

M I C H A E L G . H U R S T O N ' S
AVE MOLECH



A I R S H I P S

WITHIN THE DEPTHS YOU'LL FIND ME
AS I WALK TO THE END
MY LIFE SPILLS OUT BEFORE ME
SO I LEAVE YOU FRIEND

DON'T WAIT FOR HIM TO SAVE ME
IT'S ALREADY TOO LATE
IF THEY COME TO ABYSS WITH ME
WE'LL ALL END THIS FATE



T A B L E O F C O N T E N T S

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Airships

Riding High

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AIRSHIPS

The rules for airship combat are based on the rules for character combat. Like character-scale combat, airship battles unfold on a square grid, with each airship occupying one or more squares on the grid. As with character-scale combat, airship battles play out in rounds.

The airship combat system presented here strikes a balance between realism and ease of play. The system can be made more realistic by adapting bits and pieces of the vehicle movement and combat rules to the 500-feet-per-square airship scale.

These basic airship combat rules also assume that all starships involved in the battle are crewed by nonheroic characters. What happens when heroes take the controls is discussed later.

AIRSHIP TYPES AND SUBTYPES

Every airship has a type and a subtype. A airship's type represents its relative mass and determines its fighting space (how many 500-foot squares it occupies) on the battle grid. There are five types of starships: ultralight, light, mediumweight, heavy, and superheavy.

A airship's subtype identifies the ship's basic purpose or configuration. Airship subtypes include the following: fighter, corvette, destroyer, strike cruiser, battleship, and freighter.

AIRSHIP FIGHTING SPACE

Each square in airship scale measures 500 feet along a side (instead of 5 feet, as in character-scale combat). All starships, regardless of size, have a square fighting space. Some starships occupy a single 500-foot square, while others have a larger fighting space, as noted below.

An ultralight airship can be up to 250 feet long. It occupies a 250-foot-by-250-foot fighting space, and up to four ultralight starships can occupy a single 500-foot square.

A light airship measures 251–500 feet in length. It has a 500-foot-by-500-foot fighting space and occupies a single 500-foot square.

A medium weight airship measures 501–1,000 feet in length. It occupies a 1,000-foot-by-1,000-foot fighting space (4 500-foot squares).

A heavy airship measures 1,001–1,500 feet long. It has a 1,500-foot-by-1,500-foot fighting space (9 500-foot squares).

A super heavy airship is 1,501 feet long or longer. The smallest superheavy starships (measuring 1,501–2,000 feet long) have a 2,000-foot-by-2,000-foot fighting space (16 500-foot squares), although larger fighting spaces are possible.

AIRSHIP COMBAT SEQUENCE

Airship combat is played out in rounds. Each round, each airship acts in turn in a regular cycle. Generally, airship combat runs as follows.

Step 1: Every airship starts the battle flat-footed. Once a

airship acts, it is no longer flat-footed.

Step 2: The GM determines which starships are aware of each other at the start of the battle. (Cloaking devices and other devices might hide a ship from another ship's sensors.)

If some but not all of the starships are aware of their enemies, a surprise round happens before regular rounds begin. Starships that are aware of the enemies can act in the surprise round, so they roll for initiative. In initiative order (highest to lowest), starships that started the battle aware of their enemies each take one move or attack action. Starships that were unaware don't get to act in the surprise round. If no airship or every airship begins the battle aware, there is no surprise round.

Step 3: Starships that have not yet rolled initiative do so. All starships are now ready to begin their first regular round.

Step 4: Starships act in initiative order. All crew aboard a airship act on the airship's turn.

Step 5. When each airship has had a turn, the airship with the highest initiative acts again, and steps 4 and 5 repeat until combat ends.

COMBAT STATISTICS

Several fundamental statistics determine how well a airship performs in combat. This section summarizes these vital statistics, and the following sections detail how to use them.

ATTACK ROLL

An attack roll represents one airship's attempt to strike another on its turn in a round. Most starships are armed with ranged weapons aimed by gunners.

When a airship makes an attack roll, roll 1d20 and add the appropriate modifiers (described below). If the result equals or beats the target's Defense, the attack hits and deals damage. A airship's attack roll is:

1d20 + gunner's ranged attack bonus + range penalty + airship's size modifier + targeting system's equipment bonus

Gunner's Ranged Attack Bonus: Unless noted otherwise, all airship gunners are assumed to have the Airship Gunnery feat. Without this feat, a airship gunner takes a –4 nonproficient penalty on attack rolls with airship weapons. For simplicity, all gunners aboard a airship have identical ranged attack bonuses.

Range Penalty: The range penalty for a ranged weapon depends on what weapon the airship is using and the distance to the target. All ranged weapons have a range increment, as noted in Table: Airship Weapons.

As with character weapons, any attack from a distance of less than one range increment is not penalized for range. However, each full range increment causes a cumulative –2 penalty on the attack roll.

A beam weapon has a maximum range of 10 increments. A projectile weapon has an unlimited range, since projectiles don't lose inertia in space.

Airship's Size Modifier: Starships are Huge, Gargantuan, or Colossal in size. Table: Airship Sizes notes the size modifiers for ships of different sizes.

Targeting System's Equipment Bonus: Most starships

have computerized targeting systems to help gunners train weapons on targets. A standard targeting system provides an equipment bonus on the gunner's attack roll depending on the ship's size: Huge +1, Gargantuan +2, Colossal +3. Improved targeting systems (see Airship Sensors) grant higher bonuses. Table: Airship Sizes summarizes the targeting system equipment bonuses for ships of different sizes.

Automatic Misses and Hits: As in character combat, a natural 1 on the attack roll is always a miss. A natural 20 is always a hit. A natural 20 also always threatens a critical hit (see Critical Hits, below).

Table: Airship Sizes

Airship Size	Airship's Size Modifier ¹	Targeting System's Equipment Bonus ²	Autopilot System's Equipment Bonus ³	Airship's Length	Airship's Weight
Colossal	-8	+3	+3	64 ft. or more	250,000 lb. or more
Gargantuan	-4	+2	+2	32–64 ft.	32,000–250,000 lb.
Huge	-2	+1	+1	Less than 32 ft.	4,000–32,000 lb.

1 A airship applies its size modifier on all attack rolls and to its Defense.

2 A airship applies its targeting system's equipment bonus on all attack rolls.

3 A airship on autopilot applies its autopilot system's equipment bonus to its Defense.

DEFENSE

A airship's Defense represents how difficult it is to hit in combat. It's the attack roll result that an enemy ship needs to achieve a hit. In general, starships are easy to hit, which is why they rely on armor to absorb damage (see Airship Armor, below).

A airship's Defense is partly determined by the skill of the pilot.

10 + airship's size modifier + pilot's class bonus to Defense + pilot's Dexterity modifier

Airship's Size Modifier: The bigger a airship is, the easier it is to hit in combat. The smaller it is, the harder it is to hit. Size modifiers are shown on Table: Airship Sizes.

Pilot's Class Bonus to Defense: The pilot imparts her class bonus to Defense to the ship's Defense. This bonus applies even if the airship is flat-footed or otherwise denied the pilot's Dexterity bonus to its Defense.

All airship pilots are assumed to have the appropriate Airship Operation feat. Consequently, they apply their full class bonus to Defense (instead of one-half the modifier) to a airship's Defense.

Pilot's Dexterity Modifier: In any given round, a pilot may choose to transfer her full Dexterity bonus to the airship's Defense. However, doing so forces the pilot to focus entirely on flying the ship, and consequently the pilot loses the Dexterity bonus to her own Defense for the round.

A pilot cannot apply her Dexterity bonus to a airship's Defense if she or the airship is flat-footed.

CREW

The quality of the crew determines how well a airship performs in and out of combat. Unless otherwise noted, every airship has a trained crew of nonheroic characters. However, situations could arise where a airship must rely on an untrained crew. Conversely, expert crews and ace crews are also available—for the right price. Table: Crew Quality compares four different qualities of crew: untrained, trained, expert, and ace.

Skill Check Modifier: Apply this modifier to all skill checks made by crew.

Pilot's Dexterity Modifier: A pilot's Dexterity modifier applies to the airship's initiative rolls and the airship's Defense.

Pilot's Class Bonus to Defense: A pilot's class bonus to Defense applies to the airship's Defense and to opposed grapple checks.

Gunner's Attack Bonus: A gunner's attack bonus applies to all ranged attacks made by the ship.

Modifier to Airship's Base Purchase DC: The amount by which the crew increases the base purchase DC of the ship. (This modifier is already factored in to the base purchase DCs of the ships presented below.)

Table: Crew Quality

Crew Quality	Skill Check Modifier ¹	Pilot's Class Bonus to Defense	Pilot's Dexterity Modifier	Gunner's Modifier to Attack Bonus	Airship's Base Purchase DC
Untrained	+0	+1	+0	-4	-4
Trained	+4	+3	+2	+2	0
Expert	+8	+5	+4	+4	+4
Ace	+12	+7	+6	+8/+3	+8

1 This includes Pilot checks.

CREW IMPROVEMENT

To improve in quality, a airship's crew of nonheroic characters must "put in the hours" and gain combat experience. Table: Crew Improvement shows the length of the crew's tour of duty and the number of ship-to-ship battles the crew must survive to be considered of a particular quality. A crew cannot be elevated to a higher quality until it meets the minimum required time spent serving aboard the ship and the minimum amount of ship-to-ship combat experience.

Table: Crew Improvement

Crew Quality	Length of Tour of Duty	Airship Battles Survived
Untrained	0–5 months	0
Trained	6–11 months	0–3
Expert	12–35 months	4–11
Ace	3 years or more	12+

DAMAGE

When a airship hits with a weapon, it deals damage according to the type of weapon (see Table: Airship Weapons). Damage is deducted from the target's current hit points. If a airship's hit points are reduced to 0 or fewer, the ship is in bad shape (see Hit Points, below).

MULTIPLYING DAMAGE

Sometimes a airship weapon multiplies damage by some factor, such as when it scores a critical hit. Just as in character combat, you can either roll the damage (with all modifiers) multiple times and total the results, or roll the damage once and multiply the result by the given multiplier.

Bonus damage represented as extra dice, such as from the Engineer's weapon upgrade class ability, is an exception. Do not multiply bonus damage dice when a airship scores a critical hit.

CRITICAL HITS

Critical hits by starships work just like critical hits by characters. When a airship makes an attack roll and gets a natural 20, the airship hits regardless of the target's Defense, and it has scored a threat of a critical hit. To find out whether it is actually a critical hit, the airship immediately makes another attack roll with all the same modifiers as the attack roll that scored the threat. If the second roll also results in a hit against the target's Defense, the airship's attack is a critical hit.

For a more colorful application of the critical hit system, see Optional Critical Hit Results, below.

OPTIONAL CRITICAL HIT RESULTS

A critical hit with a airship weapon normally multiplies the weapon's damage. The GM may opt to use a randomized critical hit resolution system instead: Whenever a critical hit is scored, the attacker rolls percentile dice and consults Table: Optional Critical Hit Results to determine the effects of the critical hit on the target.

Table: Optional Critical Hit Results
d% Roll Effect(s)

01–35	Normal critical hit
36–50	Normal critical hit, crew casualties
51–55	Severe critical hit, artificial gravity disabled
56–60	Severe critical hit, crew casualties
61–65	Damaged system: comm system
66–70	Damaged system: defense system
71–75	Damaged system: engines
76–80	Damaged system: sensors
81–85	Damaged system: targeting system
86–90	Damaged system: weapon
91–95	Destroyed defensive system
96–100	Destroyed weapon

Normal Critical Hit: Roll critical hit damage normally.

Crew Casualties: A number of crewmembers and passengers are killed (this effect applies only if the ship isn't destroyed). Roll 1d10 to determine the number of crew fatalities and, if the ship carries passengers, 1d10 to determine the number of passenger casualties. Only supporting GM characters are affected.

A airship with less than one-half of its normal crew complement takes a –2 penalty on all attack rolls and checks.

A airship with less than one-quarter of its normal crew complement takes a –4 penalty on all attack rolls and checks.

A airship with no crew flies on autopilot and cannot attack. If a crewless ship doesn't have a functional autopilot system,

it is immobile. If this result is rolled again and the ship has no living crew or passengers, ignore this result and reroll.

Severe Critical Hit: Roll critical hit damage using a $\times 10$ multiplier instead of the weapon's normal multiplier. In addition, the ship and its crew are shaken for 1 round.

Artificial Gravity Disabled: The airship's artificial gravity is disabled for 1d10 rounds. During this time, an untrained crew takes a –4 penalty on all attack rolls and skill checks while coping with the zero-gravity conditions. Trained, expert, or ace crews take no penalties, as they are assumed to have the Zero-G Training feat. Ignore this result if it comes up again while the artificial gravity system is disabled.

Damaged System: A damaged system remains inoperable until it is repaired, which requires 10 hours of work and a successful Repair check (DC 30). A airship's engineer (or engineering team) can perform jury-rig repairs on the system as a full-round action with a successful Repair check (DC 25), but the repairs last only until the end of the battle (or until the system is disabled again). During that round of jury-rigged repairs, the airship can continue to take actions.

