

MOTHERSHIP[®]

SCI-FI HORROR RPG



*Tuesday
Knight
games*

SHIPBREAKER'S TOOLKIT

SHIP DECKPLAN ICONS



FUEL COSTS

ACTION	FUEL
Run thrusters (Monthly)	1 Fuel
Evasion attempt (Contact Range)	3 Fuel
Evasion attempt (Firing Range)	2 Fuel
Evasion attempt (Detection Range)	1 Fuel
Jump to Hyperspace	1 Warp Core

TRAVEL COSTS

SHUTTLE SERVICE	COST	
Shuttle: Passenger Seating	250cr	
Cargo Space	+1kcr	
INTERPLANETARY TRAVEL	COST	
J0C-III Passenger Liner		
Steorage Deck (cryopod only)	1kcr	
Second Class (4 bunks to a cabin, cryopod)	2.5kcr	
First Class (private cabin, cryopod)	10kcr	
Cargo Space	+5kcr	Hangar Space +250kcr
To distant planet	x2	To edge of system x4
J0C-1 Executive Transport		
First Class (private suite, cryopod)	20kcr	
Charter vessel	1mcr	
Vessel tow (Class-II and lower, max 1 vessel)	+500kcr	
INTERSTELLAR TRAVEL	COST	
J1C-III Jumphliner		
Steorage Deck (cryopod only)	2kcr	
Second Class (private cabin, cryopod)	5kcr	
First Class (private suite, cryopod)	20kcr	
Cargo Space	+20kcr	Hangar Space +500kcr
Jump-2 Ticket	+10kcr	Jump-3 Ticket +30kcr
J2C-1 Executive Transport		
First Class (private suite, cryopod)	40kcr	
Charter vessel	2mcr	
Vessel tow (Class-II and lower, max 1 vessel)	+500kcr	

REFUEL & RESUPPLY COSTS

FUEL CLASS	COST/UNIT	WEAPON	C-I COST
Class-I Fuel	1kcr	Autocannon	100kcr
Class-II Fuel	2kcr	Lasers	50kcr
Class-III Fuel	5kcr	Light Missiles	200kcr
Class-IV Fuel	50kcr	Heavy Missiles	300kcr
Class-V Fuel	100kcr	Particle Beam	75kcr
Warp Core	1mcr	Railgun	400kcr

RANGE & DISTANCE

RANGE	CONTACT	FIRING	DETECTION
DISTANCE	Planet to close orbit.	Planet to moon, station, asteroid field.	Planet to distant planet.
TRAVEL TIME	Minutes.	Hours to days.	Weeks to months.
SCANNERS SHOW	Damage, lifeform presence, visual.	Transponder, class, and weapons.	Vessel's size, location, and trajectory.
HAILING LATENCY	None.	Seconds.	Minutes to hours.
SHIP-TO-SHIP COMBAT	Boarding. All weapons.	All weapons.	Railgun only.

MOTHERSHIP®

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SHIPBREAKER'S TOOLKIT

CONTENT WARNING

Mothership® is a horror game for mature audiences. It contains violence, foul language, some sexual content, drug use, and depictions of mental illness, trauma, stress, and panic that may not be suitable for all audiences. Please be advised.

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tuesdayknightgames.com mothershiprpg.com

THE SHIP MANIFEST

Whether you're crawling through the ducts of a derelict, probing the interior of an unknown vessel, or sipping day old coffee in the galley of a beat-up freighter, you spend the majority of your time in Mothership® aboard spacecraft. The **Ship Manifest** at the back of this book helps you track your ship's status and other resources. Let's dive in!

4.1 TRANSPONDER

Your **Transponder** is an automated radio system that broadcasts important information about your ship. In most star systems it is illegal (or highly suspect) to turn your Transponder off.

See Hailing on pg. 33.1.

4.2 MEGADAMAGE

Whenever your ship takes **Megadamage (MDMG)** you add it to the tracker here and apply the effect next to the new total. Additionally, you can keep track of how many Hull Points your ship has.

See Ship Combat on pg. 34.

4.3 STATS & SAVES

The ship has three Stats that function as both its Stats and Saves: **Thrusters**, **Battle**, and **Systems**. These are determined by the ship's type and can be improved with upgrades.

See Ship Stats on pg. 6.

MOTHERSHIP® SHIP MANIFEST

TRANSPONDER ON OFF

Ship Identifier

USCS FALSTAFF

Captain

MARSHALL

Make / Model / Jump / Class / Type

**VALECORE
PLATYPUS T9LC
J1C-II FREIGHTER**

STATS & SAVES

THRUSTERS 25

BATTLE 20

SYSTEMS 20

02 REMAINING

FUEL

12 / 12
Current Maximum

WEAPONS

20 / 20
Base Total

MEGADAMAGE

- 01 EMERGENCY FUEL LEAK**
Every time you spend fuel, you spend 1 more.
- 02 WEAPONS OFFLINE**
Automatically fail Battle Checks.
- 03 NAVIGATION OFFLINE**
Cannot make Thruster Checks. 10% chance all navigation data wiped.
- 04 FIRE ON DECK**
Fire spreads rapidly throughout ship's interior. Toxic and corrosive (10 DMG/round) atmosphere.
- 05 HULL BREACH**
All aboard make a Body Save or take 1 Wound (Explosion). Critical Failure = violently sucked into space.
- 06 LIFE SUPPORT SYSTEMS OFFLINE**
Oxygen limited to 1d10 x Crew Capacity.
- 07 RADIATION LEAK**
Radiation level increases every 2d10 minutes.
- 08 DEAD IN THE WATER**
All systems offline, emergency power only.
- 09+ ABANDON SHIP!**
Ship is destroyed in 1d10 minutes.

HULL POINTS

0

DECKPLAN

A DECK

ENG ↔ HAB ↔ CARGO DECK

B DECK

ENG ↔ HAB ↔ CARGO DECK

4.4 FUEL

Your ship spends **Fuel** each month it travels. **Warp Cores** are used to travel through hyperspace.

See Space Travel on pg. 30.

4.5 CREW

Your ship's **life support systems** can only support a certain number of (human) crew. You also track how many **cryopods** and **escape pods** the ship holds in case you ever need to abandon ship.

Distress Signals on pg. 33.2.

2 WARP CORES	12 CRYPODS	1 ESCAPE PODS
MEGADAMAGE 1D5 0 Base Total HARDPOINTS 0 1 Installed Maximum		
CREW 3 12 Current Maximum MARSHALL (CAPTAIN) LILLITH DASHIELL MARGOT (ANDROID)		

UPGRADES 1 4 Installed Maximum CONTRABAND HOLD	CARGO TERRAFORMER X4 COLONY SUPPLIES ILLEGAL MEDICINE
---	--

REPAIRS COOLANT LEAK GRAVITY PLATING	MINOR MAJOR
---	--

5.3 UPGRADES

Your ship is outfitted with all the necessary systems it needs to do its job. However, it also has room for a few **Major** and **Minor Upgrades**.

See Upgrades on pg. 28.

5.4 CARGO

Any important cargo your ship is carrying should be listed here.

5.5 REPAIRS

Over time your ship accumulates maintenance issues, both major and minor, which if not addressed can become huge problems. List the issues your ship is dealing with here.

See Repairs on pg. 38.

Now that you know the basics of what makes up a ship, let's learn how to use your ship to travel!

5.6 NO ASSEMBLY REQUIRED

The ships in this book come with everything you need to play. You don't need to build them like you do when you create a character. Instead, if your characters start on a ship, the Warden will assign you a pre-designed one with its own issues and problems. Over time you may upgrade and customize your ship—or not! This is a horror game, so you don't have to worry about detailed bookkeeping unless you want to.

5.1 WEAPONS

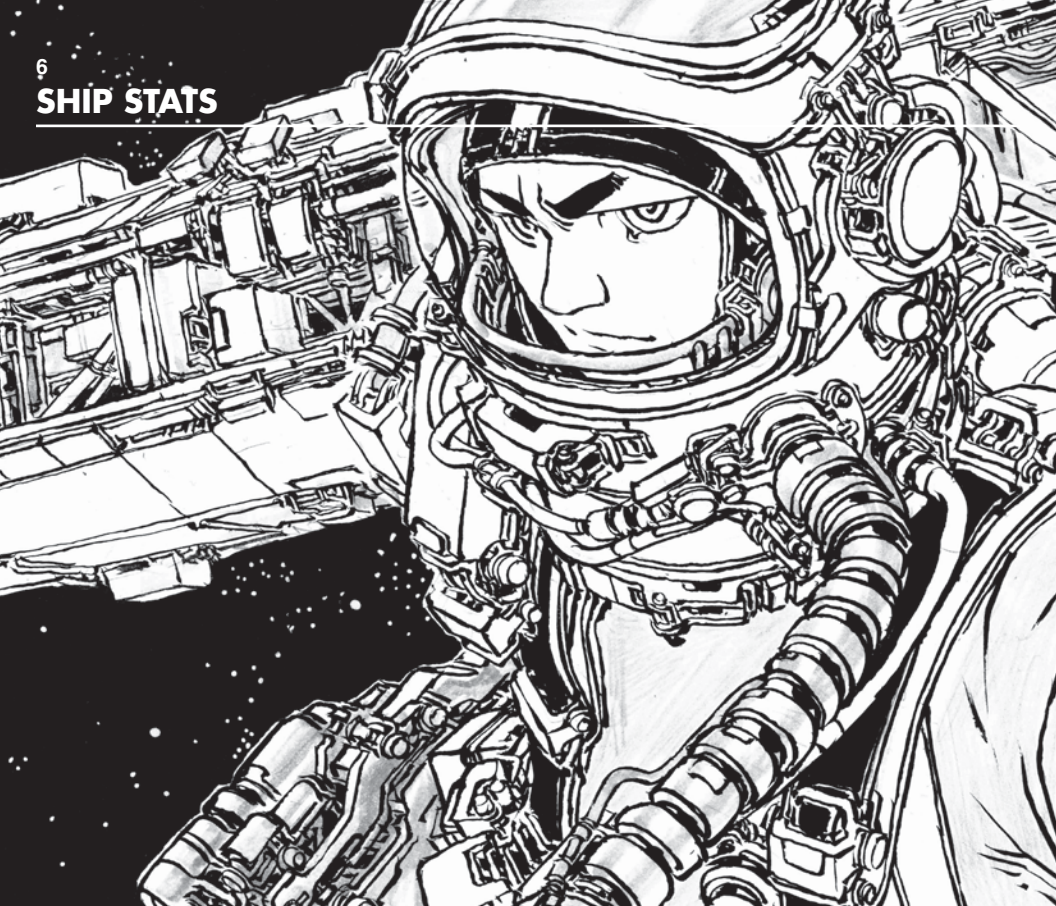
Your ship's weapons each increase your Battle Stat. Your ship deals **Megadamage (MDMG)** in ship combat. The ship's **hardpoints** limit how many weapons systems you can install.

See Weapons on pg. 29.

5.2 DECKPLAN

Your **Deckplan** is a map of your ship. A simple flowchart, or list of your ship's modules will do for now. You also keep track of any remaining **Oxygen** in case the ship's life support systems fail.

See Oxygen in the Player's Survival Guide pg. 33.1.



6.1 SHIP STAT CHECKS

Ships can make Stat Checks just like a character. However, whenever a Ship fails a Stat Check, **everyone on board gains 1 Stress**. As with all Stat Checks, a roll of 90-99 is always considered a failure.

See Panic on pg. 21 of the Player's Survival Guide.

Your Ship's Stats

Your ship has three main Stats which represent its capabilities when acting under extreme pressure.

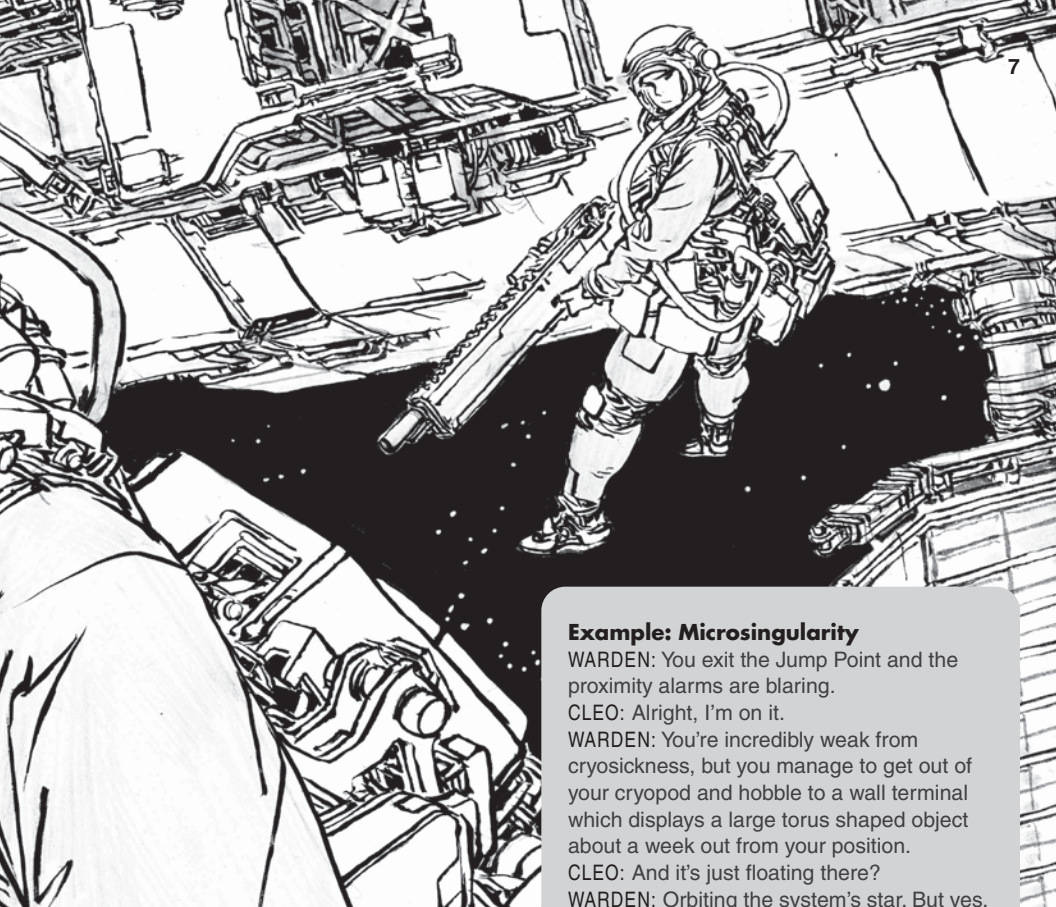
- **Thrusters:** Safely maneuvering and accelerating in space. Similar to a character's Speed Stat.
- **Battle:** Targeting and attacking other spacecraft in ship-to-ship combat. Similar to a character's Combat Stat.
- **Systems:** A catchall stat, like Instinct, which governs your ship's sensors, computers, maintenance, and other subsystems.

6.2 YOUR SHIP'S CLASS

A ship's class is a general measure of its capabilities. This book covers a handful of ships rated Class-0 to Class-V (though others do exist). The higher a ship's class, the larger, more powerful, and more expensive it is.

SHIP CLASS		
CLASS	DESCRIPTION	EXAMPLE
0	Shuttlecraft.	Shuttle, Fighter, Dropship.
I	Light commercial.	Raider, Executive Transport.
II	Medium commercial.	Freighter, Patrol Craft.
III	Heavy commercial	Salvage Cutter, Jumphliner.
IV	Light military.	Corvette
V	Medium military.	Exploration Vessel, Troopship.

Ship class is often abbreviated and combined with its Jump Rating. For example: J1C-II refers to a Jump-1 Class-II ship.



7.1 MODIFYING SHIP STAT CHECKS

Just like with your character's Stats and Saves, a ship's Stat Check can be modified by **Advantage & Disadvantage, Critical Successes & Failures, and Skills**.

Advantage & Disadvantage

Ships can gain Advantage or Disadvantage just like a normal character, though the Advantage or Disadvantage must be something that would affect an entire ship, rather than a single person.

Critical Successes & Failures

Whenever a Ship Critically Fails a Stat Check, **everyone aboard must make a Panic Check**. Critical Successes work as normal.

Skills

When it's relevant, you may add your Skill Bonus to a Ship's Stat Check. Only one person may add a Skill Bonus to a Stat Check at a time.

Example: Microsingularity

WARDEN: You exit the Jump Point and the proximity alarms are blaring.

CLEO: Alright, I'm on it.

WARDEN: You're incredibly weak from cryosickness, but you manage to get out of your cryopod and hobble to a wall terminal which displays a large torus shaped object about a week out from your position.

CLEO: And it's just floating there?

WARDEN: Orbiting the system's star. But yes.

CLEO: Can we avoid it?

WARDEN: That's the problem. Your sensors tell you it's pulling you in right now.

PHIL: What, like a tractor beam?

CLEO: "Computer, what's happening?"

WARDEN: "We are caught in the gravitational pull of an unidentified microsingularity."

PHIL: "Computer, what is a microsingularity?"

WARDEN: It's like a tiny object that's creating a giant gravitational pull essentially.

PHIL: So like a tractor beam.

CLEO: Fuck, alright um. I'll go up and see if we can fly out of its pull.

WARDEN: Okay, that'll be a Thrusters Check.

CLEO: Can I add my Piloting?

WARDEN: Yes, but you are cryosick so you'll be at Disadvantage.

CLEO: I'll use a stimpak.

WARDEN: Okay, go ahead and mark that off and make your Thrusters Check.

CLEO: 55. Critical Fail.

