionally, when in proximity of Earth, Ganymede, or Europa, a middle Income score can get you fresh produce like strawberries, apples, peppers, onions, garlic, leafy greens, real chickens and eggs, or real pork. These do not last very long both due to shelf-life and passengers who would take every opportunity to gorge on real food. To curb this, since real food is so expensive, some crews protect their provision inventories with biometric security systems to prevent unchecked filching.

HIGH INCOME

Characters with higher Income scores may choose to enjoy the luxuries of real food imports from Earth, no matter where they are in the Sol system. These foods never come in premade packing or as processed products. Rather, transport ships carry them in state-of-the-art refrigeration and livestock freights, maintaining the freshness and flavor of these items. These supply ships carry live pigs, chickens, cows, and crustaceans from Earth's oceans to be freshly butchered and aged on board the ships of their consumers. This means that nearly all wealthy ships employ the services of multiple highly trained chefs who can work with items like caviar, truffles, and lobster. Priority lies with flavor and experience rather than speed, convenience, or nutrition. Real cheese is one the of most coveted food products throughout the Sol system, costing more per ounce than gold, and makes a regular appearance on wealthy dining tables and in the black market.

DRINKS

Coffee, tea, and alcohol are consumable comforts that many ships deem necessary for crewmembers. Coffee is grown even on Mars, despite the relatively weak soil, so its presence

on board well-stocked ships is common. As wheat is one of the most common foods, beer is relatively cheap and can be purchased nearly anywhere. Liquor varies almost as much as food since nearly every ship and station has its own distillery productions to supply its crew. Fungal-culture liquors, like "moss" whiskey or faux bourbon, hang on the relatively cheap end, being circulated alongside recipes for pseudotequilla and cheap Belter scotch. Real liquor from Earth strays on the opposite end of the Income spectrum, beyond the reach of most traveling in space. For example, Lagavulin scotch from Scotland's island of Islay can cost up to 1200 UN dollars a bottle, but some may be willing to pay the price for this luxury.

MEDICAL SUPPLIES AND DRUGS

Availability of medical supplies and pharmaceuticals depends on Income and location. Most ships carry a medicine cabinet of standard issue first aid supplies and pharmaceuticals: bandages, painkillers, antibiotics, coagulant boosters, and amphetamines. Ships with larger budgets and medical personnel or an auto-doc may have more specialized drugs, such as anti-cancer meds or Belter bone-density supplements. Fully stocked medical bays on luxury, corporate, or military vessels should have anything imaginable in stock, such as a variety of analgesics and antiseptics, stitch staplers and other surgical tools, growth-stimulating bandages and bio gels, antibiotic patches, quick-form air-casts, fittings for artificial limbs, and drugs for every ailment ranging from nausea to fatigue.

Crews should regularly restock supplies when stores on board have depleted, but looking for a specific drug may prove difficult and expensive the farther a ship flies from Earth and Mars. Though easily labeled and sold at most bases, crews without medical knowledge can buy the wrong drug kits, stocking up on unnecessary amounts while forgetting the important ones. A physician or auto-doc system can help crews make the appropriate choices. Crews should also not forget to stock up on the Juice. (See **Pharmaceuticals** in *The Expanse* RPG for rules on how to play with these drugs).

HOUSEHOLD MACHINERY

As crews often call their ships home, these vessels have many modern household items that make life amenable. Not all ships have these, but those that do have happier crews. Crews with middle Income scores can afford to purchase these items. Operating this equipment generally requires no test unless it is malfunctioning or damaged in some way, but the GM may ask for advanced tests to see how long operation takes.

> "It's all right," Holden said defensively. "My ship has a really nice coffeemaker."
>
> — *Leviathan's Wake*

RECYCLERS

A basic recycling system helps break down and process materials back into reusable substances. Water and air recyclers help crews reuse some of these stores, but these reclamation systems are not perfect, and ships must regularly resupply to maintain the health and life of the crew. Garbage recyclers irreversibly destroy anything put inside, and the refuse material is then sorted into basic components such as metals, plastics, and organic matter, which are compacted for later processing. Upon returning to port for maintenance, dockworkers empty these waste products from the ship's refuse containers at specific stations in the docking area.

The workers then transport these substances to the base or station's waste management facilities, which processes them back into reusable materials. Metals and plastics may be reclaimed for future products. Organic matter gets ground into a sludge that the waste management facility decomposes with the use of microbes and composting fungi, and wastewater is treated, filtered, and reintegrated into the base's waterworks. Only the very largest titanic-sized colony generation-ships have their own waste management facilities on board that are capable of completely processing what gets put into waste recyclers.

CYCLING CHAMBERS

Cycling chambers wash, disinfect, or launder items rather than breaking them down into raw materials, much like washing machines or dishwashers. These machines can clean and sanitize used towels, bedding, clothes, vac suits, dishes, flatware, surgical or dental implements, and hand tools. Crews that share communal sets of items use cycling chambers every day to keep their environment sanitary and their crews hygienic. These machines clean objects with heat, chemicals, and UV light rather than water, making them economical and versatile. Electronics, foodstuffs, and complex equipment, like guns or ship parts, must be washed or cleaned by hand.

FABRICATORS

Ships often have devices called fabricators in their machine shops. These devices take raw materials—such as steel, plastic, or cellulose—and assemble items that the crews may need, such as tools, simple ship parts, household goods, paper documents, or toys. Connected to the network, these gadgets retrieve schematics for almost anything, and engineers can have brand new breaker or set of forks for the crew in a matter of minutes. Crews must remember to stock their machine shops with these raw material components. Crews can purchase them directly from fabrication shops or waste management facilities at bases or stations. Generally, only engineers can operate a fabricator, but the GM may allow others to use them.

KITCHEN EQUIPMENT

The most mundane of kitchen items can feel like a luxury for crewmembers who have lived a long time without them. Shipboard kitchens have coffeemakers, food packet dispensers, and industrial processors for rehydrating and heating food. Expensive kitchens may have refrigeration for real food, electric oven ranges (which everyone agrees makes food taste better), and hydroponic trays with full-spectrum lighting for growing fresh herbs and greens.

SHIPBOARD RESPONSIBILITIES

> Age showed up in unexpected ways. Things that had always worked before failed. It was something you prepared for as much as you could.
>
> *— Persepolis Rising*

This information exists as a helpful reference and does not need to limit storytelling in your game nor turn it into a trivial bookkeeping exercise. Most maintenance can be taken care of during interludes as the players choose to focus gameplay on more exciting activities. However, maintaining the ship can also provide useful plot devices and opportunities for character development. This section offers interesting gameplay details if the players involve themselves with the intricacies of shipboard responsibility. Not everyone is a weapons specialist or engineer, so the GM should devise ways to keep all types of players participating even if the players make up a rag-tag crew. NPCs can also pick up slack in crew duties. This section will give some examples of the many roles individual crew members may play in the overall functions of a ship.

CREW TASKS

Most ships are outfitted with analytic systems and sensors that provide all diagnostic, navigation, inventory, and communication information required for safe, stable conditions on board. Crewmembers, regardless of training, can read these data reports from the ship terminals, and players can usually depend on these computer systems to alert them of problems or remind them of essential tasks, working on other tasks in the meantime. For example, ship computers may sound an alarm if a damaged nuclear warhead has caused radioactive contamination or the oxygen supply dips below a certain healthy threshold. However, these systems should be checked regularly to ensure that they are functioning properly. Spotting potential problems before they occur gives crews ample time for problem solving. Radiation poisoning and hypoxia can occur rather quickly if no one is paying attention. This is also particularly important if the crew is unfamiliar with the processing quirks of a new ship.

Besides reading and acting on the analysis of these computer systems, the crew must also fulfill other duties on board. Depending on the size of the ship and crew, some of these tasks may have entire teams of people maintaining these functions. For example, a military battleship may have over a dozen gunners, a science vessel may employ only research scientists as crewmembers that take on other ship-board responsibilities while aboard, and a space station may have hundreds of life-support maintenance workers. Larger ships may also have trained their crewmembers to act as backup personnel in case a primary pilot or flight engineer is incapacitated. On smaller crafts, crew members may need to undertake multiple responsibilities, sharing the load between them all and being overworked as they struggle to accomplish all on-board tasks, with losing a single crewmember becoming potentially fatal to the success of the voyage. The **Ship Size** table in *The Expanse RPG* (**Chapter 6**) can provide numbers for how many crew members your vessel requires to operate. After identifying the amount of crew your ship needs, choose the on-board tasks listed below that are necessary for your ship functions. These tasks below only represent what may need to be done and does not represent a complete list. Choose which responsibilities work best for your ship, and if you like, feel free to add your own onboard tasks and roles.

ADMINISTRATION

On military ships this area is often referred to as the Combat Information Center, or CIC. Some civilian ships, especially private security and large corporate ships, have a similar center for gathering and distributing data.. These offices maintain most of the decision-making power, and chain of command generally runs through this department first before the others. All data from this department is often highly protected, especially on military or corporate vessels, with compromise sometimes resulting in a self-destruct command.

COMMAND

Captains, chief officers, executive officers, and department directors act as administrators and leaders on board ships. They have the authority to oversee all decision making and management activities while maintaining legal adherence and operation efficiency. They also control paperwork, personnel records and employment, ships logs, and duty rotation.

INFORMATION

Information specialists work closely with command to help the leaders on board make decisions based on accurate data. Not only do they gather information from all other departments on board, they also use their access to network intel to retrieve data on nearby ships or bases or investigate approaching objects or hazards. On many military ships, these officers also maintain encryption or security codes, deployment information, and main data storage cores.

COMMUNICATIONS

Working closely with the leadership, communication specialists oversee all communications made within the ship and broadcasts sent by the ship. They maintain contact with all crewmembers, even those disembarking for missions, and they act as liaison between ship departments and command by gathering status reports and disseminating commands from the captain.

BRIDGE

This department houses all major ship operations and controls. As the location of the captain's station and terminal and the piloting controls, it is often under heavy security and restricted access.

PILOTING

Pilots operate all the movements of the ship via the flight computers and controls. Working closely with navigation, pilots can control main propulsion and the Epstein drive to ensure smooth flight operation during the voyage. On larger ships, multiple pilots may be required to operate the complex controls. Combat pilots specialize in offensive and defensive maneuvering, sometimes taking on the operations of main weapons systems as well. They also control administration of the juice in high g.

NAVIGATION

Though often replaced by ship navigational equipment and maps, navigation officers plot routes and determine arrival times on voyages. They use scanning data to calculate the most efficient courses and avoid en route hazards. Using the ships sensors, these officers also analyze readings on radar, lidar, heat signatures, radiation, gravity, and activity from nearby ships, which they relay to information officers. They also facilitate the approach and interaction with other ships.

OPERATIONS

As the largest department, operations officers supervise the condition of the ship and the health of its crew. Executive officers often oversee these functions under the command of the captain or executive officers.

LIFE-SUPPORT AND SUPPLY

All ships require life-support systems, making this one of the most vital departments on board. These stewarding officers and technicians oversee the inventory and distribution of supplies while maintaining the health and wellbeing of the crew. They monitor the air mix, air and water recyclers, waste, laundry, and on-board environmental controls. They also manage consumables, such as food or medical supplies, tools, and space suits. Overseeing the cargo bay, they also handle all loading and unloading of freight and weight distribution. These specialists may also determine mealtimes and rest schedules in the shifts.

WATCH

On larger vessels with lots of personnel, an official watch schedule may be unnecessary simply due to the availability of crewmembers to work around the clock in shifts. However, on smaller ships, where sleep rotations make take vital crewmembers, such as the pilot, out of shift schedules, a watch may be installed. Those on watch simply monitor the ship's sensors and trajectory, ensuring the safety while the crew is resting. They may also be given pharmaceuticals to guarantee their alertness.

MEDICAL

Not all ships can afford the presence of medical personnel on board or even have room, but this department plays a key role in the success of extended voyages on long-range ships. It deals with the hygiene, illness, and injuries of the

crewmembers, also occasionally maintaining crew performance during stressful situations by administering pharmaceuticals and sedatives. They also manage autopsies and bodies on board. Occasionally, advanced medical stations on board may have equipment that can replace an actual medic or doctor, though this choice can be risky.

ENGINEERING

Ships will often never risk a voyage without a qualified engineering department on board. These workers manage the electronic and mechanical equipment, including repairs and upgrades. In emergency situations, the engineering department often must work the hardest and the smartest to save the crew and the ship.

ENGINEERING

A particularly skilled engineer may be capable of managing all sorts of systems and equipment, but larger ships with complex functions and gear may require engineering specialists, such as those that work specifically on propulsion and engine functions, life support, combat systems, or on-board vehicles and drones. These workers oversee diagnostics and maintenance of all types of electrical and nuclear systems, including the Epstein drive. Many times, due to the lack of supplies in space, these engineers simply jury-rig equipment available when in a pinch.

MAINTENANCE

Cleaning and repairing is often localized within departments as specialists may be needed for certain types of equipment. However, generally all personnel must participate in some degree or another to ensure the overall hygiene and functionality of the ship. Though cleaning may be relatively mundane as a task, maintenance technicians may supervise more dangerous jobs such as radiation leaks or the decontamination of personnel or equipment that has been compromised.

SECURITY AND COMBAT

Though ships may generally have some type of security system, only warships maintain an active combat department. These personnel oversee all the weapons and weapons systems, including the presence of firearms and explosives on board.

SECURITY

Though formal security guards may be unnecessary, this department oversees all the security of the ship. Using cameras and network intel, they act as on-board police, especially on civilian ships. They monitor all activity on board, accounting for every person on board and alerting command of any suspicious activity. Security may be called upon to handle unwelcome boarding teams, disruptive passengers, or simple disputes between crewmembers. They also control access to the brig and gun lockers.

WEAPONS

Made up of gunners, weapons technicians, and nuclear engineers, this department usually only exists on battleships, overseeing the use and maintenance of all weapons and weapons systems on board. Not all ships have external guns, torpedoes, or grenades, but many civilian ships may still have firearms for emergency situations. These personnel also manage and distribute weapon supplies to the appropriate crewmembers, which is highly restricted. This department works only under the captain or other military officers, its personnel only engaging in combat at their command.

MILITARY OPERATIONS

Besides the weapons systems, military ships maintain soldiers as their primary crewmembers, meaning that all personnel on board also has some level of tactical and combat training. Military operations officers oversee these forces during combat or high-security situations, including

boarding other ships or bases. They also may supervise recruitment and training, drills, and special operations.

MISCELLANEOUS

Though most ships may have the departments mentioned above, the following departments give examples of activity on more specialized ships, such as civilian pleasure crafts or research vessels, which may require more specific activities.

SCIENCE AND RESEARCH

Some expeditions require the employment of scientists and researchers. Physicists, chemists, biologists and botanists, astronomers, medical doctors, and mathematicians have all analyzed data or conducted experiments in space, and some ships are outfitted with complex laboratories and research facilities. Occasionally, these activities require more permanent facilities, so they operate out of space stations rather than moving ships.

RECREATION AND ENTERTAINMENT

Some ships simply act as civilian cruise ships, offering the wealthy opportunities to explore space in the lap of luxury. Space stations house more permanent fixtures of residents that require recreation during leisure hours. In both situations, departments devoted to the entertainment and pleasure give people the chance to unwind and enjoy the ride. These personnel may offer a smattering of performance arts, athletic recreation, or virtual environments for its passengers to participate in.

CHAPLAINCY

Some ships may require the use of a chaplain or religious clergy to oversee the spiritual wellbeing and morale of its crew. Chaplains are standard crew on larger military vessels and may sign on with different kinds of civilian craft depending on need.

SHIFTS AND DUTY ROTATIONS

The details of shifts and duty rotation schedules are largely determined by the specifics of your ship, crew, and immediate or long-term mission goals. Below are some guidelines to help the GM determine possible work and leisure schedules for characters during gameplay.

WORK HOURS

Ships will often still operate using the Earth's norm of calculating workdays in 24-hour cycles, meaning military time phrases, like "twenty hundred hours," are still understood by the vast majority of crews, even in the Belt. These 24-hour periods are often divided into three eight-hour shifts, first shift lasting from 0000-0800, second shift lasting from 0800-1600, and third shift lasting from 1600-0000. Captains or crews may also designate their shifts according to many other factors, such as necessity for immediate or long-term goals, distance of destinations, culture, or habit. For example, Mormons believe in observing a day of rest on their Sabbath, requiring no significant work be done on Sunday, so work shifts can be scheduled around that necessity.

You can apply the "daily" shift examples listed below to actions taken during interludes, or you can use them as potential sites for dramatic situations during encounters or storytelling when these shift schedules involve difficult tasks or are significantly disrupted.

TIME AND CLOCKS

Time throughout the Sol system is still measured by Earth Standard Time's hour and minute segments. However, the term "day" is relative. Remember that Mars and other inhabited moons and asteroids do not have the same relationship with Sol as Earth. For example, Titan's length of solar day is 15 days and 22 hours in Earth Standard Time, while Ganymede's solar day is the equivalent of 12 Earth Standard years. Many cities and stations throughout the Sol system have adapted timetables for waking and sleeping hours beyond Sol since they largely depend on artificial light sources. Many ships will still preserve recognizable daylight hours through the use of LEDs that mimic day and night lighting schedules, but designating daylight hours is mostly a habit leftover from Earth-centric conventions. Crews still must follow their circadian rhythms for sleeping, but they are generally no longer tied to the Sun for these cycles.

The Martian length of day is 24 hours and 39 minutes, and Martians have kept their own clocks and calendar according to that day-length from even before their independence from Earth. Belters will be more familiar with their time being divided into work shifts instead of days, having no consistent or reasonable "daylight" hours. On board a ship, shifts are key in organizing crew activities, and captains have full control of their crew's work and rest schedules. New space travelers must quickly learn to throw away any previous notions of measuring their waking and sleeping hours and adapt to time on board a ship. Circadian rhythms can be changed, either through conditioning or pharmaceuticals, to meet the maintenance needs of the ships.

MCRN MARINE ON BATTLESHIP
FIVE-AND-DIMES ROTATION

TIME	ACTIVITY
	Day 1
0500-0600	Waking Routine and Mealtime
0600-0700	Assignments and Meetings
0700-1200	Watch
1200-1230	Mealtime
1230-1600	Duty Station Work, Cleaning, and Maintenance
1600-2000	Physical Training, Mealtime, Warfare Qualifications, and Personal Time
2000-2200	Assignments and Meetings
	Day 2
2200-0200	Watch
0200-0600	Sleep
0600-0700	Waking Routine and Mealtime
0700-0800	Assignments and Meetings
0800-1200	Duty Station Work, Cleaning, and Maintenance
1200-1700	Watch
1700-2200	Physical Training, Mealtime, Warfare Qualifications, and Personal Time
2200-0200	Assignments and Meetings
	Day 3
0200-0700	Watch
0700-1100	Sleep
1100-1200	Waking Routine and Mealtime
1200-1300	Assignments and Meetings
1300-1700	Duty Station Work, Cleaning, and Maintenance
1700-2200	Watch

NOT ON WATCH DUTY

TIME	ACTIVITY
0600-0700	Waking Routine and Mealtime
0700-0800	Assignments and Meetings
0800-1000	Cleaning and Maintenance
1000-1200	Emergency Drills
1200-1230	Mealtime
1230-1600	Duty Station Work
1600-1800	Warfare Qualifications
1800-1900	Mealtime and Personal Time
1900-2300	Physical Training
2300-0200	Duty Station Work
0200-0600	Sleep

MCRN MARINE ON A BATTLESHIP— FIVE-AND-DIMES WATCH DUTY ROTATION

The five-and-dime watch rotation splits the day into distinct 5-hour watches, except for the 4-hour and 39-minute watch from 2200-0200. These watches are followed by a 10-hour break from watch. The one presented at left is an example of a three-day rotation. Military watch routines are strictly kept by discipline and, if necessary, with standard-issue amphetamine and sleeping drugs.

EARTHER LEAD ENGINEER ON A GANYMEDE FOOD FREIGHTER

Long-distance freighters with dozens of crewmembers may have lots of leisure time in transit, giving them a relatively open schedule, especially if they are the head of a department. They can keep regular daytime business hours, leaving a few crewmembers on nightly watch shifts.

A BELTER DOCKYARD LABORER ON A SPACE STATION

Belter bases and stations do not keep regular daytime and nighttime hours of business, opting instead to operate around the clock as teams take turns working in three shifts rotations. These can be 8-hour work shifts for 24-hour cycles or 10-hour work shifts for 30-hour cycles. This also accommodates the constant trickle of incoming and outgoing ships and their cargo, the fruits of Belter labor. The examples on the next page are for 24-hour cycles.

A BELTER SCAVENGER ON A ROCKHOPPER

Scavengers working on smaller crafts throughout the Belt keep their own schedules according to the work to be done. They may only mine a few hours during a 24-hour period, the bulk of their day being taken up by traveling between asteroids and the bases where they sell their ore.

THE RHYTHM OF SHIPBOARD LIFE

These schedules are idealistic timelines. A ship with a disciplined, well-trained crew could maintain these schedules like clockwork, taking adaptations or changes in stride. However, a more laid back crew with a slapdash approach to the schedule can work, especially in instances of long-distance travel, but completely ignoring crew responsibilities along with a schedule can cause major problems in the maintenance of the ship and the health and survival of those on board.

The GM may be tempted to ignore these schedules, reserving the minutia of ship life to the interlude and only focusing gameplay around interesting destinations outside of the ship. However, the details in a ship's schedule create a realistic setting from which interesting encounters and plot points may emerge. The easiest way to play with a schedule is disrupt it, forcing the characters to prioritize and adapt their

LEAD ENGINEER

TIME	ACTIVITY
0700-0800	Waking Routine and Mealtime
0800-0900	Operations Inspection and Review of Nighttime Reports
0900-1000	Meeting with Engineering Staff
1000-1300	Diagnostics, Maintenance, and Checking Food Cargo
1300-1400	Mealtime and Personal Time
1400-1500	Communication and Industry Network Research
1500-1600	Meeting with Command
1600-1800	Remaining Diagnostics and Maintenance
1800-1900	Mealtime and Personal Time
1900-2200	Leisure Time
2200-0700	Sleep

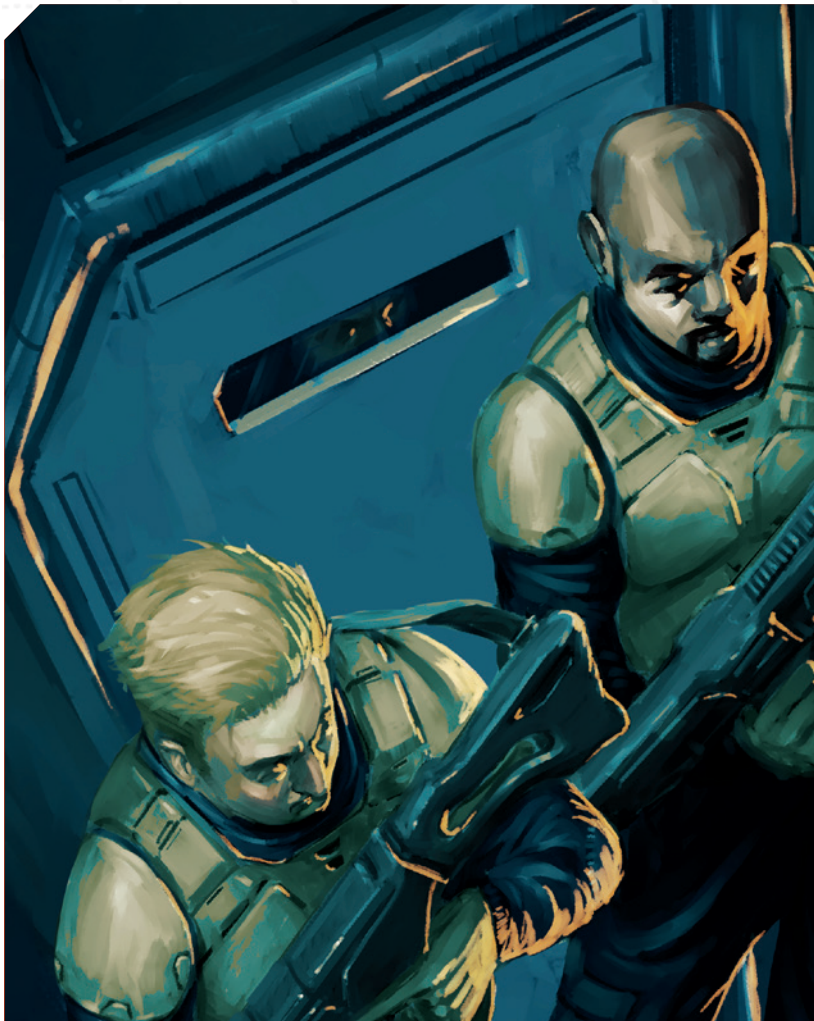
BELTER DOCKYARD LABORER

TIME	ACTIVITY
	Shift 1
0000-0500	Partying and/or Sleep
0500-0600	Waking Routine and Mealtime
0600-0615	Medical Supplement Administration
0615-0800	Errands and Leisure
	Shifts 2-3
0800-0900	Clock-in and Equipment Check
0900-1000	Ship Manifest Logs and Customs Inspection
1000-1400	Freight Load/Unload and Machine Operation
1400-1430	Mealtime and Break
1430-1900	Airlock and Cargo Bay Cleaning and Maintenance
1900-1930	Mealtime
1930-0000	Freight Packaging and Stamping

tasks and responsibilities to new circumstances. Unforeseen occurrences like surprise communications, tech malfunctions, or attacks may get in the way of regular maintenance, resulting in dangerous situations. The GM can also throw a wrench into the schedule by playing off of the flawed human component to the ship's workings, such as fatigued or wounded crew members, over-crowded workspaces on tiny ships, worker preferences or ineptitude, or cabin fever. Feel free to explore the possibilities of disrupting the regular working, eating, and sleeping schedules of the characters.

BELTER SCAVENGER

TIME	ACTIVITY
	Shift 3
1600-1700	Waking Routine and Mealtime
1700-1715	Medical Supplement Administration
1715-0000	Takeoff, Travel to Target Asteroid, and Mealtime
	Shift 1
0000-0430	Travel to Target Asteroid and Mealtime
0430-0530	Prepare Mining Equipment and Environment Suits
0530-0800	Mining and Extraction
	Shift 2
0800-0900	Mining and Extraction
0900-1030	Securing Ore for Transport
1030-1600	Travel to Base, Mealtime, Medical Supplement Administration
	Shift 3
1600-0000	Travel to Base, Sleep, Contact Buyers, Negotiate Pricing, and Arrival at Base
0000-0130	Ship Manifest Declaration
0130-0300	Deliver Cargo, Receive Payment, Resupply



SHIPBOARD LEISURE

Besides duty rotations and work, some crews also have time to kill, especially when voyages across the Sol system take weeks or months. Military vessels generally keep their crews too busy for much more than a few half-hours of personal time, but ships with laxer cleaning and maintenance regiments may find plenty of opportunities to have fun. Ship size restricts some leisure activities, as tiny ships have no space for anything other than sitting in an acceleration couch for days. However, larger ships may have entire rooms or decks dedicated to entertaining crewmembers and passengers.

> "See, that's why I work haulers," Amos said. "Clean decks or get drunk and screw, and I've got a preference."
>
> — *Leviathan Wakes*

EXERCISE AND SPORTS

Physical exercise has many health and psychological benefits, so ships with exercise facilities encourage crewmembers to participate. Earthers, having been raised in a gravity well, must exercise regularly to avoid muscle atrophy. Martians and Belters handle microgravity a little better, but they must still move to avoid muscle weakness. Popular physical activities include resistance weight training, aerobics, or jiu jitsu. Belters have a game called Golgo that involves hitting a ball back and forth on a table. Besides engaging in sports, popular vid feeds also broadcast professional athletic events, such as Earth's football and soccer leagues or Luna's pinnace racing.

MUSIC AND VID FEEDS

Hand terminals provide a plethora of music and vid feed options to pass the time. Earth, Mars, and the Belt have their own public access feeds that provide news, entertainment, and educational content at all hours. Independent feed networks owned by corporations offer exclusive content, such as theater, high-production dramas, abstract art, talk shows, and political propaganda. Ships may broadcast their own feeds, sharing shipboard activities, like radio shows or live musical performances. These can be picked up by open access networks to spread information all over the Sol system.

Some families have their own private feeds that they share amongst themselves to help people spread out across the Sol system stay in touch. Some feeds exclusively play music loops, filling the radio waves with upbeat bhangra, lilting hypermodern, or lyrical chants. Belter music feeds feature the multicultural sound of chimes, zithers, and drums mixed with lyrics in half a dozen languages, so it is not odd to hear Hindi and Russian lyrics set to angry guitars and electronic wailing. Some musicians get really experimental, such as Jila Sorormaya, a performance artist famous for corrupting data-storage devices and running the data stream through a music kit. Hand terminals also allow multiple subscreens of feeds to be playing at once, swamping the bored crewmember with network content.

CLUBS AND BARS

Larger ships and stations have dedicated space for drinking and dancing to help crews to blow off steam. Pulsing with vibrant electronic music, these facilities may run at all hours or only during off-duty hours. Clubs, bars, and lounges serve a plethora of bizarre alcoholic concoctions for its patrons, cocktails filled with ethanol, stimulants, and synthetic coloring like the Blue Meanie served at the Blauwe Blome on Tycho Station. Some bars offer karaoke and live entertainment for more interactive amusement.

GAMES AND HOBBIES

Games are always a popular option to pass the time. Gambling makes the slow grind through space more exciting. Some crews enjoy a weekly poker night in their galleys while luxury cruisers might have entire gambling decks. Hand terminals provide access to electronic games, like Bandao Solice or simple pattern-matching games. A more cerebrally-minded crew may have a magnetized chessboard lying around. Some ships may have interactive environments for virtual sex, combat, or exploration, and military vessels often use these rigs to provide battle-simulators or war games for their soldiers.

Some people bring their own hobbies aboard ships the travel on. Some popular options include drawing, micro-gardening, collecting, reading, or crafting. Players who choose a hobby for their characters should keep in mind the micro-gravity and limited space and resources of a ship beforehand. Captains may ban certain hobbies from their ships simply for safety's sake.

COMPLICATIONS

Life in space also has its challenges, both for the crew and for the ship. Characters should keep a vigilant eye out for any complications that could result in disaster. This section is by no means comprehensive but simply gives some examples of gameplay scenarios for characters who run into trouble while embarked.

> "Saint's breath, his mother called it. The smell of protein breakdown, of bodies eating their own muscles to survive."
>
> *— Caliban's War*

RATIONING

Occasionally, crews may run into the situation of having not nearly enough life support supplies to make it to the next port. People can last about a week without food as bodies can enter a starvation ketosis where bodies start to consume fat stores and even muscle, if needs be. More seriously, people can only last a few days without water and only a few minutes without oxygen before sustaining severe brain damage and dying. Crews might ration water or food to last until the next supply stop. They might crack into packages of hydration gel or hunger suppressant pharmaceuticals to curb thirst and cravings. Captains can increase the onboard temperature, allowing them to thin out the airmix without too much strain on those on board. Sedating some crewmembers may help, as these drug-induced unconscious states force people to consume less oxygen.

Because the act of rationing takes place over many hours or days, the rationing scenario is best played out as an interlude. Playing it as an interlude allows players to skip ahead over the course of the rationing. Characters should never die during an interlude. For more information on how to ration during an interlude, see the **Additional Interlude Activities** section.

Once the food or water has run out, the characters must make advanced Constitution (Stamina) tests to see how long they survive without these life support supplies. Fails to succeed on these tests results in a condition that could impede their performance of other actions. Characters will be dying by the end of the 2-3 weeks without food or 3-5 days without water. See the **Going Without Food** and **Going Without Water** tables for more information. Characters who run out of oxygen will start to sustain damage to their brain and other organs, lasting only minutes before they die. See the **Going Without Oxygen** table for more information.

GOING WITHOUT FOOD (2-3 WEEKS)

ROUNDS OF 24 HOURS	TN	CONDITION
1	TN 9	Fatigued
2	TN 9	Fatigued
3	TN 9	Fatigued
4	TN 10	Fatigued
5	TN 10	Fatigued
6	TN 10	Exhausted
7	TN 11	Exhausted
8	TN 11	Exhausted
9	TN 12	Exhausted
10	TN 12	Exhausted
11	TN 13	Injured
12	TN 14	Injured
13	TN 15	Injured
14	TN 16	Injured
15	TN 17	Injured
16	TN 18	Wounded
17	TN 19	Wounded & Prone
18	TN 20	Wounded & Prone
19	TN 21	Unconscious
20	TN 22	Unconscious
21	TN 23	Dying

GOING WITHOUT WATER (3-5 DAYS)

ROUNDS OF 12 HOURS	TN	CONDITION
1	TN 10	Fatigued
2	TN 11	Fatigued
3	TN 12	Exhausted
4	TN 13	Exhausted
5	TN 15	Injured
6	TN 17	Injured
7	TN 19	Wounded
8	TN 21	Wounded & Prone
9	TN 23	Wounded & Prone
10	TN 25	Dying

GOING WITHOUT OXYGEN (3-4 MINUTES)

ROUNDS OF 30 SECONDS	TN	CONDITION
1	TN 18	Helpless
2	TN 19	Helpless
3	TN 20	Unconscious
4	TN 21	Unconscious
5	TN 22	Unconscious
6	TN 23	Unconscious
7	TN 24	Unconscious
8	TN 25	Dying

GOING WITHOUT FOOD

Make an advanced Constitution (Stamina) test every twenty-four hours. After reaching round 21, that character is dying.

GOING WITHOUT WATER

Make an advanced Constitution (Stamina) test every 12 hours. After reaching round 10, that character is dying.

GOING WITHOUT OXYGEN

Make an advanced Constitution (Stamina) test every 30 seconds. After reaching round 8, that character is dying.

MENTAL AND EMOTIONAL WELL-BEING

Sometimes the conflicts of life in space grow too demanding. Being stuck in a single crash couch for months, witnessing the death of your entire crew, or being involved in a serious accident can result in frayed nerves, depression, insomnia, or PTSD. If untreated, these symptoms could hinder crew performance. Some of these symptoms can disappear with time or a conversation with friends. This can be achieved during an interlude, using an activity such as Relating or Resting

Players may also decide to have their characters turn to pharmaceuticals or alcohol to cope with more serious psychological reactions. To overcome these, the GM can provide psychologists and qualified physicians in-game to also help. A character trained in Psychology may also help their fellow crewmembers, making an advanced test using their Intelligence (Science) focus. The GM determines the success threshold based on the psychological condition's complexity.

INCAPACITATED CREWMEMBERS

Certain conditions, like helpless, unconscious, or dying, may incapacitate members of the crew (see **Conditions** in **Chapter 1** of *The Expanse* RPG for more information). On larger ships with relief staff, this may not be a problem, but on a small vessel working with a skeleton crew, the loss of a single crewmember may be catastrophic. Ships absolutely need pilots in order to go anywhere, but a crew may hobble along without a gunner, physician, or engineer for a while.

The chain of command would dictate a new captain should one become incapacitated, but overall, crews may need to adapt to a serious lack of personnel. This may take the form of waiting until the incapacitated crewmember wakes up, picking up new crew at the nearest port, doubling up on duties and taking no breaks, or asking for help via the distress beacon. Regardless of the solution, crews must think on their feet and resolve understaffed conditions quickly since they cannot afford to drift in space. Air only lasts so long.

EMERGENCIES

Traveling in space always has its risks, and given the vastness of the Sol system, ships rarely have the luxury of calling for help, and crews must depend on their wits and ingenuity. Instead, many ships are outfitted with

supplies stored in an emergency locker or wall compartments to help crews handle a variety of scenarios. Emergency kits, lockers, and supplies are often marked bright yellow and red for easy visibility, and all crewmembers who have been traveling for any amount of time in space are trained to recognize their location and use. Supplies in these compartments often include first-aid kits, breathing masks and extra oxygen tanks, emergency airlocks with adhesive backed polymer bubbles and film and inflation tanks, tools for engineering and mechanical repairs, seal kits with hardened plastic disks and sealant glue guns, and fire extinguishers and flame-retardant blankets.

Some ships have escape shuttles and pods for evacuating the crew and passengers while others only have emergency escape bubbles. Even poorer crews may simply don environment suits and take their chances in the void of space. Many of these suits have oxygen, minimal propulsion from compressed nitrogen for movement, grapnel tethers, food and water stores, waste collection pouches, and simple painkillers, so if necessary, characters may last a few days wearing one.

EMERGENCY SYSTEMS

Besides these supplies, ships often have emergency systems that kick in automatically to dangerous situations. Klaxon alarms alert the crew of risks to the ship or the lives of the crew. Distress beacons transmit to and receive messages from nearby ships to request aid. Battery-powered emergency lighting can kick in when main power goes out. Security systems can lock all doors between rooms and decks to prevent the movement of intruders. Rooms or even whole decks with decompression hatches may be sealed and vented into space to eliminate toxic gas leaks or prevent the spread of fire. Air recyclers may deploy air scrubbers into the atmosphere in case of contamination or infection. Cargo bays may have emergency release controls to dump hazardous freight. As a last resort, some ships also have a self-destruct system programmed into the ship's fusion reactor, which causes an explosion to destroy the ship and everything on board. Some of these emergency systems cannot be reversed or turned off without a security override, restricting control to a captain or other commanding officer.

DRILL AND DRILL AGAIN

To prepare for these situations, captains and crewmembers participate regularly in training and drills. Practicing emergency protocols help these techniques run like clockwork in a bad situation, especially since conditions could force them to work in situations in microgravity or without proper air. It takes years of training to move and act with precision in conditions like anoxia and depressurization. Sound waves require air pressure to travel, so rooms without atmosphere require hand signals and gestures to communicate and coordinate actions. In some situations, crews cannot afford to wait for the ship's atmosphere systems to bring pressure back up to normal before taking action. Belters have mastered many of these silent communication techniques, as evidenced by their frequent habit of using these gestures alongside their spoken language, and they also feel much more at home in null-g. If characters are new to space travel, they will not have these skills to work or power through these conditions.

SHIP IN A BOTTLE STORYTELLING

Being stuck in one ship for long periods of time might seem boring for gameplay, but bottle stories (narratives that take place in a single location) can provide a complex, nuanced setting for characters to explore the more detailed facets of *The Expanse*. Naturally, larger ships and space stations have many decks to explore, letting the GM fashion playable scenarios for each room. However, being confined to the brig of a battleship or having to bump elbows in a skiff can still make an interesting setting for compelling gameplay.

Without outside interference or distraction, the characters on a ship or in a single room of a ship can interact more closely with their surroundings or their company. Interacting with the ship could result in discovering the inner workings of smuggling compartments, figuring out how to escape the brig of a battlecruiser or coaxing the air recycler to keep working a little longer so the crew doesn't die. In deeper interactions between crewmembers or passengers, the players could dramatically resolve conflicts between characters, strike into more intimate territory in their relationships, or discover how the others act under extreme pressure. Use some of the conflicts and scenarios presented in this book already to fuel your story, but let your imagination run wild.

The GM and players can approach all ship-setting storytelling by asking a few questions to help them build interesting scenarios.

> Miller signed in and crawled through the awkward Ojino-Gouch-style airlock, seventy years out of date and hardly larger than a torpedo tube, into the cramped crew area of the *Talbot Leeds*. The ship looked like it had been welded together from two smaller ships, without particular concern for design.
>
> — *Leviathan Wakes*

SHIP AS STAGE, CHARACTERS AS ACTORS

First, figure out the kind of ship you want to use as a setting and who is on board. A small science station is going to be vastly different from the brig of a dreadnought, and these settings are also different depending on the company you keep.

ASK

What makes this ship unique? Can the characters move around the various locations on board? Who else is aboard this vessel? How long are we here?

SINGLE-LOCATION JUSTIFICATION

To give the setting a proper playthrough, the GM must first justify to the players the reason for staying in a single location. This shouldn't feel like a limitation, unless you are prisoners, but more of an action on the world. Being cooped up in a ship for weeks is normal in *The Expanse*, after all.

ASK

Why are you staying in this location? Is something keeping you there? Are you simply waiting for something to happen? Are you traveling a long distance?

CONFLICTS

Once you have a location, cast, and scenario justification, the players must have something to do as they wait, travel, etc. Solving puzzles and problems or inviting elements of competition into the scenario can keep characters decently motivated. Conflict comes from disruption, so mess some stuff up.

ASK

What can go wrong? What problems can you solve here? Are there character conflicts, environmental hazards, or impending disasters around the corner to prepare for? What skills do you have to contribute? When will you know if the conflict is resolved?

TONE

Beyond actions to take and solutions to find, there may be an emotional arc that justifies the bottle narrative. This will also give you direction on how characters should act in the scenario while also giving a sense of forward moving character development during gameplay.

ASK

What is the tone of the scenario? Is the situation onboard catastrophic and hopeless? Ridiculous and hilarious? Urgent and panicked? How would you act in these situations? Are you happy with that way of behavior? If not, what would it take to change?

Answering these questions can give the bottle narrative interesting situations that the characters can explore while working within a single location. If the details of a ship are not clear or there is no interesting reason, no conflict to resolve, or no emotional arc to conclude, then maybe you can simply skip the time aboard with an interlude, having the characters opt for interlude activities rather than dedicating gameplay to the scenario. These can develop naturally during roleplaying and do not need to be forced. Answering these questions also provides a time limit so the scenario does not feel like an indefinite prison sentence walking around on the same ship, unless that is what you're going for. With an inventive situation, a problem to solve, and a tone with which to approach the events, the GM can guide players through adventures in space without ever having to set foot outside of their ship.

INTERLUDES

The GM can use interludes to avoid the minutia of automated actions in the schedule, such as maintenance routines or duty rotations, allowing characters to automatically engage in one or more interlude activities outside of gameplay. This helps advance the story between encounters and makes gaming sessions more focused on the important events. Interludes can occur during long periods of travel, maintenance or resupply stops, or offshore leave to stations or bases. They could also occur during player's leisure time when they are not working during a shift. Occasionally, the GM may require players to play out these interlude scenarios based on the activity, but interludes generally should be low stakes, low pressure since they are not necessarily encounters.

Some of these activities take lots of time and may require multiple interludes to complete, an advanced test determining the total. If the character does not complete the activity in the time of the interlude, the GM can decide whether those efforts carry forward into the next interlude, when appropriate, where characters can pick up where they left off. Some activities, such as Maintenance or Upkeep, must be completed every interlude to avoid problems for the ship or crew down the line. The GM may want to prompt players to engage in some of these activities. See **Interludes** in **Chapter 5** of *The Expanse RPG* for more information how to play through interludes.

HIGHER STAKES INTERLUDES

In some instances, these interlude activities may address shipboard hazards that require long periods of time to overcome, such as slow oxygen deprivation or dangerous substances contamination requiring extensive cleanup. In these cases, the interlude stakes may not be necessarily low, but the activity does not need to take up too much gameplay time as an encounter. Instead, the GM can offer some greater penalties or bonuses for successful TN tests or save the consequences for success or failure for encounters after the interlude concludes. For example, if your ship's nuclear warheads somehow suffered damage that resulted in a radiation leak, the characters may spend time during an interlude cleaning up the mess. A successful interlude activity of Cleaning up a radiation leak preserves the health of the crew and the stability of the ship. An unsuccessful Cleaning or a neglected Cleaning may not have immediate consequences during that interlude, but it may create severe threats to crew and ship later on, resulting in an encounter. Other interlude activities may take up multiple interludes or, like in the case of rationing, continue to affect your character during the gameplay of encounters. For example, if your ship has finally run out of food, you may continue to play through encounters after an interlude; however, you and your crew gradually take on the conditions that affect your actions.

Some more lower stakes and higher stakes interludes activities are listed below as examples.

ADDITIONAL INTERLUDE ACTIVITIES

This section describes more examples of common interlude activities. Players should feel free to come up with their own, which the GM can adjudicate using these examples and the examples in the in **Chapter 5** of *The Expanse* RPG.

BOOKKEEPING

You check the figures of all on-board necessities to prepare for restocking or fill out all necessary paperwork and logs.

REQUIREMENTS You need access to ship logs and visuals of certain areas of the ship, such as the galley. You also may require the authority to act for the captain.

RESOLUTION Usually, no test is required, although the GM may require an appropriate focus, like Communication (Bargaining or Leadership) or Intelligence (Current Affairs or Law) to determine how long the task will take. Doing this provides you with a thorough list of all supply shortages the next time you stop to resupply.

CLEANING

You inspect for or clear away pollutants, contaminates, or other hazardous materials on board or on the outside of the ship.

REQUIREMENTS You need the necessary equipment and safety gear. If you're lacking them, or they are of poor quality, the GM may say your cleaning takes longer or is less effective. If you need to acquire them, then an Income test is needed, with a Cost set by the GM using the guidelines in **Chapters 3** and **4** of *The Expanse RPG*.

RESOLUTION Although this generally does not require a test, depending on the nature of the substances being cleaned, the GM may require a character to have the appropriate focus, like Perception (Seeing or Smelling) or Intelligence (Evaluation or Science) to do the work, along with sufficient time and resources. The GM can determine the TN depending on the severity of the situation: 5 for a chemical spill or gas leak; 10 to 15 for more dangerous substances like poisons; up to 20 to 25 for truly hazardous materials like nuclear substances or protomolecule remnants.

COMMUNICATION

You spend time reviewing, responded to, and sending out messages.

REQUIREMENTS You need a functioning hand terminal and a link to a communication network.

RESOLUTION Sending and receiving messages usually only requires time and contact information and may take video or text form. However, some messages necessitate tact and strategy, since they may affect attitude or require reputation. Note that interlude communication should be for less important messages, like solicitations for work or messages to family members, the more important messages, like those involving sensitive or encrypted information, being reserved for encounters. Make an advanced test using the appropriate focus, such as Communication (Bargaining or Etiquette) or Intelligence (Business or Current Affairs), to measure the effectiveness of your communication. The GM decides whether to award you with a new reputation or changed attitudes.

EXERCISE

You keep your body strong by doing a daily workout routine.

REQUIREMENTS You need the time and space and must not have any debilitating physical conditions or injuries. You also cannot exercise while strapped into a crash couch during high-g travel. You also may not want to exercise if your ship is low on food, water, or oxygen.

RESOLUTION In living in low-g settings, exercise keeps your muscles from atrophying, your heart and lungs strong, and your reflexes agile. This is especially important if you plan to do any Dexterity, Fighting, or Strength tests later. Even going a few days without exercise may severely weaken your body. No test is needed, but you must plan on doing this daily.

EXPERIMENTATION

You perform some kind of scientific experiment.

REQUIREMENTS You must have test subjects, materials, and access to research data as well as a laboratory or research facility.

RESOLUTION Characters may spend their interlude time attempting to make scientific discoveries for their missions or side jobs. This may act as a source of Income if this experimentation is done for a particular employer or as a freelance opportunity. The default is that the character maintains their Income score or may recover from any reduction to their Income from expenses prior to the interlude. Alternatively, the character could make a more important discovery, making a test with a suitable focus for the experiment against TN 13. If successful, the character earns a temporary windfall, a +1 to Intelligence or Perception that lasts until after the next ability test of that ability. However, if the test fails, the character suffers a -1 to Intelligence or Perception, representing a mental distraction, that lasts until the character's next ability test of that ability.

HOBBIES

Sometimes, you just like to do what you like to do.

REQUIREMENTS Many hobbies—such as playing video games, roleplaying games, gambling, listening to music, or watching vid feeds—may simply require a hand terminal. Other hobbies require facilities or equipment, at the GMs discretion, such as Golgo tables. (If your hobby involves crafting or creating something, use the Making or Fixing interlude activity from *The Expanse* RPG.)

RESOLUTION You spend time doing the thing you like, with friends or by yourself. Generally, no tests are involved since hobbies simply pass the time. The GM can determine how long some of these hobbies take. In some cases, the GM can ask for a test, such as Dexterity, Communication (Gambling or Performance), or Intelligence (Art). You may want to game out certain hobby activities since they revolve around entertainment and may be amusing.

MILITARY TESTS

You test new weapons, technologies, or recruits for military operations. This could take the form of games, drills, or trials.

REQUIREMENTS Besides the necessary equipment, characters must have a safe training or testing ground or facility. If trying out incendiaries, explosives, nuclear devices, or other extremely dangerous technology, the test must be conducted far away from civilian and military bases. They must also secure permission from the appropriate military authorities.

RESOLUTION No test is needed, though you need at least a hundred hours of testing (cumulative) to acquire a new focus or new degree in a talent or specialization

or to advance an ability after gaining a level (see **Advancement** in **Chapter 1** of *The Expanse RPG*). The GM is free to reduce or even waive this time as best suits the overall story. Alternatively, if the character attempts a riskier trial of the test, they may make a TN 13 Accuracy (Gunnery), Communication (Leadership), Fighting (Heavy Weapons or Light Weapons), or Intelligence (Demolitions or Tactics), or Willpower (Self-Discipline) test. If you succeed, gain a +2 to that ability until after the next test of that ability. However, if the test fails, the character suffers a -2 to that ability that lasts until the character's next test of that ability.

RATIONING

You attempt to allocate your remaining consumables—such as air, food, or water—to last during a period of time. This may take the form of forgoing food, increasing the environmental temperature to stretch oxygen, or not bathing to preserve water.

REQUIREMENTS Rationing simply requires an awareness of inventory and a calculation of how to make those resources last. At the GM's discretion, you may need to be in a particular state of health to ration successfully. This interlude activity should not be a scenario of extreme life support rationing, since that should be played out as an encounter. See the **Rationing** section earlier in this chapter, and the **Shipboard Life Challenges: Encounters vs. Interludes** sidebar for more information.

RESOLUTION Make an advanced TN 11 Constitution (Stamina) test every 24 hours for food, 12 hours for water, and 6 hours for oxygen. If you are using pharmaceutical aid, such as sedatives, your physician (or auto-doc) can make an Intelligence (Medicine) test against the same TN, and you can use the better of the two rolls. Track the result of the Drama Die for each successful test. At a success threshold of 5, you can successfully ration during that 24-, 12-, or 6-hour period. At a success threshold of 15, you can gain a +1 Willpower (Self-Discipline) until after your next test of that ability. If you are attempting to ration under more difficult conditions—several days without food or water—the GM my increase the TN of the test. A failure can result in a -1 penalty to Constitution, Dexterity, Fighting, Intelligence, Perception, or Strength that lasts until the you get medical treatment and food, water, or oxygen.

