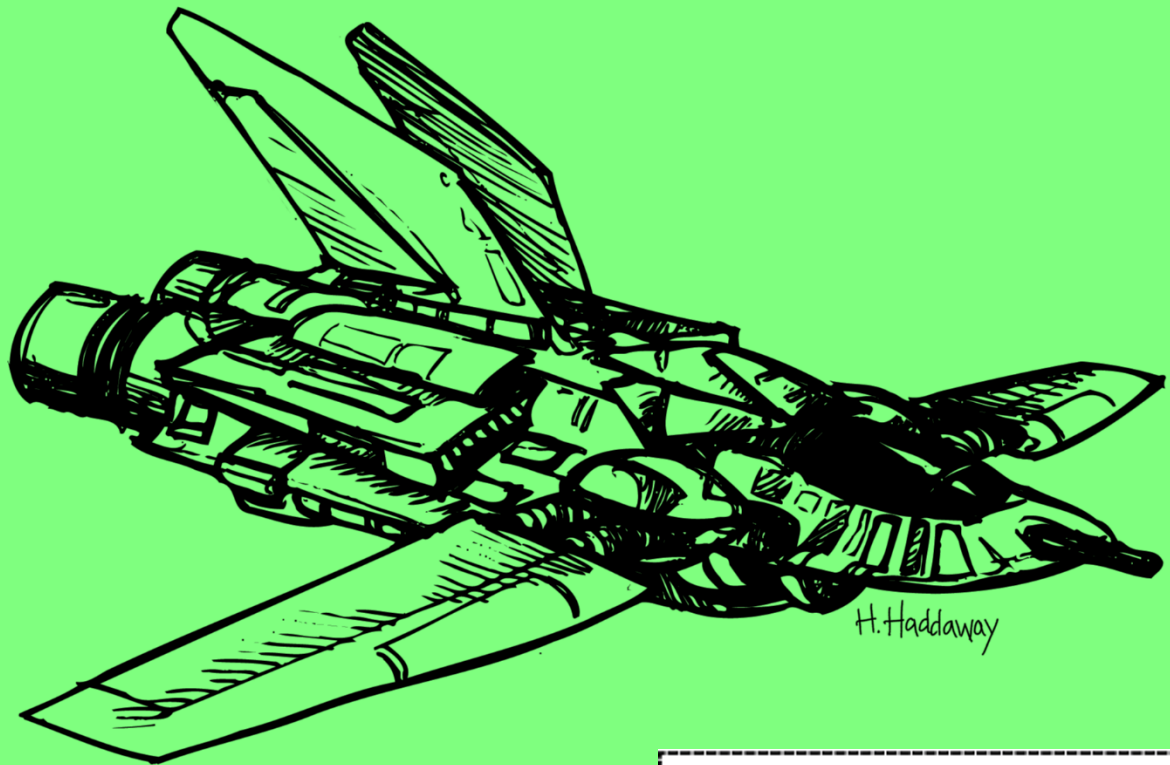
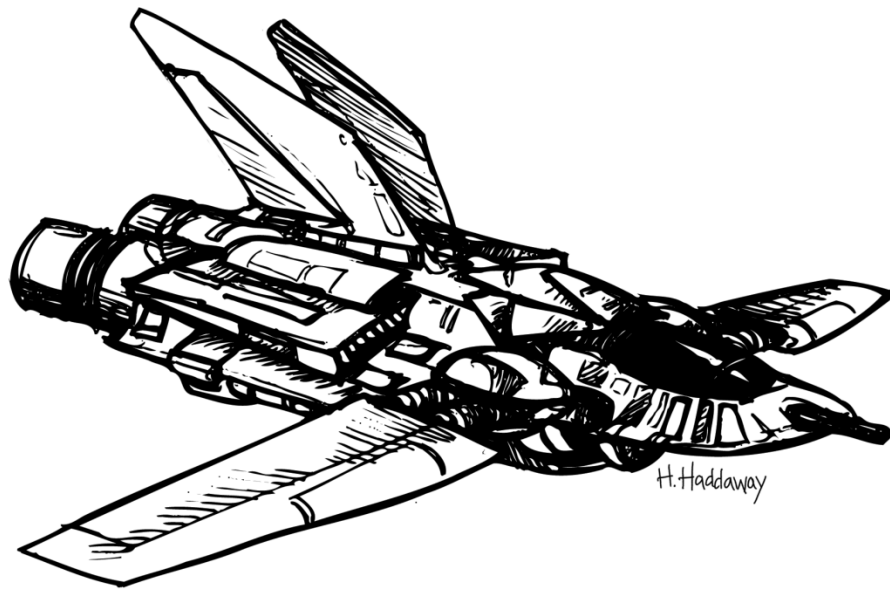


GALACTIC SHIP OPS



THUNDEREGG PRODUCTIONS

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Based on White Star by James Spahn, available from Barrel Rider Games, which is in turn based on Swords and Wizardry Whitebox by Matt J. Finch

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Introduction

Thanks for picking up this book. My goal with it is to make the White Star Roleplaying Game even more fun to use. The base box is one of the easiest-to-implement toolkit systems to come out in recent years. I credit James Spahn's vision for that.

