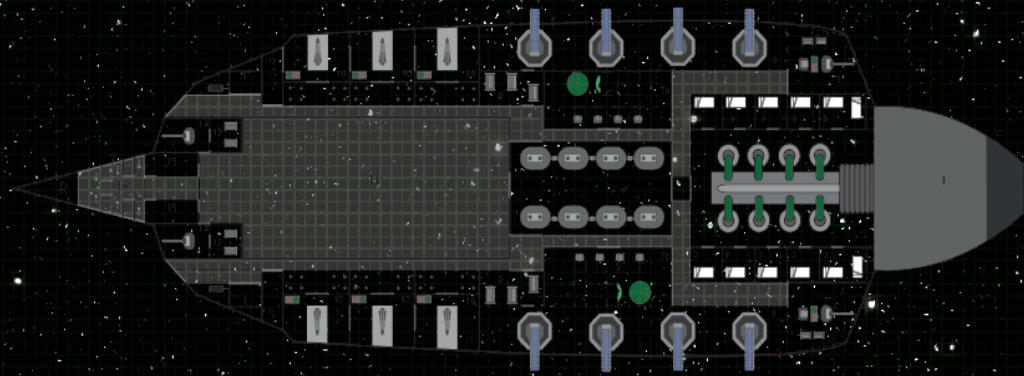


ANGRY GOLEM SHIPYARDS

THE DRESDNER

MULTIPURPOSE
CORVETTE



STARS
WITHOUT NUMBER
COMPATIBLE

ANGRY GOLEM SHIPYARDS Inc.

THE

DRESDNER

MULTIPURPOSE CLASS FRIGATE CORVETTE

CLASS: Frigate

HULL TYPE: Corvette

CREW: 70

SPEED: 2

ARMOR: 10

ARMOR CLASS: 13

POWER: 15

MASS: 15

HARDPOINTS: 6

FITTING:

- Basic Computer
- EMP Cannons
- Chain Cannons
- Foundry
- Shield
- Ram
- Recycler
- Torpedo Launcher
- War Rooms

