



Star Wars Starships

Design Rules

SPACE

Each ship has a length in meters (measure from it's longest points). This size, multiplied by ten or multiplied by itself, whichever is greater, is the ship's Space, or it's ability to hold areas of it's cockpit, weapons, defense systems, and the like. So, for example, an x-wing, with 12.5 meters in length, has 156.25 Space areas. An Imperial Star destroyer, with a length of 1,600 meters, has 2,560,000 Space areas. The Millennium Falcon, at 26.7 meters, would have 267 Space areas, in another example. A smaller ship, like a escape pod, (4.2 meters) has 42 space areas.

SPENDING SPACE POINTS

Each ship has Areas, which are places that take up space. The ship cannot have more areas than space available. Each ship has Required Space Areas, which the ship must have, and Optional Space Areas, which a starship does not need but can have. Some areas take up a set amount of space, while others take a percentage of space available. Do not round fractions.

COST

Each ship component has a cost. Basic Space Areas have a cost of 1000 credits. The basic hull of the Falcon costs 267,000 in new condition.

System	Space
<u>Cockpit</u>	10 or 20
<u>Life Support</u>	5 per cockpit
<u>Systems</u>	10%
<u>Engines</u>	10 - 40%
<u>Repulsorlifts</u>	5%
<u>Armor</u>	0 or 5%
<u>Weapons</u>	15, 30, 60, 100
<u>Deflector Screens</u>	5%
<u>Hyperdrive</u>	5% or more
<u>Landing Gear</u>	0% or 5%
Droid Pods	2 areas
Cargo Hold	Any
Medical Facilities	15 or 30 per person
Entertainment	30 or more
Tractor Beam	1 or more
Cloaking Device	1000
Prisoner or Passengers	5 or 10
Retractable Att Position	8%
Detachable Section	5%
Atmosphe Streamlining	10%
Easily Modified	10%
Dock	1
Escape Pod	10% of escape pod size
Submersible	5%
Headlights & Searchlights	1% or 2%
Advanced Sensors	1 or more
Robot Arms	2 or more
Adv Com & Jamming	15
Compact System	one-half normal space
Experimental Systems	20% or less

COCKPIT (REQUIRED)

The cockpit is the area where the pilot and crew fly the ship. For fighters (length 17+), the cockpit is a miniature escape pod with oxygen enough for an hour.

No Cockpit (droid ship)

Space Required: 1

Description: The ship is automated and requires no cockpit.

Cost: No Modifier

Cramped Cockpit

Space Required: 10 (each)

Description: The ship has 1 or more small cockpits for a single humanoid. Each cockpit requires 10 space areas. An x-wing or TIE fighter has one cockpit for 10 points, and a snowspeeder has 2 cockpits for 20 points, for example.

Cost: +2,000

Comfortable Cockpit

Space Required: 20 (each)

Description: The ship has a spacious area to work the flight controls or weaponry. Each person that has a comfortable area gains +1 to fly, fire a weapon, or whatever the station is meant for. Remember, each additional action in flight is made at -4 (firing a weapon while flying gives a -4 to both actions). No pilot can make more than 2 actions in a single turn.

Modifiers: +1 to area function

Cost: +5,000

MAIN SYSTEMS (REQUIRED)

Main systems are required for all ships.

Life Support (non-droid ship only)

Space Required: 5 per cockpit

Description: Life support includes breathable air for 1 week. For each additional point spent, life support is multiplied by 2. For example, 6 points equals 2 weeks, 7 points equals 1 month, 8 points equals 2 months, etc.

Modifiers: None

Cost: 500 per cockpit

Systems

Space Required: 10% of Space

Description: Systems are the controls for the cockpit, communications, deflector screens, etc. An x-wing, for example, requires 12 spaces for controls.

Modifiers: None

Cost: 500 for each space required

Engines (see Engines)

Space Required: see Engines

Description: Ships require engines to fly. Because there are many sizes of Engines, they are listed in their own section.



ENGINES (REQUIRED)

Engines are required for all ships. Stationary platforms (space stations) would not have to have engines. Engines cost 250 per space required.

Small Engines

Space Required: 10% of Space

Description: Small engines are commonly seen on work pods and other non-military spacecraft.

Modifiers: -4 Dodge penalty, Speed 1 (slow)

Medium Engines

Space Required: 20% of Space

Description: Medium engines are seen on most military non-fighter craft.