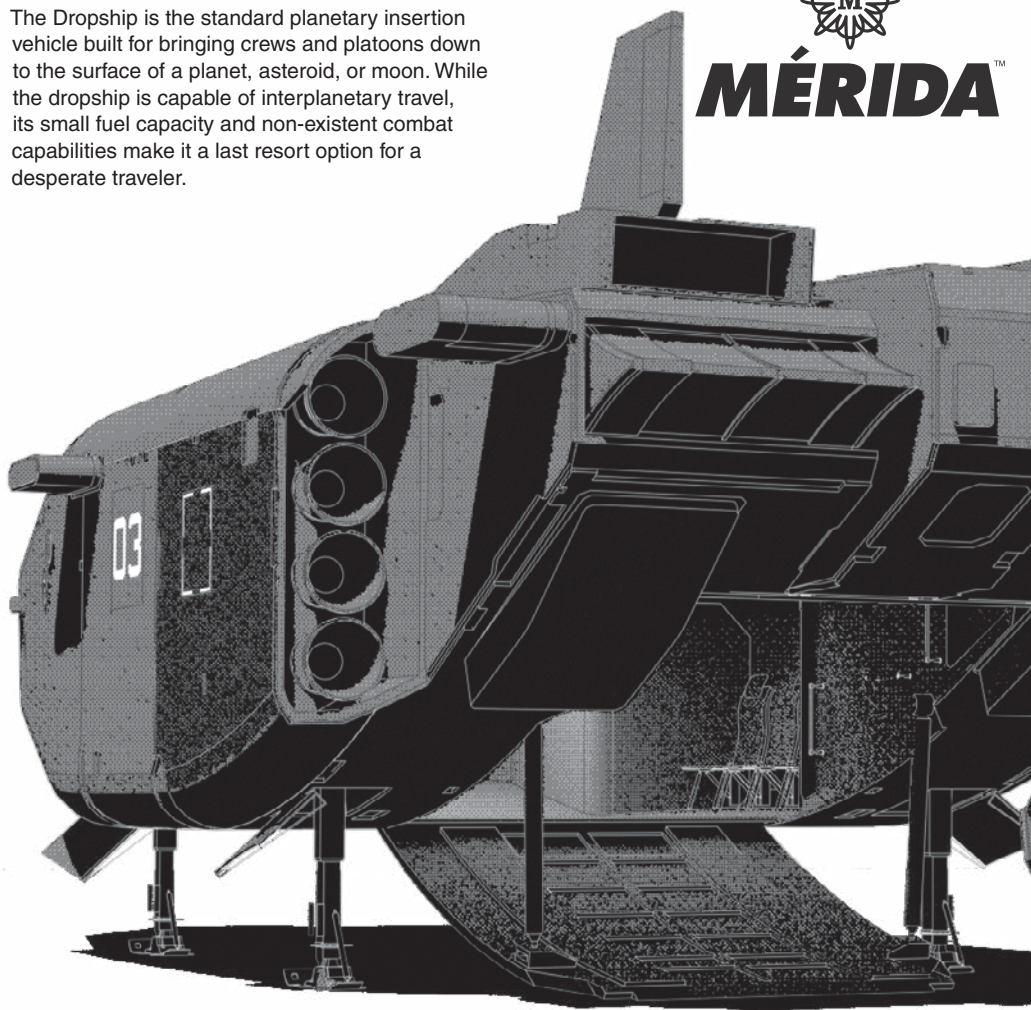
WARDEN: Everybody gets a Panic Check!

PHIL: Is that at Disadvantage too?

WARDEN: Ho yeah.

8.1 DROPSHIP

The Dropship is the standard planetary insertion vehicle built for bringing crews and platoons down to the surface of a planet, asteroid, or moon. While the dropship is capable of interplanetary travel, its small fuel capacity and non-existent combat capabilities make it a last resort option for a desperate traveler.


MÉRIDA™


8.2 ARMORED PERSONNEL CARRIER

A mobile command center and troop carrier, the Armored Personnel Carrier (APC) is built for planetary mobilization in the most hazardous environments. Built to carry a squad of marines and its command unit, the APC can manage an entire planetary assault and maintain communications with orbital command.

COMOCO "SAWTOOTH" APC

3MCR
DR: 10 **AP:** 20

WOUNDS: 2(40)

Top Speed: 100 kph / 60 mph

Crew Capacity: 12

Can travel for: 1 week.

Description: Can withstand toxic and corrosive atmospheres and is vacuum rated. Equipped with rear-mounted smoke grenade launcher, GPMG, and light mortar (1d10x10 DMG). Internal command center comes fitted with long-range comms and thermal sensors.

DROPSHIP

50MCR

MAKE: MÉRIDA

MODEL: ARCANE-1

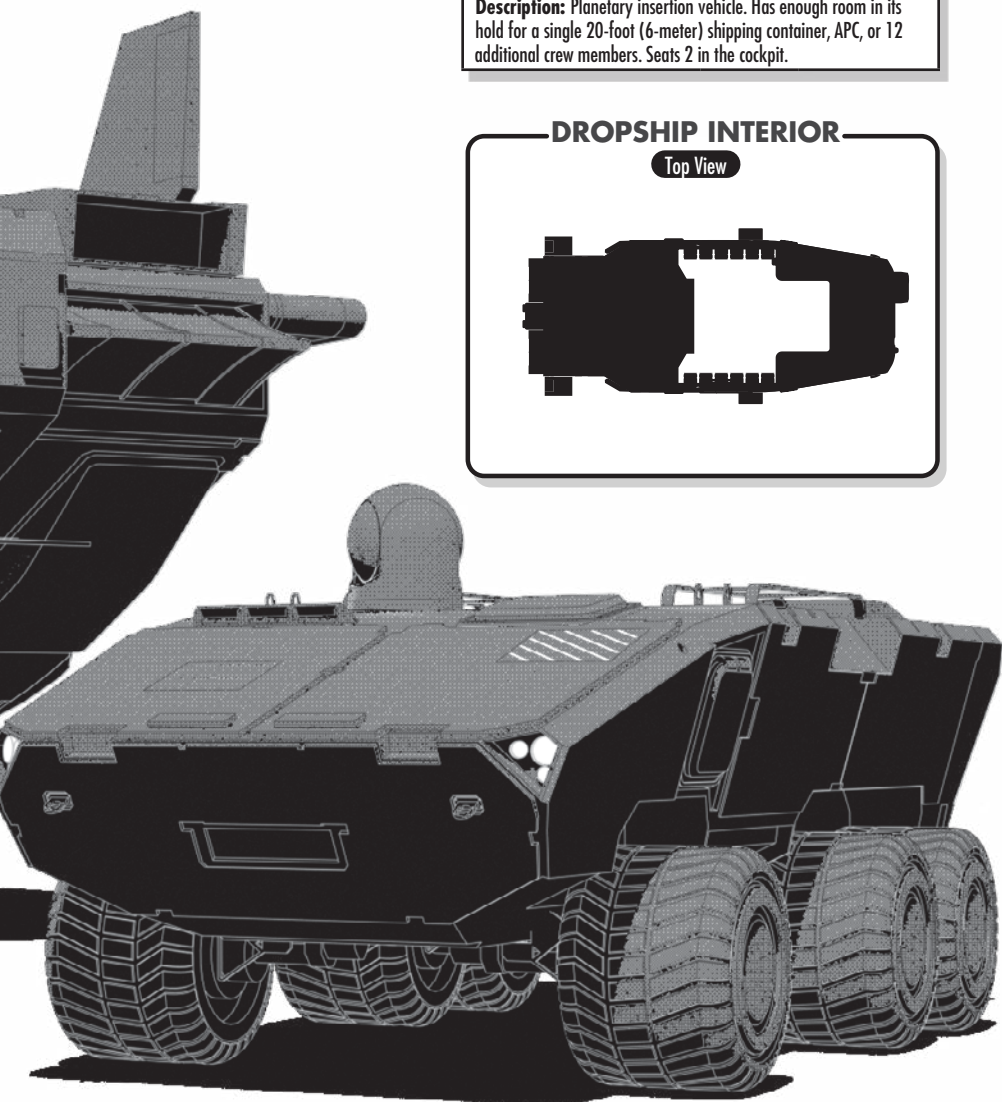
Travel: 2 months.

Crew Capacity: 12+2.

Description: Planetary insertion vehicle. Has enough room in its hold for a single 20-foot (6-meter) shipping container, APC, or 12 additional crew members. Seats 2 in the cockpit.

DROPSHIP INTERIOR

Top View


COMOCO

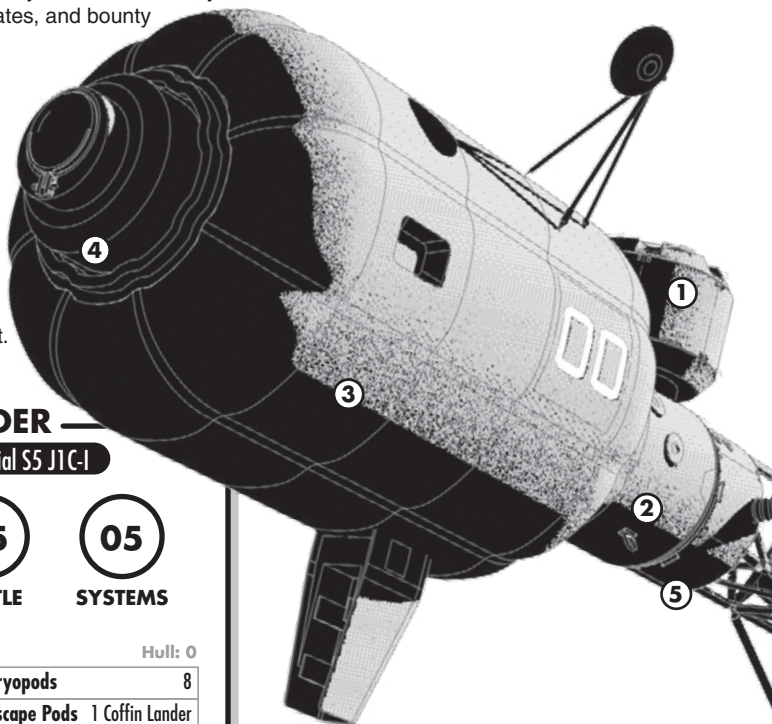
10.1 RAIDER

A cheap vessel, barely more than an orbital habitation unit, the Raider is the ultimate choice for cash-strapped firms and anyone looking to fly below the radar. Its modularity makes it incredibly popular with criminals, pirates, and bounty hunters.

Orbital Command

A dropship (or any other small craft) attached to the raider's nose can serve as the ship's command module and also allow the crew to make planetary stops, while the rest of the spacecraft remains in orbit.

aava™
industrial spacecraft

**RAIDER**

Aava Industrial S5 J1C-I

20**THRUSTERS****05****BATTLE****05****SYSTEMS**

Cost: 75MCR

Hull: 0

Crew Capacity	8	Cryopods	8
Fuel Capacity	12	Escape Pods	1 Coffin Lander

0/2 Hardpoints

Bonus

No weapons installed.

Megadamage: 0* (Base 1)

0/4 Upgrades

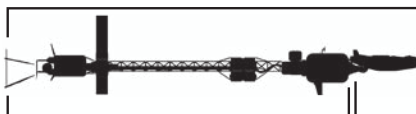
None equipped.

Notes

Any Dropship added to the Raider does not increase the crew capacity of the Raider.

*This ship must have a weapon installed to deal 1 MDMG.

99m



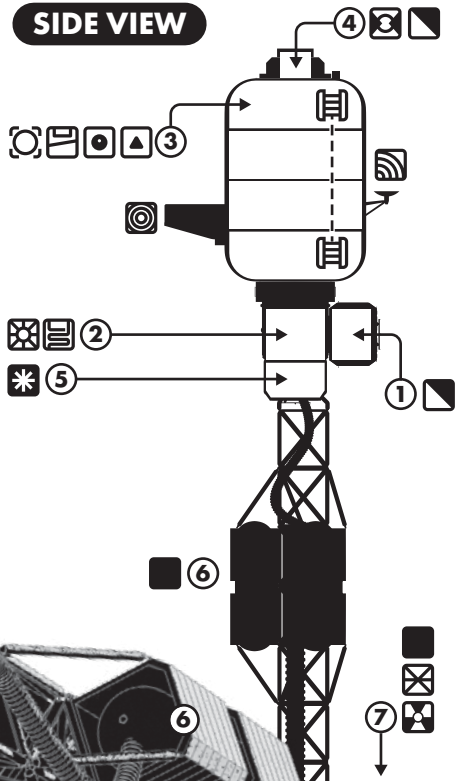
82m

17m

COFFIN LANDERS**COFFIN LANDER****1MCR****Carrying Capacity: 4****Can travel for: 2 years in cryo**

Description: The single use Land-and-Launch Module or "Coffin Lander" is an emergency feature of most spacecraft. Planetary landing pod. Has a single-use launcher which can launch the command module back into orbit, but otherwise has no navigation capabilities. It fits into a standard 20-foot shipping container, and is an absolute last resort for the crew.

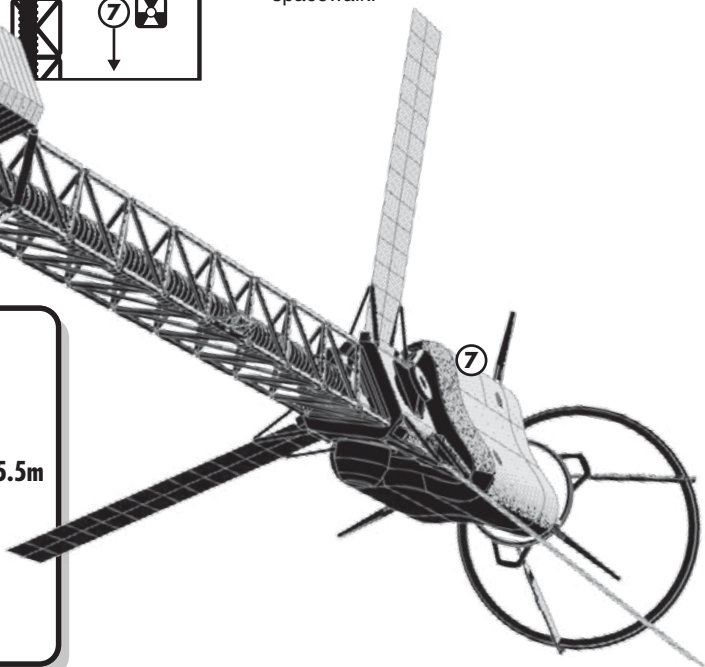
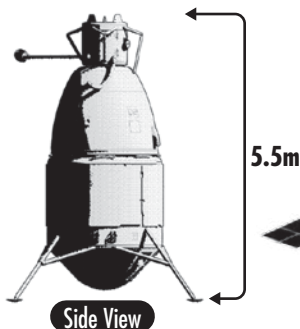
SIDE VIEW



11.1 RAIDER DECKPLAN

With its extreme modularity, no two Raiders look the same. Additional upgrades and modules can be added to the large truss.

- ① **Airlock.** Main entry with docking umbilical.
- ② **Life Support/Mechanical.** O₂, thermal control, artificial gravity.
- ③ **Habitat decks and command.** 4 small circular decks traversed via ladderway.
- ④ **Nose Port.** Can be docked to any Class-0 vessel, other modules, or even cargo containers.
- ⑤ **Cryochamber** with 8 cryopods.
- ⑥ **Fuel Tanks.** External access only.
- ⑦ **Unshielded External Reactor.** Level 2 (Acute) radiation. The reactor on a Raider has no interior cabin and must be accessed by extravehicular activity (EVA), also known as a spacewalk.

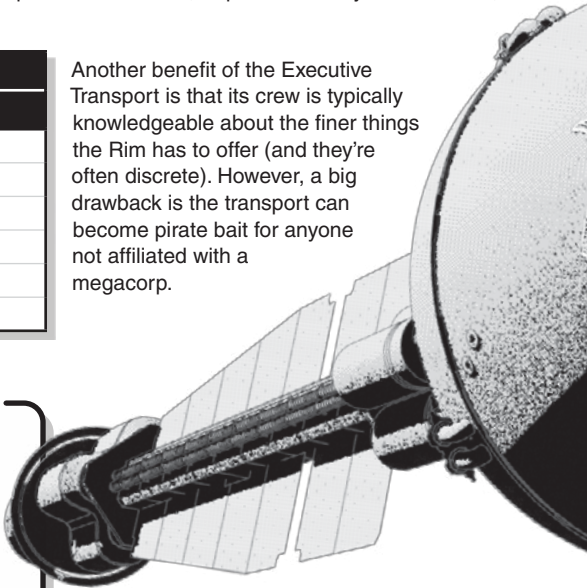


12.1 EXECUTIVE TRANSPORT

Equipped with a Jump-2 drive, state-of-the-art medbay, and ample cabin space, the executive transport is envied across the galaxy. Primarily built to shuttle C-Levels to and from the core, the Executive Transport also often serves as a gambling ship, micro-resort, or hedonistic pirate den. On the rim it's just as likely to serve organized crime bosses, corrupt colonial officials, or private military commanders, as it is anyone from the Company.

TRAVEL COSTS	
ITEM	COST
Private Suite (Interplanetary)	20kcr
Private Suite (Interstellar)	40kcr
Charter (Interplanetary)	1mcr
Charter (Interstellar)	2mcr
Cargo Space (per kg)	50cr
Vessel tow (Class-II and lower, max 1 vessel)	500kcr

Another benefit of the Executive Transport is that its crew is typically knowledgeable about the finer things the Rim has to offer (and they're often discrete). However, a big drawback is the transport can become pirate bait for anyone not affiliated with a megacorp.