Reading through the core book I was inspired by the starship section. Specifically, I thought, "What about concept X or Y?" This book is designed to let you create a ship from scratch in minutes. There isn't a lot of thought given to balance. How balanced were the odds when that small rebel fleet of fighters went up against the world-destroying battle station?

The goal is to let both players and GMs (of any OSR system), have fun making ships with clearly defined parameters but without the need to calculate space for a hull, reactor and so forth. Every ship you create is assumed to have everything it needs to support the crew (a mess, regular quarters, a lavatory, etc.) without having to spell it out. Modifications indicate special add-ons that actually have a story impact.

To support starship-based campaigns, this book includes five new 10-level classes. Each one fills a niche in the operation of a ship. Since the White Star core book contains no rules for interstellar travel, I've borrowed the system from Hulks and Horrors. New optional battle rules allow every character to have a meaningful share in ship combat, regardless of whether they're playing a Pilot from the core book, one of the crew classes from this book or any other class. The ship damage chart adds more flavor to damage than simply reducing hit points.

There's a selection of four new ships to close it all off. Three of them are useful for players in most campaigns. One of them is a challenge designed to loudly pronounce This is the villain's ship, it's evil and you'll have to come at it with everything you've got if you want to beat it.

Have fun playing, and drop us a line at our G+ group, Thunderegg Productions.

Many Thanks,

Jacob DC Ross

Construction

Each ship starts with X points depending on the GM. Points get spent on stats as follows:

Per 5 HP=1 Point

Per 3 Movement=1 Point (Max 15 Movement)

Per 1 Armor (AC starts at 9 [10])=1 Point (Max -3 [22] AC)

Per 1 Shield=1 Point

Per 1 Targeting=1 Point (Max +5)

Existing Modifications

Automated Weapons=1 Point each

Cloaking Device=3 Points

FTL Drive=0, 3, 9, 27 or 81 points

Ion Charge=4 Points

Lasers=1 Point per 2D6 damage (maximum 6D6)

Pilot Linking=1 Point per Weapon

Proton Missiles=4 Points

Shield Capacitor=2 Points per level (maximum 3)

Tractor Beam=2 Points

New Modifications

Cargo Space (1 Point per Level)

Most ships have the space to carry supplies that they need for regular operation. This one can carry extra material, for trade, disaster relief or some other purpose. The amount of space isn't explicitly stated, but a good rule of thumb is that each level gets you 10 tons of storage.

Comfortable Accommodations (1 Point per 4 Passengers)

Only the desperate or poorest people would ever fly on a ship without comfortable accommodations. Most freighters have bunks for their crew. This modification upgrades from serviceable sleeping arrangements to private luxury.

FTL Drive (0, 3, 9, 27 or 81 Points)

There is no real discussion of how FTL drives work in the White Star core rulebook. This system borrows from Hulks & Horrors (see page 12). A ship can have a Level 4 FTL engine for free, and then pays 3 points for level 3 and triples the cost for each further level (3 for Level 3, 9 for Level 2, 27 for Level 1 and 81 for Level 0.5). The level number indicates the amount by which a subspace route's estimated travel time gets multiplied when traveled by a ship using that engine.

Impressive Design (10 Points per Level)

Some ships are made to accomplish their purpose. This ship is made to get it done in style. For each level of this modification you get a +1 bonus (max +3) to impress or intimidate people (depending on the original intent of the designer).

Launch Bay (3 Points per Level)

This ship can carry fighters or support craft. Each level of Launch Bays on this ship can hold up to 50 points' worth of smaller ships.

Manufacturing/Refinement Facilities (1 Point per Level)

This ship can create spare parts, turn raw gas into fuel or perform mining operations. It's up to the DM to determine what each level of this modification is capable of doing, but a general guideline would be that level 1 is basic 3D printers/CNC machines and food synthesizers, while level 4 lets you create complex machinery in a day or a meal that's indistinguishable from one prepared by a gourmet chef.

Probes (1 Point per Level)

The sensors on this ship are suitable for scientific and espionage purposes. One level of Probes is enough to scan a ship in an hour, an entire planet in a day and a star system in a week. Each extra level of Probes (maximum 4), halves the time required for these operations.

Sickbay (1 Point)

This ship has a space dedicated to healing the sick and tending to the wounded. Characters treating others in this space get a +1 bonus to any Saving Throw made to shut out distractions while they work.

Teleporters (1 Point)

People can leave the ship without having to take a shuttle or go through an airlock. It's a basic system that you probably only need to purchase once. If you decide to add more levels, then the teleporters should be able to operate over longer distances and through denser shielding.

