

STARSHIPS & SPACEMEN 2E

STARSHIP

CONSTRUCTION MANUAL



VOLUME #2: AUXILIARY SHIPS
LUMINOUS DESIGN

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CREDITS

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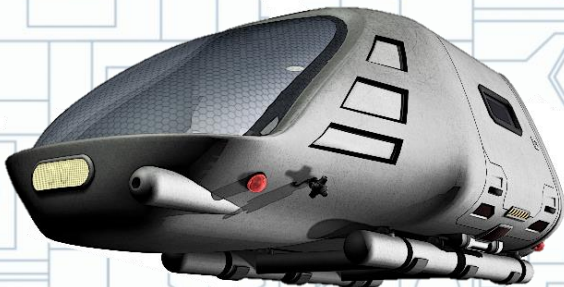
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INTRODUCTION

Auxiliary Ships, also known as “Aux-Ships” or “System Ships”, are small vessels used to support starships, space stations, and star bases. These ships are typically too small to accommodate hyperdrive propulsion and are limited to interplanetary flight within a solar system. All Aux-Ships are powered by a nuclear pulse drive which has a top speed of 30,000 miles per game turn on the planetary scale map. These ships can be requisitioned for construction at any of the three classification of shipyard and typically take between three months to a year to build.

This manual is a rules supplement resource for designing and building Galactic Confederation auxiliary spacecraft for use in Goblinoid Games’ Starships & Spacemen 2nd Edition role playing game. These expanded rules require the Starship Construction Manual (SCM) Volume #1 to use. This supplement can be used by both Space Masters and Players, but it is at the Space Master’s discretion whether a new ship design will be allowed into the game or available for a player to command.



METRIC SYSTEM

The standard units of measurement in the 2nd Edition rulebook are described using the English System of measurement. If you prefer to use the metric system, simply exchange or convert any measurements to the metric system to suit your personal preference.



NEW GAME STATS

The three new statistical scores introduced in the Starship Construction Manual Vol. #1 are also used here to help you organize and manage your auxiliary ship construction projects. They include Hull Size (HS), Construction Points (CP), and Design Budget (DB). Like in the Starship

Construction Manual Vol. #1, the rules presented here are a simple resource management system like the one used for starship operation in the 2nd Edition Rulebook.

HULL SIZE (HS)

This is a conceptual score that indicates the size of a spacecraft's superstructure frame. Hull Sizes will adjust in scale to fit the technology of the time period, but ship classifications remain the same. Auxiliary ships are considerably smaller than most starships and are represented by fractional hull sizes ranging from HS- $\frac{1}{4}$ to HS-1. While it maybe theoretically possible to build a one eighth HS ship, the technologies present in the 22nd thru 24th centuries are not small enough to support a fully functional spacecraft of this size.

AUX-SHIP HULL SIZE TABLE

AUX-SHIP CLASS	HS	PPB	CP	CREW
Service Pod	$\frac{1}{4}$	8	8	1
Exploration Pod	$\frac{1}{4}$	8	8	1
Scout / Spy Pod	$\frac{1}{4}$	8	8	1
Mining Pod	$\frac{1}{4}$	8	8	1
EEV Pod	$\frac{1}{4}$	8	8	1/5
Shuttle (Type 1)	$\frac{1}{4}$	10	10	1/10
Fighter (Type 1)	$\frac{1}{4}$	12	12	1
Shuttle (Type 2)	$\frac{1}{2}$	14	14	2/20
Fighter (Type 2)	$\frac{1}{2}$	16	16	2
Shuttle (Type 3)	$\frac{3}{4}$	18	18	3/30
Fighter (Type 3)	$\frac{3}{4}$	20	20	3/5
Transport	1	22	22	4/40
Dropship	1	24	24	4/40

CONSTRUCTION POINTS (CP)

This is a conceptual score that determines the construction cost of a spacecraft based on the amount of energy required to build and operate the vessel.

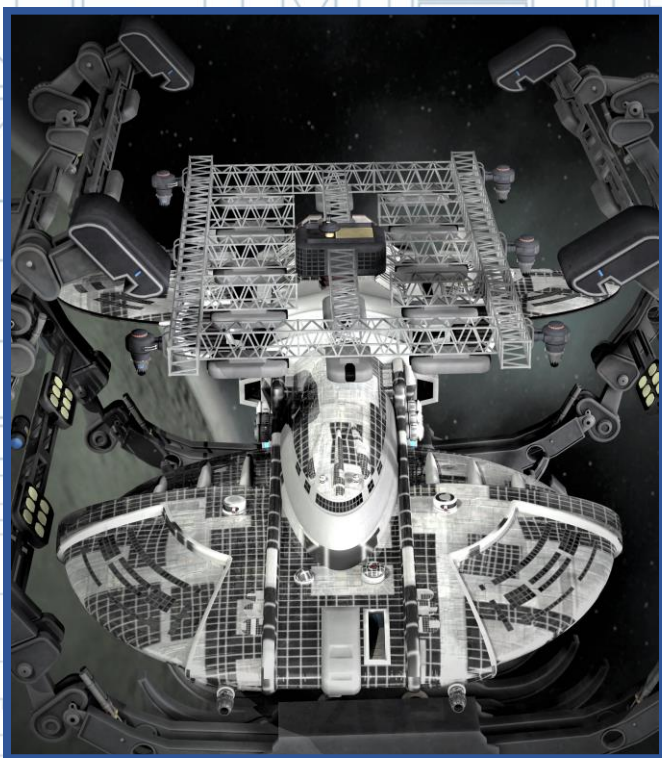
DESIGN BUDGET (DB)

This is a conceptual score that indicates the maximum number of construction points that a spacecraft design can use. A spacecraft design can be under its total DB score but must not exceed it.

STARSHIP SYSTEMS

Aux-Ships can use any of the starship systems found in the Starship Construction Manual Vol. #1 allowed under their design budget except for hyperdrives and Q-drives. Specific systems have also been designed for this supplement since Aux-Ship's are smaller and produce considerably less power than starships. You can use these systems as they are presented here, or you can use them as an inspiration for creating your own.





fit your own unique game setting or campaign.

SPACECRAFT AGE

Like people, spacecraft begin to show their age over time. After the stresses of space travel, combat, or high risk maneuvers these vessels will begin to lose some of their youthful vigor. Energy distribution will become less efficient, computers will run slower, and equipment will demand more energy to operate than it once did. While this natural maturation of a spacecraft can seem negative it actually adds a lot of character and a sense of history to your game's hero-ship.

AESTHETICS

The Galactic Confederation of Allied Worlds is composed of a diverse group of peacefully coexisting space-faring races. The diversity of these interstellar cultures contributes to the wide variety of spacecraft designs found in its service. The examples provided in this manual represent only a small number of standardized spacecraft and should not be considered the only ones available. Various shipyards operated by individual planetary governments, corporations, and private enterprises produce a variety of unique designs. Space Masters and players are welcome to use the designs found in this manual as written or adapt these rules to



In this optional rule the Space Master or player designing a spacecraft can opt to create a ship that is either brand new or been hanging around for a while. To randomly determine the age and condition of either a Starship or Aux-Ship roll 1d6 on

the table below to determine the age of the spacecraft when it enters the game.

AUX-SHIP AGE TABLE			
ROLL	AGE	CONDITION	MODIFIER
01	00-03	Brand New	+3 PPB
02	04-06	Current	+2 PPB
03	07-09	Serviceable	+1 PPB
04	10-12	Outdated	-1 PPB
05	13-15	Obsolete	-2 PPB
06	16-18	Relic	-3 PPB

Since starships are significantly more complex, and typically larger than most Aux-Ships, the affects of age are multiplied by Hull Size. For example, a HS 2 Frigate that is obsolete at 21 to 25 years old would subtract a total of 6 points ($HS2 \times -3 = -6$) from its overall PPB score. If the same ship is brand new you would add 6 points to its overall PPB score.

STARSHIP AGE TABLE			
ROLL	AGE	CONDITION	MODIFIER
01	00-05	Brand New	+5 PPB / HS
02	06-10	Current	+3 PPB / HS
03	11-15	Serviceable	+1 PPB / HS
04	16-20	Outdated	-1 PPB / HS
05	21-25	Obsolete	-3 PPB / HS
06	25-30	Relic	-5 PPB / HS

VTOL FLIGHT

All Confederation spacecraft that are atmospheric flight capable have vertical take-off and landing (VTOL) capabilities unless specified otherwise. This allows

spacecraft to take-off and land in relatively confined spaces. There is no additional cost in energy for VTOL Flight unless the ship hovers in place which requires additional power to the thrusters for maintaining position.



