

Horizontech Catalogue 003

*Unique
Starships 2*

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*Necromancers
of the Northwest*

STARFINDER
COMPATIBLE

Credits

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Introduction

Starships are an important facet of any science fiction story. In many ways, a starship is as much a character as any of the protagonists, each with its own unique style and flair. While it can be fun to create your own starship from scratch, sometimes it can be equally valuable to invest in an existing starship with a ready-made history. This product includes 5 new starships complete with stat blocks, unique abilities, and backstories that make them more than just a collection of numbers. Each of these ships comes ready to be inserted into your game. Here in you will find derelict ships perfect for heroic PCs just getting started, as well as dangerous foes for the PCs to face, and even potential allies.

LONG HORIZON

TIER 1

Medium explorer

Speed 8; **Maneuverability** good (+1 Piloting, turn 1);

Hyperspace 1

AC 13; **TL** 15

HP 55; **DT** —; **CT** 11

Shields basic 10 (forward 4, port 2, starboard 2, aft 2)

Attack (Forward) light laser cannon (2d4)

Attack (Turret) light laser cannon (2d4)

Power Core Arcus Heavy (130 PCU); **Hyperspace**

Engine Signal Basic; **Systems** basic computer, crew quarters (common), cut-rate sensors, M8 thrusters, mk 2 armor, mk 4 defenses; **Expansion Bays** cargo hold (3), recreation suite

CREW

Minimum Crew 1; **Max Crew** 6

An exploratory craft of strange and unknown origin, the Long Horizon is a sleek starship of dark metal and unusual curved appearance. Quite pleasant to look at, this light explorer appears as a section of space itself as it moves about. From the outside, very little fault could be found with this spacecraft, which is both stylish and sturdy.

From the inside, however, it is a completely different story; the Long Horizon seems to have been built on a budget that greatly emphasized style over substance, and many of the ship's systems are cut-rate modules that function well below the galactic standard for such equipment. The ship's computer is also quite quirky, with a rather vain and self-centered personality. To make matters worse, accidents are prone to happen all throughout the ship, with mechanical breakdowns being common in the ship's accommodations, as well as in the personal devices of the crew.

For all its faults, though, the Long Horizon is something of a bargain, and its former owners go to great lengths to extol its virtues to new buyers, glossing over the budget systems as frugal and fiscally sound, while neglecting to mention the "horizon curse," as it's come to be known to new buyers. Those looking for a ship on the cheap are unlikely to do much better, and the Long Horizon certainly offers the opportunity for those just starting out to take the helm.

The tendency for inconvenient accidents and unfortunate equipment malfunctions that have come to be known

as the horizon's curse are the work of a pair of invisible space-going fey who delight in causing mayhem. Over time, the fey actually grow quite fond of their crew, however, and will go out of their way to keep things running smoothly and defending the ship from intruders. Leaving offerings of food or shiny trinkets expedites this process, and quickly reverses the ill fortunes that plague the Long Horizon.

Special Ability

Faerie Helpers: The invisible fey that are responsible for the health of the ship move unseen in engineering during combat, providing a +2 circumstance bonus to any checks made by the engineers. Unattended items and objects have a 10% chance per day of being stolen or broken while unattended.

TRANSOLAR COURIER SHIP

TIER 8

Medium transport

Speed 12; **Maneuverability** average (+0 Piloting, turn 2); **Hyperspace** 2

AC 26; **TL** 22

HP 100; **DT** —; **CT** 20

Shields medium 160 (forward 40, port 40, starboard 40, aft 40)

Attack (Forward) persistent particle beam (10d6)

Attack (Turret) light laser cannon (2d4), light laser cannon (2d4)

Power Core Nova Ultra (300 PCU); **Hyperspace Engine** Signal Booster; **Systems** advanced medium-range sensors, anti-hacking systems, basic computer, biometric locks, crew quarters (common), M12 thrusters, mk 8 armor, mk 5 defenses; **Expansion Bays** cargo holds (4), passenger seating

CREW

Minimum Crew 1; **Max Crew** 6

Captain Bluff +17 (8 ranks), Diplomacy +12 (8 ranks), Intimidate +12 (8 ranks)

Engineer Engineering +12 (8 ranks)

Gunner (3) gunnery +12

Science Officer Computers + 12 (8 ranks)

Pilot Piloting +17 (8 ranks)