TREATMENT

Given certain conditions, you undergo physical treatments for chronic or permanent ailments.

SHIPBOARD LIFE CHALLENGES: ENCOUNTERS VS. INTERLUDES

The previous have mentioned many examples of points of conflict as sources of drama on a ship that could make for interesting gameplay. However, the GM should remember that dozens of bean-counting exercises are not nearly as fun as meaningful activities that have lasting consequences. The shipboard life section of this book should serve as only as an inspiring reference for potential pitstop supplements to regular story arcs involving major political, social, or cultural intrigue that the characters may be involved in. One way to avoid having too many of these scenarios gamed out in a row is by reserving the most mundane of these for Interludes. Interlude activities do not need to be played out, but they can still have lasting consequences for the characters and the story.

REQUIREMENTS While undergoing treatment, the character must engage in only light activity, such as resting, reading, conversation, and so forth. No other activities may be undertaken during the same interlude. They must have appropriate medical facilities and resources.

RESOLUTION Make an advanced TN 12 Constitution (Stamina or Tolerance) test every 6 hours. If you are under medical care, your physician (or auto-doc) can make an Intelligence (Medicine) test against the same TN, and you can use the better of the two rolls. At a success threshold of 15, you can gain a +1 to Constitution (Stamina) that lasts until after the next ability test of that ability. However, if the test fails, the character suffers a -1 to Constitution (Stamina) that lasts until the character's next ability test of that ability. For recovering from serious ailments, the GM sets the necessary success threshold. If undergoing treatment without a physician or if treatment conditions are less than ideal—like with limited medical supplies or on a ship with minimal life support—the GM may increase the TN of the test.

WATCH

You crew keep a sharp eye on all the ship sensors during flight.

REQUIREMENTS While on watch, the character must only engage in light activity that does not distract them from the sensors, such as resting or reading. The character cannot be Fatigued or Exhausted.

RESOLUTION Make an advanced TN 11 Perception (Hearing or Seeing) test. At a success threshold of 10, you can gain 1 Fortune point. Also, if appropriate, the GM may decide that a character on watch may witness something important for later in gameplay after the interlude concludes.

4. SPACESHIP SPECIFICATIONS

This chapter explores in great detail the enormous variety of ships a crew might encounter in *The Expanse RPG*. From the latest in military hardware to the tried-and-true Belter rockhoppers, these ships provide a wide range of stages and "characters" to integrate into your game. Some may be settings for encounters or scenes—escaping a prison cell on a *Donnager*-class battleship, for example. Others may be your crew's next home in space, a brand-new or gently used vessel capable of taking you to the farthest reaches of the solar system.

This is by no means a complete guide; there will always be new ship designs rolling out of Luna and Callisto, and Belters are always going to find new and innovative ways to cobble a bunch of habs together and strap an Epstein drive to the result. They will suit the needs of most crews and GMs, and you're encouraged to take these ships and make them your own.

Some of these ships have story hooks that provide some ideas on how a ship might be incorporated into a story or even the basis of its own story.

BUYING A SHIP

Outright buying a spaceship is something beyond the financial capabilities of most player characters. In *The Expanse RPG*, it is generally assumed that most crews acquire a ship by other means. They might be gifted a ship, borrow one, or even claim one as legitimate salvage. However, if a crew really wants to buy a specific ship, they can do so by renting one or acquiring a mortgage. Ultimately, the cost for this is usually about the same. The **Ship Costs** table here lists the monthly Income test the owner must make while in possession of the ship. This table lists the down payment cost and the monthly Income test necessary for monthly payments. Mortgages are usually for 30-year terms, and if even just one payment is missed, the ship immediately acquires the Wanted flaw and is subject to being impounded by the UN or MCR Navies. To remove the flaw,

> As they flew, Holden looked back up at the *Knight*: a blocky gray wedge with a drive cone stuck on the wider end. Like everything else humans built for space travel, it was designed to be efficient, not pretty. That always made Holden a little sad. There should be room for aesthetics, even out here.
>
> — *Leviathan Wakes*

DECK PLAN LEGEND

BULKHEAD WALL
MODULAR INTERNAL WALL
STRUCTURAL COLUMN
INTERNAL WINDOW
SEALABLE BULKHEAD DOORS
SLIDING DOORS
EXTERNAL AIR LOCK DOOR
SEALABLE CONTAINER DOOR
EXTERNAL RAMP DOOR
LADDER
STAIRS
DECK ACCESS HATCHES
REACTOR ACCESS HATCHES
LIFT
LIFT (INACCESSIBLE)
BOARDING RAMP
CARGO/PLATFORM LIFT
CARGO CONTAINERS

SUPPLY/AMMO SHELVING
CRASH COUCH
EMERGENCY CRASH COUCHES
CHAIR
STOOL
COUCHES
TABLES
DIGITAL TABLES
GAMING TABLES/CHAIRS
GAMBLING MACHINES
ENTERTAINMENT/TRAINING SIM POD
KITCHENET/FOOD PREP
TOILETS/SINKS
SHOWER UNIT
OVERHEAD MONITORS
HOLOGRAPHIC DISPLAYS
LARGE (THEATER) DISPLAY

SINGLE BUNKS
DOUBLE BUNKS
LOCKERS/STORAGE CABINETS
MEDICAL COT
EXPERT MEDICAL SYSTEM
WORK STATIONS
SECURITY DESK
ADMINISTRATION DESK
GYM EQUIPMENT
SHOP TOOLS
ARMOR/WEAPONS LOCKERS
GOLIATH POWER ARMOR DOCK
PDC AMMO CASES
RAILGUN AMMO CASES
TORPEDOS

all payments that are behind must be made (with a +1 to the TN for fees and additional interest). Of course, sometimes bureaucracies are slow and the ship's Wanted status isn't immediately removed from every database across the system, which can lead to annoying encounters at stations and when encountering military vessels.

SHIP COSTS

The costs listed are for new stock ships. Any additional weapons or qualities must be paid for separately. Older ships can also be purchased, but these usually come with flaws. The Income test for older, used ships can be by -1 to -3. The GM should assign the ship at least one flaw for every -1 reduction to the Income test.

SHIP COSTS

SHIP CLASS	DOWNPAYMENT COST	MONTHLY COST
Gleason-type Repair Skiff	22	18
Tereshkova-type Shuttle	21	17
Schmitt-type Rockhopper	22	18
Windrose L6 Vāyu Racing Pinnace	25	22
Grendel-class Light Freighter	23	19
Narlikar-class Research Vessel	25	22
Peseshet-class Medical Support Ship	25	22
Cornucopia-class Supply Ship	26	24
Tsai Shen-class Luxury Yacht	31	27
Chaucer-class Water Hauler	*	*

* These ships are massive and generally not purchasable by individuals.

UNN SHIPS

The following are all ships of the UN Navy, but this is far from the only ships in service to the Navy. These descriptions and stats that follow are how these ships come off the line, but many UNN ships are quite old and been modified over the years. Some might also have flaws that are the result of age or damage.

These ships are organized by size (smallest to largest) and then alphabetically.

ANDRONICUS-CLASS

DESTROYER

The second exception to the United Nations Navy standard of being a massive tank with tons of guns, these destroyers instead focus on exceptional sensors and systems for precise hits and easily scramble the sensors of enemy fighters.

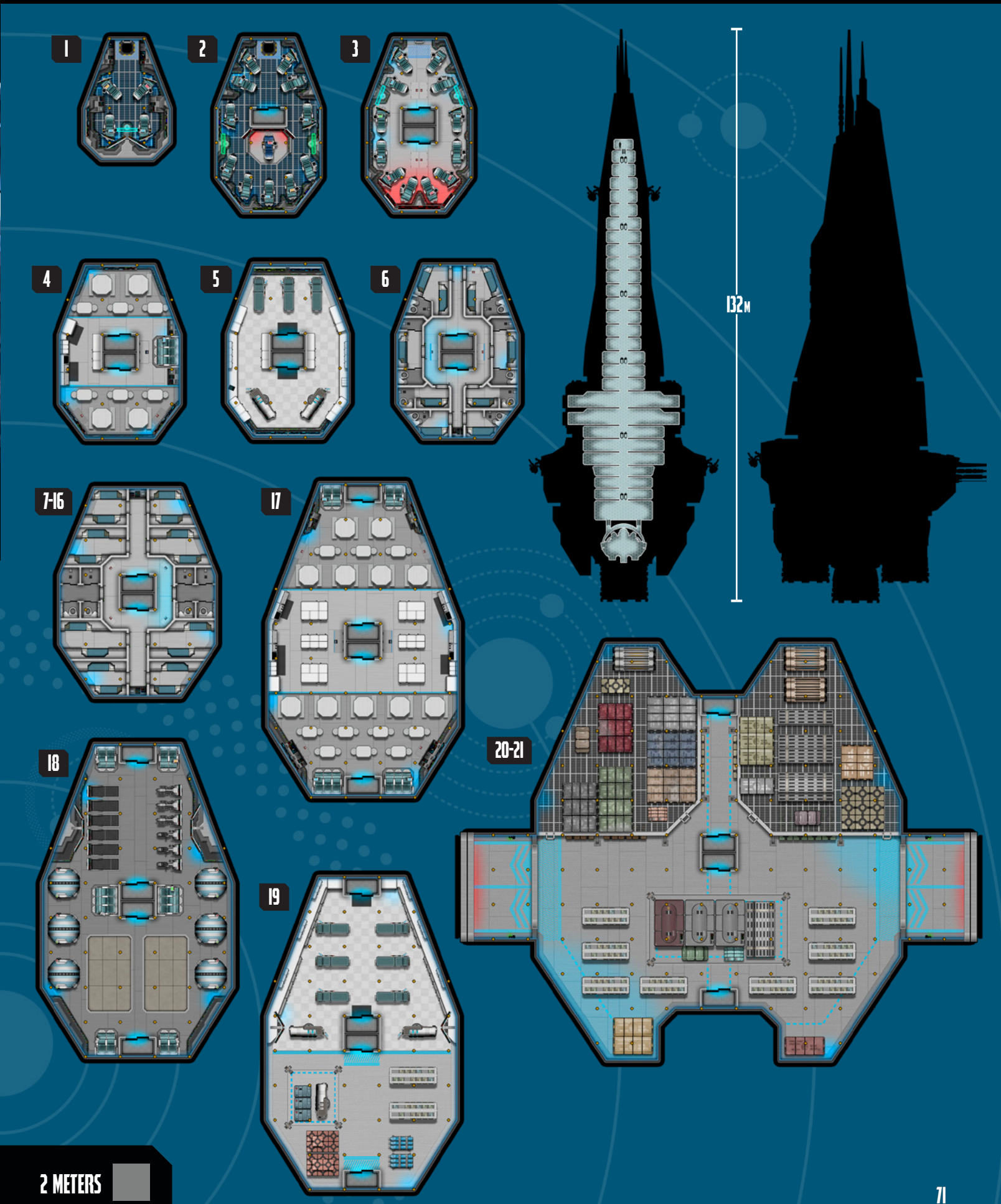
BLADE OF THE UNITED NATIONS

The *Andronicus*-class was designed with a hull that is wide near towards the bottom and tapers up towards the three sensor antennas at the fore of the ship. After the widest part are engineering decks that lead to three massive Epstein drives. Due to this sword-like shape is often called the 'Blade of the United Nations'.

While these destroyers are armed, they have almost half the armament of their sister design, the *Munroe*-class, with only a single keel-mounted, rapid-fire, high-pressure rail gun, full PDC coverage, and two fore-facing torpedo launchers. However, the tactic for the *Andronicus*-class isn't the same as other UNN ships with the 'spray and pray' method of combat, and instead, the team invests in sensors and lock-on systems that provide a more accurate and deadly approach to combat.

STORY HOOK: RUNNING SILENT

The crew receives an urgent, encoded message from the UNN that an *Andronicus*-class ship has gone dark in the Belt. With the crew's ship being the closest to the missing ship's location, the UNN requests that they begin a search and rescue operation. The truth, however, is that the UNN is testing advanced electronics and wants to see how well their *Andronicus*-class ship can avoid detection.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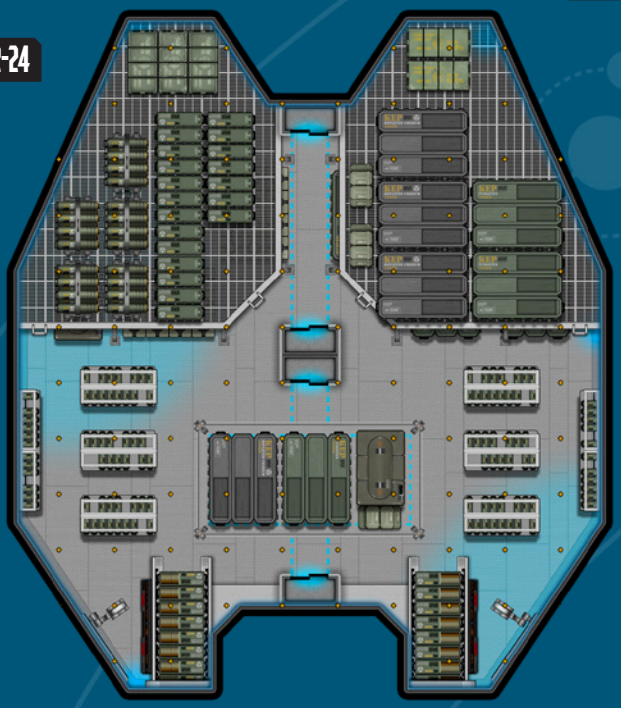
132M
2 METERS

2 METERS

ANDRONICUS - CLASS DESTROYER

22-24



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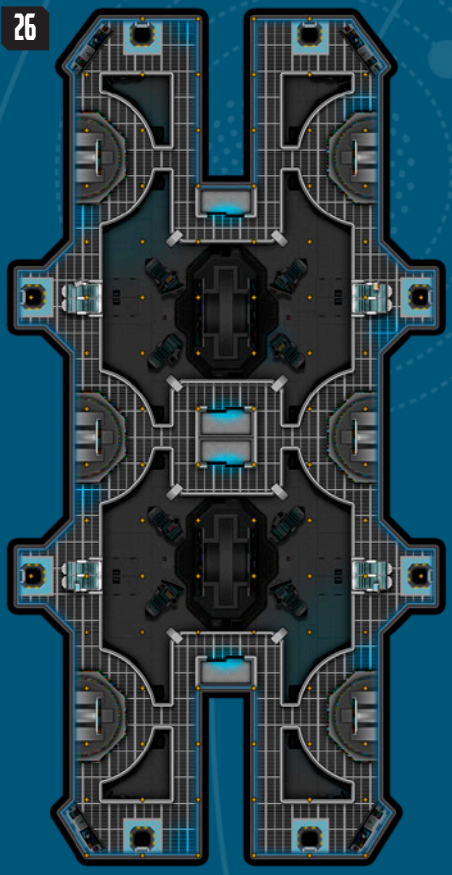

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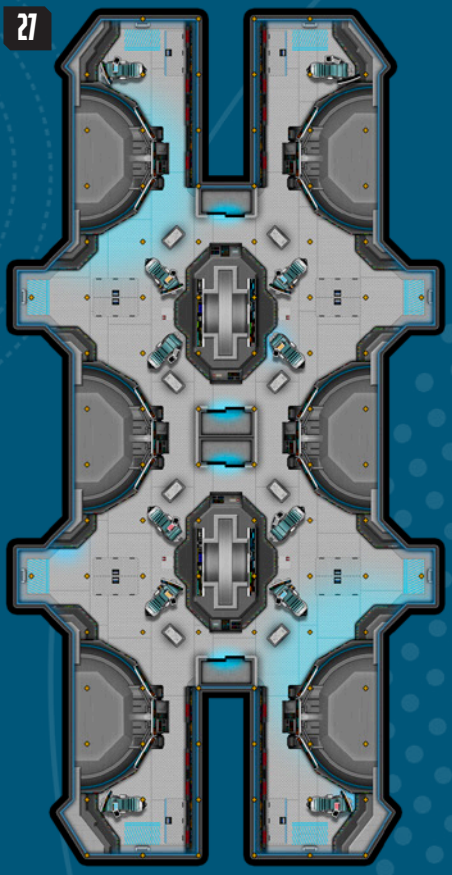

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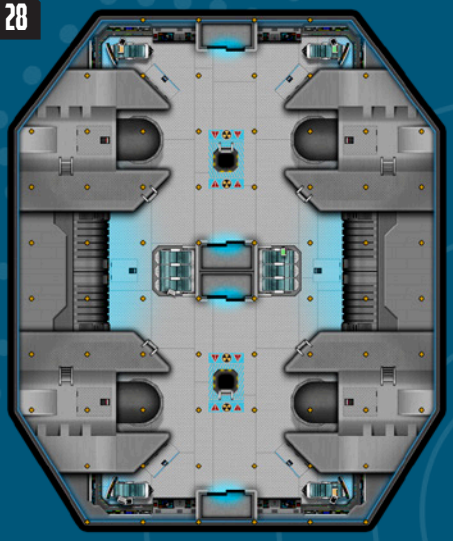


FACTION	UNN	**CATEGORY**	Huge
DRIVES	Epstein, Thrusters	**LENGTH**	132m
CREW (MINIMUM)	16	**HULL**	3d6
CREW (STANDARD)	64	**SENSORS**	6
COMPETENCE	Skilled to Elite	**FAVORED RANGE**	Medium

ARMAMENT

WEAPON TYPE	RANGE	DAMAGE	ARC
Torpedo Bays (4)	Long	3d6	Fore
Rail Gun (1)	Medium	3d6	Fore
Point Defense Network	Close	2d6	Full Coverage

FAVORED COMMAND STUNTS

On-Target, Perceived Weakness

QUALITIES

Advanced Communications Systems, Advanced Targeting Systems, High-Charged Rail Gun, Hull Plating, Improved Acceleration, Medical Expert System, Plasma Torpedoes, Rapid Reload Torpedo Tubes, Redundant Hull (Double), Sensor Scrambling, Self-Destruct System

FLAWS

None

ANDRONICUS-CLASS DECK KEY

1. FLIGHT DECK
2. COMMAND / OPERATIONS
3. CIC
4. GALLEY 1
5. MEDICAL BAY
6. OFFICER QUARTERS
7-16. CREW QUARTERS
17. GALLEY 2
18. GYMNASIUM
19. AUXILIARY MEDICAL
20-21. CARGO HOLD
22-24. MUNITIONS HOLD
25. MACHINE SHOP
26. ENGINEERING 1
27. ENGINEERING 2
28. WATER STORAGE

INSERTION/*MARAUDER*-TYPE

DROPSHIP SKIFFS

Much larger than their utility and maintenance brethren, dropship skiffs are meant to transport officers and soldiers to the ground or from ship-to-ship. The United Nations Navy makes a few different sizes and models at the Bush Naval Shipyards, but the idea remains the same.

FIVE BY FIVE

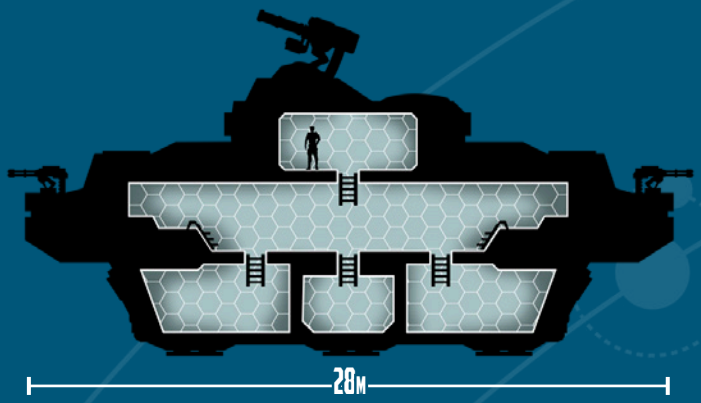
Dropship skiffs are used by the UNN to shuttle soldiers between ships and to the surface of planetary bodies. These skiffs come in different shapes and sizes but serve the same purpose. Having only a short range from their motherships, their purpose is only to land soldiers from place-to-place instead being used to scout.

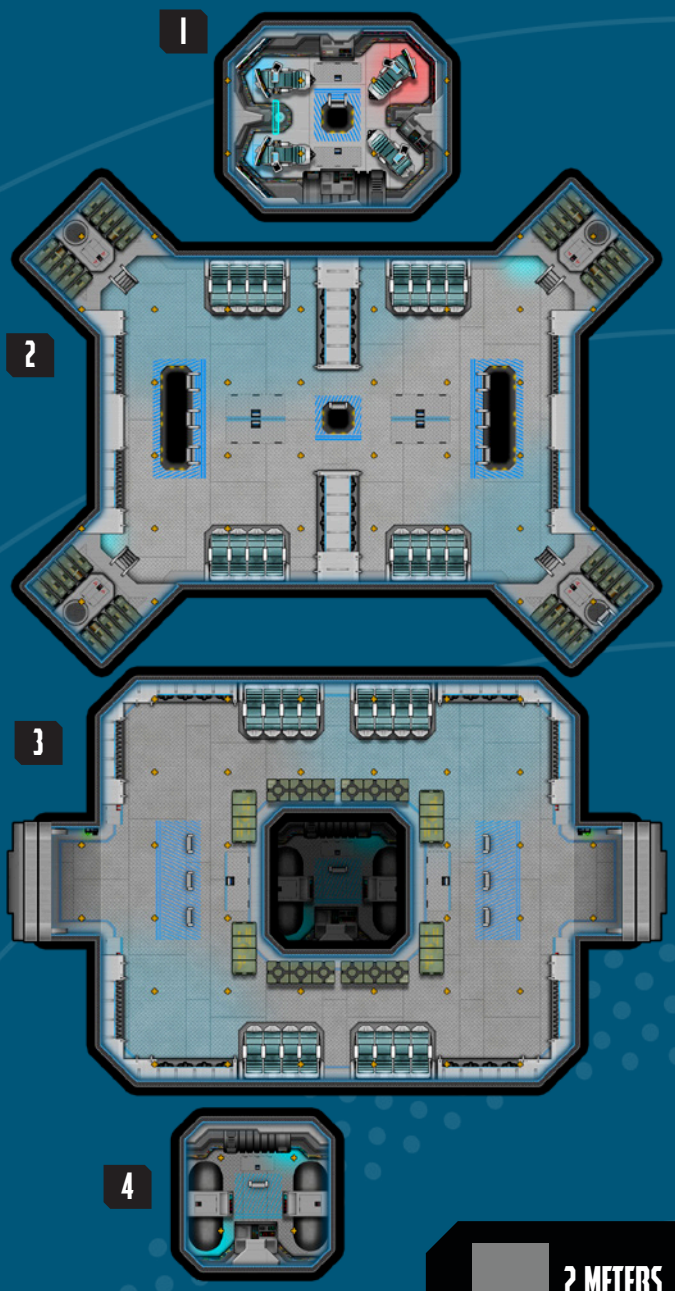
The UNN employs different ship variants and modifications even within these types of skiffs, utilizing two primary types. They mostly differ in size, with some minor additional changes, but they both serve the same function. The interiors of these skiffs are nicer and more luxurious, with some basic functions and supplies that would allow soldiers to survive for a few days, if necessary.

Unlike repair skiffs, these small ships aren't equipped with maneuverable arms or any other specialized tools; instead, they serve only as transportation from one place to the other. UNN dropships aren't even armed, unlike their multi-use MCRN counterparts.

SOLDIERS OF THE SKIFF

The *Insertion*-type (also called *I*-type) dropship skiff is the smaller of the two dropships and is hosted in the hangar bays of the *Truman*-class dreadnoughts used by the United Nations Navy. These dropships strongly resemble the





INSERTION - TYPE DROPSHIP SKIFF

FACTION	UNN	**CATEGORY**	Medium
DRIVES	Thrusters	**LENGTH**	28m
CREW (MINIMUM)	2	**HULL**	1d6+1
CREW (STANDARD)	4	**SENSORS**	-2
COMPETENCE	Average	**FAVORED RANGE**	None

ARMAMENT

WEAPON TYPE	RANGE	DAMAGE	ARC
Point Defense Network	Close	2d6	Fore

FAVORED COMMAND STUNTS
Evasive Actions

QUALITIES
Maneuverable, Hull Plating

FLAWS
Limited Range

INSERTION-TYPE DECK KEY

1. FLIGHT DECK / OPERATIONS / ENGINEERING
2. MARINE SEATING / AIRLOCK
3-5. MARINE SEATING
6. STAGING / EVA
7. WATER STORAGE

MCRN *Troika*-class. The larger is the *Marauder*-type (or M-type) dropship skiff, used by the United Nations Marine Corps, which is typically deployed on large battleships and houses a larger host of marines.

STORY HOOK: A RACE AGAINST TIME:

The crew is on board a UNN *Truman*-class dreadnought during an engagement with the MCRN (or the OPA) when it takes catastrophic damage. The crew must find their way to the flight deck dropship, navigating through the escalating chaos around them, in order to escape before the reactor goes critical, destroying them all along with the ship.

MARAUDER - TYPE DROPSHIP SKIFF

FACTION	UNN	**CATEGORY**	Large
DRIVES	Thrusters	**LENGTH**	34m
CREW (MINIMUM)	4	**HULL**	2d6
CREW (STANDARD)	16	**SENSORS**	-1
COMPETENCE	Average	**FAVORED RANGE**	None

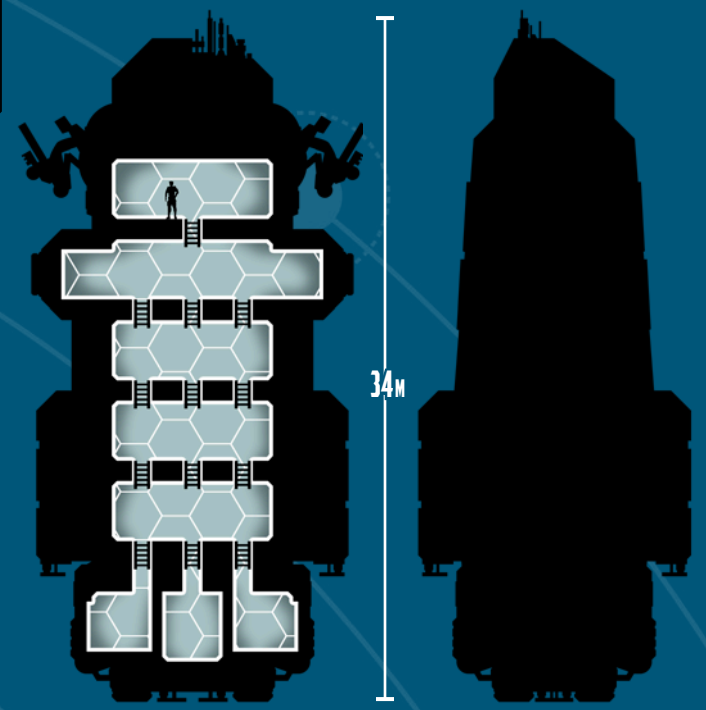
ARMAMENT

WEAPON TYPE	RANGE	DAMAGE	ARC
Point Defense Network	Close	2d6	Fore

FAVORED COMMAND STUNTS
Evasive Actions

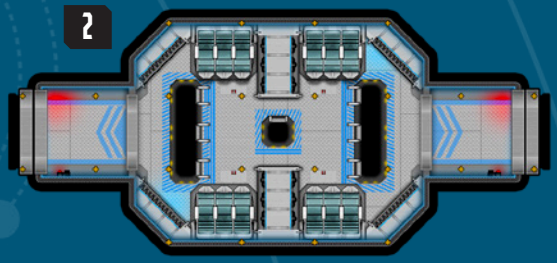
QUALITIES
Maneuverable

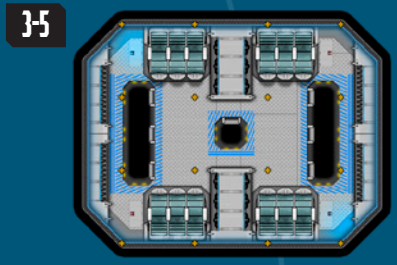
FLAWS
Limited Range

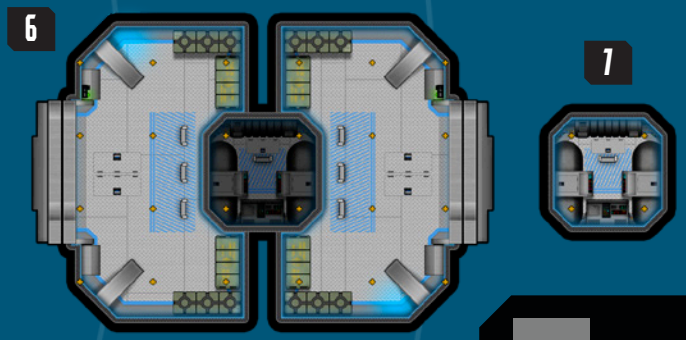


MARAUDER-TYPE DECK KEY

1. FLIGHT DECK / OPERATIONS / ENGINEERING
2. MARINE SEATING / AIRLOCK
3-5. MARINE SEATING
6. STAGING / EVA
7. WATER STORAGE







2 METERS

STORY HOOK: ALL HANDS ON DECK

The UNN has recruited the crew due to the special knowledge and/or skills they possess. They are embedded within a marine squad that is boarding a space station the UNN believes is conducting illegal experiments. Just as the *Marauder* leaves the berth, the dropship's pilot is taken out by a stray PDC round, and the crew's pilot must take control.

MULAN-CLASS GUNSHIP

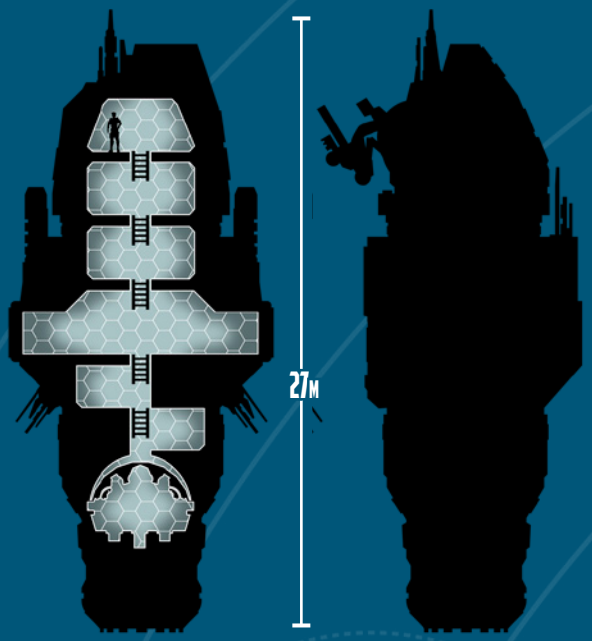
The *Mulan*-class gunship isn't just the smallest ship in the United Nations Navy fleet, but it is the smallest combat-ready ship in the system, which is efficient for the UN since it only requires four crew to fully outfit.

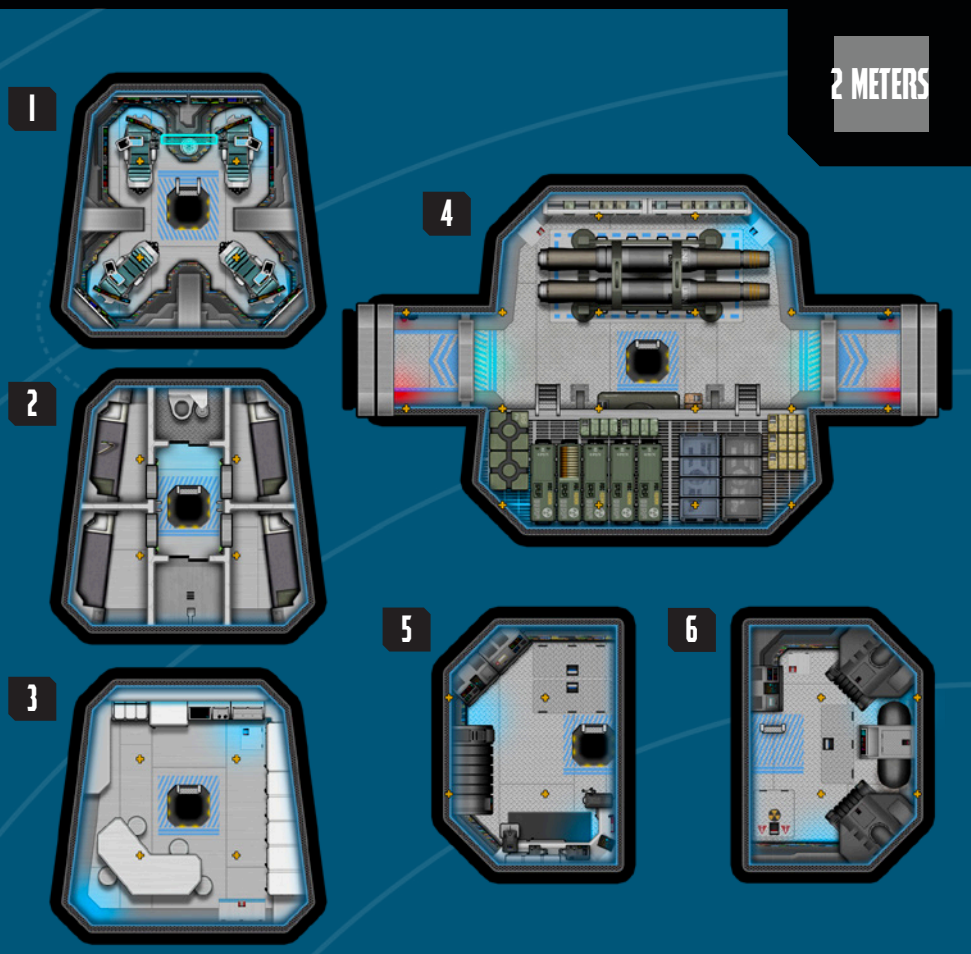
SUN'S OUT, GUNS OUT

The gunship is outfitted in certified United Nations Navy fashion with a slew of weapons and a thick hull to properly pack a punch and take a hit. On top of that, being such a small vessel, the *Mulan*-class is quite agile. However, the sensors and other electronic systems on the gunship are

MULAN-CLASS DECK KEY

1. FLIGHT DECK / OPERATIONS
2. CREW QUARTERS
3. GALLEY
4. CARGO HOLD / MUNITIONS HOLD
5. ENGINEERING / MACHINE SHOP
6. WATER STORAGE





MULAN - CLASS GUNSHIP

FACTION	UNN	**CATEGORY**	Medium
DRIVES	Epstein, Thrusters	**LENGTH**	27m
CREW (MINIMUM)	2	**HULL**	2d6
CREW (STANDARD)	4	**SENSORS**	1
COMPETENCE	Capable	**FAVORED RANGE**	Long

ARMAMENT

WEAPON TYPE	RANGE	DAMAGE	ARC
Torpedo Tubes (2)	Long	4d6	Fore
Point Defense Network	Close	2d6	Fore

FAVORED COMMAND STUNTS
On-Target, Set-Up, Too Close

QUALITIES
Agile II, Redundant Hull (Double), Hull Plating, Maneuverable

FLAWS
Limited Range, Poor Amenities

outdated and outclassed by current technologies, requiring extra skill and personnel to remain combat effective than the *Mulan*'s modern counterparts.

With a wide front profile, the *Mulan*-class is compact but heavily armored, with widened "shoulders" halfway down the hull on each side and a single Epstein drive at the rear. Although small, the hull has enough room for point defense cannons on the fore (usually concealed beneath the hull) and two torpedo bays. Because the *Mulan* lacks the sophistication of more modern vessels, the UN Navy tends to staff them with lower-ranking (and less experienced) crew, reserving their elite pilots for larger, more advanced ships.

STORY HOOK: SITTING DUCK

The crew receives a distress signal from *Mulan*-class gunship that is way out in the outer planets and the crew's ship is the closest able to respond—at least at first. The parent ship of the *Mulan*-class suffered catastrophic damage while it was out on patrol and they don't have the range to make it back to safety. As the crew head to the rescue, their sensors detect an unidentified ship (with no transponder code) burning hard for the *Mulan*-class ship. What is this mystery vessel? Belter pirates seeking a prize Martian warship? A UNN Naval ship seeking revenge?

MUNROE - CLASS LIGHT DESTROYER

FACTION	UNN	**CATEGORY**	Huge
DRIVES	Epstein, Thrusters	**LENGTH**	200m
CREW (MINIMUM)	18	**HULL**	3d6
CREW (STANDARD)	70	**SENSORS**	2
COMPETENCE	Average to Capable	**FAVORED RANGE**	Medium

ARMAMENT

WEAPON TYPE	RANGE	DAMAGE	ARC
Torpedo Tubes (6)	Long	3d6	2 Fore, 2 Dorsal and 2 Ventral mounted
Rail Gun (1)	Medium	3d6	Fore
Point Defense Network	Close	2d6	Full Coverage

FAVORED COMMAND STUNTS

Multi-Target, Tactics, Perceived Weakness

QUALITIES

Advanced Communications Systems, Advanced Targeting Systems, Emergency Batteries, Hull Plating III, Medical Expert System, Rapid Reload Torpedo Tubes, Redundant Hull (Triple), Sensor Scrambling, Self-Destruct System

FLAWS

Lumbering

MUNROE-CLASS

LIGHT DESTROYER

The *Munroe* class is an example of a mass-produced UNN warship capable of taking a hit but also dishing out some serious pain. Its particular set of armament means the class is at its best when operating in groups. A standard detachment of destroyers often consists of six ships roaming solar systems in perfect unison—an intimidating and terrifying sight that is often expertly used to the UNN's advantage. The ship's silhouette is designed to make them smaller targets for incoming torpedoes, their point defense network can effectively destroy whatever gets close, and their thick hulls work to prevent anything that does hit from causing extensive damage.

BIGGER IS BETTER

The *Munroe*-class destroyer makes up the larger portion of UNN fleets. These ships are armed with six torpedo tubes that give them full coverage for enemies and a single keel-mounted rail gun in its forward arc. What makes the *Munroe*-class the most dangerous, however, is its advanced targeting systems that allow its torpedoes and rail gun to be exceptionally accurate. These ships have a single goal highlighted in their title: destroy. They don't hold dropships or foot soldiers, instead focusing on knocking enemies out with brute force.

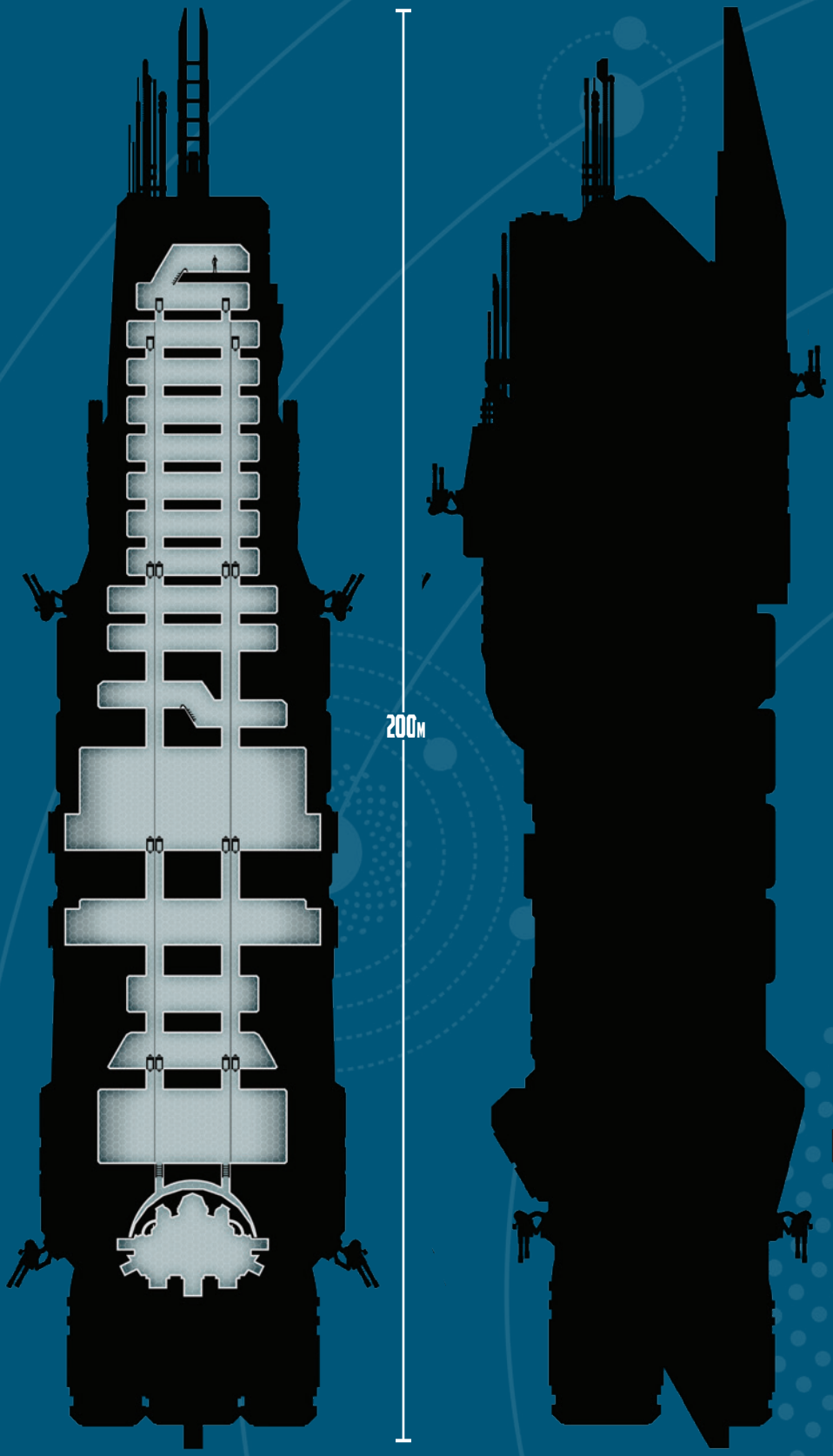
While not fast, these warships are designed to withstand punishment and hard hits with thick hulls. This makes evading oncoming hits impractical. Instead, they have a thick hull and point defense cannons that maximize defense against incoming torpedoes. The *Munroe*-class excels at playing the long game in combat, hitting hard while staying alive for as long as it can, so it's made to maximize longevity—and devastation.

STORY HOOK: A MYSTERIOUS SIGNAL

The crew arrives at the scene not long after an MCRN/UNN engagement has left nothing but dust and debris of most of combatants. One wrecked *Munroe*-class remains, and although it was abandoned as all hands were assumed to be lost, the crew receives a faint distress signal from somewhere within the ruined ship. Someone must be alive over there, be it UNN crew, salvagers who ran into trouble, or even a trap.

MUNROE - CLASS LIGHT DESTROYER

2 METERS



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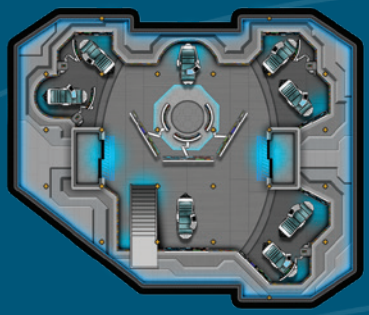

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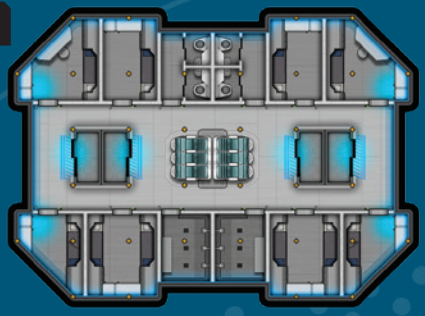

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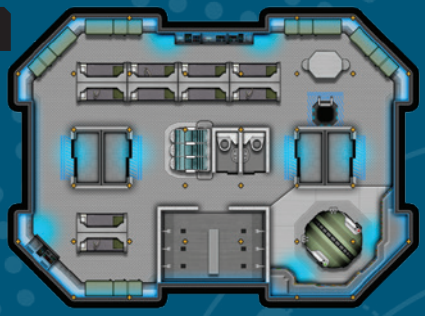

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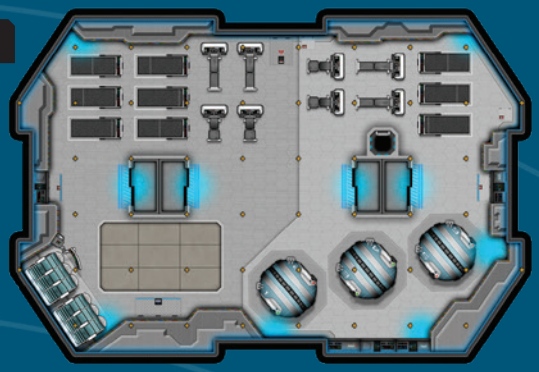

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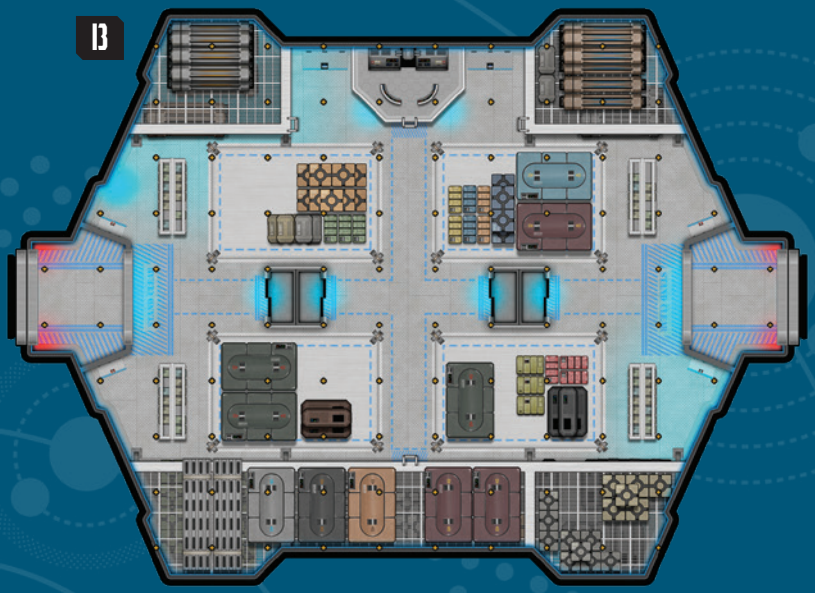

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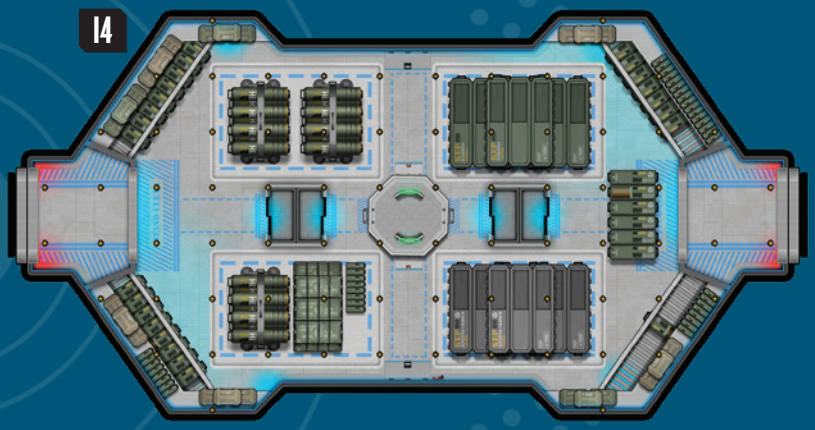

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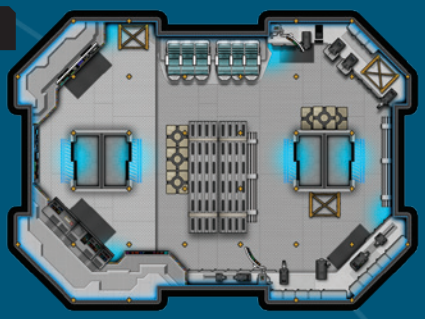

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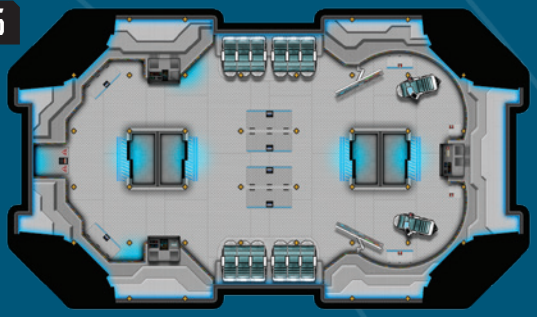

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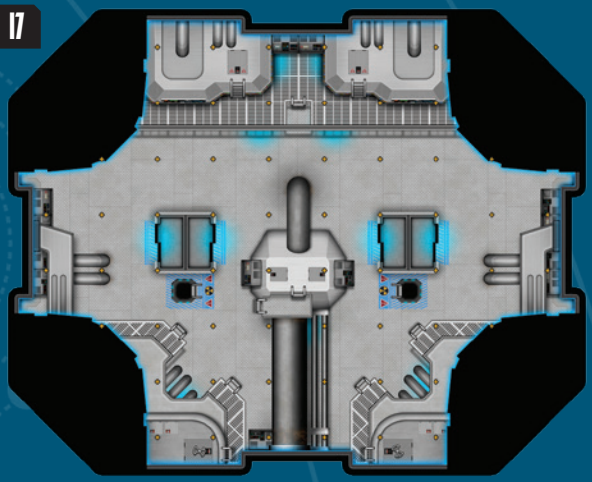


2 METERS

MUNROE-CLASS DECK KEY

1.	FLIGHT DECK	12.	MEDICAL BAY / ARMORY
2.	COMMAND / OPERATIONS	13.	CARGO HOLD
3-7.	CREW QUARTERS	14.	MUNITIONS HOLD
8-9.	MARINE BARRACKS	15.	MACHINE SHOP
10.	GALLEY / COMMON AREA	16.	ENGINEERING
11.	RECREATION / GYMNASIUM	17.	WATER STORAGE

MURPHY - CLASS LIGHT DESTROYER

FACTION	UNN	**CATEGORY**	Huge
DRIVES	Epstein, Thrusters	**LENGTH**	102m
CREW (MINIMUM)	9	**HULL**	3d6
CREW (STANDARD)	32	**SENSORS**	2
COMPETENCE	Skilled	**FAVORED RANGE**	Medium

ARMAMENT

WEAPON TYPE	RANGE	DAMAGE	ARC
Torpedo Tubes (2)	Long	4d6	Fore
Rail Guns (2)	Medium	3d6	Fore and Aft
Point Defense Network	Close	2d6	Full Coverage

FAVORED COMMAND STUNTS

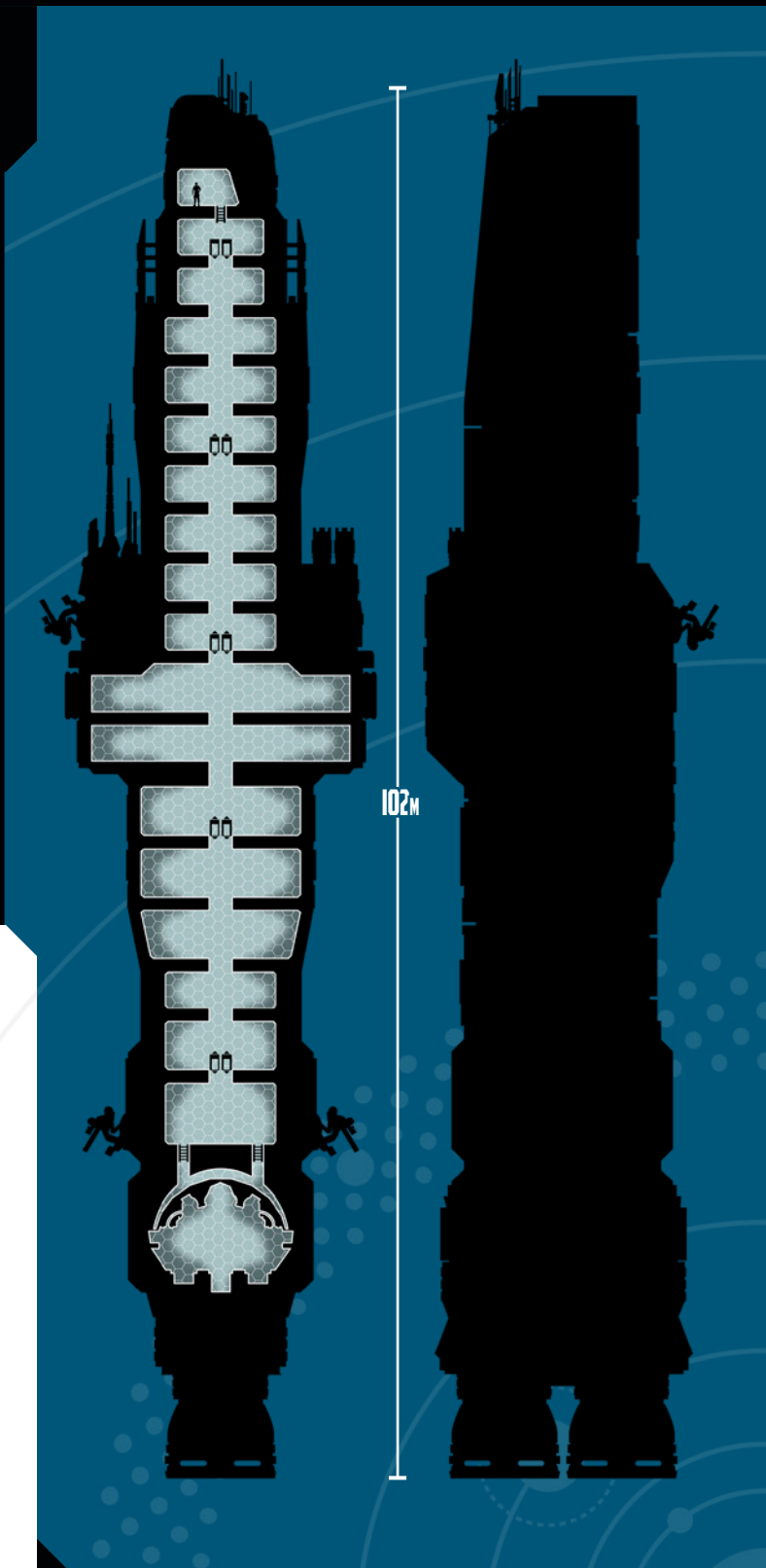
Multi-Target, Perceived Weakness, Set-Up

QUALITIES

Advanced Communications Systems, Advanced Targeting Systems, Good Juice, High-Charged Rail Gun, Improved Acceleration III, Maneuverable II, Plasma Torpedoes, Self-Destruct System

FLAWS

Poor Amenities



MURPHY-CLASS

LIGHT DESTROYER

The *Murphy*-class light destroyer is an exercise in how many guns can fit into a small ship. The light destroyer is the United Nations Navy swarm-style vessel that subverts the traditional expectation of a UN boat being a brick. Instead, the light destroyer aims to fire as much as it can as fast as it can and outfly any incoming fire.