Example Ship: Stunt Fighter from the core rulebook

AC 3 (6 Points)

HP 25 (5 Points)

Shields 3 (3 Points)

Movement 15 (5 Points)

Targeting +2 (2 Points)

Laser (4d6) [pilot-linked] (3 Points)

FTL Drive (3 Points)

Ion Charge (4 Points)

Proton Missile (4 Points)

Total 35 Points

Example Ship: Dreadnaught from the core rulebook

AC 5 (4 Points)

HP 200 (40 Points)

Shields 20 (20 Points)

Movement 3 (1 Point)

Targeting +3 (3 Points)

Heavy Laser x20 (6d6) (60 Points)

Ion Charge x8 (2d6) (32 Points)

Proton Missile x4 (16 Points)

Automated Weapons x16 (16 Points)

FTL Drive (3 Points)

Tractor Beam x2 (4 Points)

Shield Capacitor (2 Points)

201 Points

Crew

Each ship requires a crew. Smaller ships often do without the second and third shift leads, plus the relief crew.

- 1 CO
- 1 XO
- 1 Chief Engineer
- 2 Engineering Shift Leads
- 1 Chief Pilot
- 2 Shift Pilots
- 3 Co-Pilots
- 1 Navigator
- 1 Chief Medical Officer
- 2 Shift Doctors
- 2 Nurses
- 4 Shift Nurses
- 1 Cook
- 2 Shift Cooks
- 2 Kitchen Staff
- 4 Shift Kitchen Staff
- 1 Gunner per non-automated gun
- 2 Shift Gunners for non-automated guns
- 1 Damage Control per 40 HP
- 2 Shift Damage Control per 40 HP
- Various staff (security, marines, research, etc.)



These numbers indicate a fully-staffed ship funded by a governmental organization. In times of peace they won't always need a full complement. Some staff can pull double-duty as gunners.

Crew Classes

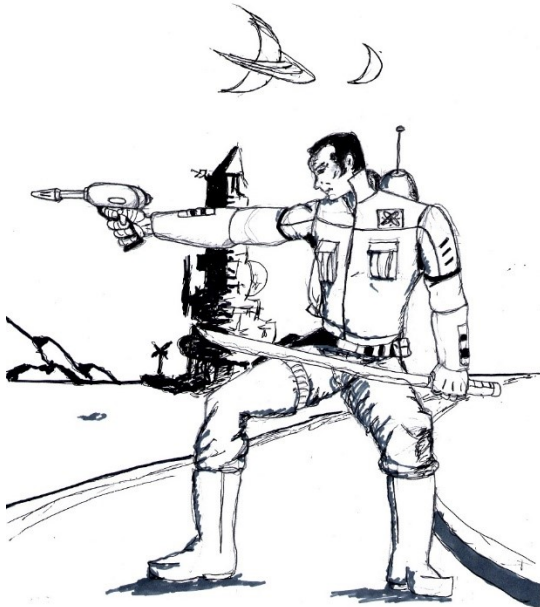
The standard classes in the White Star core rulebook are ideal for all sorts of adventures. The classes in this supplement are designed for ship-bound campaigns so every character gets a chance to shine when the ship's in peril, not just the Pilot.

The Classes here often do one thing that the versatile Pilot does, only with greater focus.

Commander

The Commander takes charge during a desperate situation. They use their expertise to direct resources for maximum effect.

LEVEL	XP	HD	BHB	ST
1	0	1	+0	14
2	1,250	1+1	+1	13
3	2,500	2	+1	12
4	5,000	2	+2	11
5	10,000	3	+2	10
6	20,000	4	+3	9
7	40,000	4	+3	8
8	80,000	5	+4	7
9	160,000	6	+4	6
10	320,000	7	+5	5



Commander Class Abilities

Weapon/Armor Restrictions: Commanders can use any pistols or bladed weapons and light armor.

Saving Throw: Commanders get a +2 bonus to Saving Throws made to resist being cowed during an argument or from passing out due to their wounds.

XP Bonus for Charisma: A Commander with a high Charisma (15+) receives double the amount of XP for that attribute (10% instead of 5%)

Air of Authority: A Commander gets a +2 bonus any time he tries to intimidate or order another being around. This also acts as a -1 penalty to any other being's attack against them.

Promotion (Level 5+): At the 5th level (and every odd level thereafter) the Commander gets a promotion. They can add another 10 points to their ship each time. This can be an entirely new ship with a total cost equal to the previous ship plus all Promotions if that makes more sense in the story.

Engineer

The Engineer fixes the ship to prevent catastrophic failures. They can reroute power to create technological miracles during crunch time.

