

Starships Tables Handbook

Starships Tables Handbook v1.1  
Plain Text Version  
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A. Ships and Equipment

i. All Races

a. Ships

Freighter

G 0  
E 2  
V 4  
C 6  
S 6  
credit cost: 8  
alloy cost: 4

Diplomatic Ship

G 0  
E 2  
V 3  
C 5  
S 5  
credit cost: 6  
alloy cost: 3  
Special:

When the diplomatic ship arrives at a planet belonging to another player, you receive one credit for each facility that is not yours on the planet. If the diplomatic ship is destroyed, you lose 10 credits. Pirate players may not construct Diplomatic ships.

b. Engines

Solar Sail

equip value: 1  
power: 5  
credit cost: 1

Sublight Combusters

equip value: 3  
power: 16  
credit cost: 3

Ion Drive

equip value: 1  
power: 7  
credit cost: 2

Fission Drive

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equip value: 2  
power: 15  
credit cost: 8

Fusion Drive  
equip value: 2  
power: 20  
credit cost: 10

c. Weapons

Disruptor  
damage: 1d6+1  
equip value: 2  
spr: 1d2  
aim modifier: +2  
credit cost: 4

Mass Driver  
damage: 1d10+1d6  
equip value: 7  
spr: 1 shot every  
other turn  
aim modifier: +4  
credit cost: 5  
special: +1 against structures

Phasers  
damage: 1d6  
equip value: 1  
spr: 1d3  
aim modifier: -2  
credit cost: 5

Quads  
damage: 1d4  
equip value: 1  
spr: 1d4  
aim modifier: -4  
credit cost: 6

Photon Torpedoes  
damage: 1d8+2  
equip value: 2  
spr: 1d3  
credit cost: 8

Chain Gun  
damage: 1d2  
equip value: 1  
spr: 1d3  
aim modifier: +2  
credit cost: 2

Dahlgrens Mortar  
equip value: 6  
credit cost: 5  
special: +2 against structures

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d: Items

Shields  
equip value: 2  
credit cost: 2  
see Shields for effect

Hull Plating  
equip value: X  
credit cost: X  
equip only when ship is built.  
Adds +X to weight. Fills  
capacity instead of volume.  
-X to all weapon damage rolls  
against this ship.

Tractor Beam  
equip value: 2  
credit cost: 3  
allows the ship to tow one  
non-equipment object (i.e. ship,  
ore, alloy) beyond the ship's  
capacity. The towed object still  
adds to the ship's weight.

Targeting Computer  
equip value: 1  
credit cost: 2  
-5 to ship's aim

Advanced Sensors  
equip value: 1  
credit cost: 3  
sensor range +1. Does not increase  
weapon range.

Maneuvering Thrusters  
equip value: 1  
credit cost: 2  
Ships that are attacking this ship  
get aim +15. Only ships with a  
volume less than 2 can equip this  
item.

Deflector Shields  
equip value: 1  
credit cost: 3  
works just like normal shields,  
except the maximum charge level  
is 20%.

ii. Draconia

a. Ships

Hornet  
G 1  
E 1  
V 1

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C 3  
S 3  
credit cost: 3  
alloy cost: 1

Scout  
G 2  
E 3  
V 2  
C 7  
S 7  
credit cost: 12  
alloy cost: 2

Guardian  
G 5  
E 1  
V 2  
C 8  
S 8  
credit cost: 11  
alloy cost: 2

Blockade Runner  
G 1  
E 6  
V 3  
C 10  
S 10  
credit cost: 19  
alloy cost: 3

Destroyer  
G 3  
E 4  
V 3  
C 10  
S 10  
Credit cost: 36  
alloy cost: 3

Frigate  
G 5  
E 4  
V 5  
C 14  
S 14  
credit cost: 100  
alloy cost: 5

Battleship  
G 7  
E 4  
V 6  
C 17  
S 17  
credit cost: 168  
alloy cost: 6

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Monolith

G 15

E 10

V 20

C 45

S 45

credit cost: 3000

alloy cost: 20

b. Equipment

Engine: Reiwias Coil

equip value: 3

power: 35

credit cost: 18

Weapon: Beta Pulse Cannon

equip value: 2

damage: 1d8+2

spr: 2

credit cost: 6

iii. Besk

a. Ships

Spy

G 1

E 3

V 2

C 6

S 6

credit cost: 7

alloy cost: 2

special: cloaking device gets equip value -1 and credit cost -1. Automatically rolls an 8 when boarding another ship.

Minelayer

G 1

E 2

V 5

C 8

S 8

credit cost: 11

alloy cost: 5

special: minelayer device gets equip value -1 and credit cost -1.

Patroller

G 4

E 2

V 3

C 9

S 9

credit cost: 24

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alloy cost: 3

Dreadnaught

G 5

E 3

V 5

C 13

S 13

credit cost: 75

alloy cost: 5

special: may deactivate cloaking device and fire weapons on the same turn.

b. Equipment

Weapon: Cutting Beam

damage: 1d6+1

equip value: 2

spr: 1d3

credit cost: 8

special:

If the defending ship has structure damaged by Cutting Beam, reduce the defending ship's maximum structure by the same amount. This effect cannot be repaired.

Item: Minelayer

equip value: 3

credit cost: 3

Pay 1 credit to place a mine at a square adjacent to this ship. The mine has volume=1. The next time a ship moves to the mine's location or to an adjacent square, the mine is activated; the mine is destroyed and deals 3d8 damage to all adjacent ships.

