

STAR FRONTIERS

Science Fiction Role-Playing Game



KNIGHT HAWKS QUICK-REFERENCE BOOKLET

Last Revision: 3.27.2007

Fighters

| | |
|-------------|-------------------|
| Hull Points | 8 |
| ADF | 5 |
| MR | 5 |
| Weapons | 3 assault rockets |
| Defenses | reflective hull |

Assault Scouts

| | |
|-------------|----------------------------------|
| Hull Points | 15 |
| ADF | 5 |
| MR | 4 |
| Weapons | 4 assault rockets, laser battery |
| Defenses | reflective hull |

Frigates

| | |
|-------------|---|
| Hull Points | 40 |
| ADF | 3 |
| MR | 3 |
| Weapons | laser cannon, laser battery, 2 torpedos, 4 rocket batteries |
| Defenses | reflective hull, 1 masking screen, 4 ICMs |

Destroyers

| | |
|-------------|---|
| Hull Points | 50 |
| ADF | 3 |
| MR | 2 |
| Weapons | laser cannon, laser battery, 2 torpedos, 6 rocket batteries |
| Defenses | reflective hull, 2 masking screen, 4 ICMs |

Heavy Cruisers

| | |
|-------------|---|
| Hull Points | 80 |
| ADF | 1 |
| MR | 1 |
| Weapons | laser cannon, 3 laser batteries, 4 torpedos, 8 rocket batteries |
| Defenses | reflective hull, masking screen, 8 ICMs |

Battleships

| | |
|-------------|---|
| Hull Points | 120 |
| ADF | 2 |
| MR | 2 |
| Weapons | 2 laser cannons, 4 laser batteries, 8 torpedos, 10 rocket batteries |
| Defenses | reflective hull, 4 masking screen, 20 ICMs |

Assault Carriers

| | |
|-------------|---|
| Hull Points | 75 |
| ADF | 2 |
| MR | 1 |
| Weapons | 2 laser cannons, 6 laser batteries |
| Defenses | reflective hull, masking screen, 8 ICMs |

Space Stations

| | |
|-------------|---|
| Hull Points | 20 to 200 |
| ADF | 0 |
| MR | 0 |
| Weapons | 1 to 3 laser batteries, 2 to 12 rocket batteries |
| Defenses | reflective hull, 1 to 4 masking screen, 2 to 8 ICMs |

Explanation of Terms

| | |
|---------------|---|
| FF | Forward-firing weapon |
| MPO | Moving Player Only. MPO weapons can be fired only during the attacking player's combat phase. |
| RD | Range Diffusion. The accuracy of RD weapons is reduced by 5% x the range to the target. |
| LTD | Limited Supply. A ship can carry only a limited supply of these weapons. They must be marked off the ship's record sheet as they are fired. |
| Range | # --- The weapon can be used only against targets within the listed range of hexes. |
| Damage | #d10-- - This is the number of 1 O-sided dice that are rolled to determine how many points of damage are caused by a successful attack. |

1. Player A's Turn

a. Movement

Player A announces which of his ships are using masking screens. A masking screen counter is placed on top of each of these ship counters.

Ships and space stations in orbit are moved one hex, following the direction of their orbit.

Player A moves each of his ships, making sure that no ship moves a longer or shorter distance than its speed from the previous turn will allow. The player writes down each ship's new speed after it moves.

b. Combat

The non-moving player (player B, in this case) announces which of his ships will shoot at moving ships, and which weapons they will use. The non-moving player then resolves all of these attacks and their effects are applied immediately.

The moving player (player A, in this case) announces which of his ships will shoot at the non-moving player's ships, and which weapons they will use. He then resolves all of these attacks, and their results are applied.

2. Side B's Turn

The steps described above are repeated, but Side B becomes the moving side and Side A becomes the non-moving side.

COMBAT TABLE

| Weapon | Reflective Hull | Masking Screen | ICM | Damage | Restrictions | Range (hexes) |
|----------------|-----------------|----------------|----------|--------|--------------|---------------|
| Laser Cannon | 60% | 20%* | -- | 2d10 | FF, RD | 10 |
| Laser Battery | 50% | 10%* | -- | 1d10 | RD | 9 |
| Torpedo | 70% | 70% | -10%/ICM | 4d10 | MPO, LTD | 4 |
| Assault Rocket | 60% | 60% | -5%/ICM | 2d10+4 | MPO, LTD, FF | 4 |
| Rocket Battery | 40% | 40% | -3%/ICM | 2d10 | LTD | 3 |

* The target ship takes only one-half damage (round fractions down) if it is hit.

