

Essential Modules

Don't forget these or you may not get off the ground at all!

- Steering
 - Cockpit
 - Bridge
 - Command Room
 - Evasive Maneuver Rules
- Reactors
 - Topaz
 - Fission
 - Fusion
 - Singularity
 - Breaker Room
- Life Support
 - Basic
 - Improved
 - Extraordinary
- Drives & Thrusters
 - Combustion
 - Fuel Tank
 - Ion
 - Thruster (Combustion/Ion)

Steering

Nyeeoowm, vrrrrrooom, bpbpblpblpblpblppp!

Steering

Cockpit

Cockpit.png

Cost ☐1 ☒1 ☒1

Basic steering capabilities. Must be operated throughout the length of any flight. Does not have cupholders.

Steering

Bridge

Bridge.png

Cost □5 ◇3 ✂2

Has autopilot and evasive protocols (able to dodge ship to ship and other long range projectiles). Comes with basic computers and short range comms, but no internet). Although, it does have cupholders!

Steering

Command Room

CommandRoom.png

Cost □7 ◇5 ✂2

Has autopilot and evasive protocols (able to dodge ship to ship and other long range projectiles). Comes with basic computers and short range comms, but no internet. Can be called in remotely, automatically landing in a safe space nearby. Has mission control protocols. You can use the center console to plan a mission ahead of time. While following the specific steps of the mission, the party will receive a +1 circumstance bonus to all checks related to the plan. Has WAY more cupholders than the Bridge module. Like at least 16 more cupholders all over the room. And heated seats.

Evasive Maneuver Rules

When a long range attack of some sort is incoming, the pilot may choose to engage in an evasive maneuver. To perform evasive maneuvers, you will need a bridge or a command room.

Nearly every long range attack will have a power rating that needs to be matched by the total thrust power. Laser attacks and railguns typically have the highest rating, missiles the next highest, and cannons and guns have the lowest rating. Combustion thrusters have 2 power and ion thrusters have 1. When firing a combustion thruster to evade an attack, it consumes $\square$ 1. **Higher size classes of ship add on an additional power requirement.**

Next, the pilot will make a piloting check based on the size class of the ship. If it is successful, the attack is entirely evaded. If it is not successful, the attack hits, and any fuel consumed is still.

Reactors

Warning: Emergency power only.

Reactors

Topaz

Cost □2 ◇1

Produces ⚡3

Channels energies from the spirit plane through topaz crystals to produce electricity. Is particularly small, and will explode if damaged.

Reactors

Fission

Cost ☐4 ☒1

Produces ⚡7

Uses nuclear fission to generate power. Will go into an extremely dangerous meltdown when damaged.

Reactors

Fusion

Cost ☐12 ☐3

Produces ☒15

Utilizes nuclear fusion to generate power. It is very fragile and is particularly large.

Reactors

Singularity

Cost ☐11 ☐2

Produces ☒25

Creates and uses a gravitational singularity to produce power. It is extremely large and its location is easily discernable from the outside (but still cannot be attacked if there are walls in the way). If damaged, the singularity will break free and begin eating its way through the ship's hull. Use with much caution. Yes, this is the gravitational singularity from Space Station 14. Sue me. Actually please don't.

Breaker Room

Cost ☐1 ☐1

A room full of breaker panels. A person inside the breaker room can toggle power flow to specific modules. Useful for rerouting electrical power, especially in combat. If power consumption goes over the limit and trips a breaker, it will need to be reset from a steering module or a breaker room. It is recommended for you (the player) or your group to make a out of combat and an in combat "loadout" for easier swapping. Make sure to write down how much excess power you have to work with in each loadout.

Life Support

You may need it.

Life Support

Basic

Cost $\square 1 \diamond 1 \nearrow 1$

Supports life. Holds emergency reserves that can last up to 3 hours. Is also explosive.

Life Support

Improved

Cost ☐3 ☒2 ☒2

Supports life. Can still operate for 2 days in case of emergencies. Still explosive.

Life Support

Extraordinary

Cost $\square 7$ $\diamond 3$ $\nearrow 2$

Supports life. Can project a breathable bubble around the ship. All people breathing air produced by this module can move faster, by one tile. Can run for a whole week in emergency conditions. Again, it's explosive, but has more durability so that it hopefully won't do that.

Drives & Thrusters

Frameshift drive charging...

Combustion

Cost □5 ◇3 ✂1

Holds □□10

Combusts fuel to create thrust. It has 2 thrust power for the purposes of escaping gravity or evading attacks. Powerful, but as previously mentioned, you will need fuel. Fuel is consumed by all of a ship's thrusters when escaping a planet's gravity, or for every week of travel in space. Fuel is also consumed when evading attacks. This module is both explosive and flammable, so watch out!

Drives & Thrusters

Fuel Tank

Cost □5

Stores □□5

A reserve fuel tank for all of your fuel storing needs. Is flammable and explosive.

Ion

Cost ☐5 ☐3 ☒3

An ion drive that facilitates the operation of multiple ion thrusters. Ion thrusters have 1 thrust power for the purposes of escaping gravity or dodging attacks. Ion drives run primarily off of electricity, so are more sustainable to ships without proper fuel infrastrucre.

Thruster (Combustion/Ion)

Combustion Thruster Cost $\square 2$ ($\square 1$ when fired)

Power: 2

Ion Thruster Cost $\square 2$ ≤ 2

Power: 1

As long as you have the related drive, you can install an unlimited amount of that type of thrusters. You can install thrusters anywhere on the outside of the ship.