COST: 6,59 M

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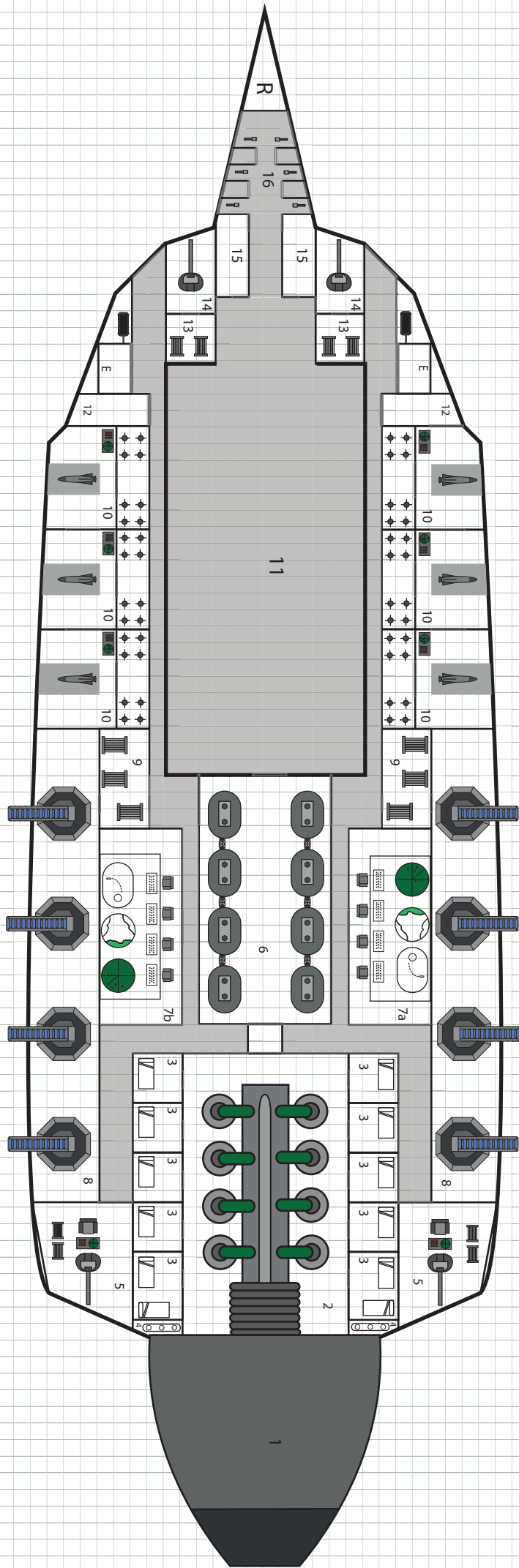
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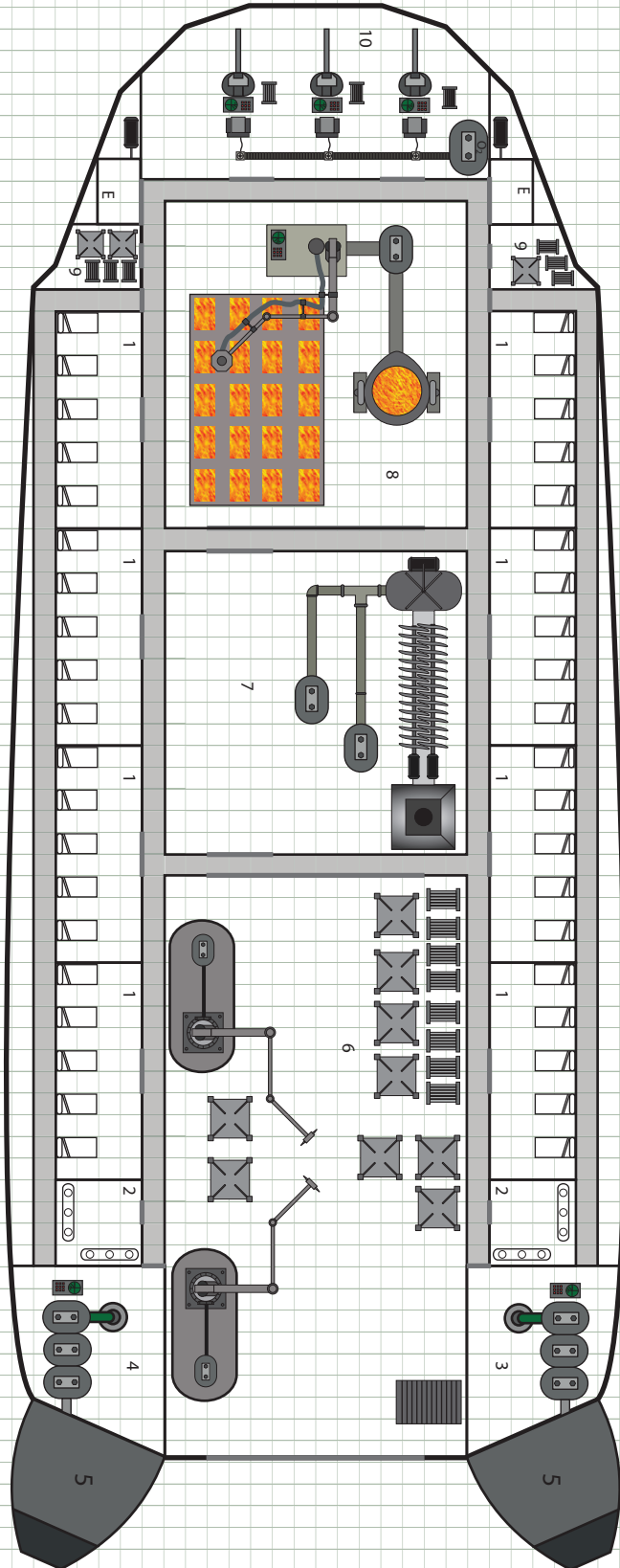
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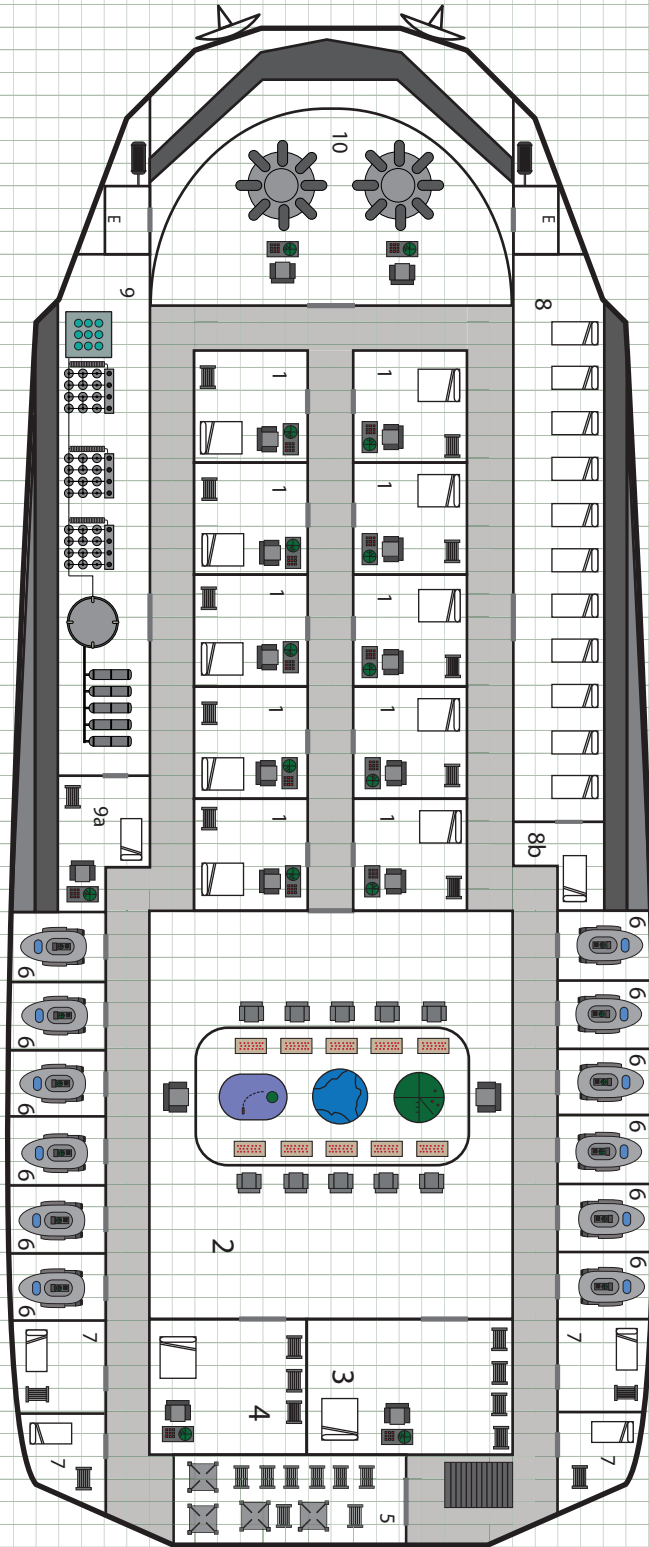
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DECK I



