

ALTERNITY

ACTION CHECK

ONLINE + MAGAZINE

STAR+DRIVE

GAMMA WORLD

DARK • MATTER

PRESENTS

STARSHIPS

Perks, Flaws, & Deckplans

From The Pages of
Dragon Magazine!

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Special Thanks to Johnny Wilson, WotC Group Publisher & Dave Gross of Dragon Magazine without whom this wouldn't have been possible.

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Action Check On-Line Magazine is published monthly by the New Jersey Role-Playing Game Association Network sanctioned club "The Third Floor Fellowship". <http://www.thirdfloor.8m.com>
 Dragon Magazine Reprints Issue.



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Starship Perks & Flaws

By David Eckleberry and Andy Collins

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The ALTERNITY game lets you play in any science-fiction setting you can imagine. One of the first things that comes to mind when most people think of science fiction are epic pace operas--*Star Wars*, *Star Trek*, *Babylon 5*, and now the STAR*DRIVE setting. What is space opera without starships? Here are new rules, options, and accessories for your ALTERNITY space vehicles, as well as three new starships. To use the material presented here, you'll need a copy of the *ALTERNITY Gamemaster Guide*; Chapter 11 of that book presents the rules for constructing spaceships and running ship combat. While not required, the *Starships* accessory can also add diversity to the starships in your universe.

New Hull Types

The standard configurations of ship hulls--cutters, traders, etc.--form only the bare bones of what ship designers are likely to create. To begin designing your new vessel, you must first choose your hull. **Table 1** shows a selection of new hull types with odd numbers of compartments. Once the hull is purchased, use the normal rules for purchasing and including systems and compartments. *Comp.* indicates the number of compartments in the ship. *Durability* is the total number of durability points to be divided among the ship compartments to form their individual durability rating. *Cost* includes only the empty hull, without any compartments or systems. K stands for thousands of Concord Dollars, and M stands of millions of Concord Dollars. Gamemasters running non-STAR*DRIVE campaigns should substitute the appropriate currencies.

Allen Vessels

The rules for designing vessels in the ALTERNITY game are based around a humanocentric model. The crew of the vessel is assumed to function and behave much as the crew of a modern naval vessel. However, this might not be true for nonhuman vessels.

Consider the following modifications when designing a vessel for an alien species:

- Allow a compartment to contain up to 15 or even 20 durability points. This should create the feel of an advanced, open-worked vessel with fewer individual compartments, bulkheads, or corridors. It might be appropriate for species that prefer wide open spaces or those to whom separation is distasteful. Conversely, you might allow additional compartments with fewer durability points each. For example, increase the number of individual compartments in a scout from 6 to 10, reducing the average number of durability points per compartment from 5 to 3.

- Allow for new compartment types. The current compartments, and the systems they contain, fit typical human engineering patterns, but they might not fit others. See **Table 2** for an example.

- Consider altered life-support systems and internal ship environments. An aquatic species that ascends into space won't be concerned as much about inertial effects but will be concerned about salinity, oxygenation, and temperature. A species that somehow evolved in space might have none of the concerns of terrestrial sentients.

- Vary the experience of different species through Progress Levels. One kind of system might have a higher or lower rate of development. For example, one species might have advanced antimatter control and containment while still mostly in PL 6, but they might never have developed other hallmarks of PL 7, such as advanced computer systems, AIs, or gravity technology.

Table 1: New Hull Types

Civilian Hulls		
Comp.	Durability	Cost
3	12	75K
5	20	150K
7	28	250K
9	36	400K
11	44	750K
Military Hulls		
Comp.	Durability	Cost
3	15	200K
5	25	400K
7	35	800K
9	45	1.5M
11	55	3M

Perks & Flaws

Much like player characters, each starship is a unique entity, with its own quirks, idiosyncrasies, and personality--not to mention the possibility of an onboard artificial intelligence. Not every spacefighter, trader, or scout has the same configuration; sometimes even vessels of the same model perform differently. In addition, every heroic group wants to feel that their vessel is special and distinct.

Some vessels exemplify smooth running elegance; others seem to be buckets of bolts barely holding together. The starship perks and flaws described below allow Gamemasters and heroes to add individuality to their starships.

Table 2: New Compartment Types Example

Type	Systems Types Allowed	Cost
Primary	Engine, power, weapon, command deck	200K
Secondary	Computer, communications, defense, drive, sensor, support	150K
Tertiary	Cargo, crew	25K

Table 3: Advanced Tech

System Type	Option Pts.
Power	6
Engine	6
Drive	8
Support	4
Sensors	4
Defenses	4
Communications	4
Computer*	4
Weapons	6

*The computer system may include an advanced AI that's not otherwise available yet.

Acquiring Perks or Flaws

Just how a ship gains its uniqueness varies wildly. Maybe it's a product of the design process, for good or ill. Maybe constant modification during the ship's operating life has produced some beneficial effect or some serious degradation. There are a few ways to determine these options.

First, the Gamemaster can simply assign a perk or a flaw through gameplay. Maybe after the heroes' Hasting scout is repaired by the bizarre Itican Syndicate, it gains the Advanced Intelligence perk. Perhaps after the ship is almost destroyed in the Battle of Klatu, it exhibits the Temperamental flaw.

Second, the Gamemaster can balance the purchase of perks and flaws using option points. Each of the perks and flaws described below lists the number of points that it costs (for a perk) or provides (for a flaw). Every starship is assumed to start with 0 option points, so perk options must be balanced with flaws.

Finally, each of the perks and flaws described below lists a third cost option that you can use instead of option points.

Sometimes this is simply a cost in dollars that must be added to the vessel's total cost, or it might involve a monetary value to add, indicating that the vessel can house fewer ship systems.

As is the case for heroic perks and flaws, you should consider limiting

star ships to three perks and three flaws.

Perks

When adding a perk to a starship, don't be afraid to abandon logic. For example, while it might make the most sense for a military hull to possess the Hardened Vessel perk, it might be just as entertaining if a freighter has acquired it. Explaining how a vessel has evolved can make for an interesting story.

Atmospheric Maneuverability

The streamlined shape of this vessel's hull facilitates operations in planetary atmospheres. Vehicle Operations skill checks in atmosphere receive a -2 step bonus. At the Gamemaster's option, this bonus may also apply when navigating within a gas giant, the outer corona of a star, or in a dense nebula. A planetary thruster is still required for vessels using PL6 engines.

Option Points: 2

Cost: The streamlining has the effect of reducing ship space, occupying 1 durability point of space. This durability point may be assigned to any compartment of the vessel.

Advanced Intelligence

The vessel's computer system has a state-of-the-art AI system. This AI can assist, much as a dedicated computer system, the actions and skill checks of the crew, or it can execute orders (firing weapons, navigating, targeting sensors, etc.) as commanded. Rules for designing AIs appear in the Player's Handbook and Dataware.

Option Points: 6 at PL 6; 4 at PL 7; 2 at PL 8.

Cost: The advanced intelligence system is extremely expensive. Add \$1 million to the ship's cost.

Advanced Technology

Whether the boon of an advanced alien civilization or a secret corporate research facilities, this starship contains technology that most people consider impossible. One system aboard the vessel is actually of a higher Progress Level than that of the campaign. For PL 8 vessels, consider adding something fantastic, like a matter transporter or a galactic FTL system.

Of course, this perk could be a flaw of its own, should knowledge of the vessel's uniqueness become well known.

