

STARSHIP CONSTRUCTION MANUAL ERRATA (v1.3)

This document contains official errata for version [redacted] . Keep an eye on the version number to make sure you have the latest version of this FA .

CARGO UNITS (P.4)

One CU is roughly 1 ton, and on average takes up a 5' cube.

WEAPON RANGE INCREMENTS (P. 10)

Note that by default, 1 Crew equals 1, 2 cr.

CREW QUALITY COSTS (P. 6)

Crew quality affects a ship's Travel Increment (see the core rulebook) as follows: poor, experienced 15, elite.

FUNNELING TARGETS (P. 6)

Note that by default, 1 Crew equals 1, 2 cr. This is equivalent to the Cheap Ships option mentioned on p. .

HULL CONFIGURATION (P. 10)

See the next page for a revised list of ship traits.

SCOUT (P. 9)

Scouts also gain the trait (see Courier). The trait grants a ship + to its SUB-L speed and +1 to its FTL speed.

CRUISER (P. 10)

The trait doubles a vessel's fuel, operational range, and Travel Increment.

FORMULA (P. 10)

Add the following item

$$(\text{Class} \times \text{FTL} / 5)$$

Also multiply it by the LU \times Crew mod.

Travel Increment is measured in parsecs.

FINAL VALUES (P.16)

Operational range is 1 parsec per fuel unit divided the ship's class.

ANDROID PC (P. 10)

Note that an Android PC with the Compute exploit (see N. . . p. 6) can do its own FTL calculations. The android's LO score can replace the control computer's max FTL value.

ELECTRONIC DEFENSE (P. 18)

This value does not have to be half the total CPU cycles, but the computers listed on the following page all follow that pattern.

SENSORS (P. 20)

Sensors are not mandatory. With no sensors, visual detection comes into play.

RANGE INC. (P. 20)

Two values are listed in the table. Both are range increments.

is the sensor range increment for use when making scanning checks.

is the maximum weapon range increment that installed weapons may have. It is the equivalent of the max weapon range Inc. described under Control Computers on pg. 1 .

The minimum range increment of weapons is 1, whatever sensors or computers are chosen. This represents the range of human visual targeting.

FACILITY QUALITY (P. 10)

Higher quality facilities can be purchased. The facilities described in the book are Standard quality. See pg. for quality multipliers to cost.

A higher quality facility acts as the equipment part of the dice pool for any related activities performed within it for a number of people up to its capacity.

TRAVEL INCREMENT (P. 10)

A ship's Travel Increment is multiplied by its LU \times U percentage.

REVISED TRAIT LIST

Starship traits are revised as follows.

5 Year Mission. When a long mission is planned, space is made for extra supplies and fuel. Outfitted for long-distance journeys, these ships have a doubled travel increment and twice the normal fuel capacity and operational range.

Deep Scan. The sensor array is highly tuned and focused. As an action these ships can perform a deep scan of the area in a radius equal to the range of its sensors and automatically detect the presence of (but not the exact location of) cloaked vessels within that area.

Evasive. Streamline the ship, remove any extraneous external infrastructure, paint it in a coating which hinders missile locks and beam weapons, and ensure the interior is as light as possible. These ships gain +4 to their DEFENSE score.

Explorer. A combination of extra sensor drills, dedicated sensor crew, and diverted computer resources enhances the scanning capabilities of the vessel. These ships take 5 minutes instead of an hour to perform long range scans, and have 50% extra sensor range.

Fast. By giving the navigation computer extra CPU resources, altering the fuel admixture to beyond normal tolerance levels, and reducing the automated safety protocols, a canny engineer can squeeze extra speed of a starship. These ships gain +1 to their FTL speed and +2 to their SUB-L speeds. These bonuses can exceed the normal limit incurred by the ship's control computer.

Inspector. Some of the control computer resources are given over to maintaining a constant ship scan and profile algorithm, which can identify a vessel from the smallest of clues. The vessel gains +1d6 to sensor checks.

Hauler. When you really need to move goods, you can use every available bit of space - corridors, unused cabins, even the bridge! These ships have 50% extra available cargo space after components and crew are accounted for. This is dangerous, however, and means leaving vital bulkheads open, a lack of cargo compartmentalisation, and creating fire hazards, reducing SS by 10%.

Gunboat. Fire-control is resource-intensive, but by devoting extra CPU to the targeting systems, the effective range of the weapons can be increased. These ships increase weapon range by 50%.

Lander. Unless noted, a ship cannot operate below orbit. Atmospheric capable ships can descend into the atmospheres of planets and land on the ground.

Luxurious. By fitting a ship with carpets, decorative items, and attractive lighting, these ships gain +50% LUXURY.

Robust. The vessel's hull is reinforced, bulkheads are sealed, and other measures taken, giving it 50% extra superstructure (SS). However, it suffers from -2 penalty to SUB-L speed (to a minimum speed of 1).

Salvo. Using a custom fire-control algorithm, linked targeting controls, and special crew drills, these ships may fire all weapons in a given firing arc as a single action.

Scientific. On a scientific mission, it helps to ensure the labs are fully stocked, the analysis computers are running the latest software, and the staff is aware of all the latest protocols. These ships treat all labs and medical facilities as exceptional quality even when they are not, gaining +2d6 to medical and science checks.

Scramble. With flight crews on standby, these ships may instantly launch a number of shuttles or fighters from a given hangar equal to its class as an action, instead of the single fighter/shuttle per action it normally takes. If the vessel has multiple hangars, shuttlebays, or flight decks, each requires an action.

Stealthy. These ships can operate stealthily by shutting off lighting and electromagnetic signal leakage. While this will not protect it from actual scans in the way that a cloaking device might, it can pass unnoticed in a navigational scan when not actively being looked for.

Skeleton crew. These ships use automated systems and can operate with just a bridge crew equal in size to the ship class, with a -1d6 penalty to all actions. A skeleton crew is also able to ignore LUXURY penalties, treating all LUXURY scores of lower than 100% as 100%. If a skeleton crew has fewer members than the ship class, the vessel suffers an additional -1d6 to all actions for each missing crewmember.

Tactical. Keeping the sensors running full-time can be a drain on resources, but it helps ensure that the vessel is quick to react. These ships gain +1d6 INITIATIVE.

Tug. The vessel is configured to pull a separate load many times its own size. The towage capability is equal to one million metric tons times the ship's class; the ship can tow this load at half (round up) its normal SUB-L and FTL speeds.