DECK 2





GENERAL DESCRIPTION

The Dresdner is an old corvette stolen by a hobgoblin clan during the secession war of the outer colonies from the Dominion. It is a 30 years old vessel, designed to patrol and block the main supply routes toward the rebel colonies during the war. Once the war turned in favor of the rebel colonies, many Dominion's ships were left on their own, some too crippled to reach a safe dock for reparation. The hobgoblin now own this corvette and have repaired and modified many systems on the ship.

COMMAND POINTS

Military training and hobgoblins renowned discipline grant the Dresdner 7 Command Points.

CAPACITY

The total capacity of the Dresdner is 656 metric tons. Every metric ton of scrapped and recycled material counts as 2,500 credits. The total capacity is so divided:

104 metric tons in **Deck 1 - 9.storage area**

48 metric tons in **Deck 1 - 12.storage area**

54 metric tons in **Deck 1 - 13.storage area**

378 metric tons in **Deck 2 - 6.cargo hold**

72 metric tons in **Deck 2 - 9.storage area**

For more details about scrapping and recycling materials, see **Deck 2 – 7.Recycler** and **Deck 2 – 8.Foundry**.

CREW

The ship's complement include 1 captain, 1 boatswain, scientist, 1 medic, 3 battle officers, 4 elite soldiers, 10 engineers, 21 gunners, 28 marauders, for a total of 70 crew members.

Hobgoblin Crew	HD	AC	Atk.	Dmg.	Move	ML	Saves	Skills
Captain	4 (22hp)	15	+3	by weapon +3	10m	11	13+	Skills +2 (Administer +3; Lead +3; Pilot +3)
Boatswain	3 (19hp)	15	+3	by weapon +2	10m	10	13+	Skills +1 (Pilot +2; Talk +3; Trade +3)
Battle Officer	3 (16hp)	14	+2	by weapon +2	10m	9	13+	Skills +1 (Exert +3; Sneak +3)
Elite Soldier	2 (12hp)	13	+2	by weapon +1	10m	8	14+	Skills +1 (Exert +2; Sneak +2)
Engineer	1 (4hp)	12	+0	by weapon	10m	6	15+	Skills +0 (Fix +4)
Gunner	1 (5hp)	12	+1	by weapon	10m	7	15+	Skills +1 (Shoot +4)
Marauder	1 (8hp)	14	+1	by weapon +1	10m	8	14+	Skills +1 (Exert +2; Sneak +2)
Medic	1 (5hp)	10	+0	by weapon	10m	7	14+	Skills +0 (Heal +4)
Science Officer	1 (5hp)	10	+0	by weapon	10m	7	14+	Skills +0 (Know +4)

ACTIONS

In this paragraph we present new actions and special actions that are employed on board of the Dresdner and its crew. These custom actions does not substitute the actions described in Stars Without Number Core Rulebook.