Comm System: One communications system of the attacker's choice is disabled. If this result is rolled again and the ship has no undamaged comm systems, ignore this result and reroll.

Defense System: One defense system of the attacker's choice is disabled. If this result is rolled again and the ship has no undamaged defense systems, ignore this result and reroll.

Engines: The airship's tactical speed decreases by 1,000 feet until the engines are repaired. If this result is rolled again, the effect is cumulative. If the ship's tactical speed has already been reduced to 0 feet due to engine damage, ignore this result and reroll.

Sensors: The airship is blinded until repaired. All the ship's targets gain the equivalent of total concealment (50% miss chance). If this result is rolled again, ignore the result and reroll.

Targeting System: The airship's targeting system ceases to function. The airship loses the targeting system's equipment bonus on attack rolls until the system is repaired. Reroll if this result comes up again.

Weapon: One of the airship's beam weapons, projectile weapons, or missile launchers (attacker's choice) ceases to function. The weapon remains inoperable until it is repaired. If this result is rolled again and the ship has no functional weapons, ignore this result and reroll.

Destroyed Defensive System: One of the airship's defensive systems (determined by the attacker) is destroyed. It cannot be repaired and must be replaced. If this result is rolled again and the ship has no defensive systems, ignore this result and reroll.

Destroyed Weapon: One of the airship's weapons (determined by the attacker) is destroyed. It cannot be repaired and must be replaced. If this result is rolled again and the ship has no weapons, ignore this result and reroll. If the destroyed weapon was fire-linked, the other weapons to which it was linked continue to function normally. If the destroyed weapon was part of a weapon battery, the remaining weapons in the battery continue to function

normally.

AIRSHIP ARMOR

Airship armor is designed to absorb damage rather than make a airship harder to hit. Consequently, a airship's armor plating provides hardness instead of an equipment bonus to Defense.

Subtract a airship's hardness from the damage each time it takes a hit. If a ship's hardness is greater than the amount of damage dealt by the attack, the airship takes no damage.

See Airship Armor for the various types of armor available at different Progress Levels, as well as the hardness of each type.

DAMAGE CONTROL

A airship equipped with a damage control system can perform damage control as a move action. With a successful Repair check (DC 15), the ship regains a number of hit points depending on its type, as shown on Table: Damage Control Systems. A ship with an improved or advanced damage control system regains even more hit points (see Airship Defense Systems).

Damage control cannot be performed if the ship has been reduced to negative hit points.

HIT POINTS

A airship's hit points represent how much punishment it can take before being disabled or destroyed. A airship's hit points are based on its type and subtype.

A ship's hit points decrease when it takes damage. Damage doesn't have any impact on a ship's combat ability until its current hit points reach 0 or lower.

At 0 hit points, a ship is disabled.

At negative hit points, a ship begins breaking apart.

When its hit points drop to a certain negative hit point total, the ship is destroyed. The point at which a ship is destroyed varies depending on its type, as shown in Table: Destruction Threshold.

Table: Destruction Threshold

Ship Type	Destroyed At
Ultralight	-20 hp
Light	-40 hp
Mediumweight	-60 hp
Heavy	-80 hp
Superheavy	-100 hp

DISABLED (0 HIT POINTS)

When a airship's current hit points drop to exactly 0, it's disabled. The ship can only take a single move or attack action each turn (not both); it cannot jump to cruising speed or take any other full-round actions. If it attacks, attempts to escape at cruising speed, or performs any other action that would strain its systems, it takes 1 point of damage after the completing the act. Unless the activity increases the airship's current hit points, it drops to -1 hit point and begins breaking apart (see Breaking Apart, below).

A disabled airship is considered helpless. It has a Defense of 5 + its size modifier.

Repairs that raise a airship above 0 hit points make it fully functional again, just as if it had never been reduced to 0 or

lower.

BREAKING APART (NEGATIVE HIT POINTS)

When a airship's current hit points drop below 0, the airship begins to break apart. At this point, the ship is immobile, helpless, and beyond repair. Any attempt to repair it automatically fails. As a ship breaks apart, its crew can evacuate (see Airship Evacuation, below).

A ship that is breaking apart can take no actions and loses 1 hit point every round. This continues until the ship is destroyed.

DESTROYED

When a airship's current hit points reaches its destruction threshold (as shown above), it explodes. Any crewmembers still aboard the ship at this time take 20d6 points of damage (no save) and are jettisoned into the void of space.

AIRSHIP EVACUATION

Most ultralight starships are equipped with lifepara that the crew can use to float down to safety in the event of a shipwide catastrophe. In fact, unless noted otherwise, every airship has sufficient lifepara to accommodate its normal crew complement and passenger manifest.

A ship's crew and passengers can evacuate any time before the ship is destroyed (see above). Table: Evacuation Times shows the time required for crews to evacuate, based on the ship's type. While the crew is evacuating, the airship is stopped dead in the sky (if it has been disabled or is breaking apart).

Use the statistics for a launch (see below) to represent a typical evacuation.

Table: Evacuation Times

Ship Type	Untrained Crew Evacuation Time	Trained Crew Evacuation Time
Ultralight	1d3 rounds	Move action
Light	1d6 rounds	Full-round action
Mediumweight	2d6 rounds	1d4 rounds
Heavy	3d6 rounds	2d4 rounds
Superheavy	4d6 rounds	3d4 rounds

1 Includes expert and ace crews.

AIRSHIP CONDITION SUMMARY

A number of adverse conditions can affect the way a airship or its crew operates, as defined here. If more than one condition affects a airship, apply both if possible. If not possible, apply only the most severe condition.

Blinded: The airship's sensors are inoperable. All targets have the equivalent of total concealment (50% miss chance).

Breaking Apart: The airship is at negative hit points. It can take no actions, cannot be repaired, and loses 1 hit point each round until it is destroyed.

Dazed: The airship, its crew, and its passengers can take no actions, but they take no penalty to Defense. A dazed condition usually lasts 1 round.

Destroyed: The ship is destroyed and cannot be repaired. Crewmembers aboard the destroyed ship take 20d6 points of damage and are ejected into space.

Entangled: An entangled airship takes a -2 penalty on attack rolls in addition to a -2 penalty to Defense. If the ship is

physically anchored to a larger object (such as an asteroid), the entangled ship can't move. Otherwise, it can move at half tactical speed, but can't surge forward.

Flat-Footed: A airship that has not yet acted during a combat is flat-footed. A flat-footed airship cannot apply its pilot's Dexterity bonus to its Defense.

Grappled: When grappled, a airship can't move. It can attack, attempt to break free from its opponent, or perform other actions. It can't apply the pilot's Dexterity bonus to its Defense.

Helpless: A airship that is reduced to negative hit points is helpless. A helpless airship has an effective Defense of 5 + its size modifier.

Immobilized: An immobilized airship is held immobile (but is not helpless), usually in a grapple. It takes a -4 penalty to its Defense and can't apply the pilot's Dexterity bonus to its Defense.

Shaken: All passengers and crewmembers (pilots and gunners included) take a -2 penalty on attack rolls, saving throws, and skill checks.

Stunned: All passengers and crewmembers lose their Dexterity bonus, drop what they are holding, and can take no attack or move actions. In addition, they take a -2 penalty to Defense. The airship's autopilot system kicks in until the pilot regains her senses.

SPEED

Starships have two basic speeds: tactical speed and cruising speed.

TACTICAL SPEED

Tactical speed only comes into play when two or more starships engage in battle or otherwise interact with each other. A ship's tactical speed is measured in 500-foot squares and tells how far a airship can move in a move action. A airship's tactical speed depends on the type of ship and the type of engines (see Airship Engines). Certain types of armor can reduce a airship's tactical speed (see Airship Armor).

A airship normally moves as a move action, leaving an attack action to attack. It can, however, use its attack action as a second move action (see Airship Actions, below). This could let the ship move again, for a total movement of up to double its normal tactical speed. Another option is to surge forward (a full-round action). This lets the ship move up to four times its normal speed, but it can only surge forward in a straight line, and doing so affects its Defense (see Surge Forward).

CRUISING SPEED

Cruising speed determines how quickly a ship moves across vast distances, such as between planets or star systems. A ship's cruising speed depends on the type of ship and its engines (see Airship Engines).

A ship can enter or leave a battle at cruising speed, but once it enters battle, it automatically drops to tactical speed. Cruising speed does not come into play during airship battles or in any other situation where two or more starships interact.

INITIATIVE

Every round, each airship gets to do something. The starships'

initiative checks, from highest to lowest, determine the order in which they act.

INITIATIVE CHECKS

At the start of a battle, each airship makes a single initiative check. An initiative check is a Dexterity check that uses the airship pilot's Dexterity modifier. (A ship without a pilot has an initiative check modifier of +0.) A pilot with the Improved Initiative feat gets a +4 bonus on the check.

The GM determines what order starships are acting in, counting down from highest initiative result to lowest, and each airship acts in turn. On all following rounds, the starships act in the same order (unless a airship takes an action that changes its initiative; see Special Initiative Actions). If two or more starships have the same initiative check result, the starships that are tied go in order of total initiative modifier (including Dexterity modifier and Improved Initiative feat bonus, if applicable). If there is still a tie, roll a die.

Flat-Footed Starships: At the start of a battle, before a airship has had a chance to act (specifically, before its first turn in the initiative order), it is flat-footed. It can't apply the pilot's Dexterity bonus to Defense while flat-footed.

JOINING A BATTLE

If starships enter a battle after it has begun, they roll initiative at that time and act whenever their turn comes up in the existing order.

SURPRISE

At the start of combat, an airship is surprised if it was not aware of its enemies and they were aware of it. Likewise, an airship can surprise its enemies if it knows about them before they're aware of it.

DETERMINING AWARENESS

The GM determines which starships are aware of which others at the start of any battle. The GM may call for Computer Use checks to operate shipboard sensors (see the expanded Computer Use skill description), Spot checks, or other checks to determine whether one ship detects another.

A airship makes only one roll or check against surprise, regardless of its crew complement.

THE SURPRISE ROUND

If some but not all of the starships are aware of their enemies, a surprise round happens before regular rounds begin. Starships that are aware of their enemies can act in the surprise round, so they roll for initiative. In initiative order (highest to lowest), starships that started the battle aware of their opponents each take either an attack action or move action during the surprise round (see Action Types, below). If no airship or all starships are surprised, a surprise round does not occur.

UNAWARE AIRSHIPS

Starships that are unaware at the start of battle do not get to act in the surprise round. Unaware combatants are flat-footed because they have not acted yet. A flat-footed airship loses its pilot's Dexterity bonus to Defense.

AIRSHIP ACTIONS

The fundamental actions of moving and attacking cover

most of what an airship wants to do in a battle. They're described here. Other, more specialized options are touched on in Table: Airship Actions, and covered later in Special Initiative Actions.

A airship gets two move actions and one attack action each round. It can take two move actions followed by an attack action, an attack action followed by two move actions, or an attack action sandwiched between two move actions. A ship may choose to not take an attack action on its turn, but it gets only two move actions regardless. It can also forgo all of the above combinations and take a single full-round action. All of these options are discussed below, under Action Types.

A airship's choices of actions can be summarized as follows.

Attack action ☐ move action ☐ move action, or
Move action ☐ attack action ☐ move action, or
Move action ☐ move action ☐ attack action, or
Full-round action

THE COMBAT ROUND

As with character-scale combat, each round of airship combat represents about 6 seconds in the game world.

Each round's activity begins with the airship with the highest initiative result and then proceeds, in order, from there.

Each round of a combat uses the same initiative order. When an airship's turn comes up in the initiative sequence, that ship performs its entire round's worth of actions. (For exceptions, see Attacks of Opportunity and Special Initiative Actions.)

ACTION TYPES

As in character combat, starships may make attack actions, full-round actions, move actions, and free actions. In a normal round, an airship can perform an attack action and two move actions (in any order), two move actions, or a single full-round action. It can also perform as many free actions as the GM allows.

In some situations (such as in the surprise round), an airship may be limited to taking only a single attack or move action.

ATTACK ACTION

An attack action allows an airship to make an attack or perform other similar actions.

MOVE ACTION

A move action allows an airship to move its tactical speed or perform some other action that takes a similar amount of time.

If an airship moves no actual distance in a round, it can take one 500-foot shift before, during, or after the action. The ship cannot take a 500-foot shift if it used one or both of its move actions to move.

FULL-ROUND ACTION

A full-round action consumes all of an airship's time during a round. The only movement it can take during a full-round action is a 500-foot shift before, during, or after the action. Some full-round actions do not allow you to take a 500-foot shift. A airship can also perform free actions (see below).

FREE ACTION

Free actions consume a very small amount of time and effort, and over the span of the round, their impact is so

minor that they are considered free. However, the GM puts reasonable limits on what a ship can really do for free.