Option Points: See **Table 3**. The number lists the option points it costs for the appropriate system type.

Cost: Advanced technological systems should be acquired only through a story episode or through careful GM decision, not through a cost multiple (which would be in the hundreds or even thousands).

Beautiful

Intentionally or not, the vessel's configuration, hull shape, and even its color detailing have produced a pleasing piece of art. While it has little effect (at best, a -1 bonus to initial skill checks in encounter situations), the vessel forever earns the praise of its viewers.

Option Points: 2

Cost: Multiply the cost of the vessel's hull (only) by ten.

Efficient Command Deck

The ship's command consoles, interfaces, and system stations function together in a synergy that exceeds their individual capabilities. As a result, teamwork between the crew is easier. Apply a -1 step bonus to any skill check used to assist another crewmember (including System Operation *sensors*, Leadership, and Tactics).

Option Points: 4

Cost: The integrated systems on the deck take additional room. The command deck takes up 1 durability point (instead of 0 durability points).

Excellent Design

A medium- to large-size vessel can benefit from fine craftsmanship and ingenuity during its design process. For every 20 durability points of the vessel, it can squeeze 1 additional durability point of systems within its hull. The designer can select the compartments that possess the additional room.

This perk has no effect on the ship's or affected compartment's durability with respect to damage.

Option Points: 6

Cost: Double the cost of the vessel's hull, its compartments, and all of the systems in the affected compartments. Also, the construction time of

this vessel should be doubled or extended. (See the Starships accessory.)

Exceptional Design

Even small craft can benefit from design and engineering breakthroughs. For every 10 durability points of the vessel, it can squeeze 1 additional durability point of systems within its hull. The designer can select the compartments that possess the additional room.

This perk has no effect on the ship's or affected compartment's durability with respect to damage.

Option Points: 10

Cost: Triple the cost of the vessel's hull, its compartments, and all of its systems. Triple the ship's total construction time.

Famous

Throughout the galaxy, this ship has become known as a bringer of good things. Whether a veteran of a successful war, the discoverer of a new paradise world, or an accomplished and profitable freighter, just riding in this vessel improves relations with others. When determining the initial reactions of the supporting cast members, apply a -2 step bonus to the heroes' Interaction skill check or Personality feat.

Option Points: 4

Cost: If this famous vessel is purchased, multiply its cost by 5. Otherwise, fame can only be achieved through story developments, real or manufactured.

Hardened Vessel

A vessel that's been hardened is more difficult to damage. Increase all of its armor ratings (LI, HI, and En) by 1 point.

Option Points: 4

Cost: Triple the purchase cost of the vessel's armor.

Hidden Compartment

A hidden compartment, limited to a maximum of 3 durability points and to vessels containing at least 4 compartments, is difficult to discover during an interior search. It behaves normally and is subject to attacks and damage like any compartment. It can also be scanned by advanced sensor systems from within or without. To physical inspection, however, the hid-

den compartment simply doesn't exist. It may contain anything--cargo, crew, a brig, or even an important ship system like a weapon or FTL system. To spot the compartment, an observer must make a successful Awareness-*perception* skill check at a +3 step penalty. During an intentional search, a successful Investigate-*search* check, with a +2 step penalty, is required to discover the compartment and the entrance to it.

Option Points: 2

Cost: Installing the hidden compartment without publication of the effort requires significant bribes to its designer, engineers, and the construction crew. Add \$200,000 to the vessel's final cost.

Improved Durability

While it does not increase the number of systems a ship or its compartments can contain (indeed, it may reduce it), the improved durability perk adds one or more points to the vessel's total durability rating.

Option Points: Two per durability point, to a maximum of 5 points, costing 10 option points.

Cost: The hull model trades system space for durability. For every 2 durability points increased to the hull, subtract one durability point available for system space. A minimum of 2 durability points must be assigned, and a maximum of 6.

Lucky

Fortune can be kind, and she has shed her blessing over this vessel. Once during any scene, the crew of the vessel can take advantage of this luck by changing any result involving the ship or its systems by two grades of success.

For example, a failed weapon check becomes a Good result, or a Critical Failure on a durability check becomes an Ordinary success.

Option Points: 4

Cost: Generally, this perk can be assigned only following a miraculous event or series of events during which, despite all the odds against it, the vessel manages to pull through victorious.

Military Shortfall

This vessel, though designed for a military purpose, has somehow found its way into civilian hands. As a result

of its origin, however, it includes systems with a Military availability at no additional dollar cost. Restricted systems remain just as difficult to procure. (For rules on availability, see page 174 of the *Player's Handbook*.)

Option Points: 4

Cost: The vessel has a special defect that justifies its military sell-off. Most likely, its weapon systems have been deemed faulty or inaccurate (+1 step penalty to their use).

Popular Model

While there's some advantage in being unique, this perk offers the advantage of popularity. Since this model of ship has become so widespread, it has a certain anonymity. No one pays attention to the Atares freighters; they're everywhere, rendering them almost invisible. This perk also enjoys advantages in repairs; ports have a 50% better chance of having necessary repair parts. Since the components are likely familiar to repair crews, they receive a -1 step bonus on their Technical Science-*repair* skill checks.

Option Points: 2

Cost: Increase the total cost of the vessel by 10% to account for its popularity.

Protected Compartment

This compartment, often lying near the defended center of the ship, has been treated with an additional layer of armor and protective casing. This compartment's armor rating 3 points higher in all categories. Thus, if a vessel's armor rating is d6+1, increase its protection to d6+4 for the protected compartment.

Option Points: 4

Cost: The armor coating around this compartment causes difficulty in accessing its ship section. Only a single narrow crawlspace (1 meter diameter) can be used to gain entry to the compartment.

Separable Compartment

One compartment of this vessel has been designed to separate from the rest of the vessel's hull. It might contain cargo space, crew quarters, a weapon system, or even a self-destruct device.

To be habitable, the compartment must contain a power plant and a life support system.

Option Points: 2

Cost: The machinery to separate and rejoin the compartment costs 1 durability point, which can be from either the separable compartment itself or another compartment of the ship.

Separable Ship

The vessel demonstrates a fascinating capability to split itself into two separate, functioning ships. Both can perform all the functions of a normal starship. To acquire this perk, a vessel must be equipped with two independent command decks and two independent power, life support, and engine systems.

Option Points: 6

Cost: The machinery used to separate and rejoin the spacecraft costs 2 durability points, 1 of which must be in each of the ship divisions.

Submersible

While all starships must be able to withstand the pressure of keeping air within from escaping to vacuum, few have been designed to withstand water pressure, especially at extreme depths. The starship with this perk can navigate safely through water. To provide propulsion, however, a reactionless PL 7 engine system (such as the induction, inertial flux, or hypermagnetic engines) or a specialized propeller system (for PL 6 vessels) costing 1 durability point must be included. Generally, assume an underwater spaceship can gain a cruising speed of 80 kph (43 knots), maximum speed of 140 kph (75 knots), and an acceleration of 10 mpp.

Most designers take the trouble to add a sonar sensor system, costing 1 durability point, to the spaceship. See the description on page 129 and its ranges on page 133 of the *Game-mastev Guide*.

Option Points: 1 point per 2 kilometers of depth tolerance. PL 6 submersibles are limited to a maximum depth of 6 kilometers, PL 7 vessels to 12 kilometers, and PL 8 vessels to 20 kilometers.