CAPTAIN ACTIONS

"Fry some Fuses!" (1 CP)

To perform this action execute the following instructions:

- 1) Choose which weapon benefits from the action – EMP array or Torpedo Bay.
- 2) The Captain rolls a DC 10 **Int/Program** skill check.
- 3) If the roll is successful the EMP array or the Torpedo bay fire get a +1 to hit roll.

"Ram! RAM! RAAAM'EM!" (2 CP)

When the Captain shouts this order it means that, for the enemy vessel, the time of reckoning has come. The Dresdner move at high speed toward the blank with the purpose of crushing its ram inside the hull and then board the prey. It is quite a dangerous maneuver, but very effective if successful and it requires the cooperation of the engineers and the pilot in order to succeed. To perform this action execute the following instructions:

1) Acceleration (round 1)

The Dresdner has to accelerate in a straight line beyond its normal limits in order to catch the enemy vessel. The engineers redirect as much energy possible to the main engine, pushing it close to a detonation, but stopping just before such an event occurs. If the engineering department has command points left it may perform the ***"Spit the Fuel!"*** action, be careful however, because if the ***"Spit the Fuel!"*** action fails, then the whole maneuver fails also.

The engineering department roll a DC 8 **Int/Fix** skill check. If the roll is successful, then the engine is overheated, thus increasing speed by 2 points. From this point on, follow the principles of pursuit and escape as described in the Core Rulebook. The captains roll opposed Pilot skill checks and add their respective ship's speed. If the Dresdner rolls higher, they proceed to the next step.

2) Roll to hit (round 2)

If the Dresdner hits or not the target, this depends on the pilot skill. Roll a **Dex/Pilot** skill check with a DC equal to the blank Armor class. If the roll is successful, then the Dresdner hits the target and may proceed to step 3 to roll the damage. If the roll fails, then the Dresdner proceed with its course and suffers a -2 penalty to armor class until the next round of combat. Once the Dresdner rams a target, it stops moving and remains anchored.

3) Roll for damage (round 2)

The ram has opened a tear in the target's hull, it's up to you as GM to decide which side of the ship has been rammed and which room is affected. The target suffers 5d4 damage from the impact, while the Dresdner suffers half of the damage rolled. From this point on continue the game by employing the normal combat system.

ENGINEERING ACTIONS

"Spit the Fuel" (1 CP)

Roll a DC 7 **Int/Fix** skill check. On a success, the ship's Speed is increased by 2 until the start of the ship's next turn. If on a 2d6 roll a couple is rolled (1 and 1, 2 and 2, 3 and 3, etc..) then they the ship's speed is reduced by 1 until the start of the ship's next turn. See **Deck 1 – 1.Main Engine**.

"Shock'em to da bones!" (1 CP)

This action divert all energy available to the EMP Cannons battery thus overcharging the weapons. See Deck 1 – 8a/8b EMP Cannons. When this action is performed, no other weapons can fire. To perform this action execute the following instructions:

1) Roll a DC 9 **Int/Fix** skill check.

3) If the roll is successful, then the array fire normally and deal 1 point of damage. However, the shot damage the enemy power core, batteries, electric and electronic components by overcharging the electric grid. The target available power is reduced by 1 for the duration of the fight.

Gunnery Actions

"Wait! Aim! FIRE!" (1 CP)

The gunners take their time to aim and fire at a the target, the attack gains a +1 hit roll and deal maximum damage, however the chain cannon battery will fire only at the end of the combat turn. See **Deck 1 - 5.Aft chain cannon; Deck 1 - 14.Forward chain cannon; Deck 2 - 10.Forward chain cannon battery**.

"Hold Fast and Pray!" (4 CP)

The captain makes the Dresdner rotate 360° on its pivot point, thus allowing every weapon to fire in the same round of combat and with the maximum efficiency possible. Chain cannons, torpedo launchers and EMP cannon may all fire at once against a single target. To perform this action execute the following instructions:

1) Pick a target that will receive the fire of all your weapons and make a normal hit roll against its armor class.

2) Now, it is time to rotate the Dresdner. The captain rolls a DC 10 **Int/Pilot** skill check. If the roll is successful, then go to step 3), otherwise go to step 4). Whether the skill check is successful or not, the stress suffered by the action causes 1d4 damage to the Dresdner.