Modifiers: +0 Dodge penalty, Speed 2 (average)

Large Engines

Space Required: 30% of Space

Description: Large engines are commonly seen on most fighters. TIE fighters have 63 Space areas, with 19 points required for the Large Engines, for example, which make them very fast.

Modifiers: +2 Dodge bonus, Speed 4 (fast)

Very Large Engines

Space Required: 40% of Space

Description: Very large engines provide extreme speed and maneuverability.

Modifiers: +4 Dodge Bonus, Speed 6 (super)

Repulsorlifts

Space Required: 5% of Space

Description: Atmospheric ships must have repulsorlifts.

Cost: 250 per space required

Engine bonuses stack; if a ship has 2 small engines, it has a Speed 2, giving the ship a +0 dodge, for example. Speed can go above 6, but only for the effect of modifiers. Speed 6, +4 Dodge is the maximum. Missiles fired by ships have a Speed 7.

ARMOR (OPTIONAL)

Armor is optional for all ships. Armor takes up only 5% of the space on any ship., regardless of the type of armor the ship has. However, each type of armor reduces the Maneuverability of the ship, and it's Speed in an atmosphere. Multiply the space required by the DR to determine the cost of such armor.

No Armor

Space Required: 0

Description: Ships with no armor are more maneuverable, but are exposed to heavy damage when hit.

Modifiers: +3 to Dodge, +4 to dodge in an atmosphere; 0 DR, Speed +2

Very Light Armor

Space Required: 5% of Space

Description: Very Light Armor is common on some fighters.

Modifiers: +2 to Dodge, +3 to dodge in an atmosphere; 100 DR, Speed +0

Light Armor

Space Required: 5% of Space

Description: Light Armor is common on some fighters.

Modifiers: +1 to Dodge, +2 to dodge in an atmosphere; 500 DR, Speed -2

Medium Armor

Space Required: 5% of Space

Description: Medium Armor is common on some fighters.

Modifiers: +1 to Dodge, +1 to dodge in an atmosphere; 600 DR, Speed -4

Heavy Armor

Space Required: 5% of Space

Description: Heavy armor is common on most large ships and bombers.

Modifiers: +1 to Dodge, +0 to dodge in an atmosphere; 700 DR, Speed -6

Super-Heavy Armor

Space Required: 5% of Space

Description: Super-Heavy armor is common on battleships, star destroyers, and the like, although the rare freighter or even fighter may be equipped with it.

Modifiers: +0 to Dodge, -2 to dodge in an atmosphere; 800 DR

WEAPONS (OPTIONAL)

Weapons are optional for all ships. Cost for the weapon is equal to maximum damage x5.

Mounted Weapons

Weapons can be mounted at 1/10 the normal Space, but the weapon is disabled on a successful hit to that area, with no HT roll allowed. Each weapon also requires a power battery as well. Mounted weapons do not have to be listed with a arc of fire (front, rear, etc), but have a 360 degree fire arc instead.

Linked Weapons

Weapons can be linked at the cost of 1 space for extra controls per linked weapon. The *Falcon*, for example, has 4 mounted medium weapons (lasers), for a cost of 1/10 of the normal 80 (8) +1 for each weapon linked (4), for a total of 12 areas, plus 40 spaces for power to those weapons, for a total of 52 areas for the weapon. Linked weapons fire at the same time. While missile weapons fired while linked can be dodged separately, laser or ion weapons either miss or hit all at once.

Hidden Weapons

Hidden weapons take up the normal amount of space, but require 1 additional space point for controls.

Mine Droppers

Mine droppers require half the space and no space for power.

Low-Powered Weapon

Space Required: 10 areas of Space, 5 Space for power

Description: The ship has a small weapon.

Modifiers: d6x100 damage per weapon

Medium-Powered Weapon

Space Required: 20 areas of Space, 10 Space for power

Description: The ship has a normal weapon.

Modifiers: d6x200 damage

High-Powered Weapon

Space Required: 40 areas of Space, 20 Space for power

Description: The ship has a high-powered weapon, such as a missile launcher or heavy cannon.

Modifiers: d6x300 damage

Extreme-Powered Weapon

Space Required: 80 areas of Space, 20 Space for power

Description: The ship has a super-heavy weapon, such as a missile launcher or turbo-laser.

Modifiers: d6x400 damage

Ion weapons use 1d8 instead of 1d6, but cause no actual damage. They have a large likelihood to cause HT checks or lose systems, however.

