Star Battles

Legendary Games

By Matt Daley, Mark Hart, and Jason Nelson

Star Battles

CREDITS

Authors: Matt Daley, Mark Hart, and Jason Nelson

Editing and Development: Matt Daley, Jason Nelson

Artists: Luka Arh, Bruno Balixa, Tyler Clark, Cristian Huerta, Michael Jaecks, Evan Surya Nugraha, Beatrice Pelagatti, Peyeyo, Arrahman Rendi, Julio Rocha, Tanyaporn Sangsnit, Colby Stevenson

Design: Craig Williams

Layout: Rick Kunz

Legendary Games Team Members: Anthony Adam, Michael Allen, Alex Augunas, Kate Baker, Jesse Benner, Siobhan Bjorknas, Clinton J. Boomer, Savannah Broadway, Robert Brookes, Russ Brown, Benjamin Bruck, Liz Courts, Carl Cramer, Paris Crenshaw, Matt Daley, Joel Flank, Naomi Fritts, Matthew Goodall, Jim Groves, Amanda Hamon Kunz, Steve Helt, Thurston Hillman, Tim Hitchcock, Victoria Jaczko, Jenny Jarzabski, N. Jolly, Patrick N.R. Julius, Deborah Kammerzell, Jonathan H. Keith, Michael Kortes, Jeff Lee, Lyz Liddell, Nicolas Logue, Luis Loza, Ron Lundeen, Will McCardell, Mike Myler, Julian Neale, Jason Nelson, Jen Page, Richard Pett, Tom Phillips, Alistair Rigg, Alex Riggs, David N. Ross, Wendall Roy, Amber Scott, Mark Seifter, Tork Shaw, Mike Shel, Loren Sieg, Neil Spicer, Todd Stewart, Onyx Tanuki, Russ Taylor, Greg A. Vaughan, Christopher Van Horn, Rachel Ventura, Ben Walklate, Mike Welham, George Loki Williams, Landon Winkler, Linda Zayas-Palmer, and Clark Peterson

Publisher: Jason Nelson

Executive Partner: Neil Spicer

Business Director: Rachel Ventura

Superscript references

AA = *Starfinder Alien Archive*

AB = *Alien Bestiary* from Legendary Games

AP6 = Volume 6 in the official path of adventures for the *Starfinder Roleplaying Game*

SF = *Starfinder Core Rulebook*

SFC = *Starfarer's Companion* from Rogue Genius Games

SPECIAL ELECTRONIC FEATURES

We've hyperlinked this product internally from the Table of Contents and externally with links to online resources like starjammersrd.com where applicable. If it is in the core rulebook, we generally didn't link to it unless the rule is an obscure one. The point is not to supersede the game books, but rather to help support you, the player, in accessing the rules, especially those from newer books or that you may not have memorized.

ABOUT LEGENDARY GAMES

Legendary Games is an all-star team of authors and designers, founded by Clark Peterson of Necromancer Games, Inc. Legendary Games uses a cooperative, team-based approach to bring you the best expansion material for your game. We are gamers and storytellers first, and we believe that passion shows in our products. Check us out and Make Your Game Legendary!

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WHAT YOU WILL FIND INSIDE
STAR BATTLES

If you were asked to name one iconic element present in virtually every space opera setting, which one comes to mind first? Chances are good that an image popped into your mind of starships flying and swerving in all directions, trading fire with one other as they weave through fiery explosions. Ship-to-ship space combat offers some of the most exciting, spectacular, and action-packed scenes that science fantasy has to offer.

Given the importance of space combat, the core *Starfinder Roleplaying Game* rules provide the foundation for introducing these scenes to your campaign. These rules offer an excellent starting point. Once you've mastered the basics, the material presented here in *Star Battles* introduces additional genre classics, such as ramming attacks, boarding, ship-to-character interactions, and more diverse weaponry. you're a GM, you'll find devious new ways to challenge your players. Enjoy their reactions when you launch *plague missiles* at their ship, or when the villains unleash the insidious *ahav missile*. On the other hand, if you're a player, you'll love the great toys with which you can outfit the party's ship. Hide your secrets with *divinatory shielding* or terrify your enemies with the *vesk hullcracker ram*. Players and GMs alike will find tons of new options for their characters and for both mass combat and ship combat. Get ready to spend your hard-won credits, strap into the captain's chair, and jump into *Star Battles*.

-Matt "Thealtruistorc" Daley and Mark Hart

The Legendary Games tradition is to combine rich story and background with innovative and exciting crunch to enhance your campaign, along with lovely layout, beautiful aesthetics, and excellence in design that is second to none. We hope you enjoy using it as much as we enjoyed making it. Game on!

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INTRODUCTION

The alert klaxon greeted Captain Adaira Belleros the moment she strode onto the bridge. The deck plating beneath her feet vibrated as the main engines powered down. Her first officer, Derex, nodded in her direction and motioned her to the sensor console. His face revealed a hint of uncertainty, perhaps even a twinge of fear.

"Alright, Derex, what mess did you get my ship into this time?" Belleros squinted at the sensor display. Her ship, the Spirit of Victory, represented by an amber-colored diamond on the screen, found itself surrounded by a chaotic cluster of blinking red arrows.

"Sorry, Captain, but don't fire me just yet." Derex pointed at the display. "We jumped out of hyperspace and right into a debris field."

Belleros glanced across the bridge at Immari, her shirren navigator. "Nav, confirm coordinates for Gideon's Belt space station."

The insectoid, both her antenna quivering, nodded. "Coordinates confirmed, captain. This is… was Gideon's Belt." Her telepathic response echoed in Belleros's mind.

A list of readings of the debris scrolled past on the sensor display. Plastisteel, ceramics, fuel, yet strangely enough, not a single corpse—not even a piece of one. Something had shredded the space station, turning it into a cloud of shrapnel.

A tingling sensation ran along the captain's neck. "Helm, reverse course. Get us the hell out of here." She slipped into her captain's chair. "Nav, start calculations for emergency jump back to hyperspace."

"Engine room reports two minutes until hyperdrive recharge." Judging by the dour reactions of the other bridge crew, Immari had broadcast her comment to everyone.

Derex stabbed a sequence of commands into the sensor console. He turned to Belleros, panic now evident on his face. "We're detecting retrograde motion in the debris field."

"Ah, hell." The words slipped from Belleros's lips. Whatever had done this to the station was still out there.

"Vampire, vampire, vampire!" Derex called out. "Multiple threats inbound, collision course."

Six, then ten, then twenty metallic cylinders separated themselves from the debris field and rocketed towards the Spirit of Victory. The scan revealed them not as missiles, but as boarding pods packed full with undead soldiers—literal vampires, in this case.

The Spirit's forward momentum slowed to a crawl and then a stop. Then, with painful slowness, she backed away from the remnants of the station. The missiles closed from all directions.

"Six seconds to impact, Captain," Derex whispered. "Orders?"

Belleros cleared her voice and gave one of those commands dreaded by all sane crews. "Attention, all hands. Prepare to repel boarders."

"I remember that battle vividly, the enemy rushing us from all sides, the barricades barely holding their shape as thousands of legs pressed down on them and the enemy's acidic blood ate through the galvanized steel like it was wet paper. The scant seconds of rest I had amidst the onslaught were spent scavenging my comrades' corpses for ammunition, maybe whispering some last rites as I tore the belts off their unrecognizable forms. I gave my all that day, hoping that maybe, just maybe there was a chance that I could stop the enemy before they razed my home to ash. Of course, even after thousands of years of technological evolution, we still haven't found it in our nature to look up and see what the air force is doing."

-From the Journal of Private Wulfric Jorimandius, on the Scourge War.

Welcome to **Star Battles**, the third installment in the **Star Empires** line of books for intergalactic colonization, conquest, and rulership. The first in the series, **Star Empires**, detailed some rules for mass combat and warfare. However, the rules outlined in **Star Empires** focused upon what is likely an inaccurate paradigm for warfare, that being the assumption that infantry remains the sole deciding factor in battles. The fact that Starships are common enough for every party to possess one means that they are undoubtedly present in warfare, and the efficacy of air forces and orbital forces in *Starfinder Roleplaying Game* mass combat means that new rules are necessitated to properly encompass a futuristic galactic war.

CHARACTER OPTIONS

As important as space combat is to the game and the genre, the player characters should always remain the primary focus in any scene. Even while starships slug it out across the cold, dark reaches of space, the characters and their actions should make a real difference in the battle's outcome. This section offers new themes and feats designed to keep characters involved and their decisions meaningful throughout the fight.

SPACE COMBAT: CINEMATIC VS. REALITY

Many of the concepts introduced in this book, and indeed in *Starfinder Roleplaying Game* space combat in general, favor exciting cinematics and fun game play over physics and realism. This is, after all, science fantasy more than science fiction. Thus, these options and rules feature elements that make for exciting scenes—ramming maneuvers, enormous space monsters, infernally-powered weapons, and so forth—but don't necessarily worry about the actual science.

THEMES

The following character themes are useful for creating a *Starfinder Roleplaying Game* character that specializes in starship command, fleet actions, and interplanetary warfare.

COMMANDER   +1 CHARISMA
You are most comfortable in the midst of grand, pitched battles, utilizing your understanding of warfare to guide your fellows to victory. Be you the captain of a single ship, the leader of an armed militia, or the general of a vast galactic army, your talents shine when you have a large number of followers to command. Those who serve under you put their faith in your experience and expertise, and you in turn trust them with carrying out your grand schemes.

Theme Knowledge (1st)

You are versed in the history and technique of warfare, drawing from numerous cultures and records to identify the most effective strategies and tactics. Reduce the DC of Culture checks to recall knowledge about battles, tactics, and historical equipmet by 5. You gain a +1 bonus to your Profession (Soldier) checks. In addition, you gain an ability adjustment of +1 to Charisma at character creation.

Beacon of Victory (6th)

Armies under your command look up to you as a force to be feared as well as revered, intensifying their loyalty to you. Any army you command has its morale bonus increased by 1 for so long as you command it. This bonus increases by 1 at 12th level and again at 18th level

Adaptable Course (12th)

The hallmark of a great commander is the ability to adapt to changing enemy tactics in the heat of battle. Once per day, by spending a resolve point, you may exchange one command boon you are granting for another one that you are capable of granting.

Battlefield Genius (18th)

Your knowledge of warfare is immense, and you can benefit a great deal from evaluating the circumstances of previous or upcoming battles. Up to twice per day, you may spend 10 minutes studying a location for military purposes or sizing up the soldiers or equipment under your command. When you do, you recover 1 Resolve Point.

DOG-FIGHTER   +1 DEXTERITY
Most of the time, piloting a starship ranks as a rather dull job, with the computer handling the most challenging parts. Once ship-to-ship combat begins, however, you truly come alive. Your intuition, experience, and ability to anticipate an enemy's reactions all combine to give you an edge over any machine. Your instincts help you weave your way across the battle, evading enemy missiles, exploding starships, and everything else the bad guys throw your way.

Theme Knowledge (1st)

You possess an encyclopedic knowledge of the weapons and tools of space combat. Reduce by 5 the DC of Engineering checks to identify the type and capabilities of starship offensive or defensive technology you can see. Piloting is a class skill for you, although if it is a class skill for your 1st level class, you instead gain a +1 bonus to your Piloting checks. You also gain a +1 ability adjustment to Dexterity at character creation.

Top Gun (6th)

You've developed an eye for sizing up an enemy pilot and his tactics. After one full round of observing another starship maneuvering or participating in combat, you can make an opposed piloting skill check with a +4 bonus to the roll. If you win the opposed roll, you glean information about the other pilot, including his race, his ranks in piloting, and the tier of his starship. In addition, if the other pilot has 10 or more skill ranks in piloting and you succeed at the opposed roll, you identify one of his trademark tactics (e.g. he tends to target engines first, or he likes to play chicken with other ships), either through observation or based on that pilot's reputation.

Fire for Effect (12th)

You know how to maximize your ship's weapons to devastating effect. Reduce any penalties to gunnery checks you make as ship's gunner by 1. In addition, if you hit your target while taking the Precise Targeting action during the gunnery phase, roll twice on the critical damage effect table and choose which effect occurs.

Master Dog-Fighter (18th)

Once people start shooting at your ship, you slip into a fugue-like state of hyperawareness that rejuvenates you. After you serve as pilot or gunner in a space-based combat, you recover 1 Resolve Point. This does not count as resting to regain Stamina Points.

Jury-Rigger   +1 Intelligence

You don't like to brag, but when it comes to keeping your ship running and in one piece, anyone who knows you considers you a genius. You know the ship like the back of your hand, in and out, right down to that "borrowed" containment coil you rigged to work with an incompatible system. Without you, the ship and its crew wouldn't survive another fight. You'd think they'd be more grateful…

Theme Knowledge (1st)

Since you never know what part may come in handy when, you've learned to identify ship equipment and systems, who built them, where they were built, their strengths and vulnerabilities, and how best to adapt them to your ship's needs. Reduce the DC of Culture checks to recall knowledge about onboard starship equipment and parts by 5. Engineering is a class skill for you, although if it is a class skill for your 1st level class, you instead gain a +1 bonus to your Engineering checks. You also gain a +1 ability adjustment to Intelligence at character creation.

This Is Just What I Need (6th)

Whenever you are engaged in any skill check to locate, acquire, steal, or borrow a needed piece of equipment or spare part, you gain a +4 bonus on skill checks if you don't have any ranks in that skill. This ability does not, however, let you attempt skill checks for trained-only skills.

I Can Fix That (12th)

If you have been on board a Tiny, Small, or Medium starship for at least one full day and have access to its major systems, the ship is considered to have a damage threshold 10% higher than normal so long as you remain on board. In addition, when attempting the Patch action during the starship engineering phase, you can reroll a failed Engineering check if you expend 1 Resolve Point. You must accept the result of the reroll.

Master Jury-Rigger (18th)

You work best under pressure, preferably with an impending deadline. When the pressure reaches its boiling point, you enter a state of preternatural calm. Up to two times a day, after you repair a wrecked, malfunctioning, or glitching ship system you regain 1 Resolve Point. This does not count as resting to regain Stamina Points, however.

FEATS

Arcing Shot [Combat]

You have learned to attack at odd angles.

Benefit: Whenever you make a ranged attack or a gunnery check, you are considered to have line of effect to your target as if you were firing from an adjacent square or hex for the purpose of what creatures you can target.

Battle Meditation

You harness mystical forces to guide your allies in battle.

Prerequisites: Mysticism 3 ranks

Benefit: When leading an army, you may use your ranks in mysticism rather than your ranks in profession (soldier) to determine the value of your AB and your leadership.

Dimensional Hijacker

You have learned to harness your magical abilities to teleport rapidly onto moving targets.

Benefit: when using an ability that enables you to teleport between the two locations, you may teleport to the interior of a starship or between two starships by succeeding on a successful caster level check. The DC of the check equals 10 + the tier of the target starship. If you are in a situation where you could already teleport onto or off a ship by making a successful caster level check, you instead automatically succeed on that check.

Inspirational Commander

Armies under your command enjoy higher morale thanks to your excellent leadership.

Prerequisites: Charisma 13.

Benefit: You or any army that is under your command gains a +2 bonus on Morale checks. Additionally, you gain two additional command boons of your choice

Naval Auxiliary [Combat]

Although you lack special expertise, you can fulfill many important positions in a pinch by relying on basic training.

Prerequisites: Base Attack Bonus +3

Benefit: For the purpose of using the following skills in ship combat, you may substitute your base attack bonus for your modifiers in the following skills: Diplomacy, Engineering, Computers, and Piloting.

Shipwrecker [Combat]

You excel at trashing large and durable targets.

Benefit: Whenever you use an ability that would bypass any amount of damage reduction or energy resistance, it also bypasses an equal amount of hardness. In addition, the damage threshold of any ship you damage is reduced by your character level against your attacks with non-ship weapons.

Starship Veteran [Combat]

You have learned to keep your nerves steady in the heat of an intense firefight

Benefit: When performing an action in starship combat, you may spend a resolve point as part of making a roll in order to take 10 on the roll.

SPELLS

The following spells are designed for use regarding starship-heavy games. A character is capable of casting a spell with a casting time of one round or shorter in place of taking a crew action during starship combat.

CONJURE STARSHIP

School conjuration; **Level** cleric^{SFC} 5, magus^{SFC} 4, technomancer 3, wizard^{SFC} 5

Casting Time 10 minutes

Range Medium [100 ft + 10 ft./level]

Effect One starship

Duration 1 hour/level

You use extraplanar materials to pull together a basic vessel for interstellar travel. The starship you create is tier ¼, with 25 build points that you can spend however you wish to customize it. However, this starship cannot possess weapons. Casting this spell requires spending 1 resolve point.

If you cast this spell as 3 levels higher than normal, the starship becomes tier 1 with 55 build points, and can have weapons installed on it.

DISRUPT FUNCTION

School transmutation; **Level** technomancer 2, wizard^{SFC} 3

Casting Time 1 standard action

Range unlimited, see text

Target One ship

Duration instantaneous

Saving Throw none **Spell Resistance** no

You harness your technomantic abilities to incapacitate a ship at range. Choose one ship that you can perceive through direct line of sight or through sensory computers. Make a caster level check opposed by the ship's TL. On a success, one of the ship's systems of your choice becomes glitched. If you target a system that is already glitched, it instead becomes malfunctioning, and the system becomes wrecked if it was already malfunctioning. You must spend a resolve point to cast this spell.

For every level higher than normal that you cast this spell, you may target an additional system with this spell.

DISRUPT FUNCTION, MASS

School transmutation; **Level** technomancer 5, wizard^{SFC} 7

Target 1 ship/level, no two of which can be more than 3 hexes apart

This spell functions as *disrupt function*, save that it affects multiple targets. You must still spend a resolve point to cast this spell.

ENHANCE SHIP

School transmutation; **Level** technomancer 2

Casting Time 1 standard action

Range touch

Target One ship you are currently touching or aboard

Duration 1 minute/level

You rearrange the functions of the ship and apply your technomantic abilities to accommodate new features. The ship immediately gains 4 temporary build points, which can be spent immediately on any systems. You can use this ability to replace existing systems for the duration of the spell, including base frame and power core. However, all changes revert to their original state when the spell's duration expires. You must spend a resolve point to cast this spell.

  If you cast this spell as a 3rd-level spell, it instead grants 6 temporary build points

  If you cast this spell as a 4th-level spell, it instead grants 10 temporary build points

  If you cast this spell as a 5th-level spell, it instead grants 20 temporary build points

  If you cast this spell as a 6th-level spell, it instead grants 100 temporary build points.

RESHAPE SHIP

School transmutation; **Level** technomancer 6

Casting Time 8 hours

Range touch

Target One ship you are currently touching or aboard

Duration instantaneous

Often employed by powerful technomancers with specific tastes, this spell completely redesigns the ship the caster is aboard. All of the ship's build points can be reinvested however the caster wishes, so long as the ship retains the same number of build points it had before. This can substantially change the vase frame, power core, and thrusters of the ship. If the ship's new form cannot accommodate cargo or passengers, those are ejected from the ship. You must spend 5 resolve points to cast this spell.

RESTRAIN VESSEL

School evocation [force]; **Level** cleric^{SFC} 6, magus^{SFC} 5, technomancer 4, wizard^{SFC} 6

Casting Time 1 full-round action

Range Long [400 ft. + 40 ft./level]

Target 1 ship

Duration concentration, see text

Saving Throw none **Spell Resistance** no

Generating a massive sustained area of force, you entrap a ship and prevent its movement. While affected, the ship cannot move from its location, although it can otherwise operate normally. In order for the ship to move or perform a stunt, the pilot must make a Piloting check with a DC equal to 10 + your caster level + your spellcasting ability score modifier. On a failure, the ship cannot move or perform any stunts for this round. On a success, the ship breaks free of this effect and can move normally, causing the spell to end.

  If using the void acceleration rules, the ship's movement is immediately reduced to 0 when it is affected by this spell.

RESTRAIN VESSEL, MASS

School evocation [force]; **Level** cleric^{SFC} 9, technomancer 6, wizard^{SFC} 9

Target up to one ship/level, no two of which can be more than 3 hexes apart

This functions as *restrain vessel*, save that it can target multiple ships at once. If one breaks free with a successful Piloting check, the spell ends only on it; other ships remain affected.

STARSHIP OPTIONS

The following new options for starships including several new stunts and many new types of ship expansions, weapons, defenses, and other systems.