Table: Airship Actions

Attack Actions	Attack of Opportunity?2
Aid another	No
Attack (ranged)	No
Attack an object	No
Escape a grappling ship	No
Feint (see Bluff skill)	No
Grapple another ship1	Yes
Total defense	No
Move Actions	Attack of Opportunity?2
Damage control	No
Move at tactical speed	No
Operate sensors	No
Ram3	Yes
Sending/jamming a transmission	No
Start/complete a full-round action	Varies
Full-Round Actions	Attack of Opportunity?2
Jump to cruising speed	Yes
Surge forward	Yes
Withdraw	No
Free Actions	Attack of Opportunity?2
Communicate via comm system	No
Turn	No
Special Initiative Actions	Attack of Opportunity?2
Delay	No
Ready	No
No Action	Attack of Opportunity?2
500-foot shift	No
Avoid hazard	No

1 Technically, a grapple constitutes a single melee attack, not an action. A grapple can be made once in an attack action or as an attack of opportunity.

2 Only starships armed with point-defense systems can make attacks of opportunity.

3 Ramming is considered part of a move action.

ATTACK ACTIONS

Most common attack actions are described below.

ATTACK (RANGED)

As a single attack action, an airship can fire one or more of its ranged weapons at any target or targets within range and within line of sight. A target is in line of sight if there are no solid obstructions between the attacking airship and the target. The maximum range for a beam weapon is 10 range increments. Weapons that fire projectiles have an unlimited range in space.

If firing several weapons, an airship does not need to specify the targets of all of its attacks ahead of time. It can see how the earlier attacks turn out before assigning the later ones.

If an airship fires a ranged weapon at a target that occupies a square adjacent to an ally, it takes a -4 penalty on its attack roll because the gunner must aim carefully to avoid hitting the ally.

Attacks of Opportunity: A airship can fire its ranged weapons without provoking attacks of opportunity from enemy ships.

ATTACK AN OBJECT

Attacking objects follows the same rules for starships as for characters. Table: Space Objects lists the Defense, hardness, and hit points of objects commonly encountered in space and on the cosmic battlefield. Colossal objects occupy four 500-foot squares (a 1,000-footby- 1,000-foot fighting space). All other objects occupy a single 500-foot square.

Table: Space Objects

Object	Defense	Hardness	Hit Points	
Asteroid, Colossal	−3	8	36,000	
Asteroid, Gargantuan	1	8	9,000	
Asteroid, Huge	3	8	4,500	
Asteroid, Large	4	8	1,125	
Debris cloud, Colossal	−3	0	1,600	
Debris cloud, Gargantuan	1	0	400	
Iceball, Colossal	−3	0	7,200	
Iceball, Gargantuan	1	0	1,800	
Iceball, Huge	3	0	900	
Iceball, Large	4	0	225	
Mine (Medium-size)	5	10	50	
Space hulk, Colossal	−3	10	3,600	
Space hulk, Gargantuan	1	10	900	
Space hulk, Huge	3	10	450	

GRAPPLE ANOTHER SHIP

For rules on using grapplers and tractor beams to hold and immobilize starships, see Grappling Systems.

ESCAPE A GRAPPLING SHIP

Grappler arms and tractor beams allow starships to hold and immobilize one other. See Grappling Systems for rules on escaping grapplers and tractor beams.

AID ANOTHER

An airship can help an ally attack or defend by distracting or interfering with an enemy in weapon range. The aiding airship makes an attack roll against Defense 10. If the attack roll succeeds, the airship doesn't actually damage the enemy ship—but its ally gains either a +2 circumstance bonus on attack rolls against that opponent or a +2 circumstance bonus to Defense against that opponent (your choice) on its next turn.

FEINT

See the expanded Bluff skill description for details.

TOTAL DEFENSE

Instead of attacking, a ship can use its attack action to defend itself by performing complex evasive maneuvers. This is called a total defense action. A ship that uses the total defense action doesn't get to attack, but it gains a +4 dodge bonus to its Defense for 1 round. The ship's Defense improves at the start of this action, so it helps against any attacks of opportunity the ship is subject to during its move action.

Fighting Defensively: Instead of diverting all of its attention to defending itself, an airship can choose to fight defensively while taking a regular attack action. If it does so, it takes a −4 penalty on its attacks in a round to gain a +2 dodge bonus to Defense during the same round.

MOVE ACTIONS

Unless otherwise noted, move actions don't require a Pilot check to perform.

MOVE AT TACTICAL SPEED

An airship can move its tactical speed as a move action. If it takes this kind of move action during its turn, it cannot also take a 500-foot shift.

Attacks of Opportunity: Moving through a threatened square provokes an attack of opportunity if the enemy ship has a point defense system (see Airship Defense Systems).

DAMAGE CONTROL

An airship equipped with a damage control system can perform damage control as a move action (see Airship Defense Systems).

Damage control cannot be performed if the ship has been reduced to negative hit points.

OPERATE SENSORS

See the expanded Computer Use skill description and Airship Sensors for details.

RAM

Ramming is considered part of a move action. A pilot can use her airship to ram an object, including another airship. First, the pilot must enter the target's square or fighting space and declare her attempt to ram the target. If the target has point-defense systems, it can make an attack of opportunity against the ramming airship. Second, the pilot must make a Pilot check (DC = 5 + the target's Defense). If the Pilot check fails, the ship misses the target and may finish its move. If the check succeeds, the airship collides with the intended target, dealing damage both to itself and the target (reduced by hardness, if applicable).

A pilot cannot ram the same ship or object more than once during a given round. However, a pilot that fails to ram a target may attempt to ram a different target if her airship has sufficient movement left to reach the new target.

Table: Collision Damage shows the amount of damage dealt to both colliding forces, based on the size of the smaller of the two colliding objects.

Table: Collision Damage

Size of Smaller Ship or Object	Collision Damage
Colossal	12d6×10
Gargantuan	6d6×10
Huge	3d6×10
Large	1d6×10
Medium-size or smaller	—

1 Damage is applied to the ramming airship and its target.

START/COMPLETE FULL-ROUND ACTION

The "start/complete full-round action" move action lets an airship begin undertaking a full-round action (such as those listed on Table: Airship Actions) at the end of its turn, or complete a full-round action by using a move action at the beginning of its turn in the round following the round when it started the full-round action. If an airship starts a full-round action at the end of its turn, the next action it takes must be to complete the full-round action—it can't take another type of action before finishing what it started.

FULL-ROUND ACTIONS

A full-round action requires an entire round to complete. If it doesn't involve moving any distance, an airship can combine it with a 500-foot shift.

JUMP TO CRUISING SPEED

As a full-round action, an airship can leave the battlefield by jumping to cruising speed. Doing so effectively takes the ship out of the fight, although enemy ships can pursue the fleeing ship if they wish.

An airship cannot jump to cruising speed if it has 0 or fewer hit points.

Attacks of Opportunity: A airship that jumps to cruising speed provokes attacks of opportunity from threatening enemy ships armed with point-defense systems (see Airship Defense Systems).

SURGE FORWARD

An airship can use its afterburners to surge forward as a full-round action. When an airship surges forward, it can move up to four times its tactical speed in a straight line. (It does not get a 500-foot shift.) It loses its pilot's Dexterity bonus to Defense and any dodge bonuses to Defense since it can't avoid attacks.

An airship can surge forward for as many rounds as the pilot likes.

Attacks of Opportunity: A airship that surges forward provokes attacks of opportunity from threatening enemy ships armed with point-defense systems (see Airship Defense Systems).

WITHDRAW

Withdrawing from combat is a full-round action. When an airship withdraws, it can move up to twice its tactical speed. (It doesn't also get a 500-foot shift.) The square it starts from is not considered threatened for purposes of withdrawing, and therefore enemies with point-defense systems do not get attacks of opportunity against it when it moves from that square.

If, during the process of withdrawing, the airship moves through another threatened square (other than the one it started in) without stopping, enemies get attacks of opportunity as normal.

FREE ACTIONS

An airship can perform multiple free actions during its turn, subject to the GM's approval. In general, if one or more free actions take longer than 6 seconds to complete, they are not free actions. Free actions include communicating via a comm system and turning.

COMMUNICATE VIA COMM SYSTEM

Airships (and their crews) can communicate and coordinate with each other as a free action. A GM may rule that a particularly long or complex message cannot be communicated as a free action.

TURN

Airships—even immensely large ones—are highly maneuverable in space. As a free action, a ship can adjust its orientation on the battle grid by pivoting or turning. The direction an airship is facing has no bearing on combat, since its weapons can be trained to fire in any direction.

COVER AND CONCEALMENT

Airships use the same rules as characters for cover and concealment in combat.

SPECIAL INITIATIVE ACTIONS

Usually an airship acts as soon as it can in combat, but sometimes it may want to act later, at a better time, or in response to the actions of another ship. Airships can delay or ready actions in the same manner as characters.

AVOIDING HAZARDS

A hazard is any unmanned obstacle of Large size or bigger that an airship might hit, either because the airship has entered the hazard's square or because the hazard has entered the airship's fighting space. Sample hazards include thunder storms, flock or birds, etc. When an airship enters a square occupied by a hazard, or vice versa, the pilot of the airship must make a Pilot check. (Making this check does not count as an action.) The DC of the check depends on the size of the obstacle, as shown in Table: Avoid Hazard DCs. If the Pilot check succeeds, the airship avoids the hazard. If the check fails, a collision occurs (use Table: Collision Damage to determine collision damage to both the airship and the hazard). A new check must be made each round the airship and the hazard occupy the same square.

Table: Avoid Hazard DCs

Hazard Size	Pilot Check DC
Colossal	5
Gargantuan	20
Huge	15
Large	10

MOVING THROUGH OCCUPIED SQUARES

An airship can pass through a square occupied by another airship or object.

Ally or Nonopposing Airship: You can safely move through a square occupied by an ally or nonopposing starship.

Enemy Airship: Moving through a square occupied by an enemy provokes an attack of opportunity if the enemy has a point-defense system (see Airship Defense Systems). You can move safely through a square occupied by an enemy that doesn't resist—such as one that is disabled—as if the enemy was nonopposing.

Hazard: Safely moving through a square occupied by a hazard—such as a cloud of space debris or an asteroid—requires a successful Pilot check (see Avoiding Hazards).

Crossfire

If two allied starships are on opposite sides of an enemy and each within 1,000 feet (2 squares) of that opponent, they can catch the enemy ship in their crossfire. Because the enemy is forced to defend itself on two fronts, the allied starships gain a +2 bonus on attack rolls made against the ship caught in their crossfire. The enemy ship must be directly between the two allied ships, however.

ATTACKS OF OPPORTUNITY

Attacks of opportunity work differently with starships than with characters.

An airship can only make an attack of opportunity if it is equipped with a point-defense system (see Airship Defense Systems). A airship can use its point-defense system to make an attack of opportunity against an enemy ship that enters or passes through its fighting space (any square it

occupies on the battle grid) or any adjacent square.

THREATENED SQUARES

An airship equipped with a point-defense system threatens the squares it occupies (its fighting space) and all adjacent 500-foot squares. It can therefore make attacks of opportunity against enemy ships that enter or pass through its fighting space or any adjacent square.

An airship without a point-defense system does not threaten ships that enter or pass through its fighting space or adjacent squares.

PROVOKING AN ATTACK OF OPPORTUNITY

Two actions can provoke attacks of opportunity: moving out of a threatened square, and performing an action within a threatened square that distracts the pilot and forces her to do something other than evade incoming fire.

Moving Out of a Threatened Square: When an airship moves out of a threatened square, it generally provokes an attack of opportunity. There are two important exceptions, however. An airship doesn't provoke an attack of opportunity if it limits its movement to a single 500-foot shift or if it withdraws (see *Withdraw*).

Thus, if the square an airship occupies at the beginning of its turn is a threatened square, any movement it makes provokes an attack of opportunity (unless it withdraws or limits its move to a single 500-foot shift). If it doesn't start in a threatened square but moves into one, it must stop there, or else it provokes an attack of opportunity as it leaves that square.

Performing an Action that Distracts the Pilot: Some actions, when performed in a threatened square, provoke attacks of opportunity because they make the pilot divert her attention from the battle at hand. Firing an airship weapon in a threatened square does not provoke attacks of opportunity, but *Table: Airship Actions* notes actions that do.

MAKING AN ATTACK OF OPPORTUNITY

An attack of opportunity is a single attack made with a ranged airship weapon. An airship can only make one attack of opportunity per round. It doesn't have to make an attack of opportunity if it doesn't want to.

An attack of opportunity is made using the airship's normal attack bonus—even if it's already attacked in this round.

AIRSHIP TYPES

An airship can be one of the following five types: ultralight, light, mediumweight, heavy, or superheavy. An airship's type determines how much space it occupies on the battle grid, as well as its game statistics.

To build an airship hull from scratch, a character must succeed at a Craft (structural) check (DC 30) after investing the requisite amount of assembly time, based on the ship's type: ultralight 600 hours, light 1,200 hours, mediumweight 2,400 hours, heavy 4,800 hours, superheavy 9,600 hours. A character without a mechanical tool kit takes a -4 penalty on the skill check. The character must also make a Wealth check against the ship's base purchase DC.

AIRSHIP STATISTICS

This chapter includes ready-to-use statistics for various airship subtypes. These statistics represent baseline

models only. An airship's statistics and performance can be improved by upgrading its weapons, armor, shields, defensive systems, and engines.

Each airship description includes the following statistics.

Type: The airship's type (ultralight, light, mediumweight, heavy, or superheavy) determines its fighting space on the battle grid.

Subtype: The airship's subtype describes the ship's primary function (for example, fighter or strike cruiser).