EXECUTIVE TRANSPORT

Sato GS Grail VI J2C-I

35

THRUSTERS

05

BATTLE

35

SYSTEMS

Cost: 350MCR

Hull: 0

Crew Capacity	16	Cryopods	16
Fuel Capacity	14	Escape Pods	4

O/1 Hardpoints

Bonus

No weapons installed.

Megadamage: 0* (Base 1)

3/3 Upgrades

Agar Cushioning.

Cosmetic Remodel.

Medbay.

Notes

Rest Saves relieve +1 Stress while aboard.

*This ship must have a weapon installed to deal 1 MDMG.

90m

6. HABITAT DECKS

Top View

A

Passenger Cabins with private bath.

B

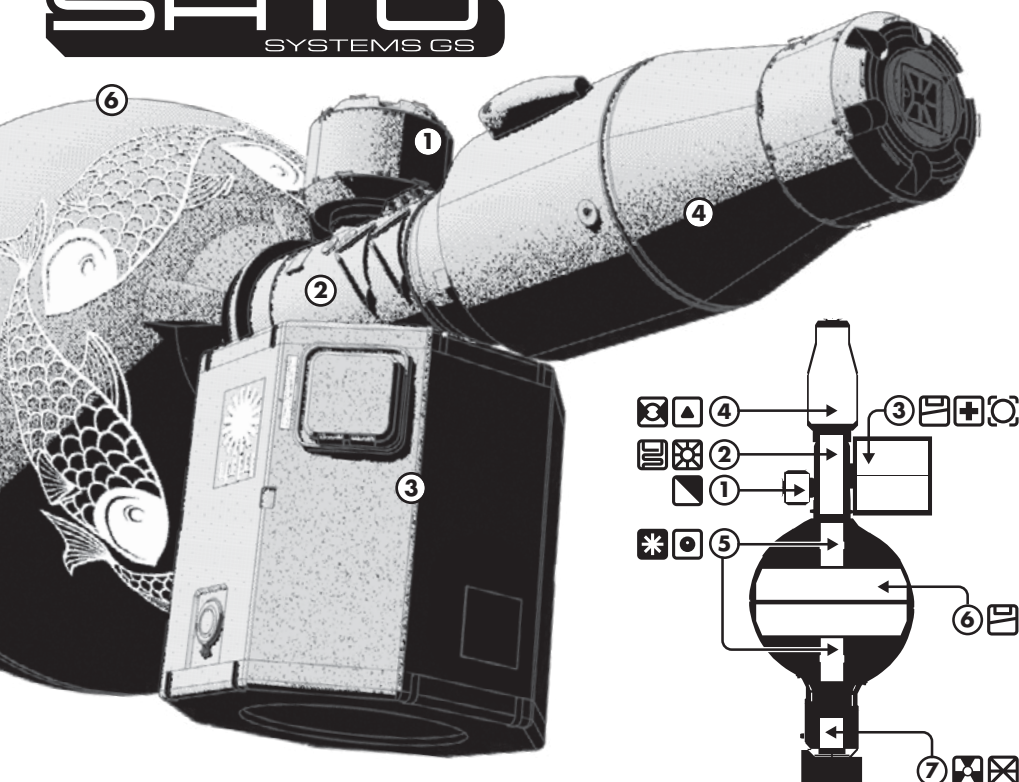
VIP Cabin with private bath.

C

VIP Suite with office, lounge, and personal dining area.

SATO™

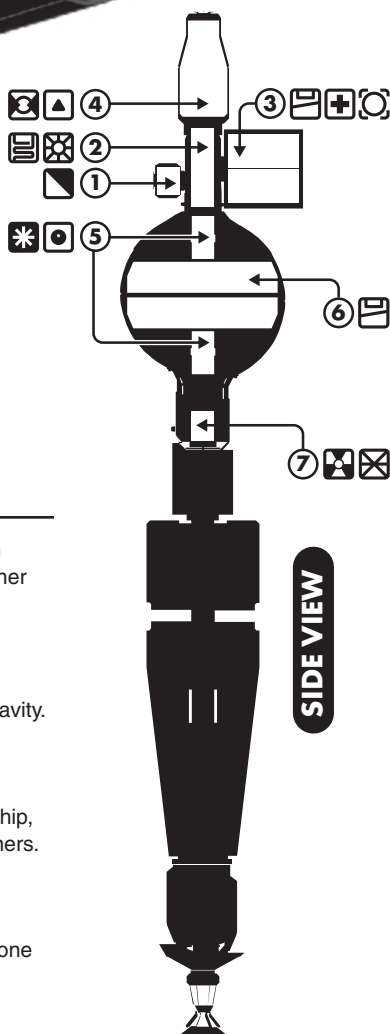
SYSTEMS GS



13.1 EXECUTIVE TRANSPORT DECKPLAN

Built for comfort and speed, the Executive Transport's deckplan offers a pristine and luxurious experience not found on most other spacecraft.

- ① **Airlock.** Main entry with docking umbilical.
- ② **Life Support/Mechanical.** O2, thermal control, artificial gravity.
- ③ **Crew Quarters.** Two decks for workspace/medbays/etc.
- ④ **Nose Port/Command Module.** Can be docked to a Dropship, other Class-0 vessel, other modules, or even cargo containers.
- ⑤ **Cryochamber** with 16 cryopods and **Computer Module.**
- ⑥ **Habitat Decks.** Two decks with six passenger cabins and one VIP cabin with VIP suite each.
- ⑦ **Reactor.** Level 1 (Trace) Radiation.



14.1 FREIGHTER

Carrying fifty 20-foot (6-meter) shipping containers, each weighing roughly 20 tons, the freighter is the backbone of the galaxy.

FREIGHTER

Valecore T9LC JTC-II

25

THRUSTERS

20

BATTLE

20

SYSTEMS

Cost: 250MCR

Hull Points: 0

Crew Capacity	12	Cryopods	12
---------------	----	----------	----

Fuel Capacity	12	Escape Pods	1
---------------	----	-------------	---

0/1 Hardpoints

Bonus

No weapons installed.

Megadamage: 0* (Base 1d5)

1/4 Upgrades

Contraband Hold.

Notes

The Freighter's main cargo deck is large enough to serve as a makeshift hangar.

*This ship must have a weapon installed to deal 1d5 MDMG.

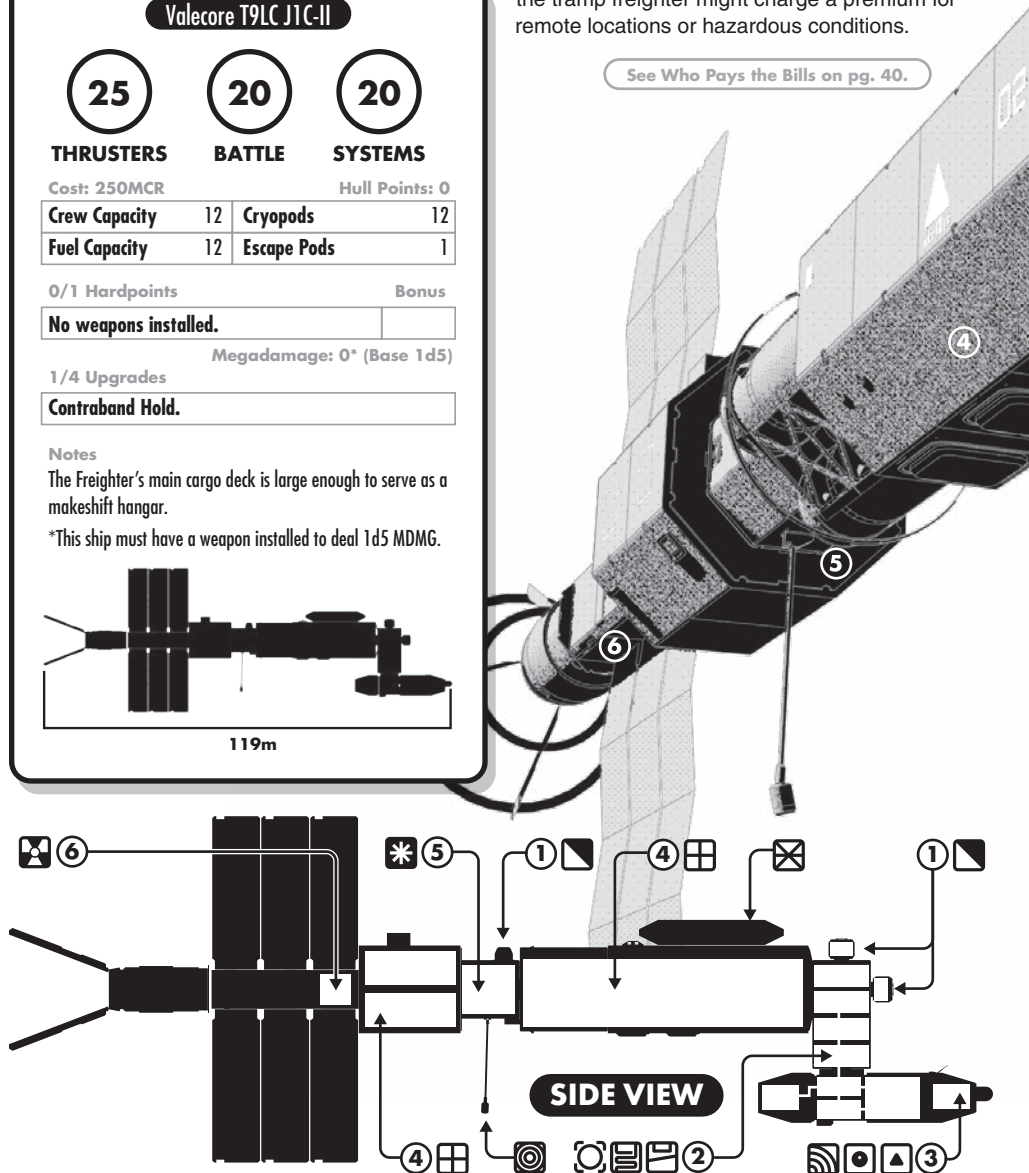


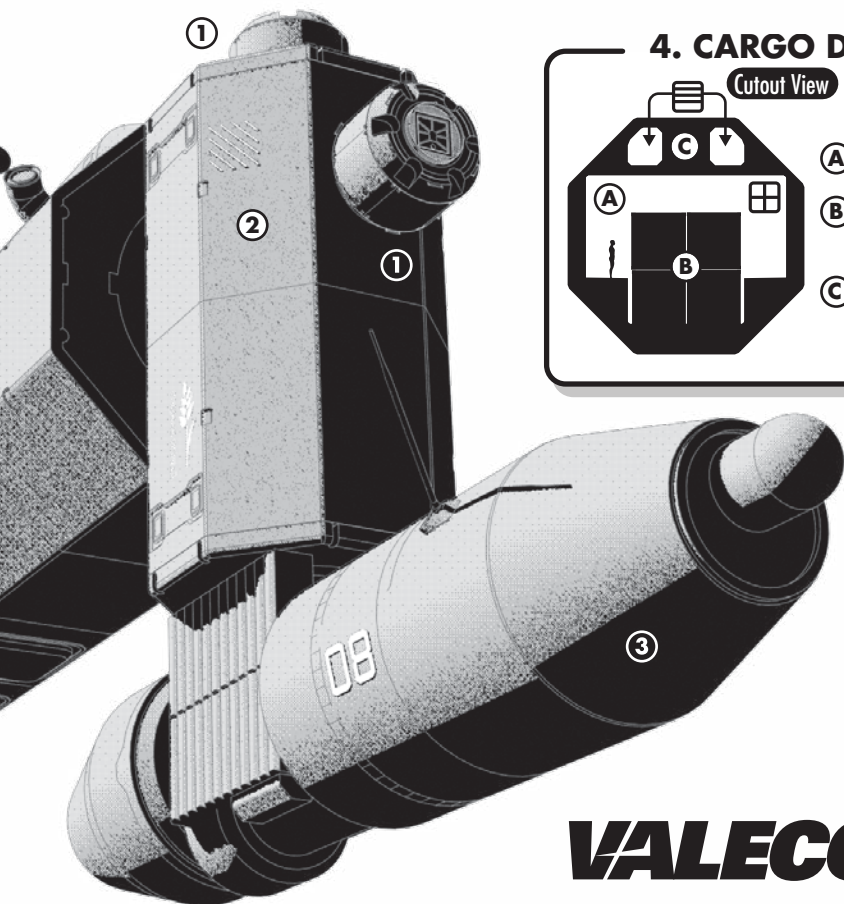
119m

Tramp Freighters vs. Freight Liners

Tramp Freighters operate without a scheduled itinerary or regular port of call and can respond to immediate needs. Freight liners follow a pre-established route and schedule. Both are paid a flat rate of roughly 20cr/kg for what they carry regardless of what's in their hold, though the tramp freighter might charge a premium for remote locations or hazardous conditions.

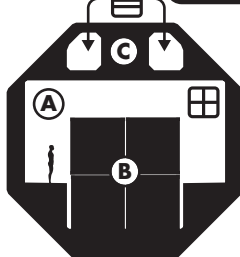
See Who Pays the Bills on pg. 40.





4. CARGO DECK

Cutout View



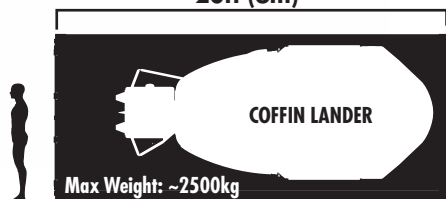
- (A) Cargo Deck.
- (B) Cargo Containers.
- (C) Ventilation.

15.1 FREIGHTER DECKPLAN

The Freighter can be configured to carry three separate cargo decks: one for cold storage, one for hazardous materials, and one for dry goods.

- (1) **Airlock.** Entry with docking umbilical.
- (2) **Habitat/Life Support Decks.** 7 small decks for life support systems, living/workspace, galley, and communal bathing facilities.
- (3) **Command Module.** Piloting, comms, etc.
- (4) **Cargo Decks.** Enough internal storage to carry up to fifty 20-foot shipping containers.
- (5) **Cryochamber** with 12 cryopods.
- (6) **Reactor.** Level 1 (Trace) Radiation.

20ft (6m)



SHIPPING CONTAINER

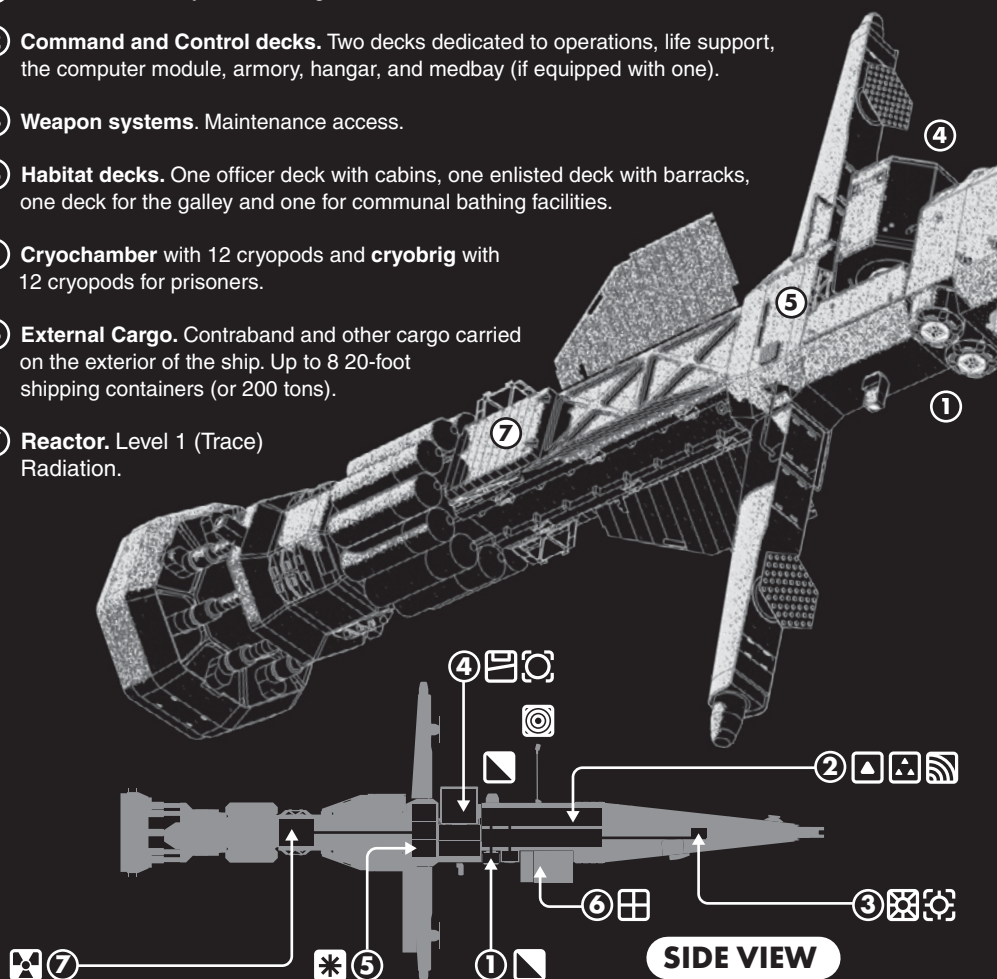
16.1 PATROL CRAFT

Depending on your situation, the patrol craft is your worst enemy, or your welcome savior. Space is big and resists order. The patrol craft is built to keep everybody in line: police actions, customs checks, trade embargoes, as well as distress signal response.

**16.2 PATROL CRAFT DECKPLAN**

Built primarily as a military ship, with external cargo, and plenty of room inside for expansion.