BATTERY POWER

This rules supplement introduces a new method of power management called Battery Power that allows a Starship or Auxiliary Ship to temporarily boost their PPB capacity for a limited time with use of a battery bank energy storage system. These systems allow spacecraft to store any surplus energy units from their PPB for a limited amount of time in internal batteries that can be used to off-set energy expenditure deficits. These systems can also be used by Starships as an emergency power system in the event of a main power failure or catastrophic event that results in a hyperdrive ejection. Battery systems can

also be charged while a spacecraft is docked with a starbase, space station, or starship at a rate of 25 EU's per day.



OPTIONAL RULES

In the 2nd Edition Rulebook, shuttles and auxiliary ships do not track energy consumption or power management. In most cases auxiliary ships do not produce or consume enough power to warrant this kind of attention to detail in the course of game play. However, this supplement presumes that auxiliary spacecraft can be used to play a more significant role in adventuring and provides these rules as a means of exploring this possibility. Provided here is an example list of common Aux-Ship operations and their corresponding power cost in terms of Energy Units. You can use this example list or create your own to fit the mechanics or setting of your game.

ENERGY USAGE TABLE

AUX-SHIP ENERGY USAGE	EU
Instant Launch*	5
Launch With One Hour Prep Time	0
Enter Planetary Orbit	1
Leave Planetary Orbit	1
Planetary Landing	2
Atmospheric Flight	2
Hover (Atmospheric)	2
Ship / Station Docking	1
Ship / Station Undocking	1
Life Support (Mandatory)	2
Intra-System Travel / Day	5
Course Change Heading	1
Evasive Maneuvers	2
Tractor Beam (1/12,500 miles)	1/<
Half-Screens	5
Full Screens	10
Teleportation (Each Way) / Person	3
Torpedo / Probe / Decoy Launch	0
Operate Equipment Rig	1
Fire Beam Bank	5
Fire Beam Canon	2
Fire Patterson Cannon	0
Holographic Camouflage / Day	3
Jamming Pod Pulse	2
Science Pod Scanner Sweep	2
Emergency Speed Burst	10

*This operational cost is normally charged to the host facility, starship, or station. However, while planet side or on-board a non-Confederation facility, starship, or station the cost for instant launch is charged to the Aux-ship itself.

EXAMPLE SHIPS

This rules supplement introduces four new types of auxiliary spacecraft ranging from space pods to transports. Thirteen example auxiliary spacecraft are provided here to use in your game or as inspiration for your own designs. Included with this supplement is an Aux-Ship Design worksheet to help you keep track of your spacecraft design projects. This worksheet works like the one for Starships included with SCM Volume #1.

SPACE PODS

Space Pods are small one or two-person short range auxiliary spacecraft used for specific mission functions. These ships come in a variety of configurations, but unlike shuttlecraft they are only designed to perform in a specific role. Pods are equipped with full function life support systems that allow them to stay in space for longer durations than Space Fighters. Space Pods do not have an official naming convention and are typically identified by a registry or unit number.



SERVICE POD

Service pods are small one-person spacecraft designed for maintenance, repair, and construction operations in space. These robust pods are equipped with a variety of tools, manipulator arms, and tractor/pressor beams. Service pods are not normally armed but do come equipped with a powerful short ranged cutting laser.

SERVICE POD (SP-S)

Hull Size:	¼
Construction Cost:	8 CP
Crew Compliment:	1
Command Rank:	Ensign
Power Pile Base:	8
Teleporter Capacity:	N/A
Beam (Cannon):	N/A
Torpedoes (Ion):	N/A
Sick Bay Capacity:	N/A
Ship's Locker (Optional):	2 2

EXPLORATION POD

Exploration pods are small spacecraft designed for exploration and scientific research. These one-man pods are equipped with a variety of tools and sensors used for exploring the unknown mysteries of space.

EXPLORATION POD (SP-E)

Hull Size:	¼
Construction Cost:	8 CP
Crew Compliment:	1
Command Rank:	Ensign
Power Pile Base:	8
Teleporter Capacity:	N/A
Beam (Cannon):	1
Torpedoes (Ion):	N/A
Sick Bay Capacity:	N/A
Ship's Locker (Optional):	2 2

SCOUT / SPY POD

Scout Pods or "Spy Pods" are exploration pods that have been specifically designed for military reconnaissance and surveillance operations. Scout Pods are normally equipped with a variety of stealth and electronic warfare technologies such as counter measure modules and holographic camouflage to avoid detection by enemy forces.

SCOUT / SPY POD (SP-I)

Hull Size:	¼
Construction Cost:	8 CP
Crew Compliment:	1
Command Rank:	Ensign
Power Pile Base:	8
Teleporter Capacity:	N/A
Beam (Cannon):	1
Torpedoes (Ion):	N/A
Sick Bay Capacity:	N/A
Ship's Locker (Optional):	2 2

MINING POD

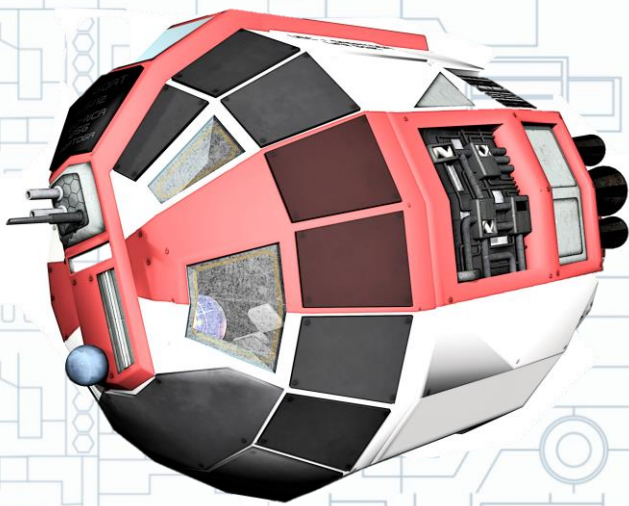
The mining pod is a modified version of the service pod built around a Mining Rig with a rugged reinforced superstructure designed to survive the rigors of deep space asteroid mining. Mining pods are equipped with two manipulator arms, a cutting laser, a tractor/pressor beam emitter, and a variety of geological survey instruments.

MINING POD (SP-M)

Hull Size:	¼
Construction Cost:	8 CP
Crew Compliment:	1
Command Rank:	Ensign
Power Pile Base:	8
Teleporter Capacity:	N/A
Beam (Cannon):	N/A
Torpedoes (Ion):	N/A
Sick Bay Capacity:	N/A
Ship's Locker (Optional):	2 2

EMERGENCY ESCAPE VEHICLES

Emergency Escape Vehicles are short range interplanetary lifeboats that can accommodate up to six humanoid sized passengers. EEV's are more akin to a shuttle than a personal escape pod because they have their own autonomous propulsion and navigation systems like those found on shuttlecraft.



EEV POD (SP-EV)		
Hull Size:	¼	
Construction Cost:	8 CP	
Crew Compliment:	1/5	
Command Rank:	Ensign	
Power Pile Base:	8	
Teleporter Capacity:	N/A	
Beam:	N/A	
Torpedoes:	N/A	
Sick Bay Capacity:	N/A	
Ship's Locker (Optional):	2	2

SHUTTLE SHIPS

Shuttle ships, or shuttlecraft, are the most widely used of all auxiliary ships in the Galactic Confederation Space Fleet. This versatile interplanetary spacecraft comes in a variety of shapes, sizes, and configurations. Their roles within Space Fleet are equally diverse encompassing everything from cargo transport to military reconnaissance operations. Almost every starship, Hull Size 2 or larger, carries at least one of these auxiliary ships for times when teleportation is not practical or possible. Shuttlecraft are typically named after famous historical artists such as Rembrandt, T'vak, Hokusai, and Da Vinci.



SHUTTLE TYPE 1

The Type 1 Shuttle is the smallest classification of shuttlecraft and are sometimes called shuttle pods even though they have little in common with the pod class spacecraft. These shuttles normally have one pilot and can accommodate up to ten passengers. They are the taxis of Space Fleet used to ferry

crew, equipment or supplies between planets, ships, and stations. Type one shuttles are rarely armed, but some are equipped with a single beam or Patterson cannon to give them a fighting chance against light attack craft or space hazards.

SHUTTLE TYPE I (SS-I)		
Hull Size:	¼	
Construction Cost:	10 CP	
Crew Compliment:	2/20	
Command Rank:	Ensign	
Power Pile Base:	10	
Teleporter Capacity:	N/A	
Beam (Cannon):	1	
Torpedoes (Ion):	N/A	
Sick Bay Capacity:	N/A	
Ship's Locker (Optional):	2	2

SHUTTLE TYPE 2

These medium sized shuttles are the second most common ship found in Space Fleet. These shuttles have a two-person crew that consists of a pilot and a mission specialist. They can accommodate up to 20 passengers or one medium sized planetary vehicle.