STUNTS

With the use of stunts, a ship's pilot can push his vessel up to or even beyond its design limits. These stunts offer the pilot several unconventional—and risky—ways to surprise an enemy or escape certain destruction.

CLING

The starship, after successfully ramming another starship, can attempt a second Piloting check against the rammed ship's TL. If the ramming starship's check succeeds, the ramming ship clings to its target. Whenever the starship which is being clung to moves, the clinging starship automatically moves with it. All attacks made against a starship that a starship is clinging to or that is clinging to it gain a +4 bonus to the attack roll. A clinging starship must succeed on an escape check to loosen itself but gains a +10 bonus on the check. Creatures on the outside of either ship may climb between the two ships as if they were the same vessel.

ESCAPE

A starship attempts to escape from a tussle with another ship. This stunt can be performed by a starship clinging to another ship or a starship with a ship clinging to it. The ship makes a Piloting check opposed by the other ship's TL. If the ship trying to escape beats this TL, they move to an adjacent hex and are no longer clinging or being clung to by that ship. Alternatively, the ship may swap positions, going from the clinging ship to the ship being clung to or vice versa.

PROPEL

A clinging starship attempts to move the starship to which it clings. The clinging starship makes a Piloting check against the clung ship's AC. If the clinging starship succeeds, it may move as normal (including with the use of other stunts) and force the clung starship to move with it so that it continues to share its space. For the purpose of this stunt, a clung starship's TL is increased by 2 for every size it is above medium.

RAM

The starship rams into another ship at high speed, damaging the hulls of both vessels. To perform this stunt, the ship must move into the enemy starship's hex and make a Piloting check opposed by the target ship's AC. If the ramming ship wins the check, both vessels take damage as indicated below (see the Ramming Damage Table). If the ramming ship wins the Piloting check by 10 or more, it suffers only half damage. Ramming a ship does not cause the targeted ship to gain a free attack against the ramming starship.

For each size category the ramming starship is above Medium, treats its ramming damage as that of a ship one tier higher. For example, a tier 5 size Large ship does ramming damage equal to a tier 6 ship, i.e., 4d8 instead of 4d6.

TABLE 1: RAMMING DAMAGE

Ship Tier	Ramming Damage
1	1d10
2	2d6
3	2d8
4	2d10
5	4d6
6	4d8
8	4d10
9	8d6
10	8d8
11	8d10
12	14d6
13	14d8
14	14d10
15	22d6
16	22d8
17	22d10
18	32d6
19	32d8
20	32d10
21	44d6
22	44d8
23	44d10
24	58d6
25	58d8
26	58d10

RE-ENTRY

Re-entering a planet's atmosphere is difficult. If a ship enters atmosphere at the wrong angle or speed, it risks considerable damage. Properly re-entering atmosphere requires a Piloting check (DC 10 + 1.5x the ship's tier). On a success, the ship enters the atmosphere with no damage. On a failure, the ship and anything on its exterior take 10d6 points of fire damage. Creatures on the exterior of the ship take this damage even on a successful Piloting check.

SHIELD BOUNCE

With this stunt, the ship bounces off another ship's shields, allowing the bouncing ship to make an abrupt turn. To perform this stunt, the ship charges at another vessel and, at the last moment before impact, discharges an energy burst. The discharge is not enough to inflict damage against the other vessel, but it is sufficient to activate the target ship's shields. This maneuver requires a Piloting check (DC 20 + 1.5x the ship's tier). On a success, the bouncing ship can turn to any forward facing it wishes, so long as that facing points it away from the targeted ship. On a failed check, the bouncing ship moves in a random direction.

STERN DRIFT

The ship attempts to spin as it moves, an exceptionally difficult maneuver best performed by elite pilots. The pilot makes a Piloting check (DC 15 + 1.5x his ship's tier). The starship moves normally on a success and may rotate however it wishes at any point in the movement. On a failure, the starship moves its maximum speed in a random direction (roll a d8 or d6 to determine its direction).

THRUSTER BACKWASH

A risky, desperate maneuver in which the ship turns so that its thrusters point towards an adjacent vessel, at which time the ship engages thrusters to full power for a split second. If the maneuver succeeds, the thrusters damage the target astern. Even if the maneuver succeeds, it leaves the acting ship in a vulnerable position. To succeed, the ship must make a Piloting check (DC 20 + 1.5 x the ship's tier) while adjacent to the target vessel. On a success, the attacking ship pivots so that its thrusters point at the target, dealing half its ramming damage to the target ship (the attacking ship takes no damage). If the Piloting check fails, the thrusters do no damage. Succeed or fail, the attacking ship suffers a -4 penalty to its AC and TL until the start of its next helm phase. This attempt costs PCU equal to those the thruster normally expends during movement (e.g., 50 PCU for S10 thrusters). The attacking vessel may move one hex away from the target ship on a success.

NEW STARSHIP ROLE: INVOKER

For the more spiritually-inclined, the invocation of magic or the intercession of the gods can provide crucial aid in a hectic space conflict. Through esoteric magecraft and prayer, you can provide benefits to your ship and your crewmates. A ship may only possess one invoker. Damage to Life Support

Systems affects Invoker actions in the same way it affects Captain Actions.

As an Invoker, you can take any of the following actions, depending on your character level, during any phase of combat.

FOCUS [ANY PHASE]

You harness esoteric energies to improve the performance of your allies. Make a mysticism check with a DC of 10 + 1.5 x your starship's tier. On a success, choose one starship role. The next time that one of your shipmates makes a check as part of performing a selected role, they roll twice and take the higher result for the check.

OCCULTATION [ANY PHASE]

You call down woe upon an enemy ship, causing fate to interfere with its systems. Make a mysticism check with a DC of 5 + 1.5 x the tier of the starship being affected + its bonuses from defensive countermeasures. If you succeed on this check, choose one role aboard the targeted ship. The next time someone aboard that ship makes a check as part of performing the chosen role, they roll twice and take the lower result. If a role would be affected by both focus and intercede, the two effects cancel each other out.

ENHANCE [ANY PHASE, PUSH]

You channel magical power through your ally to amplify their abilities in a crucial moment. Make a mysticism check with a DC of 15 + 1.5 x your starship's tier. On a success, choose one starship role. The next time that one of your shipmates makes a check as part of performing that selected role, they gain a +5 bonus to their roll

MIRACULOUS TURN [ANY PHASE, PUSH]

If you have at least 6 ranks in mysticism, you may spend a resolve point to call luck down upon your ship in dire circumstances. Make a mysticism check with a DC of 15 + 1.5 x your starship's tier. On a success, whenever your ship takes critical damage this turn, you may allocate the critical damage to a system of your choice rather than rolling % dice to randomly determine what system is damaged.

BESTOW CLARITY [ANY PHASE]

If you have at least 12 ranks in mysticism, you may spend a resolve point to grant everyone on your ship an enhanced sense of their actions. Make a mysticism check with a DC of 20 + 1.5 x your starship's tier. On a success, you may treat all rolls below 10 that your allies make this round as having a value of 10 in place of their normal amount.

SQUAD SHIP COMBAT

Although the application of such strategies is unviable in most projections space warfare, the notion of several small starships fighting in small squadrons has been romanticized immensely by many films over the last half-century. Hence, it may be in the interest of some players to approach space combat with a series of individual vessels rather than a single collectively-piloted starship.

Although the existing rules of the *Starfinder Roleplaying Game* are perfectly capable of supporting squad ship combat, it is advisable that certain changes be made to streamline the process of playing such encounters.

CHARACTER STARSHIPS

Squad ship combat is built on the idea of individual pilots operating autonomously in space combat. Hence, every character in the party should be given a medium or smaller ship for them to pilot. Characters may share ships if they wish, but generally a squad will be made up of one ship per character in the party.

If you are using squad ship combat with regularity, characters may wish to have the abilities of their individual starships grow with their characters. Hence, it is advised that every character possess a starship whose tier is equal to their character level.

MINOR ACTIONS

As Snap Shots will likely be the main source of damage for most player characters during ship combat, GMs are advised to remove the normal -2 penalty on attack rolls from taking such an action.

In addition, the following minor action may be added to increase the flow of gameplay.

HACK JOB (ENGINEERING PHASE, MINOR)

Make an Engineering Check (DC 15 + 1-1/2 times your starship's tier). On a success, you can select one system. That system is treated as if its critical damage condition were one step less severe for the rest of the round. This check is not modified by penalties from critical damage to the power core. You can only take this action if no other engineering actions have been taken during this turn.

CAPTAIN ACTIONS

Even though numerous starships are at work, the party may still have a designated squad leader who fulfills the role of the captain. This squad leader can use the Demand, Encourage, Moving Speech, and Orders actions on other members of their squad, even if those members are on other ships.

ENCOUNTER DIFFICULTY

The presence of numerous small but powerful ships on the field will dramatically increase the power of the players, so encounters should be increased in difficulty to compensate. Use the rules for multiple ships to determine the party's effective starship tier (if all of the starships are the same tier, the starship's tier + the number of ships beyond the first). Most every encounter should involve multiple enemy starships, perhaps several small fighters accompanying one or two larger vessels. Perhaps starship combat could become truly tremendous in scale, with the players harrying through floods of smaller fighters to deal with larger command ships.

SKILL ADJUSTMENTS

As this style of play requires almost every character to have top-of-the-line piloting skills, it is advised that GMs who make squad combat a common activity in their games grant piloting as a class skill and free skill ranks in piloting to all characters in the party.

STARSHIP COMPONENTS & SYSTEMS

When it comes to outfitting their starship, characters have a number of new options and possibilities to consider, including new types of sensors, expansion bays, weapons, and other special systems.

ARMOR

Armor offers a simple and direct way to protect a starship from attack. This section introduces a new type of armor, *ablative*, as well as a special property that can be attached to standard armor, *hardened*.

Standard armor grants an armor bonus to a ship's AC against direct-fire weapons. This book introduces a second type of armor, *ablative*. This form of armor consists of individual plates layered over vital or vulnerable areas of the ship. As they absorb damage, the plates are chipped away and shattered, reducing their effectiveness. Ablative armor provides a ship with damage reduction, but the value decreases by one point with every damaging hit the ship takes, down to DR 0. Ablative armor only comes into play and only degrades if damage gets through the ship's shields first. Once the ablative armor reaches DR 0, it no longer functions. Unlike standard damage reduction (see the *Starfinder Core Rulebook*), the DR provided by ablative armor functions against both kinetic and energy-based attacks. Ablative armor requires no PCU.

Once a ship's ablative armor fails, the vessel must put in at a space dock or other repair facility for one full day to regain it.

For example, a starship protected by Mk 4 ablative armor takes a hit from a laser cannon, but the shields absorb the incoming damage. Thus, the ablative armor does not come into play and is not affected. Next round, the ship suffers a hit from a plasma torpedo that delivers 28 points of damage. This time, the shields only absorb 18 damage; the remainder would ordinarily inflict 10 hull points of damage. Fortunately, the ship's ablative armor absorbs 5 of those points, so the vessel only suffers 5 hull points of damage. Now, the ablative armor degrades to DR 4.

Name	DR	Special	Cost (in BP)
Mk 1 ablative armor	2	-1 TL	1 x size category
Mk 2 ablative armor	3	-1 TL	2 x size category
Mk 3 ablative armor	4	-2 TL	3 x size category
Mk 4 ablative armor	5	-2 TL	4 x size category
Mk 5 ablative armor	6	-2 TL	5 x size category

HARDENED ARMOR

Standard armor can be improved, i.e., hardened, to block out or weaken attacks from weapons with the irradiate or celestial (see below) special properties. Adding the hardened special property to armor does not affect the ship's armor bonus. Instead, doing so reduces the level of any radiation that penetrates the hull by two steps. Thus, hardened armor entirely screens out radiation levels of low to medium; high radiation is reduced to low, while severe radiation reduces to medium (see the *Starfinder Core Rulebook* for rules on radiation exposure). The cost in BPs equals the base BP expense of the ship's armor before multiplying it by the ship's size category. For example, hardening Mk 1 armor costs 1 BP, while hardening Mk 5 armor costs 7 BPs. Harden does not cost any PCUs.

DAMAGE CONTROL SYSTEMS

Once combat begins, the ship's engineer and their team have their hands (pseudopods, claws, and other appendages) full trying to keep the ship intact and flying. As damage to the ship mounts, it becomes increasingly difficult to patch and repair the effects to key systems. Some ships make use of automated damage control systems to help the engineer make repairs and to handle patch jobs too dangerous for a living crewmember, such as when a ship section becomes exposed to hard vacuum.

Damage control systems come in two types. The first, the damage repair bot (DRB), works only on Tiny or Small vessels where the robot does not have far to travel to reach damaged areas. The second type of system is known as an automated damage control system (ADCS). This setup includes onboard robot and nanite repair teams and automated devices designed to seal off damaged sections, extinguish fires, and reroute power to backup systems. These systems cost negligible PCUs.

If a Tiny or Small ship has a DRB on board, that ship is considered to have an engineer. During the engineering phase, the repair bot can perform any of the engineer's actions as described in the core rules (e.g., divert, hold it together, patch, etc.). The repair bot's Engineering skill depends on which model the ship has on board, as described in the table below. The DRB has no Resolve Points, and cannot receive any benefit from the captain's actions, such as demand or encourage. If two or more ship systems become wrecked, the DRB ceases to function. A ship may only have one DRB.

For ships with ADCS on board, the engineer receives a +2 bonus on all skill checks made during the engineering phase of starship combat. More importantly, the system allows the engineer to take their action, and the ADCS itself can take an engineer action that same phase. It is permissible for the engineer and the ADCS to work at the same time on patching the same system as if there were two engineers combining their efforts. In an emergency, the ADCS can serve as ship's engineer. The ADCS's Engineering skill rating depends on which model the ship has on board, as described in the table below. The ADCS receives no bonuses to its skill for high Intelligence or other factors.

TABLE 3: DAMAGE REPAIR BOTS

Damage Repair Bot

Name	Cost (in BP)	Engineering Ranks
Mk 1 DRB	3	3
Mk 2 DRB	7	6
Mk 3 DRB	11	9
Mk 4 DRB	15	12
Mk 5 DRB	20	15

TABLE 4: AUTOMATED DAMAGE CONTROL SYSTEMS

Automated Damage Control System

Name	Cost (in BP)	Engineering Ranks
Mk 1 ADCS	5	4
Mk 2 ADCS	10	8
Mk 3 ADCS	20	12
Mk 4 ADCS	30	16
Mk 5 ADCS	40	20

DEFENSIVE COUNTERMEASURES

Most ships depend primarily on electronic countermeasures (ECM) to foil enemy tracking weapons. Such systems, described in the core rulebook, are the most reliable. At times, however, a ship needs an additional layer of defense, such as when ECM fails or the system suffers critical damage. For such occasions, ships have the option of installing a decoy drone launcher.

Decoy drones are released in small swarms that fly around the launching vessel. Decoys emit a scrambler signal that fills enemy sensors with confusing, conflicting noise. The bonus provided by decoy drones stacks with those provided by a ship's other defensive countermeasures. Unlike standard countermeasures, decoy drones possess the limited payload property (see below, under new weapon properties). Decoy drones do not require PCU.

A second type of decoy drone, the *ghost decoy*, serves a different function. When a ship fires off a load of ghost decoys, the drones fly in a formation that roughly resembles the shape and size of their mother ship. Collectively, the drones emit a powerful signal designed to trick enemy sensors into thinking they are an enemy vessel of the same size and classification as their mother ship. This phantom signal can draw off tracking weapons and also convince the enemy they are outmanned and thus effect a retreat. To enemy sensors, it appears as if second ship has appeared 6 hexes away from the ship that launched the drones.

Ghost drones move up to a speed of 6, the only action they can take. They move in a manner that mirrors their mother ship, paralleling its course changes. They continue to operate until destroyed or until the end of the next turn, whichever occurs first. They cost no PCU.

These drones have their own TL bonus, as listed in the table below. If an enemy vessel scans the drones, a Computers check is necessary to discern that the drones are actually a false signal. The DC for this check equals 10 + the tier of the drones' mother ship + the drones' TL bonus.

When a tracking weapon is fired at a ship with deployed ghost drones, the drones are considered to have a TL penalty equal to the mother ship's TL bonus (e.g., a TL bonus of +2 becomes a TL penalty of -2). If the mother ship has no TL bonus or has a penalty, then the ghost drones suffer a TL penalty 2 points worse.. If the tracking weapon would lock onto the drones but not the mother ship (i.e., the attack roll is too low to gain Target Lock on the mother ship), then the tracking weapon pursues the drones instead.

Any successful attack by a weapon, tracking or otherwise, against a cluster of ghost drones destroys those drones and terminates their signal.

TABLE 5: DECOY DRONES

Name	TL Bonus	BP Cost	Special Properties
Mk 1 decoy drones	+2	2	Limited payload
Mk 2 decoy drones	+3	3	Limited payload
Mk 3 decoy drones	+4	4	Limited payload

Name	TL Bonus	BP Cost	Special Properties
Mk 1 ghost drones	+1	3	Limited payload
Mk 2 ghost drones	+2	4	Limited payload
Mk 3 ghost drones	+4	6	Limited payload

EXPANSION BAYS

The following new types of expansion bays can be added when designing a starship.

BOARDING PASSAGE

A boarding passage is a tube or similar structure that enables easy transfers of passengers and cargo between two vessels, although only one of the two starships need possess one. Each end of the boarding passage connects to one of the ship's airlocks. When two unmoving starships share a hex or occupy adjacent hexes, one of them may extend a boarding passage to the other, enabling creatures to walk freely between the interiors of the two ships. A boarding passage is not designed to operate while a connected ship is in motion, and it is not built to withstand damage or significant stress, such as from small arms fire or violent motion.

CRYOSLEEP CHAMBER

This area contains room for 8 passengers of Medium size or smaller (or half as many for each size the creatures are above Medium) to enter cryosleep, a state where all bodily functions and requirements temporarily cease. While in cryosleep, a character is treated as unconscious and helpless. Putting a willing or helpless creature under cryosleep or awakening them from it is a full action. A creature awakened from cryosleep suffers from exhaustion for 1 minute. A successful DC 20 Medicine skill check reduces this penalty to the shaken condition for 1 round. Creatures automatically wake from cryosleep if the life support system ever takes critical damage.

DIMENSIONAL LOCKDOWN

This device produces a powerful energy field so long as it is active that prevents dimensional travel. Any creature or starship within two hexes of the energy field cannot use planar travel or any form of hyperspace engine.

ENLARGED HANGAR BAY

This Hangar Bay encompasses larger vehicles than a normal hangar bay. It can be applied only to Colossal ships and takes up 6 expansion bays and can store up to 8 Tiny starships or half as many starships for each size category they are larger than Tiny (4 Small, 2 Medium, or one Large).

TELEPORTATION BAY

This area contains a variety of magical and technological tools that enable teleportation into and out of the ship. As a science officer's action during the helm phase, he may teleport up to five willing creatures off the starship to a location within 10 miles or teleport up to five willing creatures within 10 miles into the starship as per *interplanetary teleport*. In order to teleport creatures off one starship and onto another, the science officer must make a successful Computers check (DC 10 + the targeted starship's tier). He automatically succeeds on this check if the targeted starship has been analyzed using sensors with dimensional analytics. For every 2 additional build points spent on this expansion bay, it is capable of teleporting one additional creature.

TRANSFORMATION ENGINE

Through magical or highly advanced technological means, the ship is capable of taking on a secondary form of the same size as the original. Power Cores cannot be changed, but all other alterations which cost BP can be exchanged for others (chosen at the time this expansion bay is installed) when the ship is in this secondary form. When the transformation occurs (a process which takes 1 minute), all of the features of the ship which are exchanged become nonfunctional and can be reactivated when the ship transforms back to its original state. A ship can have more than one transformation, gaining one additional alternate form for each transformation engine beyond the first it possesses

WEAPON EXPANSION

One of the ship's weapon mounts is augmented, being able to use a weapon that is one class larger than it normally could (light->heavy->capital). This expansion bay can be selected any number of times but can only be applied to a given weapon mount once.