3) Skill check successful: the Dresdner can fire with all the weapons available – chain cannons, torpedo launcher and EMP cannon - and deal double damage with each one.

4) Skill check failed: the Dresdner can fire with only one weapon. It starts to roll with little or no control and the pilot is having a hard time to retake control. The Dresdner suffers a -2 penalty on AC until the end of the next round.

FITTING

BASIC COMPUTER (Cost 10k; Power 0; Mass 0)

Dresdner's original computer is long gone, probably destroyed. The hobgoblin replaced it with a basic computer. Hobgoblin knowledge about computer and electronic do not match the high standard of the Dominion, so the circuits are made of silicates and fuses. The ship is able to fly because the hobgoblin engineers connected all the consoles in a single network in order to increase the computing power enough to make the Dresdner works. Such a slow and obsolete computer requires 24 hours to calculate the route for warp travel and increase the Base Difficulty of 1 point.

WAR ROOMS (Cost 100k; Power 2; Mass 0)

This rooms (see **Deck 1 – 7a/7b.War rooms**) count as an auto-targeting system as described in the core rulebook. The war rooms serve both the EMP cannon array (see **Deck 1 – 8a/8b EMP cannon array**) and the

Torpedo bay (see **Deck 1 – 10. Torpedo bay**).

RAM (Cost 10k; Power 0; Mass 2)

The hobgoblins crafted and mounted the ram shortly after seizing the Dresdner, indeed custom fitting of the dominion's fleet does not include any ramming in their engagement tactics. A ram is usually made of resistant alloys of titanium and other ferrous metals.

RECYCLER (Cost 150k; Power 1; Mass 2)

The recycler bears the trademark "Jiz & Rik Corporation". The hobgoblin stole it from a commercial convoy headed to the secessionist colonies. The recycler is capable of sorting metal scraps and polymers of wrecked space ships. It processes 1,000 credits of wreck value per hour, however the recycling efficiency that transforms the wreck value yields much less than 1,000 credits. Only 10% of 1,000 credits of wreck value are actually recycled. To increase the percentage of recycled scraps roll a **Wis/Know** skill check with the engineer and increase the percentage of the correspondent value. You can roll the skill check every hour, every day, or every week, or whatever rate you find appropriate.

Example: the wreck of a free merchant has a base value of 500k credits (add to this value any weapon, defense or fitting that may have been mounted). It will take around 21 days to salvage the ship. The engineer rolls a Know skill check and score 10, so the recycling efficiency for this specific vessel will be 20%. The value of the recycled materials at the end of the 21 days will be 100k credits.

FOUNDRY (Cost 500k; Power 2; Mass 3)

The foundry bears the trademark "Khorell Industries", a renowned dwarvish company operating in Dominion's territories. The foundry carries out two tasks:

- 1) To work as a workshop that can pay the ship's maintenance and provide ammunition by consuming credits stocked as recycled materials. Apart from maintenance and ammunition, the foundry cannot produce anything else.
- 2) To polish the raw materials obtained from the Recycler, thus increasing the final value. In 24 hours of continuous work out the foundry can refine 10.000 credits of recycled materials and increase by 10% the final value.

SHIELD (Cost 250k; Power 2; Mass 2)

This advanced defense system requires expensive and complex technologies, and the Dominion are among the few factions in the known galaxy that possesses it. Dresdner's shield grants 2 points of armor to the current ship's armor, and at the same time they may ignore any form of armor penetration.

Example: the Dresdner has a basic armor of 10, the shield adds 2 points of armor thus increasing the total armor to 12. If a weapon with AP higher than 12 hits the Dresdner, the ship is entitled to apply an effective armor of 2 thanks to shield.

WEAPONS

In this paragraph we present a list of weapons mounted on the Dresdner including all weapons stats employed by Stars Without Number Core Rulebook. Some of these weapons do not exist on the rulebook, other have been modified. It is important to note that each set of weapon counts as one, in other words, even if the Dresdner mounts "7" chain cannons the whole battery fire as if it were a weapon, so when you open fire with the chain cannons you roll one hit roll and one damage roll, not seven.

CHAIN CANNONS (Cost 20k/100; Power 0; Mass 1)

Chain Cannon battery constitute the Dresdner primary weapons. They are cheap and effective, but they employ a lot of ammunition. Chain cannons consume 100 credits of ammunition every round of fire. The Dresdner mounts 7 chain cannons which count are to be considered as a whole weapon. See **Deck 1 – 5. Aft Chain Cannons**, **Deck 1 – 14. Forward Chain Cannons** and **Deck 2 – 10. Forward Chain Cannons**.