Defense: An airship's Defense determines how hard the ship is to hit. An airship's flat-footed Defense does not include the pilot's Dexterity modifier. An airship's autopilot Defense is used when the ship's autopilot system is engaged.

Hardness: A ship's hardness is determined by its armor. Hardness reduces the amount of damage the ship takes from weapon attacks. Better armor can improve a ship's hardness.

Hit Dice: A ship's Hit Dice (HD) determines how many hit points it has. Hit Dice are never rolled to determine a ship's hit points; the ship always gets maximum hit points for each Hit Die.

Initiative Modifier: An airship's initiative modifier is equal to the pilot's Dexterity modifier, with a +4 bonus if the pilot has the Improved Initiative feat.

Pilot's Class Bonus: The pilot's class bonus to Defense applies to the airship's normal and flat-footed Defense.

Pilot's Dex Modifier: The pilot's Dexterity modifier applies to the airship's Defense, except when the ship is flat-footed or grappled.

Gunner's Attack Bonus: The gunner's attack bonus applies to ranged weapon attacks.

Size: The ship's size affects its Defense, weapon attack rolls, and grapple modifier.

Tactical Speed: Tactical speed represents how far the airship can move as a move action using its thrusters. Speed is listed in feet and squares. Most starships have a base tactical speed of 3,000 feet. Better engines can improve an airship's tactical speed (see *Airship Engines*), while heavier armor can reduce a ship's tactical speed (see *Airship Armor*).

Length: The ship's length in feet.

Weight: The ship's weight in pounds or tons.

Targeting System Bonus: The ship's computerized targeting system provides an equipment bonus on a gunner's attack rolls and a similar equipment bonus on attack rolls made by the ship's point-defense system (see *Attack of Opportunity*, below). This equipment bonus is already factored in to the ship's attack statistics.

Crew: The ship's standard crew complement is given here. A ship cannot operate with less than one-quarter of its standard crew complement. The crew's quality is given in parentheses, along with the crew's modifier to skill checks (including Pilot checks made to avoid hazards). The quality of the crew determines the pilot's class bonus to Defense, the pilot's Dexterity modifier, and the gunner's attack bonus (see *Table: Crew Quality* for details).

Passenger Capacity: The maximum number of passengers that can be safely lodged aboard the ship.

Cargo Capacity: The maximum tonnage of cargo that the ship can store in its holds.

Grapple Modifier: The ship's grapple check modifier is based on its size (Huge +8, Gargantuan +12, Colossal +16). Grapple checks come into play whenever grapplers and tractor beams are used (see Grappling Systems).

Base Purchase DC: The base purchase DC includes the ship's hull and a trained crew, but not its engines, armor, shields, defensive systems, sensor systems, comm systems, weapons, or grappling systems (which must be purchased separately).

Restriction: The ship's restriction rating.

Attack: This line shows the ranged weapon attacks an airship typically makes when it uses an attack action.

Attack of Opportunity: If the ship has a point-defense system installed, it threatens ships passing through its fighting space or adjacent squares. Use the line to resolve attacks of opportunity made by the ship.

Standard Design Specs: The ship's engines, armor, defensive systems, sensors, communications, weapons, and grappling systems are listed here.

IMPROVING A AIRSHIP'S STATISTICS

The airship statistics presented below use standard design specs appropriate for the lowest Progress Level at which these ships can be played (PL 6 or PL 7 for most ships). Improving an airship's statistics requires upgrades to its crew, armor, defensive systems, sensor systems, and/or weapons, as discussed throughout this chapter.

ULTRALIGHT AIRSHIP SUBTYPES

Ultralight ships cover most small spacecraft, including fighters, cutters, launches, and couriers.

An ultralight airship can be up to 250 feet long. It occupies a 250-foot-by-250-foot fighting space, and up to four ultralight starships can occupy a single 500-foot square. Due to their relatively small size, ultralight starships can form into wings (see Ultralight Airship Wings).

In addition, all ultralight starships share the following design specs.

Engines: All ultralight airships have thrusters.

Armor: An ultralight ship has one type of armor (see Airship Armor).

Defensive Systems: An ultralight airship has a maximum of one defensive system per 3 Hit Dice (see Airship Defense Systems).

Sensors: An ultralight airship has a maximum of two sensor systems (see Airship Sensors).

Communications: An ultralight airship has a maximum of two external communication systems (see Airship Comm Systems).

Weapons: An ultralight airship has one beam, projectile, or missile weapon per 3 Hit Dice (see Airship Weapons).

These weapons are often fire-linked. An ultralight ship cannot be armed with mines.

Grappling Systems: An ultralight airship may have up to two grappling systems (see Grappling Systems). Each grappling system takes away one of the ship's weapon slots (see above).

ULTRALIGHT SHIP DESCRIPTIONS

Specific subtypes of ultralight airships are given here.

ORBITAL SHUTTLE (PL 5)

An orbital shuttle can haul people and light equipment into orbit and return safely to the planet below, but it is not suitable for long-range space travel to other planets or star systems.

Type: Ultralight Size: Gargantuan (–4 size)

Subtype: Orbital shuttle Tactical Speed: 2,500 ft. (5 sq.)

Defense: 11 Length: 60 feet

Flat-footed Defense: 9 Weight: 220,000 lb.

Autopilot Defense: 8 Targeting System Bonus: —

Hardness: 20 Crew: 4 (trained +4)

Hit Dice: 6d20 (120 hp) Passenger Capacity: 12

Initiative Modifier: +2 Cargo Capacity: 22,000 lb.

Pilot's Class Bonus: +3 Grapple Modifier: +12

Pilot's Dex Modifier: +2 Base Purchase DC: 52

Gunner's Attack Bonus: — Restriction: Restricted (+2)

Attack: None

Attack of Opportunity: None

Standard PL 5 Design Specs:

Engines: Thrusters

Armor: Alloy plating

Defense Systems: Autopilot system, damage control system (1d10)

Sensors: Class I sensor array

Communications: Radio transceiver

Weapons: None

Grappling Systems: Grapplers

COURIER (PL 6)

A courier is capable of extended operation away from its base (frequently a larger ship). Many low-end star yachts fall into the courier category.

Type: Ultralight Size: Gargantuan (–4 size)

Subtype: Courier Tactical Speed: 3,000 ft. (6 sq.)

Defense: 11 Length: 45 feet

Flat-footed Defense: 9 Weight: 90,000 lb.

Autopilot Defense: 8 Targeting System Bonus: +2

Hardness: 20 Crew: 4 (trained +4)

Hit Dice: 8d20 (160 hp) Passenger Capacity: 12

Initiative Modifier: +2 Cargo Capacity: 9,000 lb.

Pilot's Class Bonus: +3 Grapple Modifier: +12

Pilot's Dex Modifier: +2 Base Purchase DC: 48

Gunner's Attack Bonus: +2 Restriction: Licensed (+1)

Attack: Laser +0 ranged (6d8)

Attack of Opportunity: None

Standard PL 6 Design Specs:

Engines: Ion engine, thrusters

Armor: Polymeric

Defense Systems: Autopilot system, damage control system (1d10)

Sensors: Class II sensor array, targeting system

Communications: Laser transceiver, radio transceiver

Weapons: 1 laser (range incr. 3,000 ft.)

Grappling Systems: Grapplers

ESCORT (PL 6)

Escorts are a long-range patrol craft employed for various duties, including the protection of merchant ships and remote bases. Gunships or missile boats could qualify as escorts.

Type: Ultralight Size: Colossal (–8 size)
Subtype: Escort Tactical Speed: 3,000 ft. (6 sq.)
Defense: 7 Length: 180 feet
Flat-footed Defense: 5 Weight: 900 tons
Autopilot Defense: 5 Targeting System Bonus: +3
Hardness: 30 Crew: 8 (trained +4)
Hit Dice: 20d20 (400 hp) Passenger Capacity: 24
Initiative Modifier: +4 Cargo Capacity: 30 tons
Pilot's Class Bonus: +3 Grapple Modifier: +16
Pilot's Dex Modifier: +2 Base Purchase DC: 52
Gunner's Attack Bonus: +2 Restriction: Restricted (+2)

Attack: 2 fire-linked heavy neutron guns –3 ranged (15d8) and 2 fire-linked rail cannons –8 ranged (9d12) and CHE missile –8 ranged (6d12/19–20)
Attack of Opportunity: Point-defense system +3 ranged (1d12×10)

Standard PL 6 Design Specs:

Engines: Ion engine, thrusters
Armor: Vanadium
Defense Systems: Damage control system (1d10), magnetic field, point-defense system, radiation shielding, sensor jammer
Sensors: Class III sensor array, targeting system
Communications: Laser transceiver, radio transceiver
Weapons: 2 fire-linked heavy neutron guns (range incr. 6,000 ft.), 2 fire-linked rail cannons (range incr. 3,000 ft.), 1 CHE missile launcher (8 missiles)
Grappling Systems: Grapplers

FAST FREIGHTER (PL 6)

Fast freighters are commercial airships generally employed in frequent runs, such as delivering supplies to small outposts and bases, or occasional runs of high-bulk cargo, such as heavy machinery or vehicles. Fast freighters often carry some minor defensive armament.

Type: Ultralight Size: Colossal (–8 size)
Subtype: Fast freighter Tactical Speed: 3,500 ft. (7 sq.)
Defense: 7 Length: 110 feet
Flat-footed Defense: 5 Weight: 450 tons
Autopilot Defense: 5 Targeting System Bonus: +3
Hardness: 20 Crew: 4 (trained +4)
Hit Dice: 16d20 (320 hp) Passenger Capacity: 4
Initiative Modifier: +2 Cargo Capacity: 300 tons
Pilot's Class Bonus: +3 Grapple Modifier: +16
Pilot's Dex Modifier: +2 Base Purchase DC: 52
Gunner's Attack Bonus: +2 Restriction: Restricted (+2)

Attack: 2 fire-linked heavy lasers –3 ranged (12d8) and 2 fire-linked rail cannons –8 ranged (9d12)

Attack of Opportunity: None

Standard PL 6 Design Specs:

Engines: Ion engine, thrusters
Armor: Polymeric
Defense Systems: Autopilot system, damage control system (1d10), magnetic field, radiation shielding, sensor jammer
Sensors: Class II sensor array, targeting system
Communications: Laser transceiver, radio transceiver
Weapons: 2 fire-linked heavy lasers (range incr. 4,000 ft.), 2 fire-linked rail cannons (range incr. 3,000 ft.)
Grappling Systems: Grapplers

FIGHTER (PL 6)

Designed for action against other small craft, fighters lack the punch to be effective against large targets unless they've been modified to carry warheads.

Type: Ultralight Size: Gargantuan (–4 size)
Subtype: Fighter Tactical Speed: 3,500 ft. (7 sq.)
Defense: 19 Length: 36 feet
Flat-footed Defense: 13 Weight: 39,000 lb.
Autopilot Defense: 6 Targeting System Bonus: +2
Hardness: 20 Crew: 1 (ace +12)
Hit Dice: 8d20 (160 hp) Passenger Capacity: 1
Initiative Modifier: +8 Cargo Capacity: 1,700 lb.
Pilot's Class Bonus: +7 Grapple Modifier: +8
Pilot's Dex Modifier: +6 Base Purchase DC: 48
Gunner's Attack Bonus: +8/+3 Restriction: Military (+3)

Attack: 2 fire-linked fusion beams +6/+1 ranged (15d8)

Attack of Opportunity: None

Standard PL 6 Design Specs:

Engines: Ion engine, thrusters
Armor: Polymeric
Defense Systems: Damage control system (1d10), sensor jammer
Sensors: Class III sensor array, targeting system
Communications: Laser transceiver, radio transceiver
Weapons: 2 fire-linked fusion beams (range incr. 3,000 ft.)
Grappling Systems: None

LAUNCH (PL 6)

A launch is a shuttle designed simply to move small amounts of people from one point to another. Launches are rarely armed or armored. Evacuation pods and lunar landers fit into this category.

Type: Ultralight Size: Huge (–2 size)
Subtype: Launch Tactical Speed: 3,500 ft. (7 sq.)
Defense: 13 Length: 24 feet
Flat-footed Defense: 11 Weight: 24,000 lb.
Autopilot Defense: 9 Targeting System Bonus: +1
Hardness: 20 Crew: 1 (trained +4)
Hit Dice: 4d20 (80 hp) Passenger Capacity: 4
Initiative Modifier: +2 Cargo Capacity: 2,400 lb.
Pilot's Class Bonus: +3 Grapple Modifier: +8
Pilot's Dex Modifier: +2 Base Purchase DC: 40

Gunner's Attack Bonus: +2 Restriction: Licensed
(+1)

Attack: Laser +1 ranged (6d8)
Attack of Opportunity: None

Standard PL 6 Design Specs:
Engines: Ion engine, thrusters
Armor: Polymeric
Defense Systems: Autopilot system
Sensors: Class II sensor array, targeting system
Communications: Laser transceiver, radio transceiver
Weapons: 1 laser
Grappling Systems: None

SCOUT (PL 6)

Scouts are designed to cross great distances and locate enemies quickly without engaging in serious combat.