- ① **Airlock.** Main entry with docking umbilical.
- ② **Command and Control decks.** Two decks dedicated to operations, life support, the computer module, armory, hangar, and medbay (if equipped with one).
- ③ **Weapon systems.** Maintenance access.
- ④ **Habitat decks.** One officer deck with cabins, one enlisted deck with barracks, one deck for the galley and one for communal bathing facilities.
- ⑤ **Cryochamber** with 12 cryopods and **cryobrig** with 12 cryopods for prisoners.
- ⑥ **External Cargo.** Contraband and other cargo carried on the exterior of the ship. Up to 8 20-foot shipping containers (or 200 tons).
- ⑦ **Reactor.** Level 1 (Trace) Radiation.



17.1 CUSTOMS INSPECTIONS

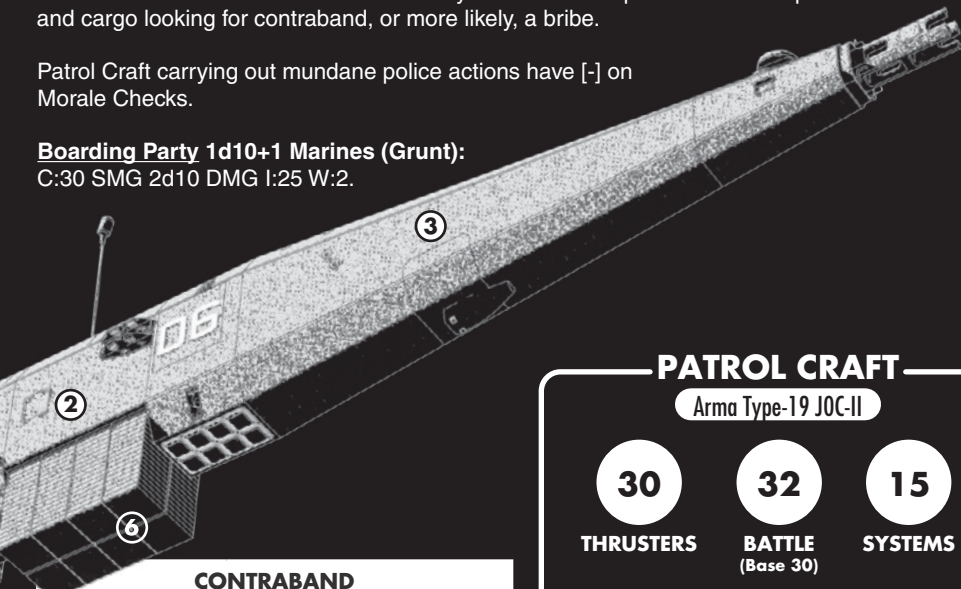
Patrol Craft regularly scan and survey the ships in their system, flagging any potential suspicious vessels. There's a 50% chance that they will hail any ship traveling without their transponder on.

If the ship turns its transponder on and submits to questioning, there is often a 50% chance the Patrol Craft will demand to board and carry out a visual inspection of the ship's crew and cargo looking for contraband, or more likely, a bribe.

Patrol Craft carrying out mundane police actions have [-] on Morale Checks.

Boarding Party 1d10+1 Marines (Grunt):

C:30 SMG 2d10 DMG I:25 W:2.



CONTRABAND

D10	1D5 CONTAINERS FULL OF...
00	Exotic Wildlife: 10% chance living animals.
01	People: 00. Indentured laborers. 01-03. Prisoners. 04-06. Refugees. 07-08. Colonists (under NDA). 09. Anti-corporate rebels.
02	Androids.
03	Intellectual Property: Movies, comics, music.
04	Cultural Property: Art, pornography, banned books.
05	Weapons. 70% chance civilian handguns, 29% military weapons, 1% outlawed experimental weaponry.
06	Counterfeit: 00. Food products. 01-03. Entertainment media. 04-06. Apparel, sneakers. 07-08. Paperwork, designer labels. 09. Jewelry & accessories.
07	Life-saving medicine, equipment, and drugs.
08	Stolen goods: cars, food, luxury items.
09	Hazardous Material.

PATROL CRAFT

Arma Type-19 JOC-II

30

THRUSTERS

32

BATTLE
(Base 30)

15

SYSTEMS

Cost: 600MCR

Hull: 0

Crew Capacity	12	Cryopods	24
Fuel Capacity	18	Escape Pods	3

1/2 Hardpoints

Bonus

Autocannon.	+2
-------------	----

Megadamage: 1d5

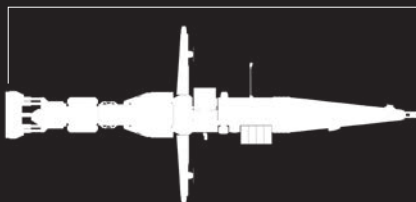
0/3 Upgrades

x1 Boarding Skiff.

Notes

Most Patrol Craft do not leave their local system and are therefore not equipped with a Jump Drive.

130m



18.1 SALVAGE CUTTER

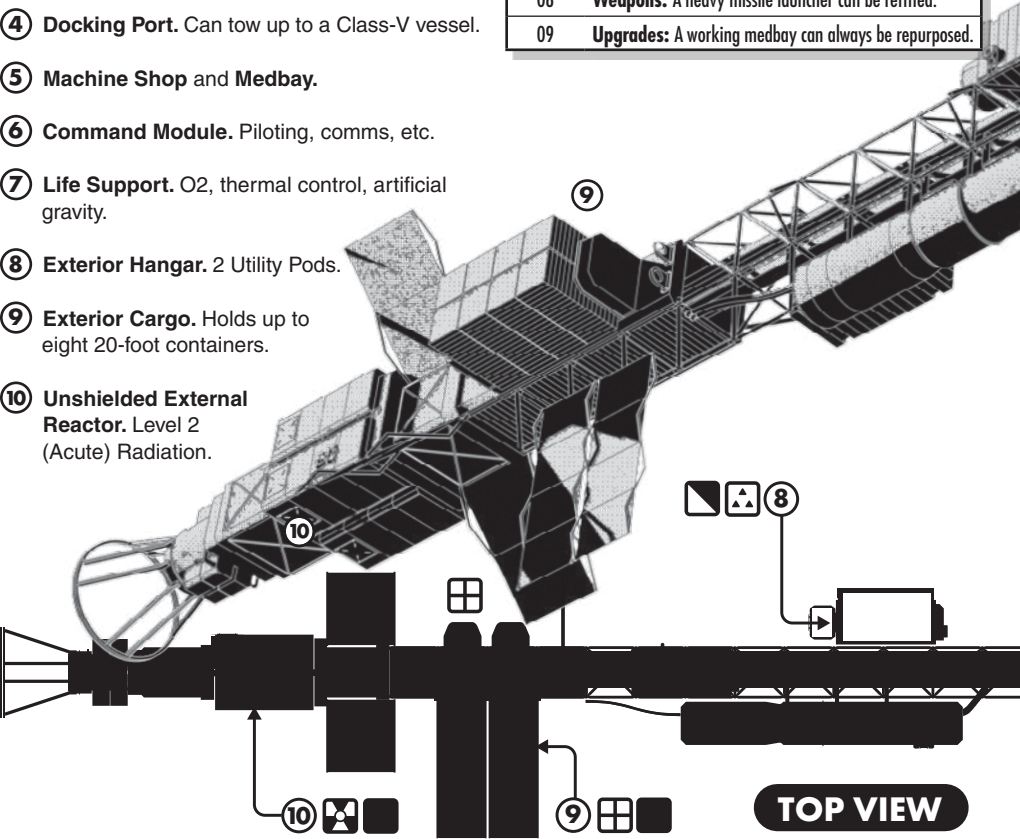
Picking over the vast emptiness of space, one derelict at a time, the Salvage Cutter is the perfect vessel for those who enjoy the calm of the void intermittently punctuated by moments of sheer terror. It hosts a small crew, who often have to go into long abandoned wrecks with no knowledge of what caused their demise, or whether it still lurks within.

18.2 SALVAGE CUTTER DECKPLAN

The Salvage Cutter operates as a scrapyard, search & rescue vessel, mobile repair shop, and tugboat. Its spartan deckplan reflects the ever-changing nature of the job.

- 1 Airlock. Main entry with docking umbilical.
- 2 Cryochamber with 12 cryopods.
- 3 Habitat Decks. 5 decks of living/workspace, galley, and communal bathing facilities.
- 4 Docking Port. Can tow up to a Class-V vessel.
- 5 Machine Shop and Medbay.
- 6 Command Module. Piloting, comms, etc.
- 7 Life Support. O2, thermal control, artificial gravity.
- 8 Exterior Hangar. 2 Utility Pods.
- 9 Exterior Cargo. Holds up to eight 20-foot containers.
- 10 Unshielded External Reactor. Level 2 (Acute) Radiation.

VALUABLE SALVAGE	
D10	ITEM
00	Cryopods. They were valuable to someone.
01	Warp Cores. Hard to track, easy to use yourself.
02	Class-0 Vessels: The original owners always pay well for intact escape pods, dropships, and fighters.
03	Cargo: If it was worth sending, it's worth getting back.
04	Scrap: Even if it's been stripped, it's worth something.
05	Ore: You can turn a net loss into a net gain.
07	Data: Research, navigation, ship logs, manifest.
08	Weapons: A heavy missile launcher can be refitted.
09	Upgrades: A working medbay can always be repurposed.



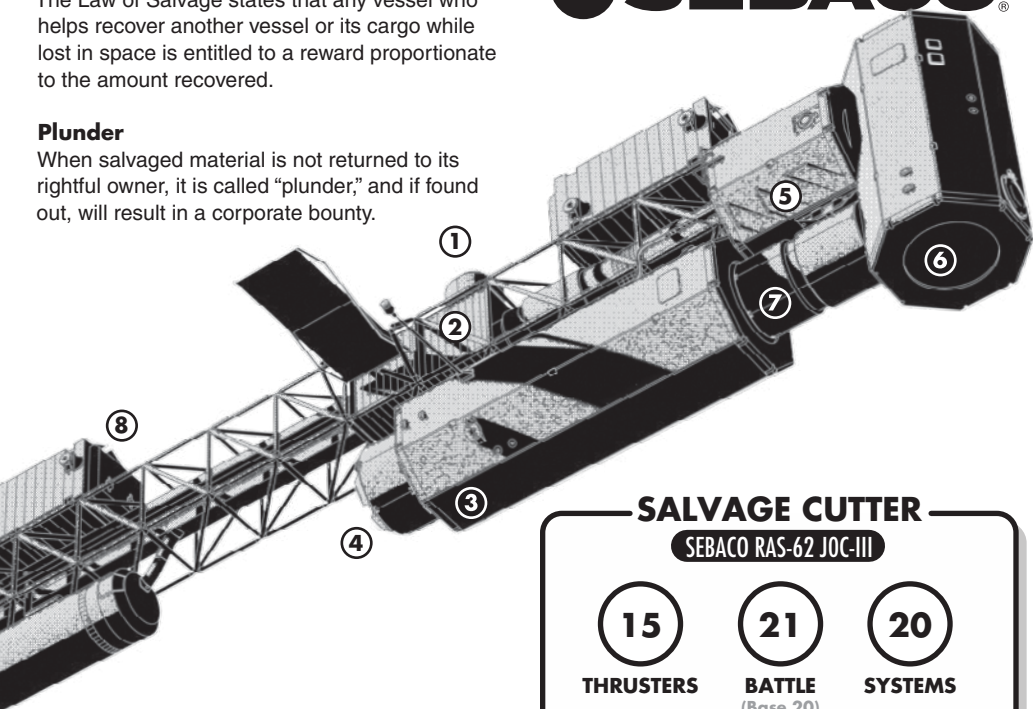
19.1 THE LAW OF SALVAGE

The Law of Salvage states that any vessel who helps recover another vessel or its cargo while lost in space is entitled to a reward proportionate to the amount recovered.

Plunder

When salvaged material is not returned to its rightful owner, it is called "plunder," and if found out, will result in a corporate bounty.

SEBACO



SALVAGE CUTTER

SEBACO RAS-62 JOC-III

15

THRUSTERS

21

BATTLE
(Base 20)

20

SYSTEMS

UTILITY POD

2.5MCR

Carrying Capacity: 2

Can travel for: 1 month

Description: Space repair and service vehicle. Equipped with 2 robotic arms and a Laser Cutter. Not equipped for planetary landing.

Cost: 200MCR

Hull: 0

Crew Capacity	8	Cryopods	12
Fuel Capacity	6	Escape Pods	1

1/1 Hardpoints

Bonus

Laser Cannon.	+1
---------------	----

Megadamage: 1d5

3/4 Upgrades

Hangar. x2 Utility Pods.

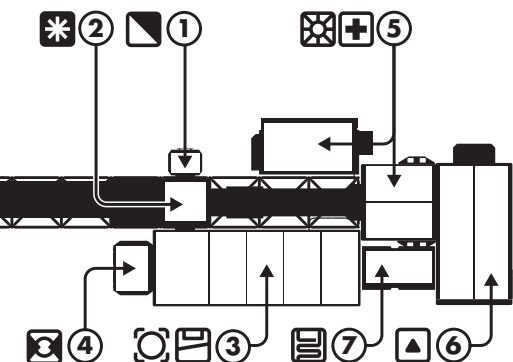
Medbay.

Machine Shop.

Notes

The Salvage Cutter's large truss enables heavy customization.

140m



20.1 CORVETTE

A true warship, and the most common escort vehicle you'll see in a flotilla. The Corvette is a deadly predator in open space and carries heavy weaponry, two fighters, and a dropship for planetary insertion. Frequently upgraded by criminals for unmatched speed or firepower, the Corvette is the first real warship you'll come across.



CORVETTE

Gauss FAC-Grendel JIC-IV

25

THRUSTERS

37

BATTLE
(Base 30)

20

SYSTEMS

Cost: 800MCR

Hull: 1

Crew Capacity	60	Cryopods	60
Fuel Capacity	6	Escape Pods	15

2/3 Hardpoints

Bonus

Light Missile Launcher.	+3
Autocannon.	+2

Megadamage: 1d10

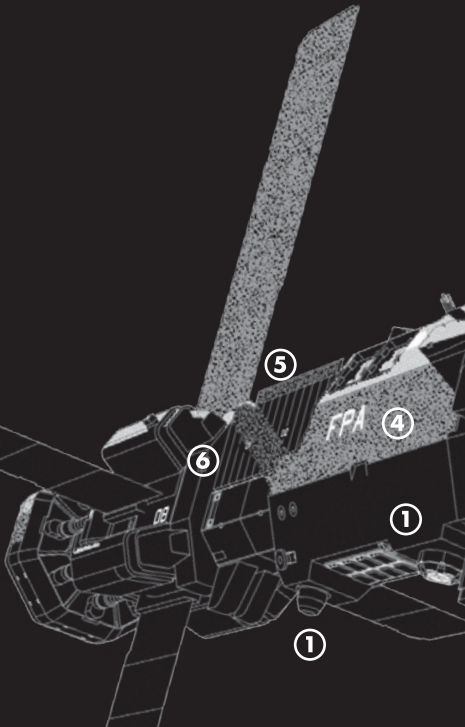
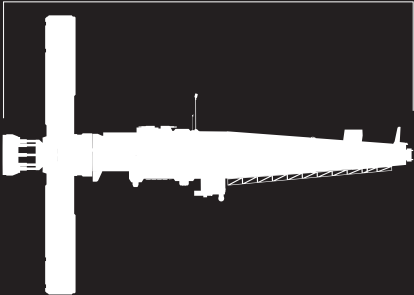
2/4 Upgrades

Hangar. x2 Fighters, x1 Dropship.
Medbay.

Notes

The Corvette deals the most MDMG tied with the Troopship.

135m



FIGHTER

75MCR

Carrying Capacity: 2

Can travel for: 1 week piloted / 6 months in cryo

Description: Each Fighter grants its carrier ship +1 Battle (max +10).

21.1 CORVETTE DECKPLAN

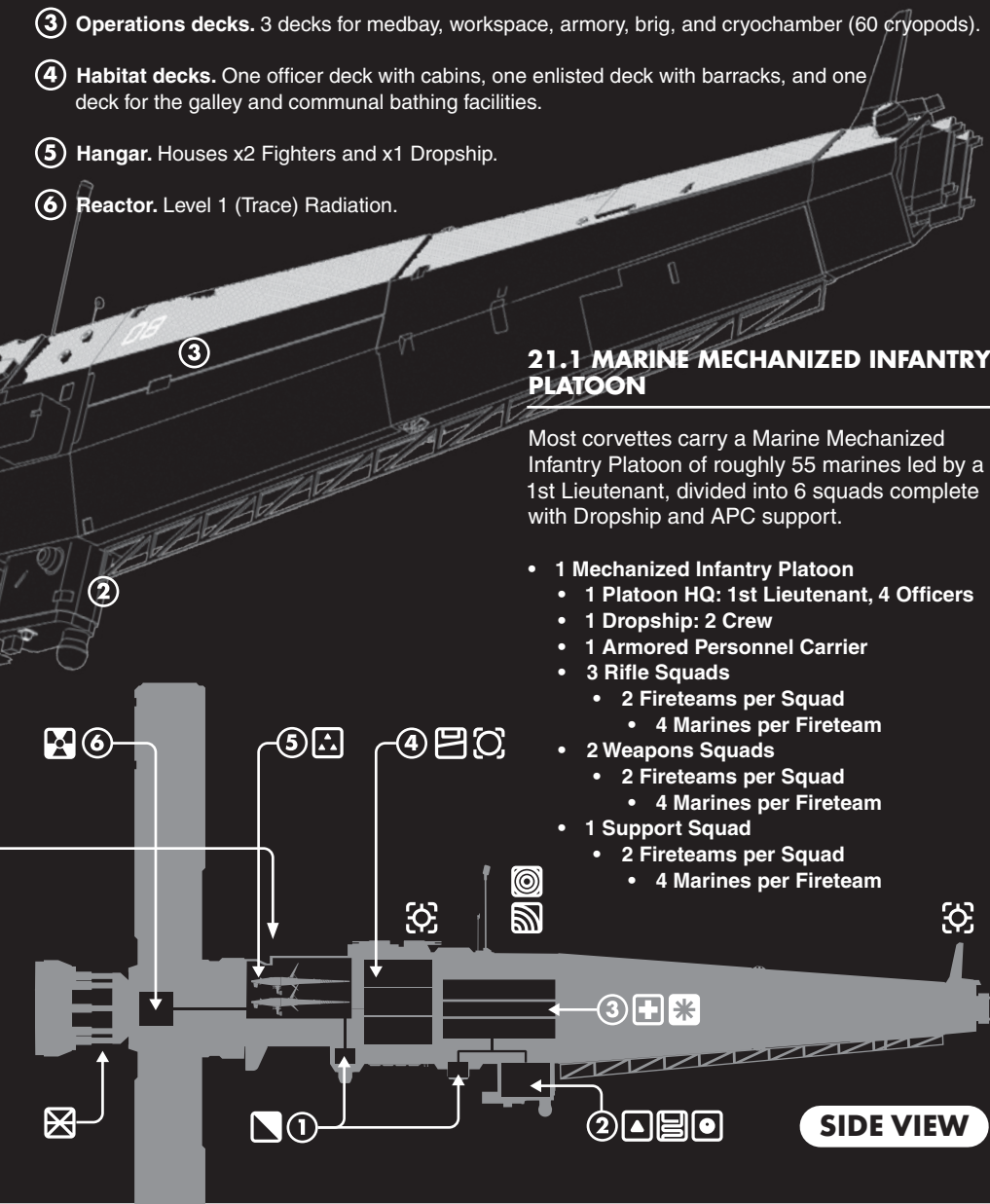
Built primarily as a military ship, with external cargo, and plenty of room inside for expansion.