Item: Cloaking Device

equip value: 2

credit cost: 3

When the cloaking device is activated, the ship does not appear on other ships' sensors. The ship cannot fire weapons or be fired upon. The ship cannot board or be boarded. When the cloaking device is activated, the ship's

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shields are reduced to 0%.  
It takes a ship's turn to activate or deactivate the cloaking device. The cloaking device can only be active for X turns where X is the power of the ship. The ship has speed -2 while the cloaking device is active.

iv. Sefeeria

a. Ships

Drone

E 0  
V 1  
C 1  
S 1  
credit cost: 2  
alloy cost: 1  
special:

does not receive credits every 5 turns like Navy ships. built-in weapon: damage: 1d8+1d4  
spr: 1 shot each other turn  
aim modifier: +2

Hemiwing

G 3  
E 2  
V 2  
C 7  
S 7  
credit cost: 12  
alloy cost: 2

Crusader

G 4  
E 3  
V 3  
C 10  
S 10  
credit cost: 36  
alloy cost: 3

Sentinel

G 2  
E 4  
V 7  
C 13  
S 13  
credit cost: 56  
alloy cost: 7

b. Equipment

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Weapon: Ion Cannon  
equip value: 2  
spr: 1d3  
aim modifier: +2  
credit cost: 7  
special:  
does not inflict damage. Each hit takes the defending ship's equipment offline one by one. First the shields are reduced to 0%, layer by layer. Then equipment is taken offline.

Item: Absorbition Shields  
equip value: 2  
credit cost: 4  
works just like normal shields, except keep a tally of the amount of damage dealt to reduce the shields to 0%. When the shields reach 0%, it deals that much damage to all adjacent ships. If the shields are charged, reset the tally to zero. The device is destroyed when the shields reach 0%.

v. Terra

a. Ships

H.V.G.I.  
G 1  
E 1  
V 1  
C 3  
S 3  
credit cost: 3  
alloy cost: 1

Corvette  
G 2  
E 2  
V 2  
C 6  
S 6  
credit cost: 8  
alloy cost: 2

Minesweeper  
G 0  
E 2



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V 2  
C 4  
S 4  
credit cost: 4  
alloy cost: 2  
special: when the ship activates a mine, you may pay 2 credits to prevent the damage the mine would inflict.

Escort

G 3  
E 1  
V 1  
C 5  
S 5  
credit cost: 5  
alloy cost: 1  
special: At the beginning of your turn, you may set the Escort's speed to be equal to an adjacent non-hostile ship until the beginning of your next turn.

Light Cruiser

G 2  
E 3  
V 3  
C 8  
S 8  
credit cost: 18  
alloy cost: 3

Lancer

G 4  
E 4  
V 3  
C 11  
S 11  
credit cost: 48  
alloy cost: 3

Heavy Cruiser

G 6  
E 5  
V 4  
C 15  
S 15  
credit cost: 120  
alloy cost: 4

Carrier

G 7  
E 8  
V 25  
C 40  
S 40

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credit cost: 1400  
alloy cost: 25

b. Equipment

Weapon: Seeker Rockets  
damage: 1d10+3  
equip value: 3  
spr: 1  
credit cost: 6

Engine: Warp Drive  
equip value: 4  
power: 45  
Credit cost: 28

vi. Gledia

a. Ships

Dhow  
G 1  
E 1  
V 2  
C 4  
S 4  
credit cost: 4  
alloy cost: 2

Monoreme  
G 3  
E 3  
V 3  
C 9  
S 9  
credit cost: 27  
alloy cost: 3

Bireme  
G 5  
E 5  
V 5  
C 15  
S 15  
credit cost: 125  
alloy cost: 5

Trireme  
G 7  
E 7  
V 7  
C 21  
S 21  
credit cost: 343  
alloy cost: 7

b. Equipment

Weapon: Repeat Blaster

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damage: 1d4  
equip value: 2  
spr: 1  
aim modifier: +8  
credit cost: 4  
special:  
when you make a  
sucessful hit roll,  
immediatly make  
another hit roll.  
ship's minimum  
aim = 10

Item: Phase Modulator  
equip value: 1  
credit cost: 3  
target one of the ship's  
weapons. As long as the  
target weapon and Phase  
Modulator are online, the  
weapon gets spr +1 and  
damage +1.

Item: Magnetic Constrictors  
equip value: 3  
credit cost: 1  
target one of the ship's  
engines. As long as the  
target engine and  
Magnetic Constrictor are  
online, the target engine  
gets power+X where X is  
half of the engine's normal  
power, maximum X=5. Choose  
target engine only when  
Magnetic Constrictor is  
equipped.

B. Facilities

i. Combat Modifiers

Ship Volume:	Bonus:
<5	0
5-8	+1
9-12	+2
13-16	+3
17-20	+4
>20	+5

ii. Location Strengths

Dome Colony:	5
M-Class Colony:	6
Mine:	4
Terraforming Station:	5
Space Station:	7
Orbital Drydock:	5
Homeworld:	8

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### C. Boarding Modifiers

Draconians:	+1
pirates:	+2
Sefeerians:	-1
diplomatic ships:	-2

### D. Wormhole Table

stability: roll 2d20  
2-17: partially stable  
18-40: stable

If either die rolls a 1,  
then unstable.

distance: 4\*1d10

direction: 1d8  
1: northeast  
2. east  
3. southeast  
4. south  
5. southwest  
6. west  
7. northwest  
8. north

### E. Exploration Table

1d20:  
1: planet  
2: wormhole  
3-4: NPC ship, or ore  
5-9: nebula  
10-20: nothing

#### i. Planet Table

1d8:  
1: M-Class, mineable  
2-3: dome, mineable  
4: dome, not mineable  
5-8: no colony, not mineable