

13 MORE STARSHIP DEVICES



BY PHILIP REED

That certainly didn't take long. I appreciate the e-mails from those of you that wrote in to say how much you enjoyed *Future: 13 Starship Devices* and requested that I send out more starship equipment as quickly as possible. A total of 16 items have been included in these pages (though some of these are taken from some earlier PDFs that I wrote – they're included here for your convenience).

There's really not a lot to say here. I'm sure that all of you know exactly how this material will best fit into your current – or planned! – campaign.

WHAT'S REQUIRED TO USE THIS PDF?

In order to use *Future: 13 More Starship Devices* you will need the modern and future SRDs, available free online. This PDF assumes that you already own *Future: 13 Starship Devices*, though it is not exactly needed to use the items contained herein. No other Ronin Arts products are required to use this PDF.

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ABOUT THE AUTHOR

Philip Reed has been working professionally in the roleplaying game industry since 1995. In that time he has worked for such companies as West End Games, Privateer Press, and Steve Jackson Games. Today Philip spends his days at home running Ronin Arts, writing and designing new games, and reading whatever books interest him at the time. To learn more about Philip Reed – and Ronin Arts – please visit www.philipjreed.com/php and www.roninarts.com. The approved Ronin Arts fan forum can be found at www.raforums.com.

ENGINES

SECONDARY FUEL TANK (PL 5)

This system expands the capabilities of starship engines that require refueling – such as thrusters, the fusion torch, and ion engines – doubling the amount of time the starship can be used before requiring refueling. The purchase DC when refueling a starship with a secondary fuel tank is increased by 1.

Example: A starship equipped with an ion engine and secondary fuel tank must refuel after every 10 battles or interplanetary trips. This has a purchase DC of 30.

A secondary fuel tank reduces the starship's cargo capacity by 25%.

Minimum Ship Size: Gargantuan.

Tactical Speed Bonus: None.

Purchase DC: 10 + one-quarter the base purchase DC of the starship.

TWIN ENGINE SYSTEM (PL 6)

During the Fusion Age starship engineers expand upon experimental starcraft and prototype twin engine technology, designing a command and control system capable of taking two identical engine types and slaving them together, boosting the overall tactical speed of a starship.

A starship equipped with a twin-engine system must mount two identical starship engines – at the loss of 25% of the ship's cargo capacity and one weapon slot – in order for the system to operate. This device increases the tactical speed bonus of

one of the engines by 50% (round down up the nearest 500 ft.) – the pair provides a tactical speed bonus of 150% of a single engine design. If the system or one of the engines is damaged in combat (most likely due to a critical hit), the remaining engine provides a tactical speed bonus equal to one-half (round up) the bonus a single engine design would normally provide.

Example: A starship equipped with this device and two induction engines would have a total tactical speed bonus of +1,500 ft. If one of the engines is damaged or destroyed the bonus drops to +500 ft.

A starship equipped with this device and two gravitic redirectors would have a total tactical speed bonus of +2,500 ft. If one of the engines is damaged or destroyed the bonus drops to +1,000 ft.

Minimum Ship Size: Gargantuan.

Tactical Speed Bonus: See text.

Purchase DC: 15.

QUICKJUMP MODULE (PL 8)

This starship engine modification may only be installed on a starship that includes an FTL or jump-capable engine system (see the future SRD). With this device the starship may make a jump to jump to cruising speed maneuver without provoking an attack of opportunity.

Minimum Ship Size: Colossal.

Tactical Speed Bonus: None.

Purchase DC: 20 + one-half the base purchase DC of the starship.

DEFENSE SYSTEMS

DAMAGE STABILIZATION SYSTEM (PL 7)

A starship equipped with a damage stabilization system takes longer to break apart, the ship working against the clock to delay the inevitable. The damage stabilization system cannot repair a ship that is breaking apart but it does extend the time the ship requires to completely break apart (see the future SRD) by 50%.

Example: An ultralight starship equipped with a damage stabilization system's destruction threshold is increased from -20 hit points to -30 hit points.

A damage stabilization system can only be installed on a starship that is equipped with a damage control system.