- ① **Airlock.** Main entry with docking umbilical.
- ② **Command and Control module.** Targeting sensors, navigation, life support, operations.
- ③ **Operations decks.** 3 decks for medbay, workspace, armory, brig, and cryochamber (60 cryopods).
- ④ **Habitat decks.** One officer deck with cabins, one enlisted deck with barracks, and one deck for the galley and communal bathing facilities.
- ⑤ **Hangar.** Houses x2 Fighters and x1 Dropship.
- ⑥ **Reactor.** Level 1 (Trace) Radiation.

21.1 MARINE MECHANIZED INFANTRY PLATOON

Most corvettes carry a Marine Mechanized Infantry Platoon of roughly 55 marines led by a 1st Lieutenant, divided into 6 squads complete with Dropship and APC support.

- 1 Mechanized Infantry Platoon
 - 1 Platoon HQ: 1st Lieutenant, 4 Officers
 - 1 Dropship: 2 Crew
 - 1 Armored Personnel Carrier
 - 3 Rifle Squads
 - 2 Fireteams per Squad
 - 4 Marines per Fireteam
 - 2 Weapons Squads
 - 2 Fireteams per Squad
 - 4 Marines per Fireteam
 - 1 Support Squad
 - 2 Fireteams per Squad
 - 4 Marines per Fireteam



22.1 JUMPLINER

From interplanetary to interstellar, the gargantuan Jumpliners can get you there if you've got the credits.

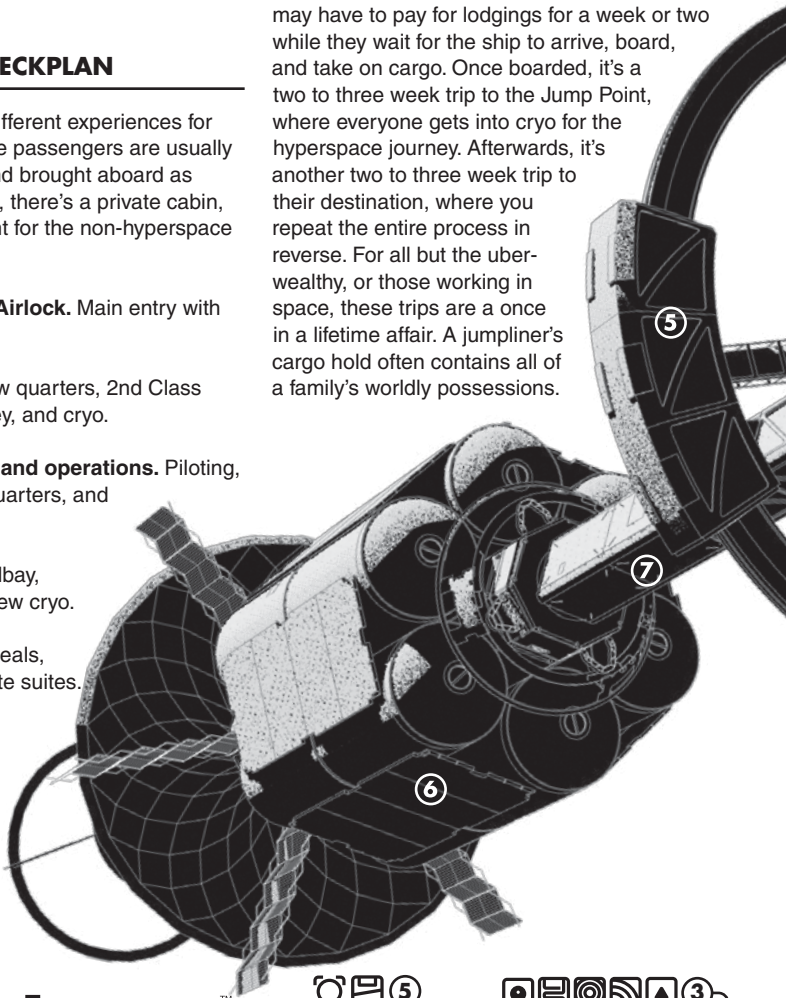
22.2 JUMPLINER DECKPLAN

Jumpliners feature two different experiences for the passengers: steerage passengers are usually loaded into a cryopod and brought aboard as cargo. For everyone else, there's a private cabin, meals, and entertainment for the non-hyperspace parts of the journey.

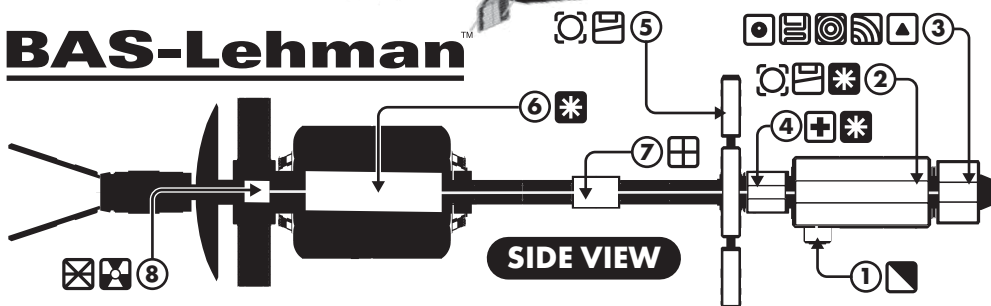
- ① **Primary Boarding Airlock.** Main entry with docking umbilical.
- ② **Habitat Decks.** Crew quarters, 2nd Class cabins, lounge, galley, and cryo.
- ③ **Command module and operations.** Piloting, comms, Captain's quarters, and Life Support.
- ④ **Habitat Decks.** Medbay, service area, and crew cryo.
- ⑤ **First Class Ring.** Meals, entertainment, private suites.
- ⑥ **Steerage Cryo.**
- ⑦ **Android Hive and luggage.**
- ⑧ **Reactor.** Level 1 (Trace) Radiation.

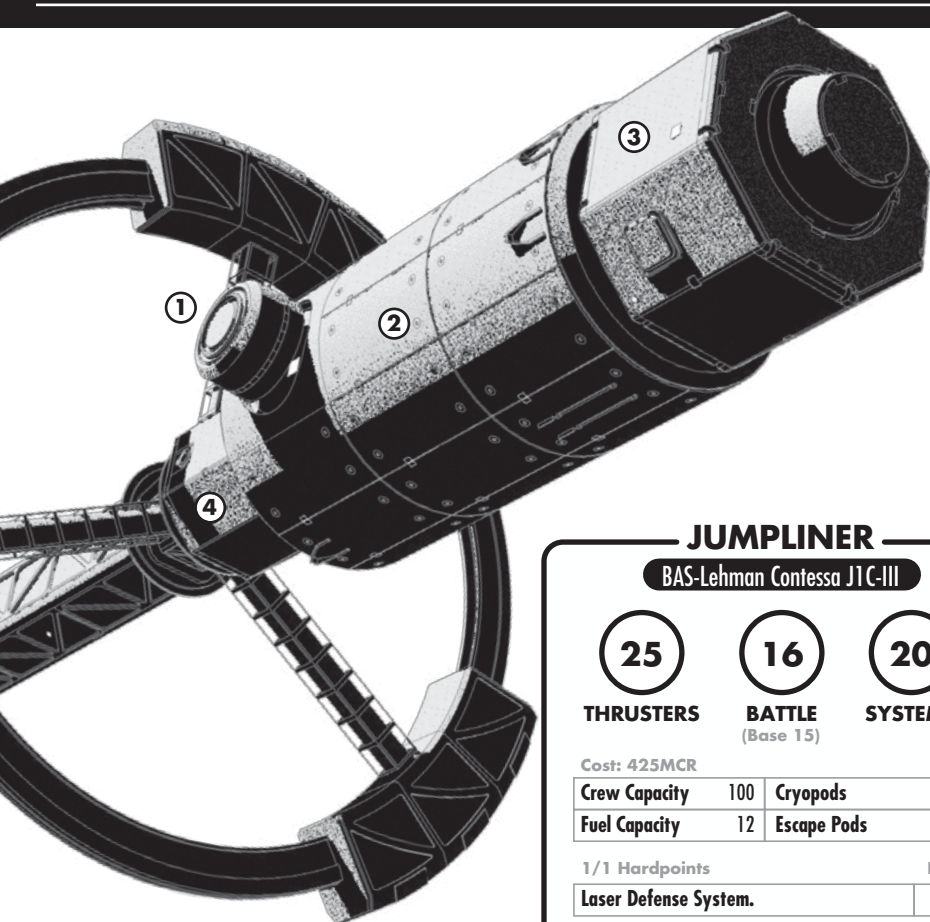
A Typical Space Journey

Most people will never travel on a jumpliner their entire lives. For those who do, they first have to pay for a shuttle to an orbital port. From there, they may have to pay for lodgings for a week or two while they wait for the ship to arrive, board, and take on cargo. Once boarded, it's a two to three week trip to the Jump Point, where everyone gets into cryo for the hyperspace journey. Afterwards, it's another two to three week trip to their destination, where you repeat the entire process in reverse. For all but the uber-wealthy, or those working in space, these trips are a once in a lifetime affair. A jumpliner's cargo hold often contains all of a family's worldly possessions.



BAS-Lehman™





JUMPLINER

BAS-Lehman Contessa J1C-III

25

THRUSTERS

16

BATTLE
(Base 15)

20

SYSTEMS

Cost: 425MCR

Hull: 0

Crew Capacity	100	Cryopods	500
Fuel Capacity	12	Escape Pods	50

1/1 Hardpoints

Bonus

Laser Defense System.

+1

Megadamage: 0* (Base 1)

2/2 Upgrades

Agar Cushioning. First Class Passengers Only.

Medbay.

Notes

Beyond the upgrades stated above, the Contessa also features several cosmetic upgrades. In all respects it is a fully featured cruise ship, with plenty of space for entertainment for first class passengers.

*This ship must have an offensive weapon installed to deal 1 MDMG (Laser Defense Systems are for defense only).

160m



TRAVEL COSTS

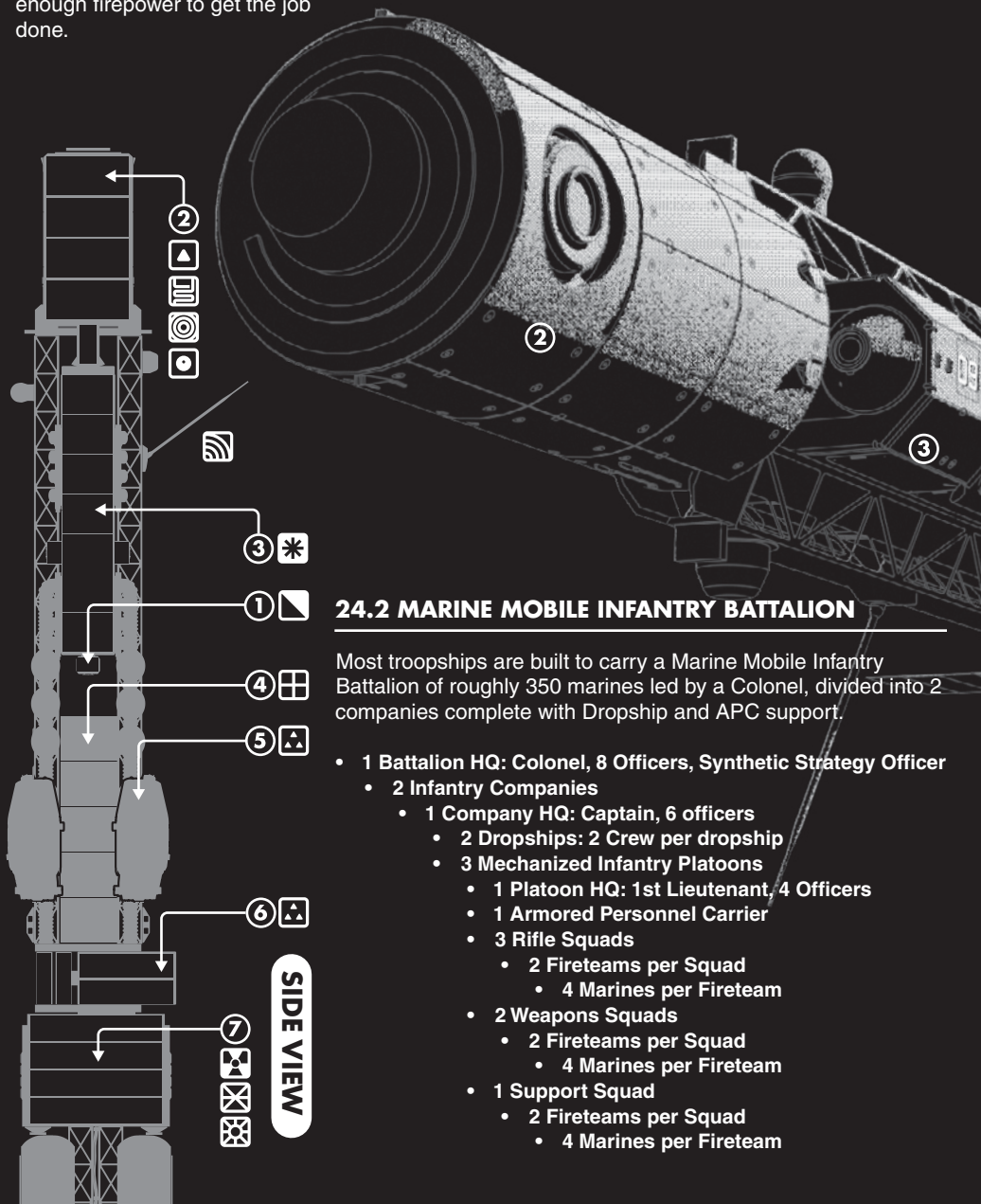
INTERPLANETARY TRAVEL		COST
Jump-0 Class-III Passenger Liner		1kcr
Steerage Deck (cryopod only)		
Second Class (4 bunks to a cabin)		2.5kcr
First Class (private cabin)		10kcr
Cargo Space	+5kcr	Hangar Space +250kcr
To distant planet	x2	To edge of system x4

INTERSTELLAR TRAVEL		COST
Jump-1 Class-III Jumpliner		2kcr
Steerage Deck (cryopod only)		
Second Class		5kcr
(private cabin to Jump Point + cryo)		
First Class (private suite to Jump Point + cryo)		20kcr
Cargo Space	+20kcr	Hangar Space +500kcr
Jump-2 Ticket	+10kcr	Jump-3 Ticket +30kcr

24.1 TROOPSHIP

Built to carry hundreds of marines and deploy them at a moment's notice, the troopship is a flying base of operations. Sent to pacify entire colonies, the troopship carries more than enough firepower to get the job done.

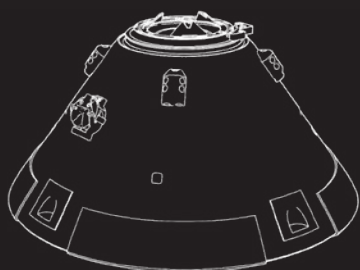
TANNHÄUSER®



24.2 MARINE MOBILE INFANTRY BATTALION

Most troopships are built to carry a Marine Mobile Infantry Battalion of roughly 350 marines led by a Colonel, divided into 2 companies complete with Dropship and APC support.