SHUTTLE TYPE II (SS-II)

Hull Size:	½	
Construction Cost:	14 CP	
Crew Compliment:	2/20	
Command Rank:	Ensign	
Power Pile Base:	14	
Teleporter Capacity:	N/A	
Beam (Bank):	1	
Torpedoes (Ion):	N/A	
Sick Bay Capacity:	N/A	
Ship's Locker (Optional):	2	2

SHUTTLE TYPE 3

The Type 3 shuttle, also referred to as a “Cargo Shuttle”, is the largest and most versatile shuttlecraft found in Space Fleet. Comprising the bulk of all auxiliary ship commissions, this ship is one of the most common found throughout the fleet. This large spacecraft has a three-man crew consisting of a pilot, a mission specialist, and an engineer. It can accommodate 30 to 50 passengers or one large planetary vehicle. An unarmed exploration variant of this shuttle is the standard shuttle-ship example that is described in the 2nd Edition rule book carried by Confederation starships. While many confederation shipyards are fond of including this popular type of auxiliary ship, it is not the only choice available.

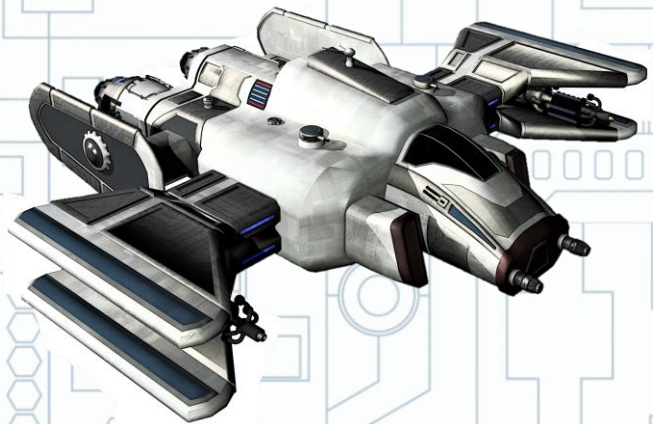


SHUTTLE TYPE III (SS-III)		
Hull Size:	¾	
Construction Cost:	18 CP	
Crew Compliment:	3/30*	
Command Rank:	Ensign	
Power Pile Base:	18	
Teleporter Capacity:	N/A	
Beam (Bank):	1	
Torpedoes (Ion):	N/A	
Sick Bay Capacity:	N/A	
Ship's Locker (Optional):	2	2

SPACE FIGHTERS

Space fighters are small, fast, and maneuverable spacecraft designed specifically for combat. Unlike shuttlecraft, fighters substitute cargo space for powerful engines, weapons and armor. These kinds of spacecraft have extremely small and uncomfortable crew accommodations designed for short range missions. Life support systems in these ships are minimal to save space for combat systems and are usually intended to last no longer than a day or two under ideal conditions. The Galactic Confederation

Space Fleet in its role as peacekeepers and explorers has been slow to embrace the use and development of fighters for its fleet. However, their formidable strategic usefulness, which has been proven through extensive use by the Zangids and Videni, cannot be dismissed or ignored. Space Fighters are designated by a squadron number and do not have an individual naming convention. A time-honored combat aviator tradition of the pilot or crew naming their space fighter is popular among Space Fleet Officers.



SPACE FIGHTER TYPE 1

This vessel is the smallest of the three primary classifications of Confederation space fighters. They are used primarily for fast attack craft, close fire support, and reconnaissance operations.

FIGHTER TYPE I (SF-I)

Hull Size:	¼
Construction Cost:	12 CP
Crew Compliment:	1
Command Rank:	Ensign
Power Pile Base:	12
Teleporter Capacity:	N/A
Beam (Bank):	1
Torpedoes (Ion):	N/A
Sick Bay Capacity:	N/A
Ship's Locker (Optional):	2 2

FIGHTER TYPE II (SF-II)

Hull Size:	½
Construction Cost:	16 CP
Crew Compliment:	1/1
Command Rank:	Ensign
Power Pile Base:	16
Teleporter Capacity:	N/A
Beam (Bank):	1
Torpedoes (Ion):	2
Sick Bay Capacity:	N/A
Ship's Locker (Optional):	2 2

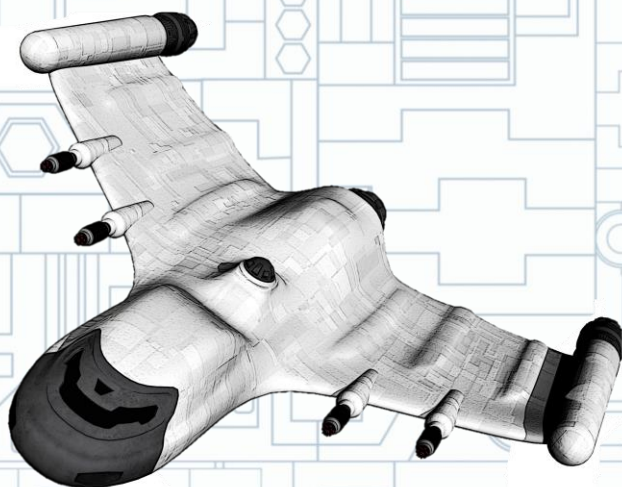
SPACE FIGHTER TYPE II

This well balanced medium sized space fighter is the backbone of the Confederation fighter fleet. These ships are commonly used as multi-role interceptors and space superiority fighters.



SPACE FIGHTER TYPE III

The largest of the three Confederation space fighters, this ship is almost as large as a Runabout and accommodates up to five crew members. These fighters fulfill a variety of roles in combat from interceptors to torpedo bombardment.



are reliable and not prone to the unique problems that normally plague their interstellar counterparts. Transports are typically named after famous authors such as Twain, Hemmingway, Tolkien, Sa Vaneth, and Lo'Cha. The practice of naming transport ships after authors came from the common sight of passengers trying to pass the time by reading during long voyages between planets.

FIGHTER TYPE III (SF-III)		
Hull Size:	¾	
Construction Cost:	20 CP	
Crew Compliment:	3/5	
Command Rank:	Ensign	
Power Pile Base:	20	
Teleporter Capacity:	N/A	
Beam (Bank):	1	
Torpedoes (Ion):	4	
Sick Bay Capacity:	N/A	
Ship's Locker (Optional):	2	2



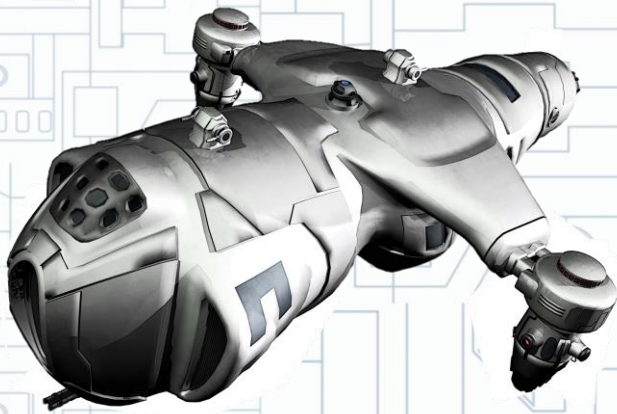
TRANSPORTS (ST)		
Hull Size:	1	
Construction Cost:	22 CP	
Crew Compliment:	4/40	
Command Rank:	Ensign	
Power Pile Base:	22	
Teleporter Capacity:	N/A	
Beam (Bank):	1	
Torpedoes (Ion):	2	
Sick Bay Capacity:	N/A	
Ship's Locker (Optional):	2	2

TRANSPORTS

Transports are the largest and most diverse classification of auxiliary ships in the Confederation. Like light freighters, these interplanetary vessels are designed for a variety of functions and missions. While rendered almost obsolete in Space Fleet by the introduction of the interstellar capable runabout these inexpensive ships are still seen in extensive use among civilians, private corporations, and some planetary governments. They maybe slow but they

DROPSHIPS

These are versatile and rugged interplanetary spacecraft designed to rapidly deliver cargo, equipment, or passengers planet side. They commonly incorporate a detachable cargo or mission module which the dropship can deliver or pick up and then return to its mothership or a station in orbit. Like Space Pods, Dropships do not have a specific naming convention and are typically identified by a registry number or unit number.