LEVEL	XP	HD	BHB	ST
1	0	1	+0	15
2	1,250	1+1	+0	14
3	2,500	2	+1	13
4	5,000	2+1	+1	12
5	10,000	3	+2	11
6	20,000	3+1	+2	10
7	40,000	4	+3	9
8	80,000	4+1	+3	8
9	160,000	5	+4	7
10	320,000	5+1	+4	6

Engineer Class Abilities

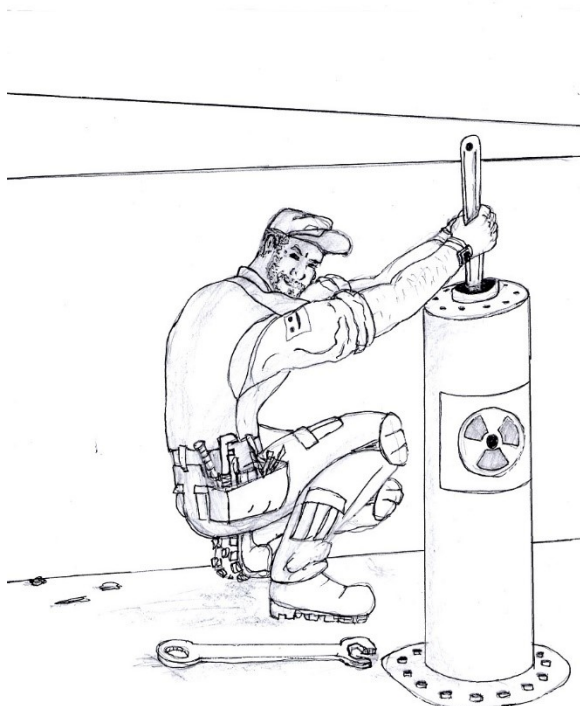
Weapon/Armor Restrictions: Engineers can use simple hand weapons and pistols.

Saving Throw: Engineers gain a +2 bonus to saves to eliminate distractions while they work or to jump out of the way of an exploding console.

XP Bonus for Intelligence: An Engineer with high Intelligence (15+) gains twice the XP for having a high value in that attribute (+10% instead of +5%).

Miracle Worker: If the Engineer spends an hour tinkering each week they get to add 1D6 distributed as they see fit among the ship's systems (targeting, movement, etc.). This bonus increases to 1D8 at the 3rd level, 1D10 at the 5th level, 1D12 at the 7th level and 1D12+2 at the 9th level. The modifications remain for a week each time.

Special Tools: The engineer has a special set of tools that give a +1 bonus to repair machinery, and which do 1D6+4 damage if used as bludgeons.



Flight Officer

The Flight Officer takes the ship where it needs to go, and they do it with panache. They also often double as the navigator.

LEVEL	XP	HD	BHB	ST
1	0	1	+0	14
2	1,250	2	+1	13
3	2,500	3	+1	12
4	5,000	4	+2	11
5	10,000	4+1	+2	10
6	20,000	5	+3	9
7	40,000	5	+3	8
8	80,000	6	+4	7
9	160,000	7	+5	6
10	320,000	7+1	+5	5

Flight Officer Class Abilities

Weapon/Armor Restrictions: Flight Officers are proficient with knives, pistols and light armor.

Saving Throw: Flight Officers gain a +2 bonus to avoid any traps or flight hazards outside of combat that a quick-witted person has a reasonable chance at avoiding.

XP Bonus for Dexterity: Flight Officers with high Dexterity (15+) gain twice the normal amount of XP for having a high value in that Attribute (+10% instead of +5%).

Daredevil Maneuver: Make a series of saves equal to the number of weapons the enemy fired at you this turn (maximum 6 saves, regardless of number of weapons). Each one you pass automatically causes that shot to miss, even if it would have hit. If you succeed all the saves you position yourself at a weak spot, and all shots your ship fires this turn gain +2 to each die rolled for damage. You can only use this ability once per battle.

Skillful Flying: You can move as if your Movement was increased by your level if you fire no pilot-linked weapons. This is in addition to doubling the Movement for not firing weapons.

Medical Officer

They're a doctor, not any other sort of profession. Medical Officers keep the crew alive in spite of various threats.

LEVEL	XP	HD	BHB	ST
1	0	1+1	+0	15
2	1,250	2	+0	14
3	2,500	2+1	+0	13
4	5,000	3	+1	12
5	10,000	3+1	+1	11
6	20,000	4	+1	10
7	40,000	4+1	+2	9
8	80,000	5	+2	8
9	160,000	5+1	+2	7
10	320,000	6	+3	6

Medical Officer Class Abilities

Weapon/Armor Restrictions: Medical Officers aren't trained in any weapons or armor, but they aren't defenseless, see below.

Saving Throw: Medical Officers gain a +2 bonus to resist diseases or poisons, due to their intense inoculations.

XP Bonus for Wisdom: Medical Officers with high Wisdom (15+) gain twice the normal amount of XP for having a high value in that Attribute (+10% instead of +5%).

Healing Hands: You add half your level (minimum 1) to the HP restored when binding wounds. Add your full level if using a med kit.

Chemical Proficiency: If you have a med kit you can spend a round synthesizing poisons, sleeping potion or narcotics. Poisons do the Medical Officer's Level in damage every round for a number of rounds equal to twice their level. Sleeping potions require a save to avoid falling unconscious, and narcotics affect a subject's mood at the GM's discretion. Medical Officers use injectors as weapons with their BHB to determine if they "hit".