- 1 Battalion HQ: Colonel, 8 Officers, Synthetic Strategy Officer
- 2 Infantry Companies
 - 1 Company HQ: Captain, 6 officers
 - 2 Dropships: 2 Crew per dropship
 - 3 Mechanized Infantry Platoons
 - 1 Platoon HQ: 1st Lieutenant, 4 Officers
 - 1 Armored Personnel Carrier
 - 3 Rifle Squads
 - 2 Fireteams per Squad
 - 4 Marines per Fireteam
 - 2 Weapons Squads
 - 2 Fireteams per Squad
 - 4 Marines per Fireteam
 - 1 Support Squad
 - 2 Fireteams per Squad
 - 4 Marines per Fireteam

**HEAVY DROP POD (HDP)****12MCR****Carrying Capacity:** 12 marines in full gear.**Can travel for:** 40 years in cryo.**Description:** Built to withstand hard landings and planetary assaults. Marines are automatically administered stimpaks upon touchdown.**TROOPSHIP****Tannhäuser Hoshō J3C-V****25****THRUSTERS****41****BATTLE
(Base 30)****25****SYSTEMS****Cost:** 2.5BCR**Hull:** 1

Crew Capacity	48	Cryopods	400
Fuel Capacity	24	Escape Pods	100

3/4 Hardpoints**Bonus**

Light Missile Launcher.	+3
x2 Autocannon.	+4

Megadamage: 1d10**2/5 Upgrades****Hangar 1.** x4 Dropships.**Hangar 2.** x4 Fighters.**Notes**

Most of the marines awoken from cryo already ejected into their drop pods. They never see the inside of the ship.

260m

**25.1 TROOPSHIP DECKPLAN**

The troopship's deckplan is the calm before the storm. While most of its 400 marines are tucked away in cryosleep, when the beast awakens, it's a sight to see.

- ① Boarding Airlock.** Main entry with docking umbilical.
- ② Command and Control decks.** 4 decks dedicated to targeting sensors, navigation, life support, operations.
- ③ Cryodecks.** 7 decks holding 400 cryopods.
- ④ Cargo decks.** Carries 45 20-foot containers.
- ⑤ Exterior Hangar.** Houses x4 Dropships.
- ⑥ Internal Hangar.** Houses x4 Fighters.
- ⑦ Reactor, mechanical, and utility decks.** 4 decks for maintenance, staging, armory, and workspace. Level 1 (Trace) Radiation.

26.1 EXPLORATION VESSEL

Taking samples, running planetary surveys, and tracking down strange, deep space signals, Exploration Vessels have seen it all. And that's not always a good thing.

The Exploration Vessel is an ideal first-wave colony ship. It has enough space to carry building materials, terraformers, and all the tools the colonists will need to survive. Not to mention it has space for 200 people to sleep in cryo. Just hope none of them wake up on the way there, or there won't be enough oxygen to go around.

EXPLORATION VESSEL

Northstar Paragon J4C-V

20

THRUSTERS

Cost: 750MCR

27

BATTLE
(Base 25)

40

SYSTEMS

Hull: 0

Crew Capacity	48	Cryopods	200
Fuel Capacity	120	Escape Pods	12

2/2 Hardpoints

Bonus

Laser Cannon.	+1
Laser Defense System.	+1

Megadamage: 1d5

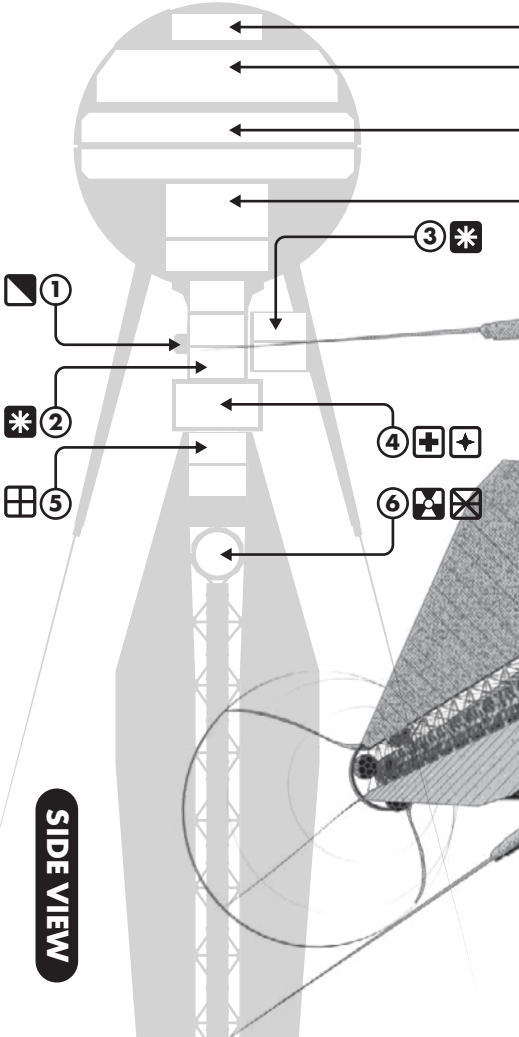
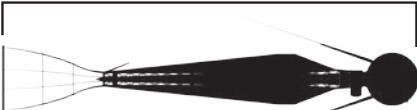
4/5 Upgrades

Science Lab.
Medbay.
Deep Space Scanners.
Hangar: x2 Dropships.

Notes

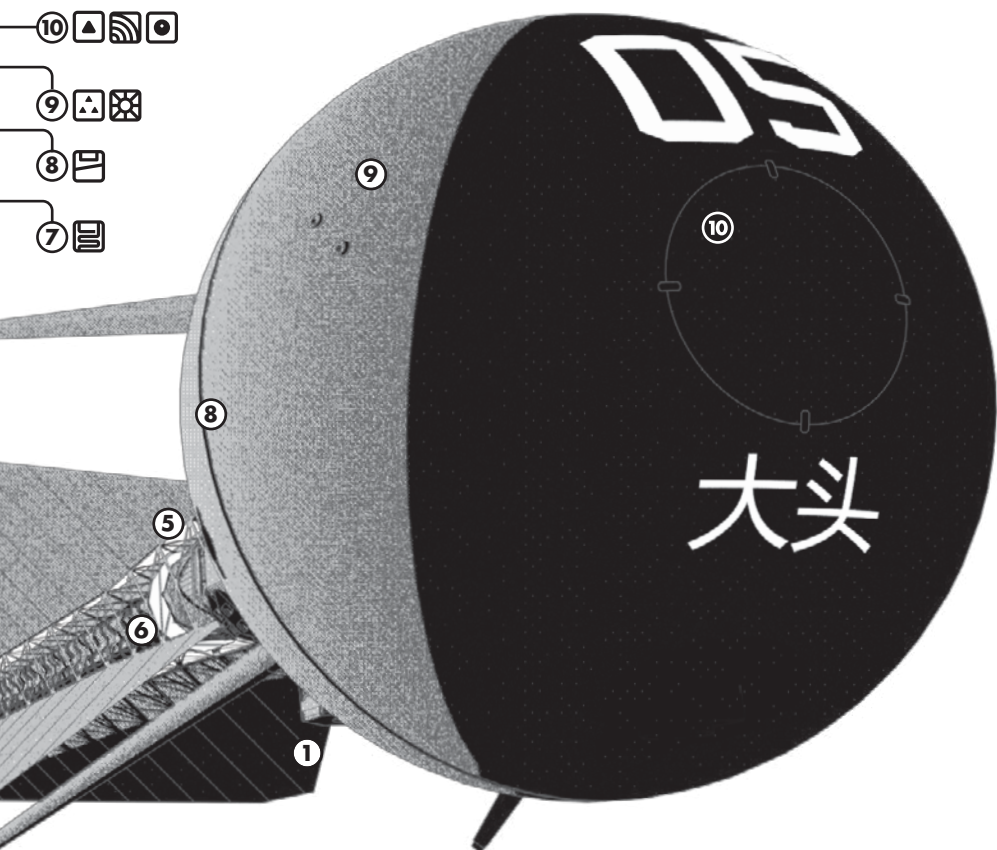
The Research Vessel is a jack of all trades. It has to carry more cargo than a freighter and be good in a fight.

260m



ESCAPE POD 5MCR

Carrying Capacity: 2
Can travel for: 40 years in cryo
Description: Hard landings (on solid terrain) require a Body Save from all passengers or 1 Wound.



27.1 EXPLORATION VESSEL DECKPLAN

The Exploration Vessel's deckplan features rotating interior decks, the centrifugal force simulating gravity. Its long voyages away from port dictate that it be ready for everything.

- ① Airlock.** Main entry with docking umbilical.
- ② Crew Cryochamber.** 48 cryopods dedicated to the ship's operating crew.
- ③ Cryodecks.** 2 decks of 76 cryopods each. Long term colonist storage.
- ④ Science Labs and Medbay.**
- ⑤ Cargo Decks.** 2 decks with enough capacity to hold forty 20-foot containers each.
- ⑥ Reactor.** Level 1 (Trace) Radiation.
- ⑦ Life Support System.** Hydroponics, agriculture, oxygen generation.
- ⑧ Habitat Modules.** 2 decks dedicated to living/workspace, common areas.
- ⑨ Hangar.** Houses x2 Dropships, x12 Escape Pods. Staging area and maintenance.
- ⑩ Command Module.** Piloting, comms, operations, mission control, etc.

Every ship can be fitted with a certain number of upgrades. Upgrades must be installed in an X, B, or A-Class port. Average installation time (given available parts, labor, etc.) is listed below. **The prices listed below are for Class-I vessels. Multiply the cost by your ship's Class to get its total cost.**

MINOR UPGRADES			
UPGRADE	COST	INST.	DESCRIPTION
Agar Cushioning	600kcr	2 wks.	Upgraded cryopods which cut Cryosickness from 1 week to 1d10 hours. Stats & Saves don't begin to deteriorate while in cryosleep until ten years have passed, and then only half as much.
Comms Jammer	450kcr	1 wk.	Systems Check (Firing Range): Allows for communication jamming and eavesdropping.
Contraband Hold	40kcr	1 mo.	Small hidden Cargo Bay . Very hard for boarding parties to detect.
Cosmetic Remodel	100kcr+	1+ mos.	Upgrade in appearance to the ship's interior including paint, furnishings, and other decorations.
Cryochamber	250kcr	2 wks.	Increase the number of cryopods by up to 24 per Ship Class (ex: Class-III could have up to 72).
Dedicated Reactor	450kcr	1 mo.	Grants +10 Systems.
Deep Space Scanners	1mcr	2 wks.	Increases the range of all detection abilities by 1 Range Band (i.e. what you used to be able to scan at Contact range you can now scan at firing range, etc.).
Emergency Systems	1mcr	1 mo.	Grants 1 month of emergency power and Life Support. Must be replaced after use.
Expanded Fuel Bay	750kcr	3 wks.	Increases maximum fuel capacity by 12.
Habitat Module	350kcr	1 mo.	Increases maximum crew capacity by up to 24 per Ship Class (ex: Class-IV could have up to 96).
Machine Shop	750kcr	3 wks.	Allows users to repair up to 3 MDMG and 3 Hull without returning to port. Resupply for 200kcr.
Medbay	250kcr	3 wks.	Rest Saves aboard the ship are at [+], other medical treatments available at Warden's discretion.
Reinforced Plating	2mcr	1 mo.	Increases Maximum Hull to 1.
Science Lab	300kcr	3 wks.	Allows for detailed research, study, testing, and experimentation of samples.
MAJOR UPGRADES			
UPGRADE	COST	INST.	DESCRIPTION
Adaptive Armor	10mcr	1 mo.	Increases Maximum Hull to 2.
Enhanced A.I.	10mcr	1 wk.	Grants +15 Systems .
Expanded Frame	20mcr	2 mo.	Structural alterations. Grants +5 Upgrades.
Hangar/Dronebay	1mcr	1 mo.	Allows for the storage and maintenance of 4 Class-0 Vessels .
Hardpoint	2mcr	2 wks.	Grants +1 Hardpoint . Each additional Hardpoint costs 3x the previous.
Improved Radiators	3mcr	3 wks.	Grants +15 Thrusters .
Increased MDMG Output	25mcr	1 mo.	Improves Megadamage output from 1 to 1d5, or from 1d5 to a max of 1d10 MDMG
Jump-1 Drive	5mcr	1 mo.	Standard commercial Jump Drive. Allows for Jump-1 travel.
Jump-2 Drive	20mcr	2 mo.	Standard military Jump Drive. Allows for Jump-2 travel.
Jump-3 Drive	40mcr	3 mo.	Long range, cutting edge Jump Drive. Allows for Jump-3 travel.
Jump-4+ Drive	???	???	Highly experimental Jump Drives. Not available on the open market.
Redundant Systems	5mcr	1 mo.	Allows ship to ignore any one Megadamage roll. Must be replaced after use.
Signature Reduction	35mcr	1 mo.	While activated, your ship is only detectable with a successful Systems Check [-] at Firing Range. Double fuel costs/travel times while in use. Does not work in Core Space.
Streamlined Fuel Injectors	50mcr	1 mo.	1 Fuel lasts for 2 months of space travel. In the movement phase, bidding 1 Fuel also counts as bidding 2 Fuel.
System Overhaul	20mcr	3 mo.	Wide ranging upgrade to the ship's hull and systems. Increase Ship Class by 1.
Targeting Sensors	750kcr	2 wks.	Systems Check (Firing Range): Confers [+] to Battle Checks made in ship-to-ship combat.

WEAPONS & CLASS-0 VESSELS

Each weapon you equip adds its bonus to your ship's Battle Stat. Every weapon you install occupies 1 Hard Point and takes 2 weeks to install in port. Like upgrades, the costs shown below are for a Class-I vessel. Multiply the cost by your ship's Class to get its total cost.

WEAPON	COST	BONUS	DESCRIPTION
Autocannon	2.5mcr	+2	Kinetic ballistic weaponry.
Electronic Countermeasures	5mcr	+1	Confers [-] to enemy ship's MDMG rolls.
Laser Cannon	2mcr	+1	Powerful laser beam used for scrapping hulks and cutting asteroids.
Laser Defense System	1.5mcr	+1	Ignore enemy's MDMG bonus from Missile Launchers. If this is your only weapon, you do not deal MDMG in ship combat (nor does your enemy take extra MDMG from failing Battle Checks).
Missile Launcher (Light)	3.6mcr	+3	
Missile Launcher (Heavy)	7mcr	+5	Grants +1 MDMG.
Particle Beam	3mcr	+1	Enemy must make a Systems Check or increase their Radiation Level by 1.
Railgun	6.2mcr	+2	Can be fired at Detection Range.

29.2 CLASS-0 VESSELS

Class-0 vessels are spacecraft designed to travel short distances between ships, or between a ship and a planet's surface.

BOARDING SKIFF **20MCR**

Carrying Capacity: 12

Can travel for: 1 week

Description: Can attach to enemy ships when in Contact Range and forcibly insert a boarding party. Enemy may make a Battle Check to resist.

15.5m



COFFIN LANDER **1MCR**

Carrying Capacity: 4

Can travel for: 2 years in cryo

Description: Planetary landing pod. Has a single-use launcher which can launch the command module back into orbit, but otherwise has no navigation capabilities.

5.5m



DROPSHIP **50MCR**

Carrying Capacity: 24 (or 12 if an APC, cargo container, or other vehicle stored)

Can travel for: 2 months

Description: Planetary insertion vehicle. Has enough room in its hold for a single 20-foot shipping container or APC.

17m



ESCAPE POD **5MCR**

Carrying Capacity: 4

Can travel for: 40 years in cryo

Description: Hard landings (on solid terrain) require a Body Save from all passengers or 1 Wound. **Heavy Drop Pod (HDP) upgrade (+7mcr):** Carries up to 12, withstands hard landings, and automatically injects a stimpak on landing.

3.5m



FIGHTER **75MCR**

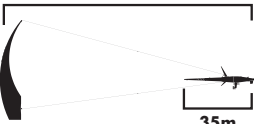
Carrying Capacity: 2

Can travel for: 1 week piloted / 6 months in cryo

Description: Each Fighter grants its carrier ship +1 Battle (max +10).

127m

35m



UTILITY POD **2.5MCR**

Carrying Capacity: 2

Can travel for: 1 month

Description: Space repair and service vehicle. Equipped with 2 robotic arms and a Laser Cutter. Not equipped for planetary landing.

5.5m



SPACE TRAVEL

Fewer than 1% of people ever leave their homeworld, and of those, fewer than 1% ever visit another system. You represent the rarest of the rare: someone for whom space travel is not only necessary, but common.

30.1 LAUNCHING & LANDING

Most larger spaceships are not equipped for atmospheric entry and thus must rely on shuttles, dropships, and other re-entry vehicles to land or take off from the surface of a planet.

30.2 BOOKING PASSAGE

You don't need to own a ship to get across the galaxy, but you need to pay your way, either in credits or equivalent trade. See the **Travel Costs Table (inside Front Cover)** for ticket prices.

30.3 INTERPLANETARY TRAVEL

Interplanetary trips can take anywhere from a few weeks to reach a nearby planet, to several years to reach the edge of the system. These trips are made via the ship's thrusters at cost of 1 unit of fuel for every month of space travel. Fuel costs are paid up-front once the destination for the trip has been decided and it costs 1 Fuel to change course.

30.4 REFUEL & RESUPPLY

You refuel and resupply your ship while in port. Each Ship Class uses a different type of Fuel (Class-I ships use Class-I Fuel, Class-V ships use Class-V Fuel, etc.).

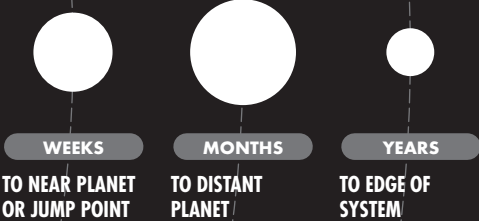
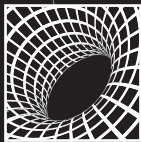
Siphoning Fuel

Fuel from a ship one class below yours can be siphoned and used on a 2:1 basis. Likewise, fuel from a ship one class above yours can be used on a 1:2 basis. All other fuel is incompatible.

