

# Starships GM Reference Sheet

## Location Strengths:

Dome = 5  
M-class colony = 6  
Mine = 4  
Terraforming Station = 5  
Space Station = 7  
Drydock = 5  
Homeworld = 8

## Wormholes:

Stability- 2d20  
    2-17: partially stable  
    18-40: stable  
Distance- 4x 1d10  
Direction- 1d8  
    1. NE  
    2. E  
    3. SE  
    4. S  
    5. SW  
    6. W  
    7. NW  
    8. N

## Exploration: 1d20

1 = planet, 1d8  
    1 = M-class, mine  
    2-3 = Dome, mine  
    4 = Dome, no mine  
    5-8 = hostile  
2 = wormhole  
3-4 = NPC (pirate) or ore  
5-9 = nebula  
10-20 = nothing

## Boarding Parties:

1d8 +/- modifiers  
attacker must be higher to board  
boarded ships don't earn credits

## Repairing:

One off-line system  
One structure  
Shields 1d4%

## Facilities:

Colonies  
    M-class  
        Credits: 20   Alloy: 2   Pieces: 2  
    Dome  
        Credits: 45   Alloy: 3   Pieces: 3  
Mines  
    Credits: 15   Alloy: 2   Pieces: 2  
Space Station  
    Credits: 65   Alloy: 4   Pieces: 4  
Terraforming Station  
    Credits: 50   Alloy: 3   Pieces: 3  
Drydock  
    Credits: 40   Alloy: 3   Pieces: 3

## Ship-Facility Combat:

1d8, loser loses difference in  
structure/strength  
location strength below 1, attacker gains  
control

G = guns  
E = engines  
V = volume  
S = structure  
C = capacity  
W = weight = used guns + max V  
Speed = E power/weight  
Aim = 75 - (def. V\*V)

## Combat Modifiers:

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

## Boarding Modifiers:

Draconians = +1  
Pirates = +2  
Sefeerians = -1  
Diplomatic Ships = -2