ADVANCED GAME DAMAGE TABLE

Combat Turn Sequence

Side A's Turn

1. Movement Phase
 - activate screens
 - activate and move seekers
 - move ships in orbit
 - move other ships
2. Combat Phase
 - roll for fire damage
 - defensive fire
 - offensive fire

Side B's Turn

1. Movement Phase
 - activate screens
 - activate and move seekers
 - move ships in orbit
 - move other ships
2. Combat Phase
 - roll for fire damage
 - defensive fire
 - offensive fire

Repair Turn

- after every 3 turns

Abbreviations

| | |
|-----|-----------------------|
| FF | Forward Firing |
| RD | Range Diffusion |
| MPO | Moving Player Only |
| LTD | Limited Supply |
| RA | Range |
| DTM | Damage Table Modifier |
| HDR | Hull Damage Rating |

| D100 | Type of Damage |
|---------|--|
| ...-10 | Hull hit: double normal damage |
| 11-45 | Hull hit: normal damage |
| 46-49 | Drive hit: lose 1 ADF point |
| 50-52 | Drive hit: lose ½ total ADF (round up) |
| 53 | Drive hit: lose entire ADF |
| 54-58 | Steering hit: lose 1 MR point |
| 59-60 | Steering hit: lose entire MR |
| 61-62 | Weapon hit: LC, LB, PB, EB, AR, RB |
| 63-64 | Weapon hit: PB, EB, LB, RB, T, AR |
| 65-66 | Weapon hit: DC, LC, AR, T, LB |
| 67-68 | Weapon hit: T, AR, EB, PB, LB, RB |
| 69-70 | Weapon hit: LB, RB, T, AR, PB, EB, LC |
| 71-74 | Power short circuit: lose all screens & ICMs |
| 75-77 | Defense hit: PS, ES, SS, MS, ICM |
| 78-80 | Defense hit: MS, ICM, SS, PS, ES |
| 81-84 | Defense hit: ICM, SS, PS, ES, MS |
| 85-91 | Combat Control Systems hit: -10 all attacks |
| 92-97 | Navigation hit: lose maneuvering control |
| 98-105 | Electrical fire: roll damage at DTM+20 each turn |
| 106-116 | Damage Control hit: DCR cut in half |
| 117... | Disastrous fire: -10 on all attacks, lose entire ADF and MR, roll damage at DTM+20 each turn |

| Ship Type | HP | ADF | MR | DCR | Weapons | Defenses |
|-----------------|--------|-----|----|-----|-------------------------------------|-----------------------------|
| Fighters | 8 | 4 | 5 | 30 | ARx3 | RH |
| Assault Scouts | 15 | 5 | 4 | 50 | ARx4, LB | RH |
| Frigates | 40 | 4 | 3 | 70 | LC, RBx4, LB, Tx2 | RH, MSx2, ICMx4 |
| Destroyers | 50 | 3 | 3 | 75 | LC, RBx4, LB, Tx2, EB | RH, MSx2, ICMx5 |
| Minelayers | 50 | 1 | 2 | 75 | Mx20, Sx4, LBx2 | RH, ICMx4 |
| Light Cruisers | 70 | 3 | 2 | 100 | DC, LB, EB, PB, RBx6, Tx4 | RH, ES, SS, ICMx8 |
| Heavy Cruisers | 80 | 2 | 1 | 120 | DC, LB, EB, PB, RBx6, Tx4 | RH, ES, PS, SS, ICMx4 |
| Assault Carrier | 75 | 2 | 1 | 150 | LB, PB, RBx8, FIGHTERx10 | RH, MSx4, ICMx10 |
| Battleship | 120 | 2 | 2 | 200 | DC, LBx3, PB, EBx2, Sx4, Tx8, RBx10 | RH, ES, PS, SS, ICMx12 |
| Space Station | 20-200 | 0 | 0 | ½HP | 1 [EB/LB/PB/RB] per 50 HP | RH, All Screens, ICMx[4-24] |

ADVANCED COMBAT TABLE

| Weapon | No Defense | Reflect. Hull | Proton Screen | Electron Screen | Stasis Screen | Masking Screen | ICM | Hull Damage | DTM |
|---------------------|------------|---------------|---------------|-----------------|---------------|----------------|---------|-------------|-----|
| LC Laser Cannon | 75 60 | 60 45 | 75 60 | 75 60 | 75 60 | 25* 10* | -- | 2d10 | 0 |
| LB Laser Battery | 65 55 | 50 40 | 65 55 | 65 55 | 65 55 | 20* 10* | -- | 1d10 | 0 |
| PB Proton Beam | 60 50 | 60 50 | 25* 15* | 70 60 | 40 30 | 50 40 | -- | 1d10 | +10 |
| EB Electron Beam | 60 50 | 60 50 | 70 60 | 25* 15* | 40 30 | 50 40 | -- | 1d10 | +10 |
| DC Disruptor Cannon | 60 45 | 60 45 | 50 35 | 50 35 | 40 25 | 50 35 | -- | 3d10 | +20 |
| T Torpedo | 50 45 | 50 45 | 50 45 | 50 45 | 75 65 | 50 40 | -10/ICM | 4d10 | -10 |
| AR Assault Rocket | 60 50 | 60 50 | 60 50 | 60 50 | 60 50 | 60 50 | -5/ICM | 2d10+4 | -10 |
| RB Rocket Battery | 40 30 | 40 30 | 40 30 | 40 30 | 40 30 | 40 30 | -3/ICM | 2d10 | -20 |
| M Mines | 60 | 60 | 60 | 60 | 60 | 60 | -5/ICM | 3d10+5 | -20 |
| SM Seeker Missile | 75 | 75 | 75 | 75 | 90 | 75 | -8/ICM | 5d10 | -20 |