Science Officer

A Science Officer helps to increase the knowledge of their organization. They also use their keen minds to discover weaknesses in their enemies' methods.

LEVEL	XP	HD	BHB	ST
1	0	1+1	+0	15
2	1,250	1+1	+0	14
3	2,500	2	+1	13
4	5,000	2+1	+1	12
5	10,000	3	+1	11
6	20,000	3+1	+2	10
7	40,000	4	+2	9
8	80,000	4+1	+2	8
9	160,000	5	+3	7
10	320,000	5+1	+3	6

Science Officer Class Abilities

Weapon/Armor Restrictions: Science Officers aren't trained in any weapons, but they aren't defenseless. See below.

Saving Throw: Science Officers gain a +2 bonus to resist mind-altering effects or illusions.

XP Bonus for Intelligence: Science Officers with high Intelligence (15+) gain twice the normal amount of XP for having a high value in that Attribute (+10% instead of +5%).

Perceive Weakness: After studying an opponent in battle or a hazard in a crisis situation, roll under your Intelligence. You gain a bonus to your Intelligence equal to the number of rounds you spent observing (maximum of half your Level, rounded up). The amount by which you roll under your Intelligence is a bonus pool that you or your allies can use in rolls or saves against the opponent on a one-for-one basis. You may use this once per battle or crisis.

Determine Purpose: When you come across an unknown situation, such as an ancient machine or a derelict ship, you automatically have a decent notion of its purpose as well as the most likely spot for a trap.

Interstellar Travel

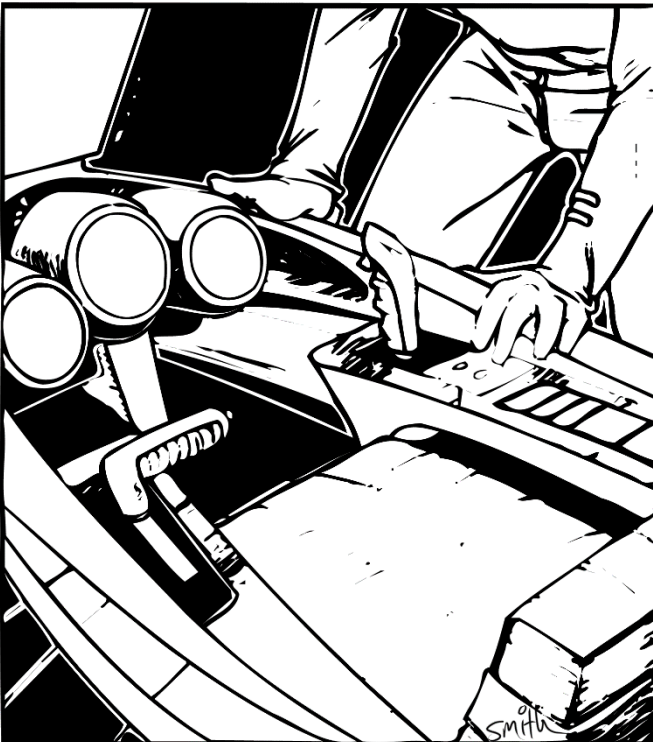
The core White Star rulebook allows GMs to come up with their own system for FTL travel. This book presents a fantastic system, taken from the Hulks & Horrors RPG.

Each route between planets gets a rating abbreviated as B-V-H. B stands for Base travel time in days, V is Variability and H is Hazard. The Base time is how long it takes a ship with a Level 1 engine to make the trip, while a Level 2 engine takes double that time and so on.

When you set out on the journey, the pilot rolls under their Intelligence, with a penalty equal to the Hazard value. Besides lengthening the trip (see below), the GM is free to determine any other detrimental effects from failure to properly navigate.

Variability is how much time gets added or subtracted from each trip. When you succeed the Hazard roll, roll D4s equal to the Variability. Each 1 is -1, 2 and 3 are 0 and 4 is +1. The total of the roll gets added or subtracted from the travel time. If the pilot failed the Hazard roll, you double the results of each Variability die.

To randomly determine the B-V-H of an interstellar route, draw a line on whatever star map you're using. The number of grid spaces the line passes through plus 1D4-1D4 is the Base. Variability and Hazard are always determined by rolling 1D6 for each.



Ship Battles

Space battles are among the most exciting features of many sci-fi stories. This new optional system is designed to let everyone in the crew have something interesting to do each turn. While the sections are presented to correspond with the new crew classes, I put them here and not as class abilities because I want space combat to be interesting for *everyone* regardless of class. The character who fills the role closest to the ones below can use the various moves.

Commander Orders

Charge: If you have higher Movement than the opposing ship you can run straight at them with guns blazing. All weapons fired by the ship this turn get a +2 bonus to hit and your AC gains a penalty of 3.

Evasive Action: Gain a bonus of 2 to your AC this turn, but you can't fire any pilot-linked weapons.

Morale Boost: One other crew member gains +2 to a roll this turn.

