

Horizontech Catalogue 001

New Starship

Systems

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*Necromancers
of the Northwest*

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Credits

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Introduction

The star ship is an essential part of any good science fiction story, from the *Enterprise* to the *Millennium Falcon* these ships capture our imagination with their vibrant details and astonishing forms. These classic ships are in many ways as much characters in the stories they feature in as the crew that mans them. It should be no surprise then that in a science fiction fantasy game like the *Starfinder Roleplaying Game* that star ships are going to be something that command players interests. The core rules already provide details for how to construct your very own spaceship unique to the players that intend to explore the galaxy with it. This humble tome aims to aid players in that endeavor by providing them with even more options to build their ship. You will find new expansion bays, new weapons and even more options to make your new star ship something the universe has never seen before.

New Starship Systems

The following section presents new systems for starships. They are divided up by type of system, and presented in alphabetical order.

Expansion Bays

The following section presents new systems that fill expansion bays.

Augmented Engine Apparatus

PCU 30; BP 20

Consuming a large space, this complex mass of mechanical components and volatile fuel can be used to directly feed a mixture of potent ingredients to the starship's thrusters, greatly increasing the starship's speed at the cost of its hull integrity. Activating the augmented engines is done during the engineering phase of space combat, and consumes the action of the engineer. Once activated, the starship gains 5 speed but suffers 10 points damage to its Hull Point each round as the whole ship begins to shake apart. Deactivating the augmented engine apparatus is also done by an engineer and requires an action during the engineering phase. While the augmented engines are active, power diverted to the engines results in a gain of 4 speed, rather than 2, but causes the engines to deal 15 points damage to the ship's Hull Points that round. Because of the extreme danger, augmented engine apparatuses are usually only found on very large starships, or are used only sparingly.

Automated Factory

PCU 30; BP 20; Minimum Size Large

An automated factory is a computer-run factory that can aid in the construction of magical, mundane, and technological goods. The automated factory can always assist in creating non-

Table: Expansion Bays

<u>Expansion Bay</u>	<u>PCU</u>	<u>Cost (in BP)</u>
Augmented engine apparatus	30	20
Automated factory	30	20
Brig	4	5
Hyperspace communications array	10	20
Kitchen	3	5
Library	5	10
Onboard college	0	10
Rearmament bay	20	30
School hall	0	5
Scout lab	15	15
Shield generators	40	60

magical low-tech items, such as furniture, clothing, and the like, but a starship must also have an arcane laboratory or a technology lab in order to create magical or technological goods, respectively. The time required to craft goods on a ship outfitted with an automated factory is reduced by half. A starship outfitted with multiple automatic factories further reduces this time by half again.

Brig

PCU 4; BP 5

This bay is converted into a small prison for holding unruly passengers, captured prisoners, or anyone else not fit to be housed with the rest of the general population. A brig contains both mundane security measures such as iron bars or high walls, as well as more sophisticated technology such as cameras, force fields, and other systems to keep the prisoners secure and allow for easy monitoring. The brig can house up to 2 creatures.

Hyperspace Communications Array

PCU 10; BP 20

This bay contains specialized equipment for sending messages through hyperspace to other similarly outfitted vessels, labs, or satellites capable of receiving the signals. Not only is this form of communication exceptionally fast, but messages sent this way are very difficult to intercept except by magical means, and any non-magical attempt to intercept communications sent by a hyperspace communications array require a similar device in order to even have a chance of being successful. The amount of time it takes to send a message with a hyperspace communications array depends on the relative distance in hyperspace the message has to travel. For in-system communication, as well as to devices located on or near a hyperspace nexus, the time required to send the message is negligible, allowing for real-time communication. For civilized space locations it requires a few seconds for the message to be received, the



equivalent of a combat round. A message sent to a location in frontier space requires 1 minute to be received. A starship must be outfitted with a hyperspace drive to be outfitted with this expansion bay.

Kitchen

PCU 3; BP 5

This fully functional kitchen suite comes fully stocked with the best in modern equipment and a wide host of ingredients. Either fully automated or staffed with a live-in chef, a kitchen provides a diverse and nutritious menu for the starship's crew and passengers to enjoy. A single kitchen can feed up to 20 people per day without need of acquiring foodstuffs elsewhere (the kitchen's budget is included in the Build Point cost). In addition to seeing to the crew's nourishment, a kitchen allows for a customizable menu and an opportunity to relieve stress. Some kitchens include full service bars or other culinary services, at the discretion of the builders. The starting attitudes of NPC crew members on ships containing one of these kitchens is increased by one step; at the GM's discretion, this bonus may also apply to other guest aboard the ship.