* Weapon causes half damage (rounded up) on all Hull Hits
 Blue shaded areas are for use with characters that have gunnery skills.

| Hull Size | Length/ Diameter* | Hatches | Engines | Base ADF/MR |
|-----------|----------------------|---------|---------|----------------|
| 1 | 10/2 | 1 | 1 | 5 |
| 2 | 30/5 | 1 | 1 | 4 |
| 3 | 50/8 | 1 | 2 | 4 |
| 4 | 75/12 | 2 | 1 | 4 |
| 5 | 100/15 | 2 | 3 | 3 |
| 6 | 130/20 | 2 | 3 | 3 |
| 7 | 150/25 | 2 | 2 | 3 |
| 8 | 180/30 | 3 | 2 | 3 |
| 9 | 210/35 | 3 | 2 | 3 |
| 10 | 240/40 | 3 | 3 | 3 |
| 11 | 270/45 | 3 | 3 | 3 |
| 12 | 300/50 | 4 | 4 | 3 |
| 13 | 340/55 | 4 | 4 | 3 |
| 14 | 380/60 | 5 | 6 | 3 |
| 15 | 420/70 | 5 | 4 | 2 |
| 16 | 450/75 | 5 | 6 | 2 |
| 17 | 475/80 | 6 | 6 | 2 |
| 18 | 500/85 | 6 | 6 | 2 |
| 19 | 540/90 | 6 | 4 | 2 |
| 20 | 600/100 | 8 | 8 | 2 |

| Construction Center | Cost |
|---------------------|-----------------------|
| Class I | 50,000 Cr x Hull Size |
| Class II | 60,000 Cr x Hull Size |
| Class III | 75,000 Cr x Hull Size |

Drive Programs

| Engine Type | Size A Lvl (FP) | Size B Lvl (FP) | Size C Lvl (FP) |
|-------------|--------------------|--------------------|--------------------|
| Chemical | 1 (3) | 2 (6) | 3 (12) |
| Ion | 3 (12) | 4 (24) | 4 (24) |
| Atomic | 4 (32) | 5 (64) | 6 (128) |

Drive Program Cost: 1,000Cr per Function Point.

Astrogation Program

| Ship Type | Program Level | Function Points | Cost of Equipment | Cost of Program |
|-------------|---------------|-----------------|-------------------|-----------------|
| Shuttle | 1 | 3 | 1,000Cr | 3,000Cr |
| System Ship | 2 | 6 | 5,000Cr | 6,000Cr |
| Starship | 4 | 24 | 15,000Cr | 24,000Cr |
| Deluxe | 4 | 24 | 50,000Cr | 24,000Cr |

Life Support

| Number Supported | Mass (kg) and Function Points | Cost of Equipment | Cost of Program |
|------------------|-------------------------------|-------------------|-----------------|
| 1-2 | 3 (1) | 300 Cr | 1,000 Cr |
| 3-6 | 5 (2) | 500 Cr | 2,000 Cr |
| 7-12 | 9 (2) | 900 Cr | 2,000 Cr |
| 13-20 | 15 (2) | 1,500 Cr | 2,000 Cr |
| 21-35 | 25 (3) | 2,500 Cr | 3,000 Cr |
| 36-60 | 50 (3) | 5,000 Cr | 3,000 Cr |
| 61-100 | 90 (3) | 9,000 Cr | 3,000 Cr |
| 101-200 | 180 (4) | 18,000 Cr | 4,000 Cr |
| 201-500 | 300 (4) | 30,000 Cr | 4,000 Cr |
| 501-1,000 | 600 (4) | 60,000 Cr | 4,000 Cr |

Engine Costs (price is per engine)

| Hull Size | Engine Size | Chemical Drives Any Center | Ion Drives Class I Center | Ion Drives Class I Center | Atomic Drives Class I Center | Atomic Drives Class II Center |
|-----------|-------------|-------------------------------|------------------------------|------------------------------|---------------------------------|----------------------------------|
| 1 to 4 | A | 50,000 Cr | 100,000 Cr | 150,000 Cr | 300,000 Cr | 400,000 Cr |
| 5 to 14 | B | 100,000 Cr | 150,000 Cr | 200,000 Cr | 500,000 Cr | 600,000 Cr |
| 15 to 20 | C | 200,000 Cr | 200,000 Cr | not available | 750,000 Cr | not available |

Programs

| Alarm | | | Computer Lockout | | | Damage Control | |
|-------|----|----------|------------------|----------|----|----------------|--|
| Level | FP | Cost | FP | Cost | FP | Cost | |
| 1 | 1 | 1,000Cr | 1 | 1,000Cr | 1 | 1,000Cr | |
| 2 | 2 | 2,000Cr | 2 | 2,000Cr | 4 | 4,000Cr | |
| 3 | 4 | 4,000Cr | 4 | 4,000Cr | 8 | 8,000Cr | |
| 4 | 8 | 8,000Cr | 8 | 8,000Cr | 16 | 16,000Cr | |
| 5 | 16 | 16,000Cr | 16 | 16,000Cr | 32 | 32,000Cr | |
| 6 | 32 | 32,000Cr | 32 | 32,000Cr | 64 | 64,000Cr | |

| Other Programs | Level | Function Points | Cost |
|-------------------------------|-------|-----------------|----------|
| Mining Programs | | | |
| Excavation Program | 2 | 4 | 4,000Cr |
| Processing Program (OPL) | 4 | 12 | 12,000Cr |
| Processing Program (MR) | 4 | 16 | 16,000Cr |
| Agricultural Program | | | |
| Agriculture Management | 1 | 3 | 3,000Cr |
| Cargo Handling Program | | | |
| Cargo Arm Management | 2 | 4 | 4,000Cr |

