Starship Rules

Savage Space Bastards

This section of the rules outlines how this campaign will treat spaceships as characters themselves, how to build a new ship as a character, how starship encounters will operate in both “Intercept” and “Battlestations” modes, and finally how starships might attack and interact with characters and vice versa.

# Space Travel

Ships that are rated with FTL can enter hyperspace and travel far faster than light.

Look at the Acceleration of the vessel, divide that number by 50 to get the Light-Years per Hour FTL speed. For example: a Battleship has ACC 50, so it can travel 1 light year per hour in hyperspace. A Light Cruiser has ACC 100, so it can travel 2 light years per hour in hyperspace.

Each hex on the Atlas map will equal 1 light year.

When a ship enters hyperspace, it is cut off entirely from the subluminal world and cannot be attacked, perceived or tracked. However, if another vessel has the ship under a sensor lock the moment it jumps into hyperspace, it can calculate the endpoint of the hyperjump. The ship entering hyperspace must make a Navigation calculation to reach a specific velocity, heading and orientation for a specific jump. If the jump is 3 light years or less, there is no danger of misjump. If the jump is 4 light years or longer, a Navigation check is required. If the jump is 6-7 light years there is a minus 2 on the Navigation roll. If the jump is 8-9 light years there is a -4 on the Navigation roll. Jumps of 10 light years of longer are not possible. A standard Hyperdrive Unit requires 2 hours of recharge after each use before it can jump again.

Example: Metabemis is 12 light years from Hoongadoonga. The salvager vessel “Scooper” with Acc 100 is planning to make the trip. Since they have an average Navigator, with Navigation 1d6, they decide to play it safe. They will make 4 jumps, each of 3 light years. With Acc of 100, the Scooper takes 1.5 hours for each jump, and there will be 6 hours of drive recharge along the route, for a total of 12 hours total trip (6 hours in hyperspace, 6 hours in normal space during recharges).

# Space Ships as Characters

Attributes represent the overall strengths and weaknesses of your ship. Each ship is different. Once chosen attributes are unlikely to be raised during game as it is expensive. All Attributes have similar values to character stats. This means that you can not compare a ship one to one to another vehicle or a player character.

To make ship checks, PCs would roll either their appropriate skill for the task (e.g. Piloting, Shooting, Engineering) or the ship die whichever is lower as well as their wild die. If the Ship’s die is higher than the appropriate PC skill check, PCs may choose to allow the ship to handle the task itself, but the PC may not use their wild die.

What do the attributes translate to in space ship terms?

Size - A new attribute for a ship, this is chosen at the time the vessel is created and can never change. It reflects the amount of command space on the vessel as well as how many slots and crew it can accomodate. Size is abstract and all ships created here count as large in creature size terms. Capital ships are not covered by these rules.

|  |  |  |  |  |  |
| --- | --- | --- | --- | --- | --- |
| **Size** | **Deck Area (map square inches)** | **Slots** | **Cost** | **Starting Agility** | **Notes** |
| Shuttle / Fighter / Grav Vehicle | 6” (notecard) | 10 | 15 | D8 | Space Car  Max Spirit = D8  Max Vigor = D8 |
| Transport / Grav Tank | 24” (big notecard) | 20 | 20 | D6 | Space Van  Max Spirit = D10  Max Vigor = D10 |
| Freighter | 45” (half sheet of paper) | 30 | 30 | D4 | Space Truck |
| Scout / Courier | 60” (sheet of paper) | 40 | 60 | D4 | Can carry Shuttles |
| Escort / Patrol | 120” (two sheets of paper) | 50 | 150 | D4 | Can carry Shuttles & Transports |
| Frigate / Corvette | 360” (six sheets of paper) | 60 | 350 | D4 | Can carry Shuttles & Transports |
| Destroyer | 640” (twelve sheets of paper) | ? | ? | D4-2 | Can carry Shuttles & Transports |

Agility - This attribute represents the reaction time, maneuvering capabilities in combat and amount of jumps a ship can perform before it needs to refuel. Smaller ships start with a higher Agility, and larger sized vessels are penalized with respect to their agility to start. Jumps are dependent on a lot of different factors, but generally the more powerful the engine the more jumps it can carry out.

|  |  |  |  |  |
| --- | --- | --- | --- | --- |
| Agility | Acceleration / Top Speed | Roll to Hit | Max Engine Power | Upgrade Cost |
| D4 | 2 / 6 | 4 | 2 | 0 |
| D6 | 3 / 9 | 5 | 3 | 10 |
| D8 | 4 / 12 | 6 | 4 | 20 |
| D10 | 5 / 15 | 7 | 5 | 30 |
| D12 | 6 / 18 | 8 | 6 | 45 |