Torpedoes and missiles use 1d10 instead of 1d6, but have a maximum skill of 10. Heat-seekers attack 3 times, but will follow the greatest amount of heat. They also have a limited number of shots (6 to eight, usually).

Mines automatically hit if a ship comes within their range and must be dodged.

DEFLECTOR SCREENS(OPTIONAL)

Deflector Screens

Space Required: 5% of Space for controls and power. An X-Wing requires 6 areas for deflector screens, while a Star Destroyer requires 800!

Description:

Deflector Screens do not actually shield from damage, but are built to draw weapons away from the ship before they strike. Deflectors are not measured in levels; instead, the ship either has them or it does not. If it does, the ship gains +2 to Dodge .

A ship with Deflectors has them on both the front and rear of the ship. The Deflectors can be placed at "all front" or "all rear" giving a +3 to dodge. However, if this is done and another pilot wins on a Maneuver to get an attack advantage, the pilot must pass a computer operations roll at -4 to get his deflectors back to where he wants them.

Each hit the ship takes requires the ship to make a HT roll or lose a deflector screen (the one that was hit).

If a ship spends at least 1000 in space for a Deflector Screen, it becomes a shield, blocking attacks with a skill of 10, or 1 per each 1000, whichever is greater. A Star Destroyer, with a 12,800 deflector cost, has a 12 skill Shield.

Modifiers: See Description

Cost: Areas protected x150

HYPERDRIVE(OPTIONAL)

Hyperdrive

Space Required: 5% per each multiplier, starting at x1. 15% of space would give a ship x3 to hyperspace speed, for example. x4 is the normal maximum, except for experimental systems.

Description: A hyperdrive allows a ship to travel from planet to planet and across the galaxy.

Modifiers: see above

Cost: 2000 per space required.

LANDING GEAR(OPTIONAL)

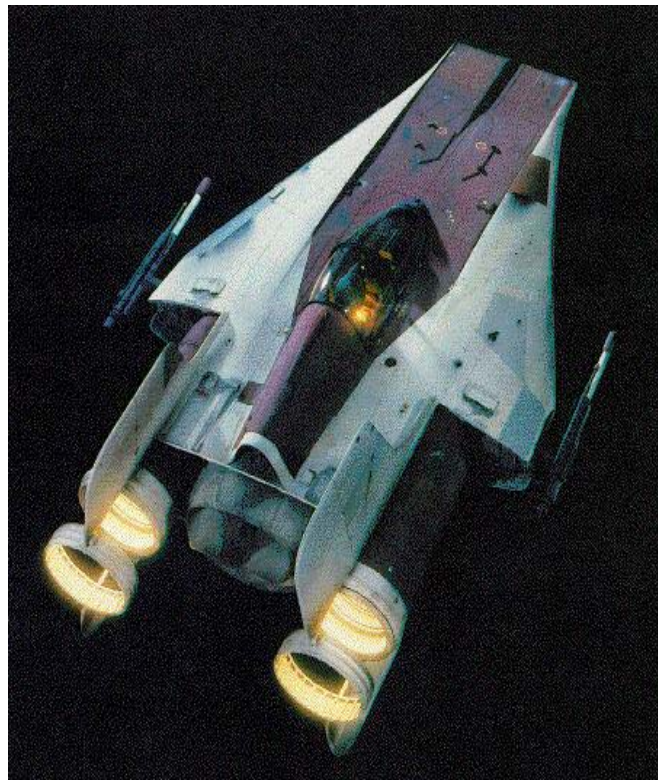
Landing Gear

Space Required: 0% or 5%

Description: Ships may have fixed landing gear at 0%, but the gear will be destroyed on any hit. A hard landing ship lands without gear but still requires 5% space for buffering systems and a shock-absorbing system.

Modifiers: None

Cost: 100 per space required



DROID POD(OPTIONAL)

Droid Pod

Space Required: 2 areas

Description: This pod allows any astromech droid to interact with the ship, giving it a bonus to interact with the ship's computer.

Modifiers: +3 to diagnose problems with the ship. In addition, the droid can repair up to the amount passed on a roll vs. it's Mechanic skill per turn, up to 1/10 of the damage the ship has taken. If it repairs any points to a system, there is a 20% chance it will function again, even if not fully repaired, but with a -4 on HT checks.