Other Equipment

| Other Equipment | Cost (Cubic Meters) |
|--------------------------------------|---------------------|
| Communication & Detection | |
| Videocom Radio | 1,000Cr 2 |
| Videocom Screens | 100Cr 0.5 |
| Subspace Radio | 20,000Cr 3 |
| Intercom Panel | 50Cr 1 |
| Intercom Speaker / Mic | 10Cr 0.5 |
| Radar Unit | 10,000Cr 5 |
| Energy Sensor | 200,000Cr 20 |
| Porthole | 50Cr - |
| Camera System | 25,000Cr 10 |
| Camera Sys. (half-size) | 15,000Cr 7 |
| Skin Sensors* | 1,000Cr 1 |
| White Noise Broadcast | 80,000Cr 10 |
| WNB (deluxe) | 400,000Cr 50 |
| Decoy* | 10,000Cr 4 |

Emergency Equipment

| | |
|------------|--------------|
| Escape Pod | 30,000Cr 16 |
| Lifeboat | 100,000Cr 80 |

Mining Equipment

| | |
|------------------------|-----------------|
| Digger Shuttle | 8,000Cr 150 |
| Orbital Processing Lab | 100,000Cr 1,000 |
| Mineral Refinery | 200,000Cr 2,000 |

Agricultural Equipment

| | |
|-------------------|----------------|
| Seeds | 500 Cr 10xHS |
| Nutrient Solution | 1,000 Cr 40xHS |
| Farming Robot | 3,000 Cr 2xHS |
| Solar Collectors | 4,000 Cr 10xHS |

Cargo Handling Equipment

| | |
|-----------------------|-------------------|
| Cargo Arms (per pair) | 1,000Cr x HS 4xHS |
|-----------------------|-------------------|

Crew Accomodations

| | |
|---------------------|------------|
| First Class Cabin | 1,000Cr 72 |
| Journey Class Cabin | 1,000Cr 32 |
| Storage Class Berth | 2,000Cr 4 |

Exploration/Research Equipment

| | |
|---------------|--------------|
| Atmoprobe | 40,000Cr 3 |
| Landing Drone | 100,000Cr 25 |
| Laboratory | 100,000Cr 60 |
| Remote Probe | 100,000Cr 25 |

| Weapon | Cost | MIN HS | Avail | Cubic Meter |
|---------------------------|----------|--------|-------|-------------|
| Laser Cannon | 15,000Cr | 5 | I,II | 40 |
| Laser Battery | 10,000Cr | 3 | I,II | 25 |
| Proton Battery | 15,000Cr | 10 | I | 30 |
| Electron Battery | 15,000Cr | 6 | I | 30 |
| Disruptor Cannon | 30,000Cr | 12 | I | 60 |
| Assault Rocket Launcher | 20,000Cr | 1 | I,II | 10 |
| Assault Rocket (max HS 4) | 10,000Cr | - | - | 10 |
| Rocket Battery Array | 40,000Cr | 5 | I | 40 |
| Rocket Salvo | 5,000Cr | - | - | 10 |
| Torpedo Launcher | 40,000Cr | 5 | I | 75 |
| Torpedo | 20,000Cr | - | - | 20 |
| Mine Spreader | 50,000Cr | 7 | I | 60 |
| Mines | 25,000Cr | - | - | 20 |
| Seeker Missile Rack | 40,000Cr | 7 | I | 40 |
| Seeker Missile | 30,000Cr | - | - | 40 |
| Grapples | 25,000Cr | 5 | I | 60 |
| Laser Pod | 8,000Cr | 1 | I,II | 10 |

| Weapon Programs | Program Level | Function Points | Cost |
|-----------------------|---------------|-----------------|---------|
| Laser Cannon | 1 | 3 | 3,000Cr |
| Laser Battery | 1 | 4 | 4,000Cr |
| Proton Beam Battery | 2 | 8 | 8,000Cr |
| Electron Beam Battery | 2 | 6 | 6,000Cr |
| Disruptor Beam Cannon | 2 | 8 | 8,000Cr |
| Assault Rocket | 1 | 4 | 4,000Cr |
| Rocket Battery | 2 | 6 | 6,000Cr |
| Torpedo | 1 | 3 | 3,000Cr |
| Mines | 1 | 1 | 1,000Cr |
| Seeker Missile | 3 | 9 | 9,000Cr |
| Laser Pod | 1 | 3 | 3,000Cr |