DROPSHIPS (DT)		
Hull Size:	1	
Construction Cost:	24 CP	
Crew Compliment:	4/40	
Command Rank:	Ensign	
Power Pile Base:	24	
Teleporter Capacity:	N/A	
Beam (Banks):	1	
Torpedoes (Ion):	2	
Sick Bay Capacity:	N/A	
Ship's Locker (Optional):	2	2

HYPERWARP SHUTTLES & FIGHTERS.

For simplicity of game mechanics any small vessel, such as a shuttle or fighter, that has been designed for interstellar flight and equipped with a hyperdrive falls into the category of the Runabout / Patrol Craft starship. Spacecraft must be at least Hull Size 1 in order to be large enough to accommodate a Hyperdrive system regardless of their designed function.



DRONE SHIPS

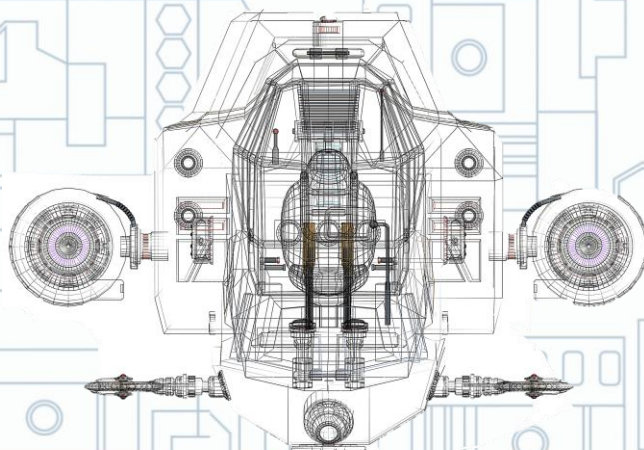
Drones are automated auxiliary spacecraft that are either computer or tele-presence controlled vehicles. Drone spacecraft operate without a pilot or crew and only

require life support systems if they are transporting live passengers. Any auxiliary ship can be converted into a drone if it is equipped with an Aux-Ship automation system. Drones are pre-programmed for their missions prior to launch and cannot deviate from it unless re-programed with a successful technical skill check and computer inquiry made by an engineering officer or enlisted man. Reprograming a drone ship requires the aid of a starbase or starship's computer in order to communicate the new commands to the drone. While drones can receive commands from a player character, they are ultimately under the control of the Space Master and should be considered as NPC robots similar in nature to those described in the 2nd Edition Rulebook (Pg. 65) but with the physical attributes of a spacecraft. Space fighters are frequently equipped as drones and can be preprogramed with a variety of tactical combat maneuvers but are not as creative or intuitive as their biological counterparts. Some space fighters are specifically designed as drones and are manufactured without crew cabins or cockpits. Others can be converted from any space fighter that has an aux-ship automation system installed during its construction. Fighters that are not previously equipped with an automation system cannot be converted into a drone. However, these ships can be flown by a robot NPC under the Space Master's control.



YOUR OWN DESIGNS

In addition to the sample Aux-Ships, this rules supplement provides you with resources to create your own designs. You can use one of the example ships as a template or create something completely original from your own imagination. The rules in this supplement, as well as those found in the SCM Vol. #1, are intended to provide you with a guide for crafting your own creations. You can use these rules as written, modify them to fit your existing game setting, or use them as inspiration to make something entirely new.





BUILD TIME

The time required to build an auxiliary spacecraft from blueprint to shake-down cruise is based on the size of the ship. The bigger the ship the longer it will take to build the vessel.

AUX-SHIP BUILD TIME TABLE		
AUX-SHIP CLASS	SIZE	TIME
Service Pod	HS ¼	3 Months
Exploration Pod	HS ¼	3 Months
Scout / Spy Pod	HS ¼	3 Months
Mining Pod	HS ¼	3 Months
EEV Pod	HS ¼	3 Months
Shuttle (Type 1)	HS ¼	3 Months
Fighter (Type 1)	HS ¼	3 Months
Shuttle (Type 2)	HS ½	6 Months
Fighter (Type 2)	HS ½	6 Months
Shuttle (Type 3)	HS ¾	9 Months
Fighter (Type 3)	HS ¾	9 Months
Transport	HS 1	1 Year
Dropship	HS 1	1 Year

REQ AUTHORITY

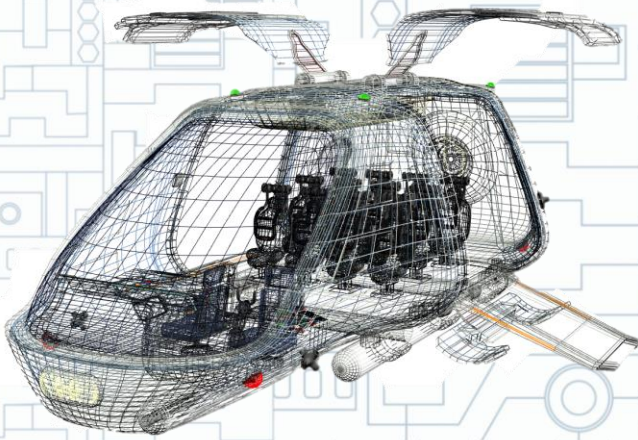
Command experience is an important factor in how big of a construction project Space Fleet will entrust to an officer. As an officer advances in rank their respect, reputation, and requisition authority within Space Fleet also grows. The minimum command rank to requisition a new Aux-Ship design is Lieutenant. Enlisted personnel in the Confederation Space Fleet cannot requisition starship or auxiliary spacecraft construction projects.

If your characters do not have sufficient rank to requisition a construction project on their own, they may need to seek out a third-party NPC to help them. This could provide your party with an excellent side adventure hook for locating and convincing a higher ranked officer to requisition the construction of a ship they need for their mission. Keep in mind build time may play a critical factor here and characters who are pressed for time may need to requisition an existing spacecraft, if available, instead of constructing an entirely new one. It is always a good idea for the Space Master to have a supply of pre-generated starships and aux-ships available for incorporation into your scenarios as needed.

REQ AUTHORIZATION TABLE		
RANK	CLASS	CP
Lieutenant	Service Pod	8
Lieutenant	Exploration Pod	8
Lieutenant	Scout / Spy Pod	8
Lieutenant	Mining Pod	8
Lieutenant	EEV Pod	8
Lt. Commander	Shuttle (Type 1)	10
Lt. Commander	Fighter (Type 1)	12
Lt. Commander	Shuttle (Type 2)	14
Lt. Commander	Fighter (Type 2)	16
Lt. Commander	Shuttle (Type 3)	18
Lt. Commander	Fighter (Type 3)	20
Commander	Transport	22
Commander	Dropship	24

BENEFITS OF RANK

Under this rule the Space Master can award an additional 1D12 PPB and Construction Points per Hull Size for commissions that are below the Officer's level of Requisition Authority. Aux-Ships below HS 1 should divide the dice roll results by the ship's HS and round up to the next whole number.



AUX-SHIP SYSTEMS

Like starships, the technologies incorporated into the design of a new auxiliary ship are called "Systems" and are classified as either Compulsory or Mission Specific. Compulsory systems are those technological components that are necessary for the ship to function safely. They include everything from the ship's hull structure to life support. All auxiliary ship designs are required to have these systems installed prior to leaving the shipyard. The mission specific systems for

an auxiliary ship include all of the technologies needed for it to fulfill its design parameters. Mission specific systems are not necessary for the ship to function safely but are needed in order for the crew to perform their missions. These include everything from weapons to science pods.

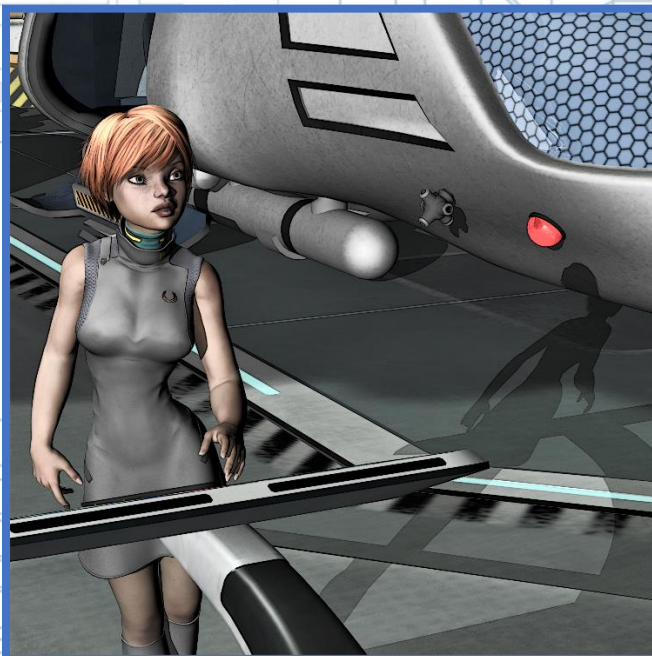
AUX-SHIP COMPULSORY SYSTEMS

The compulsory systems are those required for every spacecraft to function. Without any of these systems the ship would either simply not go anywhere or be too dangerous for the crew to operate. The compulsory systems are required to be included in every new Aux-Ship design regardless of the size or the complexity of the build. These systems include...