Cost: The rigid structural supports aboard this vessel must always be powered by energized motor systems. When underwater, this machinery consumes 5 power factors. It also takes up 1 point of the ship's durability, which can be assigned to any compartment.

Tough Bulkheads

When it comes to resisting the effects of damage, some vessels fare better than others. A starship with this perk must suffer 1 additional point of stun or wound damage in its compartments before needing a durability check. For example, a compartment with 8 durability points must suffer 5 points of wound or stun damage (not 4) before requiring a durability check. In addition, the ship with Tough Bulkheads can suffer one point of mortal damage to a compartment without making a durability check. The second mortal point has the standard effect.

Option Points: 4

Cost: The toughened bulkheads take 1 durability point, which can be assigned to any compartment.

Flaws

The most obvious way for a vessel to acquire a flaw is in battle. On the other hand, a design team that's rushed, underpaid, or simply incompetent can also contribute to the creation of flawed starships. Finally, a crew that fails to keep its vessel in good condition with quarterly service and diagnostics might discover a new flaw.

Erratic Intelligence

The good news is that there's an artificial intelligence aboard to help out the crew when it runs into trouble. The bad news? Well, the artificial intelligence is unreliable or downright insane. Maybe it's simply a flaw of its programming or interfaces that cause it to refuse to carry out an order (assume 1-in-6 chance). Or maybe the stress and loneliness of interstellar travel have driven the sentience aboard the ship into a madness in which the ship is perceived as its child, and the AI won't risk damaging the ship. The exact expression of the AI's madness is left to the Game-master to explore, but all forms of typical human mental disease are possible.

Option Points: 4

Cost: The AI is free.

Feeble Design

A feebly designed vessel is easy to spot; ship systems organized poorly and distributed haphazardly aboard the vessel result in serious ineffi-

ciency. For every 8 durability points of the vessel, it loses 1 durability point.

Option Points: 10

Cost: The vessel's hull and compartments cost only one-third their normal cost. (Another option by which this perk can be assigned is through an unfriendly relationship between purchaser and designer.)

Frail Hull

A vessel with a frail hull operates under significant disadvantage in combat. In effect, the spaceship has Good toughness (instead of the Amazing toughness of a normal starship), making it vulnerable to typical antivehicular weapons and even heavy personal firearms. When fired upon by a standard spaceship weapon (of Amazing firepower), all Ordinary hits automatically inflict Good damage, and all Good hits inflict Amazing damage.

Option Points: 6

Cost: Thanks to the weak hull, the vessel can carry an additional 2 durability points worth of systems. These points do not count when assigning compartment durability.

Faulty Sections

A vessel with faulty sections is more likely to suffer problems under stress. The ship suffers a +2 penalty on all durability checks and has twice the normal chance of a Critical Failure (a result of a 19 or 20 on the control die).

Option Points: 4

Cost: The faulty sections have produced the unusual side effect of reducing the need for a constant flow of ship power. As a result, the ship's life support systems no longer require power factors to operate (although the complete deactivation or failure of the power plant will terminate life support systems as normal).

Legal

This vessel, unlike many of its contemporaries, has been designed to the letter of the law. All of its systems and registries have been logged with local and interstellar governments and agencies. As a result, the vessel includes no systems with an availability of Military or Restricted.

Since this vessel is squeaky clean and its capabilities are well known, government and military officials view the ship as especially nonthreatening

and are more likely to grant passage and access to secured areas.

Option Points: 4

Cost: None.

Inadequate Design

Thanks to the efforts of an incompetent construction team, this vessel doesn't take full advantage of its capabilities. For every 15 durability points of the vessel, it loses 1 durability point. (This flaw can be chosen only for vessels of more than 15 durability points).

Option Points: 6

Cost: The vessel's hull and compartments cost only half of their normal cost.

Infamous

The name of this vessel has become a vile epithet in the mouths of spacefarers everywhere. Whether it was once a member of a vilified enemy armada or a servant of pirates, the ship can travel nowhere without encountering disparaging recognition. When determining the initial reactions of the supporting cast members, apply a +2 step penalty to the heroes Interaction skill check or Personality feat.

Option Points: 4

Cost: Someone wants to get rid of the ship, and maybe the heroes are among the few who don't know its reputation. To encourage a purchase, the seller has reduced the ship's total cost by half.

Primitive Systems

For one type of ship system, this vessel relies upon technology that's at least one Progress Level out of date. For example, the ship's engine systems may all be from PL 6 in a PL 7 setting. This flaw can be assigned only in campaigns of at least PL 7.

If a vessel is behind the technology curve on more than two system types, use the Primitive Vessel flaw instead.

Option Points: See **Table 4**. The number lists the option points provided by one PL; the number after the slash, if present, lists the number of points for being two PLs behind the tech curve.

Cost: The vessel is cheap to produce, as long as the necessary parts are still around. Halve the total cost of the systems that are purchased behind the tech curve.

Primitive Vessel

Running around with a Fusion Age (PL 6) vessel during the Gravity Age (PL 7) or even the Energy Age (Pi, 8) is a serious disadvantage. Whether it's a relic of a bygone age, a veteran fighter, or simply a reconstruction of the past, this vessel may be home to a number of perks to compensate.

Option Points: 6 for one FL, 10 for two PLs. Cost: The vessel costs only half its listed price for hull, compartments, and systems.

Temperamental

Sometimes, this vessel suffers system failures (as described on page 162 of the *Gamemaster Guide* and in the *Starships* accessory) even though it has suffered no damage. Once per session, the Gamemaster can select a moment during which the vessel must make a durability check in a randomly determined compartment.

Option Points: 4

Cost: This perk could be assigned whenever serious repairs or redesign is done to the ship's computer systems. The ship might be outfitted with advanced systems for a reduced cost if the systems are known to have problems.

Ugly

Thankfully, appearance has no effect on the performance of a vessel in space. Nevertheless, This spaceship inspires reactions of contempt and disgust by anyone familiar with standards of spaceship construction.

The ship's homeliness is likely to inspire consistent disparagement by supporting cast members.

Option Points: 2

Cost: Ugly ships are cheap. Some players might not care what their vessel looks like and choose to acquire an Ugly vessel for a low cost. An otherwise normal ship could acquire the Ugly flaw through repeated damage and patchwork repairs.

Unlucky

Cursed by destiny, some vessels seem to constantly suffer system failures, misses, and damage. These vessels don't typically survive for long, and neither do their crews.

All skill checks by the ship's crew and durability checks by the ship suffer a +1 penalty. Any skill check made by enemy crews to affect the unlucky

Table 4: Primitive Systems

System Type	Option Pts.
Power	2/6
Engine	2/4
Drive	2
Support	2
Sensors	1/2
Defenses	1/2
Communications	1
Computer*	1/2
Weapons	2/4

*All dedicated computer systems may be available, but the PL 7 or PL 8 vessel will have no artificial intelligence.

ship receive a -1 bonus.

Option Points: 10

Cost: This flaw should only be assigned as part of a story development, and even then the Gamemaster should consider keeping the assignment of the flaw a secret or compensating the heroes somehow.

Vulnerable

This vessel is prone to suffer system failure. Whenever a compartment suffers any stun or wound damage, immediately make a durability check for the compartment and its systems (as if it had suffered damage equal to half its durability rating.)

Option Points: 4

Cost: Most Vulnerable ships are produced through hasty construction. Building a Vulnerable ship takes only half the normal production time. Ships lucky enough to survive a collision or crash landing often develop the Vulnerable flaw.