| Defense | Cost (Cr) | MHS | Avail | Cubic Meters |
|-------------------------|-----------|-----|----------|--------------|
| Reflective Hull | 500 Cr* | 1 | I,II,III | -- |
| Masking Screen Launcher | 10,000 Cr | 4 | I,II,III | 10 |
| Charge | 1,000 Cr* | 4 | I,II,III | 25 |
| Electron Screen | 2,000 Cr* | 10 | I | 10xHS |
| Proton Screen | 4,000 Cr* | 12 | I | 12xHS |
| Stasis Screen | 3,000 Cr* | 10 | I | 10xHS |
| ICM Launcher | 20,000 Cr | 5 | I,II | 10 |
| ICM | 2,000 Cr | - | - | 5 |

| Defense Programs | Program Level | Function Points | Cost |
|---------------------|---------------|-----------------|----------|
| Reflective Hull | NA | NA | -- |
| Masking Screen | NA | NA | -- |
| Electron Screen | 2 | 6 | 6,000Cr |
| Proton Screen | 2 | 8 | 8,000Cr |
| Stasis Screen | 3 | 12 | 12,000Cr |
| Interceptor Missile | 3 | 12 | 12,000Cr |

* Multiply these costs times the ships Hull Size.

SPACE STATION TYPE CHART

| Station Type | Ship Types |
|--------------|------------|
| Type 1 | 1-6 |
| Type 2 | 1-10 |
| Type 3 | 1-14 |
| Type 4 | 1-18 |
| Type 5 | Any |
| Type 6 | Any |

CONSTRUCTION CENTER LOCATION CHART

| System (Planet) | Center Class | # of Type VI Hulls |
|---------------------------|--------------|--------------------|
| Araks (Hentz) | Class II | 3 |
| Cassidine (Rupert's Hole) | Class III | 1 |
| Cassidine (Triad) | Class I | 6 |
| Dramune (Outer Reach) | Class III | 1 |
| Fromeltar (Terledrom) | Class II | 4 |
| Prenglar (Gran Quivera) | Class I | 8 |
| Theseus (Minotaur) | Class II | 3 |
| Truane's Star (Pale) | Class III | 1 |
| White Light (Gollywog) | Class III | 1 |

STARSHIP BREAKDOWN CHART

| Roll | Breakdown | Repair Time (Days) |
|-------|---|--------------------|
| 2 | Reactor meltdown; engines will explode in 1d10 minutes, must repair or be jettisoned. | No repair possible |
| 3 | Life support failure; characters must wear spacesuits until repaired. | 1d10 |
| 4 | Radar failure. | 1d10 |
| 5 | Drive program falters, all engines shut down. | 1d10 per engine |
| 6-7 | One engine hyper-ignites; replace fuel pellet. | standard |
| 8 | Astrogation program fails, no jumps possible until repaired. | 2d10 |
| 9-10 | Computer burnout, cannot use drives or life support until repaired. | 2d10 |
| 11-12 | Communication system failure. | 1d10 |
| 13 | Maneuver jets clogged, lose entire MR. | 1d10 |
| 14-15 | Short circuit causes fire; roll on damage table with +20 modifier. DCR every 10 minutes until repaired. | DCR |
| 16-20 | Collision with meteor, roll on damage table with -20 modifier. | DCR* |

* Any failed repair roll (not just 99 or 00) means that the damage must be repaired at an SCC.

| Spaceship Skill | Basic Skill Level Required |
|-----------------|---|
| Piloting | Technician 6, Computer 2 |
| Astrogation | Computer 6 |
| Engineering | Technician 4, Robotics 2 |
| Rocket Weapons | Projectile Weapons 4, Gyrojet Weapons 2 |
| Energy Weapons | Beam Weapons 6 |

SPACESHIP SKILL COST CHART

| | Piloting | Astrogation | Engineering | Gunnery |
|---------|----------|-------------|-------------|---------|
| Level 1 | 10 | 8 | 8 | 6 |
| Level 2 | 20 | 16 | 16 | 12 |
| Level 3 | 40 | 36 | 36 | 20 |
| Level 4 | 70 | 60 | 60 | 30 |
| Level 5 | 100 | 80 | 80 | 50 |
| Level 6 | 150 | 120 | 120 | 75 |

| Pilot's Level | Ship Types Qualified to Pilot |
|---------------|--------------------------------------|
| 1 | System Ships of all sizes |
| 2 | Starships of hull size 3 or smaller |
| 3 | Starships of hull size 6 or smaller |
| 4 | Starships of hull size 12 or smaller |
| 5 | Starships of hull size 15 or smaller |
| 6 | All starships |

| Engineer's Level | Ship Qualified to Design |
|------------------|--------------------------------------|
| 1 | Shuttles of all types |
| 2 | System ships of all types |
| 3 | Starships of hull size 3 or smaller |
| 4 | Starships of hull size 6 or smaller |
| 5 | Starships of hull size 15 or smaller |
| 6 | Starships of all sizes |

GUNNERY SKILL COVERAGE CHART

| Skill | Weapons Covered |
|----------------|--|
| Energy Weapons | Laser Cannons, Laser Batteries, Proton Beam Batteries, Electron Beam Batteries, Disruptor Beam Cannons |
| Rocket Weapons | Torpedoes, Assault Rockets, Rocket Batteries |