Engineer Operations

Damage Control: Roll under your Intelligence to restore damage equal to the amount by which your Intelligence exceeds the roll. You can't restore your ship's HP to anything greater than 1 less than it was before the turn began (thus enemy attacks whittle you down, but more slowly).

If you're using the Ship Damage Chart (see below), you can instead roll under your intelligence (with a -3 penalty) to reactivate offline systems. If you fail the roll the penalty gets reduced by 1 on the next round (to a minimum of 0 total penalty).

Reroute Power: Reduce AC, Shields, Targeting or Movement by -1 or an energy weapon's damage by 1 die to add +1 to Shields or Movement. This can't provide shields to a ship that doesn't have any installed.

Flight Maneuvers

Between the Raindrops: Each turn you may use up to half your level (minimum 1) of the ship's Movement as a bonus to AC for a single attack.

Gunnery Attacks

Target this System: Take -2 to an attack roll to target a specific system and roll twice on the Ship Damage Chart if successful. Take the result closest to the system you declared.

Medical Emergencies

Wounded Incoming: Each turn in battle or during a tense encounter you can prep your work area or tend to wounded patients. Roll under your Wisdom (not your Intelligence, emergency medicine has a lot to do with intuition). For each point under that you roll (over all turns), you can heal 1 HP of damage to wounded crew at the end of the battle. The GM should impose penalties for rough flying or distractions.

Scientific Observations

Countermeasures: Each turn that an enemy ship uses unorthodox modules or abilities against you, make a save. It's up to the GM to determine if a ship is using unorthodox measures. This could be something like a computer virus or an exotic weapon. After the first save you identify the effect. After a second save you find a way to neutralize it. Exotic weapons still do damage but their other effects now are either negated or lessened. For instance, a weapon that bypasses shields can still cause damage but doesn't work against shields. This effect resumes in the next battle until you save against it again.



Ship Damage Chart

This subsystem gives you a method for determining where a weapon's hit lands. In addition to HP damage, it can hinder some systems if shields didn't absorb any of the damage.

Any time the person operating the guns rolls a natural 20 on their attack, damage 2 systems.

Section (D8)	1 Hit	2 Hits	Destroyed
1: Bridge	1D6 damage to a crew member	Navigation offline	No systems can be operated from the bridge
2: Computer Core	-1 penalty to all tasks	-2 penalty to all tasks	-4 penalty to all tasks
3: Engines	Movement -2	Movement halved	No movement
4: Life Support	Low oxygen, -1 to any task	Very low oxygen, Save or fall asleep	Take 1D6 damage every round unless in a space suit
5: Power Conduits	Sparks from a panel and 1D6 damage to random crew	Lots of sparks, damage to another system	Ship is dead in the water (emergency life support active)
6: Reactor	-2 Movement and -2 Targeting	-4 movement and -4 Targeting	Ship is dead in the water (emergency life support active)
7: Shields	+1 round to shield regeneration	+3 rounds to shield regeneration	Shields offline
8: Weapons	-2 to targeting	-4 to targeting, -1D6 to damage	Weapons offline

Ship-Based Campaigns

Some campaigns essentially stick to one planet and the characters seldom even take a trip to the moon. If you want to run a campaign where characters spend most of their time travelling through space, here are a few ideas.

Starting with a Ship

Characters can start either owning a ship outright or making payments. The table below is based on how many points are invested in each ship. The first two entries have the same cost in credits per point because the tiers go increase according to the Fibonacci sequence to show how prices wildly inflate after a certain point (the highest-point ships are usually bristling with weapons).

Ship Points	Cost (Credits per Point)
0-40	2,000
41-80	2,000
81-120	4,000
121-160	6,000
161-200	12,000
201-240	18,000
241-280	30,000
281-320	48,000
321-360	78,000
361-400	126,000
Beyond	Every 40 points add the cost of the previous two entries to find the new cost

If the characters don't have anything to pay for the ship, make it weaker, say no more than 80 points. If they are making payments, let them create a more powerful ship but be indebted heavily to an unforgiving bank.

On a military ship the characters don't own it but they do have a lot of authority. Star them out in a local system-defense ship without an FTL drive and move up from there.

You have a few options for allowing the characters to have more powerful ships. You might simply allow them to buy a new ship, or you can level up the ship by adding a couple points to it each time every PC levels up. In a military campaign this could represent the characters getting transferred to a more powerful vessel.

Types of Ship-Based Campaigns

Commerce

The classic sci-fi RPG campaign revolves around free traders making their living by shuttling goods and people between systems. This serves as a nice way for characters to earn a fortune while also seeing new locales and getting involved in local problems.

Common Adventures and Danger

Pirates are a big problem, as is the law if the players decide to smuggle. Organized crime likes to take a bite out of the profits. Cargo can be dangerous (and so can passengers).

Military

In a war-based campaign characters in a space navy can have the greatest effect on the outcome of the conflict. They might serve on a small ship to start, with one player being the commander. To help them survive, the characters might instead serve on a powerful ship, but as junior officers or crewmen.