REFUEL & RESUPPLY COSTS			
FUEL CLASS	COST/UNIT	WEAPON	C-I COST
Class-I Fuel	1kcr	Autocannon	100kcr
Class-II Fuel	2kcr	Lasers	50kcr
Class-III Fuel	5kcr	Light Missiles	200kcr
Class-IV Fuel	50kcr	Heavy Missiles	300kcr
Class-V Fuel	100kcr	Particle Beam	75kcr
Warp Core	1mcr	Railgun	400kcr

Resupplying Weapons

After any engagement where you used your ship's weapons, you must resupply. If you fail to resupply, your Battle Checks are at [-] during your next ship combat. After that, you automatically fail all Battle Checks. **The resupply prices listed above are for Class-I vessels. Multiply the cost by your ship's Class to get the total cost.**



31.1 INTERSTELLAR TRAVEL

To travel to other star systems, you need a vessel equipped with a **Jump Drive**. Jump Drives are powerful engines designed to allow a ship to move faster than the speed of light and travel great distances by “jumping” into hyperspace.

Jump Drives

Jump Drives are rated from 1-9 based on how large a jump through hyperspace they can make. The vast majority of commercial vessels built for interstellar travel use a Jump-1 drive. Only powerful corporations, governments, and militaries use Jump-4 or greater. **Each jump to hyperspace expends 1 unit of a powerful fuel known as a Warp Core.**

Jump Points

Before a ship can enter hyperspace, it must first travel to a Jump Point a safe distance away from neighboring planets or space stations. **It usually takes 2 weeks to reach a Jump Point** from which the ship can then safely enter hyperspace.

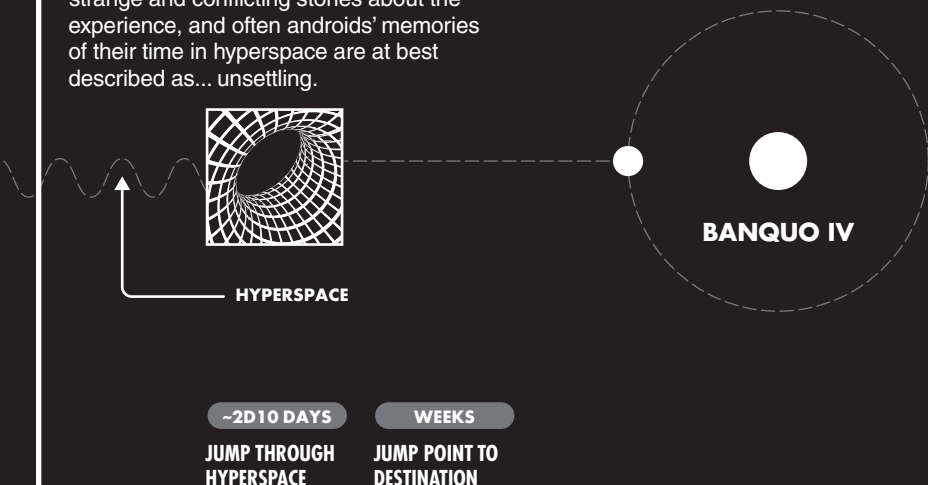
Cryosleep

Most crews spend their time in hyperspace in cryosleep while an android monitors the astronavigation computer. Those who stay awake during hyperspace jumps report strange and conflicting stories about the experience, and often androids' memories of their time in hyperspace are at best described as... unsettling.

Time Dilation

Jumps through hyperspace **take 2d10 days**. However, the effects of relativity on faster-than-light travel are uncertain and seemingly random. A crew may return from a Jump-3 voyage to learn they have been gone several years, while others return only a few seconds after their departure.

Regular Jump-1 trade routes seem to wear down the chaotic effects, but those who make long jumps, like the legendary JUMP-9 COLONY SHIPS, are never expected to return. No one is certain what the effects of multiple Jump-9s would be. And perhaps those pioneers have returned, just millenia into our future. Or else somewhere in our past.



32.1 RANGE

During encounters with other ships, your distance is measured abstractly in three **Range Bands**. These are:

- **Detection Range:** Ships are within the same star system. Communication is slow. They are typically not a combat risk. They can detect each other's size and trajectory.
- **Firing Range:** Ships are within weeks of each other. They can communicate with some latency and are at risk for combat.
- **Contact Range:** Ships are within a few days of each other. They can communicate without latency and are at risk for combat and boarding.

Read more about Ship-to-Ship Combat on pg. 34.

32.2 SCANNING & SENSORS

Your ship's scanners can be used to learn information about enemy craft, derelicts, space stations, as well as planets, moons, asteroids, and other celestial objects. The closer your range, the more detailed information the ship's sensors and scanners can learn. The amount of detail they provide is left up to the Warden's discretion.

SCANNING & SENSORS	
RANGE	INFORMATION REVEALED
DETECTION	Presence, trajectory, rough size, any transponder info broadcasted (with delay).
FIRING	Trajectory, transponder info, ship class, type.
CONTACT	Trajectory, transponder info, ship class, type, presence of lifeforms, ship's status.

Crowded System

WARDEN: So, about a week after you pull away from the Waystation, you get a hail from a nearby Patrol Craft like “kssht” This is J0C-III Patrol Craft Montana, why is your transponder off?”

CLEO: What do they know about us?

WARDEN: Hmmm, you're in Firing Range so they know what type of ship you're in, what direction you're heading.



HAILING & DISTRESS SIGNALS



33.1 HAILING

Communication across the vast reaches of space is difficult and time consuming. Far from being instantaneous, the greater the range between the communicating parties, the more time it takes between sending and receiving messages.

HAILING	
RANGE	LATENCY
CONTACT	None.
FIRING	Seconds.
DETECTION	Minutes to hours.
BEYOND	Hours to days or more (if ever).

Transponder

Your **Transponder** is an automated radio system that constantly broadcasts important information about your ship, including among other things its **Callsign**, the name of its captain, as well as the **type** of ship, its **class**, home port, destination, and more. Transponder information is subject to Latency as shown on the Hailing Table.

33.2 DISTRESS SIGNALS

Occasionally you may need to put your ship on emergency power, seal yourselves in cryopods, send out a Distress Signal, and wait for help. It's a long shot, but sometimes it's the only shot you've got. When this happens, roll on the **Distress Signals Table** below.

DISTRESS SIGNALS	
D10	RESPONSE TIME
00	2D10 WEEKS. You're one of the lucky ones.
01-02	2D10 MONTHS. Note to self: Remember to review Company policy on backpay in the event of a cryo-emergency.
03-04	2D10 YEARS. Make a Body Save or lose 1d5 to all Stats and Saves.
05	2D10 DECADES. Make a Body Save [-] or lose 1d10 to all Stats and Saves.
06-09	NEVER. The ship floats endlessly in the all consuming void of space. Thanks for playing Mothership.

Combat between two spaceships may look slow and serene, but for the crews it's like a natural disaster. Each ship moves at impossible speeds, firing computer-aimed weaponry hours or even days away from their targets. The slightest bit of damage can disable or destroy an entire ship, its crew dying from flames, radiation, suffocation, or worse.

34.1 SHIP ROUNDS

During a violent confrontation between ships, we split time into intervals called ship rounds. Each ship round is made up of three phases: Movement, Attack, and Morale.

How long is a ship round?

Each ship round takes anywhere from a few minutes to a few hours depending on how far apart the ships are. After each ship round, time returns to normal while you and the other players plan your next move in anticipation of the next ship round.

- Ships at contact range only have a few minutes between ship rounds (enough for a few rounds of normal time).
- Ships at firing range may have anywhere from a few hours to several days between rounds.

Most ship combats are over in one ship round. Almost none go longer than 3.

34.2 WHAT CAN I DO?

Ship-to-ship combat assumes each ship and its crew are doing everything they can to win the confrontation. It assumes that each ship and its crew is taking evasive maneuvers, firing at their best targets, and generally making sound tactical decisions.

Your job is to discuss with the rest of the crew and decide when to fight, when to flee, and when to negotiate or surrender.

34.3 THE MOVEMENT PHASE

During the **Movement Phase** ships decide whether they are going to attempt to evade or pursue the other ship(s), or maintain their current course. They then decide how much extra fuel (if any) they're willing to burn.

If you're attempting to evade...

While you may spend as much as fuel as you like, to make the attempt you must spend a minimum amount of fuel based on your range from the enemy ship:

EVASION ATTEMPT	
RANGE	FUEL COST
CONTACT	3 Fuel.
FIRING	2 Fuel.
DETECTION	1 Fuel

If you're attempting to pursue...

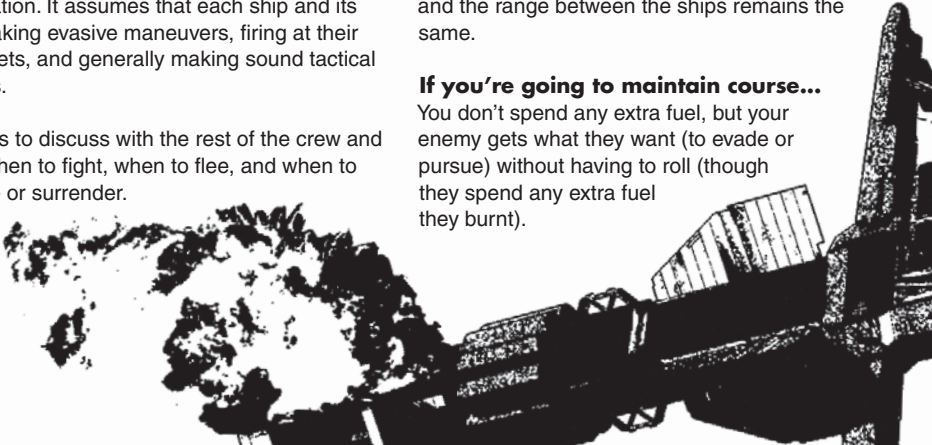
You may spend any amount of fuel you want (or even none).

Once this is done, each side reveals their choice and makes a Thrusters Check. Whoever spent more fuel gets [+] on the check.

A success means you get what you want and increase (or decrease) the distance between you and the enemy ship by one range band. A critical success means that you make progress even if the enemy also succeeded. Likewise, a critical failure means your enemy makes progress even if they failed. All other results are considered ties and the range between the ships remains the same.

If you're going to maintain course...

You don't spend any extra fuel, but your enemy gets what they want (to evade or pursue) without having to roll (though they spend any extra fuel they burnt).



35.1 THE ATTACK PHASE

At the end of the **Movement Phase** all ships within firing range or closer choose a target and make a Battle Check:

- **Critical Failure:** Ship takes 2 MDMG in addition to any MDMG the enemy deals.
- **Failure:** Ship takes 1 MDMG in addition to any MDMG the enemy deals.
- **Success:** Ship deals MDMG.
- **Critical Success:** Ship deals double MDMG.

If a ship has no weapons, or their weapons are offline, they automatically fail all Battle Checks and their opponents automatically succeed.

Megadamage

Megadamage (MDMG) is like a character's Damage and Wounds rolled into one. Whenever your ship takes MDMG, add it to any previous MDMG incurred, mark the new total on the tracker, and apply the listed effect. If your ship ever has 9 or more total MDMG, it is destroyed.

Hull

Hull works just like a character's Armor Points, but for ships. Your ship ignores all MDMG less than its Hull. If the ship ever takes MDMG greater than or equal to its Hull in one hit, the hull is destroyed and the ship suffers any remaining MDMG.

Ship Class & Unwinnable Fights

You have [+] on all Battle Checks and MDMG rolls against ships 1 Class lower than yours. Ships 2 or more Classes higher than enemy ships are assumed to be unbeatable in a direct confrontation unless the Warden decides otherwise.

MEGADAMAGE	
MDMG	EFFECT
00	ALL SYSTEMS NORMAL. 5x5. Ready to ride.
01	EMERGENCY FUEL LEAK. Every time you spend fuel, you spend 1 more.
02	WEAPONS OFFLINE. Automatically fail Battle Checks.
03	NAVIGATION OFFLINE. Cannot make Thruster Checks. 10% chance all navigation data wiped.
04	FIRE ON DECK. Fire spreads throughout the ship, creating a toxic atmosphere (due to smoke inhalation) and a highly corrosive atmosphere (10 DMG/round) for locations on fire (see Toxic & Corrosive Atmospheres , Player's Survival Guide pg. 32.1 for details).
05	HULL BREACH. All aboard make a Body Save or take 1 Wound (Explosion). On a Critical Failure, get violently sucked into space.
06	LIFE SUPPORT SYSTEMS OFFLINE. Oxygen limited to 1d10 multiplied by the maximum crew capacity (see Oxygen , Player's Survival Guide pg. 33.1 for details).
07	RADIATION LEAK. Radiation Level increases every 2d10 minutes.
08	DEAD IN THE WATER. All systems offline, emergency power only.
09+	ABANDON SHIP! Ship is destroyed in 1d10 minutes.

35.2 THE MORALE PHASE

After any Ship Round where an enemy takes MDMG, they must make a Morale Check. To make a Morale Check, roll 1d10. If they roll under their current MDMG, they may send a hail offering a ceasefire and to resume negotiations.

35.3 AFTER BATTLE REPORT

After any violent confrontation where your ship takes MDMG, make a Systems Check, on a failure roll on the **Maintenance Issues Table** (pg. 39). On a Critical Failure, roll on the table twice.



EXAMPLE OF PLAY

Example: Routine Check

WARDEN: The creature just screeches like "EEEEAAAAAGGHLBRGL" and the limbs from its mouth stretch out and grab hold of the corridor walls.

KNOX: I'm like slamming the airlock shut and sort of shoving a crowbar there to keep it locked, will that work?

WARDEN: Make a Speed Check. Also, over the loudspeaker you all hear a proximity warning start to sound.

PHIL: Jesus what now!

KNOX: Failed.

WARDEN: So you shove the crowbar in there, but you can't quite get it to stick. The creature throws its weight against the airlock door slamming it open and knocking you to the ground. Is anyone in the command module?

CLEO: I am, what's going on?

WARDEN: You're getting a hail from a nearby Patrol Craft like "*kssht* This is J0C-II Patrol Craft Montana, do you copy?"

PHIL: Again???

CLEO: Uh. Don't respond.

WARDEN: Knox, this creature makes another howl and rears up like it's going to come down on you. What do you do?

KNOX: Fuck. I'm running.

WARDEN: Perfect. But I'm gonna have you make a Body Save to get up and run and avoid being hit by this thing on your way out. Does that sound fair?

KNOX: Yeah totally.

WARDEN: Alright, roll for it. Cleo, you're get another hail: "Unidentified craft, this is a restricted area. Identify yourself and prepare for boarding."

PHIL: We should just go.

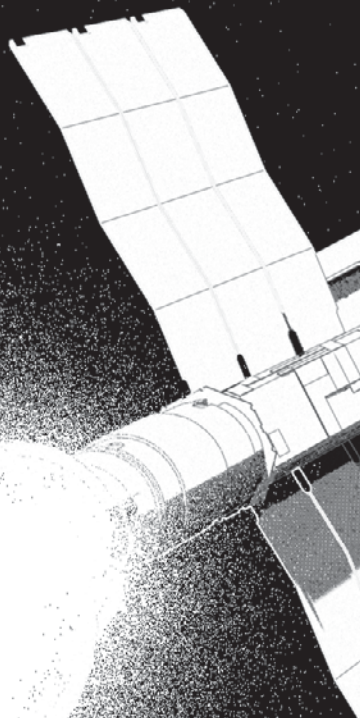
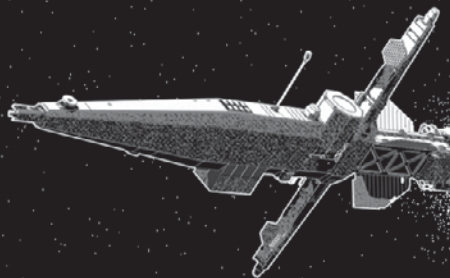
WARDEN: You can totally do that, but just be warned they're in firing range, so if you make an escape attempt now and don't succeed, they can still attack.

KNOX: I failed.

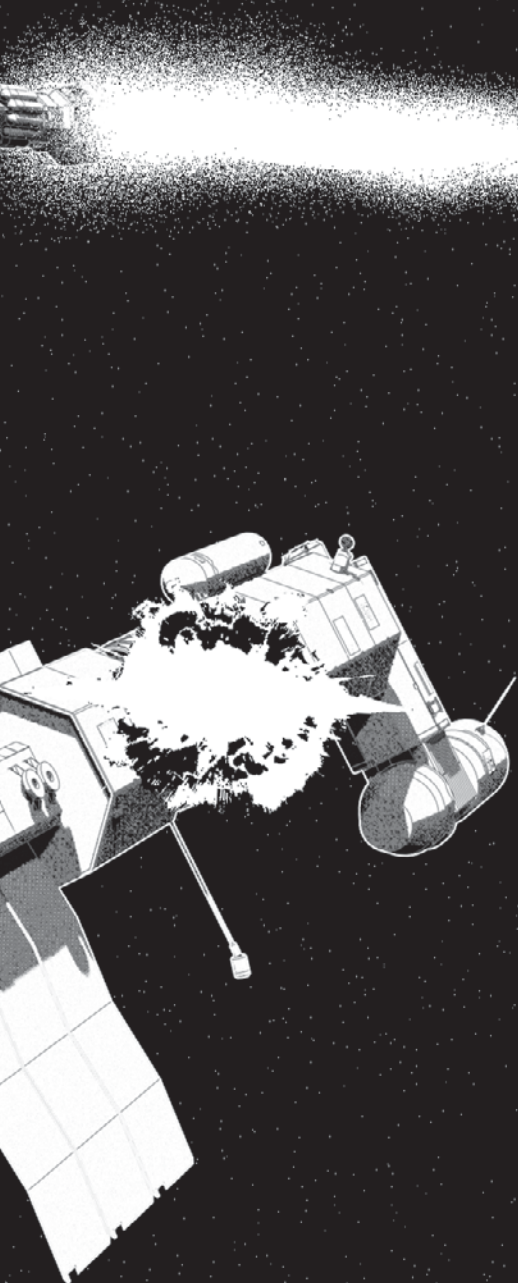
WARDEN: So you get up and run but you take...12 Damage from the creature swiping you, plus 1 Stress for the fail.