SPACESHIP SKILL SUMMARY CHART

| Skill | Success Rate |
|---------------------------|---|
| Piloting Skills | |
| Evasion | Modifier +3% per level |
| Increase Accuracy | Modifier +5% per level (to FF weapons only) |
| Increase Maneuverability | 70% + level |
| Astrogation Skills | |
| Plot Interstellar Jumps | 100% |
| Risk Jumping | 10%xlevel + 10% per hour |
| Find Location | 30% + level |
| Chart New Routes | 50% + level - 5%xLYs |
| Engineering Skills | |
| Ship Design | 100% |
| Damage Control | Modifier +10% per level |
| Stress Analysis | Modifier -5% per level to breakup chance |
| Gunnery Skills | |
| Energy Weapons | |
| Improve Accuracy | Modifier: +5% per level |
| Selective Targeting | Modifier -30% |
| Rocket Weapons | |
| Improve Accuracy | Modifier: +5% per level |
| Selective Targeting | Modifier -30% |

SPACESUITS & ACCESSORIES

| Item | Cost |
|-------------------------------|---------|
| Spacesuit (except Vrusk) | 1,000Cr |
| Spacesuit (Vrusk) | 1,500Cr |
| Spacesuit Life Support Refill | 50Cr |
| Spacesuit Armor | 1,000Cr |
| Rocket Pack (no fuel) | 2,000Cr |
| Rocket Pack Fuel | 50Cr |
| Magnetic Shoes (pair) | 100Cr |
| Velcro Boots | 50Cr |
| Additional Life Support Pack | 500Cr |
| Extra Patches (2) | 50Cr |

TOOLS

| Item | Cost |
|----------------------------|---------|
| Engineer's Toolbox | 2,500Cr |
| Laser Powertorch | 5,000Cr |
| Laser Powertorch Powerpack | 500Cr |

SPACE VEHICLES

| Item | Cost | Cubic Meters |
|------------------------|-----------|--------------|
| Launch (4 passengers) | 75,000Cr | 20 |
| Launch (10 passengers) | 100,000Cr | 50 |
| Workpod | 75,000Cr | 30 |

SPACEFLEET RANK TABLE

| Rank | Experience Points Needed | Daily Pay (Cr) |
|-----------------|--------------------------|----------------|
| Junior Lt. | Graduate from Academy | 75 |
| Lieutenant | 50 | 100 |
| Fleet Lt. | 100 | 140 |
| Commander | 150 | 180 |
| Space Commander | 200 | 250 |
| Commodore | 250 | 300 |
| Rear Admiral | 350 | 350 |
| Admiral | 500 | 400 |
| Fleet Admiral | 1,000 | 500 |

CHARACTER WAGES FOR SPACESHIP SKILLS

| Skill | ----- SKILL LEVEL ----- | | | | | |
|----------------|-------------------------|-----|-----|-----|-----|-----|
| | 1 | 2 | 3 | 4 | 5 | 6 |
| Piloting | 150 | 175 | 200 | 225 | 250 | 300 |
| Astrogation | 120 | 140 | 160 | 180 | 210 | 240 |
| Engineering | 120 | 140 | 160 | 180 | 210 | 240 |
| Rocket Weapons | 100 | 120 | 150 | 175 | 200 | 225 |
| Energy Weapons | 100 | 120 | 150 | 175 | 200 | 225 |

Wages are in Credits Per Day

Crew Skill Summary

| | |
|-----------------|---|
| Pilot: | Evasion = -3%xSkill Level Improve FF Accuracy = +5%xSkill Level Increase MR = 5%xSkill Level per turn |
| Gunner | Increase Accuracy = 5%xSkill Level |
| Engineer | Damage Control=DCR+10%xSkill Level Stress Analysis = -5%xSkill Level |

WORKPOD FREQUENCY CHART

| Ship Type | Likelihood of Pod aboard |
|--------------------------|--------------------------|
| Agriculture Ship | 80% (25%) |
| Exploration Ship | 50% |
| Freighter | 80% (50%) |
| Militia Vessel | 60% |
| Mining Ship | 95% (80%) |
| Pirate Vessel | 40% (5%) |
| Scientific Research Ship | 95% (50%) |
| Space Station | 100%* |
| Spaceliner | 15% |

* Space stations have 1d10 workpods

LAUNCH MALFUNCTION CHART

| Die Roll | Occurrence |
|----------|--|
| 1-6 | Engines fail to start, begin procedure again |
| 7-9 | Engines start but begin to sputter; land immediately within 10km of launch site. |
| 0 | Engines work for 2d10 turns and suddenly fail; bail out before ship crashes!* |

* A ship that crashes is demolished.