David Eckelberry has been designing his own spaceship for years, composed of old RPG books and empty soda cans. Andy Collins just wishes someone would refer to him as "sir" without adding "you're causing a scene."

Quicksilver

Scout-class vessel PL7 Cost: \$5,965,000

Compartments: 6 **Dur:** 24
Maneuver Rating: -1 **Acc:** 3 Mpp
Cruise Speed: 2 AL/hour **Berthing:** 6 crew

Armament: Mass cannon
Defenses: Jammer
Armor: Light neutronite (0 dur): d6 (LI), d6 (HI), d6-1 (En)
Computer: Ordinary computer core, Ordinary dedicated science, navigation, and sensor computers
Engines: Induction engine
Power: Tachyonic colliders rated for 14 power factors
Drive: none
Hatches: Standard (0 dur)

Perks: Atmospheric maneuverability, Popular model
Flaws: Temperamental

Roll	Compartment	Systems (Dur/Pow)	Dur
< 3	Command	Command deck (0/0) EM detector (0/0) IR detector (0/0) Spectroanalyzer (1/1) Mass detector (1/0) Multiband radar (0/0) Radio transceiver (0/1) Jammer (0/1) Airlock (0/0) Reentry capsule (0/0) Ordinary computer core (1/0)	6/6/3
3-4	Engineering	Induction engine (6/6) Autosupport unit (0/2)	12/12/6
5-7	Weapons	Mass cannon (2/3)	4/4/2
8-10	Auxiliary	Tachyonic collider (7/*)	14/14/7
11-14	Crew	Crew quarters (1/0) Lab section (2/0)	6/6/3
15-20	Cargo	Dedicated hangar (3/0) Skycar(0/0)	6/6/3

Weapon Data

System	Acc	Range	Type	Damage	Actions
Mass Cannon	0	5/10/15	LI(e)	d6+ 2s/d6+ 1w/d6+ 3w	3

Quicksilver

The *Quicksilver* is one of the popular Mercury-class scout vessels manufactured by Nguyen Shipyards. While her owners have made a few modifications to the basic craft, she's still similar enough to her sisters that any ship mechanic worth his salt can perform repairs on her with his eyes closed.

Typically, the *Quicksilver* piggybacks on a much larger craft when traveling between systems. Once dropped off, she is well designed for both interplanetary and atmospheric operation; her streamlined shape allows for excellent maneuverability in nonvacuum situations. Normally designed to hold a variety of smaller craft in her cargo hold, the *Quicksilvers* former owners added a dedicated hangar. This allows a skycar—usable for short planetside hops—to fit comfortably therein.

The skycar, named the *Wingfoot*, seats two passengers comfortably and can hold up to 1 dur of cargo in its hold. It conforms to the description found in the *Player's Handbook* in all other ways.

Because of their light weaponry (only a single mass cannon), most Mercury-class vessels rely on their maneuverability and acceleration to avoid conflicts. It is unusual for them to be used in systems where space combat is common.

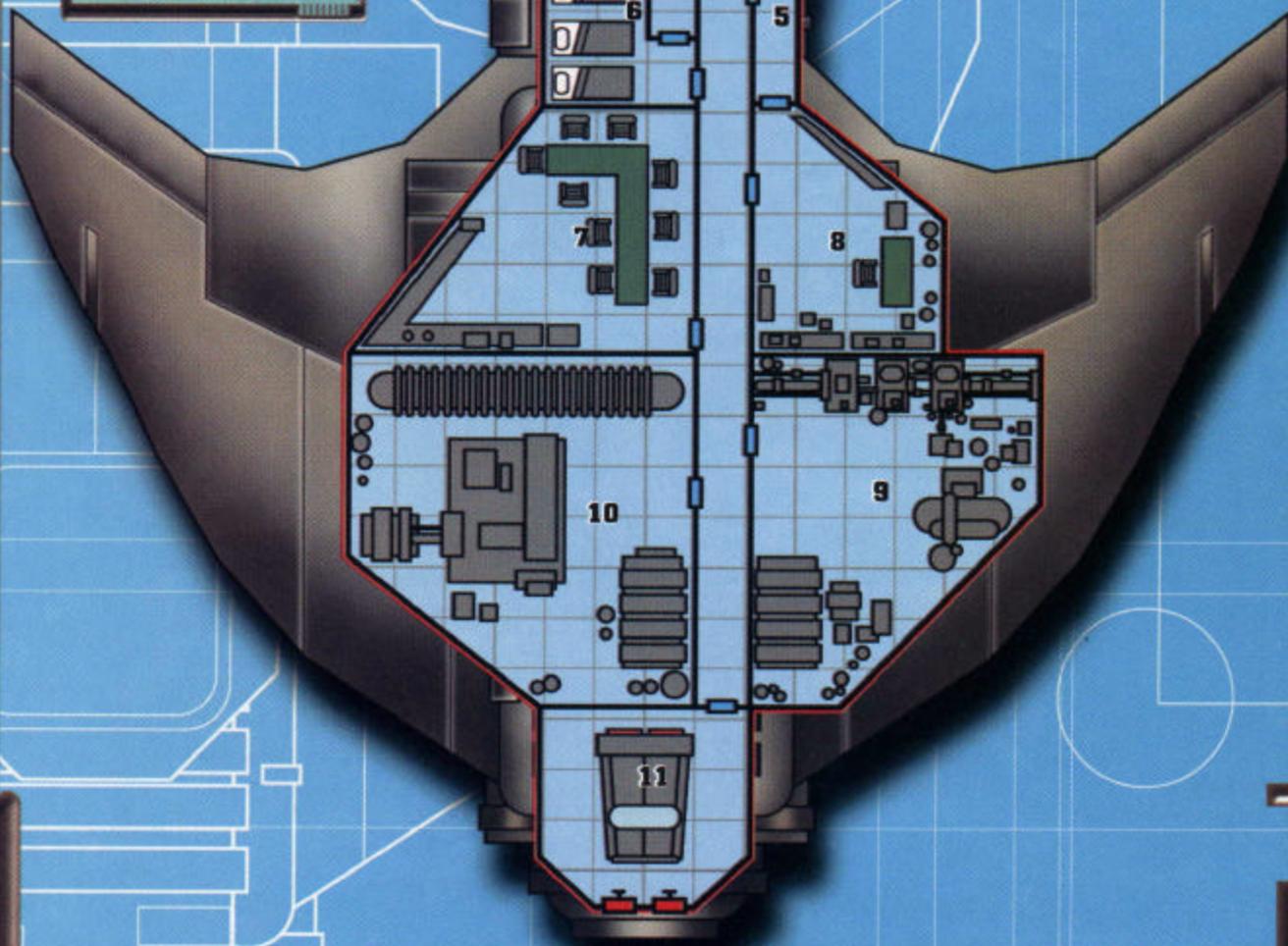
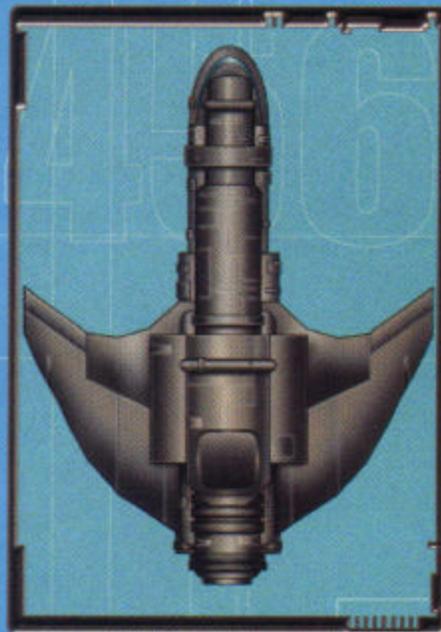
Unfortunately, the *Quicksilver's* seen more action than is typical for such a craft. Repeated repairs and rebuilds have rendered the ship somewhat temperamental; from time to time, she just doesn't work as advertised. However, it's this flaw that gives the *Quicksilver* her personality. As former *Quicksilver* owner and captain Kyel Muray once boasted, "she may have a bit of a mind of her own at times, but you don't love 'em just for their bodies, y'know."