- Hull Structure
- Nuclear Drive
- Flight Deck
- Life Support Systems
 - Environmental
 - Artificial Gravity
 - Inertial Dampening
 - Food / Provisions
- Computer Core
 - Sensors
 - Astronavigation
 - Communications
 - Universal Translation

SYSTEM COSTS

For ease of explanation, a list of the most common compulsory and mission specific systems found on Confederation Aux-Ships has been compiled here. Each item in the list has been assigned a construction point (CP) value based on the amount of energy required to fabricate it and the amount of energy it will require to operate. You may notice that some systems listed here are identical in cost to those found on starships and some are not. The reason for the difference in CP cost is that the Aux-Ship systems are much smaller in size and complexity than their starship counterparts. Some systems, such as torpedoes and probes, cost the same as those found on starships because they are the same but have been modified for use on Aux-ships.



SYSTEM COST TABLE	
AUX-SHIP'S SYSTEM	CP COST
Aux-Ship Hull Structure	3 CP / HS
Nuclear Drive	3 CP / HS
Defense Screen Grid	3 CP / HS
Capacitor Torpedo	3 CP Each
Beam Bank	3 CP Each
Aux-Ship Automation	3 CP Each
Battery Bank III	3 CP Each
Holographic Camouflage	3 CP Each
Emergency Teleporter	3 CP Each
Tractor Beam Emitter	3 CP Each
Aux-Ship Flight Deck	2 CP / HS
Aux-Ship Computer Core	2 CP / HS
Aux-Ship Med-Bay	2 CP / HS
Aux-Ship Life Support	2 CP Each
Aux-Ship Landing Rig	2 CP Each
Aux-Ship Aquatic Rig	2 CP Each
Aux-Ship Mining Rig	2 CP Each
Aux-Ship Atmospheric Rig	2 CP Each
Jamming Pod	2 CP Each
Beam Cannon	2 CP Each
Ion Torpedo	2 CP Each
Science Pod	2 CP Each
Battery Bank II	2 CP Each
Screen Buster Torpedo	2 CP Each
Decoy Torpedo	2 CP Each
Battery Bank I	1 CP Each
Aux-Ship Living Quarters	1 CP Each
Plasma Torpedo	1 CP Each
Patterson Cannon	1 CP Each
Pod Life Support (24 Hr.)	1 CP Each
Cryo-Tube	1 CP Each

NEW SYSTEMS

Presented here are seventeen new systems for use in Auxiliary Ship design. These systems have been organized in order of construction point cost from highest to lowest. Some of the systems here are specific to Aux-Ships only while others can be used by either Aux-Ships or starships. Those systems that begin with Aux-Ship are specifically intended for Auxiliary Ships only.

AUX-SHIP AUTOMATION (3 CP)

This component system allows the computer core to automate the Aux-Ship's functions so that they do not require individual crew to operate them. Aux-Ships that are equipped with this system can be converted into fully unmanned drone ships at no additional CP cost. Automation systems can also help lower the cost of manned spacecraft by reducing the overall required crew compliment by 50%. This eliminates half of the required living quarters and reduces the cost of the life support systems to 1 construction point. The downside to automation is that its complex integrated nature hampers damage control efforts. With a successful skill check Engineering Officers will only be able to repair their level x2 for total PPB restored per day and technical enlisted men at their level for total PPB restored per day when conducting repairs on a ship with automated systems.

BATTERY BANK TYPE III (3 CP)

The Battery Bank Type III is a secondary emergency power system that stores up to 15 EU's of energy for seven days. The battery storage system is charged by any surplus energy from the hyperdrive until it has reached its full capacity. Once full, the battery system will hold its charge for seven days before depleting and requiring recharge again. When needed the power can be drawn from the battery bank as emergency power to prevent an energy deficit. Battery power can also be fully charged at a starbase, shipyard or by another starship.



HOLOGRAPHIC CAMOUFLAGE (3 CP)

Holographic Camouflage is a type of screen that renders a spacecraft or vehicle invisible to visual detection. The screen works by projecting a three-dimensional holographic image of the surrounding environment and costs 3 EU per day to use. Unlike a cloaking screen, vehicles using holographic camouflage can still be detected by infrared, radar, and sensor scans but cannot be seen by the naked eye. Alien lifeforms or animals that can see infrared or other wavelengths outside of the visible spectrum will be able to see through the screen in that spectrum only.

EMERGENCY TELEPORTER (3 CP)

Few auxiliary ships can afford the luxury of having their own teleporter unit. However, for those that do have the design budget and energy resources available to support one the emergency teleporter unit is what you are looking for. This single person teleporter works in the same way as its starship counterpart and uses the same rules as those found on Pg. 42 of the 2nd Edition Rulebook.

AUX-SHIP FLIGHT DECK (2 CP / HS)

A Flight Deck, or Cockpit, is the command center that coordinates and oversees all activity on an auxiliary ship. The flight deck on Confederation Aux-Ships is usually located either at the front of, or in the center of, the spacecraft. It is a compulsory system that is required on all

Confederation Aux-Ships. Unlike Starships, Aux-Ships typically only have one flight deck due to their size, but additional units are not prohibited. A flight deck provides a +1 bonus to all PC and NPC skill checks as it aids in the coordination of all operational systems on the ship.

AUX-SHIP MED-BAY (2 CP)

Med-Bays are identical in function to the Sick Bays found on Starships but much smaller. These single person medical units can restore 2d6 Hit Points of damage per day of rest and treatment. Unlike Sick Bays, these units do not include cryo freeze tubes which can be purchased separately at the Shipyard during ship construction.

AUX-SHIP LIFE SUPPORT (2CP)

Auxiliary Ship Life Support Systems are identical to those found on starships but only smaller in scale.

AUX-SHIP LANDING RIG (2 CP)

A Landing Rig is an equipment package that provides an Aux-Ship everything it needs to safely land on any planetary surface except for water or molten lava. This package includes an external system of struts, stabilizers, and adjustable all terrain landing pads that reduce any damage or energy cost for planetary landing by half. Landing Rigs must be installed during ship construction at the shipyard and cannot be added later.

AUX-SHIP AQUATIC RIG (2 CP)

An Aquatic Rig is an equipment package that provides an Aux-Ship everything it needs to land and operate in a water environment. This package includes aqua thrusters, ballast tanks, floatation pods, reinforced self-sealing bulkheads, and enhanced environmental systems. Aquatic Rigs must be installed during ship construction at the shipyard and cannot be added later. The Rig components are stowed inside the ship's hull structure until they are deployed for use. Aquatic Rigs also allow Aux-Ships to operate under water and reduce the damage caused by deep dive water pressure by half.

AUX-SHIP MINING RIG (2 CP)

Mining Rigs are equipment packages that provide an Aux-Ship with everything needed for deep space mineral or gas mining. This includes survey instruments, extraction tools, and refining equipment. Mining Rigs must be installed during ship construction at the shipyard and cannot be added later. Auxiliary Ships equipped with a mining rig can find, extract and convert 1d6 EU of fuel grade material into energy per day. The mined raw materials can also be used for molecular fabrication of 1d6 units of equipment or facilitate the repair of 1d6 points of structural damage per day.

AUX-SHIP ATMOSPHERIC RIG (2 CP)

Atmospheric Rigs are equipment packages that provide an Aux-Ship with everything needed for extended atmospheric flight capabilities. This includes additional thruster units, retractable aerodynamic wing surfaces, flight stabilizers, and a Ramscoop to convert atmospheric gases to fuel energy. Installation of this package reduces the cost of atmospheric flight and hover in place actions in half to 1 EU per day. Atmospheric Rigs must be installed during ship construction at the shipyard and cannot be added later.

JAMMING POD (2 CP)

Jamming Pods are defensive counter measures that emit a high energy pulse that interferes with all communications and weapon targeting systems within a five-hex radius for 1d6 turns. Anyone firing on a spacecraft with a Jamming Pod activated will have a -5 penalty to hit for the duration of the jamming pulse.