Cost: 500 credits

CARGO HOLD(OPTIONAL)

Cargo Hold

Space Required: Each 10 space areas gives the ability to store a person-sized object. 15 space areas could hold a speeder bike. 35 space areas could hold a car-sized object such as a land speeder.

Description: Cargo holds allow ships to carry loads of supplies. Life support in these areas is included in the space cost listed above.

Cost: None

Hidden Cargo Areas

Space Required: Same as Cargo, but such spaces have to be very small (2% of ship size) to not be found easily.

Landing Bay

Space Required: Ship Size +5% of the ship size

Description: Allows ships to land inside another ship that might be able to provide them with repairs and protection. An X-Wing could land on a ship with at least $120 \times .05 = 126$ space areas available for landing craft.

MEDIC/SCIENCE FACILITIES(OPTIONAL)

Medical or Scientific Facilities

Space Required: 15 per person

Description: The ship has a small medical platform for 1 person, with a stationary droid doctor (a few arms above the patient) and a retractable bacta-freeze tank. Includes scanners and table. This can also simulate a small but impressive science lab.

Modifiers: +2 to First Aid

Cost: 3,000

Advanced Medical Facilities

Space Required: 30 per person

Description: This includes plenty of room for a doctor to move about, a comfortable table and scanner platform for 1 person, a full bacta unit and room for all the tools necessary for medical aid or even surgery. This may also simulate a very impressive science area.

Modifiers: +4 to First Aid, +2 to all advanced medical skills.

Cost: 20,000

TRACTOR BEAM(OPTIONAL)

Tractor Beam

Space Required: 1 or more spaces.

Description: This is the ability for a ship to emit a powerful beam that can reel in, capture or hold a vehicle in place. Ships use their length in meters to escape such capture attempts, multiplied by their dodge bonus, plus 3d6. If the ship rolls higher it wins the contest.

For example, an X-Wing would have $(12.5 \times 2) + 24$ to resist a tractor beam. A tractor beam of 10 (40 points for the beam) attempts to capture the ship. The X-Wing rolls 3d6, rolling a 10, and adds this to his 24 for a total of 34. This does not pass the tractor beam's score and the ship is captured.

Note that some ships will easily escape a tractor beam or not have a fighting chance.

Modifiers: Each space areas spent on a single unit gives the tractor beam +4 to pull a ship in.

Cost: 500 per spaces spent



ENTERTAINMENT(OPTIONAL)

Entertainment Facilities

Space Required: At least 30 (for a few people), but can go to any amount.

Description: The ship has games and holo-entertainment for passengers. The more room used, the more impressive the area. 200 space areas gives +1 to rolls to impress customers, 400 gives +2, 800 gives +3, etc. Any new ship with entertainment will "wow" passengers, at least for a little while.

If necessary, half this room could be used for storage.

Cost: 10 per area prepared

CLOAKING DEVICE(OPTIONAL)

Cloaking Device

Space Required: 1000

Description: The ship can disappear from all known tracking devices and become only detectable by sight.

Modifiers: Weapon fire on these ships at -4 due to sensors being totally inoperable. Still, this makes little difference to most large ships. Instead, they rely on this ability to move right up to a planet before being recognized. Although useful, few ships in the Empire actually used Cloaking Devices, as they were incredibly expensive and the Empire liked for people to know that they were around, anyway.

Cost: 100,000

PRISON OR PASSENGERS(OPTIONAL)

Prisoner or Passengers

Space Required: 5 or 10

Description: Crew quarters (or prisoner cells) require 5 spaces for cramped seating or 10 for a large, comfortable area. The crew quarters cannot serve as a cockpit.

Cost: 500 or 1000

RETRACTABLE ATTACK POSITION (OPTIONAL)

Retractable Attack Position

Space Required: 8% of Space

Description: Smaller ships often have mechanics that allow them to enter a different mode for attack, and another for straight flying.

Modifiers: As long as the ship changes to the correct position, it gains +1 to Dodge and +1 to Maneuvers while in combat or +1 to HT rolls while not in combat position, simulating the toughness added by the interfolding parts that make up the device that purposely realign to give the vehicle maximum protection and limited energy use.

Cost: 500 per space used

DETACHABLE SECTION(OPTIONAL)

Detachable Section

Space Required: 5%

Description: Part of the ship can detach (usually the engines to the rear and the forward body and cockpit to the front) in case of emergency. The player should create two separate ships and add them together, as long as they combine to have all the required spaces. Some rare ships can separate to become two individual ships!