Quicksilver

Room Key

1. Weapons Access
2. Bridge
3. Captain's Quarters
4. Officer's Quarters
5. Airlock
6. Crew Quarters
7. Mess Hall
8. Science Lab
9. Main Engineering
10. Power Plant
11. Hangar

One Square
Equals One Meter



Skykomish

Escort-class vessel PL7 Cost \$15,885,000

Compartments: 10 **Dur:** 50
Maneuver Rating: 0 **Acc:** 2 Mpp
Cruise Speed: 1.5 AU/hour **Berthing:** 18 crew

Armament: Plasma cannons (2), launch tube w/10 PLA (plasma) missiles

Defenses: Deflection inducer, jammer

Armor: Medium neutronite (5 dur): d6+2 (LI), d6+2 (HI), d6+1 (En)

Computer: Good computer core, Good dedicated battle, navigation, sensor and tactical computers

Engines: Induction engine

Power: Mass reactors rated for 30 power factors

Drive: 5 light-years per starfall

Hatches: Security (0 dur)

Perks: Hardened vessel (included in armor ratings above)

Roll (< -1)	Compartment	Systems (Dur/Pow)	Dur
	Command	Command deck (0/0) Mass transceiver (1/1) Radio transceiver (0/1) Airlock (010) Reentry capsule (0/0) Good computer core (2/0)	6/6/3
(-1)	Auxiliary	Mass reactor (4/*) Autosupport(0/6)	8/8/4
0-1	Electronics	Mass detector (1/0) Multiband radar (0/0) Radio transceiver (0/1) EM detector (0/0) IR detector (0/0)	2/2/1
2-3	Engineering 1	Induction engine (4/4) Mass reactor (4/*)	16/16/8
4-5	Engineering 2	Induction engine (4/4) Mass reactor (4/*)	16/16/8
6-7	Engineering 3	Stardrive (3/0) 12/12/6 Stabilizer (3/0)	
8-10	Weapons 1	Plasma cannon (3/3) Plasma cannon (3/3) Weapons link (0/0)	12/12/6
11-13	Weapons 2	Launch tube (3/1)	6/6/3
14-16	Weapons 3	Deflection inducer (3/6) Jammer (0/1)	6/6/3
17-20	Crew	Crew quarters (3/0)	6/6/3

Weapon Data

System	Acc*	Range	Type	Damage	Actions
Plasma cannon (2)	-2	4/8/16	EN (e)	d6+ 2w/d8+ 2w/d6+ 1m	3
Launch tube	—	—	—	—	1
PLA missile (10)	-2	15/30/45	LI (*)	d6+ 2s/d6+ 2w/d4+ 1m	0

* Accuracy includes Good battle computer system

Skykomish

When contracted to design a top-of-the-line, mid-size combat vessel, Pearson Technologies came up with the Cavalier-class starship, of which the *Skykomish* is a typical example. Though designed to function in battle as part of a larger fleet, the *Skykomish* is fully capable of holding her own until reinforcements arrive. In fact, she once held off a pair of corvettes while protecting a wounded freighter until backup moved in and drove off the attackers.

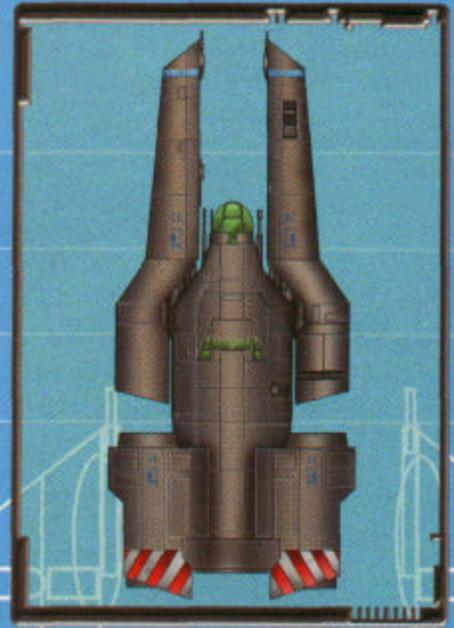
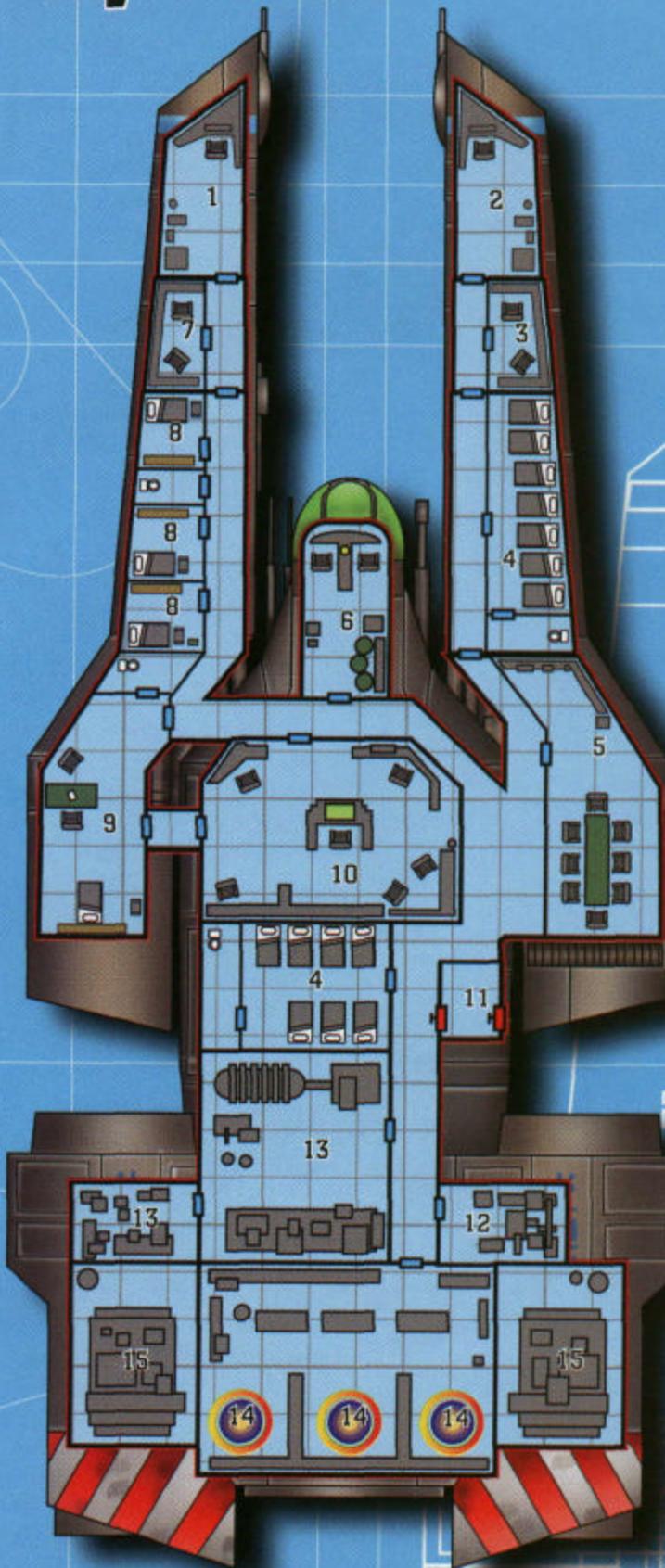
As with any military ship, the *Skykomish's* combat capabilities provide its main attraction. Her twin linked plasma cannons may fire simultaneously at a target with only a single System Operation-weapons skill check. At longer ranges, the plasma missiles provide a devastating punch.