SPACESUIT PUNCTURE DIAMETER CHART

| Weapon | Diameter of puncture (cm) | Auto-seal |
|-----------------------|---------------------------|-----------|
| Electrostunner | 0 | -- |
| Pistol bullet | 1 | 100% |
| Needler weapon | 1 | 100% |
| Fragmentation grenade | 2 (=d10 holes) | 75% |
| Gyrojet pistol | 2 | 75% |
| Laser pistol | 2 | 75% |
| Laser rifle | 2 | 75% |
| Machine gun bullet | 2 | 75% |
| Rifle bullet | 2 | 75% |
| Gyrojet rifle | 3 | 50% |
| Heavy laser | 3 | 50% |
| Laser powertorch | 3 | 50% |
| Knife | 1d5 | varies |
| Sword | 1d5+2 | varies |
| Spear | 1d10 | varies |
| Vibroknife | 1d10 | varies |
| Electric Sword | 1d10+2 | varies |

CASTAWAY SURVIVAL CHART

| Character is in: | Modifier to Survival Roll |
|------------------|---------------------------|
| Spacesuit Armor | +10% |
| Launch | +20% |
| Escape Pod | +20% |
| Lifeboat | +25% |
| Work Pod | +30% |

STRUCTURAL POINTS OF SPACESHIPS CHART

| Ship System Component | Structural Points |
|-----------------------|-------------------|
| Hatch | 200+1d100 |
| Hull Sections | 200+2d100 |
| Control Panel | 100+1d100 |
| Battery Weapon | 300+2d100 |
| Cannon | 500+2d100 |
| Engine (Size A) | 2d10x100 |
| Engine (Size B) | 5d10x100 |
| Engine (Size C) | 5d10x200 |

WEAPONS VS. ARMOR CHART

| Weapon type | Effect of Armor |
|------------------------|------------------------|
| Axe, Knife, Club, etc. | Cannot penetrate armor |
| Gas Grenades | Cannot penetrate armor |
| Needlers | Cannot penetrate armor |
| Sonic Weapons | Cannot penetrate armor |
| Spear, Sword | 70% protection |
| Bullets | 65% protection |
| Laser Weapons | 50% protection |
| Fragmentation Grenades | 35% protection |
| Gyrojet Rockets | 35% protection |
| Electric Sword | 30% protection |
| Vibroknife | 25% protection |
| Electrostunner | Full penetration |
| Shock Gloves | Full penetration |
| Stunstick | Full penetration |
| Tangler Grenade | Full penetration |

SPACESHIP SECURITY CHART

| Ship Type | Lock Level | Security System and Level |
|--------------------|------------|---------------------------|
| Spacefleet (1-14) | 5 | Heat Sensitive (5) |
| Spacefleet (15-20) | 6 | Heat Sensitive (5) |
| Militia | 4 | Sound Sensitive (3) |
| Pirate | 5 | Video (4) |
| Spaceliner (6-12) | 3 | Sound Sensitive (3) |
| Spaceliner (13-15) | 5 | Video (4) |
| Freighter | 4 | Sound Sensitive (3) |
| Shuttle | 2 | Mechanical (1) |
| Research Ships | 2 | Pressure Sensitive (2) |
| Agriculture Ships | 1 | Mechanical (1) |
| Mining (8-12) | 5 | Video (4) |
| Mining (13-20) | 6 | Heat Sensitive (5) |
| Exploration | 3 | Sound Sensitive (3) |

AVERAGE NPC LEVELS

| Organization | Pilot | Gunner | Engineer |
|------------------------------------|-------|--------|----------|
| UPF Spacefleet | 4 | 3 | 4 |
| Sathar Attack Vessels | 2 | 1 | 1 |
| Pirate and Planetary Militia Ships | 3 | 2 | 2 |
| Civilian Ships | 4 | 0 | 3 |

SPACELINER BOOKINGS CHART

| ----- Destination Population ----- | | | | |
|------------------------------------|---------|----------|---------|---------|
| Start Pop. | Heavy | Moderate | Light | Outpost |
| Heavy | 80+2d10 | 70+3d10 | 60+4d10 | 10+4d10 |
| Moderate | 60+4d10 | 60+4d10 | 40+3d10 | 10+3d10 |
| Light | 40+6d10 | 30+6d10 | 20+4d10 | 10+1d10 |
| Outpost | 20+8d10 | 20+4d10 | 20+2d10 | 0+1d10 |

SPACELINER HAZARDS CHART

| Roll | Hazard |
|-------|---|
| 01-02 | Hijacking attempt by passengers |
| 03 | Pirates attack |
| 04-05 | Drive problems; repairs will take (2d10-engineer's skill level) days. |
| 06 | Renegade Sathar Frigate |
| 07-00 | Safe and pleasant voyage. |