Purchase DC: 20 (Ultralight), 24 (Light), 29 (Mediumweight), 35 (Heavy), Superheavy (42).

Restriction: Licensed (+1).

RADIATION SHIELDING, IMPROVED (PL 7)

During the Gravity Age, radiation-shielding systems are reinforced by a gravitic field that further protects a ship's crew and passengers against the harmful radiation of neutron stars, solar flares, and other hazards. All personnel aboard the ship gain a +8 circumstance bonus on saves to resist the effects of radiation poisoning. This system replaces the PL 6 radiation shielding device.

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

Restriction: Restricted (+2).

Mk. I EVASIVE ACTION SYSTEM (PL 7)

This improved operating system ties directly into the starship's command systems, stealing maneuvering control from the pilot at random intervals while it is activated. The random, erratic maneuvers performed by this system are quick and jerky, designed to throw off the aim of enemy pilots. When the system is engaged (activating and deactivating the system requires an attack action) the starship may execute a total defense action (see *Attack Actions* under starships in the future SRD) as a move action. The system cannot be used to fight defensively (see *Attack Actions* under starships in the future SRD).

Unfortunately, while the system is active any Pilot skill checks performed suffer a -2 penalty.

Purchase DC: 20 + one-half the base purchase DC of the starship.

Restriction: Military (+3).

SHOCK STABILIZERS (PL 7)

This defensive system consists of hundreds of anti-grav generators, stationed throughout the cockpit and each crew compartment, that engage and disengage automatically when the starship suffers any sort of collision or attack, stabilizing the gravitic conditions onboard the ship.

The system grants all crew onboard the ship a Reflex save (DC 20) to avoid being dazed, shaken, or stunned due to collisions or attacks. The starship is otherwise affected normally.

Once a starship is helpless this shock stabilizers no longer function.

Purchase DC: 15 + one-quarter the base purchase DC of the starship.

Restriction: Restricted (+2).

SENSORS

NANITE SHIELDING (PL 8)

As nanocolonies and nanoviruses become more common, starship designers strive to protect their creations from nanite attacks. Nanite shielding is a special system of nanocolonies that operate together to protect their host starship from nanovirus attack and infection. A starship outfitted with a nanite shield resists all nanite attacks 50%

of the time. This is a highly experimental system limited to military use. Few starships have been outfitted with nanite shielding and most citizens of the galaxy don't even know that the equipment exists.

Maximum Ship Size: No maximum.

Purchase DC: 25 + one-half the base purchase DC of the starship.

Restriction: Military (+3).

SENSORS

AUTOSENSOR SWEEP SYSTEM (PL 7)

This automated device is installed along with one standard sensor device (any Class I through Class IX system, within PL restrictions), fully automating the system. A sensor system equipped with this device may make Operate Sensors (see *Move Actions* under the starship section of the future SRD) as a free action, once each round. The system has the Computer Use skill at 8 ranks.

If the pilot wishes the sensors to target – and scan – a specific ship on the battlefield, then the pilot must provide the system with instructions. Designating a particular ship for the sensor system counts as a move action.

Purchase DC: 36.

Restriction: Restricted (+2).

TARGETING SYSTEM, ADVANCED (PL 8)

A starship equipped with an advanced targeting system gains an equipment bonus on attack rolls depending on the ship's size: Huge +5, Gargantuan +6, Colossal +7. This system replaces the PL 7 improved targeting system.

The purchase DC of the advanced targeting system depends on the size of the ship.

Purchase DC: 26 (Huge), 31 (Gargantuan), or 36 (Colossal).

Restriction: Military (+3).

SPECIAL SYSTEMS

CARGO CRANE (PL 5)

This simple device consists of a robotic arm, with multiple attachments, that is used to lift

items into a starship's cargo bay and to move them around within the cargo bay. Cargo cranes are standard equipment on any dedicated cargo ship, such as the hauler and star freighter. A con-

cealed, retractable version is available in the Fusion Age; revealing or retracting this advanced cargo crane requires one full minute.

Minimum Ship Size: Gargantuan.

Purchase DC: 15 (PL 5), 16 (PL 6).

