

# ANOTHER 13 STARSHIP DEVICES

BY PHILIP REED

In answer to numerous requests for more starship devices I have assembled this latest release in Ronin Arts' *Future* series. From the auto-defense drone – which acts as an intelligent upgrade to the basic point-defense system – to the biomechanical subsystems – a way for you to turn your starship into a living organism – *Future: Another 13 Starship Devices* should assist you in the creation of new, powerful starship designs.

As always, feel free to contact me if you have any questions about the material in this PDF (or if you just want to request a particular type of device). I can be found fairly easily – see the “About the Author” section, below.

## WHAT'S REQUIRED TO USE THIS PDF?

In order to use *Future: Another 13 Starship Devices* you will need the modern and future SRDs, available free online. No other Ronin Arts products are required to use this PDF.

## OPEN GAME CONTENT

All of the material in this PDF is presented as open game content. All logos, product names, and Ronin Arts are designated as product identity and are closed content.

## ABOUT THE AUTHOR

Philip Reed has been working professionally in the roleplaying game industry for over a decade. 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](http://www.philipjreed.com) and [www.roninarts.com](http://www.roninarts.com). The approved Ronin Arts fan forum can be found at [www.raforums.com](http://www.raforums.com).

# DEFENSE SYSTEMS

## AUTO-DEFENSE DRONES (PL 7)

Similar in physical appearance to repair drones (see the future SRD), auto-defense drones are spider-like robots that are continually attached to the starship's hull. Auto-defense drones are connected to the starship's sensor systems and constantly monitor nearby space, keeping an alert watch for any incoming attacks. Each auto-defense drone, equipped with a small battery of automated weapons, acts as a mobile, more agile point-defense system (see the future SRD).

A starship equipped with auto-defense drones may target all incoming missiles and make attacks of opportunity – three each round – against enemy ships passing through its threatened area.

Auto-defense drones do not fire upon mines, cannot be controlled manually by the crew, and cannot be used to make normal attacks.

**Destroy Missiles:** An auto-defense drone has a 25% chance of destroying any incoming missile. A destroyed missile deals no damage to the ship.

**Make Attacks of Opportunity:** A starship equipped with auto-defense drones threatens the space it occupies as well as all adjacent 500-foot squares. When making an attack of opportunity, the auto-defense drones roll 1d20 and add the ship's targeting system bonus on the roll. If the result equals or exceeds the enemy ship's Defense, the auto-defense drones' weapons deal ballistic damage based on the ship's type, as shown in Table: Auto-Defense Drones. Unlike point-defense systems, auto-defense drones can score critical hits.

**Note:** A starship equipped with auto-defense drones cannot employ a point-defense system.

**Purchase DC:** Varies by starship type (see Table: Auto-Defense Drones).

**Restriction:** Military (+3).

TABLE: AUTO-DEFENSE DRONES

Starship Type	Damage	Purchase DC
Ultralight	1d12x10	36
Light	2d12x10	38
Mediumweight	3d12x10	40
Heavy	4d12x10	42
Superheavy	5d1x10	44

## PHASED ENERGY SHIELDS (PL 7)

During the last few decades of the Gravity Age, as travel amongst the stars went from dangerous to commonplace, advances in defensive energy shields led to the development of a phased shield system capable of adapting to the frequency of incoming energy attacks. Phased energy shields drain a significant amount of power from the ship and, for that reason, only function for a limited time – activating or deactivating the system is a move action and once activated, phased energy shields function for 10 rounds before automatically deactivating on their own. A successful Computer Use check (DC 20, made when the shields are first activated) can extend the system's operational life by 5 rounds but doing so decreases the ship's tactical speed by 1 square for the entire time the shields are active. After they are deactivated, no matter how long they were engaged, phased energy shields require 20 rounds to recharge.

When active, phased energy shields provide a starship with limited protection against energy attacks – once each round that a starship equipped with this system is struck by an energy weapon the damage is reduced by 75% (round down). The shields require a few seconds to recalibrate after they're hit so any successive energy attacks in a round are unaffected by this system. An advanced version, available at PL 8, functions in the exact same manner as this particular device except that it protects against the first three energy attacks in a round.