Library

PCU 5; BP 10

The starship is outfitted with an onboard library containing digital or print records on a wide variety of topics. The library also contains comfortable furnishing and controlled light and sound levels, allowing visitors to choose the level of noise they wish to experience or filter out, as well as the light level. These

settings have an option to be locked to the preferences of one or more VIPs when they are using the library, to prevent the settings from changing when other guests enter the library. The library's vast collection reduces the DC to recall knowledge by 5. Some libraries are more specialized in a single area and are tied to a single skill. When using that skill to recall knowledge in conjunction with such a library, the DC is reduced by 10 instead.

Onboard College

PCU 0; BP 10 (or 2 if starship already possesses a school hall)

The starship is outfitted with higher learning facilities, similar to a school hall, but with more advanced material and more guided instruction. A character who spends at least 8 hours studying at an onboard college per day for 1 month (this time need not be spent consecutively) can gain a single rank in a skill for which she already has at least 1 rank. This rank cannot allow the character to have more ranks in that skill than she would normally be allowed for her level. A single character cannot gain more than 3 skill ranks in this way.

Rearmament Bay

PCU 20; BP 30

This bay is attached to one or more of the weapon mounts on the starship and contains a specially designed rig and series of motors and hatches. By default, the bay contains a light weapon mount. For a heavy weapon mount, the cost in Build Points goes up to 40, and the PCU requirement is increased to 25; for a capital weapon mount, the cost in Build Points goes up

to 50, and the PCU requirement is increased to 30. The starship must have the same type of weapon mount as the one in the rearmament bay. The rearmament bay can have a weapon mounted on, as normal with a weapon mount. At any given time, only one of these two weapons can be used, while the other remains within the expansion bay. During the engineering phase, an engineer can use his action in order to switch which weapon can be used.

School Hall

PCU 0; BP 5

The starship is equipped with a school where young folks and the curious can learn. Typically, these schools are run in part or in whole by the starship's onboard computer systems, but may employ a teacher as well as staff and other aides. In addition to providing space for learning, including desks, chairs, and view screens, a school hall also provides computer-assisted learning. Starships outfitted with school halls provide vastly accelerated learning, allowing a character who studies at the school hall at least 8 hours per day for 1 month (this time need not be spent consecutively) to gain a single rank in a skill for which they have no ranks. A single character cannot gain more than 3 skill ranks in this way.

Scout Lab

PCU 15; BP 15

A scout lab contains sophisticated equipment for scanning pockets of hyperspace to find more direct routes through it. A starship's scout lab can be operated by a single individual, or it can be tied directly to the starship's computer, allowing it to be run automatically, but increasing its PCU requirement by 5. In either configuration, the scout lab allows for faster travel in hyperspace, adding 1 to the starship's hyperspace engine rating. Additionally, the starship gains +1 AC while in hyperspace, due to more efficient maneuvering.

Shield Generators

PCU 40; BP 60

Specialized engineering components are housed in this bay, which provide additional energy specifically to the starship's shields. Whenever an engineer diverts power to the shields during combat, the shields regain 10% of the starship's power core's PCU output to their Shield Points, to a maximum of the shield's normal Shield Points. Multiple shield generators can be installed upon the same ship, and they are more efficient when linked together. Each additional shield generator consumes only 10 PCU and has a BP cost of 20, and when power is diverted to the shields, they increase the amount of power restored by a further 5% of the starship's power core PCU, to a maximum of 25% of the starship's power core's PCU output.

Security Measures

Gravity Security

PCU 5; BP 10

The starship is equipped with the ability to locally control the gravity in various areas of the starship. The system is voice activated, and when the appropriate security code is spoken, gravity can either be eliminated within an area of the starship, stranding characters unable to fly or operate in a zero-gravity environment in midair, or the gravity can be increased, effectively slowing all characters in an area. A second command releases the new gravity condition, reverting back to the ship's normal gravity conditions.

More New Systems

Emergency Seals

PCU 5 or 10; BP 10 or 15

Available either as a command function that can be activated either by voice or by computer terminal, this security feature causes barriers to rapidly restrict access in the starship. These barriers can take one of two forms, either as solid bulkheads that rapidly descend, or as force fields that rapidly coalesce around problem areas or individuals. In the case of the bulkheads, they must be installed in particular sections of the starship, usually covering all doors and major passageways, but may be installed in other areas as well. Though cheaper, the bulkheads are less precise. The bulkheads have the same strength as the starship's interior walls, and may be breached with appropriate force. The force fields can be erected more precisely around an individual or space, and utilize emitters placed throughout the vessel. The force fields are nearly impenetrable, but can be hacked with a DC 20 Computers check.