Cost: 200 per space used



STREAMLINING(OPTIONAL)

Atmospheric Streamlining

Space Required: 10% of ship Space

Description: This allows a ship to make Maneuverability and Dodge rolls at +3 while in the atmosphere.

Modifiers: +3 while in atmospheres

Cost: 500 per space used

EASILY MODIFIED(OPTIONAL)

Easily Modified

Space Required: 10% (for modular compartments)

Description: The ship can easily be taken apart and refitted with new devices. the mechanic's rolls are at +4 and modifications or repairs take only 1/5 the normal time if the changes are made by replacing systems.

Cost: 500 per space used

EXPERIMENTAL SYSTEM(OPTIONAL)

Experimental Systems

Space Required: 20%, modified by a dice roll, or 20 spaces, or the same as a normal system, or whatever the GM decides is appropriate. Subtract the number of successes against Engineer from the % required (if it is), to a minimum of 10%. Some experimental systems can be mounted like weapons, in which case they require 20 spaces, modified by the same dice roll. New weapons or sensors could be mounted, for example, but not a new armor system.

Description: Experimental systems allow a ship to do things other ships cannot do. Such systems often cause havoc as all of the bugs are worked out of the prototype model.

Modifiers: The ship's systems are at -2 HT when the ship is required to make a roll. This does not affect hit points, but rather the controls and energy devices such as blasters, deflector screens, hyperspace drives and the like. However, the designer of the ship can add +1 to nearly anything for each experimental system placed in the ship, or +100 to those measured in hundreds. Some examples include:

- +1 to the dice roll for damage
- +1 to maneuverability and dodge
- +1 to hit with a chosen weapon system
- +100 to armor, while keeping the same rating

Some ships are made of entirely experimental parts. Such ships are often plagued with computer bugs and other problems. When installing multiple experimental systems, the engineer can roll. On a success, the -2 HT penalty for the new system is only -1. On a critical success, there is no penalty. The roll is made only once unless a far superior engineer takes a swing at it. Nothing will get rid of the first -2 except trial and error over many months, or even years, of testing.

Cost: 2000 per space required (minimum 30,000). If added to a normal system (improved damage for a weapon or more endurance for armor, for example), the experiment costs no extra space but the price is *quadrupled*. A hyperdrive for an X-Wing costs 42,000 credits. An experimental model that gave the ship another x1 to hyperdrive speed would cost 168,000 credits, not to mention the cost of research, and cause HT rolls (for equipment use only) to be at -2.

After 1 year of use, the designer of the system makes a roll at Engineer - 5. If the roll passes, the design is a success and the -2 to HT is gone. If he fails, the part is scrapped or redesigned as another experiment.

DOCK (OPTIONAL)

Dock

Space Required: 1

Description: the ship has a dock that can be used to exit the ship or to attach to another ship.

Modifiers: None

Cost: 250

ESCAPE POD (OPTIONAL)

Escape Pod

Space Required: Escape pods vary in size and shape - they are, in effect, tiny ships. The space required to attach an Escape Pod the ship is 10% - 90% of the escape pod's size, depending on how much of the pod is actually protected by the ship.

Description: Escape pods are usually nothing more than big engines with a little room that can enter an atmosphere and land. As the name implies, they are meant for nothing more than getting off a ship.

Cost: 100 per space required + cost of pod

SUBMERSIBLE (OPTIONAL)

Submersible

Space Required: 5% of Space

Description: The ship has the ability to travel underwater as well as in space.

Cost: 200 per space required

HEADLIGHTS AND SEARCHLIGHTS (OPTIONAL)

Headlights and Searchlights

Space Required: 1% of Space

Description: The ship has lights that make it possible to fly slowly in the dark. For 2% of ship space powerful lights can be added that can search out objects on the ground or make it easier to fly.

Cost: 50 x space required

ADVANCED SENSORS (OPTIONAL)

Advanced Sensors

Space Required: 2 or more

Description: Advanced sensors allow bonuses to the rolls for sensors to detect things at a distance, or to detect them at all. Each +1 to the sensors (+8 maximum) allows a ship to scan across 25% more of a sector. Advanced sensors are very expensive and cannot detect ships in hyperspace, so are often not included with most ships.

Modifiers: +1 for each 2 Space spent.