SCIENCE POD (2 CP)

Science Pods are externally mounted sensor modules used to survey, detect, and record scientific data. Science Pods perform sensor sweeps to obtain information and are essentially identical in function to Science Probes. The only difference between the two is that Probes are limited in use to the number that are carried on the ship and Pods are not. Science Pods cost 2 EU to conduct a sensor

sweep and have an effective range of 250,000 miles.

BATTERY BANK TYPE II (2 CP)

The Battery Bank Type II is a secondary emergency power system that stores up to 10 EU's of energy for five days. The battery storage system is charged by any surplus energy from the hyperdrive until it has reached its full capacity. Once full, the battery system will hold its charge for five days before depleting and requiring recharge again. When needed the power can be drawn from the battery bank as emergency power to prevent an energy deficit. Battery power can also be fully charged at a starbase, shipyard or by another starship.

SCREEN BUSTER TORPEDO (2 CP)

A screen buster torpedo is a specially designed torpedo that emits a powerful burst of energy that overloads a spacecraft's defensive screens. Screen busters will automatically neutralize all half screens and will reduce full screens in half for any vessel in a 1 hex radius of the detonation. Screen Buster Torpedoes do not cause PPB damage and have the same range as an ion torpedo. A ship that is hit by a screen buster can restore its screens in 1d4 turns but will have to pay the full EU cost for the day to do so.

DECOY TORPEDO (2 CP)

A Decoy Torpedo is a specially designed torpedo that carries a powerful signal transmitter instead of a warhead. The transmitter in the torpedo broadcasts a massive electronic signature that for all intents and purposes looks like a starship to an adversary's computers and sensors. A common tactic for using a Decoy is to launch the torpedo and then run silent by shutting down all electronic emissions. The idea behind this tactic is that the enemy ship will detect the decoy while the actual ship fades into the "background noise" of celestial emissions. Engineering officers and enlisted men can make a technical skill check to modify the decoy to emit other broadcasts such as an SOS message or the electronic signature of a specific kind of ship. Decoys are also commonly used to lure adversaries into an ambush with fake broadcasts or energy signatures. Decoys have the same range as ion torpedoes and can continue to broadcast their signal for 1d10 days after launch.

BATTERY BANK TYPE I (1 CP)

The Battery Bank Type I is a secondary emergency power system that stores up to 5 EU's of energy for three days. The battery storage system is charged by any surplus energy from the hyperdrive until it has reached its full capacity. Once full, the battery system will hold its charge for three days before depleting and requiring recharge again. When needed the power

can be drawn from the battery bank as emergency power to prevent an energy deficit. Battery power can also be fully charged at a starbase, shipyard or by another starship.

AUX-SHIP LIVING QUARTERS (1 CP)

The living quarters compartment for an auxiliary spacecraft consists of four humanoid sized wall mounted sleeping alcoves and a single person lavatory. These units are very Spartan and have limited space for personal storage or comforts.



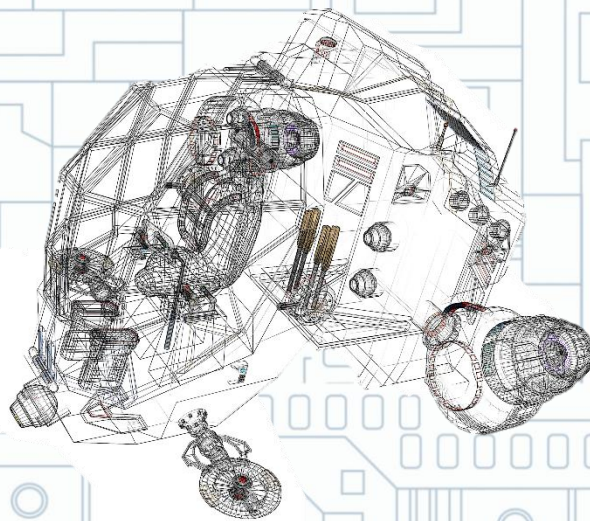
POD CLASS LIFE SUPPORT (1 CP)

The Pod Class Life Support System is a miniaturized self-contained environmental unit that provides 24 hours of life support for one crew member. These systems are used in all Pod Class personal spacecraft and Type 1 Space Fighters where useable equipment space is severely limited. Once depleted these systems must be recharged on a starship, station, or starbase.

Recharge of these Life support systems requires landing or docking and takes one hour to complete.

UPGRADES

With the exception of hyperdrive engines, auxiliary ships are eligible to purchase the same system upgrades as starships described in the Starship Construction Manual Volume #1. The power distribution systems for Aux-Ships are designed around their nuclear pulse drive engine and cannot support conversion to hyperdrive. However, the reverse is true for starships which are constructed with power distribution systems for both hyperdrive and nuclear drive. If a starship finds itself in a situation where its hyperdrive is disabled or destroyed it essentially becomes a really big system ship. Weapons, hull armor, and computer upgrades are all available for purchase during Aux-Ship design and construction at the Shipyard.





RETROFITS & REFITS

Galactic Confederation auxiliary ships are not eligible for system retrofits or refits. They simply do not have sufficiently adaptable power distribution systems or hull structures to undergo such extensive modifications. In most cases it is less expensive to decommission an obsolete auxiliary craft than to attempt to retrofit or refit it. This does not mean Aux-Ships are disposable, on the contrary these ships are just designed for specific purposes and whatever equipment they are built with is what they have. Engineering officers and enlisted men can attempt to use their technical skills to make modifications on the existing systems to improve their performance as allowed by the Space Master. However, they will not be able to exchange systems because most Aux-Ships are just too small to support this.

CREW SIZE

To determine the crew compliment of your Aux-ship design, use the following formula $\text{Hull Size} \times \text{PPB} / 2 = \text{the total crew compliment (round up any fractions)}$. For example, the formula for a new Type II Shuttle would look like this $\text{HS } 6 \times \text{PPB } 12 = 6 / 2 = 3$. So, the crew compliment of your new design would be a total of 3. Now your crew will need a place to sleep and work, so you will need to build Aux-Ship living quarters into your design to accommodate

your crew. Aux-Ships are too small to accommodate standard starship living quarters, so they have their own version which can temporarily accommodate up to four humanoid sized crew with a place to rest. These small compartments are very Spartan, consisting of little more than sleeping alcoves and a shared lavatory. Since each of these units house up to four crew you will need to add 1 unit for this design at a cost of 1 construction point.

CINEMATIC CREW

If your game style is more cinematic in nature you may wish to use this optional rule to expand the crew compliment and fill out your Aux-ship. To expand the crew size of any given ship class simply consider the listed crew compliment to represent the ship's minimum command crew required to operate the vessel. This minimum crew is 10% of the total number of crew or passenger the Aux-ship can support. However, some Aux-Ship classes such as Pods and fighters have a specific crew capacity that cannot be deviated from due to their limited size.

AUX-SHIP DECKS

A deck on an auxiliary ship is the interior area inside the hull where the ship's crew live and work. Auxiliary ships are considerably smaller than starships. Most auxiliary ships are only large enough to accommodate one deck of usable workspace. To determine the maximum number of decks available for your design multiply the ship's hull size by 6, divide by 2, and round fractions up. Since not all ship designs are the same for the same type of vessel you can choose the number of decks that best fit your design up to the maximum number of decks allowed for the Hull Size.

DESIGN FLAWS

Each ship designed and produced at a shipyard is a unique work of technology and artistic craftsmanship. While two ships of the same class may have the same specifications, they will individually be unique with their very own quirks and personality. New ship designs are bound to come out of the shipyard with some flaws. The longer a vessel is under construction at a shipyard the greater the chance that some flaws will creep their way in. Whether it is a matter of too many people involved in the process or an oversight, flaws will happen. After all, even the best engineers have been known to make a mistake or a compromise from time to

time to meet a deadline. For every three months that a new Aux-Ship spends under construction in the shipyard Roll 1d20 to select one random design flaw from the table. For example, a Hull Size $\frac{3}{4}$ Shuttle Type 3 will be under construction for nine months so roll 3 times on the table for the design flaws that end up in the ship. If the design flaw is serious enough to warrant repair your ship's engineering team and enlisted technical men can attempt to repair the issue.

DESIGN FLAW TABLE	
ROLL	DESIGN FLAWS
01	Intermittent Engine Failure.
02	Language Barrier.
03	Environment Runs Cold.
04	Repulsive Appearance.
05	Emergency Lights On.
06	Unidentifiable Odor.
07	Bad Vibrations.
08	Bad Launch Relay.
09	Power Drain 2EU's Per Day.
10	Bumpy Ride.
11	Loud Annoying Engine Noises.
12	Environment Runs Hot.
13	Faulty RCS / Heading Changes.
14	Artificial Gravity Failures.
15	Uncomfortable Furniture.
16	Auto Pilot Off Course.
17	Intermittent Light Failures.
18	Controls Freeze.
19	Glitchy Gyro Causes Rolls.
20	Perceived Death Trap.