This saucer-shaped vessel is a fairly common sight on space lanes throughout the galaxy. A Transsollar courier ship is mid-weight transport capable of delivering goods or passengers safely and securely across space. Though each of these ships belongs to the massive Transsolar Shipping Company, each is owned and operated individually by a small crew. This particular ship has the designation Starcrossing, and is silver in color with laser turrets located on both the top and the bottom of the craft, allowing the ship to fire in 360 degrees, should it have need to defend its cargo. The ship's sleek look adheres to all the professional standards required of transsolar ships, but the Starcrossing has a little extra shine and polish, a sure sign that the owner-operators take pride in their work and in the appearance of their craft. Though Transsolar vessels are work crafts, they operate on a lease that gives the individual owner license to do what they please and take fares as they see fit, provided they continue to meet the required

earnings quota, meaning that vessels just like this one can be found doing a wide variety of things throughout the galaxy.

The Starcrossing, for example, spends very little time on the company job board, preferring to pick its fares up in bars and taverns on the more dangerous planets. Since Transsolar collects a portion of all fares and the Starcrossing only takes on lucrative and dangerous jobs, they have little trouble meeting the earnings quota required by the corporation. Captained by Jessica King, the Starcrossing is something of a famous sight in the outer territories; whether delivering mysterious packages between warlords, or distributing relief supplies to areas struck by disaster or victims of recent conflicts, the ship is always flying dangerous missions that suit the adventurous spirit of her crew.

Never one to back down from a sticky situation, Captain King is always looking to stir up some excitement, much to the satisfaction of her crew. Stories of her heroism have made her something of a famous personage, both within Transsolar and in the dangerous territories in which she tends to operate. As such, her ship's noble fame allows her to easily take jobs across the quadrant with many different kinds of clientele. However, she has also garnered her share of enemies, including a true nemesis in the form of Commodore Kaileen Morris of the rogue destroyer Cutlass. Frequently taking opposing contracts, the two ships run afoul of each other at seemingly every turn, often to the disadvantage of the Starcrossing. One such recent conflict prompted an upgrade in weaponry, beyond the standard outfit for a Transsolar courier vessel, in the form of a persistent particle beam. Even with her new weaponry, Captain King frequently finds herself in need of additional support for particularly risky missions.

Special Ability

Company Ship: A Transsolar courier ship is exceptionally suited to teamwork. Allied ships gain a +1 bonus to all rolls during combat.

SCREAMING EAGLE TIER 10

Tiny racer

Speed 14; Maneuverability perfect (+2 Piloting, turn 0);

Hyperspace 5

AC 37; **TL** 31

HP 30; **DT** —; **CT** 6

Shields medium 100 (forward 25, port 25, starboard 25, aft 25)

Attack (Forward) light EMP cannon (special)

Attack (Aft) light EMP cannon (special)

Power Core Pulse Blue (200); **Hyperspace Engine**

Signal Ultra; **Systems** advanced long-range sensors, anti-hacking systems, mk 15 armor, mk 13 defenses, mk 8 mononode, T14 thrusters; **Expansion Bays** none

CREW

Minimum Crew 1; **Max Crew** 1

Pilot gunnery +10, Piloting +21 (10 ranks)

This one-man starship represents the height of racing tech and custom spirit. It resembles an old style jet fighter with a narrow streamlined body and sweeping

wings, each equipped with additional thrusters in order to propel the ship at hyper-speeds. Flamboyantly painted, the Screaming Eagle changes looks in accordance with the whims of its legendary pilot, the mysterious Johnny. Though in the past it has borne simple paint jobs of deep midnight blue, gleaming silver with red racing stripes, or a coat of a deep green with yellow bird decals, of late the famed racer has been displaying ever more elaborate paint jobs. Usually the ship bears at least a few logos from sponsors, or from the brand name custom components that the Screaming Eagle employs. Whatever the paint job, a single feature always remains constant: a faux eagle's head painted upon the nose of the craft, its mouth open in a defiant cry.

The ship is a terror on the galactic racing circuit and is a well-established presence in both sanctioned and unsanctioned races throughout the galaxy. Possibly the fastest ship in a straight line, the Screaming Eagle does suffer somewhat when it comes to turns, leaving it a great credit to the ship's pilot that the vehicle handles itself so well in the complex circuits of the most intense and exotic race courses. Holding several high place finishes in nearly every major race in the galaxy, most notably, the Screaming Eagle took 1st place in the Kalimon Derby as a walk on, and took the championship in the Red Dwarf Invitational.