Type: Ultralight Size: Colossal (–8 size)
Subtype: Scout Tactical Speed: 3,500 ft. (7 sq.)
Defense: 7 Length: 150 feet
Flat-footed Defense: 5 Weight: 600 tons
Autopilot Defense: 5 Targeting System Bonus: +3
Hardness: 30 Crew: 8 (trained +4)
Hit Dice: 15d20 (300 hp) Passenger Capacity: 8
Initiative Modifier: +2 Cargo Capacity: 30 tons
Pilot's Class Bonus: +3 Grapple Modifier: +16
Pilot's Dex Modifier: +2 Base Purchase DC: 52
Gunner's Attack Bonus: +2 Restriction: Military
(+3)

Attack: 2 fire-linked heavy neutron guns –3 ranged (15d8)
and 2 CHE missiles –8 ranged (6d12/19–20)
Attack of Opportunity: None

Standard PL 6 Design Specs:
Engines: Ion engine, thrusters
Armor: Vanadium
Defense Systems: Autopilot system, damage control system
(1d10), radiation shielding, self-destruct system, sensor
jammer
Sensors: Class II sensor array, targeting system
Communications: Laser transceiver, radio transceiver
Weapons: 2 fire-linked heavy neutron guns (range incr.
6,000 ft.), 2 CHE missile launchers (8 missiles each)
Grappling Systems: Grapplers

ASSAULT FIGHTER (PL 7)

The assault fighter is similar to the PL 6 fighter, but with superior engines, armaments, and defenses at the cost of less cargo capacity.

Type: Ultralight Size: Gargantuan (–4 size)
Subtype: Assault fighter Tactical Speed: 4,000 ft. (8 sq.)
Defense: 19 Length: 32 feet
Flat-footed Defense: 13 Weight: 36,000 lb.
Autopilot Defense: 6 Targeting System Bonus: +4
Hardness: 20 (ballistic) or
40 (other damage forms) Crew: 1 (ace +12)
Hit Dice: 9d20 (180 hp) Passenger Capacity: 1

Initiative Modifier: +8 Cargo Capacity: 1,200 lb.
Pilot's Class Bonus: +7 Grapple Modifier: +8
Pilot's Dex Modifier: +6 Base Purchase DC: 48
Gunner's Attack Bonus: +8/+3 Restriction: Military
(+3)

Attack: 2 fire-linked particle beams +8 ranged (18d8) and
plasma missile +3 ranged (18d8/19–20); or 2 fire-linked
particle beams +8/+3 ranged (18d8)
Attack of Opportunity: None

Ultralight Airship Wings

Two to four ultralight airships can unite to form a wing. All ships forming the wing must have the same subtype (fighter, for instance) and identical design specs (engines, weapons, and so on). In addition, all airships in the wing formation must be occupying the same 500-foot square to be counted as part of the wing.

In airship combat, a wing is treated as a single vessel, much like a battery of weapons is treated as a single weapon. (See Grapplers and Tractor Beams, below, for the one exception to this rule.) One of the ships forming the wing is declared the wing's commander. The wing commander decides all of the wing's actions and resolves all of the wing's attacks; the other ships forming the wing provide support and follow the commander's lead.

If the wing commander's ship is destroyed or grappled, another ship in the wing may assume the role of wing commander on the wing's next turn.

Movement: All ships in the wing move together, as one ship. The wing commander determines the wing's movement. The wing's tactical speed equals the tactical speed of the slowest ship in the wing.

Attacks: Only the wing commander makes attacks. However, every other ship in the wing can aid the wing commander's attack rolls or Pilot checks using the aid another action; this is the only type of attack action wingmen can take.

Defense: Each wingman provides a +1 cover bonus to the wing commander's Defense. The wing commander, preoccupied with moving and attacking, does not modify the Defense of any ships in the wing.

Attacks of Opportunity: A wing provokes attacks of opportunity from enemy ships as though it was a single ship. However, damage from a point-defense system is distributed among the ships in the wing as the wing commander sees fit. For example, if a point-defense system deals 180 points of damage to the wing, the wing commander could split the damage evenly among three ships in the wing (each ship would take 60 points of damage), or choose to have one ship take all the damage. A ship's armor reduces the amount of damage it takes normally; conceivably, the damage could be split into small enough fractions that the wing, as a whole, suffers very little damage.

Grapplers and Tractor Beams: Ships in a wing may be targeted separately by grapplers and tractor beams. (See Grappling Systems for more information on these grappling devices.) A grappled ship immediately drops out of formation and is no longer considered part of the wing.

LIGHT AIRSHIP SUBTYPES

Light airships include corvettes, frigates, destroyers, haulers, and industrial ships, such as garbage barges and fuel carriers. Light airships are somewhat better armed and armored than ultralight airships, but sacrifice a little in the way of speed.

A light airship measures 251–500 feet long. It has a 500-footby- 500-foot fighting space and occupies a single 500-foot square. In addition, all light airships share the following design specs.

Engines: All light airships have thrusters plus one other type of engine (see Airship Engines).

Armor: A light airship has one type of armor (see Airship Armor).

Defensive Systems: A light airship has a maximum of one defensive system per 10 Hit Dice (see Airship Defense Systems).

Sensors: A light airship has a maximum of two sensor systems (see Airship Sensors).

Communications: A light airship has up to two external communication systems (see Airship Comm Systems).

Weapons: A light airship has one beam, projectile, or missile weapon per 10 Hit Dice (see Airship Weapons). These weapons are often fire-linked. A light airship cannot be armed with mines.

Grappling Systems: A light airship may have up to two grappling systems (see Grappling Systems). Each grappling system takes away one of the ship's weapon slots (see above).

LIGHT SHIP DESCRIPTIONS

Specific subtypes of light airships are given here.

CORVETTE (PL 6)

Essentially a larger version of the escort ship, the corvette serves as both a gunship and fleet escort. Of the military vessels designed to operate independently in wartime, corvettes are the smallest.

Type: Light Size: Colossal (–8 size)
Subtype: Corvette Tactical Speed: 3,500 ft. (7 sq.)
Defense: 7 Length: 320 feet
Flat-footed Defense: 5 Weight: 3,200 tons
Autopilot Defense: 5 Targeting System Bonus: +3
Hardness: 30 Crew: 16 (trained +4)
Hit Dice: 40d20 (800 hp) Passenger Capacity: 32
Initiative Modifier: +4 Cargo Capacity: 150 tons
Pilot's Class Bonus: +3 Grapple Modifier: +16
Pilot's Dex Modifier: +2 Base Purchase DC: 56
Gunner's Attack Bonus: +2 Restriction: Military (+3)

Attack: 2 fire-linked fusion beams –3 ranged (15d8) and 2 fire-linked CHE missiles –8 ranged (9d12/19–20); or 2 fire-linked CHE missiles –3 ranged (9d12/19–20) and 2 fire-linked fusion beams –8 ranged (15d8)

Attack of Opportunity: Point-defense system +3 ranged (2d12×10)

Standard PL 6 Design Specs:
Engines: Ion engine, thrusters

Armor: Vanadium

Defense Systems: Autopilot system, improved damage control (3d10), magnetic field, point-defense system, radiation shielding

Sensors: Class III sensor array, targeting system

Communications: Laser transceiver, radio transceiver

Weapons: 2 fire-linked fusion beams (range incr. 3,000 ft.), 2 firelinked CHE missile launchers (8 missiles each)

Grappling Systems: Grapplers

DESTROYER (PL 6)

Destroyers take their name from the torpedo-boat destroyers of the late 19th century. They are integral to the defense of a task force, screening it against small craft and attack ships. Destroyers are often armed with one or two bombs or missiles useful against much larger ships. A destroyer is usually about 450 to 600 feet long and masses about 8,000 tons. It carries a crew of 150 to 200.

Type: Light Size: Colossal (–8 size)
Subtype: Destroyer Tactical Speed: 3,000 ft. (6 sq.)
Defense: 11 Length: 450 feet
Flat-footed Defense: 7 Weight: 8,000 tons
Autopilot Defense: 7 Targeting System Bonus: +3
Hardness: 30 Crew: 80 (expert +8)
Hit Dice: 80d20 (1,600 hp) Passenger Capacity: 48
Initiative Modifier: +4 Cargo Capacity: 400 tons
Pilot's Class Bonus: +5 Grapple Modifier: +16
Pilot's Dex Modifier: +4 Base Purchase DC: 60
Gunner's Attack Bonus: +4 Restriction: Military (+3)

Attack: 4 fire-linked heavy neutron guns –1 ranged (20d8) and 2 fire-linked nuclear missiles –6 melee (24d8/19–20) and needle driver –6 melee (8d12); or 4 fire-linked nuclear missiles –1 ranged (24d8/19–20) and 2 fire-linked heavy neutron guns –6 melee (20d8) and needle driver –6 melee (8d12)

Attack of Opportunity: Point-defense system +3 ranged (2d12×10)

Standard PL 6 Design Specs:

Engines: Fusion torch, thrusters

Armor: Vanadium

Defense Systems: 1 chaff launcher (16 chaff bundles), 1 decoy drone launcher (4 drones), improved autopilot system, improved damage control (3d10), magnetic field, point-defense system, radiation shielding, self-destruct system

Sensors: Class II sensor array, targeting system

Communications: Laser transceiver, radio transceiver

Weapons: 4 fire-linked heavy neutron guns (range incr. 6,000 ft.), 2 fire-linked nuclear missile launchers (8 missiles each), 1 needle driver (range incr. 4,000 ft.)

Grappling Systems: Grapplers

FRIGATE (PL 6)

A military vessel used for scouting and escort duties, the frigate is primarily intended to act as a screen for larger vessels against attacks by small craft.

Type: Light Size: Colossal (–8 size)
Subtype: Frigate Tactical Speed: 3,000 ft. (6 sq.)
Defense: 11 Length: 360 feet
Flat-footed Defense: 7 Weight: 4,800 tons
Autopilot Defense: 7 Targeting System Bonus: +3
Hardness: 30 Crew: 60 (expert +8)
Hit Dice: 60d20 (1,200 hp) Passenger Capacity: 32

Initiative Modifier: +4 Cargo Capacity: 200 tons
Pilot's Class Bonus: +5 Grapple Modifier: +16
Pilot's Dex Modifier: +4 Base Purchase DC: 60
Gunner's Attack Bonus: +4 Restriction: Military (+3)

Attack: 2 fire-linked heavy neutron guns –1 ranged (15d8) and 2 nuclear missiles –6 ranged (16d8/19–20) and needle driver –6 ranged (8d12); or 2 fire-linked nuclear missiles –1 ranged (24d8/19–20) and 2 unlinked heavy neutron guns –6 ranged (10d8) and needle driver –6 ranged (8d12)
Attack of Opportunity: Point-defense system +3 ranged (2d12×10)

Standard PL 6 Design Specs:

Engines: Fusion torch, thrusters

Armor: Vanadium

Defense Systems: Improved autopilot, improved damage control (3d10), magnetic field, point-defense system, radiation shielding, self-destruct system

Sensors: Class II sensor array, targeting system

Communications: Laser transceiver, radio transceiver

Weapons: 2 fire-linked heavy neutron guns (range incr. 6,000 ft.), 2 fire-linked nuclear missile launchers (8 missiles each), 1 needle driver (range incr. 4,000 ft.)

Grappling Systems: Grapplers

HAULER (PL 6)

The hauler is a space-going tug that drags heavy, nonpowered loads and modular cargo containers, though they have precious little cargo space of their own. Haulers are fitted with big power plants and huge engines, at the expense of crew quarters and armaments.

Type: Light Size: Colossal (–8 size)
Subtype: Hauler Tactical Speed: 2,500 ft. (5 sq.)
Defense: 7 Length: 450 feet
Flat-footed Defense: 5 Weight: 6,000 tons
Autopilot Defense: 5 Targeting System Bonus: +3
Hardness: 20 Crew: 8 (trained +4)
Hit Dice: 36d20 (720 hp) Passenger Capacity: 8
Initiative Modifier: +2 Cargo Capacity: 3,300 tons
Pilot's Class Bonus: +3 Grapple Modifier: +16
Pilot's Dex Modifier: +2 Base Purchase DC: 56
Gunner's Attack Bonus: +2 Restriction: Restricted (+2)

Attack: 2 fire-linked heavy lasers –3 ranged (12d8)
Attack of Opportunity: Point-defense system +3 ranged (2d12×10)

Standard PL 6 Design Specs:

Engines: Fusion torch, thrusters

Armor: Alloy plating

Defense Systems: Autopilot system, damage control system (2d10), point-defense system

Sensors: Class II sensor array, targeting system

Communications: Laser transceiver, radio transceiver

Weapons: 2 fire-linked heavy lasers (range incr. 4,000 ft.)

Grappling Systems: Grapplers

MEDIUMWEIGHT AIRSHIP SUBTYPES

Mediumweight airships encompass cruisers, clippers, and most transports. They balance firepower and defense with speed and maneuverability.

A mediumweight airship measures 501–1,000 feet long. It occupies a 1,000-foot-by-1,000-foot fighting space (4 500-foot

squares). In addition, all mediumweight airships share the following design specs.

Engines: All mediumweight airships have thrusters plus one other type of engine (see Airship Engines).