TABLE 6: EXPANSION BAYS

Expansion Bay	PCU	Cost (In BP)
Boarding passage	1	2
Cryosleep chamber	5	2
Dimensional lockdown	20	12
Enlarged hangar bay	40	15
Teleportation bay	15	20
Transformation Engine	30	40
Weapon expansion	0	2

EXTERNAL AIDES

External Aides are installed on a starship's hull to facilitate travel along its exterior. Mk 1 external aides feature a series of metal bars or indentations across the ship that grant all creatures on the ship's exterior a climb speed of half their land speed so long as they have at least one hand holding onto the ship's surface. Mk 2 external aids create an artificial gravity field around the ship, causing creatures within 20 feet of the vessel to fall towards it (taking falling damage as normal) and enabling creatures to stand on any point on the ship's exterior as if it were flat ground in normal gravity. If a creature or object is caught in multiple gravity fields, they move towards the gravity field of the more massive entity (if the ship is on a planet, this usually means the planet. Elsewhere, it usually means the bigger ship). If caught between two or more equally massive objects, roll randomly to determine which one the creature or object is pulled towards.

TABLE 7: EXTERNAL AIDES

Model	PCU	Cost (In BP)
Mk 1	0	1 +2 for every size above Tiny
MK 2	10	6 + 3 for every size above Tiny

HULLS

Hulls with the multibody property represent not a single ship but rather a group of similar ships of Small or Tiny size. They share a single stat block and array of actions and are intended for encounters when a party is confronted with a massive number of starships at once, much like a swarm.

EXODUS

Size Colossal
Maneuverability clumsy (−2 Piloting, turn 4)
HP 320 (increment 40); **DT** 12; **CT** 64
Mounts forward arc (1 capital, 2 heavy), port arc (1 capital, 2 heavy), starboard arc (1 capital, 2 heavy), turret (3 light)
Expansion Bays 25
Minimum Crew 150; **Maximum Crew** 600
Cost 180

FORMATION

Size Large (multibody)
Maneuverability good (+1 piloting, turn 1)
HP 160 (Increment 20); **DT** - **CT** 32
Mounts forward arc (4 light), port arc (2 light), starboard arc (2 light), aft arc (3 light), turret (3 light)
Expansion Bays -
Minimum Crew 30 **Maximum Crew** 60
Cost 50

HORDE

Size Gargantuan (multibody)
Maneuverability good (+1 piloting, turn 1)
HP 260 (Increment 30); **DT** 10 **CT** 52
Mounts forward arc (10 light), port arc (4 light), starboard arc (4 light), aft arc (5 light), turret (4 light)
Expansion Bays -
Minimum Crew 90 **Maximum Crew** 180
Cost 140

REGENERATIVE HULLS

One possible upgrade for a ship's hull gives it the *regenerative* special property. A regenerative hull repairs itself, with or without crew intervention. Given sufficient time, the ship can essentially heal all its hull point damage. This special property is most appropriate for organic or partially organic vessels, and generally does not apply to standard hulls.

A hull with this special property regenerates a certain number of points per round of starship combat, as described in the table below. Regeneration occurs at the start of the engineering phase. If the ship drops to 0 hull points, all regeneration ceases.

This special property does not cost any PCUs.

Name	Rgen hp/ Round	Cost (In BP)
Minor regenerating hull	1	1 x size category
Lesser regenerating hull	2	2 x size category
Major regenerating hull	3	3 x size category
Greater regenerating hull	4	5 x size category
Superior regenerating hull	5	7 x size category

SECURITY

CLOAKING FIELD

Cloaking Fields are designed to enable a ship to pass unseen, be that to onlookers or even other ships. Depending on its make, a cloaking field has increasing effects.

A Mk 1 cloaking field causes the entire to ship to become invisible, as a permanent Invisibility spell. This does not stop it from being picked up by ship sensors. If this invisibility is removed for any reason, it returns after 1 minute.

A Mk 2 cloaking field possess the abilities of a Mk 1 cloaking field and cannot be perceived by short-ranged sensors. It can be perceived by medium-ranged sensors if the cloaked ship is within close range of the sensing ship, and can be perceived by long-range sensors if the cloaked ship is within short or medium range.

A Mk 3 cloaking field possesses the abilities of a Mk 2 cloaking field, but instead conceals the ship as per a permanent *greater invisibility*. If this invisibility is removed for any reason, it returns after 1 minute. Only long-range sensors can perceive a ship with a Mk 3 cloaking field, and then only when the sensing ship is within close range of the cloaked ship.

When a cloaked ship attacks, the attacked ship gains the ability to perceive the cloaked ship as if it were not cloaked for the duration of the encounter. For every additional 10 BP that is spent on this system, the ship gains the ability to use one weapon of its choice without becoming perceived

DIMENSIONAL SHIELDING

This defensive system seals off all teleportation and extraplanar travel in and out of the ship. Creatures cannot teleport into or out of the starship, and they cannot use spells such as *ethereal jaunt* or *plane shift* to enter or leave the vessel. Creatures capable

of bypassing the effects of *dimensional anchor* and *dimensional lock* spells can ignore this shielding.

DIVINATORY SHIELDING

A series of magical wards are layered into the ship's hull to protect the ship from any divination magic that attempts to spy on the vessel's interior. Any attempt to use magical divination effects (e.g., *clairaudience/clairvoyance*) to target areas, creatures, or objects within the ship or the ship itself first requires a successful caster level check (1d20 + caster level) against a DC equal to the ship's TL.

EXTERIOR ANTIPERSONNEL WEAPONS

This security system includes an array of small arms linked to motion detectors or similar sensors and mounted on a starship's exterior. When unauthorized creatures approach the hull, the system activates and attacks. This functions as an antipersonnel weapon but can be mounted on a starship of any size and operates even while the starship is flying. This upgrade can be purchased any number of times, increasing the cost by 2 for every time after the first it is selected.

PROTECTIVE SEALS

This security system locks down compromised areas of a ship. If an area is damaged in a way that would cause it to vent atmosphere into the vacuum or fill with toxic gas or disease, fortified airtight doors immediately seal that area from the rest of the ship and prevent the contained effects from spreading. These walls have 30 hp and hardness equal to 5 + the ship's tier. These walls can be raised if the ship's captain issues the correct command word.

RAPID DEPLOYMENT PANEL

This piece of equipment allows members of a ship's crew to exit their vessel quickly and appear an instant later on the exterior. As a full-round action, an authorized creature can place their hands on one of these panels to instantly teleport either inside or outside the ship, appearing at a specific point designated when the panel is created. This system can be selected multiple times. Each time selected, a number of panels are created equal to the ship's tier.

TELEPATHIC COMMAND ACCESS

With this security system, all access to critical ship computer systems requires that the appropriate password be sent telepathically first. Without the proper telepathic password, such computers are assumed to have an initial firewall. Lacking the telepathic password, the DC to hack past this security layer increases by +4. The cost for this modification equals 10% of the ship's main computer, with a minimum cost of 2 BPs.

TABLE 9: SECURITY SYSTEMS

Security System	Cost (In BP)
Cloaking Field Mk 1	20
Cloaking Field Mk 2	40
Cloaking Field Mk 3	80
Dimensional shielding	25
Divinatory shielding	30
Exterior antipersonnel weapons (heavy)	7+item level of weapon
Exterior antipersonnel weapons (longarm)	2 + item level of weapon
Protective seals	2
Rapid deployment panel	2

Telepathic command access	10% of ship's computer system BP cost (minimum of 2)

SENSORS

DIMENSIONAL ANALYTICS

This ability can be applied to any set of sensors. When a ship with these sensors performs the lock on or target system actions on a starship, creatures aboard the targeting starship gain the ability to teleport onto the targeted ship for 1 round plus 1 additional round for every 5 by which the Computers check beat the DC. Teleporting between ships using magic still requires a successful caster level check (DC 10 + the targeted ship's tier).

Sensors	PCU	Cost (In BP)
Dimensional analytics	3	4

TERRAIN ADAPTATIONS

At times, a crew needs to transport a starship across a terrestrial surface, such as across a lake or ocean. Terrain adaptations enable the crew to move their ship in ways other than typical flight. Terrain adaptations grant a starship the listed speed. Moving a ship via a terrain adaptation consumes a negligible amount of PCU. Due to their size, starships moving via terrain adaptations ignore difficult terrain and are treated as Colossal objects for the purpose of determining how environmental hazards affect them. For every additional BP spent on a terrain adaptation beyond the basic requirement for a ship of that size, the speed granted by that terrain adaptation increases by 50 feet.

If a starship possesses a swim speed, it uses the pilot's Piloting check in place of a Swim check, with an added +8 bonus.

A starship with a terrain adaptation does not require thrusters to move around. With this ship modification, the GM can create non-flying starships that are essentially immense tanks or naval warships.

Terrain Adaptation	Speed	Cost (In BP)
Aquatic systems	Swim 40 feet	2 + 1 for every size above Tiny
Burrowing mechanics	Burrow 40 feet	2 + 1 for every size above Tiny
Climbing claws	20 feet, climb 20 feet	1 + 1 for every size above Tiny
Nautical adaptation	Swim 60 feet (over water)	1 + 1 for every size above Tiny
Treads	60 feet	1 + 1 for every size above Tiny

WEAPONS

In addition to direct-fire and tracking weapons, there are three new weapon types: orbital, proximity, and ramming.

ORBITAL WEAPONS

Orbital weapons cannot be easily employed in starship combat, but they deal immense damage when fired from orbit at a planetary target. Orbital weapons always fire straight down, dealing damage to anything within the given blast radius on the targeted surface below the ship. Creatures are allowed a Reflex save for half damage against an orbital weapon (DC 15 + the tier of the attacking starship). Orbital weapons involve a delay (measured in rounds, as noted in the table) between when they are fired and when the strike actually affects the targeted area. An orbital weapon takes up the slot of a capital weapon.

PROXIMITY WEAPONS

A proximity weapon is unusual in that it is placed in a specific location, often prior to the start of combat, and it remains there throughout the fight. Basically, such a device is a tracking weapon, but one without the ability to move from the hex it occupies. When a vessel enters the hex containing the proximity weapon, it detonates or, in some cases, attaches to the target ship's hull and then detonates or delivers some other effect (see the weapon's individual description). These weapons can deliver crippling amounts of damage, but they suffer from two weaknesses. First, as the name suggests, these weapons only work if a ship enters the hex they occupy; if no ship enters that hex, proximity weapons do nothing (although they may become a navigational hazard after the battle). Second, these weapons do not discriminate; they attack the first ship to enter their hex, whether friend or foe.

A ship can carry enough mines to sow a certain number of hexes of space. Sowing a hex with a payload of mines requires the ship to enter the target hex and spend a gunnery action. After the ship deposits its payload and leaves the hex, the mines become active. In an emergency, a ship can deposit a load of mines into a hex without stopping but doing so requires a successful Piloting check (DC = 10 + the ship's tier). If the check succeeds, the ship deposits a load of mines into a hex as it moves through the space. If, however, the roll fails, the mines activate and attack their mother ship before it leaves that hex.

When a ship enters a hex occupied by proximity weapons, the mines attack using the pilot's ranks in the Piloting skill from the ship that planted the mines. Unlike other tracking weapons, proximity weapons ignore half the target ship's TL bonus from defensive countermeasures (round down). Whether the mines hit their target or not, they are considered expended in that hex.

The ship laying the mines can unload them in whatever hex they so choose, but those hexes must be unoccupied at the time. Mined hexes need not be adjacent or contiguous, although doing so is often an effective tactic in creating a blockade.

RAMMING WEAPONS

A ramming weapon attaches to the ship's hull, often on its prow. Although any starship is capable of ramming another ship with the ram stunt, ramming weapons enable the ramming ship to do so more effectively than with its raw hull. The damage from a ramming weapon is added to any damage dealt by a ram attack. Ram attacks take up no weapon mounts and can be used with any part of the ship. However, a ship can only have one ramming weapon mounted on it at a time.

TABLE 11: LIGHT STARSHIP WEAPONS

Light Weapons: Tracking Weapons

Name	Range	Speed	Damage	PCU	BP Cost	Special Properties
Boarding pod, least	Medium	12	3d6	5	8	Boarding (1)
Jammer Rocket	Long	12	2d6	7	6	EMP
Observer missile	Long	16	2d10	8	6	Limited fire 5, transforming (Anacite Wingbot[AA])

TABLE 12: HEAVY STARSHIP WEAPONS

Heavy Weapons: Direct-Fire Weapons

Name	Range	Speed	Damage	PCU	BP Cost	Special Properties
Harpoon array	Short	-	6d6	16	10	Linking
Marker cannon	Long	-	3d8	10	7	Beacon

Heavy Weapons: Tracking Weapons

Name	Range	Speed	Damage	PCU	BP Cost	Special Properties
Boarding pod, standard	Medium	12	5d6	8	12	Boarding (4)
Boarding pod, Titan	Medium	10	8d6	13	18	Boarding (8)
Saboteur missile	Long	14	6d8	16	14	Limited fire 5, transforming (Animated Driller[AB])
Plague missile	Long	12	8d6	12	16	Contagion

Heavy Weapons: Proximity Weapons

Name	Range	Speed	Damage	PCU	BP Cost	Special Properties
Anchor mines	-	-	5d8	6	6	Anchoring, limited payload
Destabilizer mines	-	-	5d8	5	6	Destabilizing, limited payload
Explosive mines	-	-	10d8	10	8	Limited payload
Celestial mines	-	-	8d8	6	8	Celestial (medium), Limited payload
Neutron mines	-	-	6d8	7	8	Irradiate (medium), limited payload
Scrambler mines	-	-	6d8	8	6	EMP, limited payload
Vampire mines	-	-	6d8	8	8	Draining, limited payload

TABLE 13: CAPITAL SHIP WEAPONS

Capital Weapons: Tracking Weapons

Name	Range	Speed	Damage	PCU	BP Cost	Special Properties
Ahav missile	Long	6	1d8 x 10	20	22	Limited fire 5, transforming (Ahav[AA])
Boarding pod, massive	Long	10	1d6 x 10	15	24	Boarding (16)
Invasion beacon	Medium	6	1d6 x 10	15	20	Beacon, boarding (12)
Extinction missile	Long	8	2d4 x 10	10	18	Biocidal

TABLE 14: SPINAL-MOUNT SHIP WEAPONS

Spinal-Mount^{AP6} Weapons: Direct-Fire Weapons

Spinal-Mount[AP6] Weapons: Direct-Fire Weapons

Name	Range	Speed	Damage	PCU	BP Cost	Special Properties
Bonfire Beam	Long	-	8d4 x 10	40	35	Beacon, Line
Heaven's Trumpet	Medium	-	6d6 x 10	65	60	Celestial (high), Line
Planeswracker	Long	-	8d8 x 10	75	70	Destabilizing, Vortex
Rapture Cannon	Long	-	4d12 x 10	45	55	Biocidal, Line

TABLE 15: ORBITAL WEAPONS

Name	Range	Speed	Damage	PCU	BP Cost	Special Properties
Skyrod	1 mile	10 rounds	2d4 x 100	16	12	
Orbital ray	1 mile	3 rounds	1d8 x 100	22	20	
Ballistic dropship	2 miles	10 rounds	2d10 x 100	30	30	Boarding (64)
Exterminator rocket	4 miles	8 rounds	3d6 x 100	24	28	Limited fire 5, transforming (Zennoga)
Hand of Asmodeus	50 miles	3 rounds	10d8 x 100	40	50	
Necrotic Obliterator	10 miles	4 rounds	8d6 x 100 plus 10 negative levels	30	40	Biocidal
Globecleanser	See text	1 hour	See text	30	36	See text*

TABLE 16: RAMMING WEAPONS

Name	Range	Speed	Damage	PCU	BP Cost	Special Properties
Adamant ram	-	-	+3d8	0	5	
Boarding spike	-	-	+2d6	5	10	Boarding
Bulette's Bite	-	-	+2d8	5	12	Gripping
Dragon's Tooth	-	-	+4d8	15	16	Gripping
Dwarven Cometbreaker	-	-	+4d10	10	18	
Kraken's Feast	-	-	+5d6	18	28	Boarding, gripping
Military ram	-	-	+4d8	0	15	
Scrambling ram	-	-	+1d10	10	8	EMP
Tarrasque's Maw	-	-	+6d8	15	20	Gripping
Vesk Hullcracker	-	-	+6d10	20	25	

*Globecleanser: A unique weapon, Globecleanser is capable of siphoning away a planet's atmosphere with great speed. Globecleanser takes 1 hour to take full effect but causes more severe adverse effects over time.

After 10 minutes, the atmosphere of the planet becomes treated as thin.

After 30 minutes, all creatures on the planet began to suffocate as per the Slow Suffocation rule

After 1 hour, the air on the planet becomes so thin that creatures cannot properly breathe and began to suffocate as per the standard Suffocation and Drowning rule.

When Globecleanser has finished its work upon a planet, the entire surface of the planet is airless, as per the vacuum of space.

STARSHIP WEAPON PROPERTIES

ANCHORING

A weapon with this special property inhibits the target starship's thrusters, drawing off speed from the vessel. If an anchoring weapon hits a target starship and does at least 1 hull point of damage, reduce that ship's speed by 2. This effect lasts for 10 rounds. The effects of multiple anchoring weapons can stack up to five times, for a total speed reduction of -10. A successful Engineering check (DC 15 + the tier of the attacking starship) during the engineering phase can immediately remove the effects of one point of movement penalty.

BEACON

A beacon weapon enables tracking of or teleportation onto a struck starship until its payload is removed from the vessel. When a such a weapon strikes a starship, it lodges a beacon in the hull, which inflicts a -2 penalty to TL and enables creatures to teleport onto the vessel with a successful caster level check (DC 10 + the target ship's tier). If the creature could already teleport onto the ship with a successful concentration check or through some other means, they automatically succeed on caster level checks made to teleport onto the ship. An engineer can destroy a beacon as an action during the helm phase.

BIOCIDAL

This weapon only harms living creatures, often through low energy emissions such as neutron radiation. Constructs, undead, and structures are immune to this weapon. Some biocidal weapons may have other effects besides damage.

BOARDING

A Boarding weapon, either in projectile or ramming form, enables passage from one starship to another. If a starship with a ramming boarding weapon clings to another ship, then creatures gain the ability to freely move between the two vessels. A projectile weapon with the boarding property can transport the listed number of creatures of Medium size or smaller (or larger, with each creature occupying twice as many spaces for each size they are above Medium). If the boarding weapon strikes a starship, then the creatures inside it can leave and enter the starship they collided with. If the weapon misses, then the projectile only contains enough oxygen to survive three minutes. The occupants of the boarding weapon must be retrieved before this time expires or they perish in space.
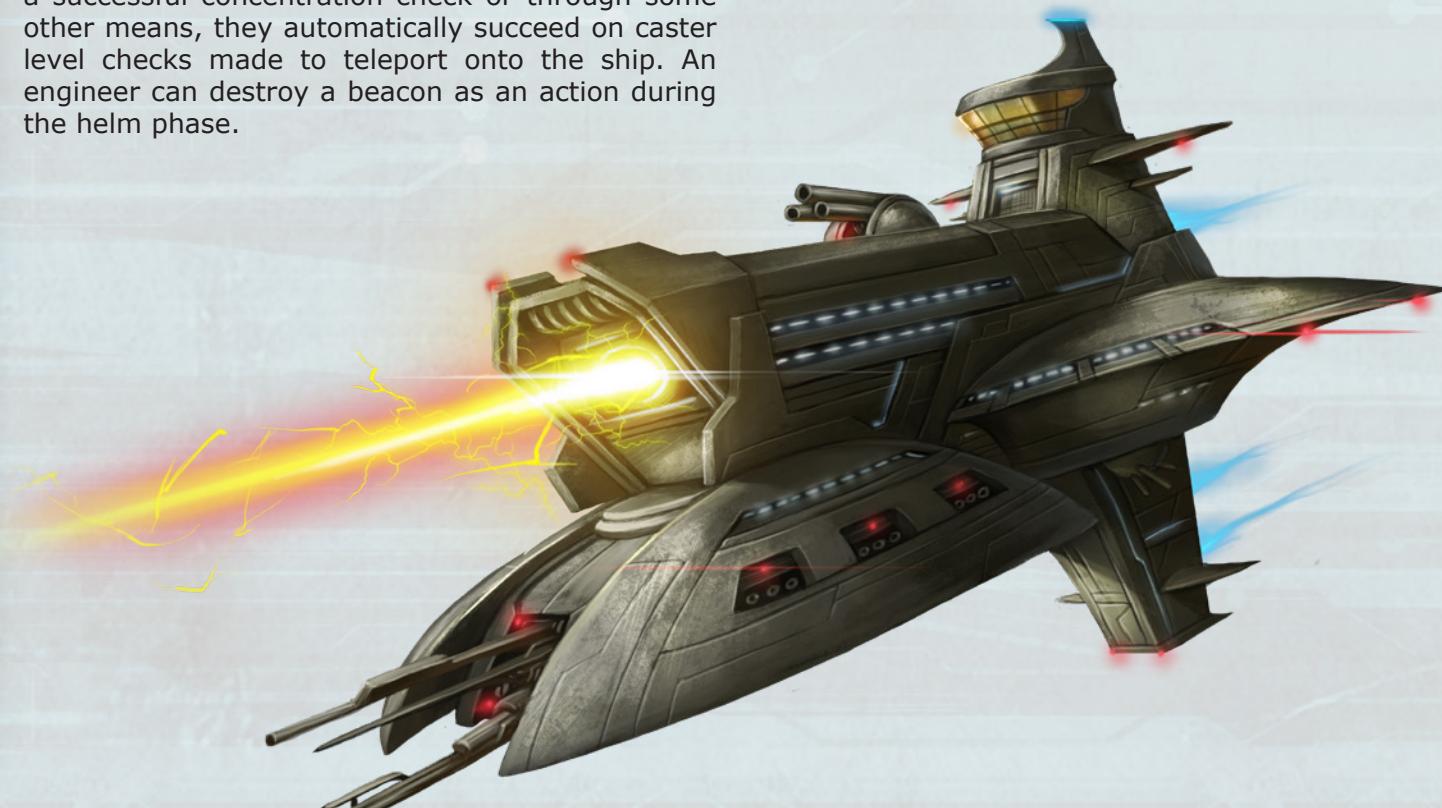
CELESTIAL

A weapon with this special property does radiant energy damage capable of penetrating shielding and starship hulls. Treat this as the irradiate special property when directed against evil outsider (e.g., abyssal, infernal) or undead crews. Against other crew types, a celestial weapon does not have the irradiate special property.