Hobgoblins can manufacture their own ammunition, each round of ammunition for the chain cannons costs 100 credits of raw materials (see **Deck 2 – 7. Recycler** and **Deck 2 – 8. Foundry**).

Chain Cannons: Dmg 1d3+1; Hard. 2; Class Fighter; TL 3; Qualities +2 to hit fighter class targets, Ammo 10.

EMP CANNONS (Cost 500k; Power 5; Mass 2)

These special cannons discharge a powerful electromagnetic shot capable of causing heavy damage to a starship's electric grid. The Dresdner possesses the ability to overcharge the weapon so that the electromagnetic shot becomes even more lethal, by damaging the very power core of the target and reduce its power supply. EMP cannons are especially useful when you want to capture a nearly intact ship.

EMP Cannons: Dmg 1; Hard. 1; Class Frigate; TL 4; Qualities ignores AP and Shield.

TORPEDO LAUNCHER (Cost 150k/5k; Power 3; Mass 1)

The torpedo bays have been completely rebuilt by the hobgoblin engineers. Now their performance is not like the original ones, but they are nevertheless effective in combat.

Hobgoblins can manufacture their own torpedoes, each one costing 5.000 credits of raw materials (see **Deck 2 – 7.Recycler** and **Deck 2 – 8.Foundry**). Even if they are expensive compared their performance, they are able to take down large ships if they hit the target. See **Deck 1 – 10.Torpedo Bay**. If the ammunition are depleted it takes 1d4 rounds to reload the ammo capacity of the torpedo bay. The ammo capacity of the torpedo bay is 6.
Torpedo Launcher: Dmg 1d8; Hard. 1; Class Frigate; TL 4; Qualities AP 10, Ammo 6.

DECK I

1) MAIN ENGINE

The engine is what moves the Dresden. An old thruster perfectly maintained by the hobgoblin engineers. It provides a speed of 2 with decent maneuverability. The engineers had to patch it many times but they know the engine as they know their pockets.

“Spit the Fuel” (1 CP): Roll a DC 7 **Int/Fix** skill check. On a success, the ship’s Speed is increased by 2 until the start of the ship’s next turn. If on a 2d6 roll a couple is rolled (1 and 1, 2 and 2, 3 and 3, etc...) then they the ship’s speed is reduced by 1 until the start of the ship’s next turn.

2) MAIN POWER CORE

The power core is the original one found on the Dresden, but it has undergone many repairing and fixing that it is now a pile of pipes, wires and patches. Nevertheless, it works and keeps the corvette working. Every weapons, defense of fitting that requires power relies on the main power core to function. The power core produces 11 power units of the 15 the ship consumes. The remaining 4 power units are produced respectively by **Deck 2 – 3.Port Power Core** and **Deck 2 – 4.Starboard Power Core**, each producing 2 power units.

3) ENGINEER QUARTERS

The team of 10 engineers sleep in these quarters, close to the power core and ready to enter action if an issue or a battle arise. See **Crew** for more details.

4) LAVATORY

The lavatories are shared between all the engineers, kind of a luxury compared to most of the crew.

5) AFT CHAIN CANNON

Chain Cannons are operated by gunners with a +4 hit roll (+1 skill; +2 dex; +1 atk bonus).

“Wait! Aim! FIRE!” (1 CP): the gunners take their time to aim and fire at a the target, the attack gains a +1 hit roll and deal maximum damage, however the chain cannon battery will fire only at the end of the combat turn.

6) LIFE SUPPORT

This basic system provide fresh air and regulate the temperature inside the Dresden. The engineers augmented its efficiency to support a crew of 70 units.

7a/7b) WAR ROOMS

This war room hosts the console dedicated to both the EMP cannon array (see **Deck 1 – 8a/8b.EMP cannon array**) and the torpedo bay (see **Deck 1 – 10.Torpedo bay**). The console forms a network with all the other consoles on board. If required, the science officer may focus all the computing power of every console in order to increase the Torpedo or EMP Cannon gunnery check, however doing so, prevent any other weapon from being able to open fire due to lack of computing power.

“Fry some Fuses!” (1 CP): To perform this action execute the following instructions:

- 1) Choose which weapon benefits from the action – EMP array or Torpedo Bay.
- 2) The Captain rolls a DC 10 **Int/Program** skill check.
- 3) If the roll is successful the EMP array or the Torpedo bay fire gain +1 to hit roll.