The high-quality computer systems, deflection inducer, and strong armor of the craft further add to her capability in space combat. In combat, her mass reactors provide plenty of juice for engines, weapons, and defenses, with a few power factors left over.

Unfortunately, the high cost of these improvements meant that only a few of the Cavalier-class ships were ever produced. In addition, the decision to place a number of critical sensor systems in one *poorly-protected* electronics compartment didn't sit well with some captains. Still, the sister ships of the *Skykomish* have found their way into use in a number of systems, where they're regarded as one of the tougher ships around.

The *Skykomish* is particularly suited for use in the STAR*DRIVE campaign setting. It's reasonable to assume that the Cavalier-class escorts saw some action in the Second Galactic War, and that a few of them (including the *Skykomish*) are still wandering about the Verge, whether in military hands or under the control of independent operators.

Skykomish



Room Key

1. Port Weapons Control
2. Starboard Weapons Control
3. Comm/Sensor Station
4. Crew Quarters
5. Mess Deck/ Meeting Room
6. Missile Control
7. Defense Station
8. Officer's Quarters
9. Captain's Quarters
10. Bridge
11. Airlock
12. Life Support Station
13. Stardrive
14. Mass Reactor
15. Induction Engine

One Square Equals Two Meters

Starrunner

Corvette-class vessel PL8 Cost \$25,915,000

Compartments: 12 **Dur:** 60
Maneuver Rating: 0 **Acc:** 4 Mpp
Cruise Speed: 1.5 AU/hour **Berthing:** 30 crew

Armament: Maser cannon, flux cannon, kinetic lance
Defenses: Ablative shield, jammer
Armor: Medium crystallis (6 dur): d6 (LI), d6+ 1 (HI), 2d4 (En)
Computer: Amazing computer core, Amazing dedicated battle, defense, navigation, sensor, and tactical computers
Backup Computer: Ordinary computer core, Ordinary dedicated battle, defense, and navigation computers
Engines: Gravitic redirectors
Power: Matter converters and dynamic mass reactor rated for 31 power factors
Drive: 5 light-years per spacefold
Hatches: Security (O dur)
Perks: Efficient command deck, Military shortfall
Flaws: Infamous

Roll	Compartment	Systems (Dur/Pow)	Dur
(< -3)	Command 1	Command deck (0/0) Foldsender (1/1) Jammer (0/1) Airlock (0/0) Reentry capsule (0/0)	8/8/4
(-3)	Command 2	Amazing computer core (3/0) Command deck (1/0) Airlock (1/0) Radio transceiver (0/1) Ordinary computer core (1/0)	6/6/3
(-1 to -2)	Auxiliary	Matter converter (4/*) Autosupport (0/3)	8/8/4
0-1	Engineering 1	Matter converter (2/*) Gravitic redirector (3/2)	10/10/5
2-3	Engineering 2	Matter converter (2/*) Gravitic redirector (3/2)	10/10/5
4-5	Engineering 3	Spacefold drive (3/*) Dynamic mass reactor (1/*)	8/8/4
6-7	Electronics	Multiphase radar (1/0) EM detector (0/0) IR detector (0/0) Mass detector (1/0) Ablative shield (2/*)	8/8/4
8-9	Weapons 1	Maser cannon (4/3) Raised turret (2/0)	12/12/6
10-11	Weapons 2	Flux cannon (3/5) Raised turret (2/0) Ablative shield (2/*)	14/14/7
12-14	Weapons 3	Kinetic lance (2/1) Turret (1/0) Ablative shield (2/*)	10/10/5
15-17	Crew 1	Crew quarters (2/0) Sick bay (2/0)	8/8/4
18-20	Crew 2	Crew quarters (3/0) Holofield bay (1/0)	8/8/4

Weapon Data

System	Acc*	Range	Type	Damage	Actions
Flux cannon	-2	5/15/30	En (e)	d6+ 4w/2d6+ 2w/3d6+ 2w	3
Masercannon	-5	6/12/30	En (e)	d6+ 2w/d4+ 1m/d6+ 2m	4
Kinetic lance	-3	5/10/20	HI (e)	d4+ 1w/2d4w/d4+ 3m	3

* Accuracy includes Amazing battle computer and raised turrets.