CONTAGION

This weapon is loaded with a powerful toxin of some sort that replicates either as a poison or a disease, chosen when this weapon is built. If this weapon strikes a starship, then all creatures on board are exposed to the contagion. The save DC of the contagion is 15 + the tier of the starship firing the weapon.

DESTABILIZING

This type of weapon surrounds the target vessel in a charged energy field that prevents the ship from entering hyperspace. This effect lasts for one hour after a weapon with this property hits the target ship. Only one destabilizing field can affect a ship at a time; multiple hits do not stack their effects. The ship's engineer can attempt to remove the energy field. Doing so requires a successful Engineering check with a DC equal to 15 + the tier of the ship firing the weapon. One attempt can be made every 10 minutes, with the DC reduced by one each time. Destabilizing weapons have no effect on thrusters or movement through normal space.

DRAINING

A weapon with the draining special property creates a temporary field around the target ship that inhibits its energy output. If a ship suffers at least 1 hull point of damage from a draining weapon, that ship's power core loses 10% of its PCU output (round down). This effect remains until the end of that ship's next engineering phase. Multiple hits stack, up to a maximum drain of 50% from the target ship's power core. A successful Engineering skill check by the target ship's engineer (DC 15 + the tier of the ship firing the draining weapon) removes the effect of one draining weapon immediately.

GRIPPING

A gripping weapon attaches itself to any vessel it rams into. Once a gripping weapon has damaged a starship, that starship takes a -10 penalty on all escape stunts until it succeeds on an escape stunt.

LIMITED PAYLOAD

A weapon with this property is in limited supply on board the ship. A vessel can carry a number of loads of this weapon equal to 1 x its size category. Once the ship uses that many loads, it cannot use the weapon again until it puts in at a space dock or other facility for restock. For example, a Large starship can carry 4 loads of a weapon with this property, such as mines. If a vessel uses a cargo bay exclusively for storing limited payload weapons, that ship can carry another allotment equal to 1 x its size category.

LINKING

A linking weapon binds the attacking and attacked starships with reinforced cables. As long as the two ships remain attached, they cannot move in a way that puts more distance between them than there was when the weapon first struck the ship. These cables allow creatures to move along them from the exterior of one ship to the other. The ship that fired this weapon can detach itself from the cables at any time, but the target ship must make a successful Piloting check (DC 15 + the tier of the attacking starship) to detach the cables from its side. The cables have 50 hp and a hardness equal to 2 + the tier of the attacking ship.

TRANSFORMING

A transforming weapon takes the form of a creature as soon as it strikes a starship. The transformed creature takes a position clinging onto the attacked starship at the weapon's point of impact. If the weapon deals critical damage, the creature instead enters the ship. The creature (or creatures) into which each projectile transforms is provided in the weapon description.

STARSHIP WEAPON UPGRADES

The following upgrades can be applied to individual ship weapons. Each upgrade costs BP in the same way any other starship modifications cost BP.

TABLE 17: WEAPON UPGRADES

Weapon Upgrade	PCU increase	Cost increase (In BP)
Boring	4	3
Corrosive	2	4
Detachable	1	1
Efficient	-1	1
Expanded fire	2	8
Long-Range	2	1
Planetary-scale	60	80
Rapid	2	2
Shield-piercing	4	6

BORING

When this weapon strikes a target, it drills a 5-foot wide hole hole into the hull. This ability does not apply if a ship's shields are still active and the side of the ship being attacked is shielded.

CORROSIVE

A corrosive weapon continues to damage the ship after it has struck it, dealing the minimum amount of damage each round to the ship it struck (e.g., 8 damage for a weapon that deals 8d6 damage). This corrosion can be stopped with a successful patch action, but such a patch does nothing to repair anything else on the ship.

DETACHABLE

If need be, this weapon can be removed from the ship and stored somewhere. Detaching it requires only a command word from the captain, while reattaching it requires 10 minutes of work.

EFFICIENT

The weapon's PCU decreases by 1. This upgrade can be selected any number of times for each weapon, but the minimum PCU cost is always 1.

EXPANDED FIRE

This upgrade can only be applied to weapons with the limited fire quality. The weapon may be fired 5 additional times before needing to cool down.

LONG-RANGE

The range of the weapon increases by one step, from Short to Medium or from Medium to Long. This upgrade can be selected up to two times.

PLANETARY-SCALE

This weapon is designed to be fired at targets immense distances away, which often means orbiting targets or those on opposite sides of a planet. The weapon's range is increased to the point where it can target any location on the planet it is on or any target which is orbiting the planet. This does not change the speed of tracking weapons.

RAPID

The weapon's speed increases by 1 hex. This upgrade can be selected any number of times.

SHIELD-PIERCING

This weapon deals twice its normal damage to a ship's shields, but not to the ship itself.

STARSHIPS AND CHARACTERS

Ship-to-ship combat operates on a far larger, more powerful, and more abstract scale compared to tactical combat between characters and creatures. For example, hexes in starship combat represent an unspecified (but large) distance, whereas squares in normal, tactical combat represent five-foot spaces. For the most part, these two scales of combat do not interact. There are times, however, when the actions of individual creatures can impact starships—and most certainly vice versa.

I AM BECOME DEATH...

There is a reason why nuclear weapons changed the face of war as we know it. Even weak ship weapons possess massive destructive power, and the higher-end equipment is potent enough to obliterate virtually any monster with a single shot. If you use the following rules, understand how mingling starship weapons with individual combat can substantially change the game. A TPK becomes a good deal easier, so take caution when pitting characters against a spaceship.

Several of the following rules replace those given in the *Starfinder Core Rulebook* and are intended for more fluid play in regard to damaging and fighting starships on a tactical scale.

SCALE DIFFERENCES

For the purpose of converting between the hexagonal maps of starship combat and the standard 5-foot squares that typically define normal, tactical combat, one hex is 150 feet across (i.e., thirty 5-foot squares). Hence, a starship with a speed of 6 can fly 900 feet per round. When using the tactical scale of 5 feet per square, starships still use the normal rules for starship maneuverability, but make turns at 45-degree angles rather than the edges of hexes. This does not change the distance a ship must move before making a turn. For example, a starship with average maneuverability must move 300 feet between every turn it makes.

[**Note:** If a ship is longer than 150 feet in any given direction, it is advised that the ship occupy multiple hexes as if using the Scaled Ship Combat rule, described below.]
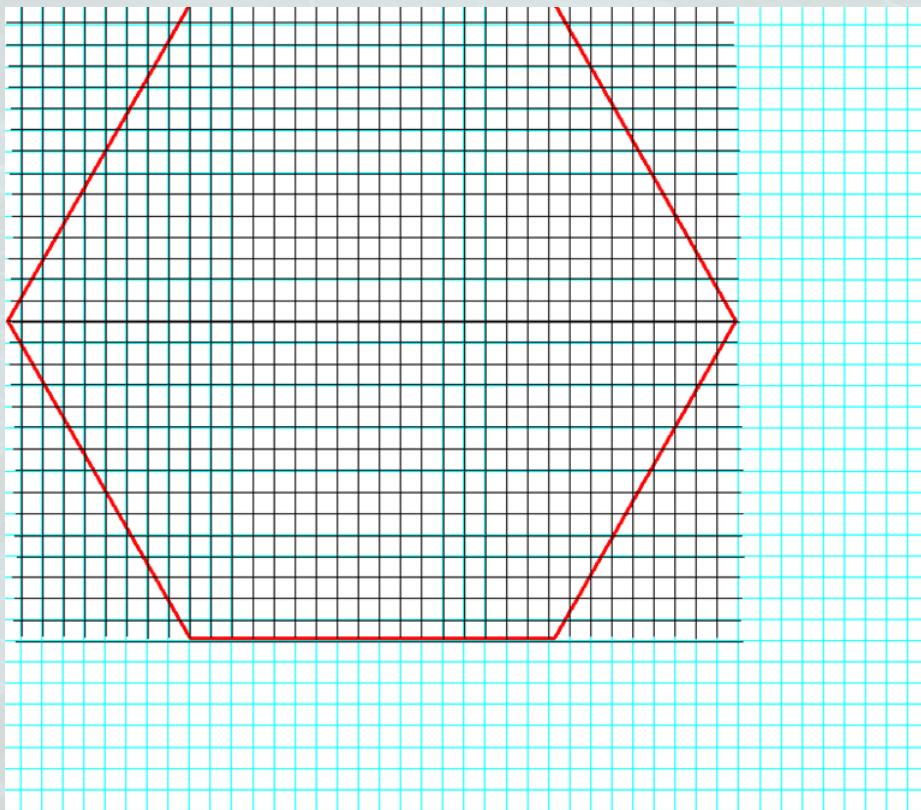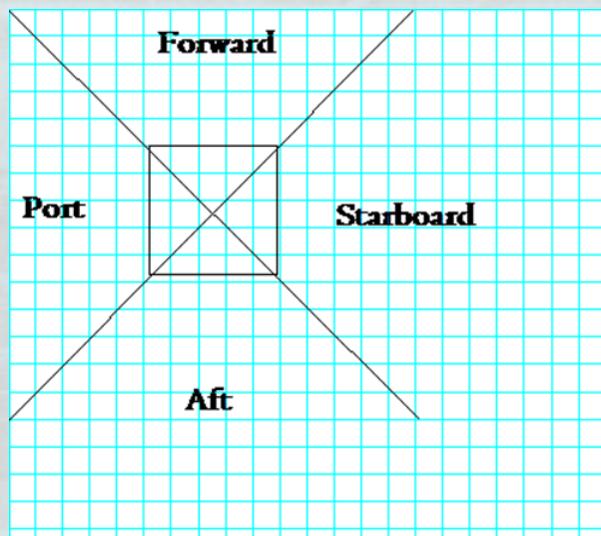
STARSHIP ACTIONS

Starships operate at a slightly slower speed as a result of their vastly increased size. A starship effectively operates on the captain's initiative count. If there is no captain, use the pilot's initiative count, followed by the gunner if there is also no pilot, and anyone else if there is no captain, gunner, or pilot. Taking either the helm phase or the gunnery phase requires a full action for everyone taking an action during that phase. Minor crew actions can be performed as a swift action. When acting in the helm phase, a starship can perform any actions that a vehicle could.

STARSHIP WEAPONS AND COMBATANTS

Starship weapons are imprecise and inflict considerable collateral damage. When a starship weapon is fired on a normal scale, it deals damage in a blast radius based on its classification (i.e., light, heavy, or capital). A starship weapon deals 10 times the listed damage dice to non-ship combatants and objects. For example, a tactical nuclear missile launcher fired on a battlefield would deal 50d8 points of damage to all creatures and objects in the blast radius. Creatures caught in this area of effect are allowed a Reflex save for half damage with the DC equal to 10 + the tier of the ship firing the weapon. Weapon properties that would affect a struck ship (such as irradiate) instead affect all creatures and objects in the blast radius.

Ramming-class weapons deal damage centered on the point of impact, dealing ten times the listed damage to the object or creature struck, and half that damage to everything within a certain radius of the collision point. The radius equals the length of the ship multiplied by its size (1 for Tiny, 2 for Small, 3 for Medium, 4 for Large, etc.). Creatures in this radius are allowed a Reflex save for half damage with the DC equal to 10 + the tier of the ramming ship. Weapon properties that would affect a struck ship (such as irradiate) instead affect all creatures and objects in the ramming impact radius.

SHIP FIRING ARCS

When using a square tactical combat grid, the firing arc of spaceships must be adjusted as illustrated below.

Weapon Classification	Blast Radius
Light	20 feet
Heavy	300 feet
Capital	1000 feet

CONVENTIONAL WEAPONS AND STARSHIPS

Although normal weaponry has limited effectiveness against starships in most cases, it can be used. Against normal weapon attacks, a starship's KAC and EAC equal its AC +4. A starship typically has hardness equal to 5 + twice the starship's tier. After hardness is applied, the attack deals an amount of Hull Point damage equal to 1/10th of the Hit Point damage it normally deals. This damage can be negated if the ship's damage threshold is high enough. However, any effect that causes damage from multiple attacks to be totaled before applying damage reduction or hardness (such as the Clustered Shots feat from the Pathfinder RPG) also causes the damage of the attacks to be combined for the purpose of determining whether the attack overcomes the ship's damage threshold. If a ship's shields are active in the area being attacked, attacks in this manner deplete Shield Points before they deplete Hull Points.

A creature can attempt to specifically target certain external components of a starship (the exact location of these components and whether they are in line of sight depends on the GM's discretion). Any creature targeting a specific area takes a -2 penalty on their attack roll. However, if they deal enough damage to exceed the ship's damage threshold, then either the engines, sensors, or weapons array (chosen by the attacker when they select which external component they are targeting) suffers a critical damage effect.

If a creature deals critical damage to a ship (either by rolling a critical hit, performing a coup de grace, or pushing through the starship's critical threshold), they may puncture a 5-foot wide hole in the ship that allows entry for Medium or smaller creatures. This will cause atmosphere to leak from the ship rapidly, forcing creatures out. Treat this as a bull rush check with a +30 bonus, with the bonus being reduced by 3 every round thereafter to a minimum of +12 if the ship does not have the protective seals security upgrade. A creature can attack the area around the hole each round to expand its radius by 5 feet with each successful attack. This action automatically fails if the ship's shields remain active.

CREATURE MOVEMENT AND STARSHIPS

It is possible for a grounded creature to teleport into a moving starship if they have line of sight to it, either visually or with some sort of sensor device. Doing so, however, is difficult and requires a successful caster level check (DC 15 + the tier of the ship). If the roll fails, the teleportation fizzles without effect. Targeting an effect to occur inside a ship (such as using a spell that directly targets the pilot) requires a similar check.

It is possible for a creature to stand on top of a starship if they are in an area with gravity, or if the ship possesses the Mk 2 external aides improvement (see above). Moving atop the starship requires a successful Acrobatics or Athletics check (DC 10 + the tier of the ship). Failure means the creature can only move half its normal speed; failure by 5 or more means the creature falls off the top of the ship. A creature can also move along the sides or underside of a ship but doing so increases the DC for movement by 5. Whenever the pilot of the ship performs a stunt, any creatures on the ship's exterior must make a check at a -10 penalty or immediately fall off. Creatures under the effects of *spider climb* or a similar effect that enables them to cling to the surface of a starship are only forced to make skill checks if a stunt is performed, and do not take the -10 penalty.

It is possible for creatures inside a starship to open its hangar bay doors or boarding ramp in space without causing atmosphere to leak. This can be used to give creatures entry into or exit from a starship while the vessel is flying.

If a starship suffers damage from a starship weapon while creatures are on the ship, those creatures must make a Relfex save as if they had been struck with the weapon. If they are not in the quadrant that was hit with the attack, they receive a +4 bonus to their Reflex save.

STARSHIP AND CHARACTER ACTIONS

For the purpose of resolving actions in encounters where both creatures and starships are involved, one of two different methods can be used.

- **Starship-Priority:** A typical turn of starship combat occurs first every round. After that, any creatures that did not act in the turn of starship combat may act on their initiative counts.

- **Starship-Integration:** Starship phases do not occur. Rather, each member of the crew simply acts on their initiative count and may perform the actions they normally could in a starship round.

STARSHIP INTERIORS

The amount of free space inside of a starship is based upon its size, as described in the table below. This area is divided among crew quarters, expansion bays, weapons stations, and cockpit. Each area must have at least enough space dedicated to it to be functional (for example, everyone responsible for piloting the ship needs to be able to fit in the cockpit). Beyond these requirements, rooms can be divided up however the ship builder wishes.

TABLE 18: SHIP SIZE

Ship Size	Interior Space
Tiny	5-10 square feet
Small	20-100 square feet
Medium	100-1,000 square feet
Large	2,000-8,000 square feet
Huge	10,000-50,000 square feet
Gargantuan	60,000-120,000 square feet
Colossal	150,000-900,000 square feet
Supercolossal[AP6] or Planetoid[SFC]	1,000,000 square feet or more

STARSHIP CR

Even a weak starship is considered a powerful threat, and as a result represents an overwhelming enemy to fight if the players lack a ship of their own. For calculating encounter difficulty, a starship's effective CR equals 10 + its tier rounded up. For example, even with only a basic crew, the vesk dropship described in the core rules represents a CR 18 encounter. This CR rating includes any creatures typically designated to be operating the ship, unless they possess abnormal abilities that would enhance the ship beyond its normal capacity (e.g., helmsmen or mechanics). Such creatures are added to the CR measurement separately, as are any other creatures tasked with protecting the ship from intruders, such as marines.

PURCHASING STARSHIPS

Ships are expensive but can be obtained for the right price. A ship costs an amount of credits equal to 180,000 + 400 for every build point the ship possesses. If creating a custom ship with an unusual number of build points, round up to determine the ship's effective tier. For example, a ship with 330 build points would be treated as tier 12. Ships could also be crafted, but this would require a structure large enough to contain the many components needed to assemble a fully functional starship

POWER CORES FOR NON-STARSHIP PURPOSES

Power cores can be used for other purposes beyond starships, such as powering buildings and cities, as well as machinery within those places. Equipment such as weapons, armor, and other technological devices that use charges can be attuned to a generator with wireless or wired equipment. If wired, the equipment must be attached to the power core by a cable that costs 10 credits for every 5 feet of its length. Such cables are considered to be level 1 equipment. Wireless equipment does not require this cable, but rather a special upgrade for the piece equipment itself that costs 1,000 credits (for example, a laser rifle could be installed with this upgrade so that it could draw charges from a specific power core).

Regardless of how equipment is linked to a power core, the core can provide linked equipment with a total number of charges equal to its PCU each round. For example, a Micron Light power core could have eighty laser rifles linked to it and would provide sufficient charges to cause the first fifty collective shots from these weapons each round to not deplete charges from the weapons. Items closest to the power core take priority in terms of how the charges are allocated.

A power core can only supply wirelessly linked equipment that is within a number of feet equal to ten times the power core's PCU (for example, an Arcus Maximum has a PCU of 200 and so can power items out to a distance of 2000 feet). Wireless transmission of energy can be obstructed by a Signal Jammer.

STARSHIP-SCALE MONSTERS

In the unbound scale of the cosmos offers potential for beasts which wholly transcend the scope of mortals, beings which are so immense that they cannot be fought with a simple blade by even the mightiest of heroes. These beings soar through space uninhibited by gravity, devouring any material they can.

Although these beings are not starships themselves, they are large and powerful enough to be fought on the scale of starships. A few sample creatures are presented below.

Starship-scale monsters also possess saving throws. The monster's Fortitude saving throw modifier is equal to its AC, and its Reflex and Will saving throw modifiers are equal to its TL.