01: INTERMITTENT ENGINE FAILURE.

“Uh Oh, the engines just quit!” A faulty control coil in the nuclear drive’s reactor causes intermittent engine shutdowns. After launch the Space Master should roll 1d6 to determine how many times per travel day the engine will unexplainably shutdown and a require restart taking 1d4 turns.

02: LANGUAGE BARRIER.

“What The...? Hey, the shuttle’s instrument displays are all in Zangid! Anyone here that can read Zangid?” A glitch in the ship’s computer core causes it to randomly display information in various alien languages foreign to the pilot or crew. The Space Master should roll 1d6 upon each new action the crew makes with the ship and any odd number result causes the glitch. The glitch will last for 1d10 turns during which time all skill checks involving the ship will incur a -3 penalty.

03: ENVIRONMENT RUNS COLD.

A faulty regulator in the ship’s life support system causes the temperature inside the ship to remain at a brisk 40 Degrees Fahrenheit regardless of how many times the engineer attempts to adjust it.

04: REPULSIVE APPEARANCE.

“What the Hell is that?” Sometimes function overwhelms form or beats it within an inch of its life with a stick. Your ship is ugly, there is no polite way of saying

it. Whether it is due to intentional modifications. years of patch work repairs, or unrepentant abuse your ship is hideous to behold. Upon first contact with this ship any Character or NPC will be repulsed or momentarily overcome by hysteria at its appearance. Despite whatever other merits this ugly duckling may have all interaction with this ship or its crew (while on board or associated with) will invoke a -3 to any Contact Skill check or Charisma check.

05: EMERGENCY LIGHTS ON.

A fused circuit in the ship’s life safety system causes the emergency alert lighting to be on all the time. This fault casts an eerie slow flashing red glow over everything inside the ship. While the light itself does not directly affect the performance of the ship it does saturate all color control screens effecting user concentration and the ability to accurately read the controls. All Characters and NPC will have a -2 penalty to all skill checks while inside the ship.

06: UNIDENTIFIED ODOR.

Nick-named “new ship smell”, this intensely unpleasant foul chemical, or biological, odor lingers throughout the entire ship. Over time the odor can build up becoming an irritant that causes headaches, dizziness, and disorientation among the crew resulting in a -1 penalty to all skill checks inside the ship.

07: BAD VIBRATIONS

The ship has some poorly fabricated bulkhead seams which causes strong vibrations and rattling anytime the ship accelerates. Any Character or NPC on the ship will have a -2 penalty to any Skill check or Dexterity check while the ship is accelerating due to severe shaking.

08: BAD LAUNCH RELAY.

A faulty power relay in the ship's power distribution network will result in a 1d12 turn delay in successfully Launching the ship. Unfortunately, the problem is systemic and can neither be repaired or bypassed.

09: POWER DRAIN.

A fault in the ship's power distribution system is causing a 2EU power drain per day from the ship's total PPB. This power drain can be repaired or bypassed but will eventually re-occur 1d10 days later. This power drain does not affect any secondary power systems such as battery power.

10: BUMPY RIDE.

A malfunctioning inertial damper inside the ship causes any launch, landing, or atmospheric maneuver to be bumpy for the crew. Any Character or NPC that is not strapped into their seat will receive 1d4 points of damage during each new maneuver.

11: ANNOYING ENGINE NOISES.

"Damn it, I can't even hear myself think!" A glitchy stabilizer strut inside the ship's propulsion system causes a distinctly annoying loud noise when the engine is running. While this noise does not affect the performance of the ship in anyway it does cause a -2 penalty to any skill check performed by crew due to the intense distraction the noise causes.

12: ENVIRONMENT RUNS HOT.

A faulty regulator in the ship's life support system causes the temperature inside the ship to remain at an uncomfortable 104 Degrees Fahrenheit regardless of how many times the engineer attempts to adjust it.

13: FAULTY RCS: HEADING CHANGES.

A malfunction in the ship's Reaction Control System (RCS) causes it to fire the directional thruster for too long pushing the ship off course. After any course change the Space Master will Roll 1D6 to determine how many hex facings the ship will continue to turn. If the result is an even number, the ship's turn will be to the left and if it is an odd number the ship's turn will be to the right.

14: ARTIFICIAL GRAVITY FAILURES.

The artificial gravity plating embedded below the ship's flooring has a fault that causes areas of high, low, or zero gravity to occur inside the ship. The Space Master should roll 1d6 to determine how a deck is affected, how many times per travel day it occurs, and the duration of the glitch in game turns. A roll of 1 or 2 indicates reduced gravity on the deck. A roll of 3 or 4 indicates no gravity on the deck. A roll of 5 or 6 indicates elevated gravity on the deck. For example, the Space Master rolls a 3 which indicates that for 3 times a day for 3 turns the ship will have no gravity on a randomly chosen deck. In most Aux-Ships there is only one deck, and this will be the area affected by the glitch. If there is more than one deck on the ship the Space Master can randomly choose which deck is affected by the glitch.

15: UNCOMFORTABLE FURNITURE.

The furniture on the ship is stiff and uncomfortable to use for long periods of time resulting in discomfort and aggravation for the crew. Any interaction with the crew using this ship will suffer an increasing -1 penalty to any Contact Skill check or Charisma check per day of travel.

16: AUTO PILOT OFF COURSE.

The auto pilot program in your ship's computer core has become corrupted and now calculates course corrections during flight incorrectly. Anytime the crew

activates the ship's auto pilot control to perform any other action the glitch will occur. The auto pilot will gradually shift the ship laterally one hex to the right per day of travel. The discrepancy will be difficult to distinguish from other common celestial phenomenon that may affect the ship's course.

17: INTERMITTENT LIGHT FAILURES.

A glitch in the power regulation system for the ship's internal lighting controllers is causing intermittent lighting failures. This glitch leaves the ship's interior in total darkness for 1d6 turns upon a random 1d6 check by the Space Master that results in an odd number.

18: CONTROLS FREEZE.

A faulty relay module causes the ship's controls to temporarily freeze for 1d6 turns after any maneuver or system is activated. While the ship's controls are frozen the ship cannot change course, speed, or activate or turn off any other systems.

19: BAD GYRO CAUSES ROLLS.

A faulty gyro stabilizer causes the ship to roll uncontrollably for 1D4 turns after any change of course heading. Any Character or NPC that is not strapped into their seat will sustain 1d4 points of damage per turn.

20: PERCEIVED DEATH TRAP.

“That thing is cursed! No way in Hell am I going anywhere in that!” For whatever reason this spacecraft has the reputation for being a “death trap” with an unlucky past of being a danger to its crew and passenger’s health. Even Taurans view this ship as “questionably space-worthy” or “illogical to travel in”. Any Character or NPC, except for Taurans or Robots must make a Save versus Paralysis or find themselves unable to board the ship due to an uncontrollably irrational sense of terror.

PLANETARY LANDING

Unlike most starships, Aux-ships are specifically designed for atmospheric flight and landing on a planet’s surface. In general, any spacecraft larger than Hull Size 3 will sustain catastrophic damage when attempting to land on a planet. Even if equipped with a landing rig, the extreme forces and energy required to safely land anything larger than HS-3 will either overload or destroy most systems on the ship. Most starships can endure a certain amount of limited atmospheric flight, but landing is always a risky maneuver that often ends as a one-way trip. To prevent this, starships rely on teleporters and Aux-Ships to ferry personnel or cargo to and from a planet’s surface.