8a/8b) STARBOARD AND PORT EMP CANNON

The Dresden mounts an EMP Cannon Arrays. One gunner with +4 hit roll (+1 skill; +2 dex; +1 atk bonus) operates each piece. The EMP cannons are employed once the enemy shield have been exhausted and, before boarding the prey, all the enemy systems have to be incapacitated.

If required the EMP Cannons can perform a special action, capable of overcharging the ship’s electric components and system. The special action is called **Shock'em to da bones!** No other weapons can open fire while performing this action because the EMP cannons are absorbing most of the energy from the Dresden power core.

Shock'em to da bones! (1 CP): This action divert all energy available to the EMP Cannons battery thus overcharging the weapons. When this action is performed, no other weapons can fire.

To perform this action execute the following instructions:

- 1) Roll a DC 9 **Int/Fix** skill check.
- 3) If the roll is successful, then the array fire normally and deal 1 point of damage. However, the shot damage the enemy power core batteries, electric and electronic components by overcharging the while electric grid. The target available power is reduced by 1 for the duration of the fight.

9) STORAGE AREA

Crates from loots and spare parts are stored here. Each storage area has a capacity of 54 metric tons.

10) TORPEDO BAY

The Dresdner mounts six torpedo launchers, three at starboard and three at port. One gunner with a +4 hit roll (+1 skill; +2 dex; +1 atk bonus) operates on every launcher. Every torpedo launcher has its own ammo room where 8 torpedoes are stored. If the ammunition are depleted it takes 1d4 rounds to reload the ammo capacity of the torpedo bay. The ammo capacity of the torpedo bay is 6.

11) GATHERING POINT

Before boarding an enemy ship, the hobgoblin gather in this room in preparation of the assault. Once the Dresdner has rammed the enemy ship, the marauders move to area 16. After ramming a ship usually takes 1d4 rounds before the marauders can start the boarding. If the smells that the boarding is going to harder to accomplish than he thought he may launch in the battle the elite soldiers.

12) STORAGE AREA

Another storage area where to store loot and spare parts. Each storage area has a capacity of 24 metric tons.

13) STORAGE AREA

This storage area contains ammunition for its respective Chain Cannon. Each are has a capacity of 27 metric tons. One round of ammunition occupies 1 metric tons. This storage area serves all chain cannons on the Dresdner.

14) FORWARD CHAIN CANNONS

This battery is part of the whole Chain Cannon fire power. If, for whatever reason or circumstance the ship finds herself in a position where only the forward chain cannons can open fire reduce the damage to 1d3 instead of 1d3+1.

15) ARMORY

This room contains heavy and assault weapons ready to be used before a battle. Weapons are distributed among the marauders before entering the rip caused by the ram. In normal circumstances the crew is not allowed to carry heavy or assault weapons, with the only exception of the elite soldiers, who have exclusive access to this room and are in charge of distributing the weapons.

16) BOARDING DECK

The hobgoblin marauders move here from the gathering point once the ram has penetrated the enemy ship's hull. Four doors open, granting access inside the enemy deck, while six heavy machine guns grant cover fire to the marauders. Each heavy machine gun works like a submachine gun as described in the Stars Without Number Core Rulebook, except it deals 3d4 damage.

E) ELEVATORS

The elevators connect deck 1 to deck 2 and each one can carry up to six medium sized humanoids or 9 metric tons of stuff.

R) RAM

The ram is a chunk of metal used to ram enemy ships. The hit causes 5d4 damage to enemy hulls or to any artificial structure. The ram entitles the Dresdner to perform the action called "*Ram! RAM! RAAAM'EM!*". This action is usually performed when the captain wants to intercept an enemy vessel, by ramming its hull, open a rip, and then board it.

DECK 2

1) COMMON QUARTERS

These quarters host 28 hobgoblin marauders and 12 gunners. Every crewmember has his own bed and must take care for his personal gears. The space is not comfortable, but works fine for a crew of hobgoblin.

2) LAVATORY

Shared bathroom for the soldiers. It does not include any shower and the smell is horrible.

3) PORT POWER CORE

Port power core produces 2 power units and feed the port thruster, the remaining power is then redirected toward all secondary systems and rooms. The power core has been completely assembled by the hobgoblin engineers and was added to the hull later in order to satisfy the increasing demand of energy.

4) STARBOARD POWER CORE

Starboard power core works exactly as the port power core, except that it is dedicated to the starboard thruster.

5) SECONDARY THRUSTERS

Both starboard and port thruster are a later addition to the ship. The engineers had to repair and substitute the steering system and the opted for a more drastic solution: installing two old thrusters to enhance the steering efficiency of the ship. The solution worked, but they had to install two secondary power cores to supply both thrusters.