Now a legend in the extensive annals of Kalimon Derby racing lore, the Screaming Eagle entered the race as a walk on after demolishing the competition in the qualifying races, easily defeating the other amateur entries. Even though Johnny and his ship easily defeated their competition, they were still among the longest odds in a race against professional teams and corporate sponsors. Things looked even bleaker when, after time trials, the Screaming Eagle had one of the most disadvantageous starting positions. Never one to back down from a challenge, the Screaming Eagle burst out of the gates and through reckless piloting quickly joined the pack at the front of the race, finding itself in a contest among several much more expensive racers. Several of the forward craft were teammates and each tried to make things difficult for the Eagle by limiting its lanes and forcing it into daring maneuvers to avoid a crash, so that one of their mates might claim an easy victory. However, cunning piloting by Johnny led several of the ships to crash into one another, and following the display, the Eagle cruised to victory.

Similarly, the Red Dwarf Invitational was fraught with drama, as the Screaming Eagle was sabotaged by a rival racer, the Breaching Shark. Even though the Eagle was forced to make repairs during the race, it managed a come from behind victory thanks to the dangerous prototype engines that Johnny designed himself. The engines were enough for an easy victory, and he has raced with them ever since.

Perhaps more impressive than even the major circuit race wins of the Screaming Eagle are the unsanctioned races that Johnny undergoes to fund his ship. Challenging ships great and small to races with outrageous stakes, often wagering his ship against the other, Johnny can be found in cantinas and pubs throughout space, always looking for the next mark

that he can squeeze for a little cash in order to further upgrade his craft. For his part, Johnny is a mysterious fellow who likes to play things close to the vest. He lives only for racing and seems to care little for anything else. To his credit, he is perhaps the finest living pilot and is in charge of one of the most impressive racers ever cobbled together.

Special Ability

Speed Racer: The Screaming Eagle has its movement rating increased by 4 whenever it moves in a straight line.

SCIENCE STATION 007

TIER 14

Gargantuan carrier

Speed 4; Maneuverability poor (-1 Piloting, turn 3);

Hyperspace 1

AC 32; **TL** 28

HP 330; **DT** 10; **CT** 66

Shields light 60 (forward 15, port 15, starboard 15, aft 15)

Attack (Turret) light EMP cannon (special), light EMP cannon (special)

Power Core Gateway Heavy (400 PCU); **Hyperspace**

Engine Signal Basic; **Systems** advanced long-range sensors, anti-hacking system, biometric locks, crew quarters (luxurious), G4 thrusters, mk 12 armor, mk 11 defenses, mk 2 trinode; **Expansion Bays** arcane laboratory, guest quarters (5), hanger bay, science lab, synthesis bay, tech workshop

CREW

Minimum Crew 75; **Max Crew** 200

Captain Bluff +18 (14 ranks), Diplomacy +24 (14 ranks)

Engineer (5 officers, 20 crew each) Engineering +24 (14 ranks)

Gunner (2 officers, 5 crew each) gunnery +14

Science Officer (10 officers, 5 crew each) Computers +24 (14 ranks)

Pilot Piloting +16 (14 ranks)

Resembling a large sphere surrounded by a floating ring, this science station is one of 1,000 identical stations produced by the Forest Research Group to study galactic phenomenon. Though the Forest Research Group designed and built these stations, very few remain under the group's direct control, as the majority are lent to universities and other research groups with tight focuses. This particular ship is currently leased to the Interstellar University, and is being used to research stars.

The station plays home to a wide variety of visiting scholars, with the actual people on board shifting in accordance with the projects the station is currently undertaking, and the interests and expertise of scientists partnered with the university. The only permanent staff are the university-supplied bridge crew, responsible for keeping the station operational and getting the ship through combat, should it be attacked (an occurrence that happens all too often), as well as the ship's administrator Dr Graven and her personal staff headed by Dr Ivan Igram, a specialist in utilizing solar energy. The rest of the station's complement varies in accordance with location and mission.