All starship creatures have the following ability:

Living Starship (Ex): While a creature with this trait is a living creature, it is so immense that it functions as a starship (and thus engages in only starship combat). Though it has no crew. it can still take engineer, gunner, and pilot actions (one of each, in the appropriate phases) using the skill bonuses listed above. Modifiers for its size. speed, and maneuverability have already been factored into its statistics. Assume it has ranks in the Engineering and Piloting skills and a base attack bonus equal to its CR. Use the following table to determine the effects when a creature takes critical damage. The creature's brain does not take critical damage conditions. In addition, living starships do not take damage when ramming.

TABLE 19: CREATURES AS LIVING STARSHIPS

d%	System	Effect
1-30	Weapons	Randomly determine one arc containing weapons; condition applies to all gunner actions using weapons in that arc array
31-60	Propulsion	Condition applies to all pilot actions
61-90	Organs	Condition applies to all engineer actions, except when patching or repairing the heart
91-100	Brain	During the next round, each of the creature's attempted actions have a 25% chance of failure.

ELDER BEING — TIER 10

CE Large starship aberration
Speed 6; **Maneuverability** good [turn 1]; **Drift** 2
AC 24 **TL** 28
HP 360; **DT** -
Shields Heavy 320 [forward 80, port 80, starboard 80, aft 80]
Attack (Ram) 10d10 (BAB +10)
Attack (Forward) particle beam cannon +15 (3d4 x 10), Heavy EMP cannon +15
Attack (Port) particle beam +15 (8d6)
Attack (Starboard) particle beam +15 (8d6)
Attack (Aft) particle beam +15 (8d6)
Skills Engineering +20 (10 ranks), Intimidate +20 (10 ranks), Piloting +30 (10 ranks)
Power Core: elder being heart (350 PCU); **Drift** Signal Booster; **Systems** Mk 4 armor, Mk 7 defenses; **Expansion Bays** none
Other Abilities: Living Starship, Warp Reality
Warp Reality (Ex) An Elder Being is not an entity wholly of this dimension, and as a result perverts space nearby it. All computers, piloting and gunnery checks performed by any creature other than an Elder Being within 5 hexes of an Elder Being are done at a -2 penalty.

Before the time of the gods, before the creation of this universe, the elder being existed. No words exist to identify how ancient this creature truly is. It can take one of many forms, ranging from that of a bio-luminescent cloud of vampiric energy to a seething mass of tendrils surrounding an enormous, unblinking eye, or even a staggeringly handsome humanoid.

MIASMA KRAKEN   TIER 6

N Medium starship magical beast
Speed 4; **Maneuverability** perfect
AC 18 **TL** 17
HP 220; **DT** -
Shields Light 80 [forward 20, port 20, starboard 20, aft 20]
Attack (Ram) 7d10 plus gripping (BAB +6)
Skills Engineering +10 (6 ranks), Piloting +12 (6 ranks)
Power Core: miasma kraken brain (150 PCU); **Drift** none;
   Systems Mk 2 armor, Mk 1 defenses; **Expansion Bays** none
Other Abilities: Living Starship, Stellar Camouflage
Stellar Camouflage (Ex) A Miasma Kraken excels at hiding its
   presence and is treated as having a Mk 2 cloaking field.

A living monstrosity born amid the stars. It includes a central
mass or torso, and often dozens of long, sinewy tentacles. The
creature uses its tentacles to pull in starships, asteroids, and other
objects into its enormous maw. According to ancient spacefarer
legends, one day this monster will give birth to a brood of its
kind and spread destruction across the cosmos.

WORLD-EATER   TIER 18

NE Colossal starship outsider (extraplanar, chaotic, evil))
Speed 8; **Maneuverability** average [turn 2]; **Drift** 4
AC 32; **TL** 32
HP 700; **DT** 20
Shields Superior 540 [forward 135, port 135, starboard 135, aft 135]
Attack (Ram) 48d6 plus gripping (BAB +18)
Attack (Forward) particle beam cannon +26 (3d4 x 10), super
   EMP cannon +26, gravity cannon +26 (2d6 x 10 plus tractor
   beam), supergraser (2d8 x 10 plus irradiate [high])
Attack (Port) persistent particle beam +26 (10d6), gravity cannon
   +26 (2d6 x 10 plus tractor beam)
Attack (Starboard) persistent particle beam +26 (10d6), gravity
   cannon +26 (2d6 x 10 plus tractor beam)
Attack (Aft) persistent particle beam +26 (10d6)
Attack (Turret) Energy Blast +26 [long range, 2d12 x 10 plus
   vortex]
Skills Bluff +30 (18 ranks), Diplomacy +30 (18 ranks), Intimidate
   +30 (18 ranks), Gunnery +36 (18 ranks), Engineering +30 (18
   ranks), Piloting +36 (18 ranks)
Power Core: armageddon engine (600 PCU); **Drift** Universe
   Driver (215 PCU); **Systems** Mk 12 armor, Mk 15 defenses;
   Expansion Bays none
Other Abilities: Consumption, Living Starship
Consumption (Su) The World-Eater's surges of energy and mass
   brutalize all creatures nearby it, pulling them in and ripping
   them apart. All ships, objects, and creatures within 3 hexes
   of the world-eater take 20 points of damage each round as
   components are ripped from it into the creature's titanic body.
   In addition, all ships which end their movement phase within
   the affected area must attempt a DC 35 Piloting check to avoid
   being pulled one hex closer to the World-Eater.

This ancient entity is more a force of nature or entropy than
a living creature or god. It roams the multiverse in a state of
perpetual, undying hunger. To sustain itself, the world-eater
must consume entire planets—and everything on them—or else
it suffers agonizing pain that drives it ever deeper into madness.
The world-eater may appear like an enormous humanoid
godling, a roiling black cosmic cloud of negative energy, or
whatever other form suits its whims.

TEMPLATE GRAFT: TROOP (CR 5+)

Rather than fighting as a solo unit, creatures can
mass together to become a significantly more
dangerous force.

   Traits: A troop gains the following traits

   Troop Formation: A troop is a collection of
creatures that acts as a single creature. A troop has
the characteristics of its type, except as noted here.
A troop has a single pool of hit points and resolve
points, a single initiative modifier, a single speed, and
a single armor class. A troop makes saving throws as
a single creature. A single troop of medium or smaller
creatures occupies a 20-foot-by-20-foot square,
equal in size to a Gargantuan creature, though the
actual size category of the troop is the same as that
of the component creatures. The area occupied by
a troop is completely shape-able, though the troop
must remain in contiguous squares to accurately
reflect the teamwork of trained military units. A troop
has a reach equal to that of the component creatures
based on size or armament. A troop can move
through squares occupied by enemies and vice versa
without impediment, although the troop provokes an
attack of opportunity if it does so. A troop can move
through any area large enough for its component
creatures. The exact number of a troop's component
creatures varies, but in general, a troop of Small or
Medium creatures consists of approximately 12 to
30 creatures. Larger creatures can form troops, but
the area occupied by such a troop should increase
proportionally according to the size of the component
creatures (40-by-40 for large creatures, 60-by-60 for
huge creatures, 80-by-80 for gargantuan creatures).

   Troop Immunities: A troop cannot be tripped,
grappled, or bull rushed, except by area effects
that include such effects. This does not stop a troop
from performing these same maneuvers against
an opponent. A troop cannot become staggered. A
troop is immune to any spell or effect that targets a
specific number of creatures (including single-target
spells such as mind thrust and multiple target spells
such as haste), though it is affected by spells or

effects that target an area or a nonspecific number of creatures (such as explosive blast). A troop is still vulnerable to weapon damage as normal.

Troop Vulnerability: A troop takes half again as much damage (+50%) from effects that affect an area. If a troop is rendered unconscious by means of nonlethal damage, it disperses and does not reform until its hit points exceed its nonlethal damage.

Abilities: A troop gains the following abilities

Troop Attack: In place of standard attacks, troops can deal automatic damage to any creature within reach or whose space they occupy as a standard action, with no attack roll needed. This attack deals damage equal to one of the troop's melee attacks - the troop's CR. Troops threaten all creatures within their reach or within their area, and may attempt attacks of opportunity with their troop attack.

Volley Fire: If a troop possesses any ranged attacks, it may spend a standard action to coordinate the attacks into an area attack. The troop selects a 20-by-20-foot square within the range of their weapons. All creatures inside that area take damage equal to the weapon damage of the troop's ranged attack - the troop's CR (or just the damage of the troop's ranged attack if it possesses the automatic, blast, explode, or line properties).

Suggested Ability Score Modifiers: Strength, Constitution

EQUIPMENT

The following pieces of equipment enable characters to bring starship class weapons to bear as part of tactical combat. There may come a time, for example, when the party's spaceship crash lands on a planet and the characters need to use one of their vessel's weapons against a ground-based target, such as a walled fortress or a shielded energy generator.

Another new type of equipment, planetary shielding, offers the means to protect a planet or space station from orbital attack, or even actual invasion launched from space.

ARTILLERY BRACER

Model	Size	Speed	Range	Level	Price
Light	Large	20 feet	1,200 feet	10	20,000 + 1,000 per BP
Heavy	Huge	40 feet	2,400 feet	14	76,000 + 1,000 per BP
Capital	Colossal	60 feet	10,000 feet	18	340,000 + 1,000 per BP

Artillery bracers are effectively siege engines, designed to carry starship weapons into ground battles. Artillery bracers are objects of the listed size with a single starship weapon of the given class installed on them. As a full-round action, a creature adjacent to the artillery bracer may fire the artillery bracer at up to the range given.

Alternatively, the creature may move the artillery bracer along the ground at the given speed as a full-round action. The cost of the bracer equals the given value plus 1,000 credits per build point cost of the weapon integrated into it. The weapon is automatically powered by an internal generator within the artillery bracer and requires no additional power source.

ARTILLERY MOUNT

Artillery Mounts can be used to attach starship weapons to vehicles or even creatures. Attaching an artillery mount to a creature or vehicle is a process that takes 10 minutes. Each artillery mount has a specific starship weapon built into it whose class corresponds to the given model. A creature or vehicle with this piece of equipment may fire the starship weapon at a target in line of effect using the corresponding range of the artillery mount. The weapon held in an artillery mount always has the unwieldy property. The cost of the mount equals the given value plus 1,000 credits per build point cost of the weapon integrated into it. The weapon is powered by an internal generator built within the artillery mount and thus requires no additional power source.

ARTILLERY MOUNT

Model	Required Size	Range	Level	Bulk	Price
Light	Huge	1,000 feet	13	4	40,000 + 1,000 per BP
Heavy	Gargantuan	2,000 feet	16	6	130,000 + 1,000 per BP

PLANETARY SHIELDING

Model	Size	Level	Hit Points	Regeneration	Price
Mk 1	Gargantuan	13	5,000	100 hit points/hour	116,000
Mk 2	Colossal	19	30,000	500 hit points/hour	820,000

TABLE 20: ARMOR UPGRADES

Upgrade	Level	Price	Slots	Armor Type	Bulk
Magnetized grips	1	700	1	Any	L
Rocket fists	4	1,900	1	Powered	1
Mech enhancement	8	5,500	2	Heavy, Powered	1
Divination shielding	14	130,000	1	Any	2

Planetary shielding protects a planet, asteroid, or large space station from attack. The system includes a massive generator that projects an energy shield around the entire world. Mk 1 planetary shielding absorbs the damage delivered by any orbital strikes against the planet. If it is reduced to 0 hit points, it becomes nonfunctional for 24 hours before its regeneration begins. Mk 2 planetary shielding not only shields against orbital strikes, but also stops any creatures and starships that do not have a specific password from entering or leaving the planet's atmosphere. If the generator is destroyed on the planet, the shielding is immediately eliminated.
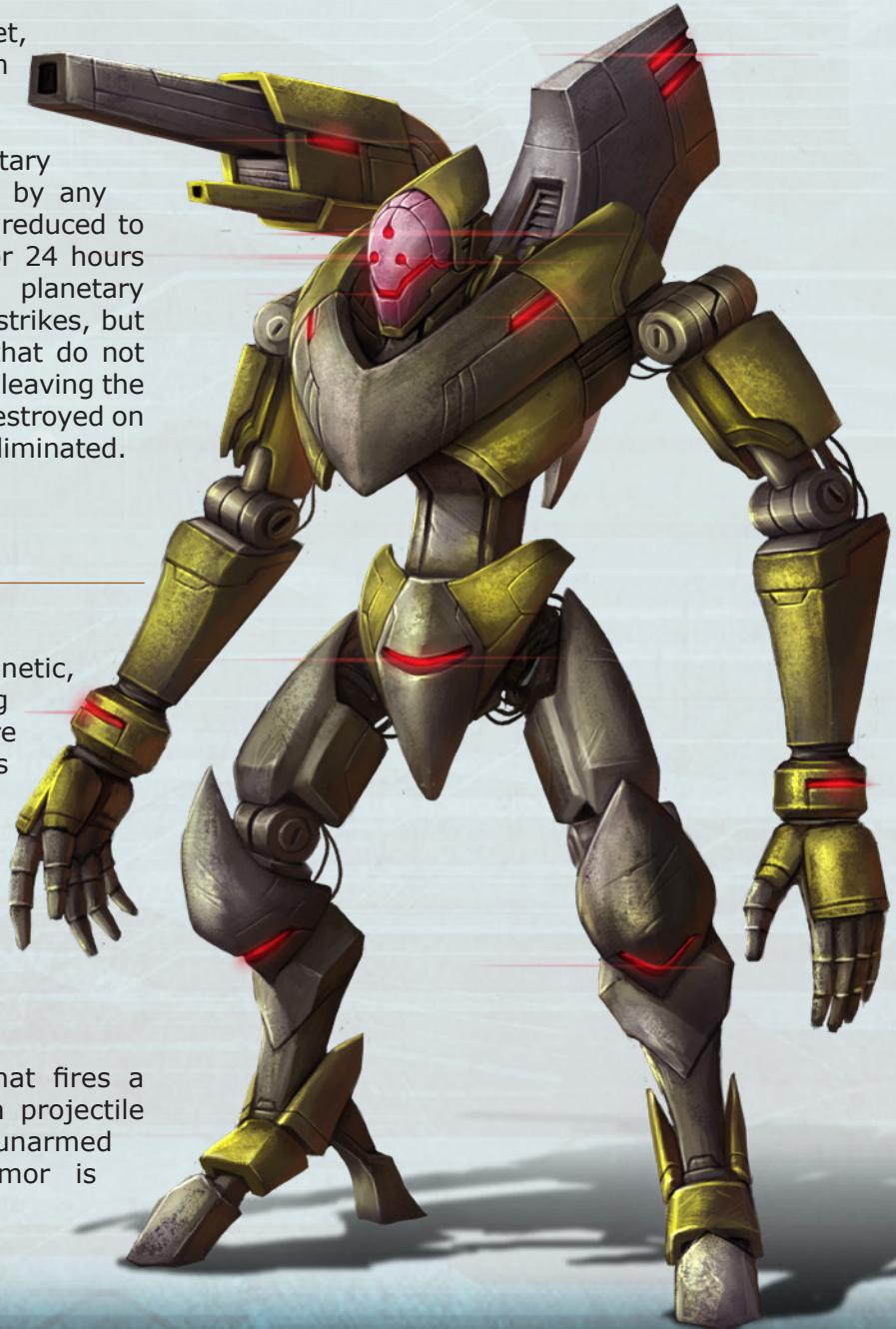
ARMOR UPGRADES

MAGNETIZED GRIPS

These special components are highly magnetic, enabling an individual to move along metal surfaces of any kind. A creature wearing armor with this upgrade gains a +2 bonus to resist bull rush and trip combat maneuvers while they are on a metal surface. The creature also gains a climb speed equal to half their base land speed while on metal surfaces.

ROCKET FISTS

The rocket fist is a ranged weapon that fires a component of the powered armor as a projectile before rapidly retracting it. The reach on unarmed melee attacks with the powered armor is increased by 10 feet.

MECH ENHANCEMENT

The armor gains a single mech enhancement. If the enhancement has prerequisites, either the armor or its creator must meet the prerequisites.

DIVINATION SHIELDING

The armor contains components that scramble attempts to spot the wearer, protecting them as per the *nondetection* spell

MASS COMBAT EQUIPMENT

The following table lists new types of equipment for armies and fleets:

Equipment	Cost
Aligned Armaments	10 BP
Bodily Enhancement, Lesser	3 BP
Bodily Enhance, Moderate	8 BP
Bodily Enhancement, Greater	14 BP
Cloaking	12 BP
Distance Armaments	6 BP
Mobility Enhancement (Mobility Advantage)	2 BP

Aligned Armaments: The army's attacks are considered to be the same alignment as the army. For example, a Lawful Good army would be considered Lawful and Good for the purpose of overcoming damage reduction.

Bodily Enhancement: The army is outfitted with mechanical, biological, or magical upgrades which grant them new abilities. While fighting as an army, the army gains one of the listed special abilities of the tier purchased. This equipment can be selected multiple times, each time granting a different special ability. The army only benefits from these granted special abilities when they are operating as an army; individual members do not benefit if separated from their unit.

Lesser Enhancements: amphibious, attach, compression, limited telepathy, low-light vision, tracking, water breathing.

Moderate Enhancements: amorphous, aquatic, blindsense, create darkness, darkvision, disease, disease immunity, fast healing (equal to half ACR), no breath, paralysis immunity, poison immunity, significant defenses (1/4 level, one energy type or kinetic damage), spell resistance, self-destruct, smoke generation.

Greater Enhancements: blindsight, energy drain, fear immunity, ferocity, frightful presence, incorporeal, paralysis, significant defenses (1/2 level, one energy type or kinetic damage).

Cloaking: The army possesses special technology which renders it untraceable to most senses and scanners, gaining the Invisibility special ability.

Distance Armaments: The army's ranged weaponry is enhanced to deal with far-off opponents. The army is capable of making ranged attacks against targets more than one altitude step from them at no penalty.

MASS COMBAT RULES

MASS COMBAT ERRATA

An error appeared in the first publication of **Star Empires**. Please replace the errant text in the Mass Combat Rules section for the "Melee Phase" with the following:

MELEE PHASE

Once an army has advanced upon the eny, the Melee phase begins. Resolving a melee attack between two armies functions much like resolving a ranged attack in the Ranged phase, substituting MV for RV. However, melee combat is more inherently dangerous to attacker and defender alike. On a successful attack, the attacking and defending armies become engaged. More than one army can be engaged with the same enemy army at the same time. If an attack fails to overcome the defender's DV, both the attacking unit and the defending unit take 1d3 Casualties; these Casualties are not modified by any tactics, special attacks, or command boons used by either side, unless they explicitly state otherwise).

After resolving all attacks for their armies, each force proceeds to the Rout phase described below, and as long as at least one army on each side survives without being routed, the battle enters a new round, with a new check to determine Tactical Initiative, as described in the Tactics phase above.

STARSHIPS IN MASS COMBAT

In the expanse of space warfare, battles are not simply decided by ground troops and their accompanying forces. Aerial support in the form of starships is a fact of war for many empires, and the Star Empires lacked the space to adequately represent this. The following rules are hence designed to remedy that.

For the sake of clarity, armies made up of starships will be referred to from this point onward as "Fleets."

MAKEUP OF A FLEET

Fleets function for the most identically to armies made up of creatures, treating ships as creatures with a CR of 10 + the ship's Tier (rounded down, minimum of 10). As a result, even a small number of ships can have a large impact on a battle. Fleets are rarely very large unless they are designed to combat other fleets. Creatures piloting a fleet do not add any special abilities to the fleet as a result of race or class. The speed of a fleet is equal to the speed of the Starships that make it up.

As Starships inherently possess a wide variety of abilities, all fleets possess the following Special Abilities: Blindsense (assuming the starship has functional sensors), Construct Immunities (save that it is not immune to fear if the pilots are not immune to fear), No Breath, Flight (assuming that the starships are properly equipped to fly), and Significant Defenses (10 against weaponry below tier 2). Any Fleet of Starships armed with weapons gets tier 2 ranged weaponry and specialized weapons (blast, or burn) for free. In addition, the base movement of a fleet is equal to the ship's movement speed in hexes.

Fleets do possess certain vulnerabilities, however, most notably their conspicuous nature. Fleets take a -2 penalty to Profession (soldier) checks made to flee or pursue a fleeing army during the rout phase. In addition, as they are transports themselves, fleets cannot benefit from any Transports equipment, although they are always considered to possess Transports equipment for the purpose of what tactics they can use.

Recruiting Fleets: Recruiting a fleet follows the same process as recruiting an army, save that the ACR of the fleet cannot exceed either the colony's supply or capability score. Recruiting a fleet costs three times the ACR of the fleet rather than twice the ACR of the fleet.