Common Adventures and Danger

Not all militaries are at war. In these cases the navy often serves as an exploration service, seeking out new worlds and unknown societies. In times of war there are all sorts of missions, from assaults to covert operations behind enemy lines.

Mercenary/Pirate

A less-moral version of the commerce campaign. Here players have the opportunity to take (and switch) sides in conflicts, as well as to loot others to make a quicker credit than honest buying and selling.

Common Adventures and Danger

That fat trader just waiting to be taken could be a police cruiser in disguise. There's always a bigger ship, and established pirates don't take kindly to new blood hornning in on their action. Mutiny is a big problem if the captain is a tyrant.

New Ships

Presented here is a collection of new ships for you to throw against your players, or to use as a base of operations.

Lightning Bug-Class Fast Courier

While it may have a respectable name, this ship is used almost exclusively for smuggling. It's maneuverable and can carry more cargo than most, but lightly armed. Besides smuggling they're also used to send top-secret communications.

Lightning Bug	50 Points; 100,000 Credits
AC	3 [16] (6 Points)
Hit Points	25 (5 Points)
Shield Strength	0
Movement	15 (5 Points)
Targeting	+2 (2 Points)
Attack	2D6 Lasers x2 (1 [pilot-linked]) (3 Points)
Modifications	FTL Level 1 (27 Points), Cargo Space (2 Points)

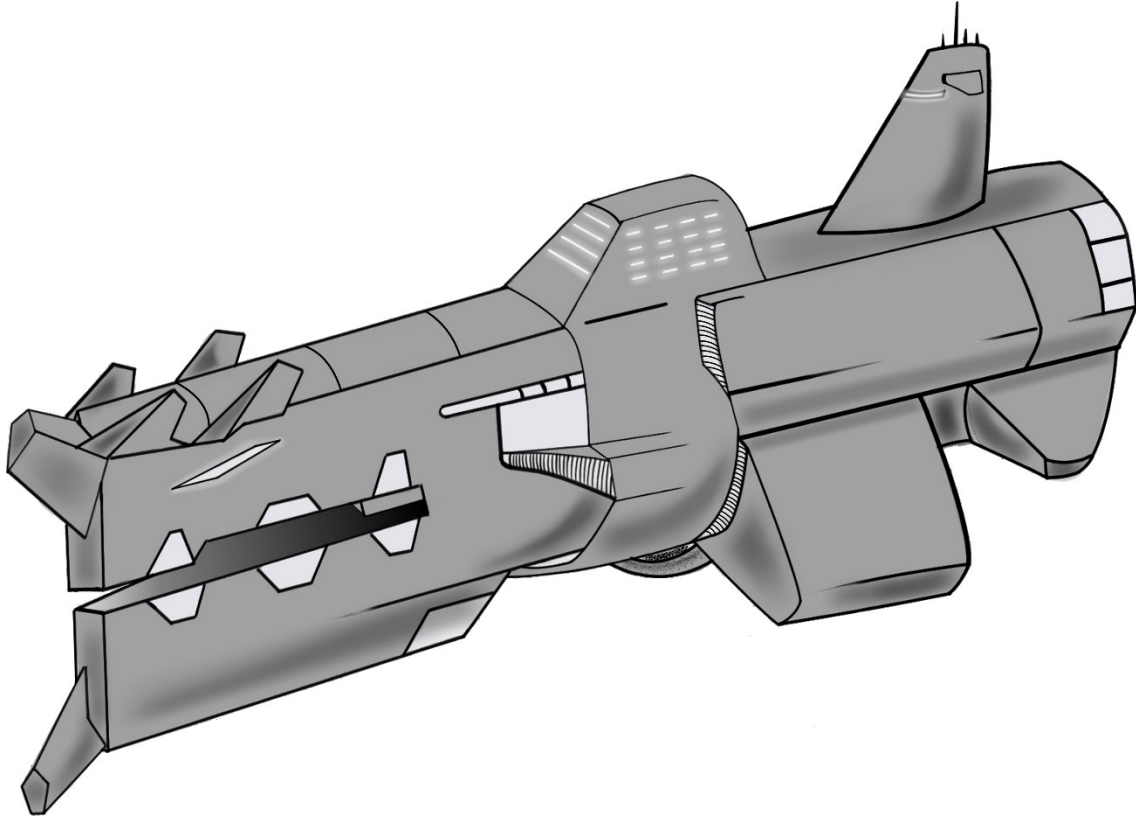
Queen of New Brisbane-Class Passenger Liner

When you need to get there and relax along the journey, there's no other way to go. The recreational facilities, fine dining and elegant look make this semi-private ship ideal for the elite to enjoy a leisurely pace. It's sometimes used as a racing yacht for in-system events.