The station is committed to general solar research and expanding the bounds of knowledge as it relates to stars, including their formation, energy consumption, processes, effects on gravity, and improving predictions of solar storms. However, the true focus of the administrator is on harvesting solar energy and materials in order to enhance production or make a more efficient base material that is cheaper and easier to use than the existing base polymers. To that end, in addition to a powerful computer (frequently reset to prevent the development of quirks that might impede research), the station boasts science stations and all forms of crafting stations in order to test harvested materials.

In addition to the facilities used in the regular course of the ship's scientific research are several areas for recreation and residence, in order to house the scientists and keep them from going stir-crazy during their stay. The station also boasts powerful shields to withstand solar radiation, and powerful weaponry to protect itself from marauders.

Conflicts at the station are far from uncommon, as they frequently fall under attack by those who believe it a soft target full of valuable materials. Beyond even common marauders, the station administrator has been known to direct it into disputed or forbidden territories to study more interesting solar phenomenon. Often the locals don't react very well to this kind of thing, and that's when the station's captain, an overworked and underpaid human man called Harlile, springs into action.

Special Ability

Applied Science: Objects crafted at the Science Station 007's crafting stations consume only 20% of the resources they normally would.

PLANET KILLER

TIER 20

Colossal dreadnaught

Speed 4; Maneuverability clumsy (-2 Piloting, turn 4);

Hyperspace 1

AC 32; **TL** 33

HP 650; **DT** 15; **CT** 130

Shields superior 600 (forward 150, port 150, starboard 150, aft 150)

Attack (Forward) antimatter mega-missile launcher (4d10 x 10, limited fire 5), antimatter mega-missile launcher (4d10 x 10, limited fire 5)

Attack (Port) mass driver (2d6 x 10)

Attack (Starboard) mass driver (2d6 x 10)

Attack (Turret) railgun (8d4), railgun (8d4)

Power Core Gateway Ultra x4 (500 PCU); **Hyperspace**

Engine Signal Basic; **Systems** advanced long-range sensors, anti-hacking systems, biometric locks, C4 thrusters, crew quarters (common), mk 10 armor, mk 13 defenses, mk 4 monode, self-destruct system;

Expansion Bays hanger bay, life boats, power core housing (4), sealed environment chamber

CREW

Minimum Crew 125; **Max Crew** 500

Captain Bluff +24 (20 ranks), Diplomacy +24 (20 ranks), Intimidate +29 (20 ranks)

Engineer (5 officers, 20 crew each) Engineering +24 (20 ranks)



Gunner (6 officers, 5 crew each) gunnery +35
Science Officer (4 officers, 5 crew each) Computers +24 (20 ranks)
Pilot Piloting +29 (20 ranks)

Little is known of this monstrous craft of alien origin, except that when it appears, the hour of doom is at hand. Of modular construction, this ship is generally ring-shaped with numerous weapon batteries placed all about it. It is jet black, lined with spikes of color produced by electric lights and burning plasma coils, which deliver power along the Planet Killer's rings, allowing it to evenly distribute power throughout the ship. More precise details are difficult to come by, as the accounts of survivors tend to vary somewhat wildly. Some have claimed to see planets in the center of the ring, hanging in a strange space bathed in the light of impossible stars. Others claim to have seen the planets around the ring itself, all abuzz with odd lights and shadows. Still, these accounts are scattered and tainted by madness, usually following the destruction of the victim's home world. No full scan exists of this dread starship, but long-range scans indicate that it is powered by devices similar to, but different from, any known power cell, and it seems to possess the most advanced known weaponry.

Strange signals on broadband radio precede the ship's arrival, though what message, if any, is carried in these signals has not yet been determined. This strange telemetry is the best known of the mysteries of the ship known as the Planet Killer. Scientists from around the galaxy have been trying to decode this signal in vain for over 13 months. No known mathematical or language pattern so far has proven useful, and the noise seems to be just that: noise. Nonetheless, speculation regarding the significance of this noise is still the subject of much debate and endless conspiracy theories, most of which come from those far from the ship's reign of terror. In addition to the strange signals and odd reports about visible planets, the origin of the ship and who built it are quite unknown, as no government or corporate entity has claimed responsibility for building the craft. It is also curious that despite the craft's apparent alien origin, it doesn't possess any components that aren't known in the core worlds, and its device seem to function in the same way as those used on other more common vessels.

Special Ability

Planet Killer: The Planet Killer can reduce the current value of its shields by half during the engineering phase in order to make an additional attack with each of its weapons.

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