EQUIPPING FLEETS

Fleets can be equipped just as normal armies can. However, fleets are treated as two sizes larger than armies of corresponding size for the purpose of determining the BP cost of equipping them.

LAYERED MASS COMBAT

Although flight has long been a part of fantasy warfare (at least, for those authors who explored it), the introduction of starships and other high-flying vessels introduces added complexity to engagements.

In order to better convey the three-dimensional nature of aerial combat, several altitude levels may be implemented into mass combat. Much like the Battle Zone rules in Star Empires, these altitude levels are abstract and do not represent specific

physical distance. Instead, they provide a convenient shorthand for determining the relative position of flying armies in and around a battlefield. High Altitude may represent orbit or perhaps a distance of an entire solar system, depending on the scale of the encounter. Armies are capable of engaging and making melee attacks against other armies on the same altitude as them and can make ranged attacks against armies within one altitude level of them. They can make ranged attacks against armies within two altitude levels of them at a -4 penalty to RV, but cannot make attacks against armies that are more distant. The levels are as follows.

Sub-Level: Although flight is a common means of manipulating altitude, armies capable of burrowing or swimming can move underground or underwater, respectively. While at sub-level, an army may not attack or be attacked by other armies unless those armies possess the same type of movement being used by the first army (for example, a burrowing army could attack another burrowing army, or two underwater armies could fight each other). Armies gain a +4 bonus to their Camouflage score while at sub-level.

Ground Level: Many if not most flying creatures use their flight to move swiftly from place to place and to obtain an advantageous view of the surround, but to actually engage in combat they must descend near enough to ground level to make use of their melee attacks.

Low Altitude: Armies in this altitude zone are well out of range of melee attacks but can attack with (and be attacked by) ordinary ranged attacks.

Medium Altitude: Armies in this altitude zone fly on the fringes of the battle zone, able to attack with (and be attacked by) siege weapons and other effects with very long range but otherwise out of reach of standard ranged attacks.

High Altitude: Armies in this altitude zone are too far away to effectively attack armies on the ground or be attacked by them.

Aerial Reconnaissance: In Earth's history, the first military application of airborne armies was in the form of observation balloons, allowing commanders to get a good look at enemy troop dispositions from high above. If one side in a battle has aerial armies and the other does not, all armies on its side gain a +1 bonus to their RV and DV and a +4 bonus on Scouting checks to spot enemy armies on the battlefield. At medium altitude, an aerial army gains a +2 bonus on Scouting checks to spot enemy armies anywhere in the same army, even if they are not on the battlefield. At high altitude, an aerial

army gains a +1 bonus on Scouting checks to spot enemy armies in the same army or any adjacent army.

Changing Altitude: While layered combat is assumed to be fluid and dynamic, with the ability to rapidly change location at high speed, the abstract altitude levels described above represent where an aerial army is spending the majority of its time during a given Battle Phase. Each time a new Battle Phase begins, armies so capable can adjust their altitude by one step, or by two steps with a successful Morale check.

Visibility: While aerial armies provide spotting assistance to their allies, they are no less vulnerable to difficulties with visibility than are forces on the ground. They take the same penalties due to poor visibility that ground armies take and they have the same chance of damaging allied armies when making ranged attacks in conditions of reduced visibility (see Fog of War).

At GM discretion, penalties applied to armies due to Terrain are increased by 1 for aerial armies.

TACTICS

Armies and fleets can be trained in the following special tactics, in addition to those described in *Star Empires.*

Battlefield Assembly: The army excels at constructing new armaments on the fly to cope with changing situations. An army that uses this tactic takes a -2 penalty to MV, RV, and DV for one round. However, at the start of the next turn, the army rolls 1d6 and gains an amount of equipment with a BP cost equal to or lower than the die result. This temporary equipment lasts for 2d6 rounds. An army can increase their penalties from -2 to -4 to instead roll 2d6 to determine the value of their improvised equipment.

Close Off: An army using this tactic gains a +2 bonus to MV and DV against armies that it starts its turn engaged with but takes a -4 penalty to DV against armies which engage it this round.

Collateral damage: When the army is engaged increase melee phase, the casualties as a result of melee combat increase from 1d6 to 2d6

Cooperative Assault: The army gains a +1 bonus to MV, RV, DV, and Morale checks for every allied army which attacked an army it is currently engaged with in the same round.

Damage Control*: Measures are in place to keep the army alive. Once per battle, when the army suffers casualties, it may reduce the casualties by 1d6 (minimum 0)

Defensive Cover: When this army is engaged alongside an allied army, the allied army (or armies) gains a +2 bonus to DV.

Defensive Gambit*: Your army has a special trick for avoiding danger. For one melee or gunnery phase this battle, its DV increases by 6

Echelon Movement: The army sends a smaller force to the front only to close in with full strength not long after. The army takes a -2 penalty to MV, RV, and DV for one round. However, if any enemy army engages them this turn, the army performing this tactic gains a +4 bonus to MV, RV, and DV during its next turn.

Orbital Strike: If the army is at high altitude, it may make ranged attacks against armies at ground level so long as it has at least one allied army at ground level. These attacks are made at a -4 penalty

Shoot for the Stars: If the army is at ground level, it may make ranged attacks against armies at high altitude so long as it has at least one allied army at high altitude. These attacks are made at a -4 penalty

Thicket of Blades: on any turn an enemy army moves to engage an army using this tactic, the engaging army takes a -2 penalty to MV, RV, and DV

COMMAND BOONS

Skilled commanders can grant armies or fleets under their command additional special abilities, including those below as well as those described in *Star Empires.*

Blood Frenzy (A): For every enemy army routed in a battle, the commander's AB increases by 1 for the rest of the battle, to a maximum of twice their original AB.

Close-Quarters Firing: The commander's army may use its RV in place of its MV when fighting in melee.

Clutch Victory (A): For every army lost in a battle, the commander's AB increases by 1 for the rest of the battle, to a maximum of twice their original AB.

Exploit Weakness: The commander excels at hammering the gaps in enemy defenses. The commander's army gains a +2 bonus to MV and RV against any army which possesses a penalty to DV.

Infinite Resolve: The commander's army fights on through any number of wounds. It is not considered bloodied until it falls below ⅓ of its maximum health rather than 50%

Know All Your Tricks: The commander's army knows how to counter any strategies from its own playbook. If the army they are commanding possesses a tactic, it ignores the positive effects of that tactic if an enem yarmy it is engaged with uses it (for example, an army with this command boon would negate the bonuses of an enemy army's Echelon Movement while still being able to take advantage of the penalties.

Manifold Trickery: The commander has multiple deceptions they can employ in battle. The commander may gain the benefits of tactics with a * twice per battle rather than just once.

Mantle of Awe: The commander's army gains the Frightful Presence ability. If the army already possesses frightful presence, the DC of Morale checks to resist the ability increases by 2

Master of the Skies: while the commander's army is above ground level, it gains +4 bonus to Morale checks made to withdraw

None Left Behind: The commander reduces any casualties their army would take by 1, to a minimum of 1.

Seen It Before: The commander ignores any special abilities that enemy armies possess if their army possesses the same abilities.

Thirst for Victory: Whenever the commander's army successfully routs another army, the commander's army gains a +2 bonus to MV and RV for one round.

SPECIAL ABILITIES

Armies may possess the following special abilities, in addition to those described in **Star Empires.**

Disease Immunity: The army ignores the effects of any poison special ability used against it by another army.

Paralysis Immunity: The army ignores the effects of any poison special ability used against it by another army.

Poison Immunity: The army ignores the effects of any poison special ability used against it by another army.

Smoke Generation: This functions as the Create Darkness ability, save that it causes Thick Smoke rather than darkness

Spell-Like Abilities: This functions as Spellcasting.

SIEGE WARFARE

Inevitably in warfare, one army will have to assault a fortified position held by the enemy, where a lightning-fast attack is not possible and the attacker must settle in to break the defender's city, or his will. A number of specialized tactics are available in siege situations, as described below. Sieges often make use of siege weapons, as described below, though there are a number of siege tactics described below that do not depend on the use of such weapons. The standard rules presuppose a collection of siege weapons that travels with a regular army and which may be of several different types. The rules here provide for more detailed and varied options for sieges.

SIEGE WEAPONS

The following rules describe the use of siege weapons, including both ranged siege weapons like cannons and catapults as well as close assault weapons like battering rams and siege towers. This applies to siege weapons whether they are mobile weapons used on a battlefield, gunnery emplacements in a fortification, or vehicular weapons mounted on board an aircraft or naval vessel. All types of siege weapons use the same rules. A "siege weapon" is an abstraction and does not typically represent a single siege weapon but rather a battery of such weapons that are crewed by a group of trained artillerists.

Replace the Siege Weaponry listed under "Equipping an Army" with this more complex panoply of potential siege weapons.

Direct-Fire Siege Weaponry: This category includes cannons and rail guns of various sorts, designed to directly assault enemies and fortifications alike.

TABLE 22: SIEGE WEAPONRY

Equipment	Cost	MV	RV	DV	Movement	Siege Damage	Setup
Direct-Fire Siege Weaponry tier 1	7 BP	+1	+1	-	-	1d6	Mobile
Direct-Fire Siege weaponry tier 2	13 BP	+1	+2	-	-1	2d6	Mobile
Direct-Fire Siege Weaponry tier 3	23 BP	+2	+3	-	-	3d6	1
Indirect-Fire Siege Weaponry tier 1	10 BP	-	+2	-	-	2d4	Mobile
Indirect-Fire Siege Weaponry tier 2	16 BP	-	+3	-	-	4d4	1
Indirect-Fire Siege Weaponry tier 3	27 BP	-	+5	-	-	6d4	1
Close-Assault Siege Weaponry tier 1	5 BP	+1	-	-	-	2d8	Mobile
Close-Assault Siege Weaponry tier 2	11 BP	+2	-	-	-1	3d8	Mobile
Close-Assault Siege Weaponry tier 3	20 BP	+3	-	-	-1	4d8	Mobile
Mobile Fortifications tier 1	2 BP	-	-	+1	-	-	1
Mobile Fortifications tier 2	13 BP	-	-	+2	-	-	2
Mobile Fortifications tier 3	25 BP	-	-	+3	-	-	3

Indirect-Fire Siege Weaponry: This category includes bombards and artillery batteries designed to bypass defenses and strike at fortified positions. Indirect-Fire Siege Weaponry enables the use of the Special Bombardment tactic.

Close-Assault Siege Weaponry: This category includes rams and close-range explosives. Close-Assault Siege Weaponry enables the use of the Stealth Deployment tactic.

Mobile Fortifications: This category includes mobile reinforcements for use during sieges. It enables the use of the Storm Position tactic.

Setup: Some siege weapons can be moved whole, traveling with an army and ready to use, but many must be disassembled and then reassembled at the battlefield. A siege weapon that is Mobile can be moved with the army. A siege weapon that is not Mobile cannot be moved intact and must be disassembled, carried with the army, and then reassembled at the battlefield, taking the listed number of Battle phases to set up. This number can be ignored if an army with siege weapons has ample time to prepare and set up the battlefield before the battle begins, such as an army defending a fortification or waiting in ambush.

If this is not the case, the army must spend the listed number of Battle phases setting up the siege weapon. Unless they have exceptionally long range, siege weapons must be set up in the Ranged zone and are subject to ranged attacks by enemy armies while they are being set up.

Siege Damage: This is the damage dealt by the weapon when it targets a building, fortification, or other siege weapon. This damage is applied directly to the target's BP value.

SIEGE TACTICS

As noted above, the prosecution of a siege does not require any specialized weapons. In fact, given that defenders protecting their home know it intimately and will have a Battlefield Advantage (+2 bonus to MV, RV, and DV) when fighting house to house in the streets and alleys inside their city, it may be the path of wisdom to simply starve them out or ravage the population hemmed in by your armies by unleashing fire and plague. In short, you have many options for reducing the strongholds of your enemies, both conventional and unconventional.

Blockade: This tactic relies on preventing people or goods from passing into or out of the blockaded city.

Requires: An army of at least size 4 committed to blockading the colony for each sector the colony occupies (an army of at least size 6 can blockade 2 sectors, an army of size 8 can blockade 4). All armies being used to blockade the colony must be defeated, destroyed, disbanded, or routed in order to end the blockade.

Effect: No new infrastructure can be constructed within the blockaded colony or the sector it occupies, and every turn that the blockade continues, the defender's nation must succeed at Stability check with a penalty equal to twice the number of turns the blockade has continued. If failed, all colony bonuses provided by infrastructure in that colony are reduced by 1, to a minimum of 0. In addition, the nation must succeed at a Loyalty check with a penalty equal to twice the number of turns the blockade has continued or the city surrenders to the blockaders. This check is made with a +1 bonus per army of at least size 2 inside the colony (not counting emergency conscripts, the bonus is doubled if the army is at least size 4, and quadrupled for armies of at least size 6), but with a -1 penalty for each piece of infrastructure that has been significantly damaged (more than half its BP value), increased to -2 for each piece of infrastructure that has been destroyed. Each module occupied by Government infrastructure delays the effect of a blockade by 1 turn. After 5 turns of blockade, armies defending the colony become fatigued and cannot remove this condition without magical aid. If the city remains blockaded on your next nation turn, there is a 25% chance each kingdom turn that a dangerous colony event occurs in that colony. This event, if it occurs, is in addition to any colony event that would normally occur.

Bombardment: This tactic is a besieging assault directed at the physical destruction of the colony's infrastructure. If the attacking army has an accurate map of the city, such as from an Espionage Edict, it can target specific infrastructure. Lacking this information, the attacker may target large 4-module infrastructure or can simply designate a module to attack without knowing exactly what is being attacked.

Requires: A direct fire siege weapon can perform a bombardment of infrastructure in a module at the outer edge of a colony but cannot target infrastructure farther in. If the colony has military infrastructure, it can target that as well. An indirect fire siege weapon can target buildings anywhere within a colony.

Effect: During each Battle phase, the bombardment deals the siege damage of the siege weapon to the Build Point (BP) value of the infrastructure in the target module. If the infrastructure takes enough damage to reduce its BP value below half, it becomes damaged and ceases providing any benefits to the city or nation, except for the infrastructure's Defense value, which is halved (rounding down). If reduced to 0 BP, the infrastructure is destroyed. A destroyed infrastructure must be rebuilt from scratch, but damaged infrastructure can be repaired in one turn as part of its nation's "construct a new building" Improvement Edict during their next nation turn). Military infrastructure is hardened and durable and have a set quantity of Fortification Points (FP) equal to five times the infrastructure's level in addition to their base BP value; until these FP are depleted, the building remains intact and no damage is done to its essential structure. If a battle ends and a building's FP have not been depleted, they are replenished at no cost and with no action required on the owner's next kingdom turn. If the building has actual BP damage, that damage must be repaired first before the FP are replenished.

The besieger's siege weapons can attack the siege weapons of the defender and vice versa. Siege weapons have a base DV of 12 plus the twice the normal DV bonus of the siege weapon, though siege weapons can be protected by mobile fortifications on the battlefield, and they gain the Defense bonus of any fortifications the defender has.

Bombardment, Special: A special bombardment involves using specialized payloads and unconventional weapons. Performing a special bombardment increases the attacking nation's Consumption by 1 each time it is used.

Requires: Indirect-Fire Siege Weaponry is required to launch Special Bombardments

Incendiaries: At the end of each Battle phase where an Incendiary Bombardment is used, the defender's nation must succeed at a Stability check to prevent a fire. Armies can be sent to help fight the devastation, providing a +1 bonus to the Stability check for every Army of at least size 2 sent to battle the flames (+2 for armies of sizes 3 or 4, +3 for sizes 5 or 6, +4 for armies of larger size). Any bonuses to defense from infrastructure also apply to these checks. If the check succeeds, the devastation is contained. If the check fails, it spreads throughout the module and continues to burn and spreads into an adjacent module, spreading throughout multi-module infrastructure first before it spreads to

another infrastructure. This devastation produces light smoke in the target colony, or thick smoke if light smoke is already present. At the end of each Battle phase that infrastructure continues to burn, a new Stability check must be made. Success extinguishes one module. Failure allows the devastation to spread to another adjacent module. If there is more than one separate fire in the colony, in non-adjacent squares, checks to fight any of the fires take a -2 penalty for each non-adjacent fire. If infrastructure remains on fire at the end of consecutive Battle phases, it becomes damaged (reduced to half its normal BP value). If it remains on fire at the end of three consecutive Battle phases, it is destroyed.

Plague: Each time you perform a plague bombardment, choose one army at random within the colony. The defending nation must succeed at a Stability check or that army becomes infected (see Disease, under Healing After Battle in Star Empires). In addition, each plague bombardment has a 10% (non-cumulative) chance to cause a Plague nation event inside the target colony. This event, if it occurs, is in addition to any other nation events that may occur.

Smoke: Each smoke bombardment creates light smoke inside the colony until the end of the next Battle phase. If light smoke already exists, it becomes thick smoke.

Storm Position: Storming is an attempt by attacking armies to scale the walls.

Requires: Mobile Fortifications or an army with a climb or burrow speed.

Effect: The attacking army chooses one army within the target colony to attack. During the storming, the attacking army takes a -4 penalty to its MV, RV, and DV (reduced to -2 if the attacking army has a Climb speed) and must allow the defending army to make a melee attack against it first; this is an exception to the standard rule that mass combat is simultaneous. If the defending army's attack succeeds, the attacker must succeed at a Morale check with a penalty equal to the damage it was just dealt by the defending army. If this Morale check fails, the attacking army is driven back and is unable to attack. If the Morale check succeeds, the attacking army can continue with its attack, and although the attack takes a -4 penalty the defending army gains only half the normal Defense bonus from whatever fortification it is defending. If the attacking army's attack fails, its escalade is thwarted and it automatically disengages from the defending army. If its attack succeeds, however, the attacking and defending armies are now engaged within the colony, and for as long as they remain engaged the attacking army's MV, RV, and DV penalties are halved and it ignores the colony's Defense bonus when resolving attacks against the defending army. If the defending army is defeated or routs, the attacking army can ignore any infrastructure bonuses to DV for the remainder of the battle; however, the attacking army is now somewhat isolated in its breach and it takes a -4 penalty on Morale checks it makes to withdraw or retreat.

Infiltration: This siege tactic also seeks to circumvent the fortifications, but through guile and stealth rather than naked bravado in scaling the walls. In an infiltration, the attacking army tries to slip inside the fortification and open a gate or sally port or otherwise compromise the defenses. Every defending army is entitled to a Scouting check with a +2 bonus, opposed by the infiltrating army's Camouflage. If the infiltration is detected, the army noticing the infiltrators can attack them. While a small force is highly effective at remaining unnoticed, if it is spotted it may be easily crushed by the defenders. If the defending army's attack succeeds, the infiltrating army must retreat from the fortification if it survives. If the attack fails, the infiltrators evade capture, assuming no other defending armies do not spot them, or if they spot them fail to successfully attack them. If the infiltration is not detected, the infiltrators are able to open up access to the fortification for one allied army. That army can attack one of the defending armies as if it had performed an escalade, though without taking the -4 penalty to OM and DV.

Sapping: This tactic involves trying to dig, mine, undermine, burrow, or smash through or under the walls. The attacking army makes a melee attack against a DV equal to 15 plus twice the infrastructure's Defense modifier (if any). A successful attack deals half damage to the building's BP (or FP, if any); sapping deals full damage if the attack is performed with a ram.

Volley: This tactic simply refers to targeting enemy armies with direct-fire siege weapons. This is resolved as a standard attack in the Ranged phase, using the attacking army's RV adjusted by the bonus provided by the siege weapon.

Volley, Scatter: When indirect fire weapons are used for volley attacks, they typically are loaded with scatter shot of some type, affecting all targets in an area, though with highly variable accuracy. An indirect fire siege weapon battery adds 2d6 to its RV

when making this attack against the target army, but on a successful attack the damage it deals is equal to half the weapon's Siege damage rather than being determined by its OM and the defender's DV. If the target army is engaged, any armies engaged with it take 1/2 the damage the target army takes. This is considered friendly fire damage.

hitting the obstacle (in the case of a projectile) and may deal additional damage based on how fast it is moving related to its typical base speed. See the table below for the damage bonus.

Speed moving in relation to base speed	Damage Bonus
At least 2x base speed	2x damage
At least 4x base speed	3x damage
At least 8x base speed	4x damage

VARIANT STARSHIP RULES

The following rules may be employed as part of ship combat, although these options add some complexity and may not be suitable for larger space battles.