Queen of New Brisbane	50 Points; 100,000 Credits
AC	9 [10] (0 Points)
Hit Points	50 (10 Points)
Shield Strength	0
Movement	12 (14 Points)
Targeting	+0
Attack	None
Modifications	Impressive Design +2 (20 Points), Comfortable Accommodations for 20 passengers (5 Points), FTL Level 2 (9 Points), Sickbay (1 Point), Cargo Space (1 Point)

Supremacy-Class Ultra Dreadnaught

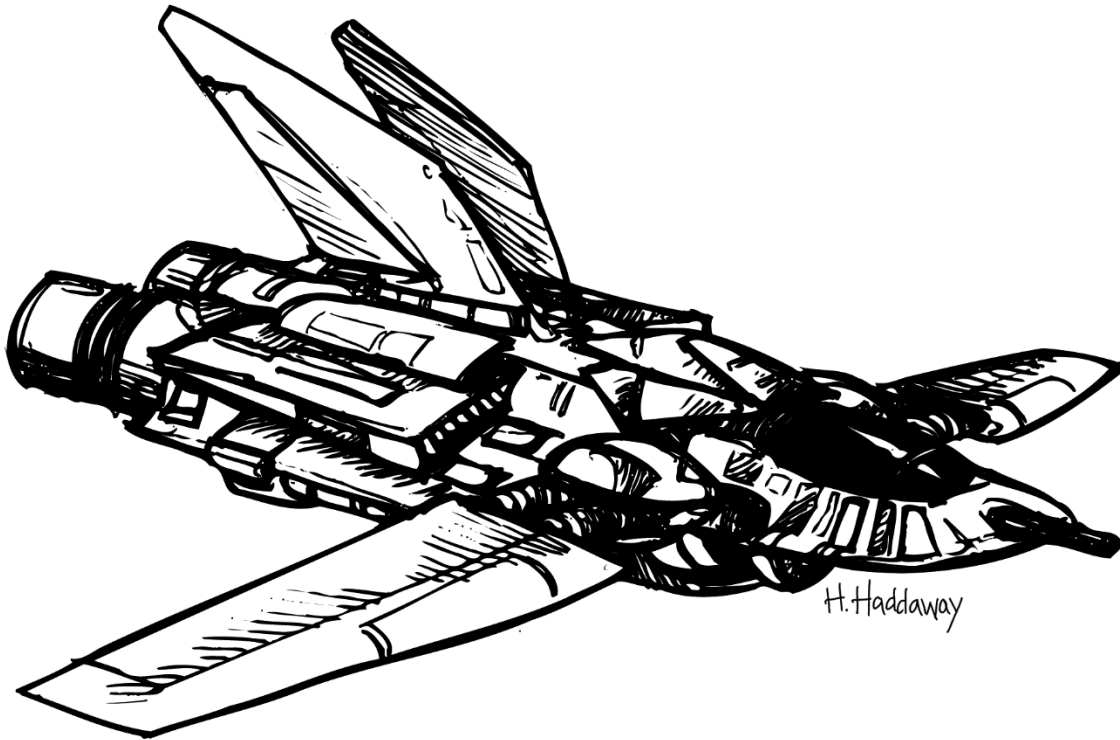
The *Supremacy* is a one-of-a-kind ship built to cow rebel systems into line without having to fire a shot. Bolstered by the terrible power of the fearsome Incinerator Cannon, it's the ultimate symbol of dictatorial power.



Supremacy	520 Points; 236,080,000 Credits
AC	5 [14] (4 Points)
Hit Points	1,000 (200 Points)
Shield Strength	20 (20 Points)
Movement	9 (3 Points)
Targeting	+5 (5 Points)
Attack	2D6 Light Lasers x20 (20 Points), 4D6 Lasers x10 (20 Points), 6D6 Heavy Lasers x5 (20 Points), Proton Missiles x5 (20 Points), Ion Charge x5 (20 Points), 200D6 Incinerator Cannon (Destroys a city from orbit, 1-hour recharge time (100 Points))
Modifications	FTL Level 0.5 (81 Points), Cargo Space x10 (10 Points), Tractor Beam (2 Points), Launch Bay x7 (Holds 20 Stunt Fighters (21 Points)), Launch Bay x 4 (Holds captured ships (12 Points)), Launch Bay x2 (Holds landing craft (6 Points)) Sickbay x3 (3 Points), Comfortable Accommodations x10 (for senior staff and visiting dignitaries (10 Points)), Impressive Design +3 (30 Points), Probes x3 (3 Points), Manufacturing/Refinement Facilities x4 (4 Points), Shield Capacitor x3 (6 Points)

Swallow-Class Fighter

The *Swallow* is an elite fighter designed to get where it needs to go, hit hard and run away unscathed. While it can't take much punishment, it tends to prove incredibly hard to hit them.



Swallow	40 Points
AC	-3 [22] (12 Points)
Hit Points	20 (4 Points)
Shield Strength	3 (3 Points)
Movement	15 (5 Points)
Targeting	+5 (5 Points)
Attack	Laser Cannon 4D6 [pilot-linked] (3 Points) Proton Missile 8D6 [pilot-linked] (5 Points)
Modifications	FTL Level 3 (3 Points)

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