**TABLE: STARSHIP STRUCTURAL LIMITATIONS**

Starship Size	Maximum Number of Times Enhancement is Allowed
Ultralight	2
Light	4
Mediumweight	8
Heavy	16
Superheavy	32

**Purchase DC:** 25 + one-half the base purchase DC of the starship. (The advanced version's purchase DC is 30 + one-half the base purchase DC of the starship.)

**Restriction:** Military (+3). (The advanced version is Restricted (+2)).

## STRUCTURAL ENHANCEMENT (PL 7)

Significant advances in engineering inspire a series of modifications to the starship's hull, granting it an additional 2d20 hit dice. A starship can undergo structural enhancement multiple times, gaining 2d20 additional hit dice each time, but it can never be enhanced beyond structural limitations (see **Table: Starship Structural Limitations**).

A character (with a number of assistants equal to 20% of the number of hours required) may structurally enhance a starship with a successful Craft (structural) check (DC 30) after devoting an amount of time that varies depending on the starship's size: Ultralight 40 hours, Light 80 hours, Mediumweight 160 hours, Heavy 320 hours, Superheavy 740 hours. A character attempting the procedure without a mechanical tool kit takes a -4 penalty on the skill check. For every assistant below the required number the character takes a -1 penalty on the skill check.

Each time a starship is structurally enhanced, it loses one system slot of the designer's choice or 10 tons of cargo capacity (designer's choice).

*Example: A star freighter could be enhanced up to 32 times, gaining 64 hit dice, but at the loss of all of its 320 tons of cargo capacity. The starship would now have a total of 864 hit dice (17,280 hp).*

This modification is most effective on smaller starships that include systems enabling them to carry more than the standard number of systems (such as combat wings from **Future: 13 More Starship Devices**).

**Purchase DC:** 30 + one-half the base purchase DC of the starship.

**Restriction:** Licensed (+1).

## SUB - SURFACE ARMORED PLATING (PL 7)

As weapons designers developed weapons capable of penetrating standard armor types, during the Gravity Age, defensive specialists created advanced armor systems to counter these new weapons. A starship equipped with sub-surface armored plating suffers only half damage (round down) from weapons that ignore the ship's hardness/armor.

This system does not replace the starship's need for a standard armor type – this system augments the ship's defensive capabilities.

**Purchase DC:** 19 + one-half the base purchase DC of the starship.

**Restriction:** Licensed (+1).

# SENSOR SYSTEMS

## RANGE EXTENSION SOFTWARE (PL 6)

This "system" is, in fact, a software upgrade that must be installed in conjunction with a standard targeting system (see the future SRD). A starship equipped with the two systems gains a +1,000 ft.

bonus to each of its weapons' range increments.

An advanced version, available during the Gravity Age, extends the range increment an additional 1,000 ft.

**Purchase DC:** 20.

**Restriction:** Military (+3).

# WEAPONS

## MISSILE, BURST-BLINDER (PL7)

This Gravity Age non-lethal weapon's sole purpose is to blind all visual sensors within visual range of the missile's detonation. On the round following the missile's launch, all starships on the tactical map must make a successful Fortitude save (DC 20) or become blinded for 1d6 rounds.

**Damage:** Special, see text.

**Critical:** —.

**Damage Type:** Special, see text.

**Range Increment:** -.

**Rate of Fire:** See text

**Minimum Ship Size:** Gargantuan.

**Purchase DC:** 36. (The purchase DC includes a basic launch system (missile rack or missile tube) and 4 missiles. The purchase DC is 2 lower without the launch system.)

**Restriction:** Military (+3).

## TEMPORAL DISPLACER (PL 8)

When fired, a temporal displacer fires a beam of temporal energy that can temporarily strand a tar-

get in temporal space. Due to the instability and power demands of the weapon, the temporal beam is capable of affecting a targets temporal position by only a matter of seconds — when a target is hit by a temporal displacer the affected starship is moved through time (forward or back, as pre-determined by the weapon's gunner) 1d4+1 rounds. The weapon is highly experimental and less than a dozen are known to exist throughout the galaxy — the potential for temporal paradox is so great that no government it prepared to expand the weapon beyond the experimental stage.

A temporal displacer can be fired only once before the weapon must recharge (which requires 10 minutes). Weapons engineers are currently at work attempting to decrease the weapon's power requirements while extending its actual, projected power (a temporal displacer with the ability to transport a target hours into the future will grant a starship enough time to call in reinforcements to help deal with the affected target).