ACCELERATION MOVEMENT

The lack of air resistance in space means that objects moving at a certain speed do not slow down or stop without a force acting upon them. Some GMs may wish for ship combat to reflect this reality.

With this optional rule, a ship does not choose where it moves, and neither does the pilot. With the action that it takes to pilot a ship, a pilot may have the ship accelerate in any given direction, causing the ship to begin moving in that direction at a rate between 1 hex per round and half the ship's movement speed per round. The ship continues to move in this trajectory each round at this rate. A pilot can accelerate in a direction that their ship is already moving to increase the speed the ship is moving by up to half the ship's movement speed again and can reduce it by an equivalent amount by choosing to accelerate in the opposite direction. Certain other actions, such as ramming another ship or slingshotting around a planet's gravity, may alter a ship's acceleration in other ways at the GM's discretion. This system also applies to tracking weapons, which start out moving at half their speed and can accelerate half their speed in any direction each round (typically moving towards their target).

A ship that cannot move or a tracking weapon that is considered lost continues to move in its pre-existing trajectory until it strikes something or leaves the battlemap. When a ship or projectile strikes something, the striking object is treated as if ramming the obstacle (in the case of a ship) or

DIVERSE COMMAND SKILLS

Profession is a rather odd skill, one which is not really acknowledged much outside of the mass combat rules. As a result, it may make more sense for characters to provide various bonuses to their army based on other skills besides Profession.

Under these rules, a character may use their ranks in one of the listed skills in place of their ranks in Profession [Soldier] for the purpose of determining their AB and leadership bonuses: Athletics, Culture, Diplomacy, Engineering, Intimidate, Perception, Physical Science, Sense Motive, or Stealth. Some GMs may wish to divide up a commander's AB and Leadership bonuses into multiple categories that apply in different scenarios (for example, a Leadership bonus based on stealth for the purpose of scouting and camouflage).

TABLE 23: STARSHIP ACTION DCS

Captain Actions

Action	Normal DC	Easy DC	Phase
Demand	15 + 1.5x starship tier	10 + 1.5x starship tier	Any
Encourage	10 or 15 (diplomacy)	5 or 10 (diplomacy)	Any
Taunt [Push]	15 + 1.5x enemy starship tier	10 + 1.5x enemy starship tier	Any
Orders [Push, 6 ranks, 1 RP]	15 + 1.5x starship tier	10 + 1.5x starship tier	Any
Moving Speech [12 ranks, 1 RP]	20 + 1.5x starship tier	15 + 1.5x starship tier	Any

Engineer Actions

Action	Normal DC	Easy DC	Phase
Divert	10 + 1.5x starship tier	5 + 1.5x starship tier	Engineering
Hold it Together	15 + 1.5x starship tier	10 + 1.5x starship tier	Engineering
Patch	10 + 1.5x starship tier (Glitching) 15 + 1.5x starship tier (Malfunctioning) 20 + 1.5x starship tier (Wrecked) 5 + 1.5x starship tier (Glitching) 10 + 1.5x starship tier (Malfunctioning) 15 + 1.5x starship tier (Wrecked)	Engineering	
Overpower [Push, 6 ranks, 1 RP]	15 + 1.5x starship tier	10 + 1.5x starship tier	Engineering
Quick Fix [12 ranks, 1 RP]	20 + 1.5x starship tier	15 + 1.5x starship tier	Engineering

Gunner Actions

Action	Normal DC	Easy DC	Phase
Fire At Will [Push]	Target starship's AC or TL	Target starship's AC or TL - 5	Gunnery
Shoot	Target starship's AC or TL	Target starship's AC or TL - 5	Gunnery
Broadside [Push, 6th level, 1 RP]	Target starship's AC or TL	Target starship's AC or TL - 5	Gunnery
Precise Targeting [12th level, 1 RP]	Target starship's AC or TL	Target starship's AC or TL - 5	Gunnery

Invoker Actions

Action	Normal DC	Easy DC	Phase
Focus	10 + 1.5x starship tier	5 + 1.5 starship tier	Any
Occultation	10 + 1.5x starship tier	5 + 1.5 starship tier	Any
Enhance [Push]	15 + 1.5x starship tier	10 + 1.5 starship tier	Any
Miraculous Turn [Push, 6 ranks, 1 RP]	15 + 1.5x starship tier	10 + 1.5 starship tier	Any
Bestow Clarity [12 ranks, 1 RP]	20 + 1.5x starship tier	15 + 1.5 starship tier	Any

Pilot Actions

Action	Normal DC	Easy DC	Phase
Fly	-	-	Helm
Maneuver	15 + 1.5x starship tier	10 + 1.5x starship tier	Helm
Back Off	10 + 1.5x starship tier	5 + 1.5x starship tier	Helm
Barrel Roll	10 + 1.5x starship tier	5 + 1.5x starship tier	Helm
Cling	Target starship's TL	Target starship's TL - 5	Helm
Escape	Target starship's TL	Target starship's TL - 5	Helm

Evade	10 + 1.5x starship tier	5 + 1.5x starship tier	Helm
Flip and Burn	15 + 1.5x starship tier	10 + 1.5x starship tier	Helm
Flyby	15 + 1.5x starship tier	10 + 1.5x starship tier	Helm
Propel	Target starship's AC + size bonus	Target starship's AC + size bonus - 5	Helm
Ram	Target starship's AC		Helm
Re-Entry	10 + 1.5x starship tier	5 + 1.5x starship tier	Helm
Shield Bounce	20 + 1.5x starship tier	15 + 1.5x starship tier	Helm
Slide	10 + 1.5x starship tier	5 + 1.5x starship tier	Helm
Stern Drift	15 + 1.5x starship tier	10 + 1.5x starship tier	Helm
Thruster Backwash	20 + 1.5x starship tier	15 + 1.5x starship tier	Helm
Turn in Place	-	-	Helm
Full Power [Push, 6 ranks, 1 RP]	-	-	Helm
Audacious Gambit [12 ranks, 1 RP]	20 + 1.5x starship tier	15 + 1.5x starship tier	Helm

Science Officer Actions

Action	Normal DC	Easy DC	Phase
Balance	10 + 1.5x starship tier	5 + 1.5 starship tier	Helm
Scan	5 + 1.5x enemy starship tier + defensive countermeasures bonus	1.5x enemy starship tier + defensive countermeasures bonus	Helm
Target [Push]	5 + 1.5x enemy starship tier + defensive countermeasures bonus	1.5x enemy starship tier + defensive countermeasures bonus	Helm
Lock On [Push, 6 ranks, 1 RP]	5 + 1.5x enemy starship tier + defensive countermeasures bonus	1.5x enemy starship tier + defensive countermeasures bonus	Helm
Improve Countermeasures [12 ranks, 1 RP]	5 + 1.5x enemy starship tier + defensive countermeasures bonus	1.5x enemy starship tier + defensive countermeasures bonus	Helm

Minor Crew Actions

Action	Normal DC	Easy DC	Phase
Glide	-	-	Helm
Hack Job	15 + 1.5x starship tier	10 + 1.5x starship tier	Engineering
Snap Shot	Target starship's AC or TL	Target starship's AC or TL - 5	Gunnery

EASY SHIP COMBAT

For some, the DCs for many skill checks in starship combat may seem unnecessarily high or punishing. People may take issue with the fact that operating one's own ship is a difficult enough task to cause frequent failures, or that piloting ships of equivalent level becomes more difficult for high-level characters due to the way skills progress. Some parties just might not have specialists in certain skills, limiting them should that skill be required in a starship situation and forcing certain party compositions in order to facilitate ship activity.

GMS wishing to establish more rapid and immediately effectual ship combat can reduce the DCs of all ship combat checks by 5, making the typical easy action DC 5 + 1-1/2 times the starship's tier and a more difficult DC 10 + 1-1/2 times the starship's tier. See Table: Starship Action DCs for more information on this subject.

TABLE 24: LETHAL CRITICAL DAMAGE EFFECTS

D% result	System	Effect
1-10	None	No systems are drastically affected. Conditions do not apply
11-20	Sensors	Condition applies to all science officer actions
21-30	Forward Weapons	Condition applies to all gunner actions using weapons in forward arc (a turret counts as being in all arcs)
31-40	Aft Weapons	Condition applies to all gunner actions using weapons in aft arc (a turret counts as being in all arcs)
41-50	Port Weapons	Condition applies to all gunner actions using weapons in port arc (a turret counts as being in all arcs)
51-60	Starboard Weapons	Condition applies to all gunner actions using weapons in starboard arc (a turret counts as being in all arcs)
61-70	Life Support	Condition applies to all Captain and Invoker actions
71-80	Engines	Condition applies to all Pilot actions
81-90	Power Core	Condition applies to all Engineer actions except hold it together and patch; a malfunctioning or wrecked power core affects other crew members' actions
91-100	Severe Damage	Reroll, ignoring any other Severe Damage results. Increase targeted system's severity by 2 rather than one (going from a glitched system to a wrecked system or an undamaged system to a malfunctioning system)

LETHAL SHIP COMBAT

Spaceship-to-spaceship battles tend not to last long onscreen and would probably last an even shorter duration in the event they ever became a reality. Hence, the generally gradual pace of ship combat in the *Starfinder Roleplaying Game* may not reflect the kind of adventure that many players have in mind.

Under these rules, all starships possess half as many hull points as they would under normal rules and do not possess Critical Thresholds. Rather, every attack which deals damage to a ship's hull causes a critical damage effect. **Table 24: Lethal Critical Damage Effects** chart may be more suitable for high-lethality games, to account for the possibility that the ship may survive unscathed but also for the possibility that a well-placed attack could deal a great deal of damage to a ship.

SCALED SHIP COMBAT

Imagine an epic space battle that pits a titanic enemy warship against the party's small cargo vessel. When played out on a hex grid, each ship occupies but a single hex—and thus they appear equal in size.

This effect can diminish both the tension and the excitement of the battle. The following combat option can enhance both the realism and the dramatic effect of a fight between ships of differing sizes.

Large

Huge

Gargantuan
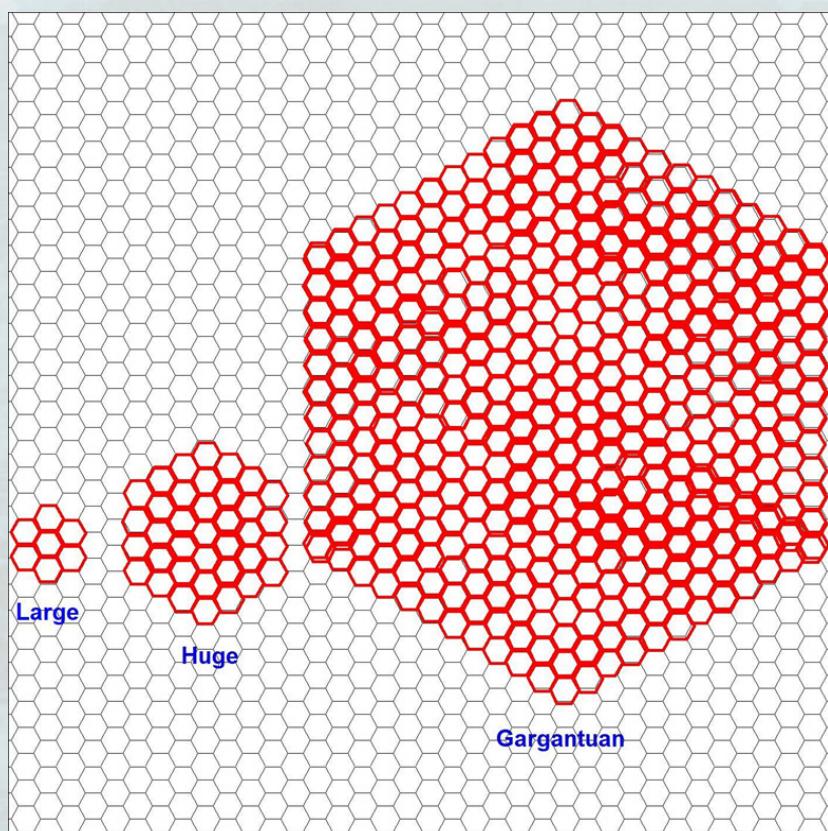
With this option, a ship of Medium size or smaller occupies one hex, while ships of larger size take up multiple hexes, as illustrated in the figure below. The parallelogram shape of the ship is suggested, but large ships could come in any shape. Ships of Colossal size are not listed, as any ship of this size would fill over 550 hexes, making it impractical for most game tables. At the GM's discretion, larger ships may take a shape other than the uniform hex shape, but this can cause complications when determining the vessel's firing arcs.

SIMPLIFIED MASS COMBAT

While many may appreciate the nuance brought about by the use of divisions and tactics, some may find it unnecessarily complicated. Mass Combat, after all, is a simplification of large-scale battles, and complex maneuvering may not be what some GMs desire out of the system.

No Divisions: Mass Combat can be simplified by removing the distinction of divisions from armies, treating the entire army as a single division for the purpose of determining their abilities. Armies under these rules do no take penalties for taking damage until they are completely destroyed.

No Tactics: Mass Combat can be simplified further by removing tactics from most armies. Strategies will still exist to vary the options a leader may take in combat, but if tactics add too much complexity to combat they can be removed.

Morale as Loyalty: Tracking morale for armies may be cumbersome, especially if a player or GM is responsible for many active armies. In this case, it may be better for a nation to use its loyalty score to represent the morale of the entire nation's military structure. Whenever an army would gain a bonus or penalty to morale, said bonus or penalty is applied to the nation's Loyalty score. A nation can only take penalties or gain bonuses of a certain type once per round (for example, not paying consumption for 1 army will have the same effect as not paying consumption for 3 armies, and a turn of special training will only grant a +1 bonus to loyalty regardless of how many armies are trained in this way). Morale checks are made using a modifier of the army's commander's charisma modifier plus half the army's size value.

Supreme Commander: To ease the issue of a large number of commanders in a large army, some GMs may wish to establish a single character as the effective commander of all armies in a nation. Most often, this single character is the Ruler or General of the nation, and they apply their AB and Command Boons to all armies in the nation in place of any bonuses armies would gain from individual commanders.

SAMPLE ARMIES AND FLEETS

In addition to the specialized tactics listed below for each army and fleet, all armies and fleets can make use of the following standard tactics: Full Defense, Furious Charge, Retreat, Standard, Volley, and Withdraw.

ABYSSAL HORDE	ACR 19

CE Army of Vrocks (CR 9)
Size: 8; **Divisions** 10 (20 HP per division)
HP 200; **DV** 31
MV 31; **RV** 28
Morale Bonus 7
Movement 3
Tactics: Close Off, Collateral Damage, Cooperative Assault, Defensive Gambit, Dirty Fighters, Driving Strike, Driving Sweep, False Retreat, Feint, Overwhelming Onslaught, Pincer Maneuver, Pursuit, Relentless Brutality, Siegebreaker, Skirmishers, Spellbreaker, Strafing Skirmishers, Taunt, Thicket of Blades
Special Abilities: Darkvision, Flight, No Breath, Poison Immunity, Significant Defenses (10 bypassed by good, 10 acid, 10 cold, 10 electricity, 10 fire), Spell Resistance, Spell-Like Ability (5), Summon Allies
Camouflage +11; **Scouting** +27
Consumption: 9
Commander: Hebretztiklil the Screamer (AB +2, Cha +5, 13 ranks, Leadership 18)
Command Boons: Implacable Advance, Magical Advantage, Master of the Skies
Equipment: Aligned Armaments, Tier 3 Melee Weaponry, Tier 1 Ranged Weaponry, Tier 1 Transports

ANGELIC HOST   ACR 16

NG Army of Astral Devas (CR 14)
Size: 4; **Divisions** 4 (16 HP per division)
HP 64; **DV** 33
MV 28; **RV** 28
Morale Bonus 10
Movement 4
Tactics: Close Off, Cooperative Assault, Covering Fire, Damage Control, Defensive Cover, Driving Strike, Driving Sweep, Hunker Down, Orbital Strike, Pincer Maneuver, Pursuit, Screening Defense, Shoot for the Stars, Spellbreaker, Thicket of Blades
Special Abilities: Darkvision, Flight, No Breath, Significant Defenses (10 bypassed by evil, 10 acid, 10 cold, 10 electricity, 10 fire, 4 poison), Spell-Like Ability (6), Spell Resistance, Uncanny Agility
Camouflage +26; **Scouting** +19
Consumption: 8
Commander: Saint Liridos (AB 3, Cha +7, 16 ranks, Leadership 23)
Command Boons: Hold the Line, Magical Advantage, Magical Healing, War Chant
Equipment: Aligned Armaments, Tier 3 Light Armor, Tier 2 Melee Weaponry, Tier 2 Ranged Weaponry, Tier 2 Transports

DESTROYER   ACR 22

LE Fleet of 1 Tyrant (Tier 16)
Size: 1; **Divisions** 1 (22 HP per division)
HP 22; **DV** 40
MV 30; **RV** 34
Morale Bonus 6
Movement 6
Tactics: Battlefield Assembly, Cautious Combat, Cooperative Assault, Covering Fire, Damage Control, Defensive Cover, Defensive Wall, Dirty Fighters, Driving Strike, Driving Sweep, Feint, Hunker Down, Orbital Strike, Pursuit, Pincer Maneuver, Relentless Brutality, Screening Defense, Siegebreaker, Sniper Support, Strafing Skirmishers, Taunt, Thicket of Blades
Special Abilities: Blast, Blindsense, Construct Immunities (not immune to fear), No Breath, Flight, Significant Defenses (10 against weaponry below tier 2)
Camouflage 6; **Scouting** +27
Consumption: 11
Commander: Captain Harnor Reynis (AB 4, Cha +3, 17 ranks, Leadership 20)
Command Boons: Advanced Tactics, Death Before Dishonor, Merciless, Sharpshooter
Equipment: Ace x2, Specialized Weapons (Blast), Tier 3 Heavy Armor, Tier 3 Ranged Weaponry, Tier 3 Direct-Fire Siege Weaponry

DESTROYER BATTALION   ACR 26

LE Fleet of Tyrants (Tier 16)
Size: 3; **Divisions** 3 (26 HP per division)
HP 78; **DV** 42
MV 31; **RV** 34
Morale Bonus 7
Movement 6
Tactics: Battlefield Assembly, Cautious Combat, Close Off, Collateral Damage, Cooperative Assault, Covering Fire, Damage Control, Defensive Cover, Defensive Gambit, Defensive Wall, Dirty Fighters, Driving Strike, Driving Sweep, Echelon Movement, Feint, Hunker Down, Orbital Strike, Pursuit, Pincer Maneuver, Relentless Brutality, Screening Defense, Siegebreaker, Sniper Support, Strafing Skirmishers, Taunt, Thicket of Blades.
Special Abilities: Blast, Blindsense, Construct Immunities (not immune to fear), No Breath, Flight, Significant Defenses (10 against weaponry below tier 2)
Camouflage 2; **Scouting** +29
Consumption: 13
Commander: Vice Admiral Selucia Falkone (AB 3, Cha +5, 19 ranks, Leadership 24)
Command Boons: Advanced Tactics, Defensive Tactics, Expert Flankers, Adaptable Tactics
Equipment: Boon x4, Specialized Weapons (Blast), Tier 2 Heavy Armor, Tier 3 Ranged Weaponry