AQUATIC LANDING

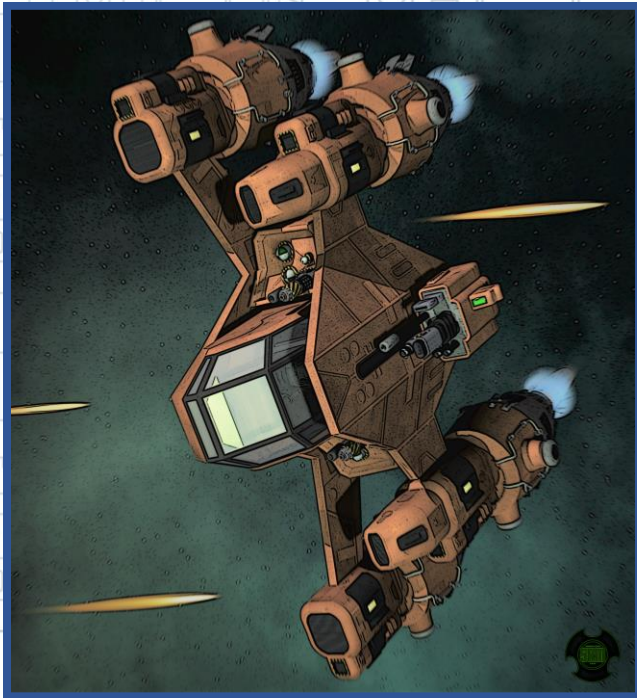
From time to time an auxiliary spacecraft’s mission may require it to enter or submerge under water. The most common example is when landing, or crash landing, on a water world. While spacecraft have a self-contained environment designed for operating in the vacuum of space, they are not particularly well suited for operating deep under water. The deeper a spacecraft descends the higher the pressure that is exerted against the ship’s hull. Over time this pressure will begin to damage the hull and internal systems until it eventually crushes the ship entirely. An Aux-Ship aquatic rig temporarily improves survivability under water and reduces the amount of depth damage by half allowing the ship to operate longer at lower depths. However, the known limit for any Aux-Ship is 2,500 feet at Earth-like gravity before it will be crushed by the pressure and destroyed. Planets with higher gravity will increase the pressure damage and planets with lower gravity will decrease it at the same depth.

SUBMERGED DAMAGE TABLE

DEPTH	DAMAGE
1,000 Feet	1d6 / Hour
1,500 Feet	2d6 / Hour
2,000 Feet	3d6 / Hour
2,500 Feet	Crush Depth

EMERGENCY SPEED

The emergency speed burst is a special maneuver where an Aux-Ship pushes its nuclear pulse drive beyond its recommended safe operating limits. This action will allow a spacecraft to temporarily increase its top speed to 40,000 miles per turn at a cost of 10 EU's and 1 point of permanent damage to the ship's PPB per day of use.



IT TAKES A VILLAGE

One of the commonly overlooked and under appreciated logistical concerns of auxiliary spacecraft is their support crew. Any Aux-Ship, from Shuttlecraft to Space Fighter, requires a dedicated crew of engineers, technicians, and support specialists who keep these remarkable

ships repaired, fueled, armed, and mission ready. Space Fleet Aux-Ship support crews are made up of enlisted men from the engineering branch who specialize in Aux-Ship Flight Operations. Each Aux-Ship will have an assigned support crew who are responsible for maintenance and prepping the ship. The larger the compliment of Aux-Ships that these crews are responsible for, the greater the chance is that they will have to split their attention between them. When a support crew has too many ships to care for the result is delays. There is a 10% chance of support crew delay for every Aux-Ship on-board the host starship, facility, or station. With each one-hour launch prep request the Space Master should conduct a D100 roll to determine if a delay is caused. If the roll results in a delay the Space Master should roll 1d10 on the chart below to determine the duration.

LAUNCH DELAY TABLE	
ROLL	DURATION OF DELAY
01-02	Scrubbed, try again tomorrow.
03-04	1d10 additional turns.
05-06	Delayed by 1 additional hour.
07-08	Delayed by 4 additional hours.
09-00	Delayed by 2 additional hours.



OUT OF “GAS”

Operating an Aux-Ship can be a tricky endeavor, their small size severely limits power production capacity. It is not unusual for an Aux-Ship to max out their Power Pile Base performing routine activities. An experienced crew will know how to get the most out of their resources so that they last throughout the duration of the mission. However, should the inevitable happen and a crew depletes their power supply the most common outcomes are presented here.

ACTION LIMITS

If the ship is in open space and depletes its energy resources (PPB) for the day, then no further energy dependent actions can be initiated. For example, a Shuttlecraft crew expends the ship's entire energy supply for launch and transit from their starship to a planet in the same solar system. In this case the shuttle will not be able to enter orbit or land on the planet in the course of

this day. The crew will have to wait until the following day to complete these energy dependent actions until the ship's PPB recharges the next day. An experienced crew will anticipate this possibility and plan their trip to last a day of travel followed by planet fall on the following day. Inexperienced crews may find themselves arriving early only to find that they have to wait in open space before attempting to enter orbit and begin their landing cycle. Attempting to enter orbit and land the craft without sufficient power for engines and inertial dampening fields will be disastrous and should be treated as a crash landing.

If already planet side, the depleted Aux-ship crew would find themselves stranded for a day until the ship's PPB is fully recharged. During this time, the crew may need to embark on various side missions such as repairing their ship, foraging for food, avoiding hostile forces, exploring the planet, or hunting for an alternate power source to recharge their ship for launch.

DEFICIT SPENDING

When time is of the essence and a mission simply cannot wait until power replenishment has completed deficit spending maybe necessary. In this case, emergency power can be drained from other systems but will result in permanent damage to the Aux-ship's PPB score. For example, a shuttle type 1 with a PPB of 12,

is on a rescue mission to a planet in a dangerous region of space. The crew expends 2 EU for mandatory life support, 5 EU for intra-system transit, and 5 EU for running half-screens. This leaves the ship with zero EU remaining for its PPB for the day. While on route the landing party requiring the rescue sends word that one of their team has been attacked, will likely succumb to his wounds, and requires immediate cryo-freeze. Realizing that there is no time to waste with waiting the additional day to replenish the ship's PPB the crew decides to attempt landing on the planet on the same day. Since this will require a deficit spending of 1 EU to enter orbit and 2 EU's for the planetary landing. The decision to overspend the ship's PPB by three points will result in damage to the ship's power system due to the additional strain. The following day the ship will have a new total PPB of 9 after subtracting the deficit three points. The shuttle's PPB will remain at a total of 9 until it can be properly repaired at a starbase or shipyard. If the deficit, or a combination of the deficit and sustained damage, reaches double the Aux-Ship's PPB it will be destroyed by the overload to the ship's systems.

SPACE MASTER INTERVENTION

Sometimes it is necessary for the Space Master to intervene on behalf of the players if they have depleted their resources. This decision might be plot driven in order to keep the players on track

or keep the game from getting bogged down. The Space Master can provide a rational explanation for the intervention such as "Your Commander's inspiration encouraged the pilot to coax some much-needed additional efficiency out of the ship allowing you to complete the action." Or just simply state that you successfully made the action despite the PPB deficit and let it stand at that. Another means of adjudicating an intervention could be through a player skill check to see if they can successfully attempt the action despite the energy deficit. When considering an intervention, it is important for the Space Master to remember that the game can be challenging but should always be fun. Sometimes failed actions themselves can result in new and exciting adventure hooks.

HYPERGATE TRAVEL

Auxiliary Spacecraft by definition are not capable of interstellar flight on their own. However, there are some workarounds including the use of a Hyperspace Gateway. Commonly referred to as a "Hypergate", these massive orbital structures create a temporary localized transversable wormhole that allows a spacecraft to travel vast interstellar distances without the need of a hyperdrive. Even starships equipped with their own hyperdrive can benefit from the use of a Hypergate by conserving PPB that

would normally be expended during hyperwarp travel. Use of a Hypergate requires two linked gateways with one acting as the point of origin and one acting as a point of destination. Both gateways are required for the system to operate and if one gateway is damaged or malfunctions transit will not occur. Multiple gateways can be linked together to form a hyperspace network between solar systems. Travel through the artificial wormhole is near instantaneous and is considered to be no more dangerous than teleporter travel. Hypergates require a massive amount of energy and typically have their own powerplant or use one at a nearby Starbase. Currently there are only two operational linked Hypergates in Confederation Space. One is located near Starbase Alpha and the other is located near Starbase Beta. While Hypergate travel within Confederation Space is highly regulated it is free of charge. Some planetary governments outside the Confederation who have Hypergate technology may charge a toll or fee to use their gate. This is typically in the form of Energy Unit transfers or local currency. Hypergate usage is protected by a computer encrypted pass code that requires an engineering officer to successfully log-on to their ship's computer, download the code from the gate, and decrypt it. After the pass code has been successfully decrypted the Engineer will make a technical skill check to

use the ship's computer to operate the gateway. If the Engineer fails the skill check it will result in a malfunction causing a Hypergate mishap. Space Masters should roll 1d10 on the Chart below to determine the kind of mishap that occurs.

HYPERGATE MISHAP TABLE	
ROLL	HYPERGATE MISHAP
01	Arrival 1d6 months in the past.
02	Crew and ship are duplicated.
03	Arrival in the psionic plane.
04	Arrival at a gate in Xoth sector.
05	Arrival at an unknown alien gate.
06	Arrival in an alternate universe.
07	Arrival 1d6 months in the future.
08	Gateway does not work at all.
09	Arrive safely, crew has amnesia.
00	Feedback disables origin gate.