LIGHT DESTRUCTION

The *Murphy*-class light destroyer aesthetically looks like other UNN ships with a narrow top with two wide shoulders about midway down the hull; however, that's where the similarities end. The light destroyer doesn't have thickly armored hulls and has two large Epstein drives attached to the bottom. Almost twice as large as the *Mulan*-class gunship, the light destroyer is still one of the smaller warships in the UNN fleet. The small size is intended to make it more maneuverable; unfortunately, UN Navy pilots aren't as well trained on agile ships as their rivals.

The *Murphy*-class has one fore-mounted, high-charged rail gun, and another aft mounted. It also has two fore mounted torpedo bays and full PDC coverage. The massive

MURPHY-CLASS DECK KEY

1. FLIGHT DECK
2. COMMAND / OPERATIONS
3. CIC
4. GALLEY
5. OFFICER QUARTERS
6-10. CREW QUARTERS
11-12. CARGO HOLD
13-15. MUNITIONS HOLD
16. MACHINE SHOP
17. ENGINEERING
18. WATER STORAGE

2 METERS

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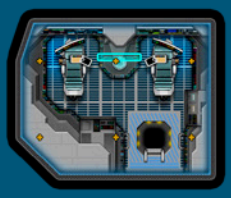

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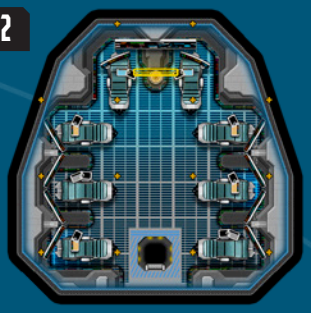

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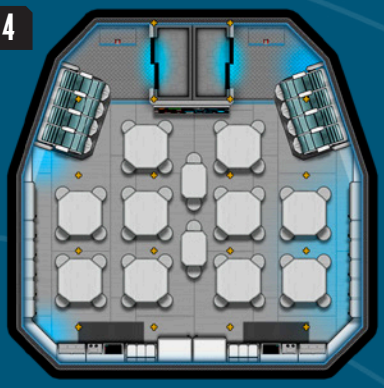

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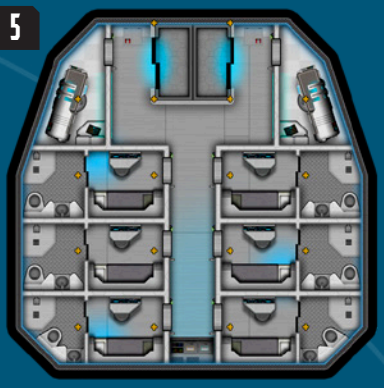

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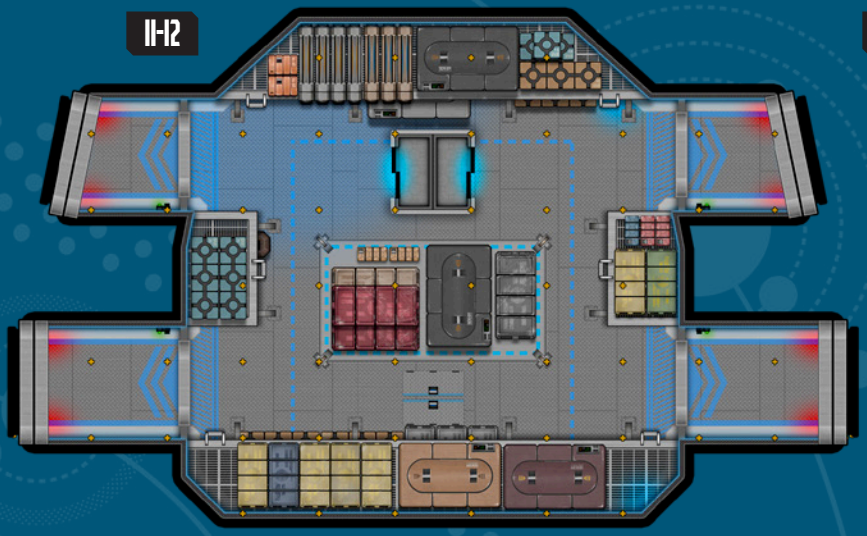

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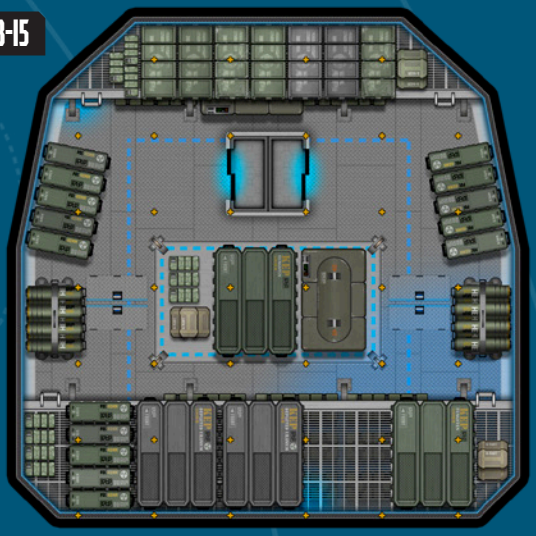

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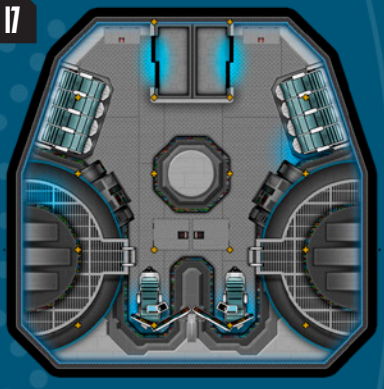

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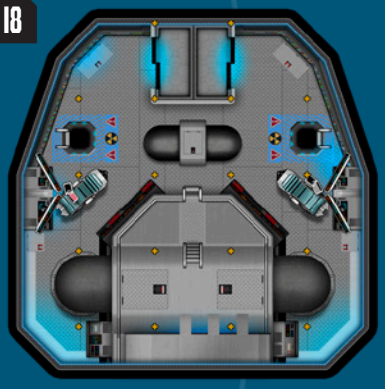

antennae array mounted in the forward section are sensors and communication systems.

STORY HOOK: MISSING IN ACTION

A newly built *Murphy*-class light destroyer has gone missing right before its inspection. The head project engineer hires the crew to discover what has happened before UNN officials discover the truth. Hopefully, it's nothing more than a simple logistical error, with the ship out for a quick shakedown cruise to confirm full system efficacy. Worst case scenario, however, is that it's been commandeered by disgruntled dock workers.

PHANTOM-CLASS

ESCORT

Escort ships are often an underrated asset. Allocating the budget to manufacture a ship specifically to escort others is usually not deemed worthwhile given that high-value personnel and equipment can travel in larger vessels. The number of already-existing vessels of the older UNN *Phantom*-class made them perfect candidates for refit as dedicated escort ships rather than being retired and scrapped.

A GHOST OF TIME

Older models can still be found bringing up the rear of some UNN fleets, and by the time of the Eros incident, most of these ships had been retired. However, the *Phantom*-class is a large enough force to be reckoned with that they are still used to escort and sent out to recon certain areas.

While software on the *Phantom*-class ships are upgraded and updated as often as possible, the hardware has significantly fallen behind in the last several decades. Although they were intimidating back in their day, they now lumber, stutter, and hesitate when faced with modern foes, clearly outclassed. However, these ships provide non-armed research and science vessels an escort powerful enough to provide defense without making new ships just for this purpose.

This means that all the remaining *Phantom*-class ships are assigned to the Outer Planets and the Belt while other more aggressive and modern ships are kept toward the Inner Planets to standoff against the MCRN. Back in its prime, the standard complement of these escort vessels was 20 crew—but due to their age, this has increased to 24 to account for the additional needed systems and repairs.

PHANTOM - CLASS ESCORT

FACTION	UNN	**CATEGORY**	Large
DRIVES	Epstein, Thrusters	**LENGTH**	42m
CREW (MINIMUM)	6	**HULL**	2d6+2
CREW (STANDARD)	24	**SENSORS**	3
COMPETENCE	Average	**FAVORED RANGE**	Medium

ARMAMENT

WEAPON TYPE	RANGE	DAMAGE	ARC
Torpedo Tubes (2)	Long	4d6	Fore
Point Defense Network	Close	2d6	Fore

FAVORED COMMAND STUNTS

On-Target, Precise Hit

QUALITIES

Atmosphere Capable, Hull Plating II, Maneuverable, Rapid Reload Torpedo Tubes, Sensor Scrambling

FLAWS

Poor Amenities, High Maintenance, Vulnerable Systems

PHANTOM-CLASS DECK KEY

1. FLIGHT DECK
2. COMMAND / OPERATIONS
3. CIC
4. GALLEY
5. OFFICER QUARTERS
6-7. CREW QUARTERS
8. CARGO HOLD / MUNITIONS HOLD
9. ENGINEERING / MACHINE SHOP
10. WATER STORAGE

2 METERS

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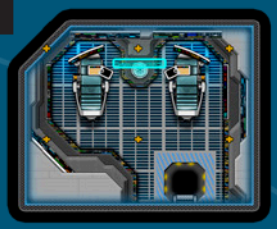

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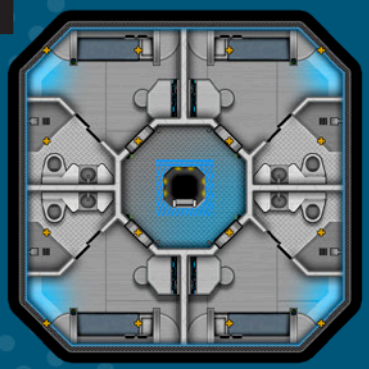

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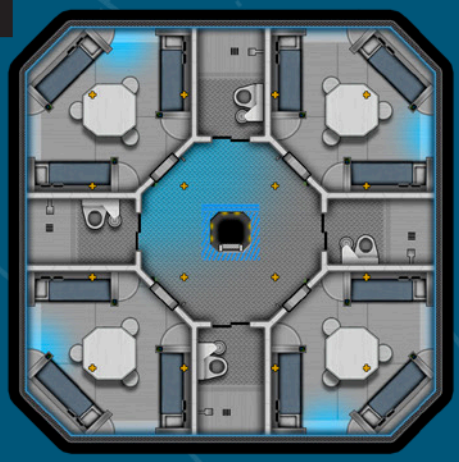

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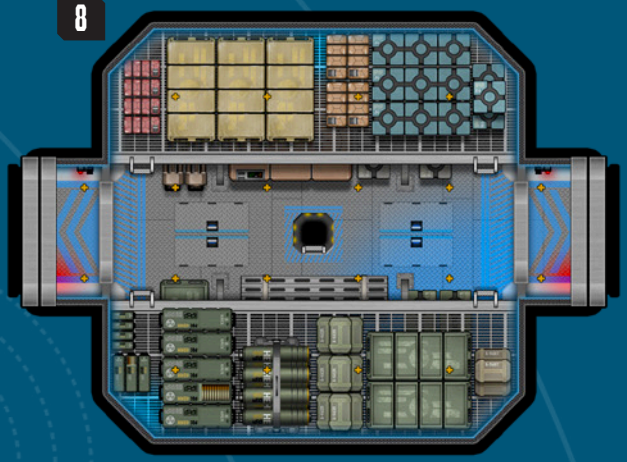

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TRUMAN-CLASS

DREADNOUGHT

While smaller than the *Xerxes*-class, the *Truman*-class dreadnought is the pride of the United Nations Navy. It is the longest active class of ship in the UNN and is well known for its reliability and sturdiness. They are crewed by some of the greatest captains and admirals the United Nations has to offer, often serving as command ships that provide direction to other ships in the fleet.

THE UNITED NATIONS FLAGSHIP

Unlike other warships, the *Truman*-class dreadnought is a beauty to behold, serving both function and form with an almost cylindrical hull and resembling a hammerhead shark on the fore. The dreadnought contains multiple hangar bays that simultaneously house up to six *Insertion*-type dropship skiffs and four repair skiffs. Although these heavy vessels sport six huge Epstein drives, there's just enough thrust to keep the massive beasts from lumbering.

Offensively, the dreadnought is equipped with two rail\ guns, nine autoloading torpedo bays with both conventional and plasma torpedoes, and point defense cannons, all of which make this ship pack quite the punch for its size and still is smaller than other ships of its category.

Of United Nations Navy ships, the *Truman*-class is recognized for having some of the nicest quarters and facilities among their vessels, which takes substantial work and effort considering that the *Truman*-class is one of the longest active ship lines in the history of the system, outliving whole other classes of privately-owned vessels.

TRUMAN - CLASS DREADNOUGHT

FACTION	UNN	**CATEGORY**	Gigantic
DRIVES	Epstein, Thrusters	**LENGTH**	376m
CREW (MINIMUM)	256	**HULL**	4d6+3
CREW (STANDARD)	1400	**SENSORS**	3
COMPETENCE	Skilled	**FAVORED RANGE**	Medium

ARMAMENT

WEAPON TYPE	RANGE	DAMAGE	ARC
Torpedo Bays (9)	Long	3d6	3 Fore, 3 Ventral, 3 Aft
Rail Gun (2)	Medium	3d6	1 Fore, 1 Aft
Point Defense Network	Close	2d6	Full Coverage
Grappler (2)	Close	-	1 Fore, 1 Aft

FAVORED COMMAND STUNTS

Guidance, On-Target, Set-Up

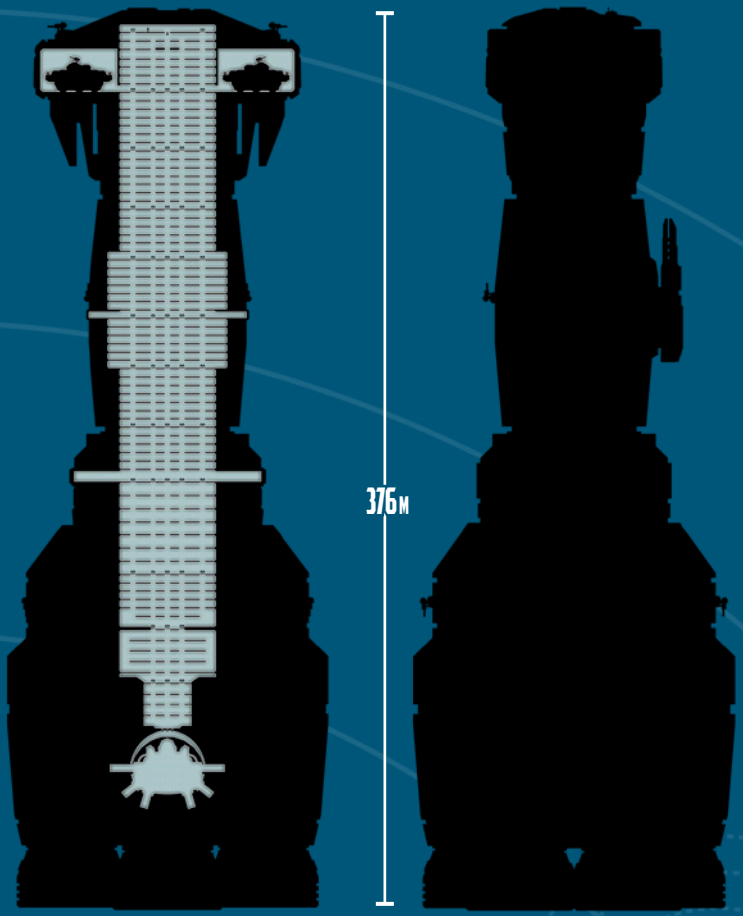
QUALITIES

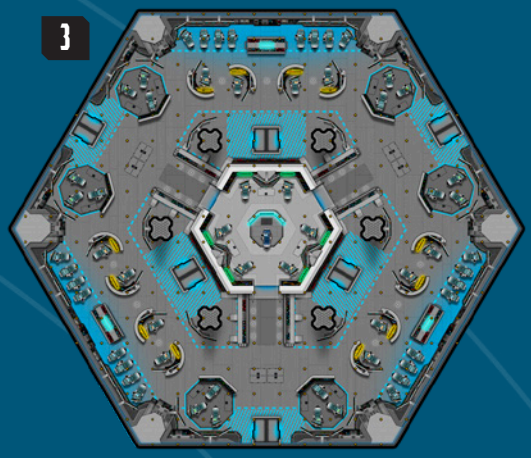
Advanced Communications Systems, Advanced Targeting Systems, Emergency Batteries, Good Juice, Hangar Bays, Hull Plating III, Improved Stores, Luxury Amenities, Medical Expert System, Plasma Torpedoes, Rapid Reload Torpedo Tubes, Redundant Hull (Double), Repair Facilities, Self-Destruct System, Sensor Scrambling

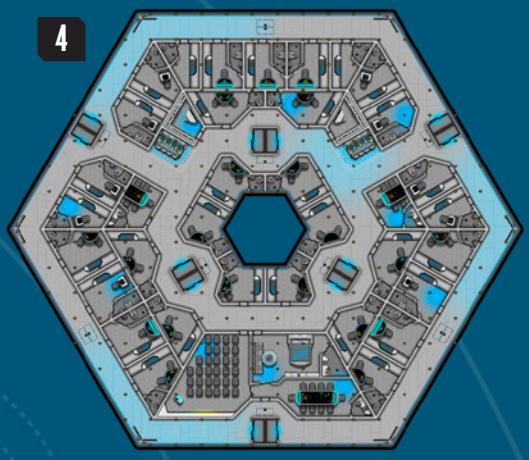
FLAWS

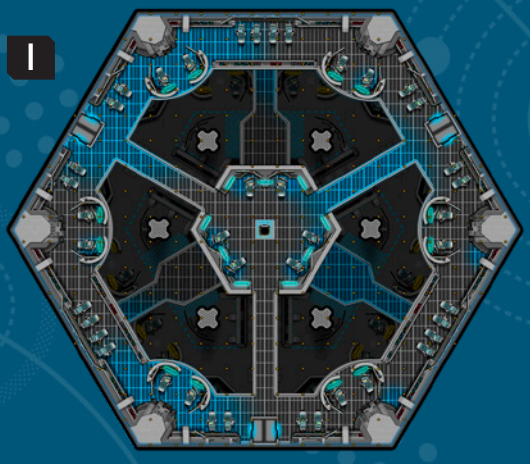
Faulty System: Maneuverability

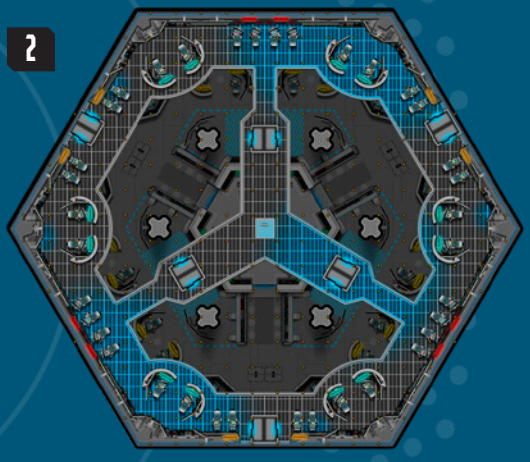
2 METERS





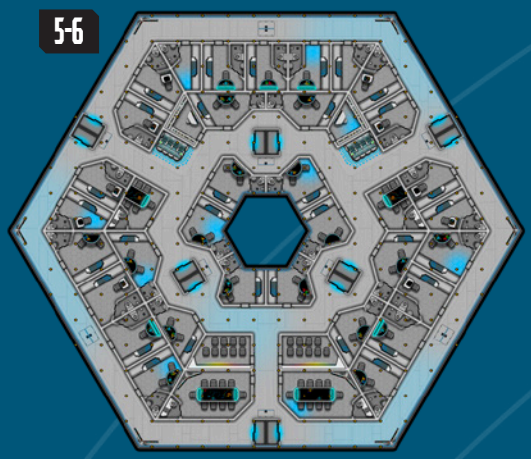






TRUMAN-CLASS DECK KEY

1. FLIGHT DECK / OPERATIONS / COMMAND 1
2. OPERATIONS / COMMAND 2
3. CIC
4. OFFICER'S QUARTERS (FLAG)
5-6. OFFICER'S QUARTERS
7. OFFICER'S GALLEY / GYMNASIUM
8. HANGAR BAY (PORT) / MARINE BARRACKS / EVA
9-10. MARINE BARRACKS 2
11. MARINE TRAINING
12-13. MARINE GYMNASIUM
14-15. MARINE GALLEY
16. CARGO HOLD
17. MEDICAL 1
18-22. CREW GALLEY
23-27. CREW GYMNASIUM
28-34. CREW QUARTERS
35. MEDICAL 2
36-41. CREW QUARTERS
42-46. CREW GALLEY
47-50. CREW GYMNASIUM
51. ENTERTAINMENT-RECREATION 1
52. ENTERTAINMENT-RECREATION 2
53. MEDICAL 1
54. CARGO HOLD 1
55-57. CARGO HOLD 2
58-60. MUNITIONS HOLD
61. TORPEDO HOLD
62. MEDICAL 1
63-64. SECURITY-BRIG
65. CREW GALLEY
66. MACHINE SHOP 1
67. MACHINE SHOP 2
68. ENGINEERING 1
69-70. ENGINEERING 2
71. ENGINEERING 3
72. WATER STORAGE 1
73-75. WATER STORAGE 2
76. WATER STORAGE 3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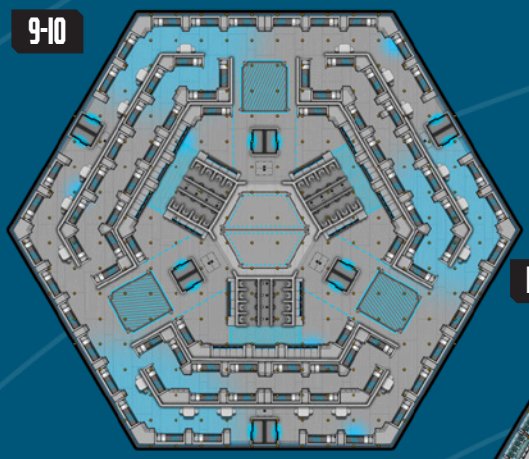
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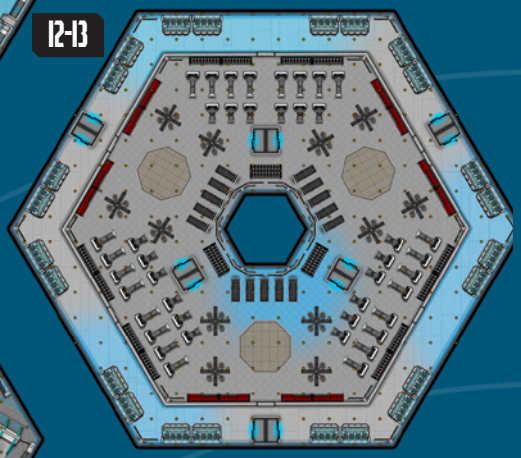
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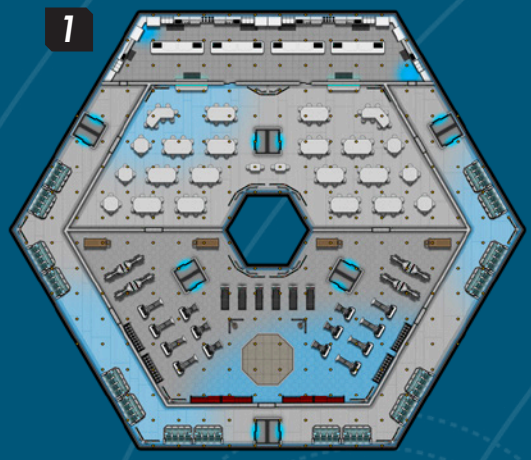
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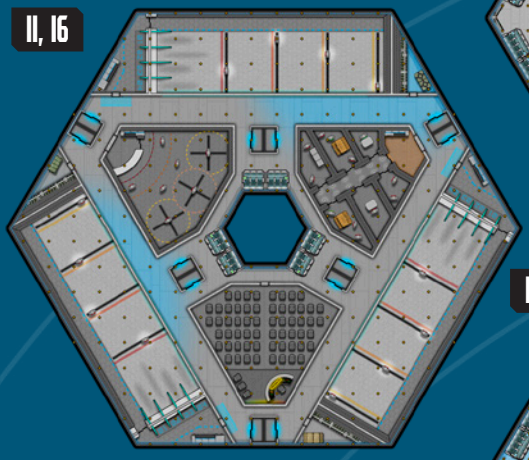
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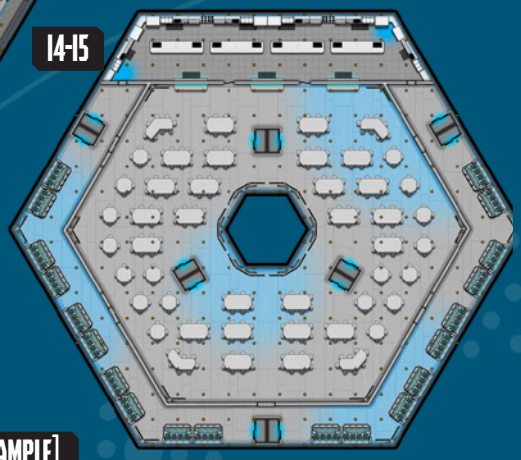
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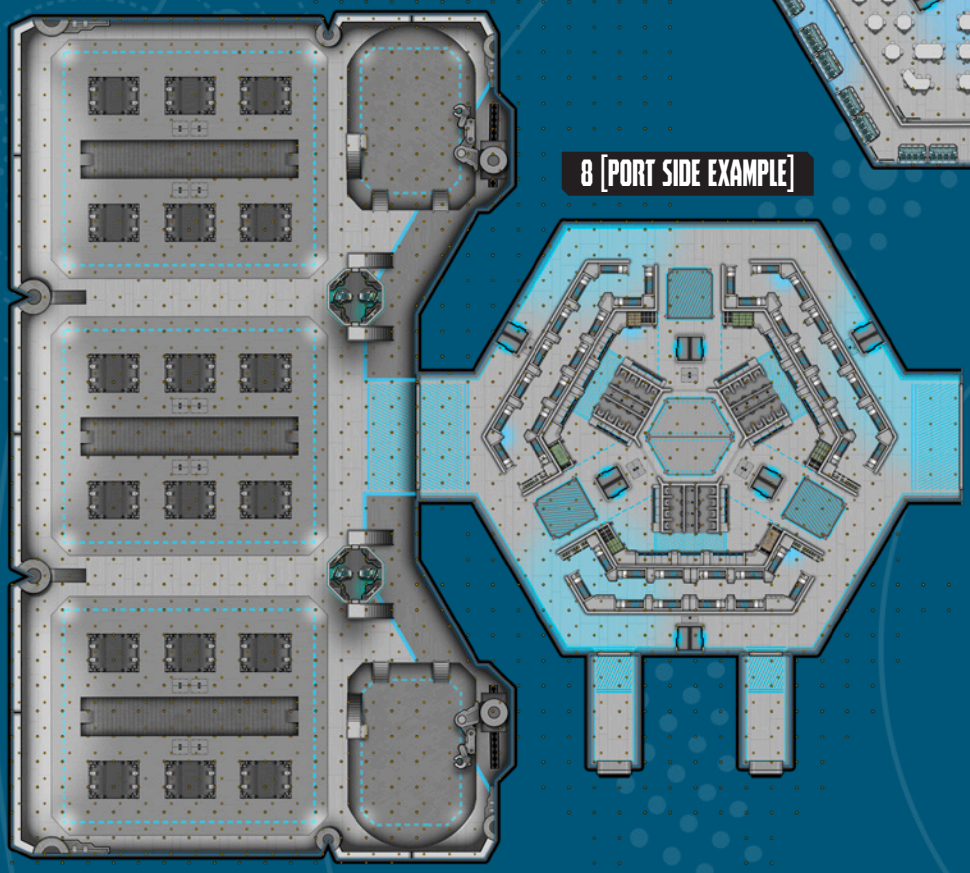
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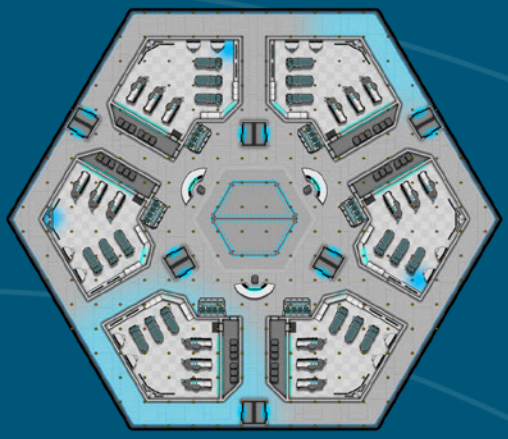

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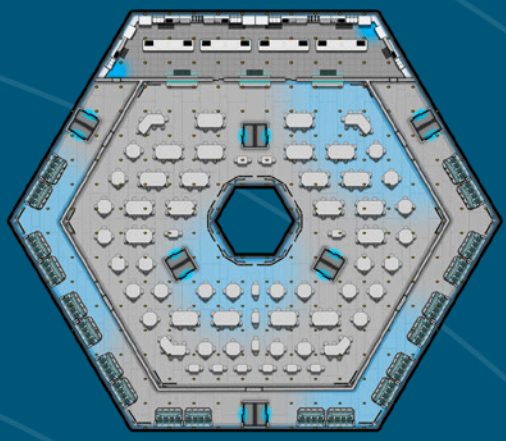

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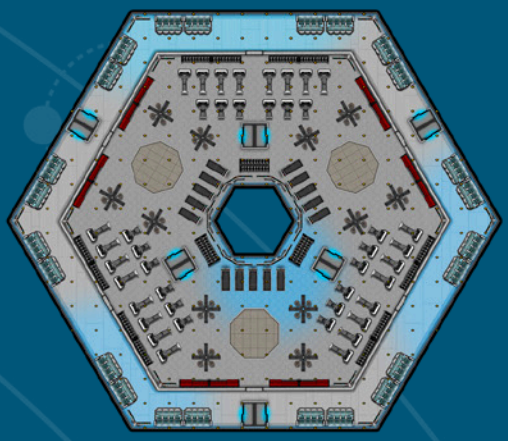

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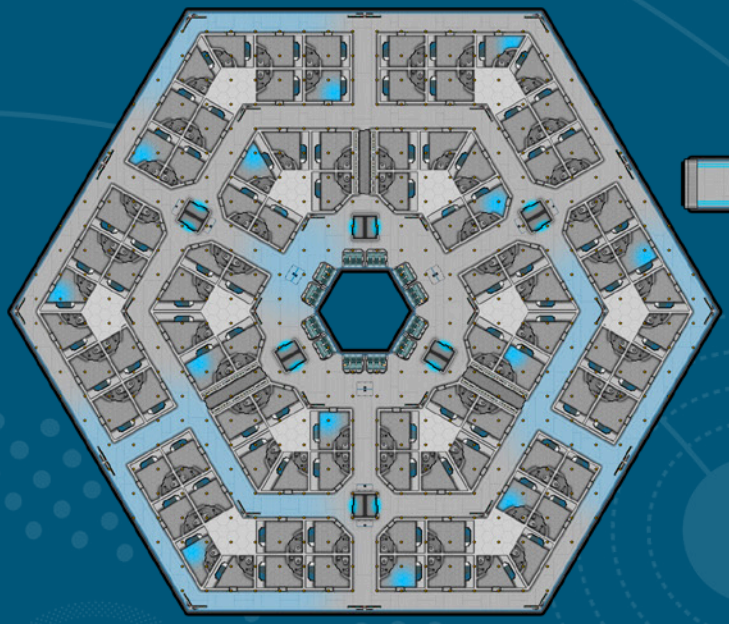

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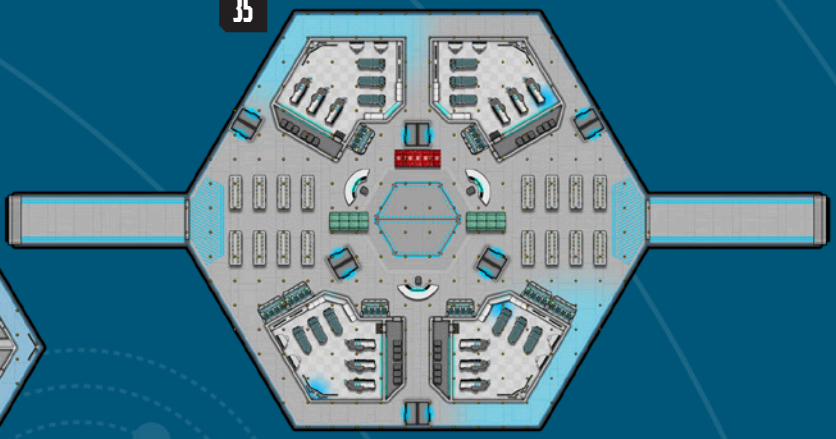

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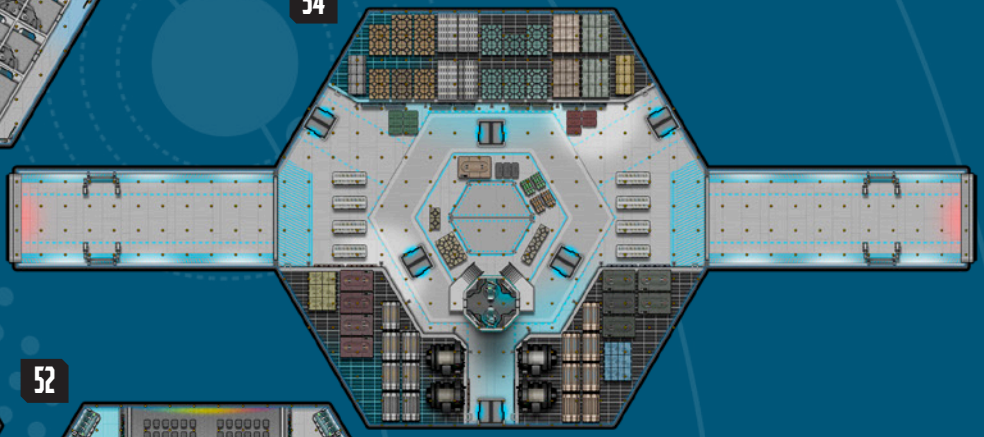

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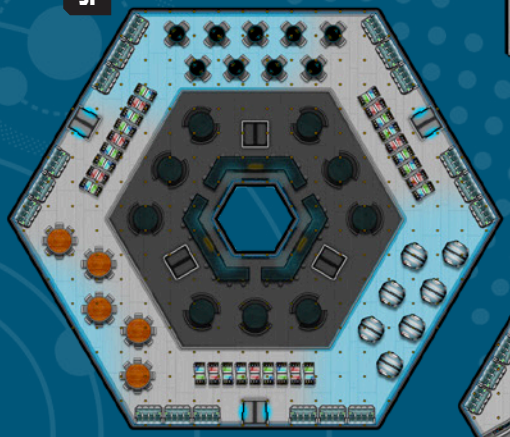

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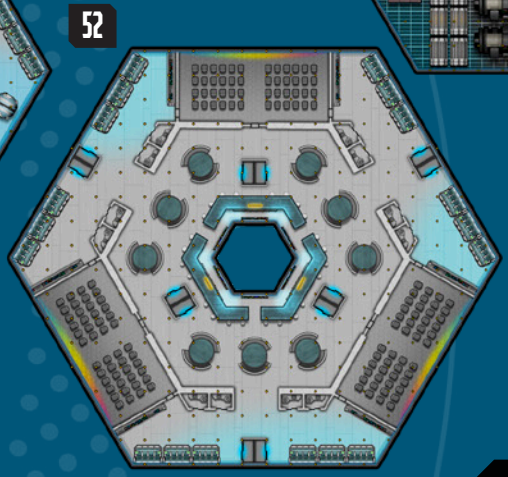
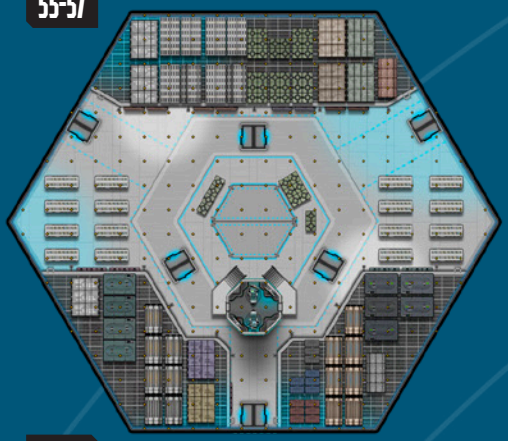


2 METERS

TRUMAN - CLASS
DREADNOUGHT

55-57



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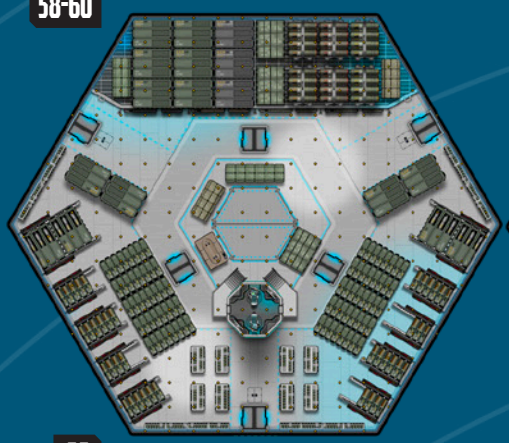

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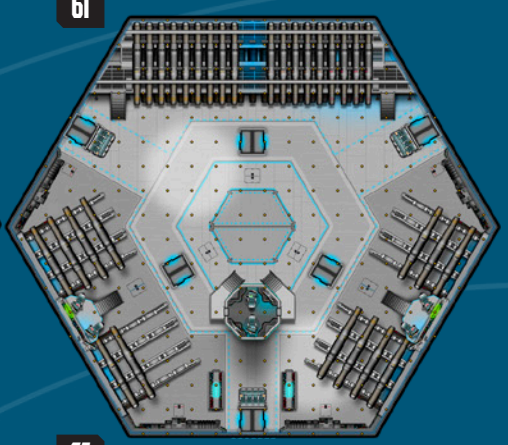

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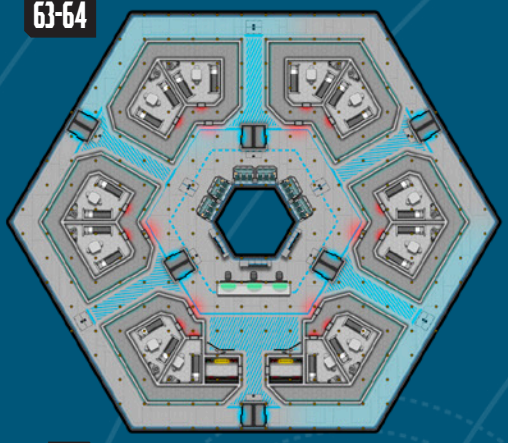

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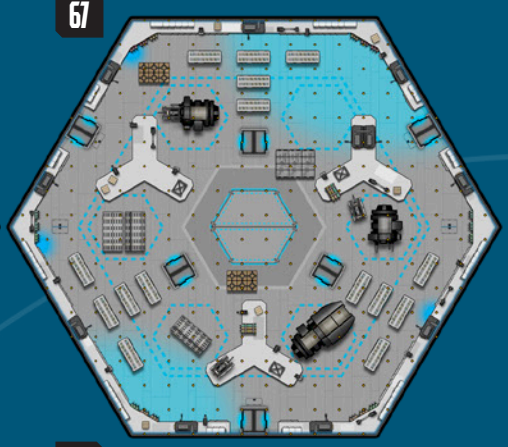

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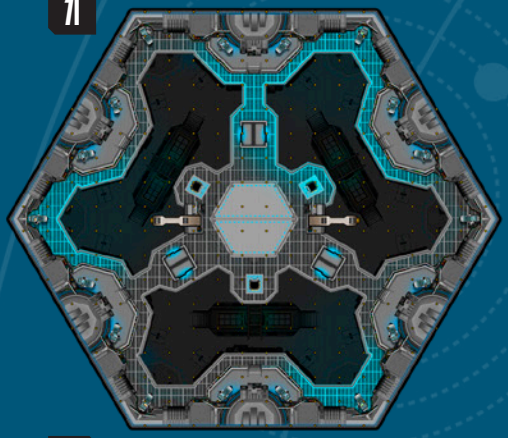

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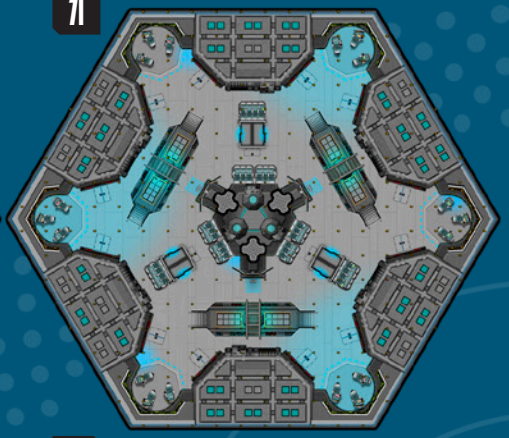

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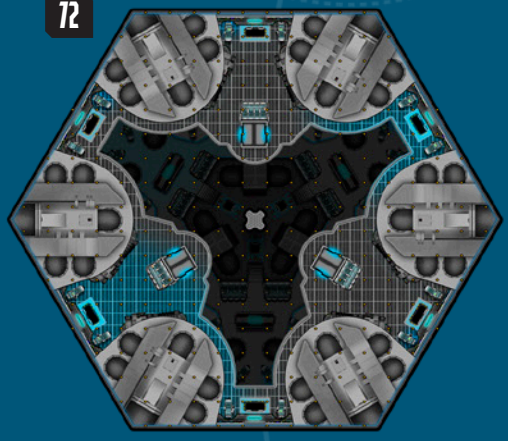

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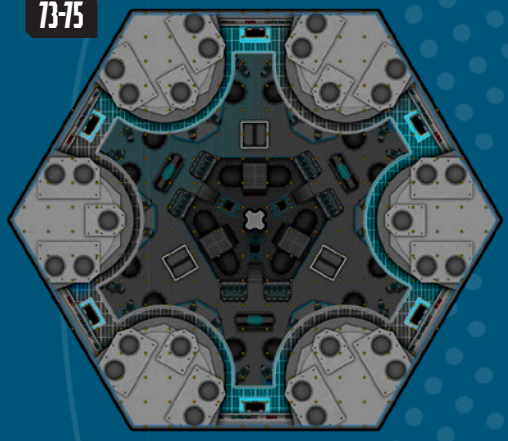

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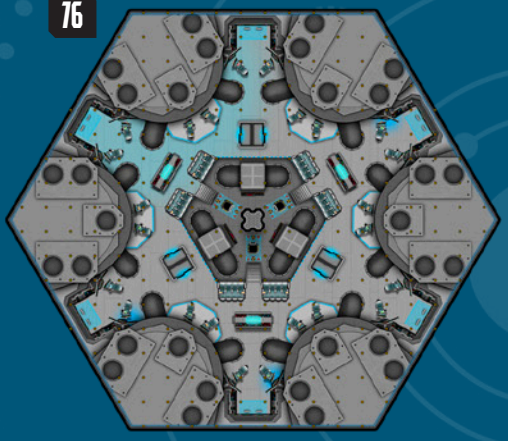


2 METERS

STORY HOOK: ONE LAST RIDE

One of the early *Truman*-class dreadnoughts is being decommissioned in a special ceremony where it is being docked at the Bush Shipyards. The ceremony is for military and civilians, and the crew is present. While on board, they learn that saboteurs intend to detonate the reactor (which hasn't been removed yet because the decommissioning is behind schedule). This leads to a race against time, as the crew pursues the saboteurs through the mostly empty ship.

XERXES-CLASS

BATTLESHIP

The *Xerxes*-class battleship is physically the largest warship in the system, following the United Nations Navy belief that bigger is, strictly, better. Measuring at exactly 500 meters in length, it edges out the MCRN *Donnager*-class equivalent by just over 24 meters.

SIZE MEANS EVERYTHING

Continuing the tradition of naming conventions, the *Xerxes*-class was named after a Persian king of renown. These capital ships are the third redesign of the same type—showing just how many times it took to get to the right design. The UNN still feels comfortable with these modifications decades later.

These battleships are packed to the brim with firepower and hangar bays containing their own complement of *Phantom*-class escort ships, *Marauder-Type* dropship skiffs, and shuttles that can be released to form a small fleet. These massive numbers mean that the *Xerxes*-class never finds itself wanting and can not only make a stand in a fight but pushes the boundaries of aggression in ways that other ships can't.

While truly enormous, one thing that the *Xerxes*-class specializes in is close-range combat using grapplers. The massive boat is built with the thickest hulls to take as many hits as it can if it's incapable of taking out all of an opponent's weapons first. With eight enormous Epstein drives, ventral and dorsal keel-mounted rail gun, point defense cannons, and 24 conventional rapid reload torpedo bays, the UNN has produced a truly horrific weapon of mass destruction.

STORY HOOK: A BEHEMOTH AWAKENS

An unchristened *Xerxes*-class battleship malfunctions at the Callisto shipyards, firing torpedoes and launching breaching pods into space. Fortunately, none of them hit the moon. Instead of making extensive (and expensive) repairs or deconstruction of the new battleship, the shipyard hires the crew to investigate quietly since basic diagnostics have turned up no anomalies.