ENHANCED SPECIAL OPS   ACR 10

LN Army of Human Operatives (CR 12)
Size: 2; **Divisions** 1 (10 HP per division)
HP 10; **DV** 22
MV 12; **RV** 15
Morale Bonus 6
Movement 5
Tactics: Battlefield Assembly, Close Off, Cooperative Assault, Covering Fire, Dirty Fighters, Expert Flankers, False Retreat, Feint, Pursuit, Strafing Skirmishers
Special Abilities: Aquatic, Bleed, Blindsense, Disease Immunity, Fear Immunity, Invisibility, Paralysis, Poison Immunity, Quick Movement, Smoke Generation, Trick Attack, Uncanny Agility
Camouflage 26; **Scouting** +21
Consumption: 5
Commander: Ceris Hawklin (AB 2, Cha +3, 12 ranks, Leadership +15)
Command Boons: Close-Quarters Firing, Ready for Battle, Sharpshooter
Equipment: Ace x3, Bodily Enhancement (Blindsense, Disease Immunity, Fear Immunity, Paralysis, Poison Immunity, Smoke Generation), Specialized Weapons (Bleed), Tier 2 Light Armor, Tier 3 Ranged Weaponry
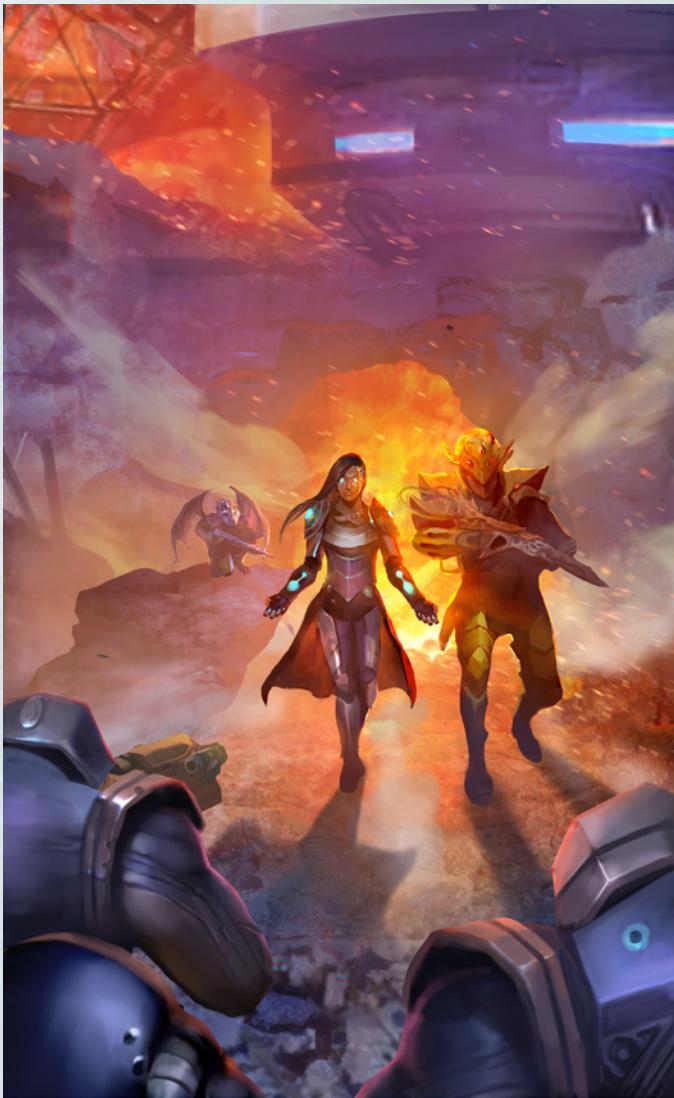
GIANT RAIDERS   ACR 8

N Army of Stone Giants (CR 8)
Size: 3; **Divisions** 3 (8 HP per division)
HP 24; **DV** 21
MV 12; **RV** 11
Morale Bonus 4
Movement 3
Tactics: Collateral Damage, Driving Strike, Driving Sweep, False Retreat, Overwhelming Onslaught, Pursuit, Relentless Brutality, Siegebreaker 4 more
Special Abilities: Darkvision
Camouflage 12; **Scouting** +5
Consumption: 4
Commander: Odmuk the Great (AB 2, Cha +1, 12 ranks, Leadership 13)
Command Boons: Implacable Advance, Ready for Battle, War Chant
Equipment: Tier 1 Light Armor, Tier 1 Medical Supplies, Tier 1 Melee Weaponry, Tier 1 Ranged Weaponry, Tier 1 Transports

HEAVY ARTILLERY BATTERY   ACR 10

LE Army of Vesk Soldiers (CR 10)
Size: 3; **Divisions** 3 (13 HP per division)
HP 39; **DV** 30
MV 15; **RV** 22 (kinetic or fire)
Morale Bonus 6
Movement 2
Tactics: Collateral Damage, Covering Fire, Damage Control, Driving Strike, Hunker Down, Relentless Brutality, Screening Defense, Shoot for the Stars, Siegebreaker, Sniper Support
Special Abilities: Armor Savant, Blast, Fearless, Gear Boost, Low-Light Vision, Style Technique
Camouflage 21; **Scouting** +16
Consumption: 5
Commander: Broxas Rikoris (AB 2, Cha +2, 10 ranks, Leadership 12)
Command Boons: Blood Frenzy, Close-Quarters Firing, Death Before Dishonor,
Equipment: Specialized Weapons (Blast), Tier 2 Heavy Armor, Tier 2 Mobile Fortifications, Tier 2 Ranged Weaponry, Tier 2 Transports, Tier 3 Indirect-Fire Siege Weaponry, T

Imperial Bomber Squadron   ACR 20

NE Fleet of Hiveguards (Tier 6)
Size: 5; **Divisions** 5 (20 HP per division)
HP 100; **DV** 34
MV 20; **RV** 26
Morale Bonus 6
Movement 9
Tactics: Battlefield Assembly, Cautious Combat, Cooperative Assault, Covering Fire, Damage Control, Defensive Cover, Defensive Wall, Dirty Fighters, Driving Strike, Driving Sweep, Feint, Orbital Strike, Pursuit, Pincer Maneuver, Relentless Brutality, Screening Defense, Siegebreaker, Sniper Support, Strafing Skirmishers, Thicket of Blades
Special Abilities: Blast, Blindsense, Construct Immunities (not immune to fear), No Breath, Flight, Significant Defenses (10 against weaponry below tier 2)
Camouflage 2; **Scouting** +21
Consumption: 10
Commander: Vice Admiral Sios Mykara (AB 2, Cha +3, 12 ranks, Leadership 15)
Command Boons: Exploit Weakness, Mantle of Awe, Master of the Skies
Equipment: Ace, Specialized Weapons (Blast), Tier 2 Light Armor, Tier 2 Ranged Weaponry, Tier 3 Indirect-Fire Siege Weaponry

IMPERIAL GUARDIAN FLEET   ACR 20

LG Fleet of Shieldcraft (Tier 8)
Size: 4; **Divisions** 4 (20 HP per division)
HP 80; **DV** 35
MV 20; **RV** 22
Morale Bonus 10
Movement 6
Tactics: Battlefield Assembly, Cautious Combat, Close Off, Cooperative Assault, Covering Fire, Damage Control, Defensive Cover, Defensive Gambit, Defensive Wall, Driving Strike, Driving Sweep, Hunker Down, Orbital Strike, Pincer Maneuver, Pursuit, Screening Defense, Spellbreaker, Taunt, Thicket of Blades
Special Abilities: Blast, Blindsense, Construct Immunities (not immune to fear), No Breath, Flight, Significant Defenses (10 against weaponry below tier 2)
Camouflage 2; **Scouting** +32
Consumption: 10
Commander: Admiral Ylenis Tyru (AB 4, Cha +7, 20 ranks, Leadership 27)
Command Boons: Death Before Dishonor, Defensive Tactics, Loyalty, Skywardens, Triage
Equipment: Specialized Weapons (Blast), Tier 3 Light Armor, Tier 2 Medical Supplies, Tier 2 Ranged Weaponry

INFERNAL LEGION   ACR 15

LE Army of Bearded Devils (CR 5)
Size: 8; **Divisions** 10 (16 HP per division)
HP 160; **DV** 29
MV 24; **RV** 23
Morale Bonus 8
Movement 3
Tactics: Cautious Combat, Close Off, Collateral Damage, Cooperative Assault, Echelon Movement, False Retreat, Overwhelming Onslaught, Pincer Maneuver, Pursuit, Relentless Brutality, Screening Defense, Siegebreaker, Spellbreaker, Taunt, Thicket of Blades
Special Abilities: Darkvision, No Breath, Poison Immunity, See in Darkness, Significant Defenses (5 bypassed by good or silver, 10 acid, 10 cold, 10 fire), Spell-Like Ability (3), Spell Resistance, Summon Allies, Telepathy
Camouflage 9; **Scouting** +12
Consumption: 8
Commander: Syntorik Blackfire (AB 2, Cha +4, 10 ranks, Leadership 14)
Command Boons: Flexible Tactics, Loyalty, Magical Advantage,
Equipment: Aligned Armaments, Tier 1 Transports, Tier 2 Light Armor, Tier 2 Melee Weaponry, Tier 2 Ranged Weaponry

INEVITABLE ONSLAUGHT   ACR 14

LN Army of Anhamuts (CR 10)
Size: 5; **Divisions** 5 (14 HP per division)
HP 56; **DV** 30
MV 26; **RV** 26 (electricity)
Morale Bonus 6
Movement 2
Tactics: Battlefield Assembly, Cautious Combat, Covering Fire, Damage Control, Defensive Wall, Orbital Strike, Pincer Maneuver, Pursuit, Screening Defense, Shoot for the Stars, Siegebreaker, Spellbreaker, Thicket of Blades
Special Abilities: Constructed, Darkvision, Flight, Low-Light Vision, No Breath, Poison, Regeneration 5, Significant Defenses (10 bypassed by chaotic, 10 electricity), Spell-Like Ability (6), Spell Resistance, Swarm
Camouflage 18; **Scouting** +21
Consumption: 7
Commander: Hyperspace Warden Urto (AB 2, Cha +8, 10 ranks, Leadership 18)
Command Boons: Flexible Tactics, Infinite Resolve, Last Stand
Equipment: Aligned Armaments, Distance Armaments, Specialized Weapons (Poison), Tier 2 Melee Weaponry, Tier 2 Ranged Weaponry

KYOKOR   ACR 16

CE Army of 1 Kyokor (CR 20)
Size: 1; **Divisions** 1 (16 HP per division)
HP 18; **DV** 30
MV 20; **RV** –
Morale Bonus 8
Movement 2
Tactics: Retreat
Special Abilities: Blindsense, Significant Defenses (cold 10, fire 10), Water Breathing
Camouflage 22; **Scouting** +38
Consumption: 8
Commander: Kyokor (AB +4, Cha +4, 20 ranks, Leadership +24)
Command Boons: Blood Frenzy, Infinite Resolve, Merciless, Ready for Battle, Swift Pursuit

ORBITAL COMMAND PLATFORM   ACR 18

NG Fleet of 1 Command Platform (Tier 12)
Size: 1; **Divisions** 1 (18 HP per division)
HP 18; **DV** 35
MV 23; **RV** 27 (Kinetic or Sonic)
Morale Bonus 9
Movement 5
Tactics: Battlefield Assembly, Cautious Combat, Cooperative Assault, Covering Fire, Damage Control, Defensive Cover, Defensive Gambit, False Retreat, Feint, Hunker Down, Orbital Strike, Screening Defense, Siegebreaker, Strafing Skirmishers, Taunt, Thicket of Blades

Special Abilities: Burn, Blindsense, Blindsight, Construct Immunities (not immune to fear), Flight, Frightful Presence, No Breath, Significant Defenses (10 against weaponry below tier 2)
Camouflage 6; **Scouting** +26
Consumption: 9
Commander: Captain Kita Yil (AB 3, Cha +6, 16 ranks, Leadership 22)
Command Boons: Advanced Tactics, Clutch Victory, Know All Your Tricks, Seen it All Before
Equipment: Bodily Enhancements (Blindsight, Frightful Presence), Distance Armament,s Specialized Weapons (Burn, Sonic), Tier 3 Heavy Armor, Tier 3 Ranged Weaponry, Tier 3 Direct-Fire Siege Weaponry

PIRATE HORDE FLEET   ACR 24

CE Fleet of Dropships (Tier 8)
Size: 6; **Divisions** 6 (24 HP per division)
HP 144; **DV** 41
MV 30; **RV** 33 (Kinetic, Fire, or Sonic)
Morale Bonus 8
Movement 12
Tactics: Battlefield Assembly, Close Off, Collateral Damage, Cooperative Assault, Covering Fire, Defensive Cover, Defensive Gambit, Dirty Fighters, Driving Strike, Driving Sweep, Echelon Movement, False Retreat, Feint, Orbital Strike, Overwhelming Onslaught, Pincer Maneuver, Pursuit, Relentless Brutality, Siegebreaker, Skirmishers, Strafing Skirmishers, Taunt, Thicket of Blades
Special Abilities: Blindsense, Burn, No Breath, Flight, Significant Defenses (10 against weaponry below tier 2)
Camouflage 0; **Scouting** +21
Consumption: 12
Commander: Jakruth the Bloodstained (AB 5, Cha +5, 20 ranks, Leadership 25)
Command Boons: Close-Quarters Firing, Exploit Weakness, Know All Your Tricks, Master of the Skies, Seen it Before
Equipment: Ace x3, Lesser Bodily Enhancement (Tracking), Specialized Weapons (Burn, Fire, Sonic, Stagger), Tier 2 Light Armor, Tier 2 Ranged Weaponry, Tier 2 Direct-Fire Siege Weaponry

PLANETRAZER CANNON   ACR 16

NE Fleet of 1 Planetrazer Cannon (Tier 10)
Size: 1; **Divisions** 1 (16 HP per division)
HP 16; **DV** 33
MV 21; **RV** 30
Morale Bonus 4
Movement 4
Tactics: Retreat
Special Abilities: Blindsense, Burn, Construct Immunities (not immune to fear), Explode, Knockdown, No Breath, Flight, Shock, Significant Defenses (10 against weaponry below tier 2)

Camouflage 22; **Scouting** +19
Consumption: 8
Commander: Captain Elmuth Veris (AB 3, Cha +3, 14 ranks, Leadership 17)
Command Boons: Blood Frenzy, Merciless, Seen it Before, Surgical Strike
Equipment: Specialized Weaponry (Burn, Explode, Electricity, Fire, Knockdown, Shock, Sonic), Tier 3 Ranged Weaponry, Tier 3 Heavy Armor, Tier 3 Direct-Fire Siege Weaponry, Tier 3 Indirect-Fire Siege Weaponry,

PROTEAN SURGE   ACR 17

CN Army of Keketar (CR 17)
Size: 3; **Divisions** 3 (17 HP per division)
HP 51; **DV** 30
MV 29
Morale Bonus 10
Movement 2
Tactics: Cooperative Assault, Defensive Gambit, Defensive Wall, Dirty Fighters, Echelon Movement, False Retreat, Feint, Overwhelming Onslaught, Pincer Maneuver, Pursuit, Relentless Brutality, Siegebreaker, Skirmishers, Spellbreaker, Taunt, Thicket of Blades
Special Abilities: Amorphous, Amphibious, Aquatic, Blindsense, Darkvision, Fast Healing 10, Flight, Grab, No Breath, Significant Defenses (10 bypassed by lawful, 10 acid, 10 electricity, 10 sonic), Spell-Like Ability (9), Spell Resistance, Telepathy
Camouflage 25; **Scouting** +36
Consumption: 9
Commander: Shredder of All Things (AB 3, Cha +7, 17 ranks, Leadership 24)
Command Boons: Daring Maneuvers, Flexible Tactics, Manifold Tricks, Wolves in the Fold
Equipment: Aligned Armaments

QLIPPOTH RAMPAGE   ACR 29

CE Army of Augnagar (CR 14)
Size: 10; **Divisions** 15 (29 HP per division)
HP 435; **DV** 41
MV 38; **RV** 38
Morale Bonus +9
Movement 2
Tactics: Battlefield Assembly, Cautious Combat, Close Off, Collateral Damage, Cooperative Assault, Damage Control, Defensive Cover, Defensive Gambit, Defensive Wall, Dirty Fighters, Echelon Movement, False Retreat, Feint, Hunker Down, Overwhelming Onslaught, Pincer Maneuver, Pursuit, Relentless Brutality, Screening Defense, Siegebreaker, Skirmishers, Spellbreaker, Taunt, Thicket of Blades
Special Abilities: Bleed, Blindsight, Flight, No Breath, Poison Immunity, Significant Defenses (10 bypassed by lawful, 10 acid, 10 cold, 10 electricity, 10 fire), Spell-Like Ability (7), Telepathy, Tracking

Camouflage 18; **Scouting** +24
Consumption: 15
Commander: Ruinfeeder (AB 2, Cha +4, 14 ranks, Leadership 18)
Command Boons: Blood Frenzy, Implacable Advance, Mantle of Awe
Equipment: Aligned Armaments

QLIPPOTH SKY ASSAULT — ACR 30

CE Army of Iathavos (CR 20)
Size: 8; **Divisions** 8 (30 HP per division)
HP 240; **DV** 44
MV 45; **RV** 54
Morale Bonus 8
Movement 2
Tactics: Battlefield Assembly, Cautious Combat, Close Off, Collateral Damage, Cooperative Assault, Covering Fire, Damage Control, Defensive Cover, Defensive Gambit, Defensive Wall, Dirty Fighters, Echelon Movement, False Retreat, Feint, Hunker Down, Orbital Strike, Overwhelming Onslaught, Pincer Maneuver, Pursuit, Relentless Brutality, Screening Defense, Shoot for the Stars, Siegebreaker, Skirmishers, Sniper Support, Spellbreaker, Strafing Skirmishers, Taunt, Thicket of Blades
Special Abilities: Darkvision, Fast Healing 15, Fear Immunity, Flight, Grab, No Breath, Poison Immunity, Significant Defenses (10 bypassed by cold iron and lawful, 10 acid, 10 cold, 10 electricity, 10 fire), Spell-Like Ability (9), Telepathy, Uncanny Agility
Camouflage 11; **Scouting** +41
Consumption: 15
Commander: Overseer of Perversion (AB 4, Cha +8, 20 ranks, Leadership 28)
Command Boons: Advanced Tactics, Implacable Advance, Magical Barrage, Magical Trickery, Merciless
Equipment: Aligned Armaments

SWARM TOXIC FLEET — ACR 25

CE Fleet of Dreadlancers (Tier 11)
Size: 5; **Divisions** 5 (25 HP per division)
HP 125; **DV** 45
MV 38; **RV** 35 (Acid or Kinetic)
Morale Bonus 10
Movement 4
Tactics: Battlefield Assembly, Cautious Combat, Close Off, Cooperative Assault, Covering Fire, Damage Control, Defensive Cover, Defensive Wall, Dirty Fighters, Driving Strike, Driving Sweep, Echelon Movement, Orbital Strike, Overwhelming Onslaught, Pincer Maneuver, Pursuit, Relentless Brutality, Screening Defense, Siegebreaker, Skirmishers, Sniper Support, Spellbreaker, Strafing Skirmishers, Thicket of Blades

Special Abilities: Burn, Blindsense, Construct Immunities, No Breath, Fast Healing 12, Flight, Limited Telepathy, Paralysis, Poison, Significant Defenses (10 against weaponry below tier 2)
Camouflage 8; **Scouting** +34
Consumption: 13
Commander: Hive Queen Ch'tarik (AB +5, Cha +6, 20 ranks, Leadership 26)
Command Boons: Advanced Tactics, Defensive Tactics, Expansive Influence, Infinite Resolve, Seen it Before, Sharpshooter
Equipment: Ace, Bodily Enhancement (Fast Healing, Limited Telepathy, Paralysis) Specialized Weapons (Acid, Burn, Poison), Tier 2 Heavy Armor, Tier 2 Indirect-Fire Siege Weaponry, Tier 2 Medical Supplies, Tier 3 Close-Assault Siege Weaponry, Tier 3 Melee Weaponry, Tier 3 Ranged Weaponry

ZENNOGA ZEALOT LEGION — ACR 21

LE Army of Zennoga (CR 17)
Size: 5; **Divisions** 5 (21 HP per division)
HP 105; **DV** 29
MV 28; **RV** 27 (fire)
Morale Bonus 10
Movement 2
Tactics: Close Off, Collateral Damage, Cooperative Assault, Covering Fire, Damage Control, Defensive Cover, Defensive Gambit, Dirty Fighters, Echelon Movement, Feint, Orbital Strike, Overhelming Onslaught, Pincer Maneuver, Pursuit, Relentless Brutality, Shoot for the Stars, Siegebreaker, Skirmishers, Sniper Support, Spellbreaker, Strafing Skirmishers, Thicket of Blades
Special Abilities: Blindsight, Darkvision, Construct Immunities, Flight, Significant Defenses (10 hardness, 10 cold, 10 electricity, 10 fire, 10 acid), Spellcasting
Camouflage 21; **Scouting** +29
Consumption: 10
Commander: Obelisk Prophet Avelak (AB 4, Cha +3, 20 ranks, Leadership 23)
Command Boons: Clutch Victory, Implacable Advance, Infinite Resolve, Last Stand, Thirst for Victory
Equipment: Ace x3, Tier 3 Melee Weaponry, Tier 2 Ranged Weaponry

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