Cost: 1000 per space required

ROBOT ARM (OPTIONAL)

Robot Arm

Space Required: 2

Description: A robot arm can be used to pick up cargo and the like. If this option is taken and a weapon choice added, the designer can combine them to make a weapon that grapples another ship, but this is almost unheard of due to range restrictions.

Cost: 300

ADVANCED COMMUNICATION AND JAMMERS (OPTIONAL)

Advanced Communications and Jammers

Space Required: 15

Description: The communications equipment on the ship pick up signals easily (+2 to such rolls) and can be used to jam signals in the area (-10 to get signals out).

Cost: 8,000 per unit

COMPACT SYSTEM (OPTIONAL)

Compact System

Space Required: 1/2 normal space for the unit

Description: This is not a system itself, but a modifier that can be added to many systems on a ship. It allows the system to work at 1/2 it's normal Space requirement, but at a greater cost.

Many systems cannot be Compact. This includes cockpits, life support, armor, droid pods, cargo space, medical facilities, entertainment, cloaking device, prisoner & passengers, Retractable Att Position, Detachable Section, Atmosphere Streamlining, Easily Modified, Dock, Escape Pod, Submersible, Headlights & Searchlights, and Robot Arms.

Systems available to make compact include Systems, Engines, Repulsorlifts, Weapons, Deflector Screens, Hyperdrive, Landing Gear, Tractor Beam, Experimental Systems (after at least 6 months of testing), Advanced Systems and Advanced Com.

Cost: triple the normal cost for the unit



OTHER DESIGN NOTES

To Hit Modifier

The ship's size adds to the chance that it might be hit in combat. Multiply the ship's size in meters by 10. For each 130 areas, the ship is at +1 to be hit. A star destroyer is at +123 to be hit, for example. However, any distraction causes the modifier to become 1/10 of its normal amount, rounded normally. So, the Falcon, by entering the asteroid field, caused the TIE fighters to lose the normal +2 they had to hit it.

The same modifier, in reverse, is subtracted from the chance to Dodge. For example, the Millennium Falcon has a -2 Dodge penalty.

Maneuverability is affected by size

Giant sizes make ships hard to maneuver. Ships have a Dodge modifier equal to the To Hit modifier. The Millennium Falcon has a -2 Dodge/Maneuver due to its size, while a Star Destroyer has a -123! Star Destroyers can't fly out of an asteroid field, they have to blast their way through.

VEHICLE AGE AND HEALTH

The older a vehicle gets, the more it breaks down and the less expensive it becomes.

Note that a refit gives the ship +1 to HT (a critical on a refitting roll (starship engineering) gives the ship +2). A refit cannot be applied to a new vehicle, and can only be applied once until the GM decides the vehicle has once again slipped into Worn or Old condition (and receives that HT score). To refit (or repair) a vehicle the ship needs a building or repair facility large enough to house the ship and a number of days equal to the Spaces divided by 50 (round down), thanks to droids. If no droids are available, divide the Spaces by 10. An x-wing would take 2 days to repair with a droid, or 12 days without. Divide the spaces by 100 (round down) to determine how many droids it takes to repair a ship on time.

New and Perfectly Made

This age for a vehicle indicates a vehicle that is not only brand new, but is made by the very best technicians who got every single thing right the first time. These are very rare ships indeed, the prime example being the Jedi Starfighter.

Health: 18

Cost: x2

New

The vehicle is out of testing and works very well. Being brand new, age has not had an effect on the vehicle's performance.

Health: 15

Cost: Normal

Worn

The vehicle is used, with probably 5-10 years of operation.

Health: 12

Cost: One-half

Old

The vehicle has been in use for a long time, possibly 15-20 years (or even longer). By this time, the ship has developed its own quirks, and strange things happen such as systems giving out and strange sounds coming from the ship are common.

Health: 9

Cost: One-eighth

SPECIAL WEAPONS

Ion Weapons - If hit by an ion weapon, the ship does not receive damage, but must make a HT roll with a negative equal to the rolled damage divided by 100, or the ship loses all control and drifts. Deflector screens fail as well. The effect lasts for 2d6 turns - half that if the ship has a droid pod and the droid passed its own HT roll.

Mine Droppers - Mine droppers do not have to launch weapons, so they only require half the space and no power.