Armor: A mediumweight airship has one type of armor (see Airship Armor).

Defensive Systems: A mediumweight airship has a maximum of one defensive system per 25 Hit Dice (see Airship Defense Systems).

Sensors: A mediumweight airship has a maximum of three sensor systems (see Airship Sensors).

Communications: A mediumweight airship has up to two external communication systems (see Airship Comm Systems).

Weapons: A mediumweight airship has one beam, projectile, or missile weapon per 25 Hit Dice (see Airship Weapons). These weapons are often fire-linked or arrayed in batteries. A minelayer is considered a single weapon. Although it weighs no more than a few thousand pounds, each mine consumes 100 tons of a ship's cargo capacity (most of it taken up by the launch system and radiation shielding).

Grappling Systems: A mediumweight airship may have up to two grappling systems (see Grappling Systems). Each grappling system takes away one of the ship's weapon slots (see above).

MEDIUMWEIGHT SHIP DESCRIPTIONS

Specific subtypes of mediumweight airships are given here.

BULK FREIGHTER (PL 6)

Bulk freighters usually carry cargo in bulk containers, and carry out regular runs between densely populated systems.

Type: Mediumweight Size: Colossal (–8 size)
Subtype: Bulk freighter Tactical Speed: 2,500 ft. (5 sq.)
Defense: 7 Length: 800 feet
Flat-footed Defense: 5 Weight: 32,000 tons
Autopilot Defense: 7 Targeting System Bonus: +3
Hardness: 20 Crew: 8 (trained +4)
Hit Dice: 125d20 (2,500 hp) Passenger Capacity: 8
Initiative Modifier: +2 Cargo Capacity: 20,000 tons
Pilot's Class Bonus: +3 Grapple Modifier: +16
Pilot's Dex Modifier: +2 Base Purchase DC: 60
Gunner's Attack Bonus: +2 Restriction: Restricted (+2)

Attack: 4 fire-linked heavy lasers –3 ranged (16d8)
Attack of Opportunity: Point-defense system +3 ranged (3d12×10)

Standard PL 6 Design Specs:

Engines: Fusion torch, thrusters

Armor: Alloy plating

Defense Systems: Improved autopilot system, improved damage control (4d10), point-defense system, radiation shielding, sensor jammer

Sensors: Class II sensor array, targeting system

Communications: Laser transceiver, radio transceiver

Weapons: 4 fire-linked heavy lasers (range incr. 4,000 ft.)

Grappling Systems: Grapplers

CLIPPER (PL 6)

This small liner or personnel transport is intended for passenger use, as opposed to heavy cargo. Clippers are frequently fitted with top-of-the-line engines for the best possible speed.

Type: Mediumweight Size: Colossal (–8 size)

Subtype: Clipper Tactical Speed: 3,500 ft. (7 sq.)

Defense: 7 Length: 850 feet

Flat-footed Defense: 5 Weight: 27,000 tons

Autopilot Defense: 7 Targeting System Bonus: +3

Hardness: 30 Crew: 32 (trained +4)

Hit Dice: 150d20 (3,000 hp) Passenger Capacity: 80

Initiative Modifier: +2 Cargo Capacity: 10,000 tons

Pilot's Class Bonus: +3 Grapple Modifier: +16

Pilot's Dex Modifier: +2 Base Purchase DC: 60

Gunner's Attack Bonus: +2 Restriction: Restricted (+2)

Attack: Battery of 5 lasers +1 ranged (6d8/19–20)

Attack of Opportunity: Point-defense system +3 ranged (3d12×10)

Standard PL 6 Design Specs:

Engines: Ion engine, thrusters

Armor: Vanadium

Defense Systems: Damage control (3d10), 1 decoy drone launcher (2 drones), improved autopilot system, magnetic field, point-defense system, radiation shielding

Sensors: Class II sensor array, targeting system

Communications: Laser transceiver, radio transceiver

Weapons: 1 battery of 5 lasers (range incr. 3,000 ft.)

Grappling Systems: Grapplers

CRUISER (PL 6)

The cruiser is a warship that serves several roles. It may be part of a task force, escorting capital ships or laying mines. It may operate independently as a scout and raider. Conversely, it may serve in diplomatic and scientific tasks. Light cruisers frequently have outstanding endurance and can operate with little or no resupply for months on end. A cruiser hull could serve equally well as an escort carrier or assault transport.

Type: Mediumweight Size: Colossal (–8 size)

Subtype: Cruiser Tactical Speed: 3,000 ft. (6 sq.)

Defense: 7 Length: 720 feet

Flat-footed Defense: 5 Weight: 28,800 tons

Autopilot Defense: 5 Targeting System Bonus: +3

Hardness: 30 Crew: 120 (trained +4)

Hit Dice: 200d20 (4,000 hp) Passenger Capacity: 80

Initiative Modifier: +6 Cargo Capacity: 7,200 tons

Pilot's Class Bonus: +3 Grapple Modifier: +16

Pilot's Dex Modifier: +2 Base Purchase DC: 64

Gunner's Attack Bonus: +2 Restriction: Military (+3)

Attack: Battery of 3 fusion beams –1 ranged (10d8/19–20) and battery of 3 CHE missiles –6 ranged (6d12/18–20); or Battery of 3 CHE missiles –1 ranged (6d12/18–20) and battery of 4 fusion beams –6 ranged (10d8/19–20)

Attack of Opportunity: Point-defense system +3 ranged (3d12×10)

Standard PL 6 Design Specs:

Engines: Fusion torch, thrusters

Armor: Vanadium

Defense Systems: Autopilot system, 1 chaff launcher (8 chaff bundles), 1 decoy drone launcher (8 drones), improved damage control (4d10), magnetic field, point-defense system, radiation shielding, self-destruct system

Sensors: Class III sensor array, targeting system

Communications: Laser transceiver, radio transceiver

Weapons: 1 battery of 4 fusion beams (range incr. 3,000 ft.), 1 battery of 3 CHE missile launchers (24 missiles each), 1 minelayer (36 fusion mines with magnetic fields and stealth screens; 5d10×10 damage)

Grappling Systems: Grapplers

HEAVY AIRSHIP SUBTYPES

Heavy airships are the workhorses of space travel: battle cruisers, battleships, fleet carriers, tankers, liners, and heavy transports. They move relatively quickly—thanks to massive engines—but maneuver very slowly. Their real strength lies in their armor and armaments; even civilian heavy airships are built to take a pounding.

A heavy airship measures 1,001–1,500 feet long. It has a 1,500-foot-by-1,500-foot fighting space (9 500-foot squares).

In addition, all heavy airships share the following design specs.

Engines: All heavy airships have thrusters plus one other type of engine (see Airship Engines).

Armor: A heavy airship has one type of armor (see Airship Armor).

Defensive Systems: A heavy airship has a maximum of one defensive system per 50 Hit Dice (see Airship Defense Systems).

Sensors: A heavy airship has a maximum of three sensor systems (see Airship Sensors).

Communications: A heavy airship has two external communication systems (see Airship Comm Systems).

Weapons: A heavy airship has one beam, projectile, or missile weapon per 50 Hit Dice (see Airship Weapons).

These weapons are often arrayed in batteries. A minelayer is considered a single weapon. Although it weighs no more than a few thousand pounds, each mine consumes 100 tons of a ship's cargo capacity (most of it taken up by the launch system and radiation shielding).

Grappling Systems: A heavy airship may have up to two grappling systems (see Grappling Systems). Each grappling system takes away one of the ship's weapon slots (see above).

HEAVY SHIP DESCRIPTIONS

Specific subtypes of heavy airships are given here.

BATTLESHIP (PL 6)

The mainstay of many spacefaring navies, the battleship is heavily armed and armored, although not very maneuverable. Battleships serve as the backbone of any battle fleet.

Type: Heavy Size: Colossal (–8 size)
Subtype: Battleship Tactical Speed: 3,000 ft. (6 sq.)
Defense: 11 Length: 1,250 feet
Flat-footed Defense: 7 Weight: 125,000 tons
Autopilot Defense: 7 Targeting System Bonus: +3
Hardness: 30 Crew: 400 (expert +8)
Hit Dice: 400d20 (8,000 hp) Passenger Capacity: 200
Initiative Modifier: +4 Cargo Capacity: 30,000 tons
Pilot's Class Bonus: +5 Grapple Modifier: +16
Pilot's Dex Modifier: +4 Base Purchase DC: 72
Gunner's Attack Bonus: +4 Restriction: Military (+3)

Attack: Battery of 3 heavy neutron guns +1 ranged (10d8/19–20) and 2 fire-linked nuclear missiles –6 ranged (24d8/19–20) and needle driver –6 ranged (8d12); or 2 fire-linked nuclear missiles –1 ranged (24d8/19–20) and battery of 3 heavy neutron guns –4 ranged (10d8/19–20) and needle driver –6 ranged (8d12)

Attack of Opportunity: Point-defense system +3 ranged (4d12×10)

Standard PL 6 Design Specs:

Engines: Fusion torch, thrusters

Armor: Vanadium

Defense Systems: 1 chaff launcher (16 chaff bundles), 1 decoy drone launcher (4 drones), improved autopilot system, improved damage control (5d10), magnetic field, point-defense system, radiation shielding, self-destruct system

Sensors: Class II sensor array, targeting system

Communications: Laser transceiver, radio transceiver

Weapons: 1 battery of 4 heavy neutron guns (range incr. 6,000 ft.), 2 fire-linked nuclear missile launchers (16 missiles each), 1 needle driver (range incr. 4,000 ft.)

Grappling Systems: Grapplers

FLEET CARRIER (PL 6)

The fleet carrier has the ability to launch devastating attacks from millions of miles away, in the form of large numbers of fighters or assault fighters. Most fleet carriers are lightly armed, as they rely on their escorting vessels and payload of

fighters to defend them against attack.

In addition to its normal cargo capacity, a fleet carrier can hold 16 fighters or assault fighters. Its listed crew complement does not include the ace pilots who fly these fighter craft. (Pilots count against the passenger capacity.) A fleet carrier can deploy up to 4 ultralight craft as a move action.

Type: Heavy Size: Colossal (–8 size)
Subtype: Fleet carrier Tactical Speed: 3,000 ft. (6 sq.)
Defense: 11 Length: 1,400 feet
Flat-footed Defense: 7 Weight: 140,000 tons
Autopilot Defense: 7 Targeting System Bonus: +3
Hardness: 30 Crew: 320 (expert +8)
Hit Dice: 500d20 (10,000 hp) Passenger Capacity: 80
Initiative Modifier: +6 Cargo Capacity: 40,000 tons
Pilot's Class Bonus: +5 Grapple Modifier: +16
Pilot's Dex Modifier: +4 Base Purchase DC: 72
Gunner's Attack Bonus: +4 Restriction: Military (+3)

Attack: Battery of 5 neutron guns +3 ranged (6d8/19–20) and 2 batteries of 2 CHE missiles –5 ranged (6d12/18–20)

Attack of Opportunity: Point-defense system +3 ranged (4d12×10)

Standard PL 6 Design Specs:

Engines: Fusion torch, thrusters

Armor: Vanadium

Defense Systems: 2 chaff launchers (8 chaff bundles each), 2 decoy drone launchers (4 drones each), improved autopilot system, improved damage control (5d10), magnetic field, point-defense system, radiation shielding, self-destruct system

Sensors: Class III sensor array, targeting system

Communications: Laser transceiver, radio transceiver

Weapons: 1 battery of 5 neutron guns (range incr. 5,000 ft.), 2 batteries of 2 CHE missile launchers (4 launchers total, 16 missiles each)

Grappling Systems: Grapplers

HEAVY TRANSPORT (PL 6)

The heavy transport is designed to move great amounts of specialized cargo such as bulk freight, containerized freight, or roll-on/rolloff vehicle storage.

Type: Heavy Size: Colossal (–8 size)
Subtype: Heavy transport Tactical Speed: 3,000 ft. (6 sq.)
Defense: 7 Length: 1,320 feet
Flat-footed Defense: 5 Weight: 120,000 tons
Autopilot Defense: 7 Targeting System Bonus: +3
Hardness: 30 Crew: 24 (trained +4)
Hit Dice: 350d20 (7,000 hp) Passenger Capacity: 20
Initiative Modifier: +2 Cargo Capacity: 60,000 tons
Pilot's Class Bonus: +3 Grapple Modifier: +16
Pilot's Dex Modifier: +2 Base Purchase DC: 68
Gunner's Attack Bonus: +2 Restriction: Restricted (+2)

Attack: Battery of 3 heavy lasers –1 ranged (8d8/19–20)

and battery of 3 gauss guns –6 ranged (8d12/19–20); or Battery of 3 gauss guns –1 ranged (8d8/19–20) and battery of 3 heavy lasers –6 ranged (8d12/19–20)
Attack of Opportunity: Point-defense system +3 ranged (4d12×10)

Standard PL 6 Design Specs:

Engines: Fusion torch, thrusters

Armor: Vanadium

Defense Systems: Damage control system (4d10), decoy drone launcher (2 drones), improved autopilot, magnetic field, point-defense system, radiation shielding, sensor jammer

Sensors: Class II sensor array, targeting system

Communications: Laser transceiver, radio transceiver

Weapons: 1 battery of 3 heavy lasers (range incr. 4,000 ft.), 1 battery of 3 gauss guns (range incr. 4,000 ft.)