XERXES - CLASS BATTLESHIP

FACTION	UNN	**CATEGORY**	Colossal
DRIVES	Epstein, Thrusters	**LENGTH**	500m
CREW (MINIMUM)	280	**HULL**	6d6+5
CREW (STANDARD)	1400	**SENSORS**	4
COMPETENCE	Capable	**FAVORED RANGE**	Close

ARMAMENT

WEAPON TYPE	RANGE	DAMAGE	ARC
Torpedo Bays (24)	Long	3d6	6 Fore, 6 Starboard, 6 Port, 6 Aft
Rail Gun (2)	Medium	3d6	Fore
Point Defense Network	Close	2d6	Full Coverage
Grappler (4)	Close	-	2 Fore, 2 Aft

FAVORED COMMAND STUNTS

Multi-Targeting, Precise Hit, Rapid Reload

QUALITIES

Advanced Communications, Advanced Targeting Systems, Emergency Batteries, Hangar Bay, Hull Plating V, Rapid Reload Torpedo Tubes, Redundant Hull (Double), Self-Destruct System, Sensor Scrambling

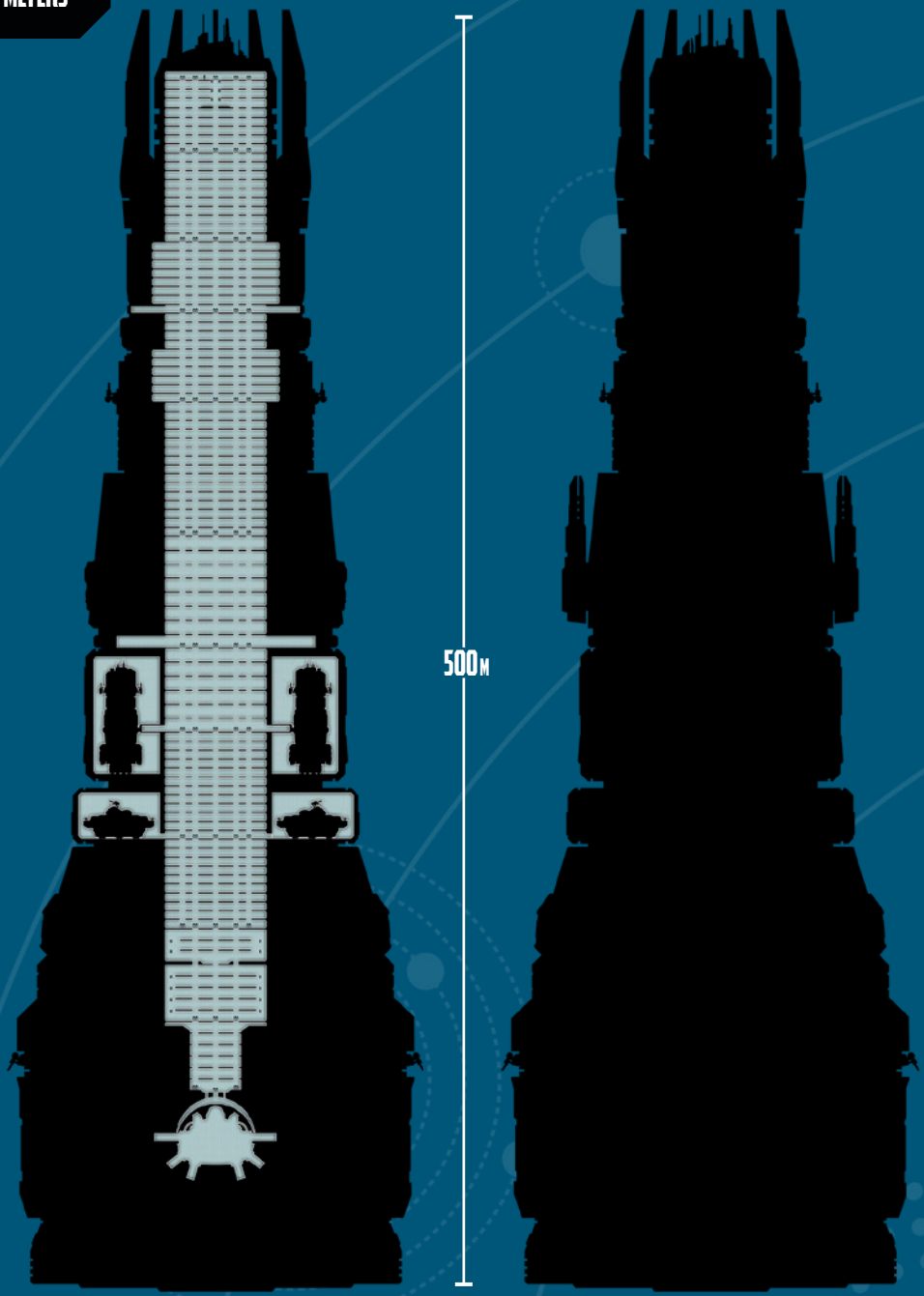
FLAWS

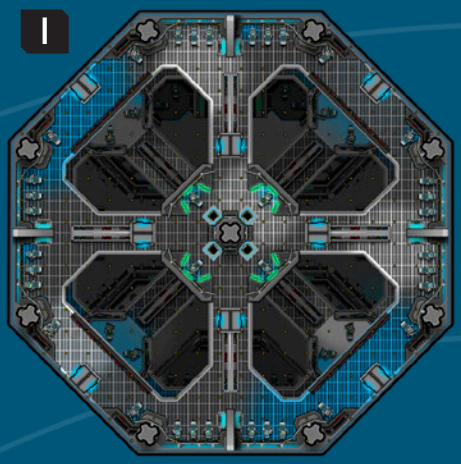
High Maintenance, Lumbering

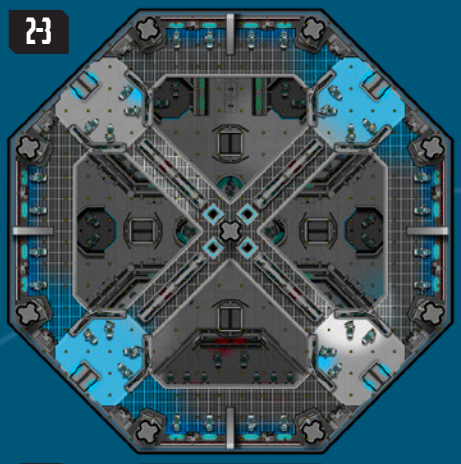
XERXES-CLASS DECK KEY

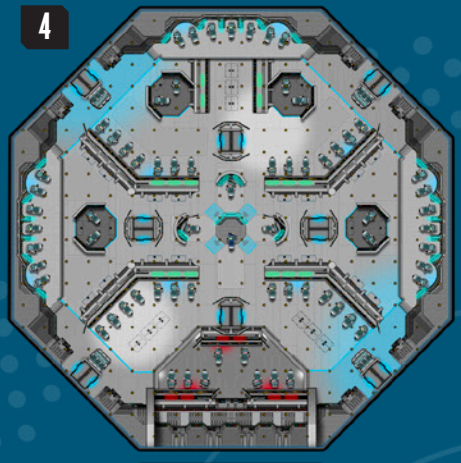
1. FLIGHT DECK / OPERATIONS / COMMAND 1
2-3. OPERATIONS / COMMAND 2-3
4. CIC
5. OFFICER'S QUARTERS (FLAG)
6-7. OFFICER'S QUARTERS
8. OFFICER'S GALLEY / GYMNASIUM
9. MEDICAL 1
10-14. CREW-MARINE GALLEY
15-19. CREW GYMNASIUM
20-26. CREW QUARTERS
27. MEDICAL 2
28. ENTERTAINMENT 1
29. ENTERTAINMENT 2
30-31. SECURITY-BRIG
32-37. CREW QUARTERS
38-42. CREW-MARINE GALLEY
43-47. CREW GYMNASIUM
48. MEDICAL 1
49. ENTERTAINMENT 1
50. ENTERTAINMENT 2
51-52. SECURITY-BRIG
53-55. TORPEDO HOLD
56-59. MUNITIONS HOLD
60. CARGO HOLD 1
61-65. CARGO HOLD 2
66. CARGO HOLD 3 / HANGAR 1
67. ENTERTAINMENT 1
68. ENTERTAINMENT 2
69-70. SECURITY-BRIG
71. MEDICAL 1
72-74. CREW-MARINE GALLEY
75-77. MARINE BARRACKS 1
78. MARINE BARRACKS 2 / HANGAR 2
79-81. MARINE GYMNASIUM
82-85. MARINE TRAINING
86. CREW-MARINE GALLEY
87. CREW GYMNASIUM
88. MEDICAL 1
89. MARINE SHOP 1
90. MARINE SHOP 2
91. MARINE SHOP 3
92. ENGINEERING 1
93-95. ENGINEERING 2
96. ENGINEERING 3
97. WATER STORAGE 1
98-101. WATER STORAGE 2
102. WATER STORAGE 3

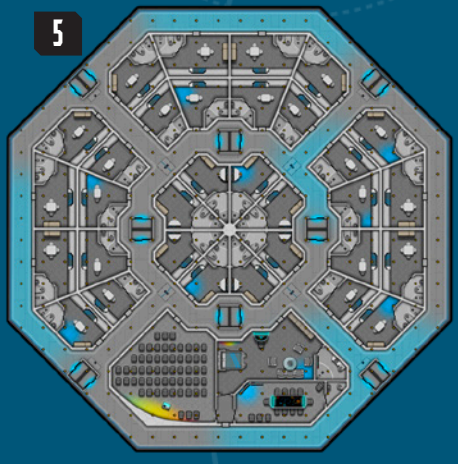
2 METERS

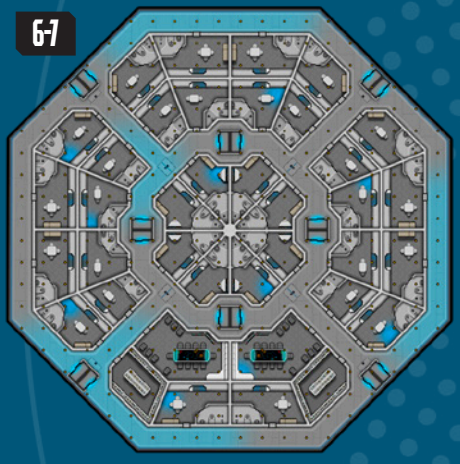


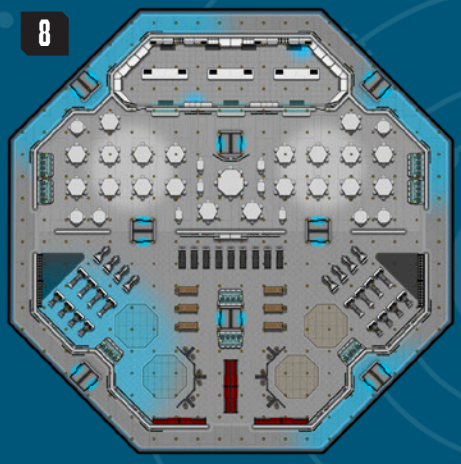












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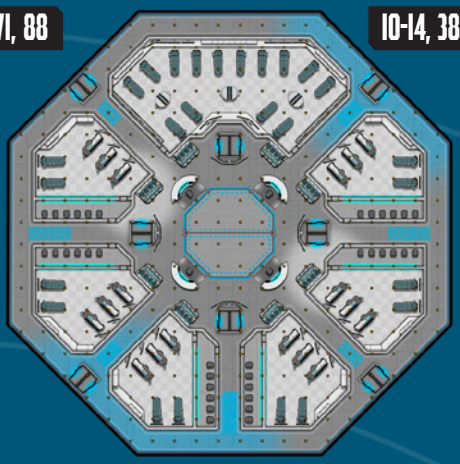

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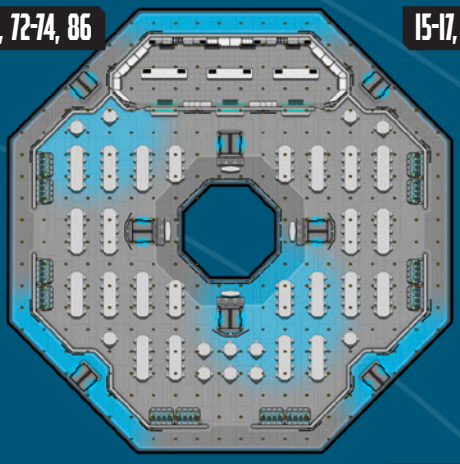

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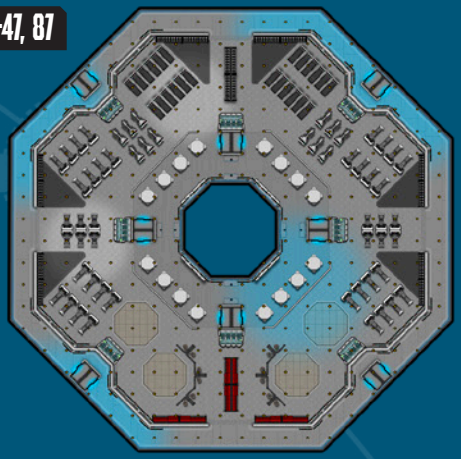

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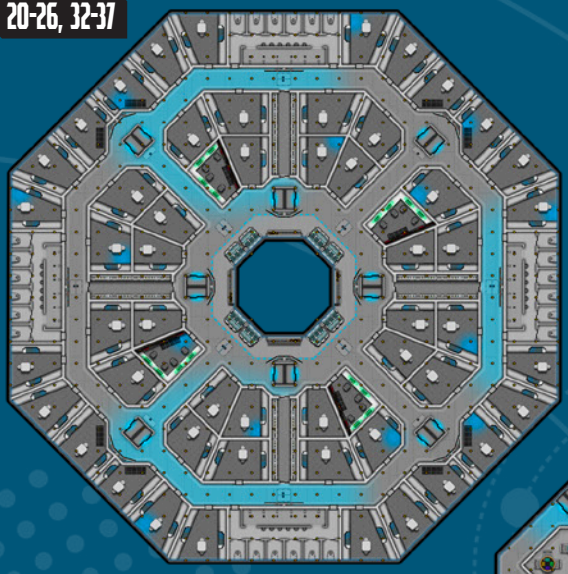

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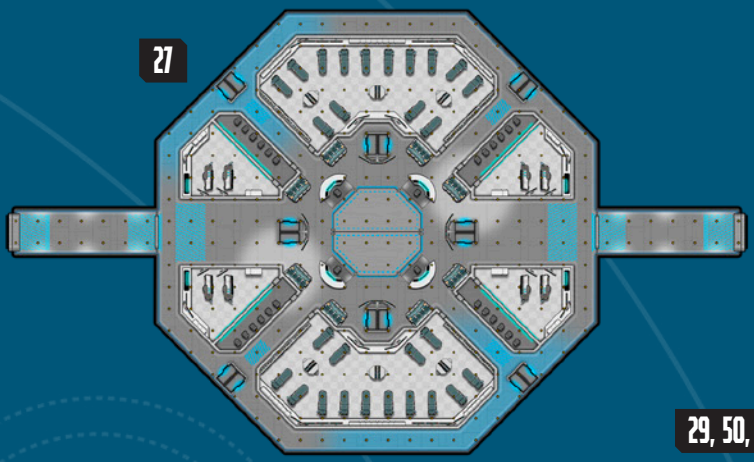

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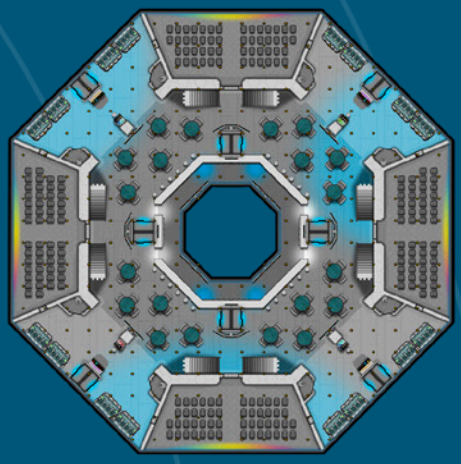

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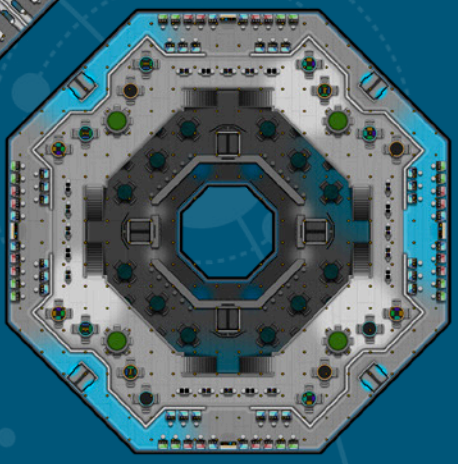

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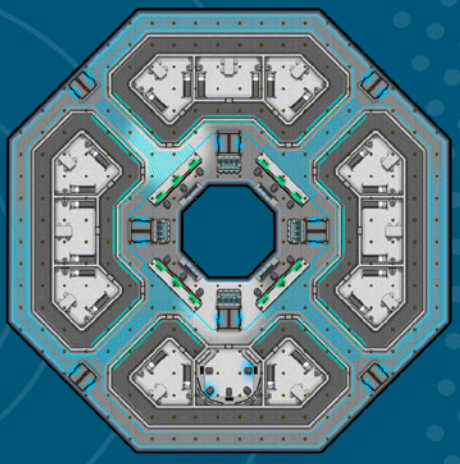

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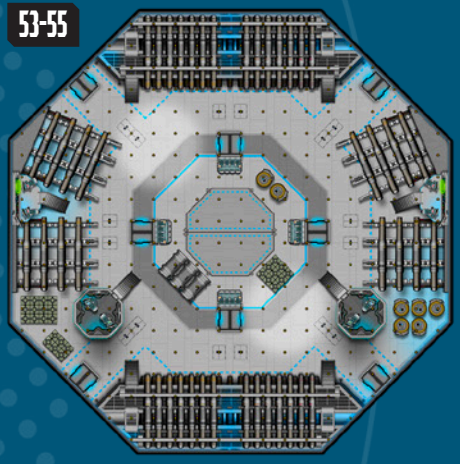

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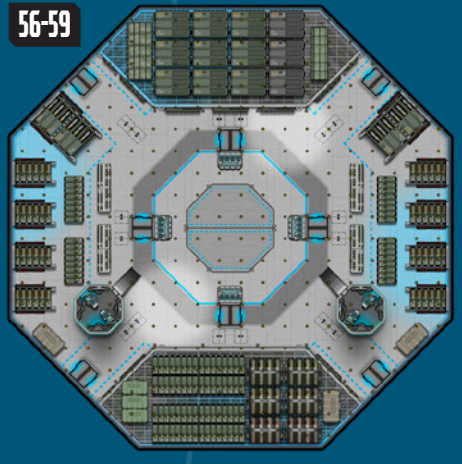

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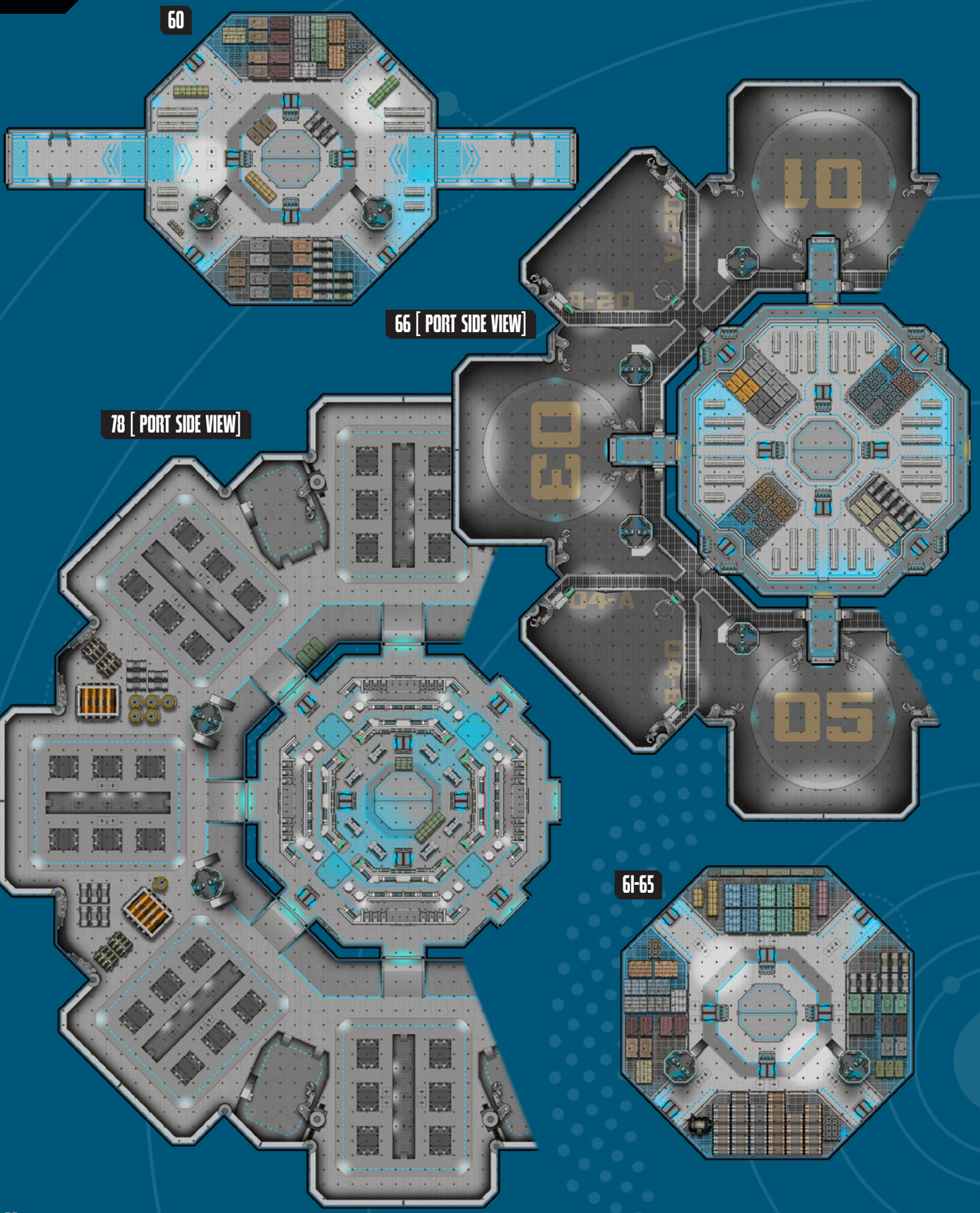
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66 [PORT SIDE VIEW]
78 [PORT SIDE VIEW]
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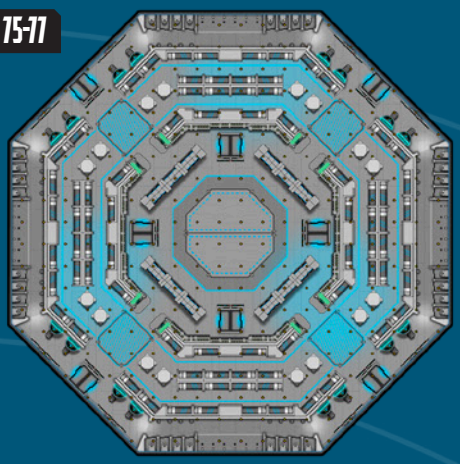
02-A
02-B
03
04-A
04-B
05

75-77



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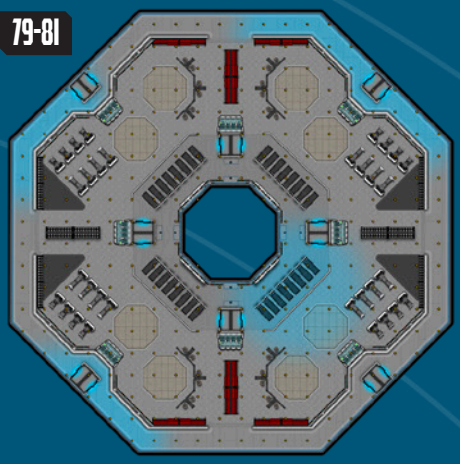

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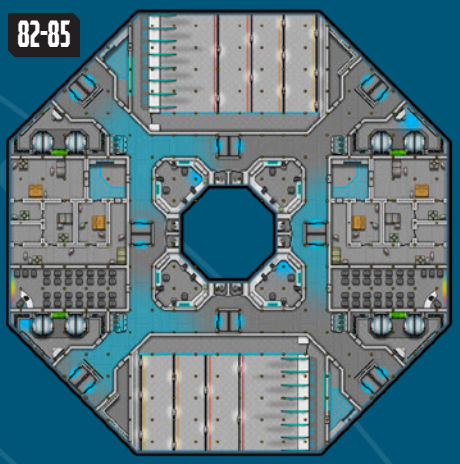

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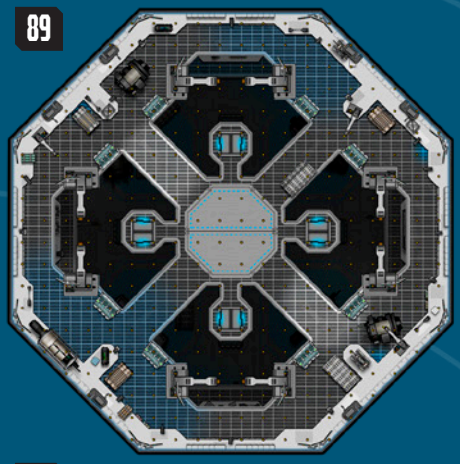

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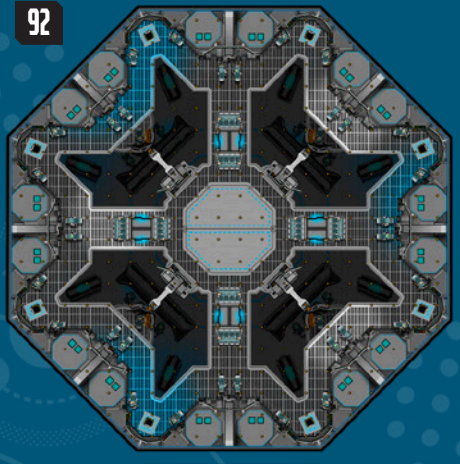

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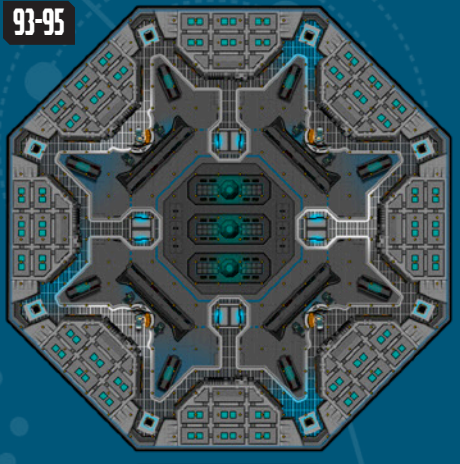

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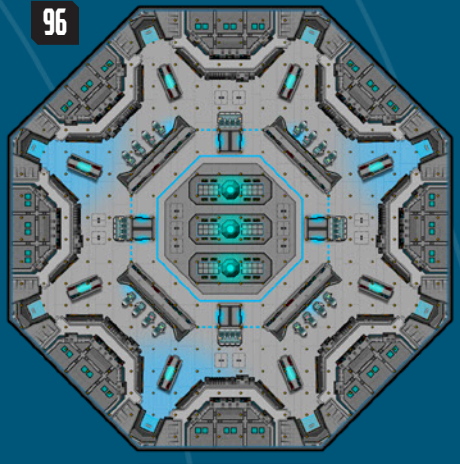

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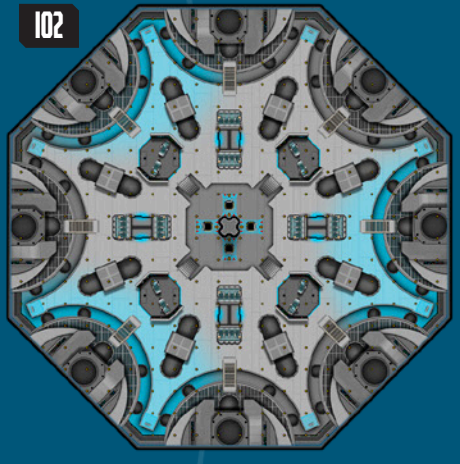


MCRN SHIPS

The following are all ships of the MCR Navy, but this is by no means the entire catalog of Martian warships. The ship stats provided are the most common versions, and many ships of the same class have slightly different profiles, often fitted with different weapons and electronics suited to specific missions. Most Martian ships are deliberately built modularly to be able to easily swap out components. Older ships may have flaws as the result of combat damage or simply age, but the Marians are meticulous in their upkeep and this would be far rarer than say a UNN ship.

These ships are organized by size (smallest to largest) and then alphabetically.

ASP-CLASS

FAST ATTACK CRAFT

The smallest ship in the Martian Congressional Republic Navy, and one of the most underestimated combat ships. The *Asp*-class is vicious and annoying, especially for larger ships that have trouble locking on to such a small target.

FAST ATTACK

The *Asp*-class features two autoloading torpedo bays that can change between conventional and plasma warheads. They like to get in close and fire as many torpedoes as possible before making a hasty exit. This makes restocking a frequent endeavor, and occasionally, in combat situations, they will have to dock just to reload mid-battle. In addition, this fast attack craft is equipped with side-mounted point defense cannons that provide full coverage.

The small and sleek nature of the ship lends to its maneuverability, and while it's bulky in the middle, it comes to a point at the top and bottom, giving way to the single Epstein drive and PDCs that poke out the sides. The *Asp*-class fast attack craft also has an extended antenna that projects from its flat fore section to maintain its advanced sensors. Their small size also makes it easy to turn their point defense cannons into effective offensive weapons, which is why they're flown by some of the best pilots the MCRN has to offer.

ASP - CLASS FAST ATTACK CRAFT

FACTION	MCRN	**CATEGORY**	Medium
DRIVES	Epstein, Thrusters	**LENGTH**	23m
CREW (MINIMUM)	2	**HULL**	1d6
CREW (STANDARD)	4	**SENSORS**	4
COMPETENCE	Elite	**FAVORED RANGE**	Close

ARMAMENT

WEAPON TYPE	RANGE	DAMAGE	ARC
Torpedo Tubes (2)	Long	4d6	Fore
Point Defense Network	Close	2d6	Full Coverage

FAVORED COMMAND STUNTS

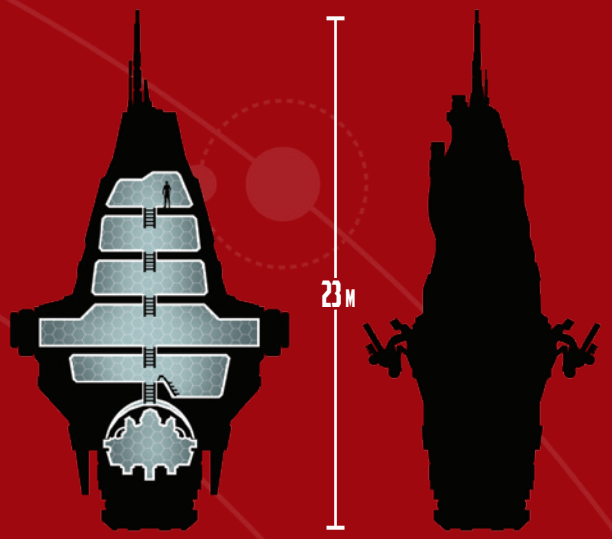
On-Target, Precise Hit, Too Close

QUALITIES

Atmosphere Capable, Advanced Targeting Systems, Agile II, Improved Acceleration II, Maneuverable II, Plasma Torpedoes, Self-Destruct System

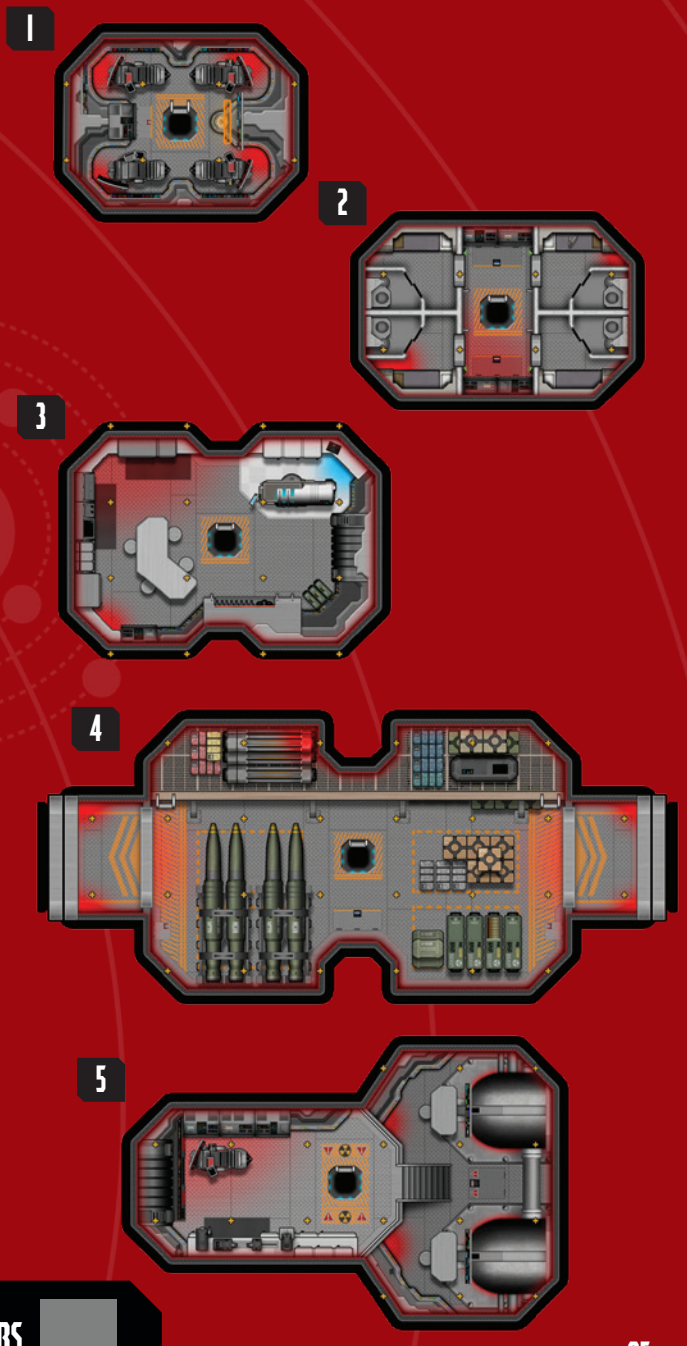
FLAWS

Poor Amenities



ASP-CLASS DECK KEY

1. FLIGHT DECK
2. COMMAND / OPERATIONS
3. CREW QUARTERS
4. MMC BARRACKS
5. GALLEY



STORY HOOKS: NEED FOR SPEED

The MCRN has entered one of their *Asp*-class ships in a race called the Hidalgo Run to show off its speed and agility. The race begins at Tycho and proceeds on a very specific route, involving several complex maneuvers throughout the Belt. The Martian crew falls ill the day of the race, and the crew is recruited to take their place.

BANSHEE-CLASS

DESTROYER

The *Banshee*-class is so named because it is the epitome of the Martian Navy's ideal sleek and fast ship with advanced tech. It is built for efficiency, and in the case of this destroyer, efficiency is swift and precise targeting.

THE GHOST OF THE MARTIAN NAVY

Banshee-class destroyers are made with some of the most unique technology in the system, including early stealth technology. The ship incorporates bleeding-edge

BANSHEE - CLASS DESTROYER

FACTION	MCRN	**CATEGORY**	Huge
DRIVES	Epstein, Thrusters	**LENGTH**	115m
CREW (MINIMUM)	12	**HULL**	3d6
CREW (STANDARD)	48	**SENSORS**	4
COMPETENCE	Skilled to Elite	**FAVORED RANGE**	Long

ARMAMENT

WEAPON TYPE	RANGE	DAMAGE	ARC
Torpedo Tubes (2)	Long	4d6	Fore
Rail Gun	Medium	3d6	Fore
Point Defense Network	Close	2d6	Full Coverage

FAVORED COMMAND STUNTS

Evasive Action, Precise Hit, Perceived Weakness

QUALITIES

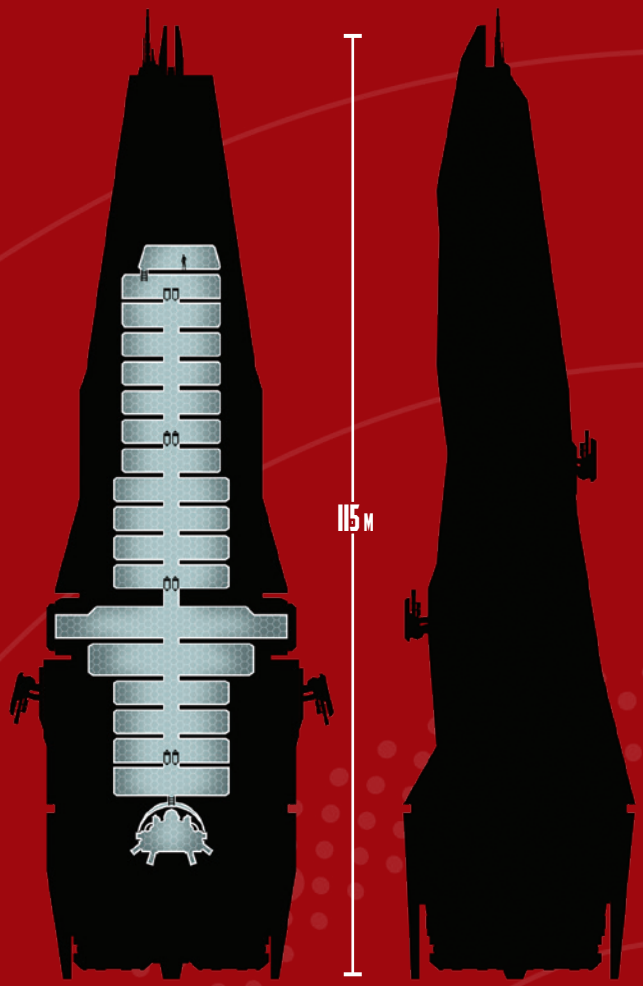
Improved Acceleration II, Good Juice, Maneuverable II, Rapid Reload Torpedo Tubes, Redundant Hull (Double), Self-Destruct System, Stealth

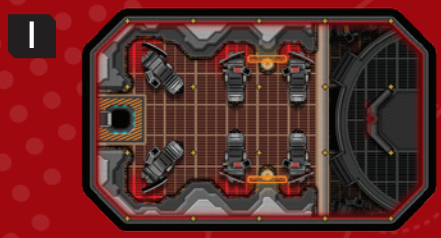
FLAWS

None

BANSHEE-CLASS DECK KEY

1. FLIGHT DECK
2. COMMAND / OPERATIONS
3. CIC
4-8. CREW QUARTERS
9-10. GALLEY
11-12. GYMNASIUM / MEDICAL BAY
13-14. CARGO HOLD / MUNITIONS HOLD
15. MACHINE SHOP
16. ENGINEERING
17-18. WATER STORAGE





Martian stealth tech and advanced sensors and electronics. Although the stealth tech is not the level of more advanced materials developed by Protogen, it's by far the most advanced currently employed by any military vessel. The destroyers are all smooth angles with the only bumps in the design being the point defense cannons on either side about midway down the hull, and even those are recessed and can be covered by outer doors that reduce the ship's profile.

The bottom of the ship is blocky and wide with three massive Epstein drives. The sensors and scrambling technology on the *Banshee*-class are unprecedented and provide the most support of MCRN ships. Due to their stealth capability and the light armament, these ships are often used for reconnaissance or ambushes rather than all-out combat scenarios or escort missions.

STORY HOOK: GHOST STORIES

The crew find themselves in a UNN restricted zone in the Belt. (Perhaps they were dodging pirates, or maybe they were hired to retrieve something from a long-abandoned station.) While inside the restricted zone, they come across a *Banshee*-class running silent. Do they alert the UNN, try to blackmail the Martians, or try to ignore it? Perhaps the *Banshee* is after the same prize as the crew...

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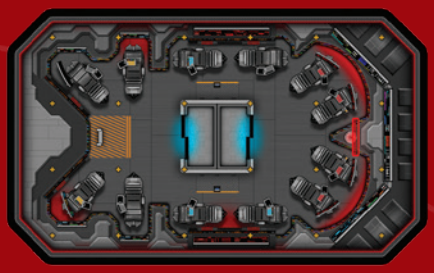

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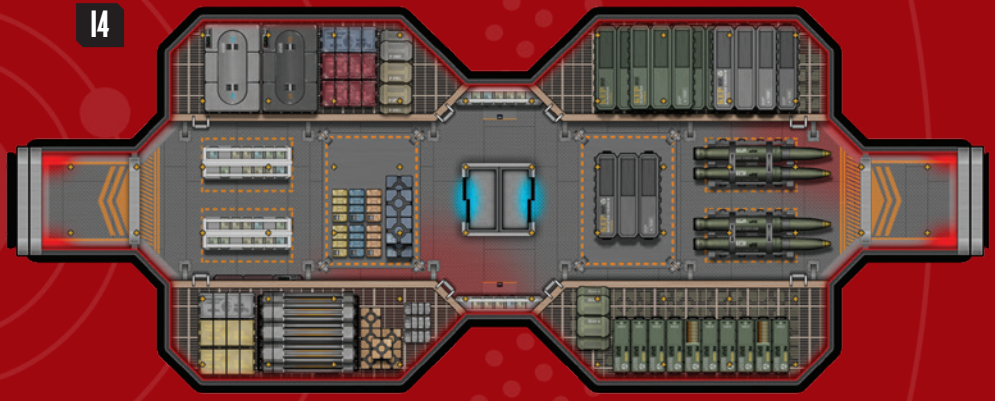

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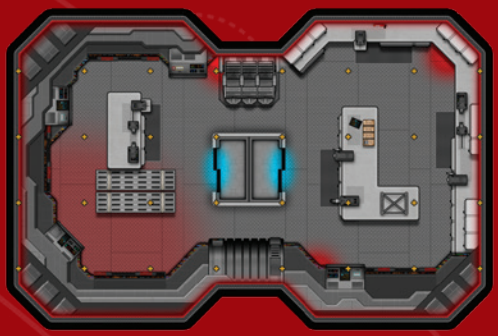

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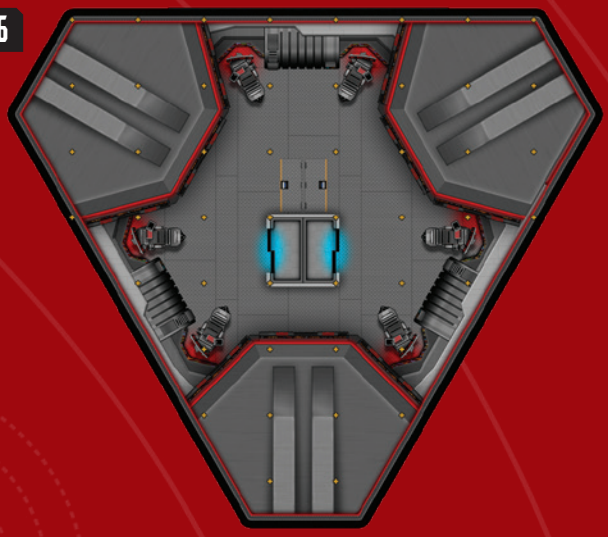


17-18

2 METERS

CORVETTE - CLASS LIGHT FRIGATE

FACTION	MCRN	**CATEGORY**	Large
DRIVES	Epstein, Thrusters	**LENGTH**	46m
CREW (MINIMUM)	4	**HULL**	2d6+2
CREW (STANDARD)	16	**SENSORS**	3
COMPETENCE	Capable	**FAVORED RANGE**	Long

ARMAMENT

WEAPON TYPE	RANGE	DAMAGE	ARC
Torpedo Tubes (2)	Long	4d6	Fore
Point Defense Network	Close	2d6	Full

FAVORED COMMAND STUNTS

Guidance, Tactics, Perceived Weakness

QUALITIES

Advanced Targeting Systems, Atmosphere Capable, Emergency Batteries, Good Juice, Hull Plating II, Luxury Amenities, Medical Expert System, Redundant Hull (Double), Self-Destruct System, Sensor Scrambling

FLAWS

None

CORVETTE-CLASS DECK KEY

1. FLIGHT DECK
2. COMMAND / OPERATIONS
3-4. CREW QUARTERS
5. MMC BARRACKS
6. GALLEY
7. MEDICAL BAY / ARMORY
8. CARGO BAY
9. ENGINEERING / MACHINE SHOP
10. WATER STORAGE

CORVETTE-CLASS

LIGHT FRIGATE

The *Corvette*-class is among the smallest MCRN ships, second only to the *Morgaina*-class patrol destroyer, and serves multiple functions from boarding parties to recon, surveillance, and even law enforcement.

The light frigate is a bit smaller than the average Large ships, but it's equipped with more stations for better efficiency—the MCRN way. The *Corvette*-class ship is armed with point defense cannons, two torpedo bays, and a single Epstein drive. These are often docked on board *Donnager*-class battleships, even though they take up almost twice as much space as the *Morgaina*-class destroyers. While the *Corvette*-class vessels are still fairly new, rumor has it that they will soon be phased out in favor of a newer design.

These ships feature an armory in addition to other standard decks, allowing small complements of soldiers to be heavily outfitted whether they're Infantry or Force Recon members of the Martian Marine Corp, though they can't outfit an entire complement with Goliath powered armor.

STORY HOOK: CURSED TREASURE

News of a missing MCRN *Corvette*-class ship has been leaked and is all over the newsfeed. While traversing the Belt, the crew picks up an intermittent, weak, automated distress beacon from the ship. If they investigate, they find the *Corvette*-class docked to a large asteroid. The ship suffered an unfortunate engine malfunction that flooded much of the ship with radiation, killing all or most of the crew. Unfortunately, the asteroid they chose is packed with radioactive minerals that are interfering with its distress beacon. Does the crew try to claim the ship as legitimate salvage? Are there still surviving Martians on board?

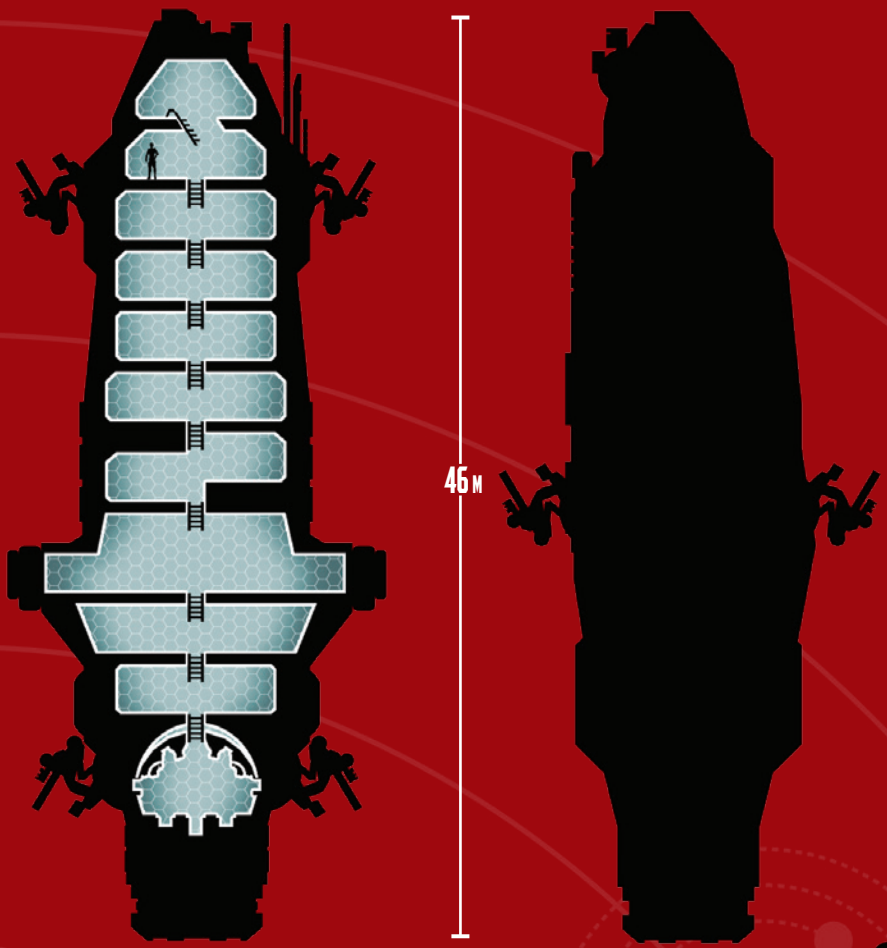
DONNAGER-CLASS

BATTLESHIP

Like all other MCRN ships, *Donnager*-class battleships are built at the Callisto shipyards. However, because of the importance and investment in designing and constructing each *Donnager* they are incredibly difficult to make, and only eight of them were constructed during the UN-MCR Cold War.