CARGO ACQUIRED AT INDUSTRIAL CENTERS

| Roll | Type of Cargo | At Source | At Destination |
|-------|-------------------|-----------|----------------|
| 01-07 | Air Cars | 20,000Cr | 45,000Cr |
| 08-16 | Chemicals* | 20,000Cr | 40,000Cr |
| 17-23 | Computers* | 60,000Cr | 120,000Cr |
| 24-27 | Drones | 35,000Cr | 90,000Cr |
| 28-30 | Explorers | 40,000Cr | 100,000Cr |
| 31-38 | Farming Equipment | 20,000Cr | 35,000Cr |
| 39-46 | Generators | 30,000Cr | 80,000Cr |
| 47-51 | Ground Cars | 20,000Cr | 40,000Cr |
| 52-54 | Hand Weapons* | 80,000Cr | 120,000Cr |
| 55-59 | Hovercraft | 30,000Cr | 50,000Cr |
| 60-64 | Jetcopters | 30,000Cr | 75,000Cr |
| 65-70 | Lab Equipment | 30,000Cr | 75,000Cr |
| 71-75 | Medical Equipment | 50,000Cr | 75,000Cr |
| 76-78 | Parabatteries | 25,000Cr | 70,000Cr |
| 79-87 | Plastics | 15,000Cr | 25,000Cr |
| 88-92 | Robots* | 40,000Cr | 100,000Cr |
| 93-96 | Ship Drives* | 50,000Cr | 80,000Cr |
| 97-00 | Tools | 25,000Cr | 40,000Cr |

CARGO ACQUIRED AT RESOURCE CENTERS

| Roll | Type of Cargo | At Source | At Destination |
|-------|-----------------|-----------|----------------|
| 01-07 | Aluminum | 50,000Cr | 70,000Cr |
| 08-11 | Copper | 15,000Cr | 25,000Cr |
| 12-13 | Diamonds* | 400,000Cr | 600,000Cr |
| 14-18 | Gold* | 200,000Cr | 300,000Cr |
| 19-28 | Iron | 20,000Cr | 25,000Cr |
| 29-33 | Magnesium* | 70,000Cr | 100,000Cr |
| 34-36 | Mercury | 40,000Cr | 75,000Cr |
| 37-39 | Molybdenum | 60,000Cr | 75,000Cr |
| 40-42 | Nickel | 40,000Cr | 55,000Cr |
| 43-44 | Platinum* | 80,000Cr | 120,000Cr |
| 45-46 | Plutonium* | 100,000Cr | 150,000Cr |
| 47-54 | Quartz Crystals | 40,000Cr | 60,000Cr |
| 55-56 | Rubies* | 250,000Cr | 400,000Cr |
| 57-66 | Salt | 20,000Cr | 30,000Cr |
| 67-70 | Silver* | 80,000Cr | 120,000Cr |
| 71-74 | Titanium* | 75,000Cr | 100,000Cr |
| 75-77 | Tungsten | 50,000Cr | 75,000Cr |
| 78-80 | Uranium* | 100,000Cr | 150,000Cr |
| 81-82 | Vanadium | 80,000Cr | 100,000Cr |
| 83-96 | Water / Ice | 30,000Cr | 40,000Cr |
| 97-00 | Zircon | 30,000Cr | 45,000Cr |

* This cargo is "high risk" material; see Risks.

FREIGHTER HAZARD CHART

| Roll | Hazard Encountered |
|-------|---|
| 01-02 | Attacked by pirates in frigate or two assault scouts |
| 03 | Crew mutinies unless captain passes Leadership check |
| 04-05 | Drive trouble; engineer needs 1d10 days to repair |
| 06-08 | Searched and harassed by local militia at destination |
| 09-00 | Save and uneventful voyage |

MINERAL PRESENCE TABLE

| Roll | Minable Resources |
|------|-------------------|
| 1-5 | 1 |
| 6-8 | 2 |
| 9-10 | 3 |

RAW MATERIAL CHART (MINERAL MINING)

| Roll | Material | Ore/Unit | Process Time |
|-------|-----------------|----------|--------------|
| 01-10 | Aluminum | 4,000 | 4d10 |
| 11-18 | Copper | 1,500 | 1d10 |
| 19 | Diamonds | 20,000 | 12d10 |
| 20 | Emeralds | 25,000 | 14d10 |
| 21 | Gold | 1,000 | 2d10 |
| 22-36 | Iron | 1,000 | 1d10 |
| 37-43 | Magnesium | 5,000 | 4d10 |
| 44-48 | Mercury | 500 | 2d10 |
| 49-53 | Molybdenum | 4,000 | 5d10 |
| 54-59 | Nickel | 4,000 | 3d10 |
| 60-65 | Platinum | 3,000 | 4d10 |
| 66-67 | Plutonium | 2,000 | 4d10 |
| 68-75 | Quartz Crystals | 1,500 | 2d10 |
| 76-77 | Rubies | 25,000 | 12d10 |
| 78-79 | Silver | 1,000 | 2d10 |
| 80-87 | Titanium* | 8,000 | 6d10 |
| 88-90 | Tungsten | 4,000 | 2d10 |
| 91-92 | Uranium* | 1,500 | 3d10 |
| 93-94 | Vanadium | 5,000 | 2d10 |
| 95-00 | Zircon | 2,000 | 5d10 |

MINING HAZARD TABLE

| Roll | Hazard |
|-------|---|
| 01-04 | Pirates - One frigate or two assault scouts are used to attack the operation in an attempt to steal the concentrate. |
| 05-10 | Corporate thugs - Either Streel Corp. or the PGC sends two assault scouts with armed landing parties to disrupt the operation |
| 11-19 | Processing plant breakdown - technician needs 2d10 days minus skill level to repair |
| 20-30 | Wildcatters - independent miners set up an operation nearby; they will fight if their work is interfered with. |
| 31-00 | No event this week. |