Grappling Systems: Grapplers

TANKER (PL 6)

A tanker is a large airship intended for the transport of large quantities of gases or liquids. It can be adapted for other forms of cargo storage, but most ships of this size carry water, hydrogen, petrochemicals, or oxygen.

Type: Heavy Size: Colossal (–8 size)

Subtype: Tanker Tactical Speed: 3,500 ft. (7 sq.)

Defense: 7 Length: 1,200 feet

Flat-footed Defense: 5 Weight: 120,000 tons

Autopilot Defense: 7 Targeting System Bonus: +3

Hardness: 30 Crew: 32 (trained +4)

Hit Dice: 250d20 (5,000 hp) Passenger Capacity: 8

Initiative Modifier: +2 Cargo Capacity: 52,000 tons

Pilot's Class Bonus: +3 Grapple Modifier: +16

Pilot's Dex Modifier: +2 Base Purchase DC: 64

Gunner's Attack Bonus: +2 Restriction: Restricted (+2)

Attack: 1 battery of 4 heavy lasers +0 ranged (8d8/19–20)

Attack of Opportunity: Point-defense system +3 ranged (4d12×10)

Standard PL 6 Design Specs:

Engines: Ion engine, thrusters

Armor: Vanadium

Defense Systems: Damage control system (4d10), improved autopilot, point-defense system, radiation shielding, sensor jammer

Sensors: Class II sensor array, targeting system

Communications: Laser transceiver, radio transceiver

Weapons: 1 battery of 4 heavy lasers (range incr. 4,000 ft.)

Grappling Systems: Grapplers

AIRSHIP ENGINES

An airship's engine determines how fast the ship moves. The more efficient the engine, the faster it can move the ship—and the more expensive it is. In addition, certain low-tech engines burn fuel of some sort, increasing the operational cost. In space, fuel-burning engines rely on vector jets to adjust their course, using fuel only in short, controlled burns to increase momentum.

To build an airship engine from scratch, a character must succeed at a Craft (mechanical) check (DC 30) after investing 120 hours in its assembly. A character without a mechanical tool kit takes a –4 penalty on the skill check. The character must also make a Wealth check against the engine's purchase DC.

Installing an engine requires a successful Craft (mechanical) check (DC 30) after investing 60 hours in the process. A character without a mechanical tool kit takes a –4 penalty on the skill check.

The various types of engines are listed below.

Minimum Ship Size: The minimum size the airship must be to have this type of engine.

Tactical Speed Bonus: The bonus that the engine provides to the airship's tactical speed, given in feet and squares.

Purchase DC: The engine's purchase DC.

THRUSTERS (PL 5)

Thrusters can propel a ship through a planetary atmosphere and land it safely on a planetary surface. Thrusters also serve as secondary engines when primary engines fail or shut down. Common types of thrusters include the scramjet, chemical rocket, repulsion thrust, or powered airfoil, although the exact form doesn't matter.

A ship with thrusters as its primary source of propulsion must refuel after every battle or every orbital mission. Thruster fuel has a purchase DC of 31.

Minimum Ship Size: Huge.

Tactical Speed Bonus: +0 feet.

Purchase DC: 10 + one-half the base purchase DC of the airship.

AIRSHIP ARMOR

An airship can have only one type of armor installed. To surround an airship's hull in armor or to upgrade the armor, a character must succeed at a Craft (structural) check (DC 30) after investing 600 hours in its assembly. A character without a mechanical tool kit takes a –4 penalty on the skill check. The character must also make a Wealth check against the armor's (or upgraded armor's) purchase DC.

Different types of airship armor are presented below.

Hardness: The amount of damage the armor absorbs from a weapon hit or collision.

Tactical Speed Penalty: The amount by which the armor reduces the airship's tactical speed, given in feet and squares.

Weight: The armor's weight.

Purchase DC: The armor's purchase DC.

Restriction: The restriction rating of the armor.

ALLOY PLATING (PL 5)

Alloy plating is made of advanced metal alloys engineered for high resistance to attacks at relatively low weights.

Hardness: 20.

Tactical Speed Penalty: –500 feet (–1 square).

Weight: One-eighth the weight of the airship (rounded down).

Purchase DC: 15 + one-half the base purchase DC of the airship.

Restriction: None.

POLYMERIC (PL 6)

Polymeric armor is made up of advanced polymers, such as carbon fiber and high-grade fiberglass. It is relatively cheap and light, but doesn't offer tremendous protection.

Hardness: 20.

Tactical Speed Penalty: None.

Weight: One-tenth the weight of the airship (rounded down).

Purchase DC: 10 + one-half the base purchase DC of the airship.

Restriction: Licensed (+1).

VANADIUM (PL 6)

Interlocking plates of light vanadium alloy absorb a respectable amount of damage and are easy to mold to an airship's hull.

Hardness: 30.

Tactical Speed Penalty: None.

Weight: One-eighth the weight of the airship (rounded down).

Purchase DC: 15 + one-half the base purchase DC of the airship.

Restriction: Military (+3).

AIRSHIP DEFENSE SYSTEMS

Armor does an admirable job of preventing damage to the superstructure of an airship, but it's really only the last line of defense. Since the late Industrial Age, aircraft have been outfitted with an ever-increasing number of defensive systems designed to avoid or avert damage to a craft's hull—or to repair it before catastrophe occurs.

To build a defense system from scratch, a character must succeed at a Craft (electronic) check (DC 30) and a Craft (mechanical) check after investing 60 hours in its assembly. A character without an electrical or mechanical tool kit takes a -4 penalty on the appropriate skill check. The character must also make a Wealth check against the system's purchase DC.

Installing a defensive system requires a successful Craft (mechanical) check (DC 30) after investing 30 hours. A character without a mechanical tool kit takes a -4 penalty on the skill check.

Different types of defensive systems are detailed below.

Purchase DC: The purchase DC of the system.

Restriction: The level of license required to purchase the system legally.

POINT-DEFENSE SYSTEM (PL 6)

A point-defense system serves two functions: It targets all incoming missiles, and it allows an airship to make attacks of opportunity against enemy ships passing through its threatened area. The point-defense system consists of batteries of automated weapons programmed to fire when either of these two conditions is met.

A point-defense system does not fire upon mines, cannot be controlled manually by the crew, and cannot be used to make normal attacks.

Destroy Missiles: A point-defense system has a 20% chance of destroying any incoming missile. A destroyed missile

deals no damage to the ship.

Make Attacks of Opportunity: An airship equipped with a point-defense system threatens the space it occupies as well as all adjacent 500-foot squares. When making an attack of opportunity, the point-defense system rolls 1d20 and adds the ship's targeting system bonus on the roll. If the result equals or exceeds the enemy ship's Defense, the point-defense weapons deal ballistic damage based on the ship's type, as shown in Table: Point-Defense Systems. Point-defense systems cannot score critical hits.

Purchase DC: Varies by airship type (see Table: Point-Defense Systems).

Restriction: Licensed (+1).

Table: Point-Defense Systems

Airship Type	Point-Defense Damage	Purchase DC
Ultralight	1d12×1031	
Light	2d12×1034	
Mediumweight	3d12×1036	
Heavy	4d12×1038	
Superheavy	5d12×1040	

LIGHT FORTIFICATION (PL 7)

The airship's structural integrity is reinforced so that the ship can shake off attacks that would cripple it otherwise. Light fortification converts 25% of all critical hits into regular hits.

Installing light fortification requires a Craft (structural) check instead of a Craft (mechanical) check.

Purchase DC: 10 + one-half the base purchase DC of the airship.

Restriction: Licensed (+1).

MEDIUM FORTIFICATION (PL 8)

As light fortification (see above), except that the medium fortification system converts 75% of all critical hits into regular hits.

Purchase DC: 10 + one-half the base purchase DC of the airship.

Restriction: Licensed (+1).

HEAVY FORTIFICATION (PL 9)

As light fortification (see above), except that the heavy fortification system converts all critical hits into regular hits.

Purchase DC: 10 + one-half the base purchase DC of the airship.

Restriction: Licensed (+1).

AIRSHIP SENSORS

An airship would be lost in the blackness of outer space without a sophisticated sensor array enabling it to perceive its surroundings. Sensor arrays allow an airship's crew to plot safe courses through unexplored star systems, avoid comets and electromagnetic storms, navigate asteroid belts, analyze planetary surface conditions, detect other airships nearby, and analyze damage to the ship's outer hull. Without a functional sensor array, a ship and its crew are virtually paralyzed.

This section describes several standard sensor arrays. Each

sensor array includes a list of functions; each function requires a move action and a successful Computer Use check (DC 15).

To build a sensor system from scratch, a character must succeed at a Craft (electronic) check (DC 30) after investing 60 hours in its assembly. A character without an electrical tool kit takes a -4 penalty on the skill check. The character must also make a Wealth check against the sensor system's purchase DC.

Installing a sensor system requires a successful Craft (electrical) check (DC 30) after investing 30 hours. A character without an electrical tool kit takes a -4 penalty on the skill check.

Different types of sensor systems are detailed below.

Purchase DC: The purchase DC of the system.

Restriction: The level of license required to purchase the system legally.

CLASS I SENSOR ARRAY (PL 5)

This array includes radar, hi-res video, and infrared heat sensor units. As a move action, a Class I sensor array can perform either of the following functions with a successful Computer Use check (DC 15):

- Ascertain the location and type (ultralight, light, and so on) of all visible ships on the battlefield.
- Identify and ascertain the location of all visible hazards on the battlefield (such as asteroids and mines).
- Analyze the chemical composition of a planet's atmosphere (the ship must be orbiting the planet).

Purchase DC: 21.

Restriction: None.

AIRSHIP COMM SYSTEMS

The ability to communicate with other ships and bases is vital to airships. The more advanced a ship's communications capabilities, the better informed its crew is, and the better they can coordinate with other ships in the same fleet.

To build a communication system from scratch, a character must succeed at a Craft (electrical) check (DC 30) after investing a number of hours equal to the ship's Hit Dice. A character without an electrical tool kit takes a -4 penalty on the skill check. The character must also make a Wealth check against the system's purchase DC.

Installing a comm system requires a successful Craft (mechanical) check (DC 30) and a successful Craft (electrical) check (DC 30) after investing 30 hours. A character without a mechanical or electrical tool kit takes a -4 penalty on the appropriate skill check.

The following section describes various ship-to-ship comm. systems.

Purchase DC: The cost of the comm system.

Internal Comm Systems

Internal comm systems, though as vital as ship-to-ship communications, are not covered in depth here. Obviously, the larger a ship's crew complement, the greater its need for internal communications. The crew must stay in contact to do their jobs properly. Smaller ships can often get by with headsets jacked into the ship's network, or short-range two-

way radios, or even just shouting to each other from nearby crew stations. Larger ships require a more sophisticated system.

A standard internal communication system allows two-way audio communication from any comm station to any other comm station on the same ship. An internal comm system has a purchase DC based on the ship's type: ultralight 13, light 16, mediumweight 19, heavy 22, superheavy 25. Increase the purchase DC by +2 if the comm stations include video screen displays as well.

RADIO TRANSCEIVER (PL 5)

The radio transceiver can transmit on multiple frequencies in either LOS (line of sight) or omnidirectional mode, sending messages at the speed of light. A radio transceiver can handle up to ten simultaneous two-way conversations.

Purchase DC: 21.

AIRSHIP WEAPONS

Airship weapons fall into one of four categories: beam weapons, projectile weapons, missiles, and mines. Each category of weapon is described in greater detail below.

Airship weapons require the Airship Gunnery feat to operate proficiently. Without this feat, a gunner takes a -4 penalty on attack rolls made with airship weapons. Trained, expert, and ace crew gunners are assumed to have this feat.

To build an airship weapon system from scratch, a character must succeed at a Craft (mechanical) check (DC 30) after investing 300 hours in its assembly. A character without a mechanical tool kit takes a -4 penalty on the skill check. The character must also make a Wealth check against the weapon's purchase DC.

Installing a weapon system requires a successful Craft (mechanical) check (DC 30) after investing 30 hours. A character without a mechanical tool kit takes a -4 penalty on the skill check.

Modifying Weapons: Certain beam and projectile weapons—as noted in Table: Airship Weapons—can be modified for different rates of fire. With 1 hour of work and a successful Repair check (DC 30), these weapons can be reconfigured for semiautomatic or automatic fire mode. (Resetting a weapon to its original configuration requires another check and 1 hour.) Weapons can be purchased in their modified versions, but the purchase DC of a modified weapon increases by +3.

Average Weapon Damage

Some airship weapons (particularly fire-linked weapons) deal incredible damage. To speed up play, you can decide to deal average damage with weapon attacks instead of rolling handfuls of dice and adding them up. Table: Airship Weapons lists average damage in parentheses in the Damage column.