PRIDE OF THE FLEET

The *Donnager*-class battleships are among the largest and most efficiently built ships in the Martian Congressional Republic Navy and are the pinnacle of the fleet. These massive ships are a bit smaller than the *Xerxes*-class, their UNN counterparts, but make up for it with a thick hull that allows them to take multiple hard hits. In addition, their 40mm point defense cannons are controlled by high-accuracy point defence



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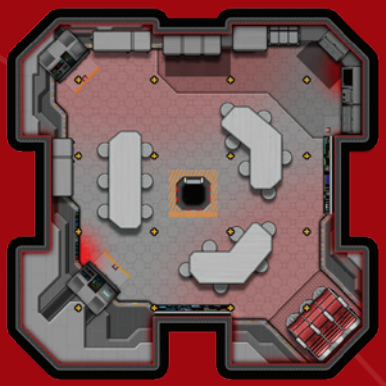

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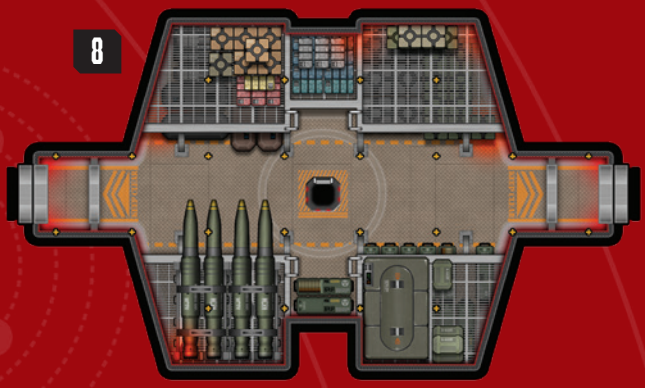

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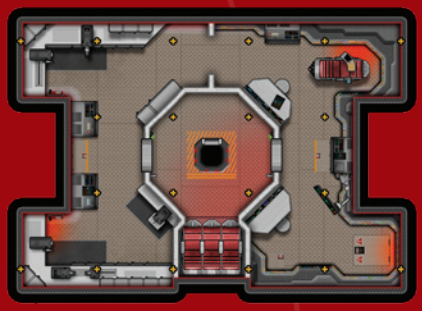

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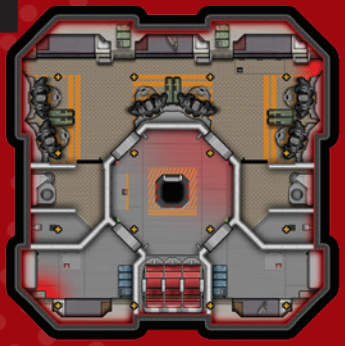

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2 METERS

targeting computers—one of the MCRNs most treasured systems for its advanced tracking and targeting algorithms. These battleships are what makes the MCRN standout and were designed as the pinnacle of forward-thinking technology so that each ship could hit harder and faster, and that's never been truer than with the *Donnager*-class battleships.

MCRN engineers had the foresight to equip the *Donnager-class* with four rail gun hardpoints on the hull, giving it the option to double the rail guns should such upgrades become available in the future, guaranteeing its continued technological superiority and keeping it from becoming obsolete so quickly. On top of the ultra-heavy rail guns, the *Donnager*-class battleship also hosts a hangar bay large enough to home their own protective escorts; in addition, it maintains a number of dropships and repair skiffs that allow the MCRN to repair their own ships without docking or returning to a shipyard. These designs and tech secrets are so ferociously protected that if a *Donnager* is boarded, a biometrically-activated self-destruct mechanism triggers to prevent them from being captured and replicated or used against the MCRN.

The design and construction of the MCRN fleet are so advanced and well-planned that they rarely have any flaws or any sort of problem with their ships. Even though the *Donnager*-class is smaller than the average battleship, they have a larger crew compliment than their UNN equivalents.

THE MMC CREW

The *Donnager*-class is the apex battleship in the galaxy and the MCRN knows it, assigning only the best-of-the-best to to crew it. Those assigned to a *Donnager*-class are the most elite of the Martian Marine Corps, including members of the Infantry, Armor, and Force Recon branches; Goliath powered armor is kept on board in addition the standard Martian light armor. In particular, the captains of *Donnager*-class battleships are the most brilliant and skilled captains the MCRN has to offer and are often in charge of over 2,000 crew members. The MCRN rewards their crew with an on-board MMC barracks and armory, as well as a sophisticated medlab, all considered cutting edge technology and

DONNAGER-CLASS BATTLESHIPS

SHIP NAME	FLEET
MCRN *Bellaire*	Home fleet
MCRN *Harman Dae-Jung*	Home fleet
MCRN *Barkeith*	Home fleet
MCRN *Donnager*	Home fleet (Destroyed)
MCRN *Hotspur*	Jupiter fleet
MCRN *Firebrand*	Jupiter fleet
MCRN *Schiaparelli*	Jupiter fleet
MCRN *Icria Planum*	Saturn fleet

DONNAGER - CLASS BATTLESHIP

FACTION	MCRN	**CATEGORY**	Colossal
DRIVES	Epstein, Thrusters	**LENGTH**	475.5m
CREW (MINIMUM)	312	**HULL**	5d6+4
CREW (STANDARD)	2086	**SENSORS**	5
COMPETENCE	Elite	**FAVORED RANGE**	Medium

ARMAMENT

WEAPON TYPE	RANGE	DAMAGE	ARC
Torpedo Bays (14)	Long	4d6	6 Fore, 8 Aft
Rail Gun (2)	Medium	4d6	Turreted (Full Coverage)
Point Defense Network	Close	2d6	Full Coverage

FAVORED COMMAND STUNTS

Multi-Targeting, Tactics, Set-Up

QUALITIES

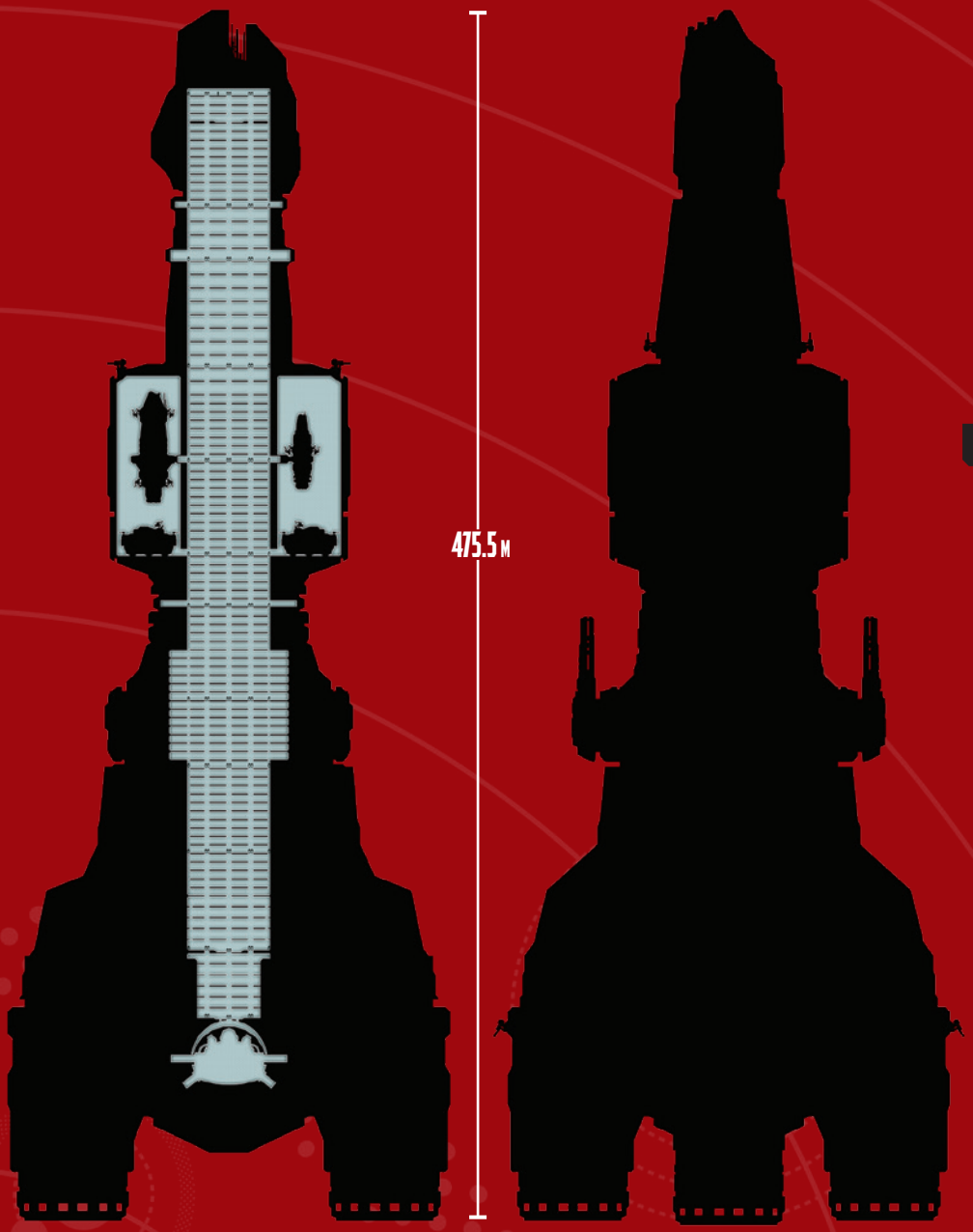
Advanced Communications System, Advanced Targeting Systems, Drone Bay, Emergency Batteries, Hangar Bay, High-Charged Rail Gun, Hull Plating IV, Improved Acceleration, Improved Stores, Luxury Amenities, Medical Expert System, Plasma Torpedoes, Rapid Reload Torpedo Tubes, Redundant Hull (Double)

FLAWS

None

DONNAGER-CLASS DECK KEY

1. FLIGHT DECK / OPERATIONS / COMMAND
2-3. OPERATIONS / COMMAND
4. CIC
5.. OFFICER'S QUARTERS (FLAG)
6-7. OFFICER'S QUARTERS
8. OFFICER'S GALLEY / GYMNASIUM
9. MEDICAL 1
10-14. CREW-MARINE GALLEY
15-19. CREW GYMNASIUM
20-26. CREW QUARTERS
27. MEDICAL 2
28. ENTERTAINMENT 1
29. ENTERTAINMENT 2
30-31. SECURITY-BRIG
32-37. CREW QUARTERS
38-42. CREW-MARINE GALLEY
43-47. CREW GYMNASIUM
48. MEDICAL 1
49. ENTERTAINMENT 1
50. ENTERTAINMENT 2
51-52. SECURITY-BRIG
53-55. TORPEDO HOLD
56-59. MUNITIONS HOLD
60. CARGO HOLD 1
61-65. CARGO HOLD 2
66. CARGO HOLD 3 / HANGAR 1
67. ENTERTAINMENT 1
68. ENTERTAINMENT 2
69-70. SECURITY-BRIG
71. MEDICAL 1
72-74. CREW-MARINE GALLEY
75-77. MARINE BARRACKS 1
78. MARINE BARRACKS 2 / HARGAR 2
79-81. MARINE GYMNASIUM
82-85. MARINE TRAINING
86. CREW-MARINE GALLEY
87. CREW GYMNASIUM
88. MEDICAL 1
89. MACHINE SHOP 1
90. MACHINE SHOP 2
91. MACHINE SHOP 3
92. ENGINEERING 1
93-95. ENGINEERING 2
96. ENGINEERING 3
97. WATER STORAGE 1
98-101. WATER STORAGE 2
102. WATER STORAGE 3



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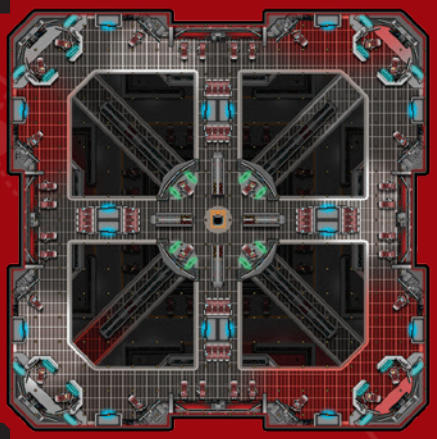

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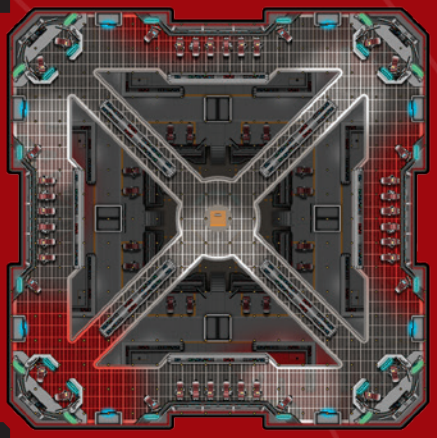

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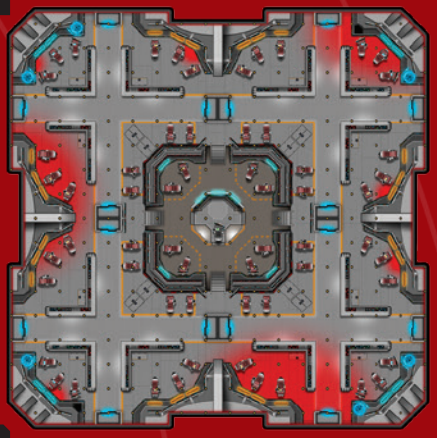

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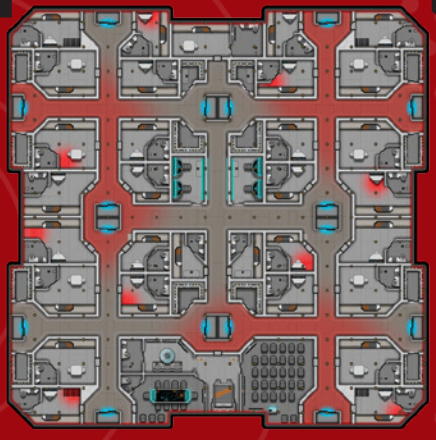

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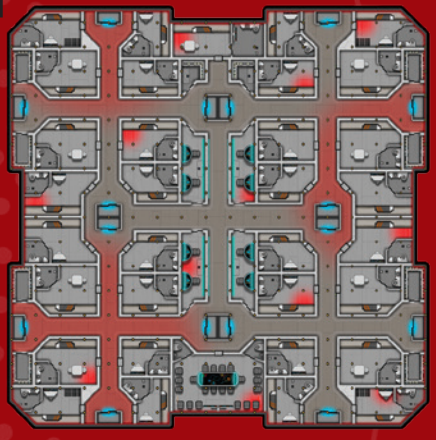

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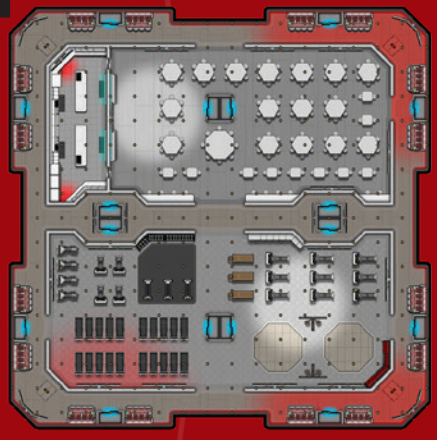

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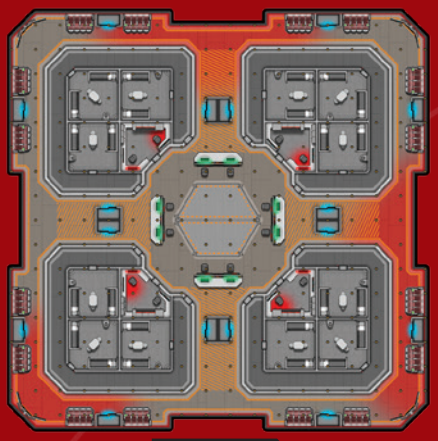

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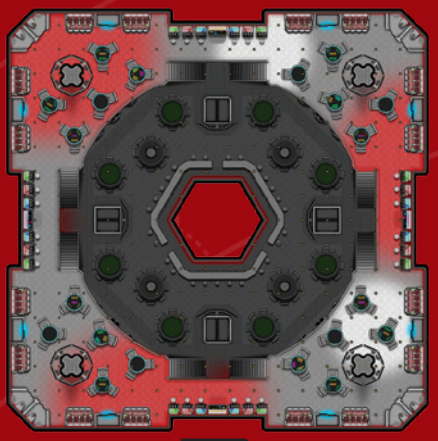

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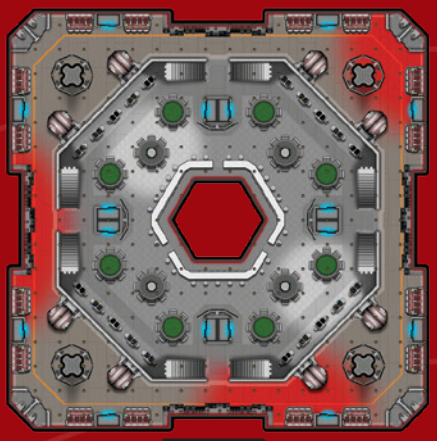

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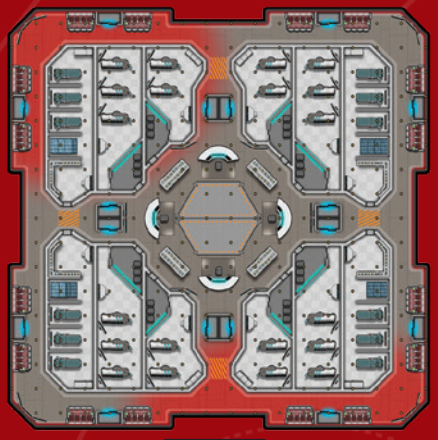

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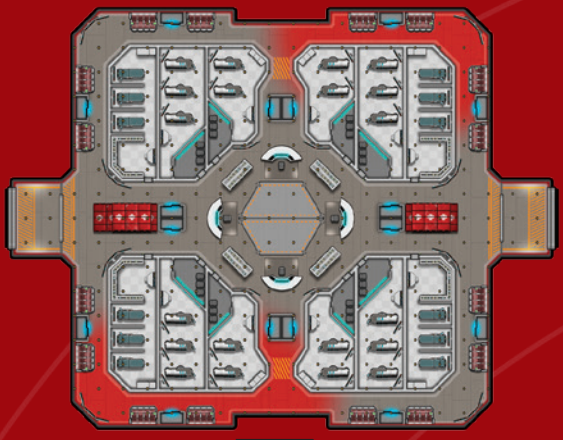

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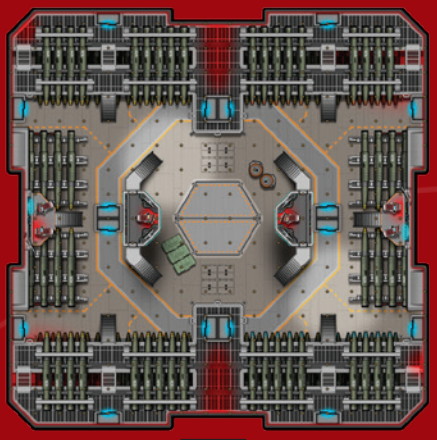

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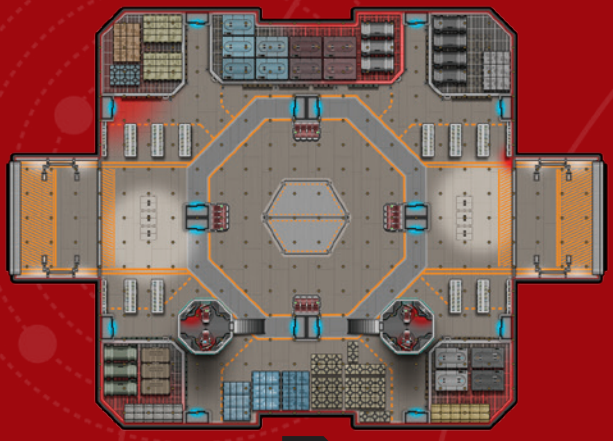

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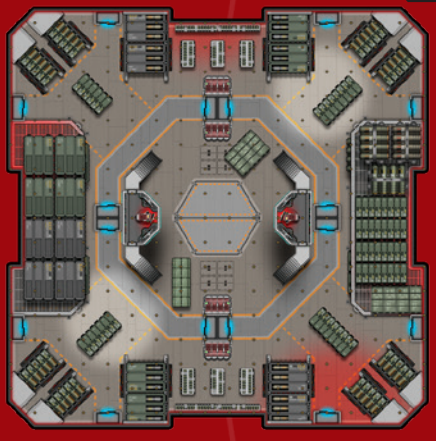

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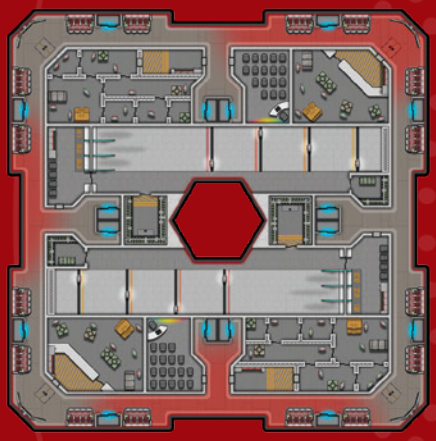

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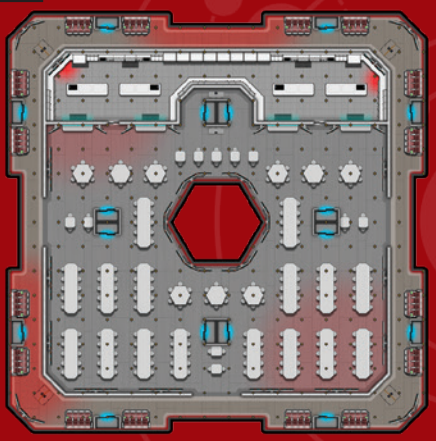

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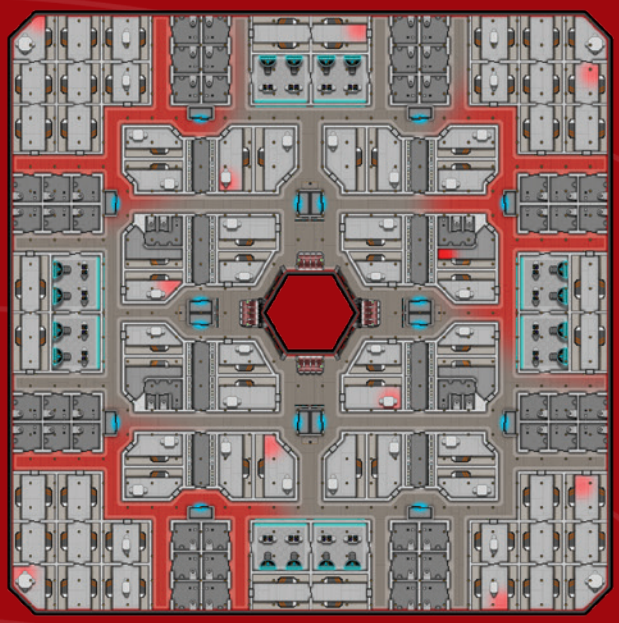
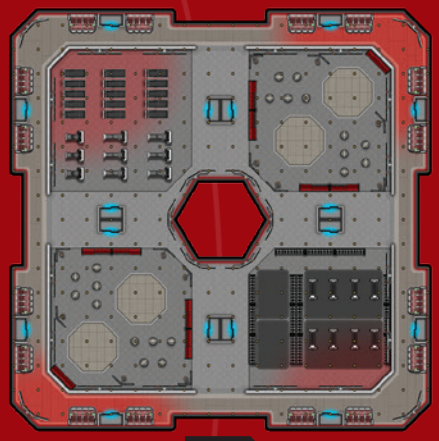


59-71

36 [PORT SIDE VIEW]

47 [PORT SIDE VIEW]



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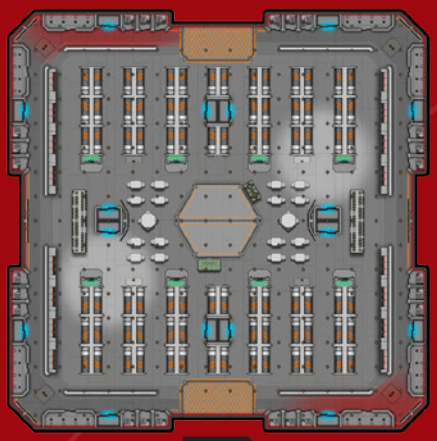

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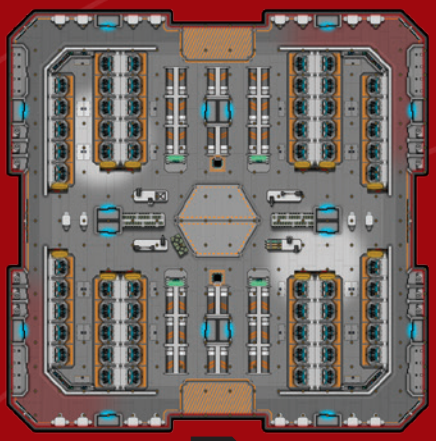

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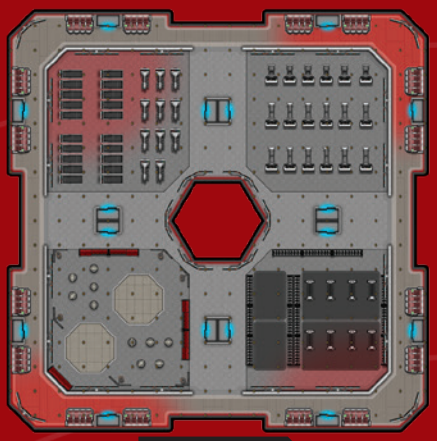

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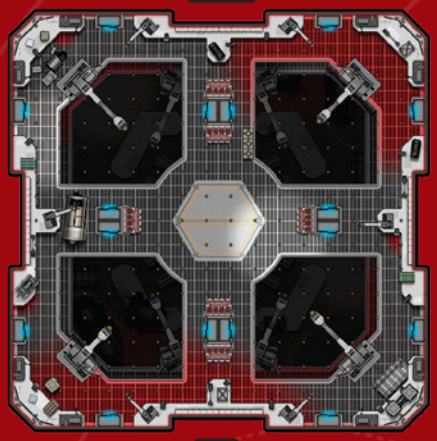

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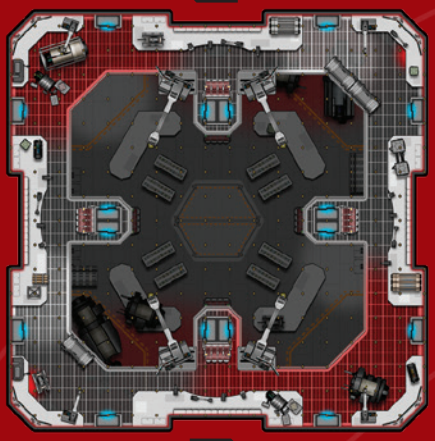

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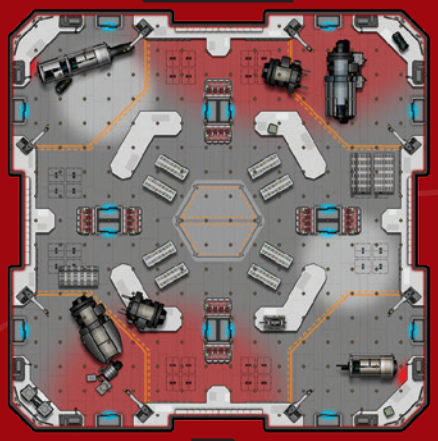

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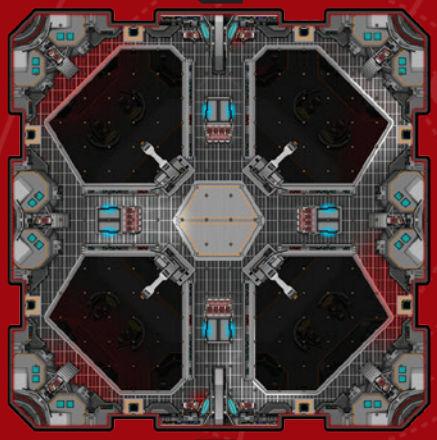

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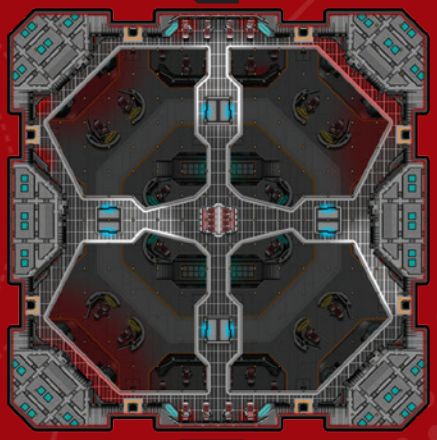

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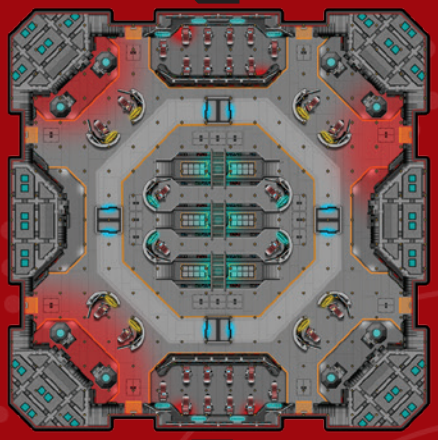

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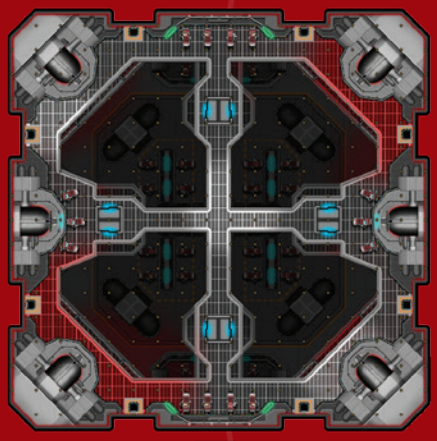

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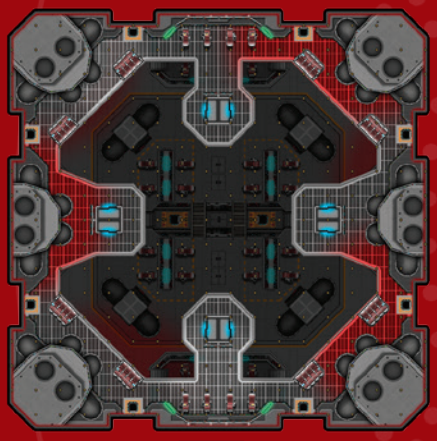

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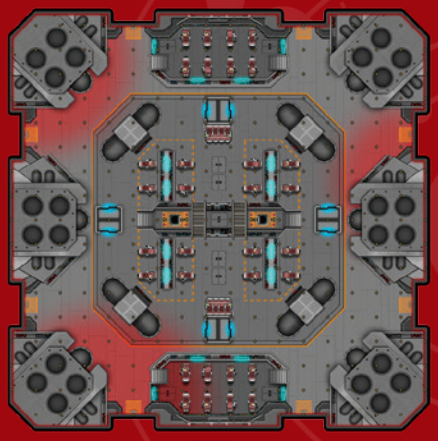

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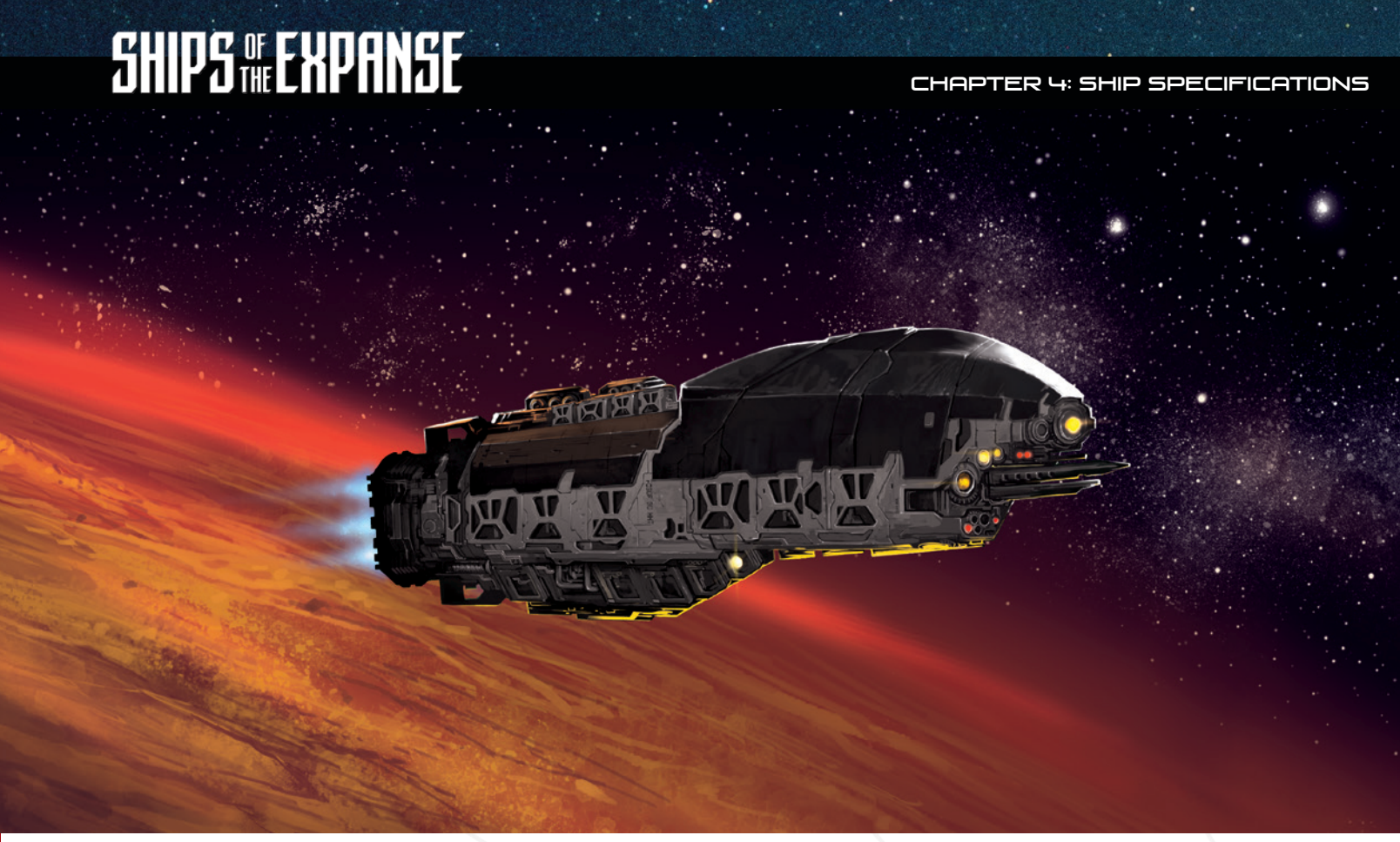


a part of what make an MCRN vessel worth more than its UNN counterpart.

STORY HOOK: ALL HELL BREAKS LOOSE

The crew is on board a *Donnager*-class ship (possibly as consultants or even prisoners) when a significant portion of the crew mutinies and combat breaks out all over the ship. The crew must find a way off the battleship as quickly as possible, maybe with the help of a crewperson still loyal to Mars. Perhaps they can steal a dropship or even a *Corvette*-class...

MORGAINA-CLASS

PATROL DESTROYER

The patrol destroyer is the most mass-produced Martian Navy ship in the system and, like its name, is serviced to patrol and police various sectors of space. The *Morgaina*-class is faster and sleeker than most ships while large enough to have a significant weapons suite.

OUT ON PATROL

The MCRN went through a fleet-wide upgrade, bringing what were outdated ship designs up to snuff and future-proofing them. This resulted in the creation of the *Donnager*-class battleship, the *Corvette*-class frigate, and the *Morgaina*-class destroyer—a combination of a torpedo boat and light destroyer that was affordable to mass-produce and deploy to patrol and be assigned security details.

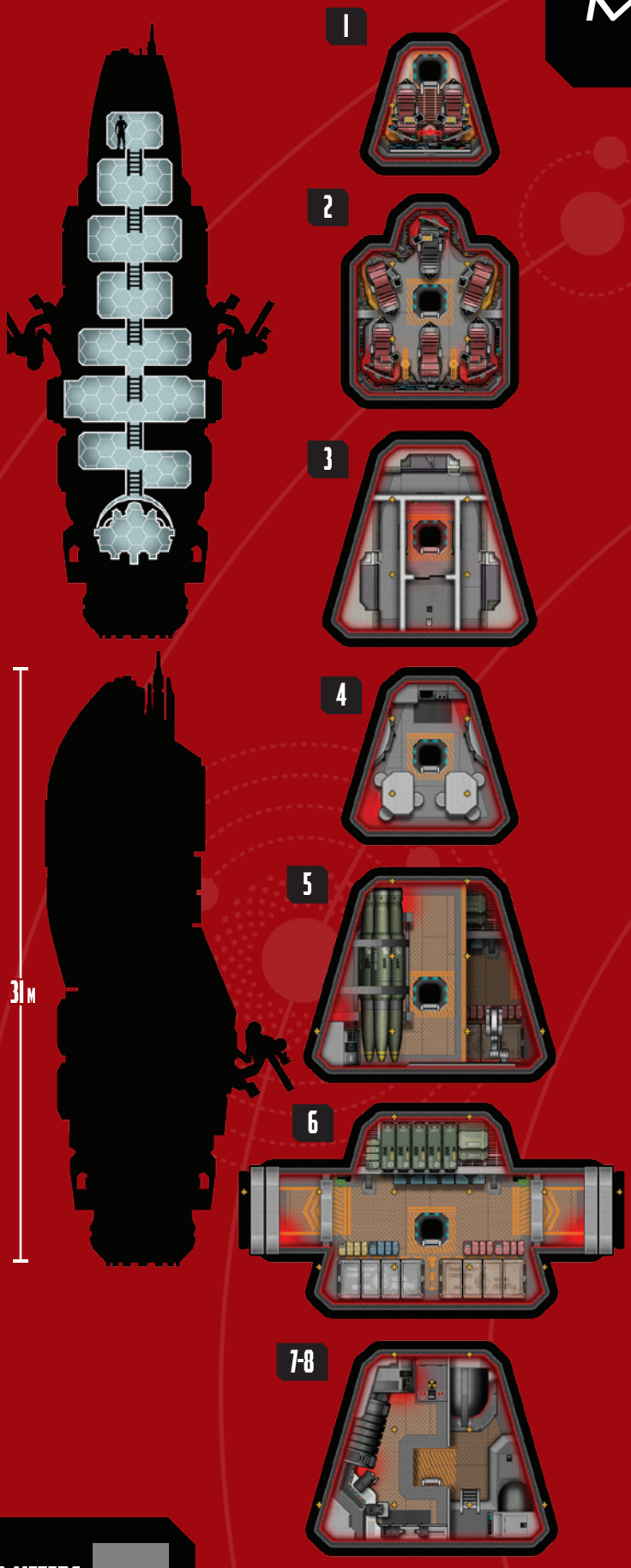
This is the go-to ship of the MCRN fleet—and even these mass-produced ships are more technologically advanced than most UNN vessels. They're quite compact and can hang in the hangar bays of *Donnager*-class Battleships via inverted ceiling clamps. Like most MCRN designs, the *Morgaina*-class is future-proofed and is easily modified, with several non-standard units outfitted with stealth capabilities.

While the *Morgaina*-class is equipped with an aggressive weapons suite, it lacks a ventral point defense cannon. It makes up for this lack of defense by being one of the leanest and most maneuverable warships due to its size and often travels in large numbers, as fleets of *Morgaina*-class ships will cover one another's open sides. At only 9 meters in width, it's one of the sleekest ships the MCRN deploys that sports only a single Epstein drive.

STORY HOOK: CORNERED BEAST

A *Morgaina*-class ship was transporting a high-value prisoner who escaped and murdered most of the crew. The prisoner has locked themselves in the engineering section and has threatened to overload the reactor. Unfortunately, both the ship's engineers were among the casualties. No other MCRN ships are within a reasonable range, so the *Morgaina*-class requests the crew's assistance in dealing with the prisoner.

MORGAINA - CLASS DESTROYER



FACTION	MCRN	**CATEGORY**	Medium
DRIVES	Epstein, Thrusters	**LENGTH**	31m
CREW (MINIMUM)	3	**HULL**	1d6+3
CREW (STANDARD)	8	**SENSORS**	2
COMPETENCE	Skilled	**FAVORED RANGE**	Medium

ARMAMENT

WEAPON TYPE	RANGE	DAMAGE	ARC
Torpedo Tubes (2)	Long	4d6	Fore
Point Defense Network	Close	2d6	Fore

FAVORED COMMAND STUNTS

On-Target, Precise Hit, Too Close

QUALITIES

Agile II, Hull Plating, Improved Acceleration II, Maneuverable, Redundant Hull (Double), Reliable, Self-Destruct System, Sturdy

FLAWS

Poor Amenities

MORGAINA-CLASS DECK KEY

1. FLIGHT DECK
2. COMMAND / OPERATIONS
3. CREW QUARTERS
4. GALLEY
5. MUNITIONS HOLD
6. CARGO HOLD
7-8. ENGINEERING / MACHINE SHOP / WATER STORAGE

RAPTOR-CLASS

FAST-ATTACK CRUISER

Like all Martian Congressional Republic Navy ships, the *Raptor*-class carries the most up-to-date and cutting-edge technology and systems available. Although they are created in fewer quantities than their UNN equivalents, the *Raptor*-class can take on multiple UNN opponents of the same class.

TOP-OF-THE-LINE HARDWARE

The title fast-attack cruiser portrays an accurate and succinct image of the *Raptor*-class vessel as top-of-the-line Martian military hardware. The MCRN spared no expense in creating a ship with the best scanning capability and weapons in the fleet.

The *Raptor*-class has fore- and aft-firing, keel-mounted rail guns and six plasma torpedo bays on the fore of the ship, as well as two on each side and two in the aft hidden above the Epstein drives, making this a dangerous monster of a ship. As a cruiser, the *Raptor*-class also

RAPTOR - CLASS FAST ATTACK CRUISER

FACTION	MCRN	**CATEGORY**	Gigantic
DRIVES	Epstein, Thrusters	**LENGTH**	282m
CREW (MINIMUM)	96	**HULL**	4d6+2
CREW (STANDARD)	1080	**SENSORS**	4
COMPETENCE	Elite	**FAVORED RANGE**	Medium

ARMAMENT

WEAPON TYPE	RANGE	DAMAGE	ARC
Torpedo Tubes (12)	Long	4d6	6 Fore, 2 Starboard, 2 Port, 2 Aft
Rail Gun (2)	Medium	3d6	Fore and Aft
Point Defense Network	Close	2d6	Full Coverage
Grappler (1)	Close	-	Fore

FAVORED COMMAND STUNTS

Multi-Targeting, Precise Hit, Rapid Reload

QUALITIES

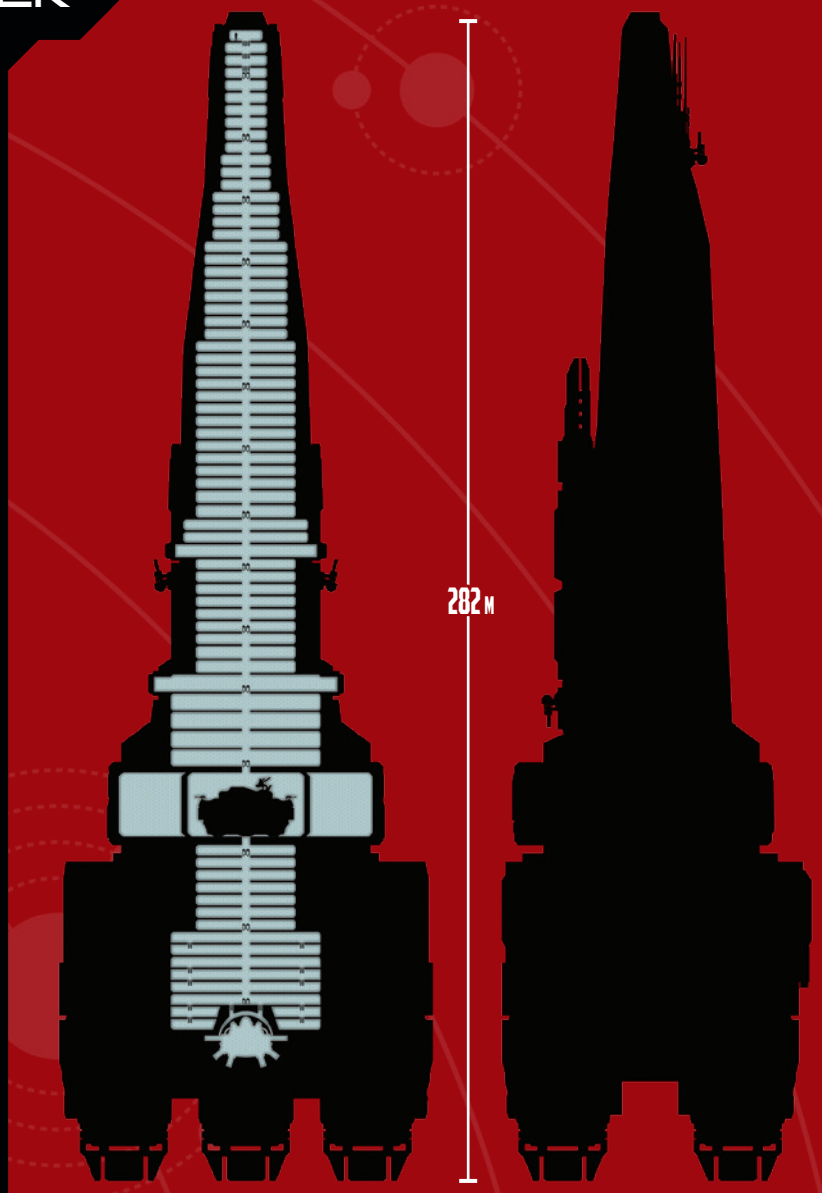
Advanced Targeting Systems, Agile, Hangar Bay, High-Charged Rail Gun, Hull Plating II, Improved Acceleration II, Maneuverability, Plasma Torpedoes, Rapid Reload Torpedo Tubes, Self-Destruct System

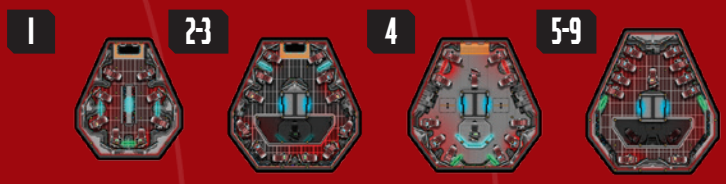
FLAWS

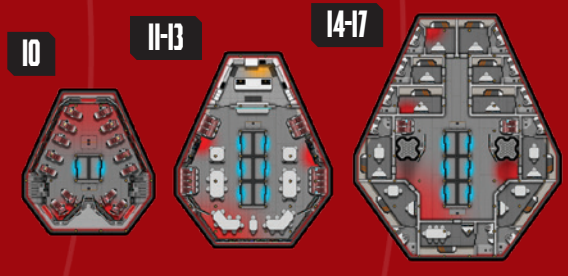
High Maintenance

RAPTOR-CLASS DECK KEY

1. FLIGHT DECK
2-3. COMMAND / OPERATIONS
4. CIC
5-9. SECONDARY OPERATIONS 1
10. SECONDARY OPERATIONS 2
11-13. OFFICER GALLEY
14-17. OFFICER QUARTERS
18-25. CREW QUARTERS 1
26-28. CREW GALLEY 1
29-37. CREW QUARTERS 2
38-39. CREW GYMNASIUM / RECREATION 1
40-41. MEDICAL FACILITIES
42. MARINE CREW RECON
43-46. MARINE CREW
47-49. MARINE GALLEY
50-51. MARINE GYMNASIUM
52. CARGO HOLD 1
53-56. CARGO HOLD 2
57. HANGAR BAY
58-60. CREW QUARTERS 3
61-62. CREW GALLEY 2
63-64. CREW GYMNASIUM / RECREATION 2
65. MACHINE SHOP 1
66. MACHINE SHOP 2
67. ENGINEERING 1
68. ENGINEERING 2
69 ENGINEERING 3
70. WATER STORAGE 1
71. WATER STORAGE 2
72. WATER STORAGE 3



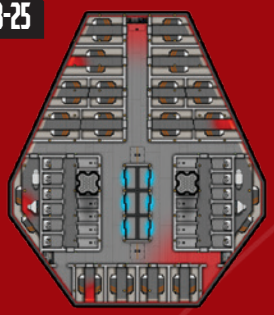




carries up to three *Troika*-class dropships, each outfitted with a mix of Martian Marines and Force Recon units with Goliath powered armor.

