THE SCIENCE FICTION COMPANION UPDATE

Greetings, explorers! After extensive testing and use across the cosmos, we've made the following changes to the *Savage Worlds Science Fiction Companion.*

- **Funds:** Starting money or gear depends on the campaign, but we recommend characters in most science fiction campaigns start with $1,000 instead of the usual $500.

- **Page 22:** Stun Gun Notes. Ignore "An unpowered stun weapon does normal damage."

- **Page 33:** Change Power Armor's Flight mod to:

Flight (U): The suit has expandable wings and thrusters for VTOL flight at the armor's starting Pace and a Climb of 0. Each additional time it's taken doubles previous Pace or increases Climb by 1.	Size	$5K × Size

- **Page 39:** Warbot. Last entry Weapon Mount (grenade launcher). Damage should be 3d6, not 4d6. Add HW.

- **Page 45:** Add Crew Reduction and change Crew Space Mods to:

Crew Reduction (5): Reduces living space, quarters, and facilities for personnel equal to 20% of the listed Crew for the vessel's Size, granting Size/4 Mods. If this reduces the Crew to 0, the ship is a fully automated drone	—	$10K × Size
Crew Space (U): Enough space and facilities for more personnel equal to 20% of the listed Crew for the vessel's Size. To accommodate even more passengers, use Superstructures instead.	1/4 Size	$10K × Size

- **Page 49:** The system freighter isn't wrong, but many wanted a version that better fit the map and was for a small "Alien" type crew. So we've revised it to the version below. Look for other versions in *The Last Parsec* books.

Freighter, System

These vessels are designed to haul freight from one planet to another in-system with minimal crew. Some versions have their own hangars with ship-to-surface cargo loaders. For those, add a Superstructure (Hangar) with 50 additional crew, three cargo shuttles, and one passenger shuttle.

Large Starship: Size 12, Acc/TS 30/400, Climb 1, Toughness 31 (8), Crew 10, Cost $32M, Remaining Mods 4

Notes: AI, AMCM, 4×Crew Reduction, Deflector Screens, Planetary Sensor Suite, 2×Speed Reduction, 4×Superstructures (Bulk Cargo, vacuum).

Weapons:

- 2× Dual Linked Heavy Auto-Cannons

- Page 53: Change Vehicular Armor Mod to:

Armor (Size): Increases a vehicle's Armor value by +2. Armor +4 and higher is considered Heavy Armor. Vehicular Armor can also be front-loaded if desired. If so, Armor's maximum becomes 2x Size and each level increases the front armor by +3, side and top armor by +2, and rear and bottom Armor by +1. In the Chase rules, an attacker with Advantage and a Jack or higher can target the side armor, and one with a King or higher can target the rear.	1	$1K × Size

- **Page 66:** Assassin gear. Change to: power short sword (Str+d6, powered).

- **Page 70:** Grunt gear. Change to: molecular knife (Str+d4+2, AP 2), laser rifle (Range 30/60/120, Damage 3d6, RoF 3, AP 2).