KNOX: Alright, that's a Wound. Guys! It's getting pretty bad down here.

PHIL: I should go help him. We need to go.



EXAMPLE OF PLAY



CLEO: Okay, we leave. We're leaving.

WARDEN: You're trying to outrun them at Firing Range so you need to spend a minimum of two Fuel for the attempt.

CLEO: How much to get to Adoni?

WARDEN: Hold up, let me write down what the Patrol Craft will spend before we get too far into it... Okay, you need one to get to the Jump Point, and then you'll need another one to get to Adoni. You can refuel there.

CLEO: Okay that's two, we have six.

KNOX: And we have to spend two minimum. That leaves us only two left to play with.

PHIL: I'm not even supposed to be here today!

CLEO: Maybe let's save one and spend one?

KNOX: I'm fine with that.

WARDEN: So you're spending three?

CLEO: Yes.

WARDEN: Okay they spent one, so you have Advantage. Make your Thrusters Check.

CLEO: Forty-three, fifty. Fuck. Fail.

WARDEN: Everyone take a Stress. Patrol Craft also fails. So they remain at Firing Range. Make a Battle Check.

CLEO: Fail.

WARDEN: They roll a... twenty-six! Hit!

KNOX: Nooo...

WARDEN: So they deal 1d5 Megadamage, plus one from your fail. That's 3 total. Mark that on your sheet.

CLEO: Wait—do we get all of these effects?

WARDEN: No just whatever the total is.

CLEO: "Navigation Offline." Shit.

PHIL: If we get hit again does it start from zero or add on to what we already have?

WARDEN: It adds up, if you got say 2 more you'd be at 5 and would be at "Hull Breach."

CLEO: What if we get the navigation back online by jury rigging it or something?

WARDEN: Then your navigation will be back, but you'll need to go to port to actually get the Megadamage off your sheet.

CLEO: Okay that makes sense.

WARDEN: There's no Morale Phase since they didn't take any Megadamage... I forgot, everyone take a Stress from the failed Battle Check. Knox, you stumble around after the ship gets hit and when you look up you realize the creature is gone.

KNOX: Cool. Cool cool cool.



Eventually, your ship needs a tune-up, or sometimes a complete overhaul. When this happens, you'll need to get it repaired.

38.1 STARTING CONDITION

Every ship starts with a little wear and tear. Whenever you acquire a ship, roll 1d5+1 Repairs from the **Maintenance Issues Table**.

See the *Maintenance Issues Table* on pg. 39.

38.2 ROUTINE MAINTENANCE

Once a year, your ship needs to perform a **Maintenance Check**. To do this, make a Systems Check. On a success, everything continues working as normal. On a failure, roll on the **Maintenance Issues Table** and everyone on board gains 1 Stress as usual. On a Critical Failure, roll twice (and everyone aboard makes a Panic Check as usual). Having a dedicated lead engineer on board may grant [+] on the Maintenance Check at the Warden's discretion.

38.3 MINOR REPAIRS

Minor Repairs cover cosmetic damage, clean-up, and other handyman type work that can be handled by the crew while the ship is in flight.

Minor Repairs take roughly 2d10 days.

The Warden may call for a Stat Check if you're under time constraints or lack the necessary tools or resources. In the case of a failure, the situation takes more time and resources. On a Critical Failure, the Minor Repair becomes a Major Repair, and must be fixed in port.

38.4 MAJOR REPAIRS

Major Repairs cover large scale structural or system damage, including repairing Megadamage and Hull. **Major Repairs can only be fixed in port. Each major repair costs 1d5mcr multiplied by the ship's Class.** Every point of Hull or Megadamage counts as a separate Major Repair for cost purposes. Major Repairs can take anywhere from a few months to up to a year depending on the severity of the damage, and availability of parts and labor.

MAINTENANCE ISSUES

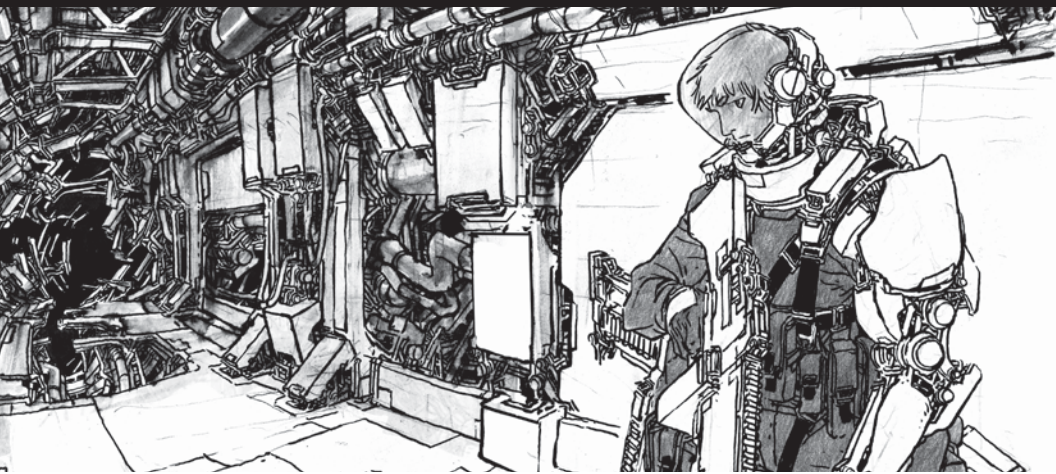
MINOR REPAIRS

00	Rancid smell permeates cabins.	34	Worn landing struts.	67	Miscalibrated guidance system.
01	Huge mess everywhere.	35	Out-of-date air filters.	68	Overloaded power storage.
02	Staticky comms.	36	Corroded pipes.	69	Malfunctioning sensor arrays.
03	Faulty electrical system.	37	Innaccurate orbital transfer navigation.	70	Failed Water Recovery System.
04	Loose couplings.	38	Worn out fuel injection nozzles.	71	Micrometeoroid hull damage.
05	Hidden (highly illegal) contraband.	39	Inoperative exterior lighting system.	72	Faulty Carbon Dioxide Removal Assembly.
06	Autopilot systems down.	40	Defective intercom system.	73	Solar panel degradation.
07	Leaking hydraulic systems.	41	Inadequate waste recycling.	74	Computer failure from cosmic radiation.
08	Creaking hull.	42	Faulty altitude control thrusters.	75	Overloaded circuitry.
09	Damaged bulkheads.	43	Insufficient Life Support redundancy.	76	Malfunctioning plasma thruster.
10	Misaligned docking clamps.	44	Delayed communication relays.	77	Thermal management system failure.
11	Viewports blocked.	45	Damaged fuel lines.	78	Intermittent electrical outages.
12	Jammed exterior airlocks.	46	Corroded exhaust manifolds.	79	Fire suppression system out of code.
13	Dysfunctional gravity plating.	47	Terminal displays non-functional.	80	Damaged floor paneling.
14	Out of code compliance.	48	Check engine light won't turn off.	81	Broken light fixture in remote corridor.
15	Controls sticking.	49	Failed backup systems.	82	Damaged coolant pump.
16	Coolant leak.	50	Faulty door locks.	83	Cracked viewports.
17	Miscalibrated Thruster Gimbal System.	51	Buggy communications.	84	Systems overloaded with malware.
18	Bevvy of OSHA violations.	52	Infected food storage facilities.	85	Leaky fuel valve.
19	Blocked air vents.	53	Corrupted data banks.	86	Jammed exhaust vent.
20	Emergency lighting only.	54	Jammed cargo bay doors.	87	Stuck waste disposal chute.
21	Internal networking issues.	55	Flickering interior lights.	88	Lifts non-functioning.
22	Inaccurate data collection.	56	Failed airlock seals.	89	Damaged communications antenna.

MAJOR REPAIRS

23	Oxygen leak. If ship is low on O2, lose 1d5 extra per day.	57	Fuel leak. Burn +1 Fuel every time you spend fuel.	90	Clogged air filtration. Crew capacity cut in half.
24	Throttled afterburners. -2d10 Thrusters.	58	Jump bug. 10% chance Jump takes 2d10 months, not 2d10 days.	91	Malfunctioning climate control. 85°F / 29°C at all times.
25	Lemon. Maintenance Checks at [-].	59	Fragile. Always take +1 MDMG.	92	No emergency power.
26	Slow acceleration. +1 Week to travel.	60	Cracked heat shields.	93	Weak frame. -1 Hull, -1 Upgrade.
27	Inaccurate navigation.	61	Outdated software. -1d10 Systems.	94	Toxic chemical spill.
28	Miscalibrated targeting sensors. -1d10 Battle.	62	Inadequate water filtration. Parasites in the water supply.	95	Poor scanners. Ship has to be one range band closer than normal.
29	Faulty cryopods. Nightmares. Cryosickness lasts an additional week.	63	Malfunctioning waste management system.	96	Counterfeit papers. Ship is stolen. There is a bounty on it.
30	Malfunctioning escape pods.	64	Fusion Reactors overheating.	97	Corrupted A.I.
31	Unable to send distress signals.	65	Failed radiation filter.	98	Warp Cores fail 10% of the time.
32	Sabotaged coolant system.				
33	Death trap. [-] on all rolls.	66	Radiation leak. Entire ship is at Radiation Level 2.	99	Rust bucket. Everything that can go wrong, does. +1 Minimum Stress to crew.

WHO PAYS THE BILLS?



Everything about spacecraft, from purchasing one to paying for its repairs, maintenance, and upgrades, is out of reach for the average person. Only the most powerful nations, corporations, and the uber-wealthy can afford to commission a brand new ship to be built. And even for those who can afford to own one, it ends up consuming their entire lives. In short: it's not something you'll be paying for out of pocket very often. So who is paying for all that space travel? You either work for the Company or the Military, on a ship they own, and they pay for almost everything. Or you're an owner-operator or a freelancer, taking on the majority of the costs yourself as part of your business.

40.1 THE COMPANY

When you work for the Company, they own the ship and cover any associated costs. You just cash a paycheck and do the work they ask. And don't get any ideas about a fancy new upgrade, the bean counters at HQ aren't known for approving frivolous expense requests.

40.2 THE MILITARY

On a military ship, everything is covered, provided it's part of the mission. You don't even have to worry about whether you'll be able to pay your medical bills. They'll even cover Skill Training if it's relevant to your occupational specialty, just so long as you always follow orders.

WHO PAYS THE BILLS?				
EXPENSE	COMPANY	MILITARY	OWNER-OPERATORS	FREELANCERS
SALARY	✓	✓	✓	-
HAZARD PAY	Approved only.	✓	Approved only.	-
JUMP PAY	Approved only.	✓	Approved only.	-
ROOM & BOARD	On ship only.	On ship and base.	On ship only.	On ship only.
REFUELING	✓	✓	✓	-
WARP CORES	Approved only.	✓	Approved only.	-
REPAIRS	Approved only.	✓	-	-
UPGRADES	Approved only.	Approved only.	-	-
SKILL TRAINING	-	Approved only.	-	-
MEDICAL TREATMENT	-	On ship and base.	-	-
EQUIPMENT	Approved only.	Approved only.	-	-
WEAPONS	-	✓	-	-

41.1 OWNER-OPERATORS

A slim minority of ships are owned by small banking firms who co-finance the purchase of a spacecraft and then either lease it or enter into a co-ownership agreement with another small company. The firm fronts the cost of the vessel and business operations, and in turn takes the majority share of the profits. In exchange, you get a ship and a relatively free hand in conducting your business on the Rim as an owner-operator of a beat up old Raider, Freighter, Salvage Cutter, or other small vessel.

Bankruptcy Saves

As an owner-operator you have a new Save, called a **Bankruptcy Save**, which starts at 2d10+10. Each year (or quarter, as determined by your Warden), make a Bankruptcy Save and look up the results on the **Bankruptcy Table** to determine the financial health of the company.

41.2 FREELANCERS

Freelancers are people who have bought (or otherwise acquired) a ship on their own, and pay for everything themselves. It's incredibly expensive and they have to beg, barter, or steal credits wherever they can find them. But on the upside, you have one of the rarest things on the Rim: freedom.

BANKRUPTCY

SAVE CONSEQUENCE

CRITICAL SUCCESS You turn a small profit. Choose one:

- Purchase 1 Major Upgrade for the ship.
- Repair 1d5 Major Repairs.
- Pay each crewmember 1d5x100kcr.
- Raise your Bankruptcy Save by 1d10.

SUCCESS You scrape by. Choose one:

- Purchase 1 Minor Upgrade for the ship.
- Purchase 1 Minor Repair for the ship.
- Pay each crewmember 2d10 mos salary.
- Raise your Bankruptcy Save by 1d5.

FAILURE You are 1d10mcr in debt to ruthless lenders.

CRITICAL FAILURE The company goes bankrupt and owes a massive debt to the worst people imaginable.

Example: Company Card

WARDEN: You barely make it back to port, the ship basically collapsing as soon as you get in the dry dock. There's a ground crew scrambling to contain the damage and as soon as you get to a terminal there's a message... from corporate.

PHIL: Great!

KNOX: Yeah, we should probably ignore that. WARDEN: No problem, just be aware that you haven't been paid yet.

CLEO: --Yes, hi, hello. How can we help you?

WARDEN: It's Jenkins, and he's just livid.

They've heard about the damage, it's going to take months to repair. You're all terminated, effective immediately.

PHIL: Yeah that sounds right.

WARDEN: Additionally, they're required to notify you that a bounty has been put out for your arrest.

KNOX: What? What for?

WARDEN: Damaging company property.

Example: End of the Fiscal Year

WARDEN: That last Shore Leave takes us to the end of the year, so Cleo, why don't you do the Maintenance Check--

KNOX: And I've been working on the ship on my time off, so...

WARDEN: --Yeah, so you can get Advantage on that roll. And then Phil, you want to make the Bankruptcy Save?

PHIL: Please, no.

CLEO: Fail.

WARDEN: Everyone gain a Stress. Cleo, give me a d100 roll for the Repair Table.

CLEO: 16.

WARDEN: Just a Minor Repair: Coolant Leak. Mark that up on your Manifest. Phil, what did you get?

PHIL: I also failed.

WARDEN: Ouch. Everyone gain a Stress--

PHIL: I miss getting Stress from like aliens and shit.

WARDEN: --Looks like you all came up about 3mcr short of a profitable year. And you'll never guess who you owe the money to...

MOTHERSHIP[®] SHIP MANIFEST

Ship Identifier

TRANSPONDER

ON OFF

Captain

Make / Model / Jump / Class / Type

STATS & SAVES

THRUSTERS



BATTLE



SYSTEMS



O2 REMAINING

FUEL

Current

Maximum

WEAPONS

Base

Total

MEGADAMAGE

01 EMERGENCY FUEL LEAK

Every time you spend fuel, you spend 1 more.

02 WEAPONS OFFLINE

Automatically fail Battle Checks.

03 NAVIGATION OFFLINE

Cannot make Thruster Checks. 10% chance all navigation data wiped.

04 FIRE ON DECK

Fire spreads rapidly throughout ship's interior. Toxic and corrosive (10 DMG/round) atmosphere.

05 HULL BREACH

All aboard make a Body Save or take 1 Wound (Explosion). Critical Failure = violently sucked into space.

06 LIFE SUPPORT SYSTEMS OFFLINE

Oxygen limited to 1d10 x Crew Capacity.

07 RADIATION LEAK

Radiation level increases every 2d10 minutes.

08 DEAD IN THE WATER

All systems offline, emergency power only.

09+ ABANDON SHIP!

Ship is destroyed in 1d10 minutes.

HULL POINTS

DECKPLAN



CREW



MEGADAMAGE



HARDPOINTS



UPGRADES



CARGO

REPAIRS

MINOR**MAJOR**

SHIP SPEC SHEET

VALECORE T9LC PLATYPUS J1C-II FREIGHTER

THR:25 BTL:20 SYS:20 CREW:12. pg. 14.

ARMA TYPE-19 J0C-II PATROL CRAFT

THR:30 BTL:32 1d5 MDMG SYS:15 CREW:12 pg. 16.

SEBACO RAS-62 J0C-III SALVAGE CUTTER

THR:15 BTL:21 1D5 MDMG SYS:20 CREW:8. pg. 18.

GAUSS FAC-GRENDEL J1C-IV CORVETTE

THR:25 BTL:37 1D10 MDMG SYS:20 CREW:60. pg. 20.

AAVA INDUSTRIAL S5 J1C-I RAIDER

THR:20 BTL:5 SYS:5 CREW:8. pg. 10.

COMOCO SAWTOOTH ARMORED PERSONNEL CARRIER

MÉRIDA ARCANE-1 DROPSHIP

NORTHSTAR PARAGON J4C-V EXPLORATION VESSEL

THR:20 BTL:27 1D5 MDMG SYS:40 CREW:48. pg. 26.

SATO GS GRAIL VI J2C-1 EXECUTIVE TRANSPORT

THR:35 BTL:5 SYS:35 CREW:16. pg. 12.

TANNHÄUSER HÖSHŌ J3C-V TROOPSHIP

THR:25 BTL:41 1d10 MDMG SYS:25 CREW:48. pg. 24.

BAS-LEHMAN CONTESSA J1C-III JUMPLINER

THR:25 BTL:16 SYS:20 CREW:100. pg. 22.