Between the advanced Epstein drives and its sleek, pin-like shape, the *Raptor*-class is highly maneuverable and cuts through space with purpose. This makes the fast-attack cruiser more evasive, also allowing it to strategically position to inflict catastrophic damage. The downside to the

18-25



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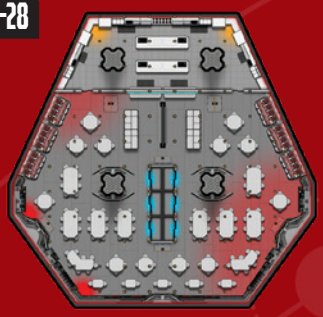

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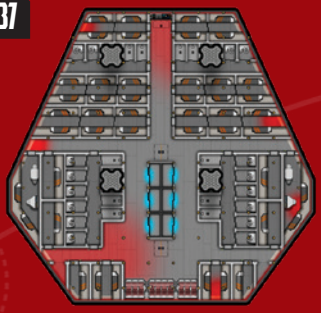

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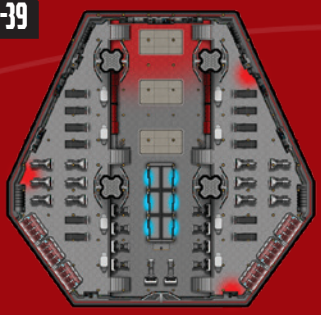

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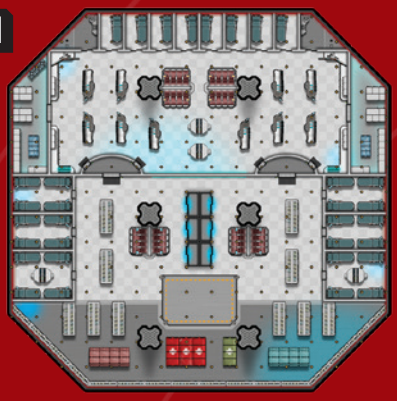

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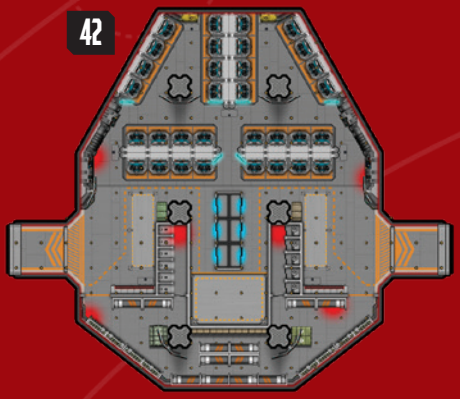

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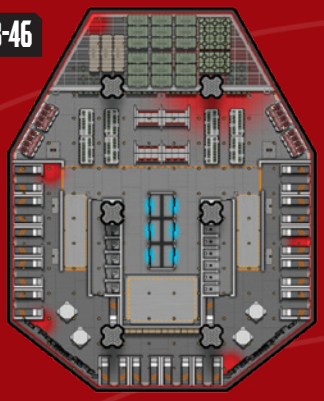

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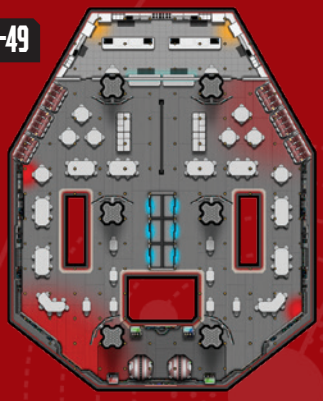

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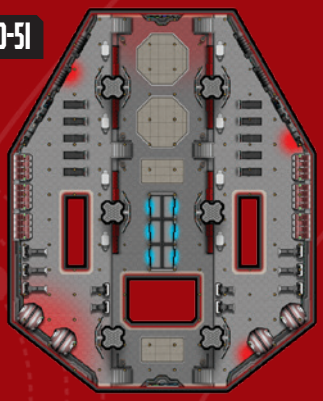

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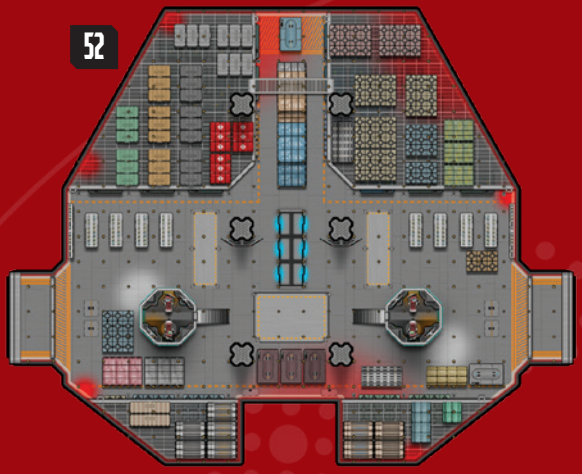

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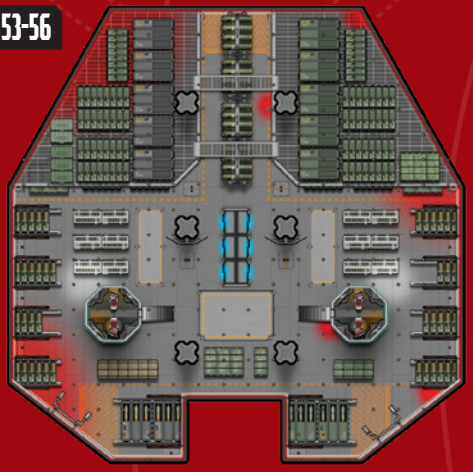

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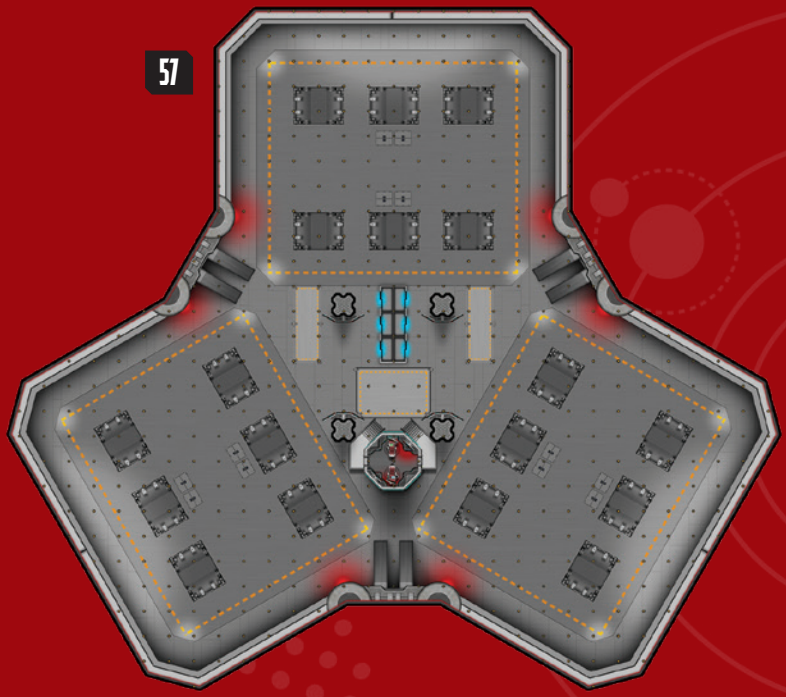

2 METERS

RAPTOR - CLASS FAST-ATTACK CRUISER

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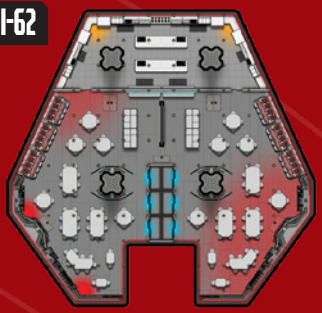
61-62



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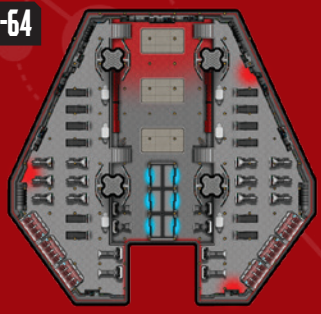

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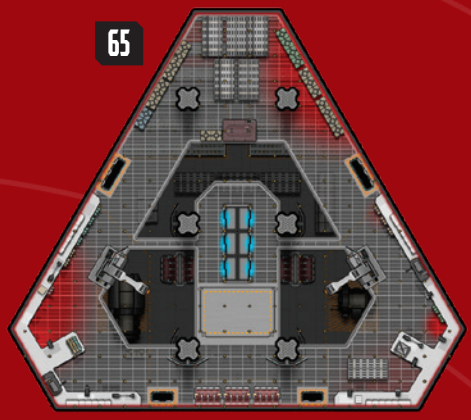

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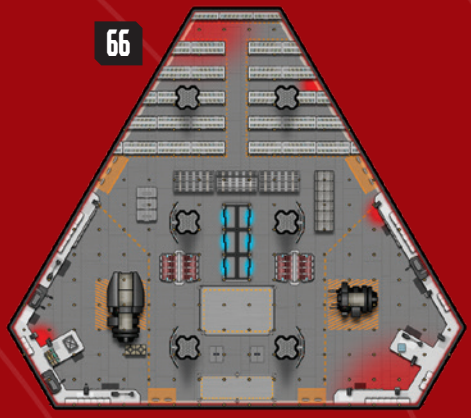

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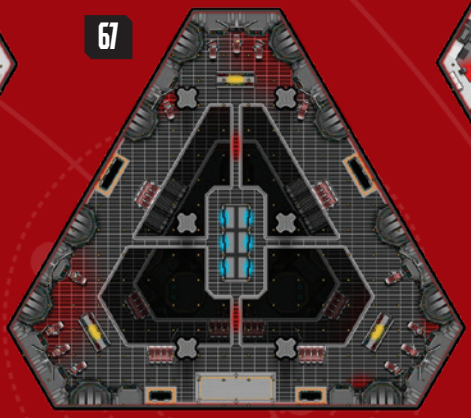

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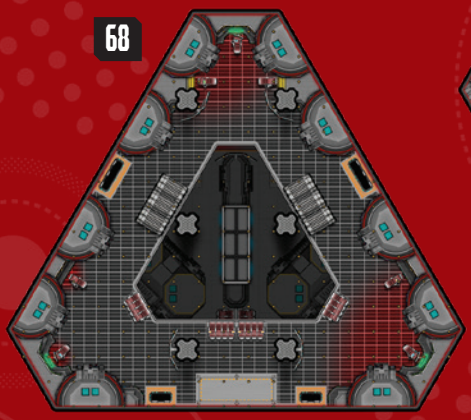

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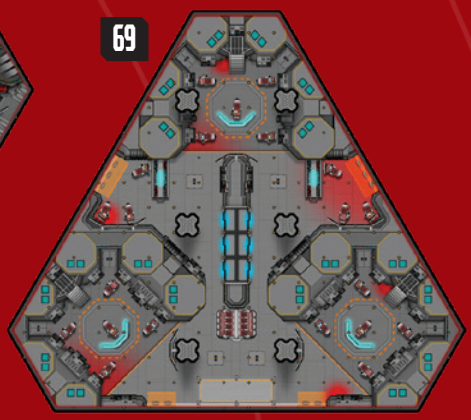

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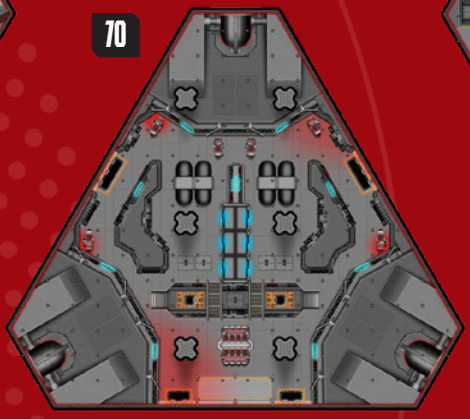

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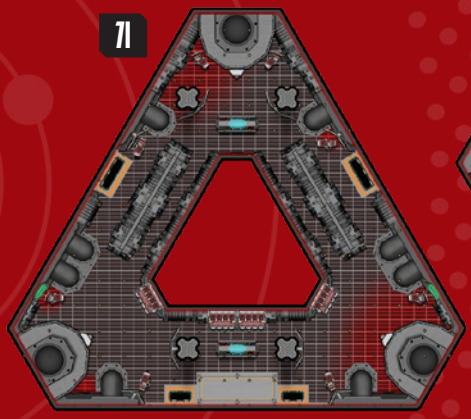

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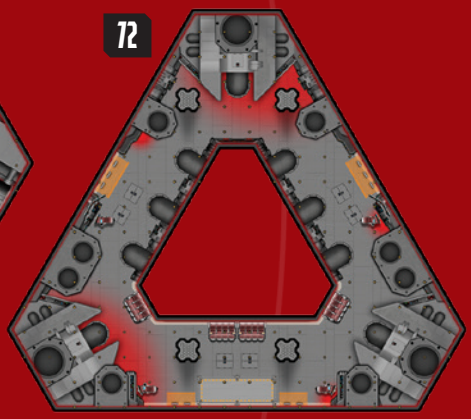


amazing hardware that the MCRN invested in these ships is that they require constant care, which means having substantially more crew than similarly-sized vessels.

SCIROCCO-CLASS

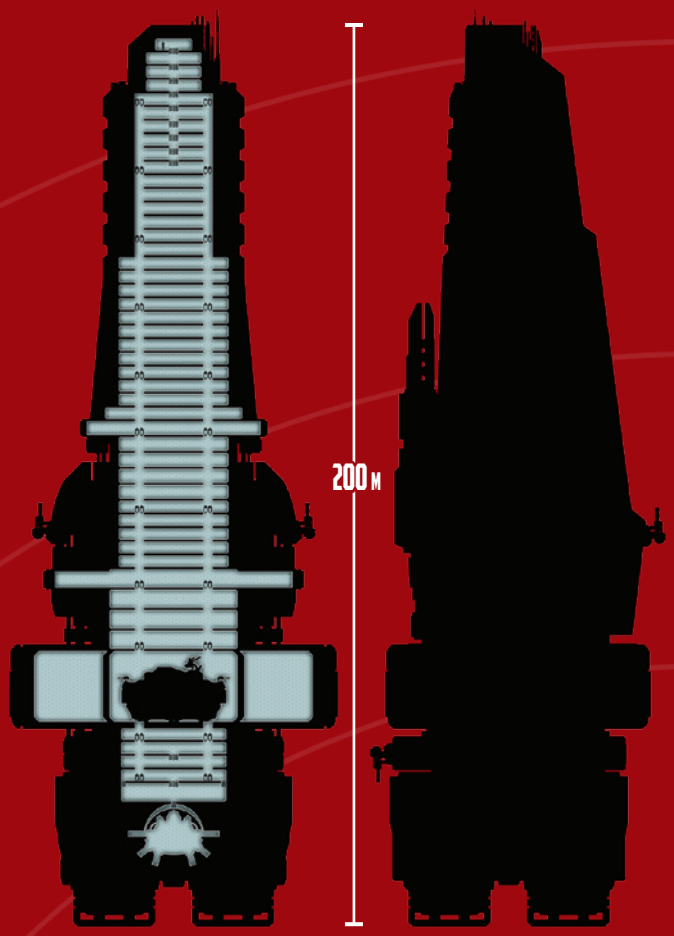
ASSAULT CRUISER

The *Scirocco*-class is a high-speed frontline warship that doubles as a troop carrier and is the pinnacle of combat balance. The assault cruiser is fast and maneuverable and armed to the teeth while still having space for troops, breaching pods, and dropships.

SHIP OF ALL TRADES

The *Scirocco*-class assault cruiser is unique in that it has a rail gun on its dorsal-starboard, giving it an easily recognizable profile. However, it also comes equipped with ten torpedo tubes, point defense cannons, and grappling cannons, which snare nearby ships for breaching pods.

The cruiser is narrow, rounded, and somewhat angular, measuring 72 meters wide, with ventral hangar bays that can fit three *Troika*-class dropships. This makes the assault cruiser excel as a boarding craft as well as a troop carrier, and it regularly carries 120 Martian Marines as well as Force Recon Marines with a full suite of Goliath



SCIROCCO - CLASS ASSAULT CRUISER

FACTION	MCRN	**CATEGORY**	Gigantic
DRIVES	Epstein, Thrusters	**LENGTH**	200m
CREW (MINIMUM)	54	**HULL**	4d6+2
CREW (STANDARD)	430	**SENSORS**	3
COMPETENCE	Skilled	**FAVORED RANGE**	Medium

ARMAMENT

WEAPON TYPE	RANGE	DAMAGE	ARC
Torpedo Bays (10)	Long	4d6	5 fore, 5 aft
Rail Gun	Medium	3d6	Fore
Point Defense Network	Close	2d6	Full Coverage
Grappler	Close	-	Fore

FAVORED COMMAND STUNTS

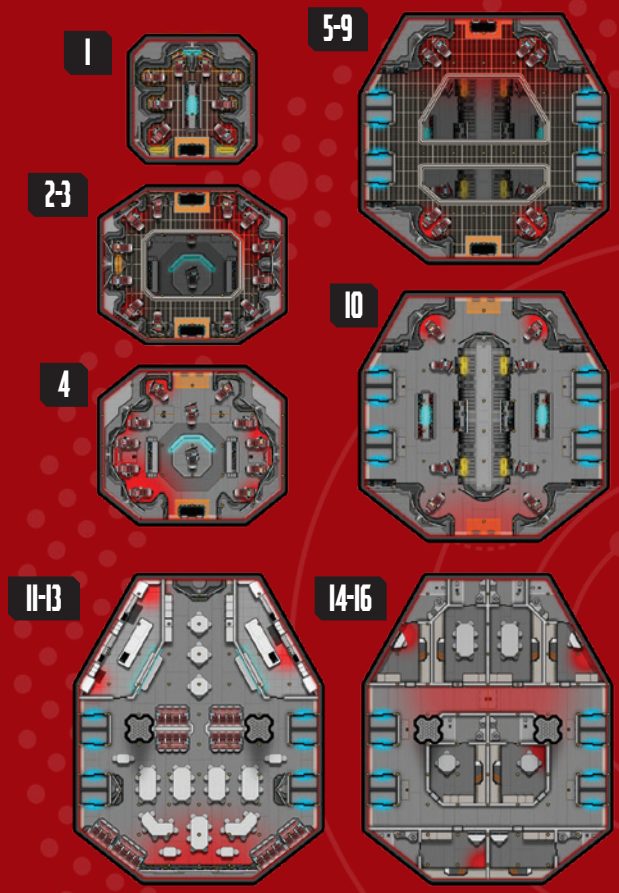
Multi-Targeting, Perceived Weakness, Set-Up

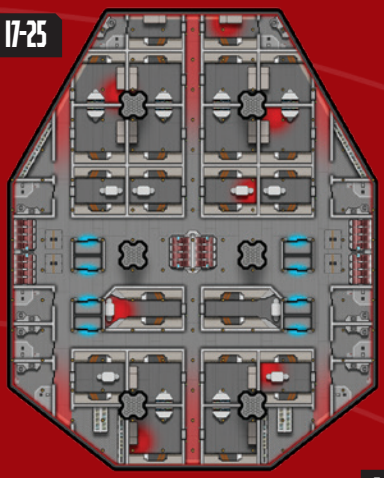
QUALITIES

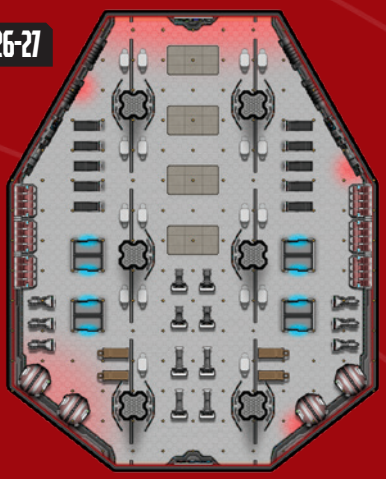
Advanced Communications Systems, Advanced Targeting Systems, Hangar Bay, Hull Plating II, Maneuverable, Medical Expert System, Redundant Hull (Double), Self-Destruct System, Sensor Scrambling

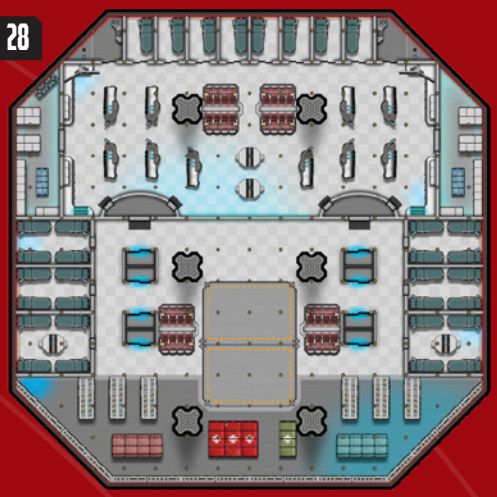
FLAWS

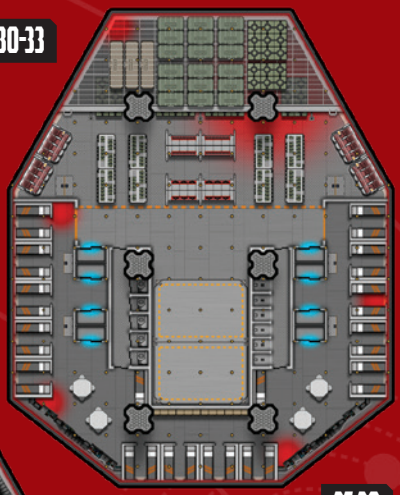
None

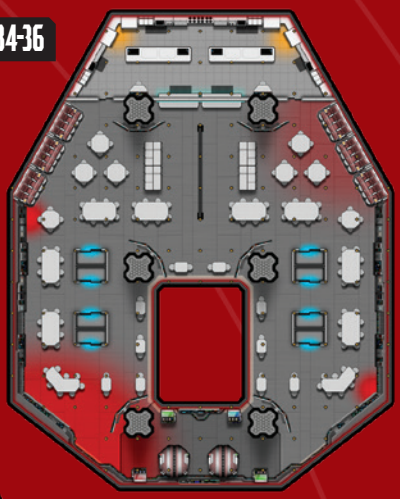


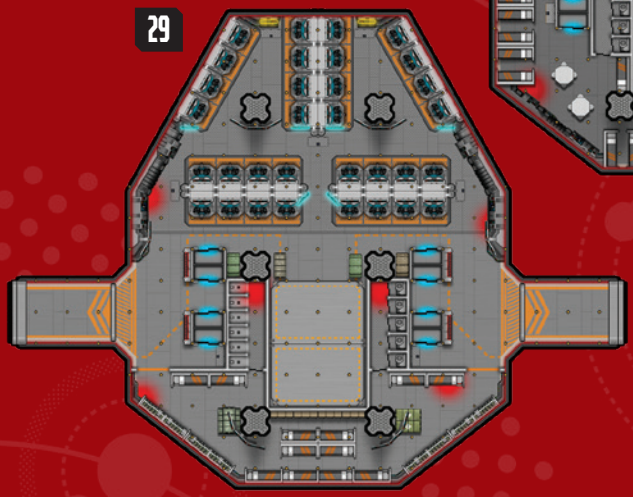


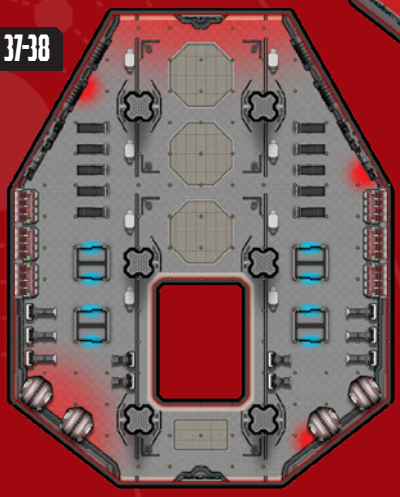


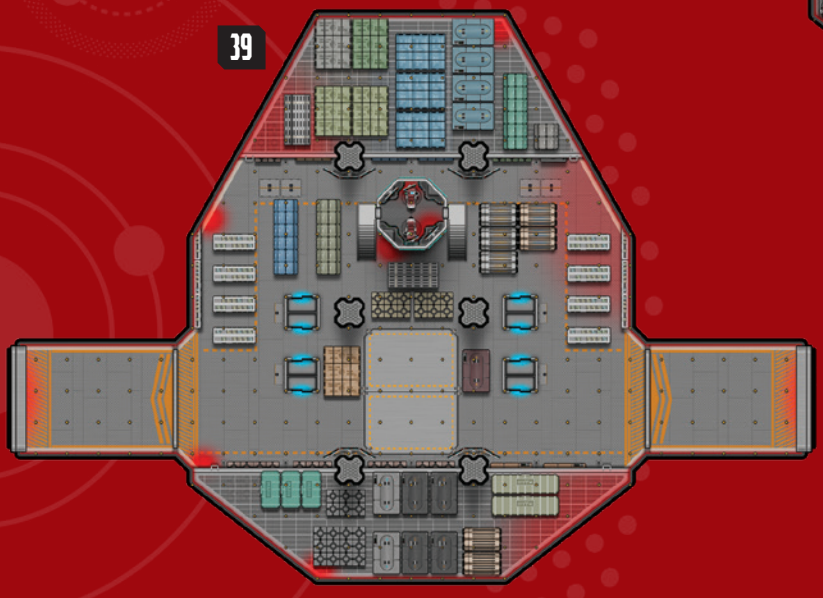










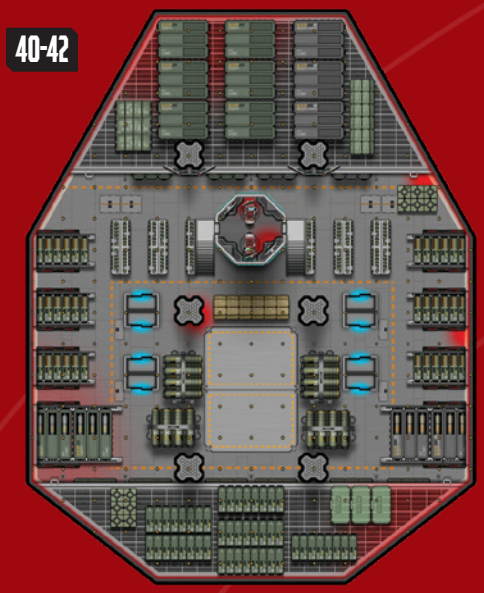


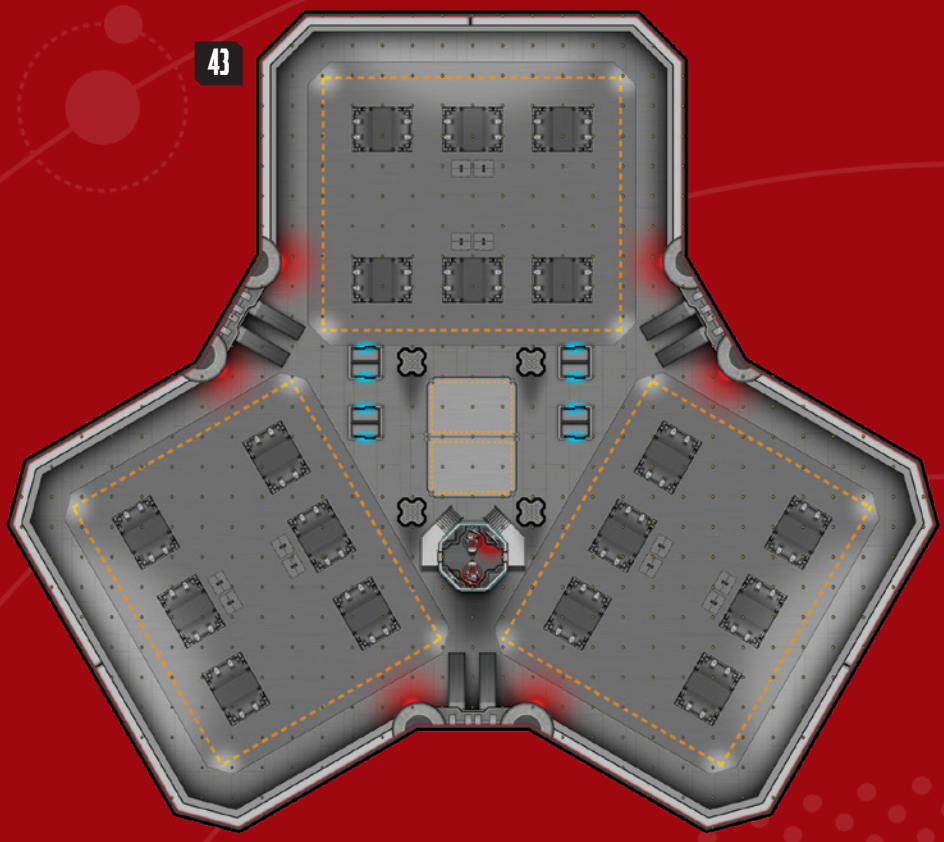
2 METERS

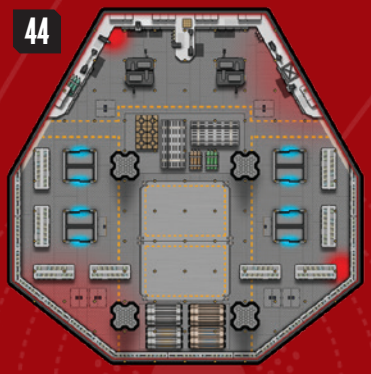
SCIROCCO-CLASS DECK KEY

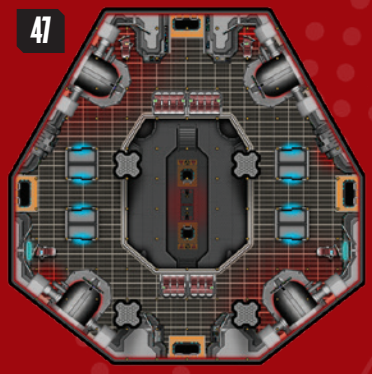
1. FLIGHT DECK
2-3. OPERATIONS 1
4. CIC
5-9. SECONDARY OPERATIONS 1
10. SECONDARY OPERATIONS 2
11-13. GALLEY
14-16. OFFICER QUARTERS
17-25. CREW QUARTERS
26-27. GYMNASIUM
28. MEDICAL FACILITIES
29. MARINE CREW RECON
30-33. MARINE CREW
34-36. MARINE GALLEY
37-38. MARINE GYMNASIUM
39. CARGO HOLD
40-42. MUNITIONS HOLD
43. HANGAR BAY
44. MACHINE SHOP
45. ENGINEERING 1
46. ENGINEERING 2
47. WATER STORAGE 1
48. WATER STORAGE 2

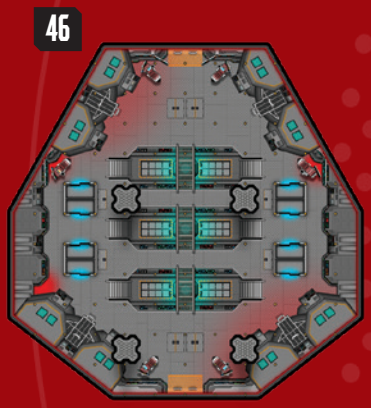
SCIROCCO - CLASS ASSAULT CRUISER











2 METERS

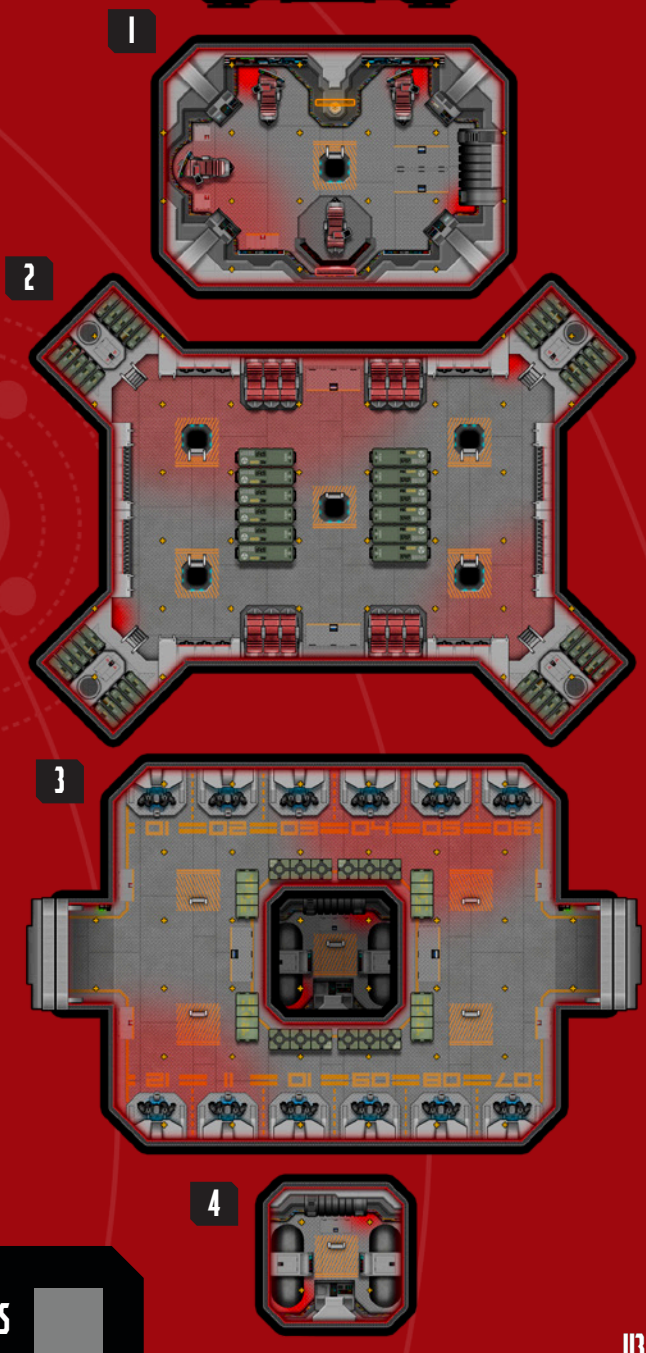
powered armor in the onboard MMC facilities, not even even accounting for the standard crew.

As an MCRN ship, the advanced weaponry is only the beginning. The *Scirocco*-class has a significantly advanced communication system with tactical uplink arrays and long-range targeting lasers. That's on top of the superior armories, repair shops, and medical facilities that are extensive through MCRN ships. These make the assault cruiser an ideal communications support ship as well as a mobile command center that could potentially rival even the *Donnager*-class in the right situation, at less than half the size.

TROIKA-CLASS

DROPSHIP

The Martian Congressional Republic Navy always puts its best foot forward with design and technology, and this state-of-the-art dropship is no different. The only dropship to be mounted with ground-focused artillery, the *Troika*-class dropship can set down on any battlefield and provide heavy fire while Marines pour out of it.



TROIKA - CLASS DROPSHIP

FACTION	MCRN	**CATEGORY**	Medium
DRIVES	Thrusters	**LENGTH**	32m
CREW (MINIMUM)	2	**HULL**	1d6+1
CREW (STANDARD)	4	**SENSORS**	1
COMPETENCE	Capable	**FAVORED RANGE**	Close

ARMAMENT

WEAPON TYPE	RANGE	DAMAGE	ARC
Point Defense Network	Close	2d6	Fore
Machine Guns* (6)	n/a	n/a	3 Starboard, 3 Port

*These are personal-size firearms and cannot harm ships.

FAVORED COMMAND STUNTS

Evasive Action, Scrambling Defenses

QUALITIES

Atmosphere Capable, Hull Plating, Maneuverable, Sensor Scrambling, Self-Destruct System

FLAWS

Poor Amenities

TROIKA-CLASS DECK KEY

1. **FLIGHT DECK / OPERATIONS / ENGINEERING**
2. **MARINES**
3. **RECON MARINES**
4. **WATER STORAGE**

YOUR CHARIOT AWAITS

Dropships are most often utilized to bring a complement of marines from an orbiting vessel to the surface of a planet. The MCRN utilizes the *Troika*-class on board the *Scirocco*-class assault cruiser and can host a dozen Recon Marines suited up with Goliath powered armor in addition to a complement of standard Martian Marines, making best use of the utilitarian space by cramming in as many bodies as possible.

In true MCRN fashion, the vessels themselves are armed and dangerous in their own right, and can travel quite a distance from their mothership on their thrusters, making them far more advanced than other dropships. While the *Troika*-class has the capabilities to make somewhat long treks away from their berth, this is hardly an ideal situation if it's filled with marines. Ultimately, these ships are designed to drop through the atmosphere quickly and efficiently with their blocky underbelly cutting through and smashing into the ground safely.

STORY HOOK: A REPO JOB

The crew comes across several *Troika*-class dropships that have been retrofitted with mining gear and are being used to mine minerals in a remote part of the belt. The ships warn the crew off, but it is clear from the transmission that they aren't MRCN. Searching the newsfeeds reveals that several of these ships were stolen during a training exercise about 6 months ago.

The ships are, in fact, in the possession of a group of Belters who took advantage of (or possibly created) an emergency onboard the dropships' parent ship to steal them. Several Martian marines were killed in the incident, so Mars would be grateful to have its missing ships returned. Does the crew investigate further in the hopes of receiving a reward?

CIVILIAN SHIPS

The ships in this section are all civilian craft, meaning many are available for purchase, and the prices can be found on page 69. The ships listed here are the stock versions of their kind, but almost all civilian craft have some deviation from the original ship. Captains and crews might add on after-market weapons, armor, or gourmet galleys. Ships can take damage that results in long-term Flaws, or they could suffer simply from becoming old.. The GM should feel free to modify these ships however makes sense for their story. This is only a small sample of the ships one can encounter in the solar system, but they provide a good jumping off point for designing new ships.

Some of these ships, such as the *Tereshkova*-class shuttle or the *Narlikar*-class research vessel, also see service in the MCR or UN Navies. These ships often have modifications that suit their specific needs, but the hulls and much of the hardware are identical to the civilian versions.

CHAUCER-CLASS

WATER HAULER

Water haulers are massive ships equipped with oversized arms and other equipment to harvest water from frozen chunks of rock and glaciers in Saturn's rings and other places in the Belt. This makes them invaluable to the economy to the Outer Planets, and most are owned by private corporations that send these ships back and forth to supply communities with the water they need to survive. The *Chaucer*-class are all former colony ships, most around a century old, that have been refurbished and sold to companies like Pur'n'Kleen and Krystal Kleer for the purpose of harvesting ice.

ICE FROM THE RINGS

Water is the most precious resource beyond Earth. These ships are usually based on efficiency and cost-effectiveness, which means they've been repurposed from old ships that were retired and about to be dismantled. The vast passenger quarters and cargo bays have been ripped out and replaced with huge ice bays and water storage tanks. The bulk of the ice is shipped in liquid form, but the ships also have the capability to melt down the ice and store it in tanks for customers who require liquid water.

In most cases, corporations want to keep their costs to a minimum and rely on engineers and officers to keep their ships running without falling apart. These ships almost always have a laundry list of problems that keep their engineers busy and creative. Each ship has a hanger bay for shuttles that are sometimes used during ice harvesting operations. The *Chaucer*-class is almost always unarmed and often relies on military escorts during dangerous times. They do have grapplers, but those are used for pulling in large chunks of ice. Metal plates are embedded in the ice (often by drone), and the grapplers are then used to draw the ice into the cargo bay. They also carry at least one salvage and one towing drone, as well as a repair and resupply drone.

CHAUCER - CLASS WATER HAULER

FACTION	Any	**CATEGORY**	Colossal
DRIVES	Epstein, Thrusters	**LENGTH**	750m
CREW (MINIMUM)	14	**HULL**	5d6
CREW (STANDARD)	55	**SENSORS**	0
COMPETENCE	Incompetent to Average	**FAVORED RANGE**	None

ARMAMENT

WEAPON TYPE	RANGE	DAMAGE	ARC
Grapplers (2)	Close	None	Aft

FAVORED COMMAND STUNTS

Evasive Action

QUALITIES

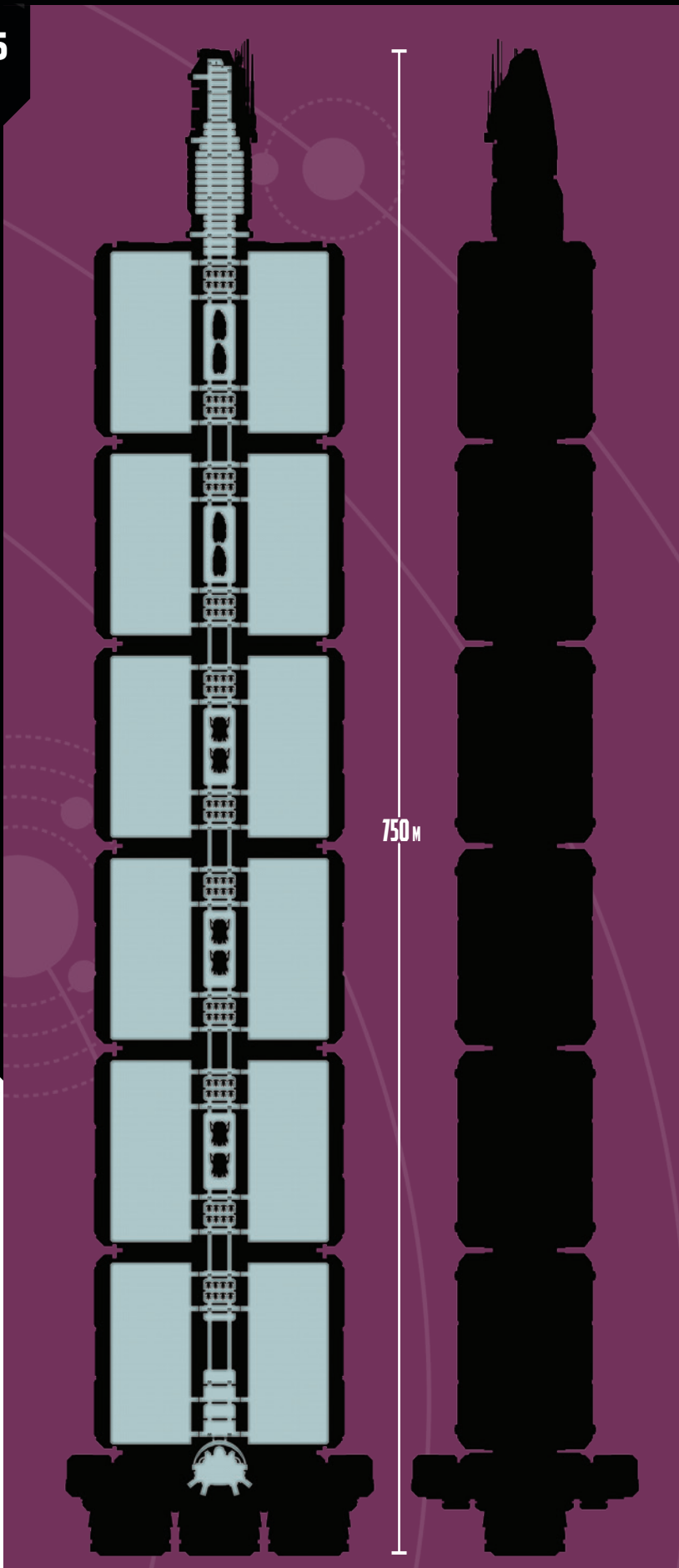
Drones, Hangar Bay, Reduced Crew Requirements

FLAWS

Bad Juice, High Maintenance, Lumbering, Old, Poor Acceleration III, Weak Hull

CHAUCER-CLASS DECK KEY

1. FLIGHT DECK / OPERATIONS
2. SECONDARY OPERATIONS
3. GALLEY / BOARDING DECK
4. COMMAND CREW QUARTERS
5-9 CAPTAIN & COMMAND CREW QUARTERS
10. COMMAND GALLEY
11. CREW GYMNASIUM
12. MEDICAL FACILITIES 1
13. MEDICAL FACILITIES 2
14-20. CREW QUARTERS
21-22. CREW GALLEY
23-24. CREW GYMNASIUM
25. CREW CARGO BAY 1
26-27. CREW CARGO BAY 2
28-70. ICE/WATER STORAGE / DRONE HANGAR / SKIFF/SHUTTLE HANGAR
71. MACHINE SHOP
72. ENGINEERING 1
73. ENGINEERING 2
74. WATER STORAGE 1
75. WATER STORAGE 2



STORY HOOK: A GLACIAL TASK

An ice hauler owned by Krystal Kleer has malfunctioned and is on the float. The engineering crew was killed in the malfunction and their repair skiff is inoperable. The official in charge of the ship at Krystal Kleer is embarrassed and terrified that pirates will raid the ship if it sits too long.

The company hires your crew to get to the coordinates as fast as you can with maintenance equipment, find the problem, and get the hauler moving before pirates arrive. Your crew must gather the necessary equipment, burn like hell, and find the ship—then defend it from the pirates, fix an unusual problem, and get the *Chaucer* home so that the company can still make a profit off of the glacier they're tugging.

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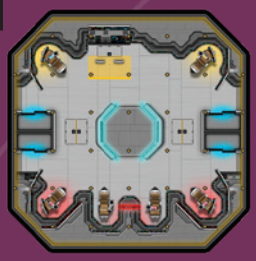

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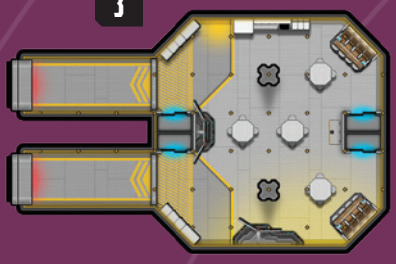

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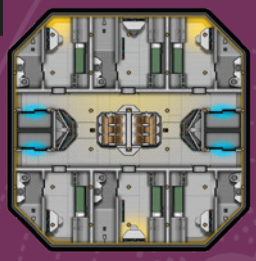

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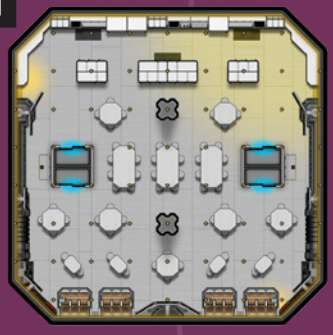

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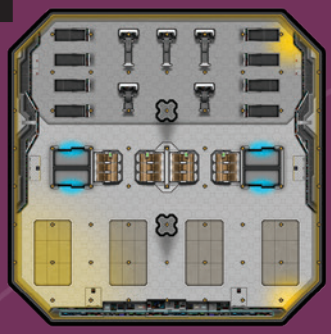

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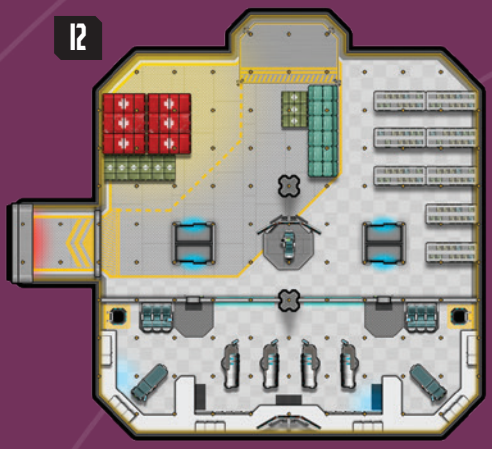

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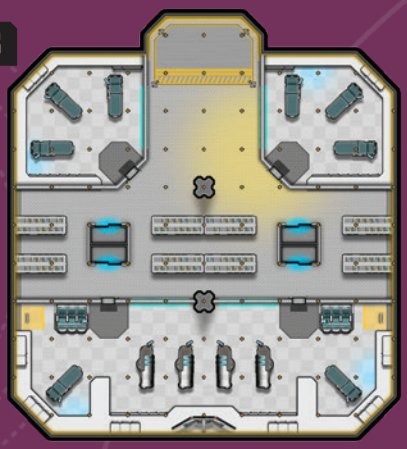

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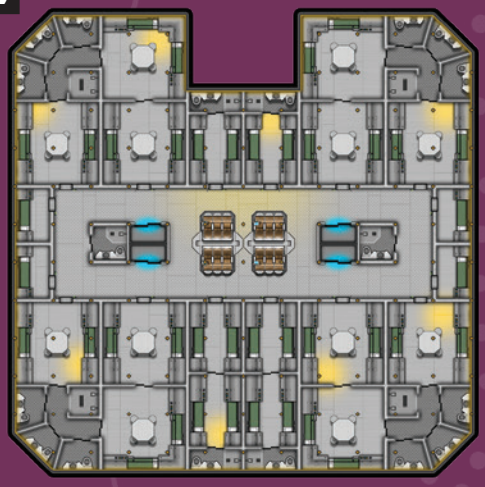

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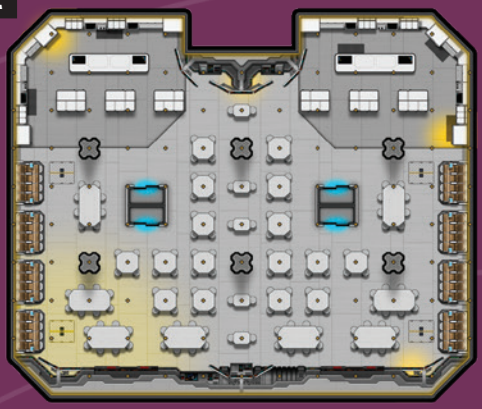

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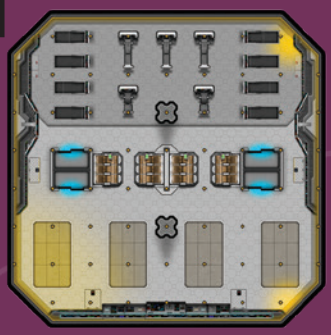

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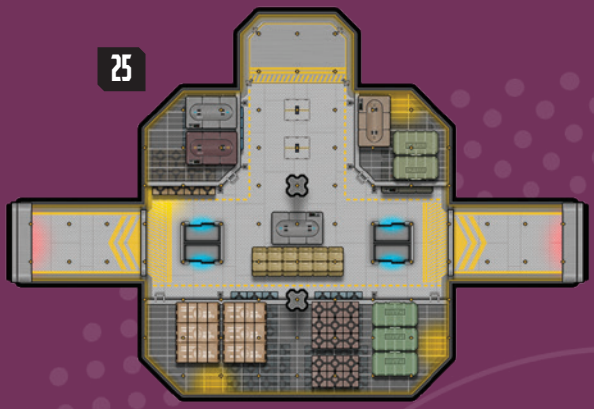

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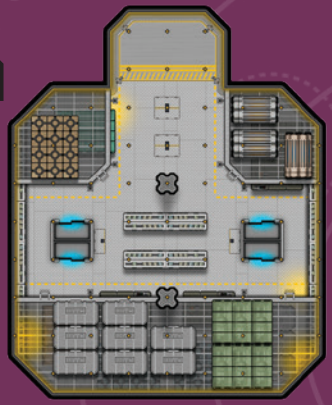
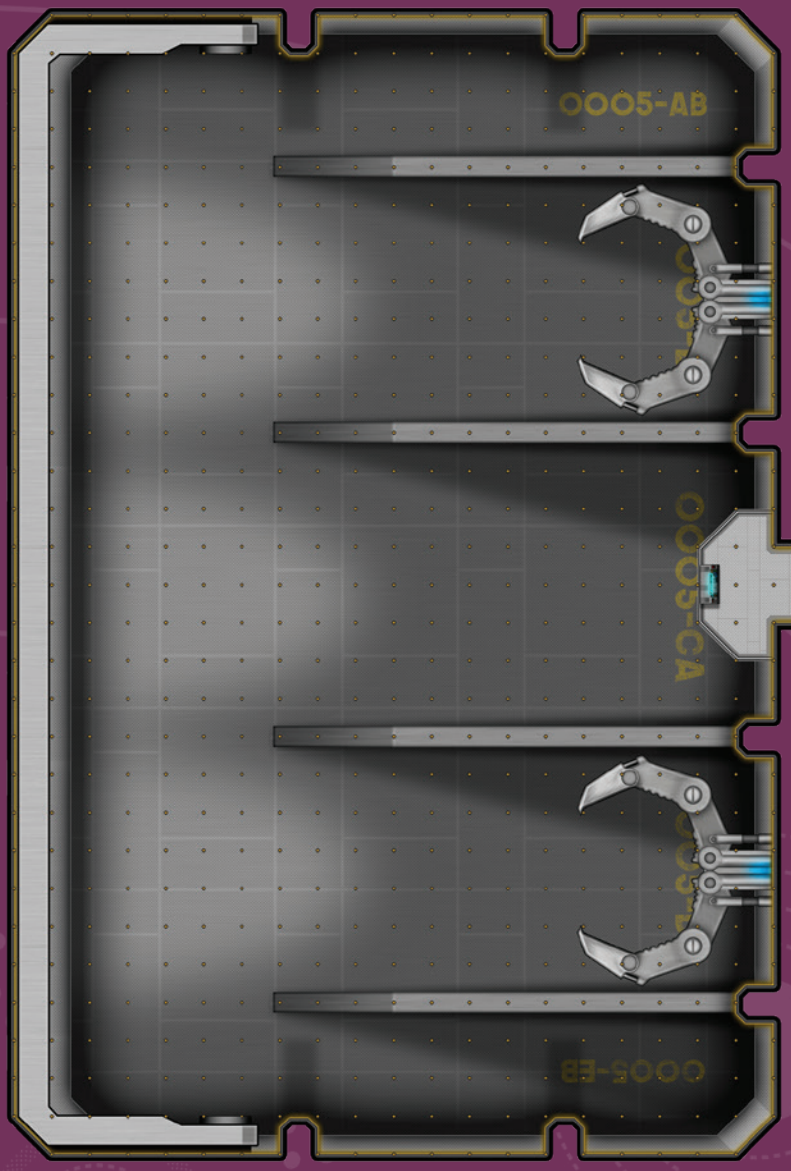
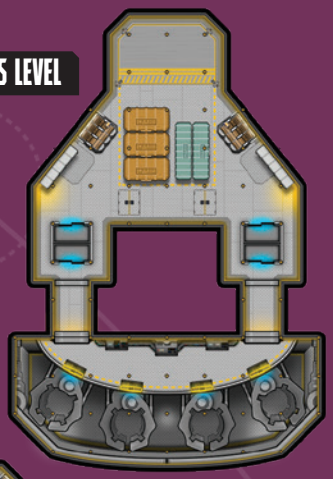


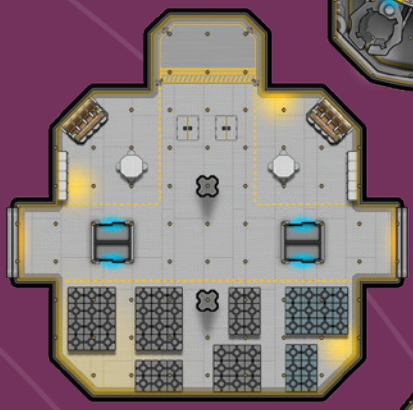
2 METERS



DRONE HANGAR ACCESS LEVEL



ICE/WATER ACCESS LEVEL



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SKIFF/SHUTTLE BAY ACCESS LEVEL

ICE/WATER STORAGE BAY

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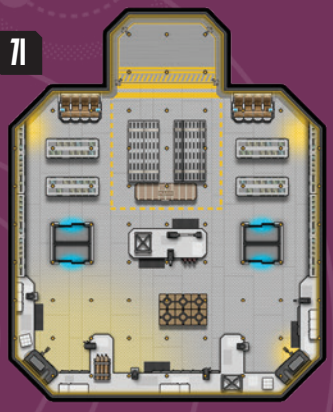

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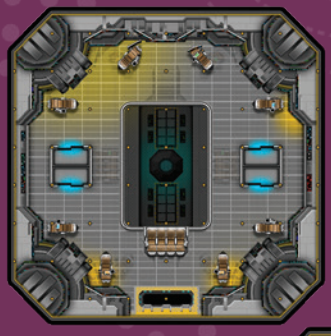

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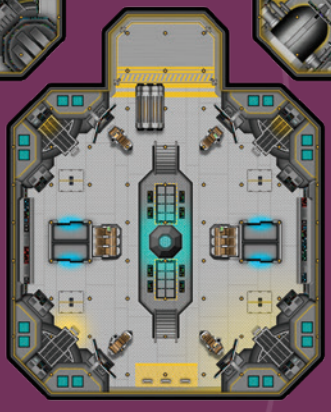

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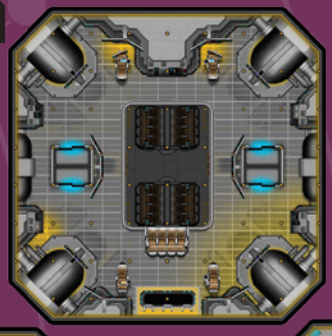

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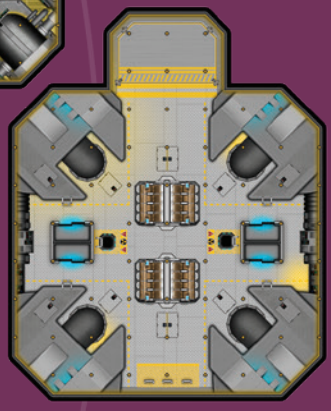


CORNUCOPIA-CLASS

SUPPLY SHIP

While tensions between political entities simmer, trade continues unabated. Most supply ships are owned by private companies or contractors, aiming to maximize profit by delivering the right goods to the right place at the right time. While life aboard a supply ship may seem like pedestrian work, delays in supply runs may result in civil unrest, which can be dangerous ---and even occasionally lethal--to supply ship crews. Profit margins can be thin, so these ships need to operate at peak efficiency. For those in the business of trade, the *Cornucopia*-class supply ship is the best you can find.