New Weapons Systems

Attack Drones (Heavy, Targeting)

Range Long; Speed (in hexes) 16; Damage 2d6; PCU 20; Cost (in BP) 20; Special Properties -

The starship is mounted with a cannon that fires tiny attack drones armed with small lasers or cannons. Each round, if they are within 1 hex of the target starship, the drones attempt a target lock, and, if successful, deal damage as they pass close by the starship. If the target starship moves, the drones must move to be adjacent again before they can make another attack. The drones can be targeted and destroyed; they have AC 5, TL 5, and 10 Hull Points. The cannon can produce 1 drone per round, and can produce up to 10 drones an hour before the automated manufacturing systems need time to create more. After 1 minute, the drones created by the cannon attempt a final target lock

Table: Weapons

Light Weapons	Range	Speed (in hexes)	Damage	PCU	Cost (in BP)	Special Properties
Light Hyperspace Rays	Long	–	4d6	5	5	–
Tachyon Projector	Long	–	3d10	30	40	–
Heavy Weapons	Range	Speed (in hexes)	Damage	PCU	Cost (in BP)	Special Properties
Attack Drones	Long	16	2d6	20	20	–
Destabilization Wave	Short	10	see text	50	75	–
Heavy Hyperspace Rays	Long	–	8d6	5	15	–
Pulsar	Short	–	see text	40	50	–
Capital Weapons	Range	Speed (in hexes)	Damage	PCU	Cost (in BP)	Special Properties
Singularity Projector	Long	–	see text	100	300	–

and plow into their target, dealing 2d6 points of damage each as they self-destruct. A failure on this target lock indicates the drone explodes without dealing damage.

Destabilization Wave (Heavy, Targeting)
Range Short; **Speed (in hexes)** 10; **Damage** see text; **PCU** 50; **Cost (in BP)** 75; **Special Properties** –

These projectors fire waves of gravity in alternating strengths and fluctuating intensities and directions. Though smaller crafts are unlikely to be suffer more than a slight battering, larger starships experience vast shifts and take heavier damage as their greater mass is distorted. A successful hit with the projectors deals 1d4 points of damage per size category of a Medium or smaller starship, or 1d10 points of damage per size category of a Large or larger starship. Additionally, regardless of the starship's size, it is turned 180 degrees in a random direction unless the pilot succeeds on a DC 20 Pilot check. This weapon requires 2 heavy mounts in order to be installed.

Heavy Hyperspace Rays (Heavy, Direct-Fire)
Range Long; **Speed (in hexes)** –; **Damage** 8d6; **PCU** 5; **Cost (in BP)** 15; **Special Properties** –
 These weapons function just like light hyperspace rays, but are somewhat larger and more powerful, requiring a heavier mount.

Light Hyperspace Rays (Light, Direct-Fire)
Range Long; **Speed (in hexes)** –; **Damage** 4d6; **PCU** 5; **Cost (in BP)** 5; **Special Properties** –
 These starship-to-starship weapons draw their energy directly from hyperspace, redirecting into a stream of high energy charged particles. Though highly damaging, these rays are directly dependent on hyperspace energy, meaning they can only be operated within hyperspace and do not function elsewhere.

Pulsar (Heavy, Direct-Fire)
Range Short; **Speed (in hexes)** –; **Damage** see text; **PCU** 40; **Cost (in BP)** 50; **Special Properties** –
 These massive energy projectors use charged particle waves to create pulses of powerful

energy, which produces incredible force in all directions. Unlike most other weapons, a pulsar is projected from the entire starship attacking all 4 firing arcs at once. This weapon system requires a total of 4 heavy mounts to be installed, one for each arc of the ship. The damage dealt by the weapon depends on the size of the starship it is mounted on, as it uses the starships own electrical systems to build its charge. The pulsar does 2d6 points of damage per size category of the starship it is mounted on.

Singularity Projector (Capital, Direct-Fire)
Range Long; **Speed (in hexes)** –; **Damage** see text; **PCU** 100; **Cost (in BP)** 300; **Special Properties** –
 These weapons create a tiny singularity, which warps space around it, drawing objects towards it. If fired at another starship, a direct hit deals 1d6 x 10 points of damage per size category of the firing starship, and prevents the target starship from moving for 1 turn, but imbedding into the starship in this fashion causes no further effect. This weapon can also be fired into a hex, in which case the singularity takes root and all starships within 10 hexes must use their movement on the next turn to get closer to the singularity, as they are drawn towards it. A successful Pilot check (DC 30) can negate this effect.

Tachyon Projector (Light, Direct-Fire)
Range Long; **Speed (in hexes)** –; **Damage** 3d10; **PCU** 30; **Cost (in BP)** 40; **Special Properties** –
 These heavy weapons are essentially massive energy projectors, which create a constant stream of faster-than-light particles to bombard an enemy vessel. In addition to dealing damage, a hit with this weapon causes the target to literally move backwards in time, causing the vessel to move in reverse along the course it had set this round and return to the position in which it started the round. While moving in this way, the starship is slightly out of phase with normal time and thus normal space, causing it to pass though objects that may be in its path.

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