Smarts - How good the installed computers and sensors are is represented by the ships Smarts score. This skill is used for checks for sensors against stealthy ships, or for electronic warfare or any deception that a ship’s captain may attempt. The smarts on a ship also determines how quickly a jump solution is able to be built. It does not necessarily mean that the computers are more advanced, it might just be that the positronic brain of the ship has learned a few tricks. The better the overall systems are the less human input is needed.

|  |  |  |  |
| --- | --- | --- | --- |
| Smarts | Jump Prep / Astrogation | Max Scan Power | Upgrade Cost |
| D4 |  | 0 | 0 |
| D6 |  | 1 | 10 |
| D8 |  | 2 | 20 |
| D10 |  | 3 | 40 |
| D12 |  | 4 | 60 |

Spirit - How much energy can be pulled from the ship’s power plant? Whether the ship runs on an ion furnace, a dark matter battery, or a fusion reactor this attribute reflects the amount of power can be drawn each turn for maneuvering the ship, firing weapons, powering shields, repair, and electronic warfare. The more Spirit a ship has, the more resources it can draw on.

|  |  |  |  |
| --- | --- | --- | --- |
| Spirit | Max Power Generated |  | Upgrade Cost |
| D4 | 4 |  | 0 |
| D6 | 6 |  | 10 |
| D8 | 8 |  | 20 |
| D10 | 10 |  | 30 |
| D12 | 12 |  | 40 |

Strength - This score is used to determine the damage of weapons. Furthermore, strength is appropriate for determining the efficacy of any application of the power core such as a tractor beam or electromagnetic pulse.

|  |  |  |  |
| --- | --- | --- | --- |
| Strength |  | Max Weapon Power | Upgrade Cost |
| D4 |  | 2 | 0 |
| D6 |  | 3 | 15 |
| D8 |  | 4 | 30 |
| D10 |  | 5 | 45 |
| D12 |  | 6 | 60 |

Vigor - Resilience and toughness of a ship are not simply a matter of thicker plating. It is also important to keep your ship well maintained and in good repair. Some ships have malfunctions all the time, others are a breeze to repair thanks to redundant systems and easily accessible machines. Toughness is the same as for characters but a ship always counts as having heavy armor. Wounds are the same as for a PC. A ship never suffers Fatigue. Vigor is very important as it is a factor in on all repair rolls done on the vessel.

|  |  |  |  |  |  |
| --- | --- | --- | --- | --- | --- |
| Vigor | Toughness | Wounds | Repair Mod | Max Shield Power | Upgrade Cost |
| D4 | 4 | 1 | -1 | 1 | 0 |
| D6 | 5 | 2 | 0 | 2 | 10 |
| D8 | 6 | 3 | +1 | 3 | 20 |
| D10 | 7 | 4 | +2 | 4 | 30 |
| D12 | 8 | 5 | +3 | 5 | 40 |

# Ship Skills

In general the ships’ skills represent the abilities of the ship’s computer to do a job, the appearance or installed systems. These systems need to be paid for just like abilities. Basic functionality is already represented by the attributes which contain everything needed to fly. A ship does not need to have a single skill to be functional. However skills represent a specialization of the ship. During play usually the equivalent skill of a player character is used instead of the ship’s own. However, a ship gives a bonus to the characters dice roll depending on the ships skill rank. See the table on the right.

Shooting (Agility)  
The shooting skill represents the targeting computer of the ship. When a player is present their skill is used. If no player is available to man the weapons the ships skill is used instead.

Piloting (Agility)  
If the player switches on the autopilot this skill is used.

Stealth (Agility)  
This represents the ability of the ship to stay undetected. If a player character wants to hide his ship he will roll piloting while the ship will assist with stealth. If there is no pilot the stealth skill of the ship is used to determine whether an observer detects it. This skill represents not only a computer program but also energy emissions, stealth coating, hull form etc.

This roll is modified by how close the sensing ship is, whether systems on the ship are shut off or not, and how fast the ship is moving.

Notice (Smarts)  
This skill stands for the installed scanning devices, radars and other detectors. If the player is on board his skill is used. The ship can assist as usual. If no player is present the ship uses this skill to automatically detect danger.

# Ship Operations

Ship to ship combat can take one of two forms. The first uses a modified set of Savage Worlds chase rules known as *Intercept*. This scene would be used if one or another of the two combatants wants to flee the other. In cases where both sides are sporting for a fight, ship to ship combat will be handled through a set of rules known as *Battlestations*.