Restriction: None.

ATMOSPHERIC STREAMLINING (PL 6)

Smaller starships can be constructed to operate efficiently in a planetary atmosphere. Such ships feature wings and maneuvering foils and are designed more like an aircraft than a starship. When flying a starship outfitted with atmospheric streamlining in a planetary atmosphere, the pilot of the starship gains a +2 equipment bonus to Pilot checks.

Maximum Ship Size: Only light and ultra-light ships may use atmospheric streamlining.

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

Restriction: None.

COMBAT WINGS (PL 6)

These advanced wings are structurally reinforced, enabling each wing to carry one additional beam, projectile, or missile weapon over the starship's standard limit (see the future SRD). The standard design for a starship includes only two wings, though some unusual configurations sport four wings. The exact cost – and number of extra weapons the ship can carry – of this special system depends entirely on the ship's design.

Maximum Ship Size: Gargantuan.

Purchase DC: 10 + one-quarter the base purchase DC of the starship (two wing designs); 18 + one-quarter the base purchase DC of the starship (four wing designs).

Restriction: Military (+3).

CONCEALED CARGO HOLD (PL 7)

Smugglers, scoundrels, and criminals are frequently hired to transport illegal items, often times expected to carry their cargo through military and customs patrols and – no matter what – deliver their cargo. The experienced smuggler

sinks time and money into retrofitting his starship, equipping it with hidden compartments where illegal items can be safely stored.

Discovering a concealed cargo hold through typical means – actually searching the starship – requires a successful Search check (DC 25). If scanning systems, such as starship sensors, are used, a successful Computer Use check (DC 25) is required; the hold is equipped with a variety of electronic devices that can befuddle most scanning devices (it takes a skilled, experienced operator to detect the sensor anomalies that point to a concealed cargo hold).

A concealed cargo hold has a capacity equal to 25% of the modified starship's regular cargo capacity – though the base cargo capacity is reduced by 25%. A starship may take this modification no more than twice.

Example: A PL 6 Hauler with a base cargo capacity of 3,300 tons that took this special system would have two cargo holds; the common hold would have a capacity of 2,475 tons while the concealed hold would have a capacity of 825 tons.

Minimum Ship Size: None.

Purchase DC: 10 + one-quarter the base purchase DC of the starship.

Restriction: Illegal (+4).

HOLO SUITE (PL 7)

One of the greatest advancements in the Gravity Age is the development of life-like holograms. A holo suite is a dedicated chamber aboard a starship within which hundreds of holo-projectors work together to create an artificial, insubstantial environment for entertainment purposes. A holo suite has no real mechanical impact on a campaign but the roleplaying possibilities are limited only by the imagination of the players and the GM.

In the Energy Age the holo suite technology incorporates small matter replicators, giving physical form to some small props and items. Materials created by this advanced holo suite are temporary in nature, lasting only 2d8+4 minutes before they break down and turn to a gray, thick sludge.

SPECIAL SYSTEMS

Minimum Ship Size: None.

Purchase DC: 30.

Restriction: None.

PRE-FABRICATED MONITORING STATION (PL 7)

This device is not a piece of starship equipment but, rather, a small one-man building equipped with sensor arrays, scanners, a life support system, and enough food and materials for one person to survive for one month without contact with the outside world. A pre-fabricated monitoring station requires 1,000 tons of cargo space in a starship, which includes both the building itself and a protective heat shield and rudimentary launch system.

When a temporary listening post is desired, on an asteroid or planet, a pre-fabricated monitoring

station (and a specialized crew man) is jettisoned, small maneuvering thrusters guiding the building to the surface at which point the heat shield drops away and the building instantly shoots stability spikes into the surface, securing the building in place.

The temporary shelters are quite expensive, costing almost as much as some small starships, and they are not deployed lightly.

The building is made of neutronite and has a Hardness of 25 and 150 hit points. The only entrance into the station is electronically locked (DC 40), and the entire station is shielded against electromagnetic and radioactive attacks and natural phenomena.

Minimum Ship Size: Colossal.

Purchase DC: 40.

Restriction: None.

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