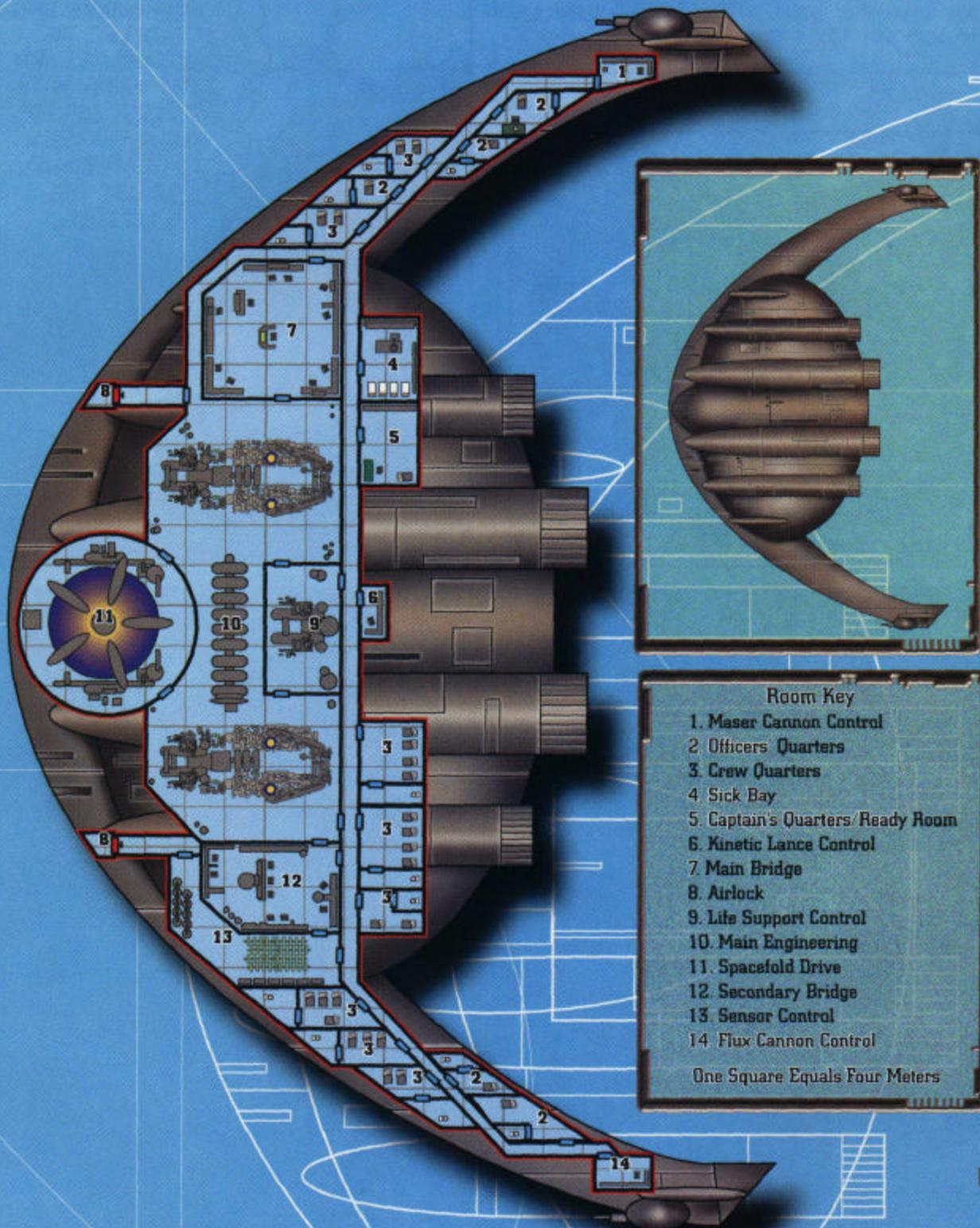
Starrunner

In the future, humanity masters spacefolding: the technology of bending space in order to travel great distances in only seconds. The *Staurunner* exemplifies a ship that takes advantage of this technology. The *Starrunner* is a fast-strike vessel, capable of leaping 5 light-years at a moment's notice, disabling enemy vessels or space stations, then escaping again before reinforcements can be summoned.

In the past, the *Starrunner* was used for its swift and brutal responses to enemies of its government. Since its liberation, the ship has changed hands a few times; however, its infamy has stuck with it. As a result, heroes piloting the *Starrunner* suffer a +2 step penalty to any Interaction skill checks or Personality feats. With its power plants supplying an astronomical 31 power factors, the *Starrunner* is ready for anything. Typically, the dynamic mass reactor is only used when spacefolding, providing that little push the ship needs to cross such vast distances of space. Without its help, the ship can manage space-folds of only 2 light-years or less. When in combat, the matter converters provide up to 11 power factors to the ablative shield. The *Starrunners* flux cannon and maser cannon each enjoy the benefits of a raised turret: They may fire in five of the six arcs of fire (the maser cannon can't fire below the ship and the flux cannon can't fire above it) with a -1 step bonus to hit (included in the weapon data).

The *Starrunners* crystallis armor completely regenerates all damage within a few minutes after combat ends. This allows the ship to perform multiple strikes without extensive armor repairs between battles. The second command compartment serves as a backup to the primary command compartment. In the case of emergency, the entire ship can be operated from this second compartment. Unfortunately, this command deck doesn't enjoy the roominess and efficiency of the primary command deck.

Starrunner



CSS Nomad

Starship Contest Winner, Engineer: Gary R. Boylan
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SOME STARSHIPS, LIKE SOME PEOPLE, earn a special place in the annals of history. Their deeds and accomplishments are of such renown that no other ships may bear their names without invoking their great legacy. Some of these rare vessels are remembered for their notoriety, other for their tremendous fortitude in the face of adversity. These rare ships, much like the men and women who command them, demand our respect and attention, for these are ships of destiny. The CSS Nomad is one such ship.

-Senator Bruce Hale, Orion League, 2497

Built in 2466, the first of the Orion League's *Trinity-class* trader vessels, the CSS *Nomad*, was designed as a "jack-of-all-trades." Lightly armored but comparatively well armed, the *Nomad* functioned as both an escort and trading vessel, since the original hull design included three separate cargo bays. The ship was designed to protect established trade routes where fast vessels, themselves lightly armored, would be the *Nomad's* most likely adversaries. The cost of neutronite armor for a ship of this size, coupled with its mission profile, was deemed too high to grant more than the lightest armor coverage. Under the command of Captain Jack Vermillion, the *Nomad* proved herself in numerous small skirmishes with would-be pirates during the end of GW2. The *Nomad* became a small twinkle in the Orion League's eye, proving itself adept at guarding the League's assets (and

effectively increasing them). Additional *Trinity-class* vessels were being built as early as 2470.

Late in the year 2495, the *Nomad* was on a trading run to one of the League's outlying colonies when it was confronted by an outdated *Thuldan* assault vessel, refitted for use as a privateer. Luckily, nearby ships were able to come to the *Nomad's* rescue, but not before the pirate ship mauled the *Nomad*. Captain Vermillion and half his crew were killed in the conflict.

Because of its distinguished service and the Orion League's declining fortunes, the *Nomad* was tagged for both repair and a substantial refit. The *Nomad* was destined to assume a very different role than it had played in the past. The Orion League needed new resources to support declining economy; the *Nomad's* new function was defined as one of "exploration."

The refit was extensive.

Only one cargo hold remained, and it was significantly smaller. The computer core was expanded; new, more advanced stations were added, while existing ones were upgraded.

A series of deflection inducers were added to the hull, and the sensors were augmented and enhanced. The *Nomad* was practically a new ship. The first officer, a mechalus named Tyhr Nimatius, was promoted to become the *Nomad's* new captain partly because of his exemplary service but also because the remaining crew wouldn't have it any other way. The *Nomad* was then "donated" to the Galactic Concord, becoming part of the Concord Survey Service. When the Concord fortress ship *Monitor* left with the reconnaissance task force in 2497, it was easy for the Orion League to pull a few strings and ensure that the *Nomad* left with it.

CSS Nomad

Orion Trinity-Class Survey Vessel

Compartments: 5 Durability: 40
 Maneuver Rating: 0 Acceleration: 2 Mpp
 Cruise Speed: 1.5 AU/hour Berthing: 18

Armament: Turret--Plasma cannon (Range: 4/8/16 Mm)
 d6+ 2w/d8+ 2w/d6+ 1m (En(e)/A)
 Arc: Forward, Left, Right
 Launch tube w/10 missiles (4 SMP, 3 MRB, 3 ARN)

Defenses: Jammer, deflection inducer
 Armor: Light neutronite (O Dur) d6 (LI), d6 (HI), d6-1 (En)

Computer: Good computer core; Good battle, defense, and sensor dedicated computers; Ordinary engineering and navigation dedicated computers

Engines: Induction engines (3)
Power: Mass reactor rated for 20 power factors
Drive: 5 light years per starfall

Roll	Compartment	Systems (Dur/Power)	Dur
1-3	Command (C1)	EM detector (0/0) IR detector (0/0) Multiband radar (0/0) Spectroanalyzer (1/1) Jammer (0/1) Deflection inducer (2/4) Laser transceiver (0/1) Radio transceiver (0/1) Airlock (0/0) Good computer core (2/0) Crew quarters (3/0) Reentry capsule (0/0)	16/16/8
4-6	Weapons (C2)	Turret: plasma cannon (4/3) Launch tube (3/1)	14/14/7
7-9	Engineering 1(C3)	Induction engines (6/6) Stardrive(3/*) Autosupport (0/2)	18/18/9
10-14	Auxiliary (C4)	Mass reactor (8/*) Recycler unit (1/1)	18/18/9
15-20	Engineering2 (C5)	Workshop (2/1) Airlock (1/0) Autocargo (4/4)	14/14/7

CSS NOMAD COMPARTMENTS

BRIDGE (C1): The Nomads bridge is the nervous system of the ship, with stations provided for helm control, communications, defense command, sensors, engineering, and weapons. Station functions can be combined or transferred, as necessary. The ship's arms locker is located behind the command station. The locker holds four suits of heavy assault gear, six 11mm charge rifles, six zero-g rifles, ten 9mm zero-g pistols, ten laser pistols, and two heavy charge machine guns. Ammunition for all personal weapons aboard the ship is also stored here.