**Damage:** Special, see text.

**Critical:** —.

**Damage Type:** Special, see text.

**Range Increment:** 5,000 ft.

**Rate of Fire:** See text

**Minimum Ship Size:** Gargantuan.

**Purchase DC:** 60.

**Restriction:** Illegal (+4).

## VARIABLE FREQUENCY PARTICLE BEAM (PL 8)

Designed to counter phased energy shields, this upgraded version of the Gravity Age particle beam

(see the future SRD) fires a stream of charged protons, neutrons, or alpha particles at the target, the charge frequency different with each shot. A variable frequency particle beam is unaffected by phased energy shields but otherwise the weapon is identical to its Gravity Age ancestor.

**Purchase DC:** 40.

**Restriction:** Military (+3).

# SPECIAL SYSTEMS

## DOCKING MODULE (PL 6)

This ring-shaped tube, constructed of lightweight, collapsible vanadium, is securely mounted to the starship's hull adjacent to an exterior airlock. As a full-round action, a starship may deploy this tube in order to dock with a nearby starship or space station (ultra-light ships may only dock with ships in the same square while all other ships may only dock with ships and stations in an adjacent square). After docking the system requires 1d6+1 rounds to equalize pressure between the two ships – after that time the hatches may be opened and crew and cargo may move between the two ships.

If the ships are in flight while docked each pilot must make a successful Pilot check (DC 15) once each minute – if the check fails then the ships have drifted too far apart and the tube snaps and both ships are exposed to the cold, cruel vacuum of space (see the future SRD).

**Purchase DC:** 25.

**Restriction:** None (+0).

## HEAVY-LOAD BODY (PL 6)

Not so much a “system” as a basic body configuration option, the heavy-load body must be selected when a starship is first created. The heavy-load body

actually comes in two versions, a cargo option or a combat option, that must be selected during starship creation. A starship may not use this “device” twice.

**Cargo Option:** Increase the starship's cargo load by 50%. The starship is otherwise unaffected.

**Combat Option:** Increase the total number of allowed defense systems by one and the total number of allowed weapons by two. The starship is otherwise unaffected.

**Purchase DC:** Increase the starship's base purchase DC by 10 (this is done before any other systems are installed; this change affects the cost of any other systems that are based on the ship's base purchase DC).

**Restriction:** Cargo – Licensed (+1), Combat – Military (+3).

## ADVANCED BOMB BAY (PL 7)

This specially-designed weapons storage rack allows a starship to transform cargo space into a custom bomb bay capable of carrying (and firing) missiles and mines. When installed, the starship's designer specifies how much of the ship's cargo capacity is devoted to the bomb bay – for every 20 tons devoted to the bay the ship may carry one more missile or mine system.

In addition to providing the ship with an expand-

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ed weapons selection, the advanced bomb bay includes a computer targeting system that grants the starship a +2 equipment bonus to all attacks fired from the advanced bomb bay.

**Purchase DC:** 14+one-quarter the starship's base purchase DC.

**Restriction:** Military (+3).

## CARGO MANIPULATORS (PL 7)

This advanced version of the cargo crane (see *Future: 13 More Starship Devices*) is a pair of specialized gripper arms, each one ending in a human-like, robotic hand. Skilled cargo handlers can use these manipulators to move cargo more quickly (in half the time) than they can when using a cargo crane. In an emergency, the cargo manipulators may be used in battle – the operator suffers a –4 penalty on grapple checks and the manipulators have an equivalent Strength of 30 (Dexterity, if required, is equal to the operator's Dexterity score).

**Minimum Ship Size:** Gargantuan.

**Purchase DC:** 18.

**Restriction:** None.

## BIOMECHANICAL SUBSYSTEMS (PL 8)

This special system replaces the starship's basic electrical and computer systems with an organic device that mimics the nervous system of a living organism. This grants the starship with an innate, natural +2 bonus to all attack rolls and saves. Additionally, the starship automatically heals 1d4 points of damage at the beginning of each round, without need of operator interference.

**Purchase DC:** Increase the starship's base purchase DC by 10 (this is done before any other systems are installed; this change affects the cost of any other systems that are based on the ship's base purchase DC).

**Restriction:** Restricted (+2).

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