THE PRICE OF ABILITY

Travel in space can be hard and long, so there are rules and policies in place to ensure the safety and comfort of those who choose to make that journey, especially for non-military vessels. More importantly, the long journeys make it difficult to transport goods from one place to another—be it a station or a planetary body. That's the job of supply ships—to fill their cargo bays to the brim with the demands of others and transport them across the system.

These huge supply ships ply the space lanes from Earth to Saturn. Although massive, these freighters tend to carry food and luxury goods rather than ice or large-scale construction materials—those are left to even larger ships. They often have a standard route: picking up food and supplies from Earth, winding their way through the Belt and to the Outer Planets, then restocking foodstuffs at Ganymede for the return journey. They often have a small amount of space set aside for passengers, although most prefer faster ships to the plodding and meandering pace of a supply ship.

Some corporations prefer to cut corners and refit older model vessels of cheaper quality for their supply ship fleets, but the *Cornucopia*-class is the best money can buy, with many owners finding that their speed and reliability outweighs the cost-cutting.

Supply ships are stocked with different resources such as medicine, food, and electronics, or even components to make them. Below are some items that could make it onto supply ships, though realistically, anything a corporation could turn into money could be found.

Food	**Medicine**
Environment Suits	**Medical Equipment**
Vac Suits	**Mechs**
Armor	**Terminals/Other Electronics**
Weaponry	**Drones**
Minerals	**Vehicles**

CORNUCOPIA - CLASS SUPPLY SHIP

FACTION	Any	**CATEGORY**	Gigantic
DRIVES	Epstein, Thrusters	**LENGTH**	272m
CREW (MINIMUM)	32	**HULL**	3d6
CREW (STANDARD)	250	**SENSORS**	1
COMPETENCE	Average	**FAVORED RANGE**	None

ARMAMENT

WEAPON TYPE	RANGE	DAMAGE	ARC
Grapplers (2)	Close	-	Aft

FAVORED COMMAND STUNTS

Evasive Action

QUALITIES

Hanger Bay, Improved Stores, Medical Expert System, Reduced Crew Requirements, Sturdy

FLAWS

Lumbering

STORY HOOK: ENOUGH IS ENOUGH

A supply manager at Savage Industries is responsible for delivering stores and repair supplies to several UN outposts. Several of their supply ships have recently been raided by pirates, so he hires the crew to assist with the problem. Rather than hire escort ships for the foreseeable future, they want to put an end to the problem once and for all. One of their supply ships has been mounted with a single rail gun and PDCs. He needs a combat-experienced crew to eliminate the pirates once and for all.

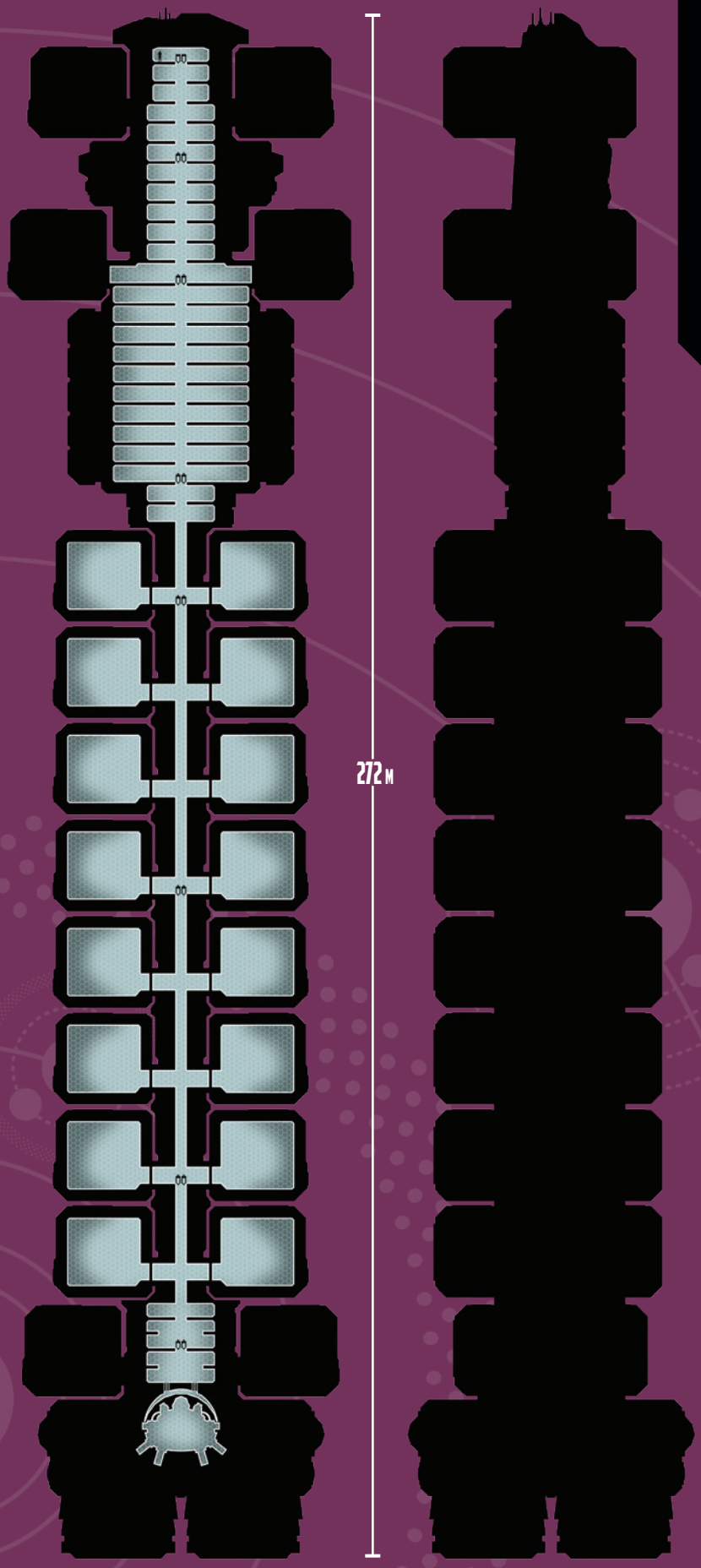
GLEASON-TYPE

REPAIR SKIFF

The *Gleason*-type repair skiff isn't like typical spaceships, instead resembling terrestrial vehicles in size and function except for their thrusters and capabilities of operating in different gravities. They typically have room for only a pilot and a small quantity of materials, with mechanical arms equipped with various tools that can help the ship perform different tasks.

THE SMALLEST HELPER

Gleason-type repair skiffs are small craft that usually reside within the hangar bays or cargo bays of larger ships. Shipyards such as Callisto and Tycho Station also keep multiple of these ships at their disposal. The arms of the skiff have



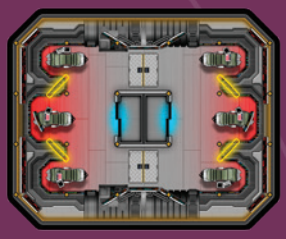
CORNUCOPIA-CLASS DECK KEY

1. FLIGHT DECK / OPERATIONS
2. SECONDARY OPERATIONS
3. GALLEY
4. CAPTAIN & COMMAND CREW QUARTERS
5-9. COMMAND CREW QUARTERS
10. COMMAND GALLEY
11. COMMAND CREW GYMNASIUM
12. MEDICAL FACILITIES
13-25. CREW QUARTERS
26. CREW GALLEY
27. CREW GYMNASIUM
28-35. CARGO CONTAINER LEVEL
36. MACHINE SHOP
37. ENGINEERING
38. WATER STORAGE

2 METERS

1

2



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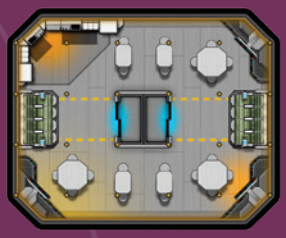

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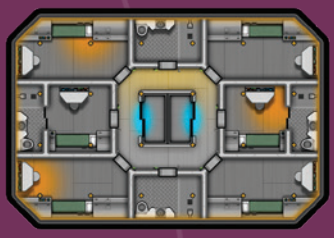

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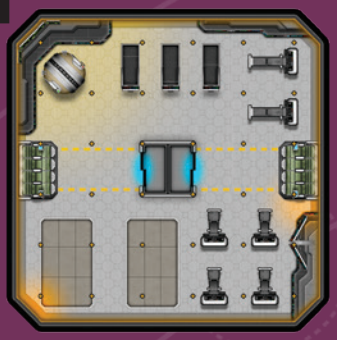

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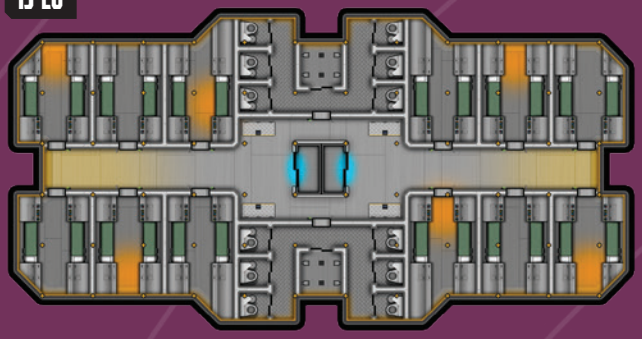

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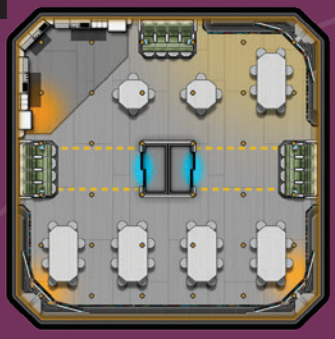

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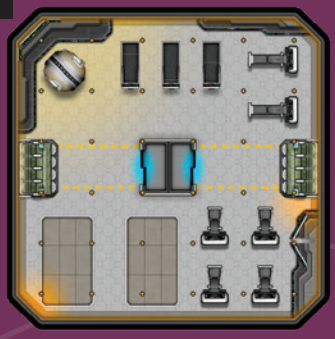

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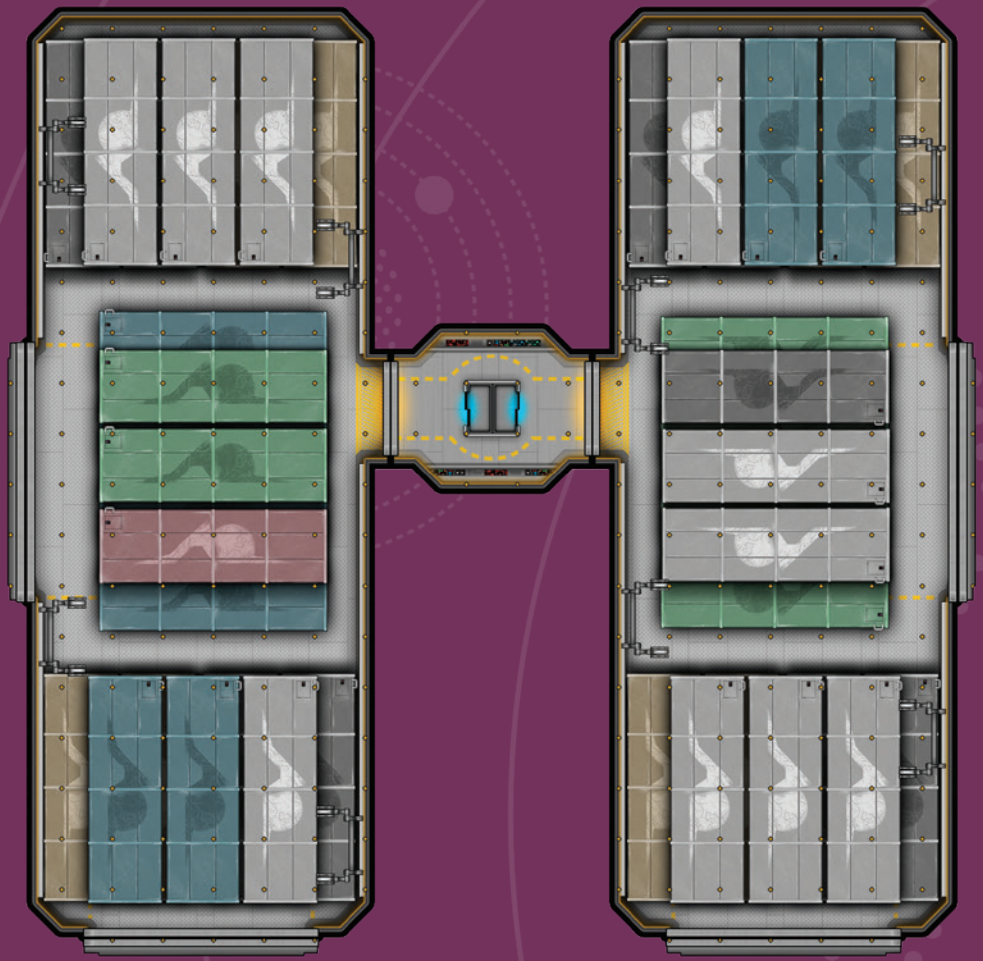

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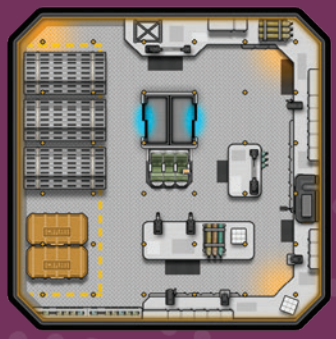

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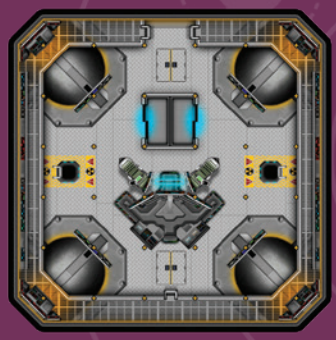


2 METERS

welding tools, as well as claws that help move and lay materials along the hull of a ship. These skiffs also assist personnel by transporting them around to perform maintenance on hard to reach internal places as well as helping with the external repairs that need to be done after combat. These repairs are typically just delaying the need for proper repairs at a shipyard and can sometimes even lead to further problems if not done correctly.

Skiffs aren't or sturdy enough to handle an Epstein drive, only thrusters, and aren't equipped to handle being atmosphere capable. They're only deployed from the hangars of other ships or stations and use their thrusters to maneuver around the exterior of a ship.

Crews that pilot skiffs are often secondary pilots who don't have much actual piloting training. Often, a pilot is assigned to be the primary skiff pilot in cases where repairs and maintenance are regular needs, and most frequently, on larger vessels.

FLYING TOOLBOXES

Skiffs are boxy-shaped and very simple, with short-range thrusters on the underbelly and a pair of thrusters on the back. They're not atmosphere-landing capable and are stored in hangar bays of much larger vessels. Because of their size, they are very difficult targets.

The *Gleason*-type has a wide array of tools that allow them to aid help with salvaging and retrieval of materials.

GLEASON - CLASS REPAIR SKIFF

FACTION	Any	**CATEGORY**	Small
DRIVES	Thrusters	**LENGTH**	12m
CREW (MINIMUM)	1	**HULL**	1d3
CREW (STANDARD)	2	**SENSORS**	-2
COMPETENCE	Average	**FAVORED RANGE**	None

ARMAMENT

WEAPON TYPE	RANGE	DAMAGE	ARC
None	-	-	-

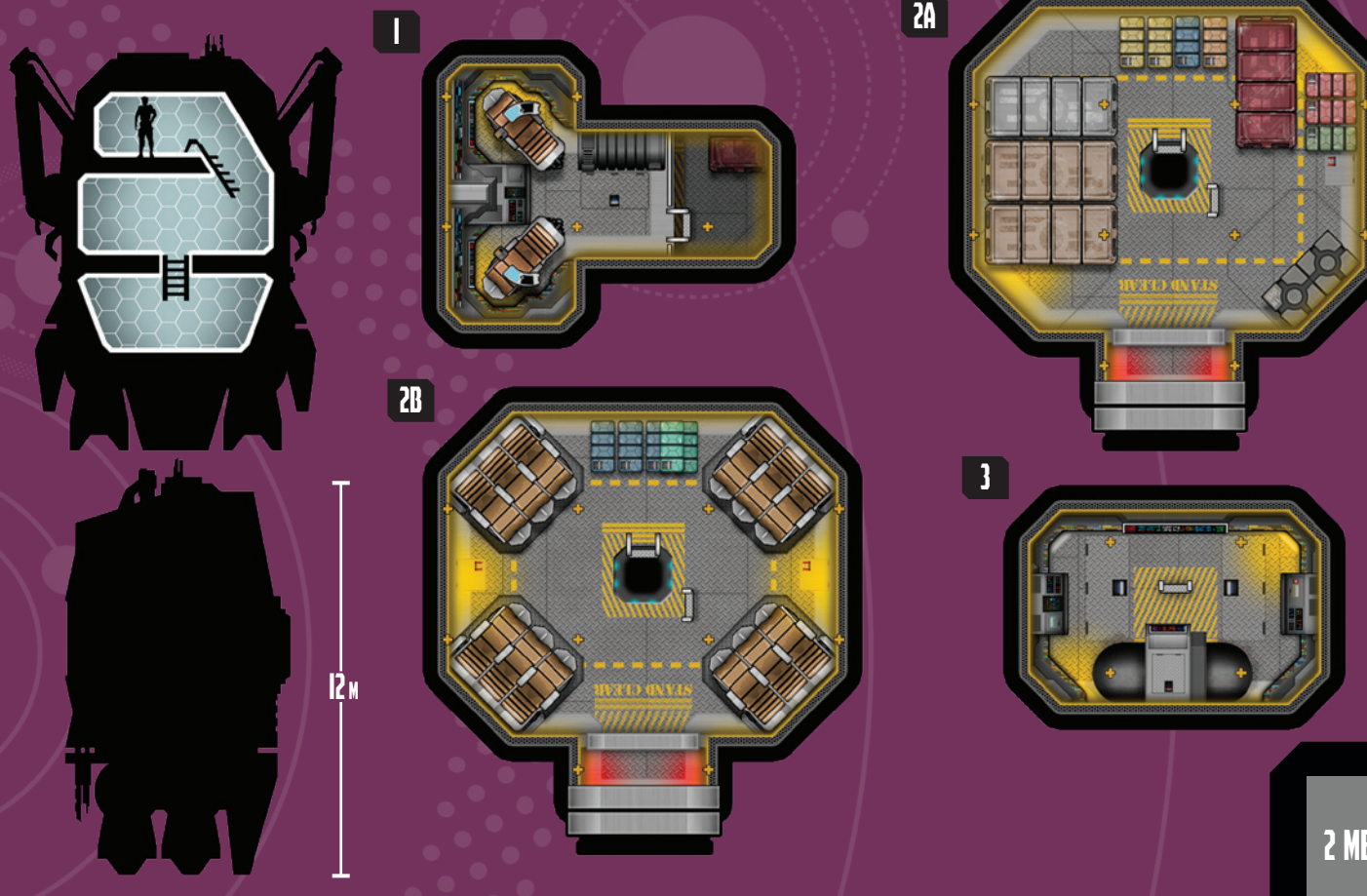
FAVORED COMMAND STUNTS
Blinding Maneuver, Evasive Action

QUALITIES
Repair Facilities

FLAWS
Fragile, Poor Amenities

GLEASON-CLASS DECK KEY

1. FLIGHT DECK
2. CARGO HOLD
3. CARGO HOLD (OPTIONAL)
4. ENGINEERING / WATER STORAGE



Notably used by Belter pirates, these tools allow the skiff to quickly and safely grab metals, goods, and material from derelict or disabled ships.

Another common use for these skiffs is during the construction of larger ships at stations or shipyards. Notably, skiffs were used at Tycho station during the construction of the *Nauvoo,* where plates and beams were hauled out to different sections of the generation ships during the enormous task of construction.

STORY HOOK: EMERGENCY REPAIRS

The crew's (or another's) ship has suffered damage that requires external repairs. Unfortunately, the ship is caught in a decaying orbit (perhaps Jupiter, Saturn, or a planet beyond the Ring), making an EVA in a vac suit extremely hazardous, if not impossible. Instead, the crew must use a borrowed *Gleason*-type repair skiff to make repairs. Things might get interesting when an enemy or rival arrives in another skiff to stop the repairs from being made.

GRENDEL-CLASS

LIGHT FREIGHTER

The *Grendel*-class has been in operation for over 50 years and is the workhorse of the solar system. Although much smaller than some of the massive freighters that ply the space lanes, the *Grendel* is the most popular amongst small corporations and entrepreneurs who hope to strike it rich.

LONG DISTANCE DELIVERY

The *Grendel*-class is designed to haul cargo over the vast distances between the planets. Unlike its larger cousins, the *Grendel* was built with speed in mind, allowing the ship to transport a specific cargo from point to point as quickly as possible.

The ships fill in the gaps left by goods transportations services provided by larger ships. They often offer private services to corporations or individuals who require fast delivery. Some companies maintain their own fleet of freighters to circumvent typical manifest and cargo policies. The UNN and MCRN also maintain some of these freighters to transport military-grade cargo like firearms, torpedoes, or high-spec technology to different stations, bases, and fleets all over the system, although these ships often have aftermarket armaments.

The stock *Grendel*-class comes unarmed to maximize cargo space and speed, although many captains choose to add a point defense network to provide basic protection and deterrent against pirates.

GRENDAL - CLASS LIGHT FREIGHTER

FACTION	Any	**CATEGORY**	Large
DRIVES	Epstein, Thrusters	**LENGTH**	65m
CREW (MINIMUM)	2	**HULL**	2d6
CREW (STANDARD)	8	**SENSORS**	0
COMPETENCE	Average to Capable	**FAVORED RANGE**	Long

ARMAMENT

WEAPON TYPE	RANGE	DAMAGE	ARC
None	-	-	-

FAVORED COMMAND STUNTS

Blinding Maneuver, Evasive Action, Scrambling Defenses

QUALITIES

Improved Acceleration, Improved Stores, Reduced Crew Requirements

FLAWS

None

STORY HOOK: THIEVING THIEVES

Not long after receiving a notification that a light freighter out of Ceres has gone missing, the crew picks up the drive signature of a ship that is running a transponder code that matches the missing ship's drive signature. Do they try to intercept the ship? Do they notify the authorities? Do they attempt to blackmail the new owners of the stolen ship? Or do they take it for themselves?

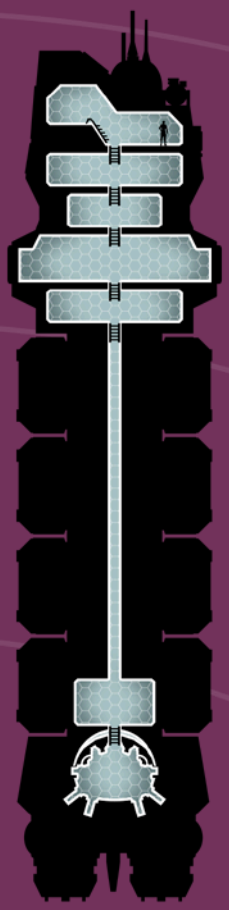
NARLIKAR-CLASS

RESEARCH VESSEL

Private companies are most interested in profits, and while most of the well-known companies in the system provide consumer goods or services, there are still corporations and government entities that are more concerned with the advancement of technology, discovery of unknown concepts, and the betterment of humankind. For companies interested in space exploration, the *Narlikar*-class research vessel is often the perfect fit.

A BETTER YOU!

Narlikar-class research vessels are equipped with extensive laboratories, medical facilities, and whole decks dedicated to research and development for various experiments that are custom-built for the research needed.



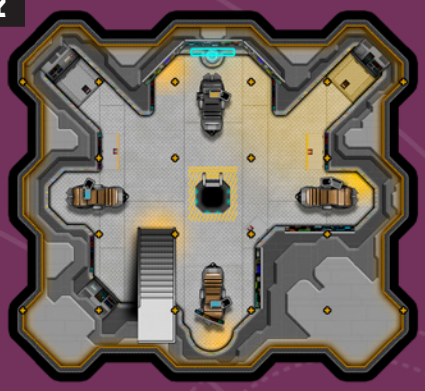
GRENDAL-CLASS DECK KEY

1. FLIGHT DECK
2. OPERATIONS
3. CREW QUARTERS
4. GALLEY
5. CARGO HOLD
6. ENGINEERING / MACHINE SHOP
7. WATER STORAGE

2 METERS

1

2



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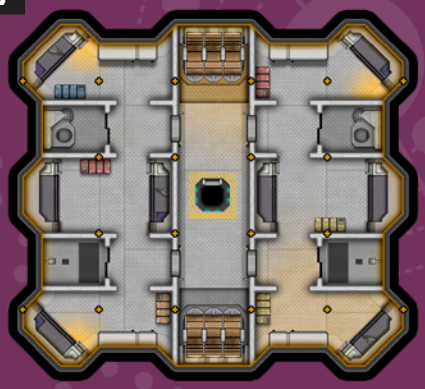

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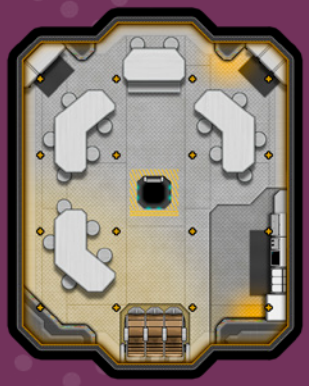

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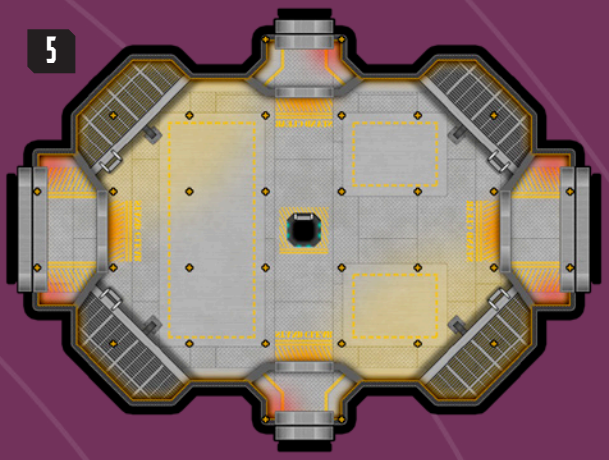

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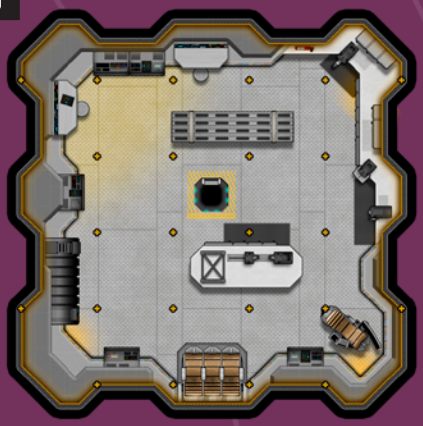

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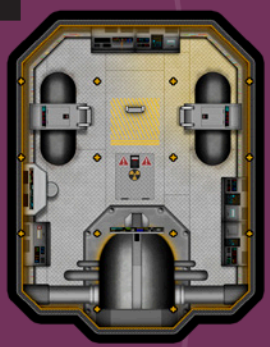


These vessels are privately built and owned by dozens of different companies, and while each may customize the design, the functionality between each one remains the same: go to a designated location, gather samples, and perform tests.

These ships are unarmed, except for grapplers, but they do have a small hanger bay that carries shuttles for landing on planetary bodies and asteroids. These ships also come equipped with drones for remote observation in dangerous circumstances. In addition to its standard crew complement, there is room for an additional six scientists.

STORY HOOK: LOST RUINS

Royal Charter Energy has been investigating anomalous asteroid readings in the Belt. However, a couple of their research vessels have been attacked by pirates intent on stealing their data. So far, the targeted ships have been lucky and managed to escape, but the VP in charge of this research has decided to take extra security measures, hiring the crew's ship to escort one of their ships.

While conducting their observations, the research ship discovered what appears to be an old and abandoned (possibly pre-Epstein drive) station buried deep inside one of the asteroids. The station isn't recorded in any official records and is unmarked. The crew of the research ship wants to investigate and asks the crew to accompany them just in case. Not long after entering the derelict station, a transmitter beacon is activated. Who, if anyone, responds?

NARLIKAR - CLASS REESEARCH VESSEL

FACTION	Any	**CATEGORY**	Large
DRIVES	Epstein, Thrusters	**LENGTH**	78m
CREW (MINIMUM)	3	**HULL**	2d6
CREW (STANDARD)	12	**SENSORS**	3
COMPETENCE	Average	**FAVORED RANGE**	Long

ARMAMENT

WEAPON TYPE	RANGE	DAMAGE	ARC
Grapplers (2)	Close	None	Fore

FAVORED COMMAND STUNTS

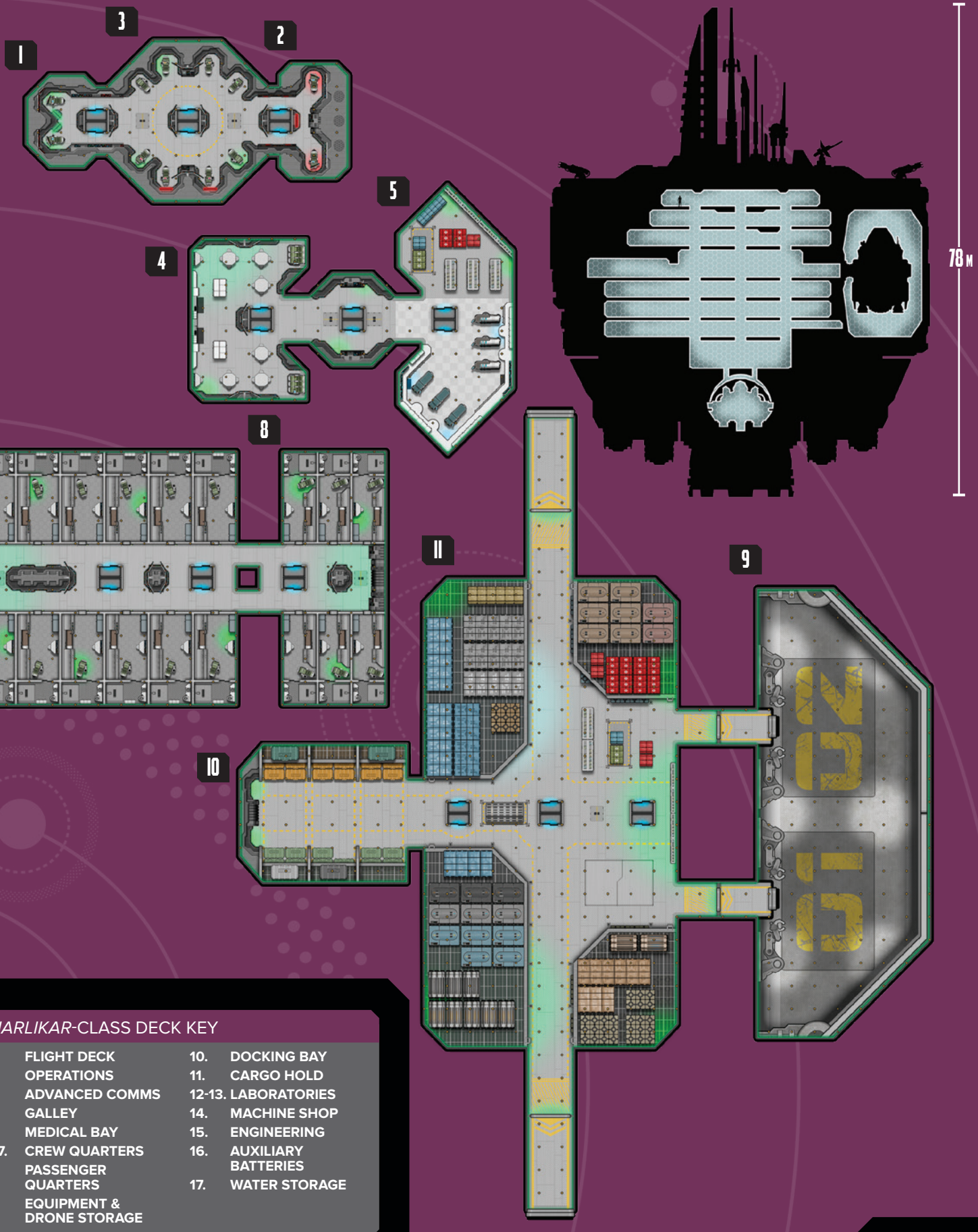
Evasive Action

QUALITIES

Advanced Communications Systems, Drones, Emergency Batteries, Hangar Bay, Improved Stores, Medical Expert System

FLAWS

None



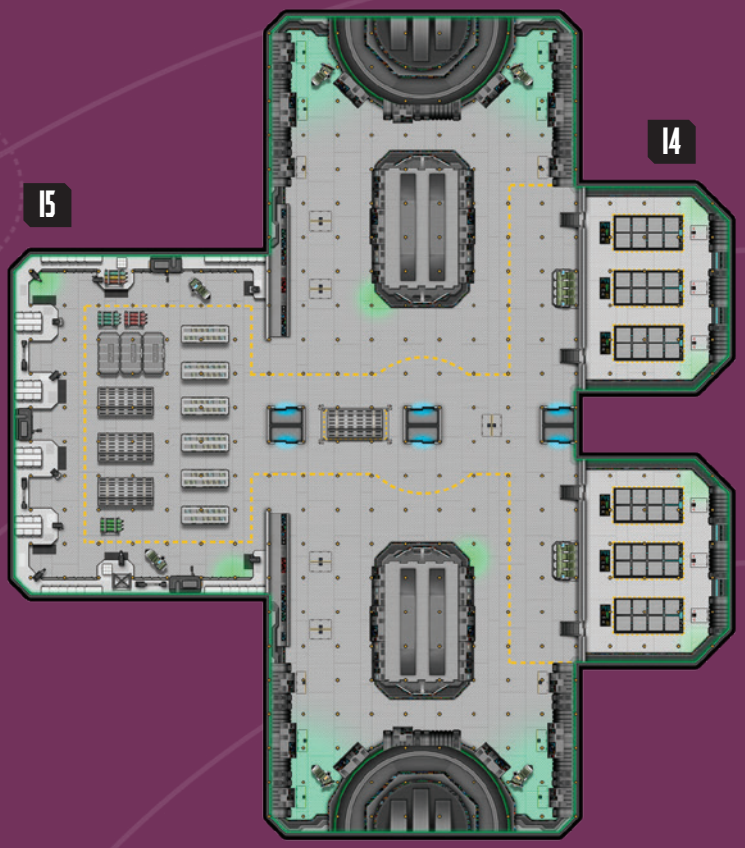
NARLIKAR-CLASS DECK KEY

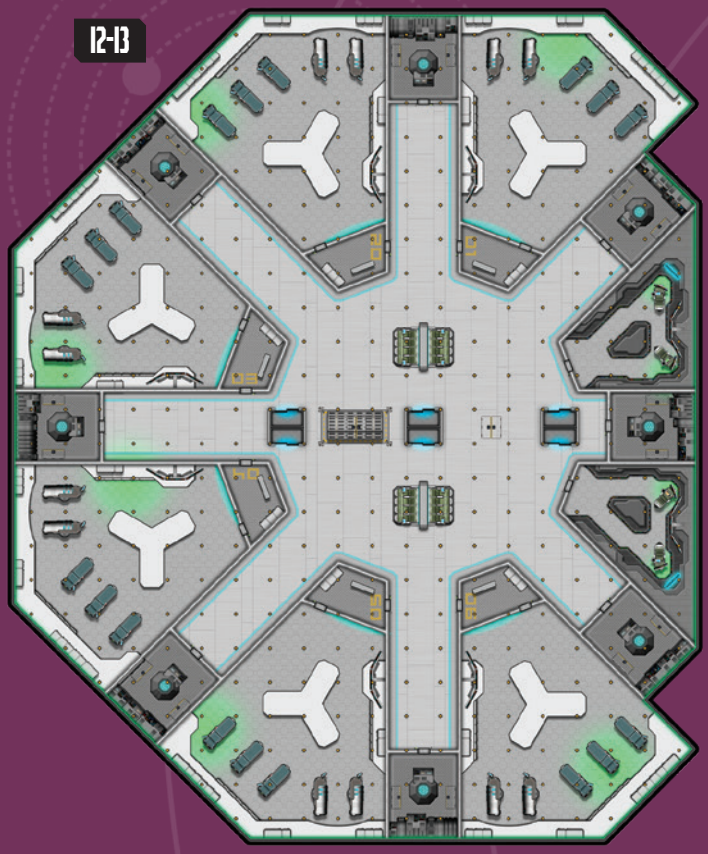
1. FLIGHT DECK
2. OPERATIONS
3. ADVANCED COMMS
4. GALLEY
5. MEDICAL BAY
6-7. CREW QUARTERS
8. PASSENGER QUARTERS
9. EQUIPMENT & DRONE STORAGE
10. DOCKING BAY
11. CARGO HOLD
12-13. LABORATORIES
14. MACHINE SHOP
15. ENGINEERING
16. AUXILIARY BATTERIES
17. WATER STORAGE

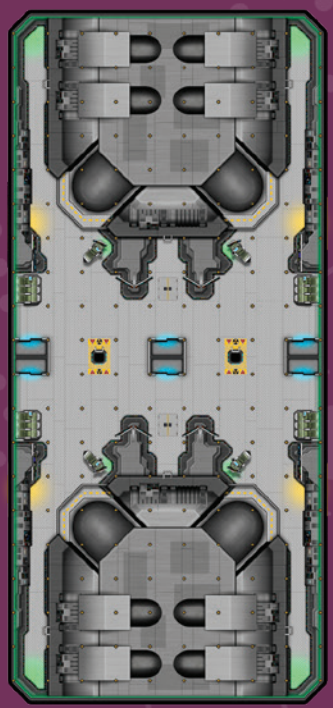
2 METERS

NARLIKAR - CLASS RESEARCH VESSEL

2 METERS







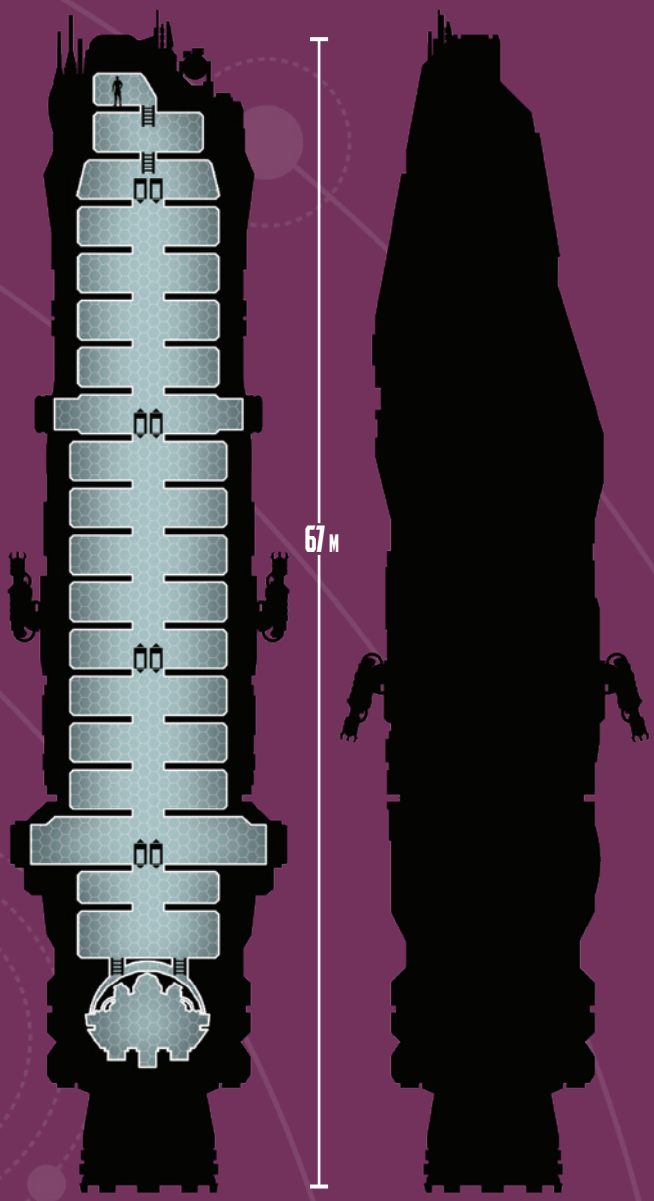
PESESHET-CLASS

MEDICAL SUPPORT SHIP

Space combat can be notoriously dangerous and lethal, and stations experience medical catastrophes such as disease outbreaks or even the occasional asteroid strike. It's times like these when the *Peseshet*-class medical support ship comes into play. Most of these ships are owned by non-profit medical relief groups dedicated to wellness; however, the UNN also uses this class of ship as a medical support frigate.

BRINGING HEALTHCARE TO YOU

Medical support ships are essentially mobile mini-hospitals equipped with bleeding-edge medical tech and experienced doctors and nurses. They carry the most advanced medicines and technology capable of regrowing limbs or attaching prosthetics. They do whatever they can to keep patients alive until they can reach a fully stocked medical facility.



PESESHET - CLASS MEDICAL SUPPORT SHIP

FACTION	Any	**CATEGORY**	Large
DRIVES	Epstein, Thrusters	**LENGTH**	67m
CREW (MINIMUM)	2	**HULL**	2d6
CREW (STANDARD)	8	**SENSORS**	0
COMPETENCE	Capable	**FAVORED RANGE**	Long

ARMAMENT

WEAPON TYPE	RANGE	DAMAGE	ARC
Grapplers (4)	Close	None	2 Fore, 2 Aft

FAVORED COMMAND STUNTS

Guidance, Evasive Action

QUALITIES

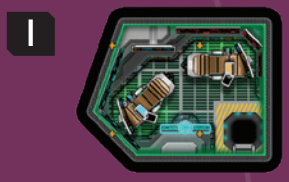
Advanced Communications Systems, Atmosphere Capable, Good Juice, Improved Acceleration II, Improved Stores, Maneuverable, Medical Expert System, Reduced Crew Requirements, Sturdy

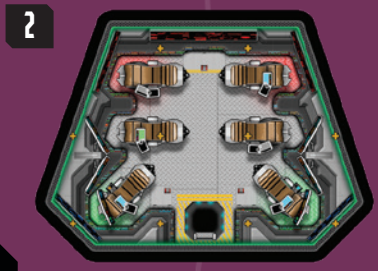
FLAWS

None

PESESHET-CLASS DECK KEY

1. FLIGHT DECK
2. OPERATIONS
3. GALLEY
4. CREW QUARTERS
5-6. PHYSICIAN QUARTERS
7. PHYSICAL THERAPY / GYMNASIUM
8. SUPPLIES / IMPROVED STORES
9-16. MEDICAL FACILITIES / LABORATORIES
17. CARGO HOLD
18. MACHINE SHOP / ENGINEERING
19. WATER STORAGE





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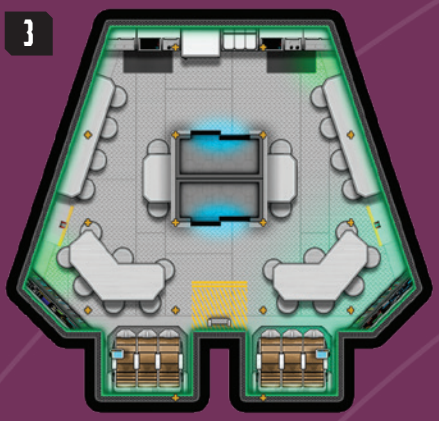

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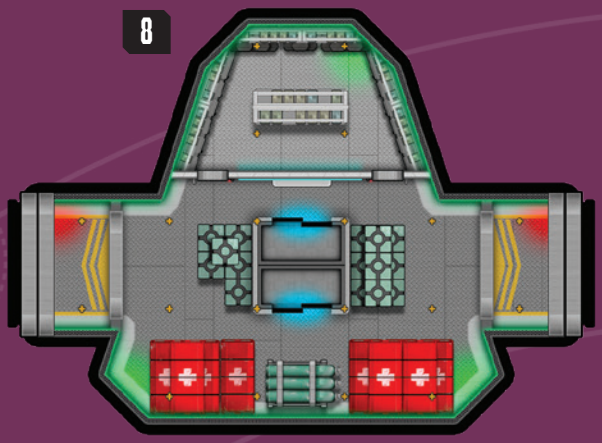

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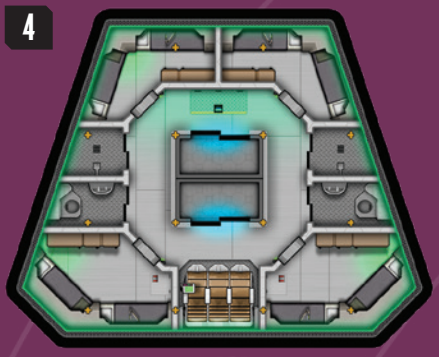

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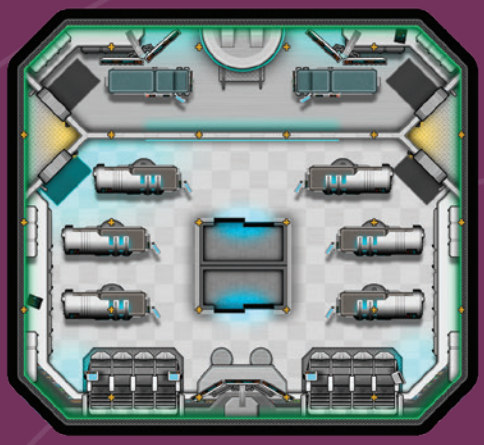

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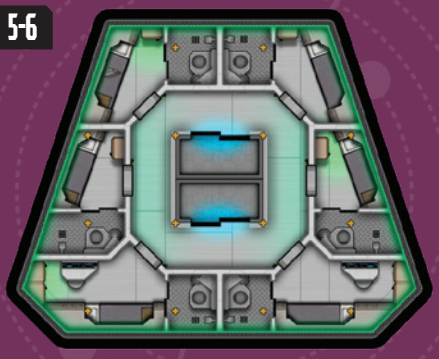

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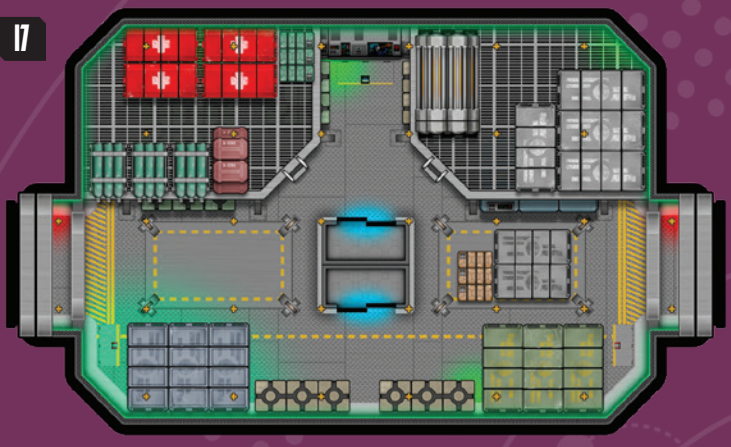

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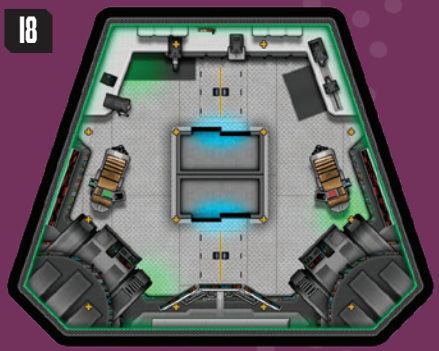


19

2 METERS

These ships are never armed, except for grapplers, which are used for docking disabled ships. They are crammed full of crash couches with medical expert systems and can treat up to fifty patients at a time. Most of these ships can be found near the Inner planets, much to the dismay of the Belters, although several of these ships can always be found docked at Ganymede.