PROJECTILE WEAPONS

Projectiles are generally solid slugs delivered to the target, where the velocity and density of the slug hopefully punch through the target's defenses. The most basic projectile weapons launch a small hunk of metal at roughly the speed of sound; the most advanced can push around mountains or

molecules at greater than the speed of light. Projectile weapons tend to be slightly more expensive than beam weapons, but the top end damage is considerably higher. Airships have sufficient storage space to contain a virtually unlimited supply of projectile weapon ammunition. Projectile Weapon Mounts: Like beam weapons, projectile weapons are mounted on turrets or in banks that, coupled with the airship's ability to adjust its orientation, allow the weapons to fire in any direction. The cost of a turret mount or bank is included in the purchase DC of the weapon.

MISSILES

A missile is an explosive warhead fixed to a guided rocket and fired from a missile launcher. The type of warhead determines both the type and amount of damage. All missiles are equipped with guidance systems that negate the penalty for range increments. Missiles are purchased in racks of eight. Missile Launchers: An airship must be equipped with missile launchers to fire missiles. Each type of missile has its own type of missile launcher; for example, a launcher designed to fire CHE missiles cannot fire KE submunition missiles. Missiles can fire in any direction. A missile launcher has a purchase DC of 20.

MINES

Mines are immobile explosives that must be deployed to be effective. Mines are equipped with sensors to scan approaching ships and detonate when hostile ships draw near. Some mines also come equipped with cloaking screens and other defensive systems to conceal their presence (see Defensive Systems). Mines are sold individually. Although a mine weighs no more than a few thousand pounds, one mine consumes 100 tons of a ship's cargo capacity (most of it taken up by the launch system and radiation shielding). Minelayers: An airship must be equipped with a minelayer (purchase DC 25) to deploy mines, and only Colossal ships can be fitted with minelayers. A minelayer consists of two or more mine rails—low-powered magnetic accelerators that can deploy one mine per round. Deploying a Mine: An airship equipped with a minelayer can, as an attack action, deploy a single mine in any 500-foot square it occupies. Only after the airship leaves the mine's detonation area does the mine activate. An airship that deploys a mine sets the conditions under which the mine detonates. Up to four mines can be deployed in the same 500-foot square and programmed to detonate simultaneously. A deployed mine is a Medium-size object with Defense 5, hardness 10, and 50 hit points. Damaging or destroying a deployed mine has a 50% chance per hit of detonating it. Detonating a Mine: When certain predetermined conditions are met (usually when an enemy ship enters the mine's detonation area), the deployed mine explodes. The mine's detonation area includes the square it occupies and all adjacent 500-foot squares (9 squares total). All ships within the mine's detonation area take damage when the mine detonates. A pilot may attempt a Pilot check (DC 25) to

reduce the damage by half; making this check does not count as an action.

WEAPON DESCRIPTIONS

Table: Airship Weapons provides the following statistics for various ranged weapons:
Damage: The damage the weapon deals.
Critical: The critical threat range of the weapon.
Damage Type: Most beam weapons deal a nonspecific type of energy damage that is not subject to energy resistance. A few weapons deal a specific kind of energy damage; for example, a laser deals fire damage. Projectile weapons deal ballistic damage.
Range Increment: A weapon's range increment is given in feet. An attack at less than this distance is not penalized for range. However, each full range increment causes a cumulative -2 penalty on the attack roll. Beam weapons dissipate and become ineffective past 10 range increments, while projectile weapons have unlimited range.
Rate of Fire: Ranged weapons have three possible rates of fire: single shot, semiautomatic, or automatic.
Single Shot: A weapon with a single shot rate of fire can fire only one shot per attack, even if the gunner has a feat or other ability that normally allows more than one shot per attack.
Semiautomatic (S): A semiautomatic ranged weapon fires one shot per attack (effectively acting as a single shot weapon). However, a gunner who gains multiple attacks per round because of his level or because of certain feats can fire a semiautomatic beam weapon multiple times in rapid succession, getting more than one shot per attack.
Automatic (A): Automatic ranged weapons fire a burst or stream of shots. Only weapons with the automatic rate of fire can be set on autofire or be used with feats that take advantage of automatic fire. See the Airship Weapons on Autofire for more rules and information.
Minimum Ship Size: The minimum size of airship capable of supporting the weapon.
Purchase DC: The purchase DC of the weapon.
Restriction: The level of license required to purchase the weapon legally.

Airship Weapons on Autofire

If an airship weapon has an automatic rate of fire, it can be set on autofire. Autofire affects an area and everything in it, not a specific target. The airship using the autofire weapon targets a 1,000-foot-by-1,000-foot area and makes an attack roll; the targeted area has an effective Defense of 10. If the attack succeeds, the pilots of all ships within the affected area must make a Pilot check (DC 15) or take the weapon's damage. Apply a penalty on the check based on the size of the pilot's ship: Huge -2, Gargantuan -4, Colossal -8. Some airship weapons—such as the needle driver—only have autofire settings and can't normally fire single shots.

Table: Airship Weapons

Weapon	Damage	Critical	Damage Type
Range Increment	Rate of Fire	Minimum Ship Size	
Purchase DC	Restriction		

Gauss gun	8d12 (52)	20	Ballistic
4,000 ft. Single1	Gargantuan	35	Res (+2)
Missile, CHE	6d12 (39)	19–20	Ballistic —
Single Gargantuan	252	Mil (+3)	
Missile, KE submunition	4d12 (26)	1 9 – 2 0	
Ballistic —	Single Gargantuan	222	Lic (+1)
Missile, nuclear	16d8 (72)	19–20	Energy —
Single Gargantuan	452	Mil (+3)	
Needle driver	8d12 (52)	20	Ballistic
4,000 ft. A	Gargantuan	36	Lic (+1)
Rail cannon	6d12 (39)	20	Ballistic
3,000 ft. Single1	Gargantuan	30	Lic (+1)

1 With a successful Repair check (DC 30) and 1 hour of work, this weapon can be modified for semiautomatic or automatic fire mode. Resetting the weapon to its original configuration requires another check and another hour of labor.

2 The purchase DC includes a basic launch system (missile rack or missile tube) and eight missiles with warheads. The purchase DC is 2 lower without the launch system.

3 In addition to taking damage, the ship is dazed for 1 round (see Airship Condition Summary).

4 This weapon's damage ignores a ship's hardness.

GAUSS GUN (PL 6)

The gauss gun is an electromagnetic accelerator that fires tiny ball bearings at an extremely high velocity.

MINE, FUSION (PL 6)

A fusion mine initiates a fusion reaction that deals damage to all airships in its square and all adjacent squares.

MISSILE, CHE (PL 6)

A CHE (conventional high-explosive) warhead can destroy a small vessel, but it's less effective against larger warships unless launched in numbers. Heavy vessels, such as battleships, can usually ignore the weapon despite its payload of hundreds of kilos of advanced chemical explosives.

MISSILE, KE SUBMUNITION (PL 6)

This warhead consists of a bundle of dozens or even hundreds of tungsten steel darts, each mounted on small rocket motors. As the weapon approaches its target, the warhead splits open, unleashing a lethal hail of high-velocity metal arrows. The impact alone can vaporize several square yards of heavy armor.

MISSILE, NUCLEAR (PL 6)

This 1-megaton warhead is essentially a fusion bomb rigged to a guided rocket.

NEEDLE DRIVER (PL 6)

The needle driver is a larger, heavier version of the rail cannon (see below), with an extremely high rate of fire. It fires small metal flechettes at the rate of thousands of rounds per minute.

NEUTRON GUN (PL 6)

This device directs an intense blast of neutron radiation at the target.

NEUTRON GUN, HEAVY (PL 6)

This weapon is simply a larger version of the neutron gun.

RAIL CANNON (PL 6)

Rail cannons use a series of electromagnets to propel projectiles down a magnetic track. The projectiles are

kinetic-energy weapons with no explosive charge, but at close ranges, they can still be quite devastating.

GRAPPLING SYSTEMS

The following devices are commonly found on airships but don't fit under the headings of armor, engines, sensors, defensive systems, or weapons.

Installing one of these systems requires a successful Craft (mechanical) check (DC 30) after investing 30 hours. A character

without a mechanical tool kit takes a –4 penalty on the skill check.

Purchase DC: The purchase DC of the system.

Restriction: The level of license required to purchase the system legally.

GRAPPLERS (PL 5)

Grapplers consist of two or more robotic arms fitted with magnetic grips or pads capable of latching onto a single target, usually another ship. Grapplers can also be used to grab Small or larger objects adrift in space.

Using grapplers against another ship or an unattended object is an attack action. Against another ship, this action provokes an attack of opportunity if the ship being grabbed has a point-defense system. To successfully grab the target, the airship must first enter the target's square; then the airship's pilot must succeed at a Pilot check. The Pilot check's DC depends on the size and Defense of the target being grabbed, as shown on Table: Grappler Pilot Check DCs below. If the check succeeds, the airship successfully latches onto the target, and the two ships continue to occupy the same space until the grapplers release their hold. The grappling ship cannot move as long as it wishes to remain latched and moves in concert with the grappled ship. Neither ship can attack the other as long as the grapplers maintain their hold.

As an attack action, a grabbed airship can free itself from a grabbing ship by succeeding at an opposed Pilot check. Each ship adds a special grapple bonus on its check based on its size: Huge +8, Gargantuan +12, Colossal +16. A ship may only attempt to free itself once per round.

An airship using grapplers to latch onto another ship can release the hold and retract the grapplers as a free action.

Purchase DC: 10 + one-half the base purchase DC of the airship.

Restriction: None.

Table: Grappler Pilot Check DCs

Size of Target	Pilot Check DC
Colossal	5 + target's Defense
Gargantuan	10 + target's Defense
Huge	15 + target's Defense
Large	20 + target's Defense
Medium-size	25 + target's Defense
Small	30 + target's Defense

HEROES IN AIRSHIPS

A hero in an airship fills one of several possible roles, which determines what the character can do.

Commander: A ship's commander makes decisions about

tactics and issues orders to the crew. The commander can help another crewmember by taking an aid another action. The commander must be located on the airship's command deck to do so.

Aiding another crewmember is a move action. An airship can only have one commander, and ships under Colossal size tend not to have a commander at all.

Pilot: The pilot of an airship controls its movement. Most airships have only one position from which the airship can be piloted. Piloting an airship is always at least a move action, which means that the pilot may be able to do something else with her attack action each round. On smaller ships such as fighters, the pilot also serves as the gunner. An airship can have only one pilot at a time.

Copilot: The copilot can help the pilot on Pilot checks by taking an aid another action. The copilot must be located somewhere on the ship from where he can see the airship's surroundings and advise the pilot (usually the command deck or cockpit). Aiding the pilot is a move action, leaving the copilot with an attack action each round to do something else. A copilot may also serve as a gunner or sensor operator if he can access one of the airship's weapon systems or the ship's sensors from his station. An airship can have only one copilot at a time.

Gunner: A gunner controls one of the ship's weapon systems, applying her ranged attack bonus and Dexterity modifier to the attack rolls. A ship with multiple weapon systems can have multiple gunners.

Sensor Operator: Although the copilot usually operates the sensors, some ships (particularly heavy and superheavy ships) have a dedicated crew position for a sensor operator. A sensor operator can take an aid another action either to help the pilot with Pilot checks, or to help a gunner with attack rolls. Either is a move action, leaving the sensor operator with an attack action each round to do something else. An airship can have as many sensor operators as it has different sensor systems (see Airship Sensors).

Engineer: An airship's engineer keeps the ship in working order. If a system has failed for any reason, it is usually up to the engineer to get that system working again. An engineer can attempt a Repair check to fix minor problems as a full round action. An airship can have one engineer, plus one additional engineer each for the ship's life support, sensors (and communications), and defensive systems.

Passenger: All other personnel aboard the airship are considered passengers for purposes of airship combat. Passengers have no specific role in the airship's operation, but they help repel boarders or take other actions.

BY HOOK OR BY CROOK

Heroes who cannot afford to buy their own airship can always borrow, requisition, rent, or steal one as the need arises.

Borrowing an Airship: A character with the favor talent can attempt a favor check (DC 30) to borrow an airship from a friendly contact, assuming that the contact has a ship available. The contact must have an attitude of helpful, and improving a contact's attitude requires a Diplomacy check. The GM sets the terms of the favor.

Requisitioning a Airship: A character working for an agency

can requisition an airship as "equipment," using the rules for requisitioning equipment.

Renting an Airship: The issue of airship rental won't come up in campaigns where space traffic is limited to military vessels. However, in campaigns featuring commercial and privately owned airships, heroes can rent an airship for much less than it costs to buy one. Only ultralight or light airships with a restriction rating of licensed (+1) or restricted (+2) can be rented, and the heroes must have the appropriate license to operate the vessel. Renting an airship for a day requires a successful Wealth check against one-quarter of the airship's purchase DC. Increase the purchase DC by 2 if the ship is equipped for interstellar travel or if a trained crew is provided as part of the rental agreement. Renters must cover any damages sustained by the ship during the rental period.

Stealing an Airship: Characters can steal an airship only after disabling its security locks (Disable Device DC 40, one check per lock), overcoming any hostile crewmembers aboard, and defeating the ship's onboard computer security system (Computer Use DC 40). A ship's computer security system can be accessed from any onboard computer terminal, although using a bridge terminal reduces the DC by 5. For more information on defeating computer security, see the Computer Use skill description.



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