EMERGENCY POWER

All ships have emergency power, which allows the ship's systems to function when normal power is offline, but will not power the ship's shields or weapons and engines as considered small. A ship without emergency power gains an additional 1% space (1 space minimum). A ship can use this power to boost a system (in the same manner as an Experimental System), but the ship has to make a HT roll when doing so or the Emergency Power gives out and the system receives the *opposite* effect of the boost.

SHIP SIZES AND SKILL REQUIRED

Multiply the ship length x10 on the following chart:

up to 170	Fighter, Shuttle -1
176 - 200	Fighter -1, Freighter -2, Shuttle
201 - 225	Fighter -2, Freighter -1, Shuttle -1
226 - 400	Freighter, Shuttle -2
401 - 1000	Freighter -1, Capitol -2, Cruiser -1
1001 - 1500	Capitol -1, Freighter -2, Cruiser
1500 +	Capitol, Cruiser -1

NON-ATMOSPHERE CAPABLE SHIPS

Some large ships (including space stations) are not capable of entering an atmosphere. The advantage to this is that the ship is not required to have repulsorlifts.

ADJUSTING SPEEDS TO ENGINES

Some ships will have more space than the engine was designed for, or too little. In this case, the ship's performance will adjust to reflect the engine size.

For each full 20% above the total space the engines were purchased for, the ship is considered to have the next lowest engine size. If there is no next lowest engine size (the ship has less than small engines), the ship cannot move in the atmosphere and is extremely slow in space.

Note that hyperdrive is also calculated in this fashion (mass, not weight, being the factor), with each 20% above lessening the hyperdrive by -1.

The opposite is true as well, with 20% less increasing speed (or hyperdrive) by +1.

For example, the *Pathfinder* has 250 normal spaces, and the engines were designed for this weight. 20% of this area is 50 spaces. So, at 300 and 350 the ship's speed would be modified. After additions, the ship uses 334 spaces, a total of -1 to engine size and hyperdrive speed. However, if the ship separates, it uses 234 spaces. This would not modify its speed.

SHIP REPAIR - HIT POINTS

When a ship is damaged, the only option to have it back at 100% is to repair it.

To repair hit points, the character must pass a roll using his Mechanic (Starships) skill. Each roll takes about 15 minutes and repairs as many hit points as the character passed his roll by. This assumes that the mechanic has parts and droids. If not, each roll counts as an hour. If parts are not available, the character must jury-rig (see below).

For example, if the mechanic has a Mechanic (starship) skill at 17. His ship has taken 200 points of damage. He begins rolling. If his average roll is 10, he will repair about 28 points per hour. In four hours he will be able to repair the ship, with average rolls.

Many people can work on repairing a ship, but the ship can not have more than its length in meters repaired per hour.

It costs 1000 credits per hit point to repair a ship.

SHIP REPAIR - SYSTEMS

Sometimes, a ship loses a system that must be repaired for the ship to work properly again. Repairing a system works in the same manner as repairing hit points. Multiply the system's spaces by 100 to determine how much repair is necessary. While a system may have only taken a small amount of damage, the entire system must be examined and/or replaced to make sure it is functional. It costs 1/10 the cost of the system to repair it.

If the character pays the price for the entire system again, and the parts are available, he can replace the entire system. This allows him to *triple* his points he rolls to repair a system.

JURY-RIGGING

Sometimes, due to need of rapid repairs or limited parts, a ship's systems must be repaired while not using the correct parts, called *jury-rigging*. Many starships have their share of welded parts, tape and glue. Hit points cannot be jury-rigged, but systems can.

When a character jury-rigs a ship system, that system suffers a -3 HT on rolls to keep that system. The character must also roll vs. mechanic (starships) to keep the system from failing. Experimental systems are at Mechanic (starships) -5. A failed system takes double the normal hit points to repair. A jury-rigged system must make a HT check when used to stay functioning.

Jury-rigged systems can cause other systems to fail. Once per month or battle, roll 1d6-1 on the Systems chart. If the result is 0, nothing happens. If a system turns up, the system must pass a HT check or fail.

For all the problems, jury-rigging does have advantages. Cost of repairs are 1% of normal, and the points earned with repair rolls while repairing a system are x4 while jury-rigging the system (later rolls to repair the system are at the normal rate).



BUYING USED PARTS

Parts can be purchased from used ship dealers across the galaxy. Old parts (that are *usable*) can be purchased to repair systems and armor, using the same modifiers to cost and HT as ship age.