6) CARGO HOLD

Loot, scrap and more stuff salvaged from wrecks has to pass through the cargo hold and the careful supervision of the Boatswain. Two huge mechanical arms move the materials that are too heavy to be hand lifted. A large automated door allows the ship to "swallow" piece of vessels, crates and anything useful or worth some credits. Large stuff is dismantled and their components separated between what is still useful and what must go to the recycler. The cargo hold has a capacity of 378 metric tons.

7) RECYCLER

The recycler bears the trademark "*Jiz & Rik Workshop*". The hobgoblin stole it from a commercial convoy headed to the secessionist colonies. The recycler is capable of sorting metal scraps and polymers of wrecked space ships. The engineers maintain this machine in perfect efficiency, because scavenging and salvaging wrecks is the main business of the hobgoblin clan.

8) FOUNDRY

The foundry bears the trademark "*Khorell Industries*", a renowned dwarvish company operating in Dominion's territories. The hobgoblin looted the machinery during an assault on an isolated outpost left unguarded after the Dominion's withdrawal from colonial territories. The captain, to commemorate, the event, preserve the heads of the dwarves in his room.

9) STORAGE AREA

The storage area contains ammunitions and rations. The soldiers access this area when they have to replenish their ammunition before boarding an enemy vessel. The capacity of each storage area is of 36 metric tons.

10) FORWARD CHAIN CANNON BATTERY

This battery is part of the whole Chain Cannon fire power. If, for whatever reason or circumstance the ship finds herself in a position where only the forward chain cannons can open fire reduce the damage to 1d3 instead of 1d3+1.

E) ELEVATORS

The elevators connect deck 1 to deck 2 and each one can carry up to six medium sized humanoids or 9 metric tons of stuff.

DECK 3

1) OFFICER'S QUARTERS

This ten rooms host three battle officers and the remaining nine gunners. The battle officers lead the marauders while boarding the ships, they are experienced soldiers who execute orders with efficiency.

2) CONTROL ROOM

This is the room where the Captain, the Boatswain and the battle officers plan their strategies. When the briefing begins, the gunners must be present. When everyone is at its assigned position, the Captain and the Boatswain remain inside the control room. The battle officers control the radar and monitor the enemy vessels always updating the captain about the ongoing battle.

Hold Fast and Pray! The captain perform this action when they need to deliver a lethal blow to an enemy ship. It is a dangerous maneuver, but if successful, may cause serious damages.

3) COMMANDER QUARTER

This is the Captain's personal room, it includes crates for personal owning and a dedicated console.

4) BOATSWAIN QUARTER

This room is as comfortable as the Captain's room, even if slightly smaller.

5) STORAGE AREA

This area contains the most valuable items obtained from loots and belongs exclusively to the Captain, the Boatswain and the Battle Officers.

6) LIFEBOATS

Twelve capsules allow to run if the Dresdner is ever about to be destroyed. The priority goes to the Captain, the

Boatswain, three Battle Officers, the Medic, the Scientist and four Elite Soldiers. The one remaining capsule is left for the lucky one who makes it before it's too late.

7) BODYGUARDS QUARTERS

Here sleep four Elite Soldiers, who are in charge of protecting the captain's life. They follow the captain everywhere he goes. They eventually act as a barrier against those of the crew who attempt to take one of the capsules in case the Dresdner is about to face destruction.

8) MEDICAL BAY

The medical bay is able to host up to eleven wounded. The medic can use the medical equipment to treat the wounded and sometimes save their lives. A patient attended at the medical bay recover 2 hit points per day of total rest plus 1 hit points for every hit die/level. The medical bay can regenerate limbs and organs, but the medical matrix is not tuned to hobgoblin and thus do not work on them.

8a) MEDIC'S QUARTER

This small room is the medic's personal quarter. Tools, medicines and all the equipment necessary to attend the wounded is stored in this quarter.

9) CHEMICAL LAB

The chemical lab produces chemical compounds, usually for warfare purposes. It is an assemble of pipes, beakers, crucibles and boilers. The hobgoblins produce poisonous gas, and any other chemical product they may need. The science officer is in charge at the laboratory.

9a) SCIENTIST'S QUARTER

This small room is the science officer's personal quarter. Weird substances and chemical recipes are stored in his computer.

10) SHIELD CONTROL ROOM

Dresdner's shield system is old and is suffering constant malfunctions. Some of the main, and rare, components requires skilled maintenance that the hobgoblin do not possess. The actual level of the shield is of 2 points, but a proper and expensive maintenance may raise this level to 5 points. Two hobgoblin engineers are always present in the shield control room to keep the situation under close control.