SHATTERED MEMORIES:

The crew wakes up on a Medical Support Ship with no recollection of what just happened. The ship is adrift and everyone on board is dead except for one doctor. Unfortunately, the doctor doesn't even know the full situation, only that shortly after rescuing the crew, they were attacked.

The crew must effect repairs before whoever damaged the medical ship returns, hopefully restoring their lost memories in the process. Why can't they remember anything? Is this a trap set to get the crew to reveal important information? Can the surviving medical officer be trusted?

SCHMITT-TYPE

ROCKHOPPER

Named after Harrison Schmitt, the first professional scientist to leave low Earth orbit and to visit the moon, this ship is designed for maneuvering in close proximity to asteroids to take the necessary tests and even perform small-scale mining operations. It is small and agile, while still being large enough to carry a crew along with a large quantity of scientific instrumentation. It is also capable of capturing and hauling smaller asteroids. Although popular among independent operators, this ship is often used by the UN and MCR.

THE BLUE COLLAR SHUTTLE

Despite having maneuvering thrusters, the *Schmitt*-type doesn't have the necessary equipment, navigation, or protection to enter the atmosphere—however, all of these ships are specialized in being able to duck and weave near massive asteroids to get to particular chunks of ice or rocks or attach scientific equipment where needed. These ships also have higher sensor ratings that most ships of their size and class.

Many Belt-built rockhoppers aren't equipped with an Epstein drive and must hitch a ride on a larger ship or use maneuvering thrusters to reach their destination. However, the *Schmitt*-type is Epstein drive-equipped, which gives it greater versatility than most rockhoppers. The crew quarters are tight, requiring the crew to hot bunk (share a bed) or to sleep on the crash couches. The exterior of this ship is designed for modular attachments based on the mission.

This equipment can be customized based on the type of job the crew is on—welding equipment for repairs or maintenance, cutting or mining tools, or a myriad of other options that involve the hard work of Belters, freelancers, or pirates.

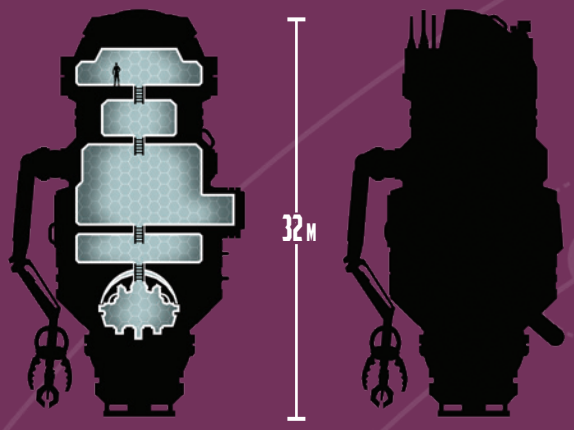
STORY HOOK: IT'S A TRAP!

A rockhopper, far out in the Belt, broadcasts a distress signal. When the crew investigates, no life forms are detected on board. However, if they board the ship, they find a bomb that starts counting down as soon as they board. At the same time, a Belter pirate ship comes out of hiding and launches torpedoes at the crew's vessel.

TERESHKOVA-TYPE

SHUTTLE

Almost every ship in the system—no matter who it belongs to—not only *has* shuttles but is required by law to have a certain amount of functioning shuttles based on the size and personnel of the vessel at hand so that the crew can safely leave in case of emergency. The *Tereshkova*-type is one of



SCHMIDT - TYPE ROCKHOPPER

FACTION	None	**CATEGORY**	Medium
DRIVES	Epstein, Thrusters	**LENGTH**	32m
CREW (MINIMUM)	2	**HULL**	1d6
CREW (STANDARD)	4	**SENSORS**	3
COMPETENCE	Incompetant to Average	**FAVORED RANGE**	None

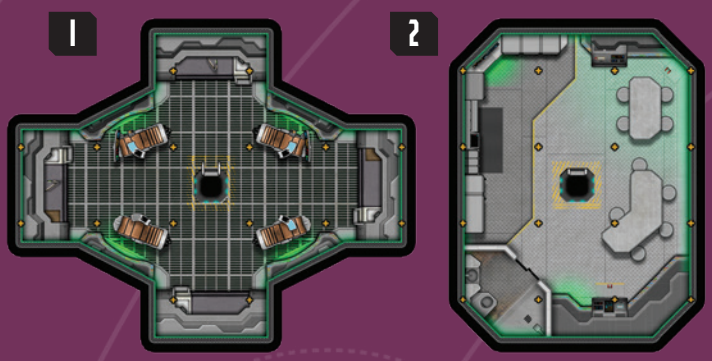
ARMAMENT

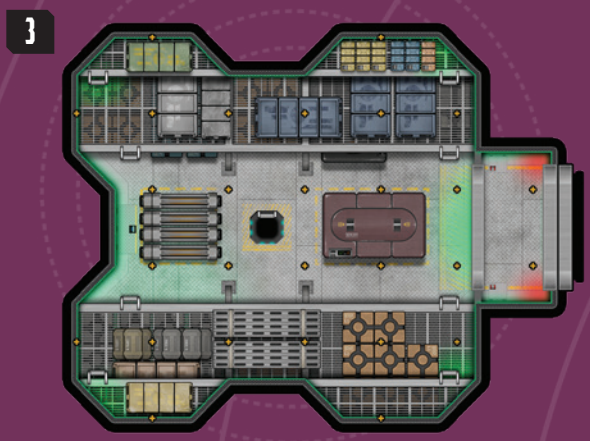
WEAPON TYPE	RANGE	DAMAGE	ARC
Grapplers (2)	Close	-	Fore

FAVORED COMMAND STUNTS
Evasive Action

QUALITIES
Agile, Maneuverable

FLAWS
Bad Juice, Poor Amenities





SCHMITT-TYPE DECK KEY

1. FLIGHT DECK / OPERATIONS
2. GALLEY / COMMON AREA
3. CARGO HOLD
4. ENGINEERING/ WATER STORAGE

2 METERS

the most common shuttle types found in the system and can be found on everything freighters to luxury passenger liners.

EJECT TO SAFETY

Shuttles are Small-category ships with barely any room—typically a maximum of three decks, though it's typically one or two. Shuttles are made to serve one function: transporting a small number of people from a ship to another ship, station, or body that needs to be investigated. Shuttles can fit a maximum of eight people, though this is cramped, but there's no need for a crash couch since shuttles aren't fitted with Epstein drives and aren't capable of landing on a planet by themselves. Instead, shuttles fly only using thrusters. Shuttles aren't armed with any sort of weaponry or defenses, but given their small size, they are a terribly difficult sort of ship to hit with torpedoes.

The standard crew complement is two, but the *Tereshkova*-type can carry up to 12 passengers. There are emergency rations and medical supplies on each shuttle, but no galley or medical systems to perform invasive or critical procedures, which means that time in a shuttle is limited. Shuttles are equipped with standard sensors and transmission systems so that they can keep communications with their mothership and also send and receive tightbeam

TERESHKOVA - TYPE SHUTTLE

FACTION	Any	**CATEGORY**	Small
DRIVES	Thrusters	**LENGTH**	15m
CREW (MINIMUM)	1	**HULL**	1d3+2
CREW (STANDARD)	2 (14)	**SENSORS**	1
COMPETENCE	Average	**FAVORED RANGE**	Long

ARMAMENT

WEAPON TYPE	RANGE	DAMAGE	ARC
None	-	-	-

FAVORED COMMAND STUNTS

Blinding Maneuver, Evasive Action, Sensor Scrambling

QUALITIES

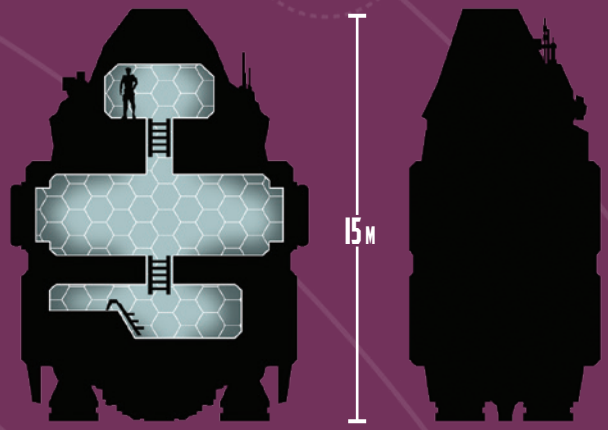
Sturdy

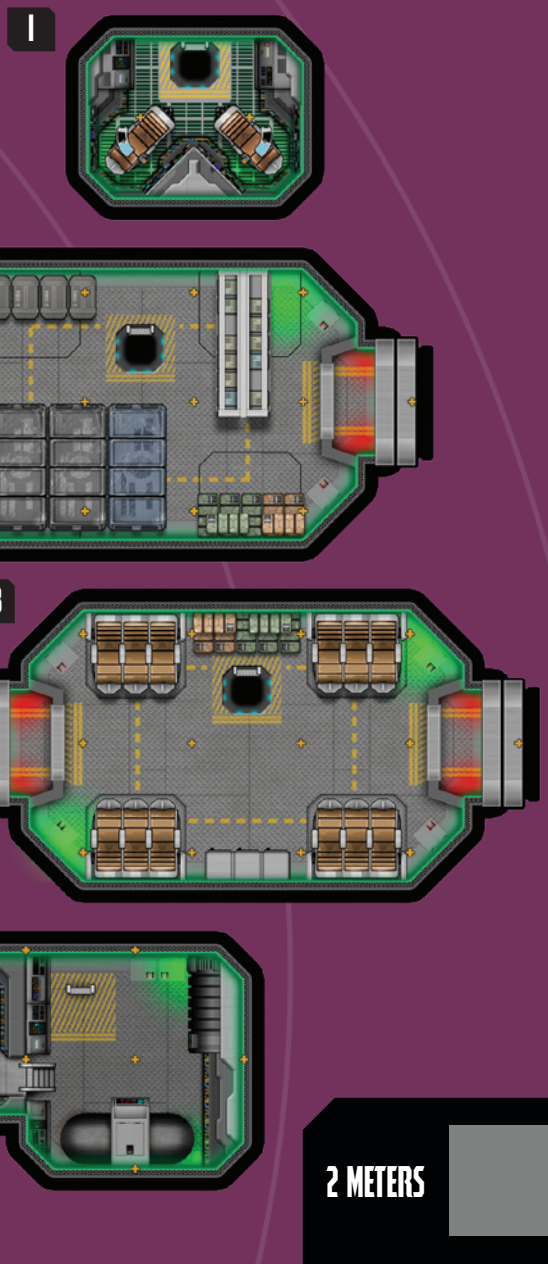
FLAWS

Poor Amenities

TERESHKOVA-TYPE DECK KEY

1. FLIGHT DECK
2. CARGO HOLD
3. CARGO HOLD (OPTIONAL)
4. ENGINEERING / WATER STORAGE





transmissions from elsewhere in the system, especially important for SOS transmissions.

STORY HOOK: SHADES OF GRAY

A private shuttle out of Mars has been hijacked. The family of the people onboard hires the crew to retrieve the shuttle and bring them home to safety. The family believes that they were taken by OPA pirates but have no proof. The crew tracks the shuttle to its last known location in the Belt but an OPA ship swoops in to attack, allowing the shuttle to escape.

The crew must fight off the OPA ship and pursue the shuttle. When they finally manage to capture and board the shuttle, things become complicated when they learn that it was "stolen" by the missing family member and other members of their polycule who were attempting to escape the religious persecution of the families on Mars for a freer life in the Belt.

TSAI SHEN-CLASS

LUXURY YACHT

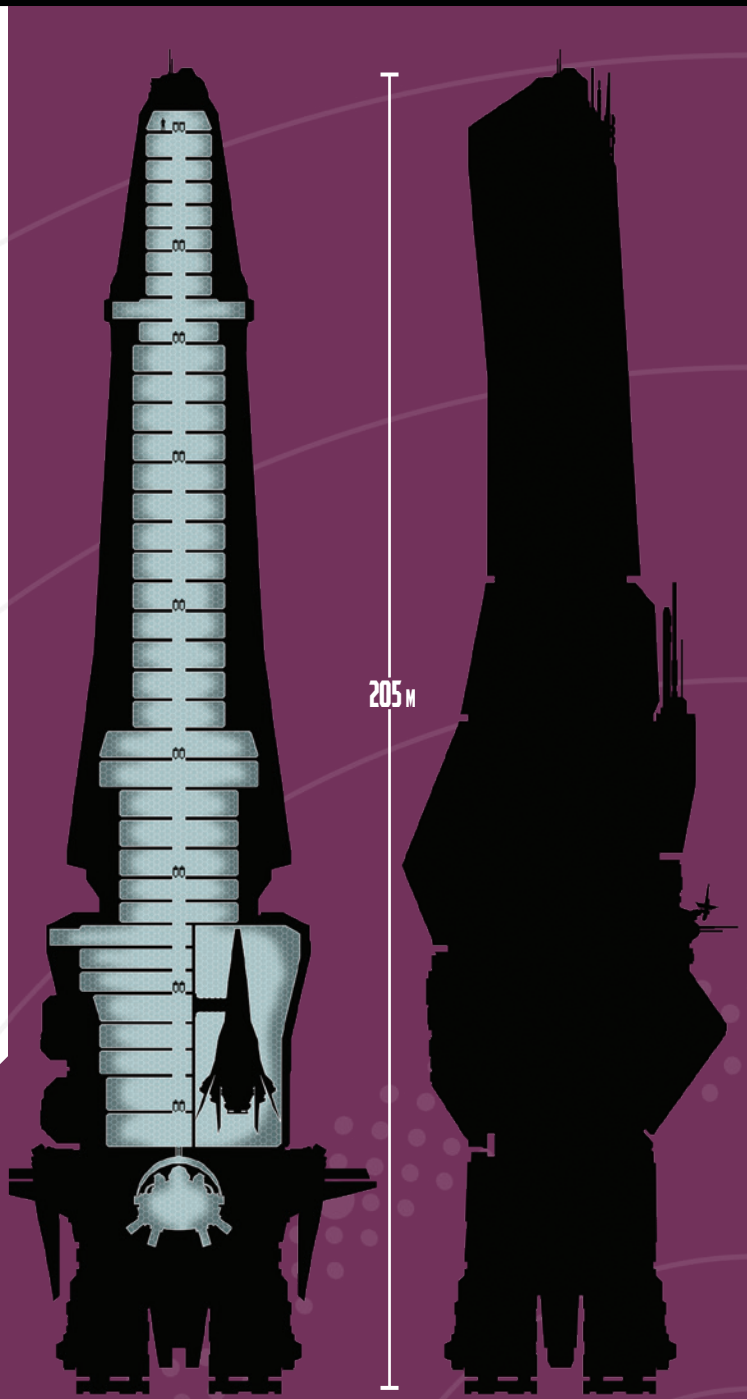
The *Tsai-Shen*-class luxury yacht offers the epitome of comfort and opulence for the discerning client. A ship of this size could easily hold 200 passengers comfortably, but instead, they have a dozen staterooms (not counting crew quarters) that are the height of extravagance. Unlike most spaceship, every *Tsai-Shen*-class yacht has a comes with a custom paint job.

LOVE BOAT

Each suite on this ship takes up an entire deck of the ship and contains its own media center, private bath, and lounge with a full bar. Most ships have a gourmet chef on board and stock real food in their larders, something unheard of on most spaceships. Security is taken very seriously with state-of-the-art locking mechanisms and reinforced doors. Safety is another concern, and these ships come standard with triple-redundant hulls to protect against a random meteor strike, or heavens forbid, the ship is attacked. The opulence of these ships means that they are extremely expensive to maintain. Luxury yachts are most often found near the Inner planets with few risking travel beyond the Belt. The only exception being Titan, where the wealthy love to show off their extravagant transportation. When traveling this far, most owners hire an escort ship to ensure their safety.

STORY HOOK: IT'S JUST BUSINESS

A VP for a large corporation such as Mao-Kwikowski Mercantile, Pope Enterprises, or Royal Charter Energy has been making unusual trips to some of the smaller moons in the outer planets. The chief of security hires the crew and inserts them as crewpeople onboard VP's yacht so that they can discover what he's been up to. Are they selling corporate secrets to the Belt or another corporation? Are they working on a secret project for the UN or MCR? Or perhaps they're carrying on a secret affair with the CEO's spouse?



TSAI CHEN - CLASS LUXURY YACHT

FACTION	Any	**CATEGORY**	Huge
DRIVES	Epstein, Thrusters	**LENGTH**	205m
CREW (MINIMUM)	8	**HULL**	3d6
CREW (STANDARD)	32	**SENSORS**	-1
COMPETENCE	Skilled	**FAVORED RANGE**	None

ARMAMENT

WEAPON TYPE	RANGE	DAMAGE	ARC
None	-	-	-

FAVORED COMMAND STUNTS

Evasive Action

QUALITIES

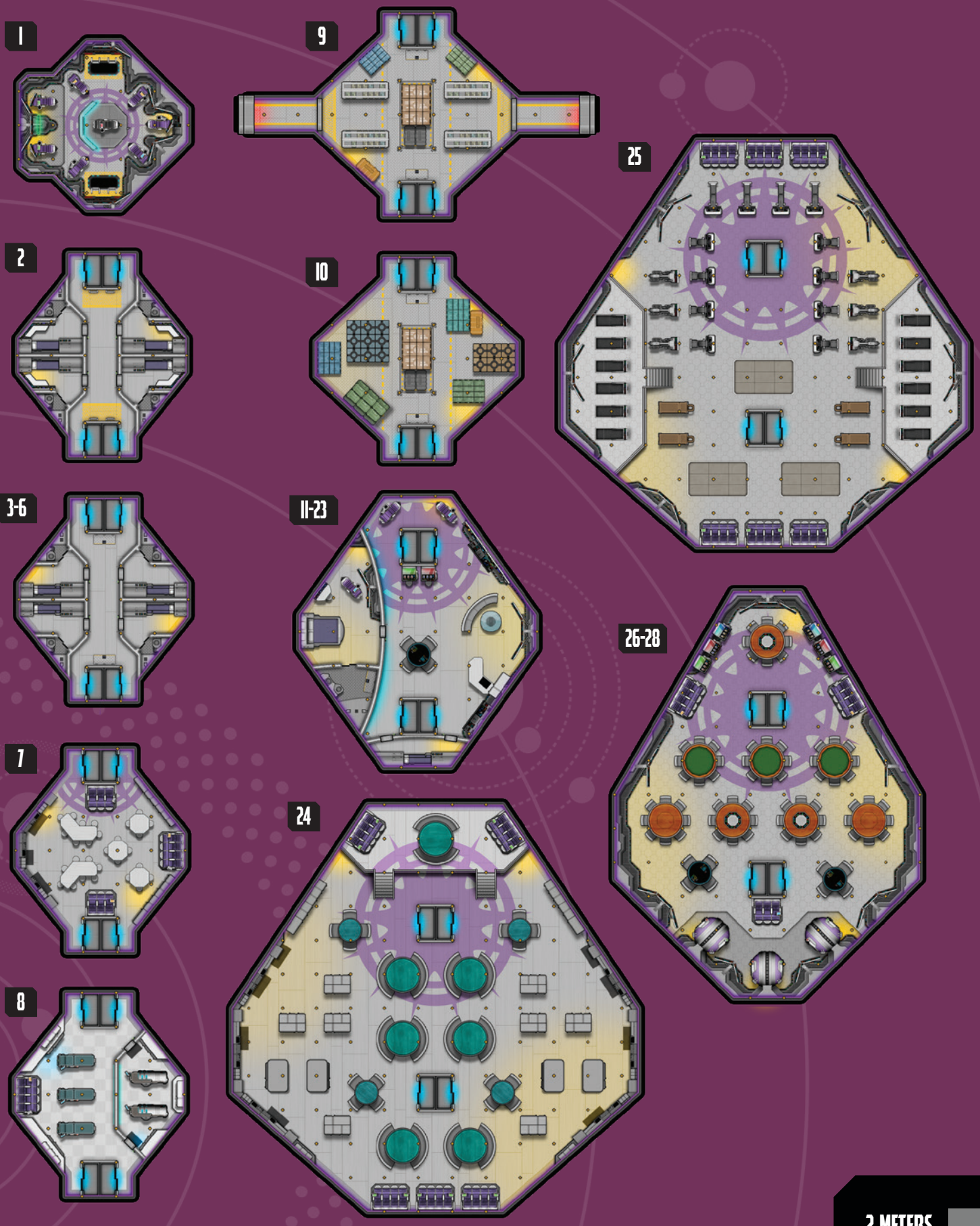
Advanced Security Systems, Gourmet Galley, Hanger Bay, Improved Stores, Medical Expert System, Reduced Crew Requirements, Redundant Hull (Triple), Ultra Luxury Amenities

FLAWS

High Maintenance

TSAI SHEN-CLASS DECK KEY

1. FLIGHT DECK / OPERATIONS
2. CAPTAIN & COMMAND QUARTERS
3-6. CREW QUARTERS
7. CREW GALLEY
8. CREW MEDICAL FACILITIES
9. CREW CARGO 1
10. CREW CARGO 2
11-23. PASSENGER SUITES
24. PASSENGER GALLEY
25. PASSENGER GYMNASIUM
26-28. ENTERTAINMENT
29-30. PASSENGER MEDICAL FACILITIES
31. CARGO HOLD 1 / DOCKING BAY
32-33. CARGO HOLD 2
34. MACHINE SHOP
35-36. ENGINEERING
37-38. WATER STORAGE


1
9
25
2
10
3-6
11-23
26-28
7
24
8
2 METERS


29-30
34
31
35-36
32-33
37-38
2 METERS

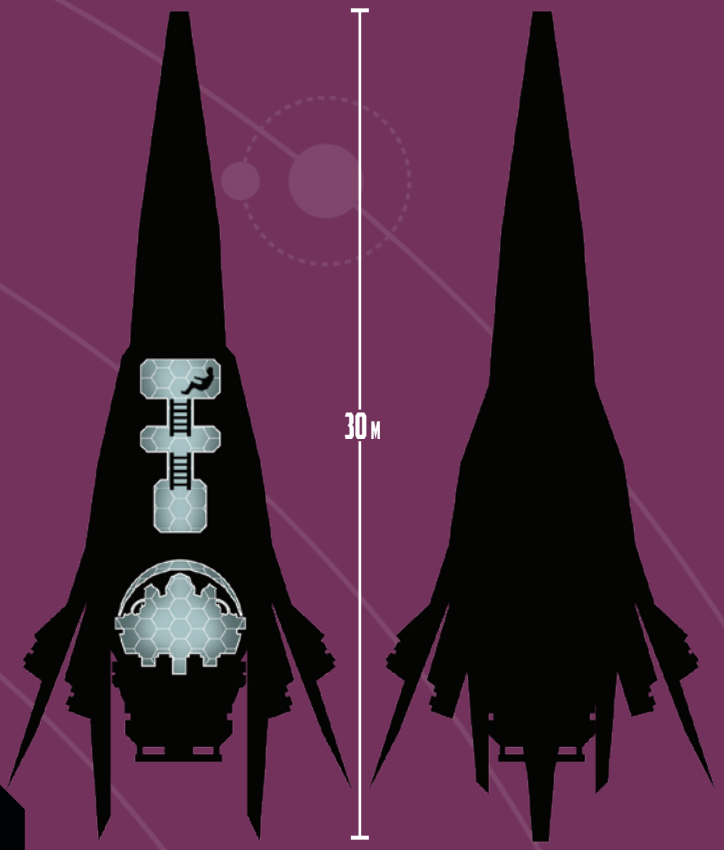
WINDROSE L6 *VĀYU*

RACING PINNACE

Most racing pinnaces are custom built, but the Windrose L6 *Vāyu* exists for those who wish a pre-buiilt package with which to pretend at being a part of the elite. Made specifically for its speed, these ships are usually housed on other, larger ships or used by rich kids to race around the Inner planets. They're essentially a life-support module attached to an Epstein drive and not much else. These hobby boats are made for the wealthy or well-connected to compete in legal (or illegal) space races, fierce competitions that often carry a lot of betting power.

THE FASTEST BOAT

Most racing pinnaces are between 20 and 30 meters long, though most of them are custom built and can get longer or shorter. The *Vāyu* has two crash couches, which are surrounded by computers, panels, systems, and equipment



WINDROSE L6 *VAYU* RACING PINNACE

FACTION	None	**CATEGORY**	Medium
DRIVES	Epstein, Thrusters	**LENGTH**	30m
CREW (MINIMUM)	1	**HULL**	1d3
CREW (STANDARD)	2	**SENSORS**	-1
COMPETENCE	Skilled	**FAVORED RANGE**	None

ARMAMENT

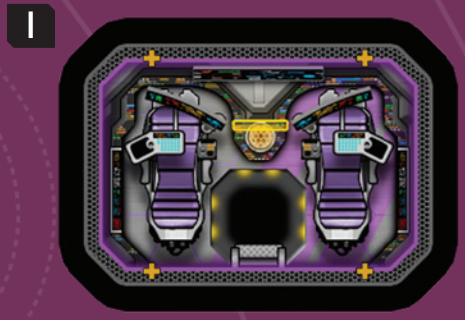
WEAPON TYPE	RANGE	DAMAGE	ARC
None	-	-	-

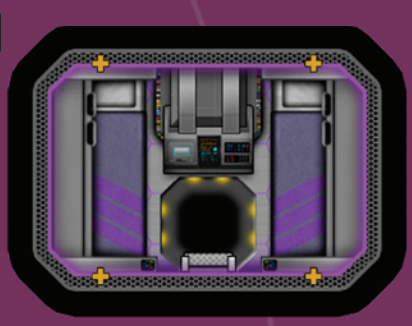
FAVORED COMMAND STUNTS
Evasive Action

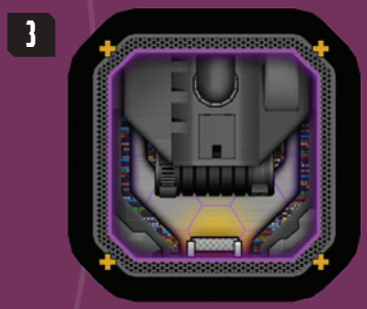
QUALITIES
Agile III, Good Juice, Maneuverable, Reduced Crew Requirements

FLAWS
Fragile, High Maintenance, Poor Amenities

SPECIAL: SWIFT MOVEMENT
The pinnace is made for speed and precision, meaning it's faster than the average ship of its size. During the Maneuvers step of space combat, this vessel may move up to two range bands, and when it or an enemy ship wants to maintain distance, it gets an additional +1 bonus for the opposed Dexterity (Piloting) test.







2 METERS

WINDROSE L6 VĀYU DECK KEY

1. FLIGHT DECK
2. BUNKS
3. WATER STORAGE

on all sides. These tend to be sleek and designed to maximize speed. Like yachts, they are some of the few ships in the solar system to have custom exterior paint jobs.

These ships have no extra equipment or even space for cargo or storage. The entirety of the inside is dedicated to the pilot and co-pilot, and even that doesn't have much wiggle room. There is a small cabin located in the aft section that is more like a coffin. Cutting out excess systems and equipment reduces the weight and increases maneuverability. Unlike other ships, the racing pinnace's engine is sealed and completely inaccessible from the interior—all mechanical and engineering repairs must be done on the outside.

It should be noted that racing in *The Expanse* is as much about the tolerances of the human body as it is the ship itself. No ship involved in a race can reach the levels of acceleration it's technically capable of without killing it's pilot. The ships that perform best are the ones with the highest quality acceleration drugs, the most sophisticated life support systems, and the most physically fit pilots.

STORY HOOK: A RACE TO REMEMBER

The crew has been asked to participate in a unique business opportunity: there's a racing pinnace in need of a pilot, backed by a wealthy benefactor. The only catch is that the pilot must send an encoded transmission via tightbeam when it is on the far side of an asteroid, presumably away from prying eyes. Then the ship can place no greater than second place in the race.

It is up to the crew what to do with this information. They can dig into the transmission and attempt to decrypt it, they can try to figure out where it's headed, or they can disobey the terms of their contract and try to win the race. They can also be boring and follow the instructions to the letter and make a nice bit of cash, in which case the GM might want to inject some excitement. Perhaps the pinnace breaks down and it becomes a race against the clock (or Belter scavengers) for the rest of the crew to rescue their pilot and recover their boss' property.

UNIQUE SHIPS

"It was long, lean and utterly black, and almost impossible to see against the backdrop of space with the naked eye. Its radar-deflecting curves gave it an aerodynamic look almost always lacking in space-going vessels. ...It was beautiful."

— Persepolis Rising

The ships featured in this section are all unique ships that the crew may encounter in their travels. These are ships that have been described in *The Expanse* novels or featured in *Abzu's Bounty* for *The Expanse RPG*.

PROCEED WITH CARE

You'll want to be careful how you use these ships if you want your story to stick to canon or intend to use *Abzu's Bounty* as part of your campaign. For example, if the crew discover the existence of *Anubis*-class stealth frigates before the crew of the *Roci* encounters them, it could change the course of history.

ANUBIS-CLASS

STEALTH FRIGATE

On Luna's Bush Shipyard, the Protogen Corporation secretly designed and built nine advanced warships with stealth capabilities using parts that were created by the UN. The *Anubis*-class stealth frigate is a large vessel with a single Black Ops Epstein drive, four hypercooled, retractable point defense cannons along the ship's spine, two torpedo bays, a single rail gun, and nine prototype breaching pods.

The Protogen frigates were built using some of the most high-quality materials that money can buy. No corners were cut during their design and construction, due both to the importance of stealth technology and the seemingly endless amounts of money Protogen was willing to invest. With an incredibly sophisticated medlab, a containment bay specifically for hazardous material, and stealth targeting systems, these warships are as advanced—and in some cases more so—than MCRN vessels. The larger size and advanced systems mean ships of the *Anubis* class are often crewed by a significantly higher number of personnel than normal.

Physically, these ships are all angles and sharp edges, made of black composite materials supported by cooling systems that conceal the normally detectable heat signature and absorb and redirect radar signals. This allows the ship's temperature signature to blend in with an asteroid or background radiation—though this is only possible when the main engines are off.

THE PROTOGEN FAMILY

Only nine *Anubis*-class frigates were constructed, and each of those ships houses a single *Shu*-class shuttlecraft that mirrors the frigate physically and capably. These shuttles are kept in concealed compartments on the exterior of the hull. Each warship is named after an Egyptian god, and the shuttles are labeled after their mothership's name along with an identifying number. This class of ship was named after the first prototype: the *Anubis*.

STORY HOOK: CHASING SPECTRES

In a recon mission to test its capabilities, the *Sobek* used its stealth technology to sneak into the range of Tycho Station, just far enough away to not be detected, and gather data on the station and all of the ships in the vicinity. Before falling away, the stealth frigate was noticed, but it was too late.

Fred Johnson is very concerned about this ship with apparent stealth capability. Fearing a panic within the OPA, he hires the player characters' crew and ship to chase down the *Sobek* and recover whatever intel they've gathered. The first step of this means figuring out where the *Sobek* is before attempting to fly faster, take them out, or board prior to returning to Tycho Station with whatever they can.

ANUBIS - CLASS STEALTH FRIGATE

FACTION	Protogen	**CATEGORY**	Large
DRIVES	Epstein, Thrusters	**LENGTH**	55m
CREW (MINIMUM)	18	**HULL**	2d6+1
CREW (STANDARD)	50	**SENSORS**	4
COMPETENCE	Skilled	**FAVORED RANGE**	Long

ARMAMENT

WEAPON TYPE	RANGE	DAMAGE	ARC
Torpedo Tubes (2)	Long	4d6	Fore
Rail Gun	Medium	3d6	Fore
Point Defense Network	Close	2d6	Full Coverage

FAVORED COMMAND STUNTS

Blinding Maneuver, Rapid Reload, Set-Up

QUALITIES

Advanced Targeting Systems, Hull Plating, Hidden Compartments, Improved Stealth, Maneuverable, Medical Expert System, Sensor Scrambling

FLAWS

High Maintenance, Wanted

SHU-CLASS

SHUTTLE

The *Shu*-class shuttle was made and used by Protogen as a smaller version of the *Anubis*-class frigate and mirrors the larger ships' stealth capabilities in almost every way.

PROTECTORS OF THE SKY

These shuttles are a mix of sharp angles and flat, jet-black panels—a design intended to reflect radar signals that fall in line with Protogen's need for stealth technology. Not only are these modeled after the frigates, but they are kept in concealed compartments on the *Anubis*-class ships' outer hull and are often used as scouts or evacuation craft. The *Shu*-class aesthetically mirrors their mothership and mimics their stealth technology, but that's where the comparison ends. Unlike most shuttles, the *Shu*-class does have an Epstein drive, although it carries limited reaction mass and cannot make extensive journeys.

Like most shuttles, the *Shu*-class is unarmed. Other than its stealth technology, what makes these shuttles stand out is their impressive ability to travel a significant distance from their mothership. This capability is used to transfer personnel or supplies when needed. These shuttles can act as forward scouts or to transfer crew from ship-to-ship; however, they're not atmosphere capable, so they can't land on planetary bodies.

STORY HOOK: WRONG PLACE, WRONG TIME

While performing test maneuvers in deep space, an *Anubis*-class stealth frigate suffered a containment breach and exploded before it was able to dump its core. A pilot on board a shuttle managed to escape, but just barely. The shuttle's Epstein drive was damaged in the escape, leaving the shuttle only able to fly teakettle. The crew receives a distress call from the damaged shuttle, and they arrive to find a ship unlike anything they have ever seen. Unfortunately, what they don't know is that another stealth frigate is already on the way to perform clean-up, and they're not going to be happy about witnesses.

ANNE BONNY

MODIFIED PIRATE FREIGHTER

The *Anne Bonny* started life as a *Grendel*-class light freighter called the *Anne Marie*. When its owner was killed, the executive officer, Claire O'Rourke took command and the *Anne Marie* was re-christened the *Anne Bonny,* transforming from trade to piracy.

THE BOUNTY OF SPACE

The *Bonny*, as her crew affectionately call her, is equipped with weapons and greater maneuverability than a normal ship of its size. She still lacks the armor and some of the features of true military-grade ships but is more than a

SHU - CLASS SHUTTLE

FACTION	Protogen	**CATEGORY**	Small
DRIVES	Epstein, Thrusters	**LENGTH**	13m
CREW (MINIMUM)	1	**HULL**	1d3
CREW (STANDARD)	2	**SENSORS**	1
COMPETENCE	Capable	**FAVORED RANGE**	None

ARMAMENT

WEAPON TYPE	RANGE	DAMAGE	ARC
None	-	-	-

FAVORED COMMAND STUNTS
Blinding Maneuver, Evasive Action

QUALITIES
Improved Stealth, Sensor Scrambling

FLAWS
High Maintenance, Poor Amenities

ANNE BONNY MODIFIED FREIGHTER

FACTION	Any	**CATEGORY**	Large
DRIVES	Epstein, Thrusters	**LENGTH**	65m
CREW (MINIMUM)	2	**HULL**	2d6
CREW (STANDARD)	8	**SENSORS**	0
COMPETENCE	Capable	**FAVORED RANGE**	Long

ARMAMENT

WEAPON TYPE	RANGE	DAMAGE	ARC
Torpedo Tubes (2)	Long	4d6	Fore
Point Defense Network	Close	2d6	Full Coverage

FAVORED COMMAND STUNTS
Blinding Maneuver, Evasive Action, Scrambling Defenses

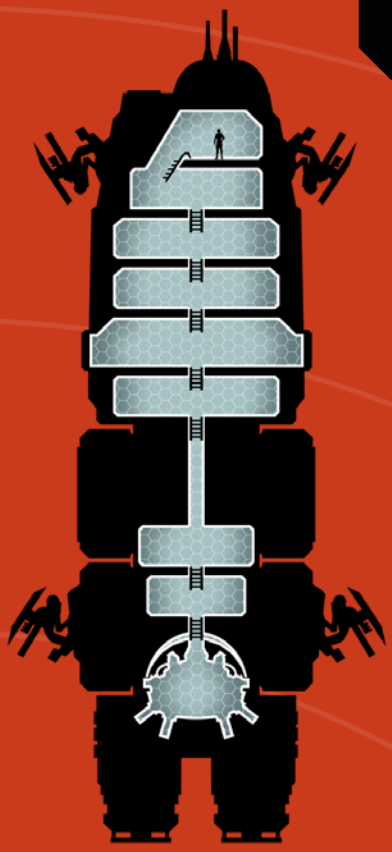
QUALITIES
Atmosphere Capable, Hidden Compartments, Improved Acceleration II, Improved Stores, Reduced Crew Requirements, Redundant Hull (Double)

FLAWS
High Maintenance, Wanted

2 METERS

ANNE BONNY DECK KEY

1. FLIGHT DECK
2. OPERATIONS
3. CREW QUARTERS
4. GALLEY / ARMORY / MEDICAL BAY
5. CARGO HOLD
6. ENGINEERING / MACHINE SHOP
7. AUXILIARY CREW QUARTERS
8. WATER STORAGE



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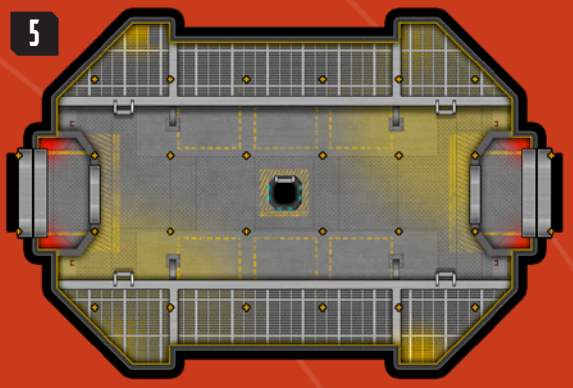

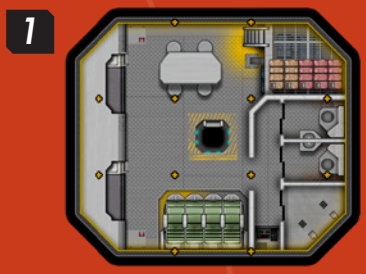

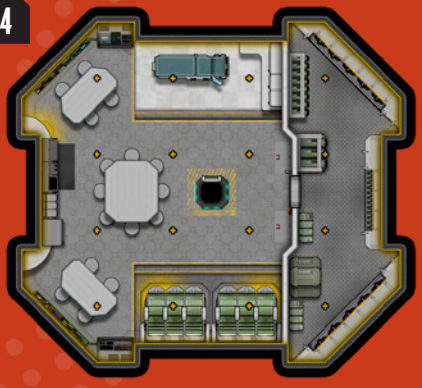

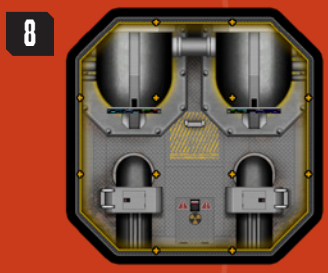

match for most of the civilian vessels that she preys on. The *Anne Bonny* is featured in *Abzu's Bounty* but is reprinted here with some of the additional qualities listed in this book.

LDS NAUVOO
COLONY SHIP

FACTION	LDS Church (Tycho Station)
DRIVES	Epstein, Thrusters
CREW (MINIMUM)	986
CREW (STANDARD)	4000 (7000)
COMPETENCE	Average
CATEGORY	Titanic
LENGTH	2148m
HULL	6d6+5
SENSORS	6
FAVORED RANGE	None

ARMAMENT

WEAPON TYPE	RANGE	DAMAGE	ARC
None	-	-	-

FAVORED COMMAND STUNTS
None

QUALITIES
Hull Plating (Thick Hull) III, Hangar Bay, Improved Stores, Luxury Amenities, Medical Expert System, Redundant Hull (Triple), Sturdy

FLAWS
Lumbering

LDSS NAUVOO
COLONY SHIP

The *Nauvoo* is a one-of-a-kind vessel designed by the LDS Church and constructed by Tycho Manufacturing as a generational colony ship to bring thousands of Mormons to a new system and create a life on a new planet. This ship was constructed at Tycho Station and christened the *Nauvoo*.

GENERATIONAL SHIP

To say that the *Nauvoo* is massive is a disservice to the concept of size. The colony ship is over 2,100 meters long and 500 meters wide with the ability to carry 7,000 people for theoretically ever, as well as being able to hold eight Huge Size ships and a dozen Medium or smaller ships that may be skiffs or shuttles to do repairs and maintenance on the exterior.

The systems on the ship are designed to be loss-free, meaning that the air and water are so tightly recycled there's no loss and could be in use forever if properly maintained in the ten levels of environmental engineering. Other than its massive size and self-sustaining systems, the most impressive thing about the ship is the eight incredibly massive Epstein drives that were constructed specially by Tycho Manufacturing; each is the size of a frigate-class warship designed for interstellar travel.

On top of that, the colony ship contains temples, schools, forges, crew quarters, wastewater treatment, and machine shops along with a huge center and decks that can facilitate living for several hundred years as the Mormons inside traveled outside the Sol System to Tau Ceti, where they believed they would be able to find a new, livable system, and hoped to above to find a habitable planet. Life on the *Nauvoo* was meant to be similar to that of a small town with regular meeting places and highly communal schedules for meals, prayer, and work. People would need roles to play on the ship for work such as engineering, teaching, and medical services—but they would also be part of a family. The massive cylindrical exterior of the ship was built to generate spin gravity.

The *Nauvoo* is unique in that its sole purpose is to leave our solar system in a way that no ship has done since Epstein's yacht. However, this colony ship is designed for zero loss and holding more people than any other ship ever built. The *Nauvoo* does not require maintenance like other ships, doesn't need to dock, and can use its Epstein drive to leave our system while maintaining an advanced sensor system to be on the lookout for the unknown.

STORY HOOK: ACCIDENTAL STOWAWAYS

Despite its immense size, there is only limited space on the *Nauvoo;* only so many Mormons are going to be able to make the long trip to Tau Ceti. The process for selection is being kept secret by the Mormon elders and there are people who want to know how it's being done. The crew is hired to sneak onboard the *Nauvoo* and access a computer on the command deck where the passenger manifest and details on the selection process are supposedly being kept. Although not yet ready for launch, there are quite a few Mormons on board, and the command deck is off-limits; it's under the protection of security forces hired by the Mormon High Council and Tycho Station security. What if the crew is on board when the *Nauvoo* is launched at Eros?

STORY HOOK: CORPORATE ESPIONAGE

The Epstein drives constructed by Tycho Manufacturing are the most powerful Epstein drives ever constructed and one of the best kept secrets in the solar system. The crew is hired (possibly by the UN or MCR) to sneak on board the *Nauvoo* and download the engine diagnostics from the engineering section. Unfortunately, another group already beat them there and is in the process of sabotaging the data when they arrive. To complete their mission, they must retrieve the data from the competing team while dealing with Tycho Station security.

PRINZESSIN VICTORIA LUISE
LUXURY CRUISE LINER

FACTION	Any	**CATEGORY**	Colossal
DRIVES	Epstein, Thrusters	**LENGTH**	553m
CREW (MINIMUM)	250	**HULL**	4d6
CREW (STANDARD)	2,325	**SENSORS**	-1
COMPETENCE	Average	**FAVORED RANGE**	None

ARMAMENT

WEAPON TYPE	RANGE	DAMAGE	ARC
None	-	-	-

FAVORED COMMAND STUNTS
Evasive Action

QUALITIES
Advanced Security Systems, Emergency Batteries, Gourmet Galley, Hanger Bay, Improved Stores, Medical Expert System, Reduced Crew Requirements, Redundant Hull (Triple), Ultra Luxury Amenities

FLAWS
High Maintenance, Lumbering, Poor Acceleration

PRINZESSIN VICTORIA LUISE
LUXURY CRUISE LINER

The *Prinzessin Victoria Luise* is a state-of-the-art luxury liner built by Pope Enterprises as a test case for a potential foray into the luxury-liner business. However, the cost over-runs were so extensive that the project was axed, but the *Victoria Luise* continues to operate, running a route from Luna to Titan.

LIFE OF LUXURY

This luxury liner defies all expectations in its grandiose opulence. Every aspect of its construction lends to its passengers' comfort and satisfaction. Even the "cheap" staterooms are fitted with full baths and showers, plush carpeting, king-sized beds, and viewscreens that line the walls and project an idealized view of space. Other viewscreen options are available as well, including nearly any location on Earth to distant moonscapes.

The kitchen facilities are run by an expert staff of award-winning chefs, and the on-board entertainment is top notch, featuring celebrities from around the inner planets. On board, there are 27 restaurants, 52 bars and lounges, seven theaters, a 10-story mountain climbing range, and a zero-g sports arena (the ship always spends time on the float for micro-gravity entertainment). Celebrities and those willing to pay for it can be assigned their very own security guard courtesy of Vector Security, another Pope Enterprises subsidiary.

The "Presidential Suite" is not only luxurious but features a cutting-edge security system including a reinforced door, taser turret system, and a personal escape pod. The suite consists of a large living/entertaining area, dining area, has a full bar, and there is an attached kitchen stocked with a wide variety of exotic foods. Two bedrooms are attached to the living area, each with its own bathroom, complete with shower and soaking tub. Every room is luxuriously appointed with gold filigree furniture (some of it even made of real wood), overstuffed (real) leather couches and chairs, thick carpets, antique lamps, and other curios from Earth (all carefully secured).

The *Prinzessin Victoria Luise* is featured in *Abzu's Bounty*, a multi-part campaign for *The Expanse RPG*.

STORY HOOK: SOUNDS AND SECRETS

The crew are hired as personal security for a popular Martian folk singer who is performing onboard the *Victoria Luise*. What they don't know is that the singer is carrying secret UN documents that they intend to turn over to the OPA during the liner's stop at Tycho Station. The Martian Secret Service has learned about the stolen documents and hopes to intercept them by placing several agents on board the *Victoria Luise*. Can the crew keep their patron safe? What do they do when they discover her plans?

ROCINANTE

ROGUE *CORVETTE*

The *Rocinante* is a *Corvette*-class light frigate that was commandeered by Jim Holden and the surviving crew of the *Canterbury* after they were attacked by a mysterious ship during an ice hauling mission. Holden was the executive officer on the *Canterbury* and was made the captain of the *Rocinante*. The ship was once an MCRN ship docked on the *Donnager*, but when it came under attack, Jim and crew stole it and escaped before the battleship's destruction.

Holden and his crew have made some modifications to the ship—most under necessity after pushing the ship to its limits or suffering damage. The ship remains a *Corvette*-class ship at its heart, but it now sports a keel-mounted rail gun. The crew also managed to put back together a functional galley and machine shop, facilities that were damaged by a heavy cannon during the battle for Thoth Station.

STORY HOOK: WRONG PLACE, RIGHT TIME

The characters are on Eros at the time of the Protomolecule incident and need a way off the station. Perhaps they stumble across several of the *Rocinante* crew who ask for their help rescuing several Belters in exchange for passage off the infected world. z

ROCINANTE
ROGUE *CORVETTE*

FACTION	MCRN	**CATEGORY**	Large
DRIVES	Epstein, Thrusters	**LENGTH**	46m
CREW (MINIMUM)	4	**HULL**	2d6+2
CREW (STANDARD)	16	**SENSORS**	3
COMPETENCE	Capable	**FAVORED RANGE**	Long

ARMAMENT

WEAPON TYPE	RANGE	DAMAGE	ARC
Torpedo (2)	Long	4d6	Fore
Rail Gun	Medium	3d6	Fore
Point Defense Network	Close	2d6	Full Coverage

FAVORED COMMAND STUNTS

Guidance, Tactics, Perceived Weakness

QUALITIES

Advanced Targeting Systems, Atmosphere Capable, Emergency Batteries, Good Juice, Hull Plating II, Improved Acceleration, Luxury Amenities, Medical Expert System, Redundant Hull (Double), Sensor Scrambling

FLAWS

None

SHIPS OF THE EXPANSE
RELATIVE SIZE COMPARISON

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