CREW BERTHING (C1): The bulk of the Nomad's crew bunks in the three main crew quarters, five to a room. The captain, first officer, and chief engineer have separate staterooms. A mess deck, kitchen, and head/showers are also included.

WEAPONS CONTROL (C2): The plasma cannon is controlled from an elevated internal turret assembly. Holographic displays surround the gunner, giving him or her better aiming capabilities than a standard H.U. D. The launch tube missiles are stored in an automated compartment. The missiles can be loaded and fired from this compartment or the bridge.

MAIN ENGINEERING (C3): The Nomad's propulsion, power, and life support systems are controlled from innumerable displays and consoles located in this compartment.

AUXILIARY (C4): The Nomad draws all of its power from the single mass reactor located in this room. A recycler unit allows the crew to go on extended voyages without worrying about critical shortages of essential supplies.

CARGO (C5): A small, automated cargo hold is located to the rear of the ship, allowing space for food-stuffs, additional missiles stored in metal crates, and various interesting finds. An airlock separates the hold from the workshop, allowing the cargo hold to be decompressed without affecting the rest of the ship.

*Gary is 24 years old and lives in Truro, Nova Scotia. Gary's interests include painting miniatures, RPG's, and architecture. Fascinated by the futuristic technology of the Star*Drive setting, Gary wishes he could attach a deflection inducer to his Grandfather's dartboard.*

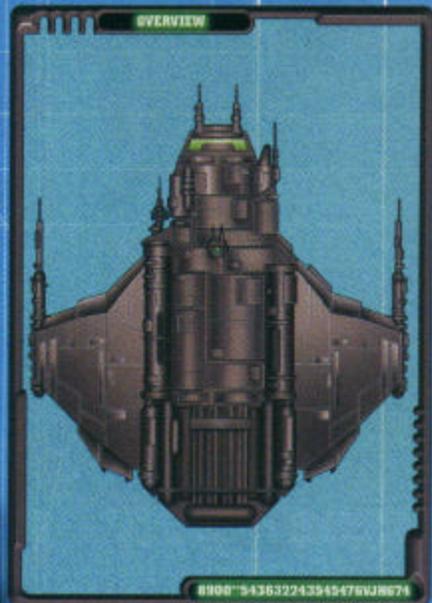
CSS NOMAD

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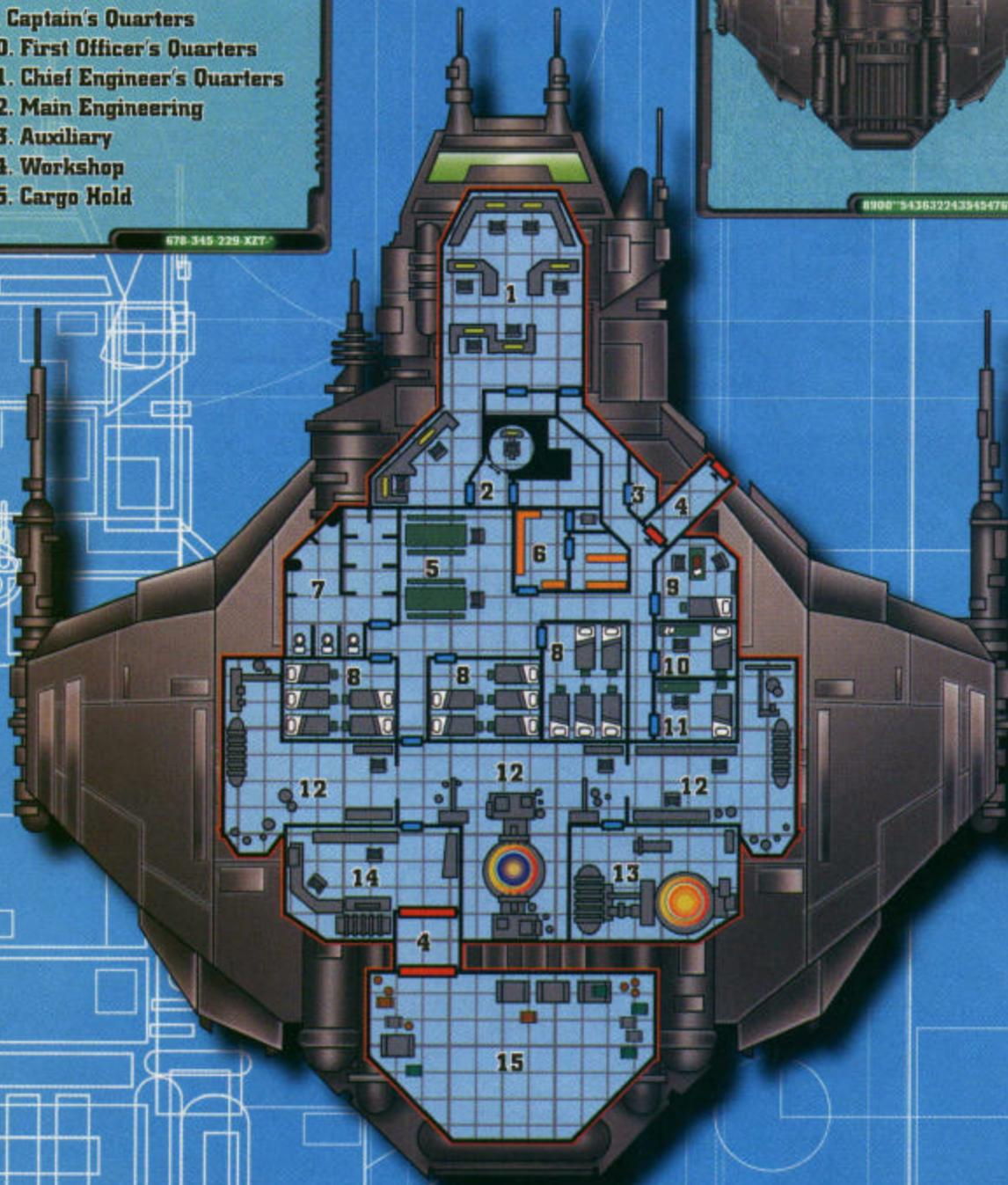
1. Bridge
2. Weapons Control
3. E-Suit Storage
4. Airlock
5. Mess Hall
6. Galley
7. Head/Showers
8. Crew Quarters
9. Captain's Quarters
10. First Officer's Quarters
11. Chief Engineer's Quarters
12. Main Engineering
13. Auxiliary
14. Workshop
15. Cargo Hold

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OVERVIEW



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One square equals one meter

ORION TRINITY-CLASS SURVEY VESSEL