# VEHICLE OPS:

# Consumables & Expenses

## INTRODUCTION

**Operating and living aboard a starship can be costly. *Vehicle Ops: Expenses* sheds some light on vehicle consumables and making your ship your home.**

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## CREDITS


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### VEHICLE OPS SERIES

This is a portion of the greater *Vehicle Ops* series of fan-made supplements. Each tries to provide greater detail to vehicle operations while not changing any core book rules, if possible. While each may be used separately, these supplements will sometimes refer to each other. See Sturn's Stuff for more.

*Version: 4*

# CONSUMABLES

Consumables are a catch all for a large range of supplies for operation of a vehicle and support of its occupants. Such supplies include fuel, nourishment, and life support. Instead of keeping track of each of these things, they are all labeled as "consumables" in the core rules. Consumables must be replenished from time to time and are used up more quickly when more persons are aboard, but less quickly when the vehicle is not as active.

In the core rules, no details are provided for consumables including even the cost to replenish them. For a campaign that would prefer a little more detail, these rules fill in those gaps without adding too much complexity.

## NEW CONSUMABLES QUALITIES

Two new consumables qualities, *Base Occupancy* and *Consumables Multiplier*, need determined to use these rules. These are added to the Consumables entry of the vehicle's description. This only needs to be done once for a vehicle.

**Base Occupancy:** The intended occupants of the vehicle have a great influence on how much life support and nourishment is carried aboard. Base Occupancy does not represent the current occupants aboard, only what the vehicle was designed to carry.

Simply add *Ship's Complement* (or *Crew*) to *Passenger Capacity* for Base Occupancy.

**Consumables Multiplier:** Vehicles can vary widely in numbers aboard from one to hundreds of thousands. The life support systems and nourishment production facilities for a crew of 2 on a snub-bomber are going to but much cheaper to restock then a ship intended to carry thousands. Likewise, the fuel for power and locomotion of a YT-1300 is going to be much cheaper than that for a Star Destroyer. Thus, compare the vehicle's Base Occupancy to its Silhouette in *Table 1: Consumables Multiplier* for a multiplier to be applied to all consumables ratings (cost, encumbrance, & restock time).

| Table 1: CONSUMABLES MULTIPLIER | | | | | | | | |
|---|---|---|---|---|---|---|---|---|
| Base Occupancy | Silhouette | | | | | | | |
| | 2 | 3 | 4 | 5 | 6 | 7 | 8 | 9 |
| 1 | x1 | x2 | x3 | | | | | |
| 2,3 | x2 | x3 | x4 | | | | | |
| 4 - 6 | x3 | x4 | x5 | | | | | |
| 7 - 10 | x4 | x5 | x6 | x8 | | | | |
| 11 - 15 | x5 | x6 | x7 | x9 | | | | |
| 16 - 25 | x6 | x7 | x8 | x10 | | | | |
| 26 - 50 | x7 | x8 | x9 | x15 | x30 | | | |
| 51 - 100 | | x9 | x10 | x20 | x40 | | | |
| 101 - 250 | | x10 | x20 | x30 | x60 | | | |
| 251 - 500 | | | x30 | x40 | x80 | x100 | | |
| 501 - 1,000 | | | x40 | x50 | x100 | x200 | | |
| 1,001 – 2,500 | | | | x100 | x200 | x300 | | |
| 2,501 – 5,000 | | | | x200 | x300 | x400 | x600 | |
| 5,001 – 10,000 | | | | | x400 | x500 | x700 | |
| 10,001 – 25,000 | | | | | x500 | x600 | x800 | |
| 25,001 – 50,000 | | | | | | x800 | x1,000 | x2,000 |
| 50,001 – 100,000 | | | | | | x1,000 | x2,000 | x4,000 |
| 100,001 – 250,000 | | | | | | | x3,000 | x6,000 |
| 250,001+ | | | | | | | x5,000 | x8,000 |

**New Consumables Qualities Example:** The player characters have picked up a new YT-1300 transport. Base Occupancy is Ship's Complement (2) plus Passengers (6) for a total of 8. The YT-1300 has a silhouette of 4. Comparing 8 base occupancy to silhouette 4 in *Table 1: Consumables Multiplier*, a YT-1300 has a multiplier of x6. A player records *Base Occupancy 8* and *Multiplier x6* on the ship's sheet for later use.

## CONSUMPTION

Time passed is compared a vehicle's consumables to determine when it needs restocked or starts suffering difficulties (see *Running Dry* below). However, several situations alter the basic rate of consumption of consumables. A vehicle that is completely unpowered with no occupants will of course not consume any supplies. Conversely, vehicles that are over-bunked (over base occupancy, see *Shipboard Living* below) consume supplies at twice the base rate. Vehicles that are not using much power, life support, or nourishment from not traveling, reduced life support, or being under bunked, consume at ½ the normal rate. See *Table 2: Consumption Adjustments* below.

Benefits or hindrances are combined for a final

### DROIDS ABOARD

For consumption purposes, don't count droids at all when determining current occupancy. However, they do take up space so are counted towards determining cramped conditions (see *Shipboard Living* below) even when not suffering its affects.

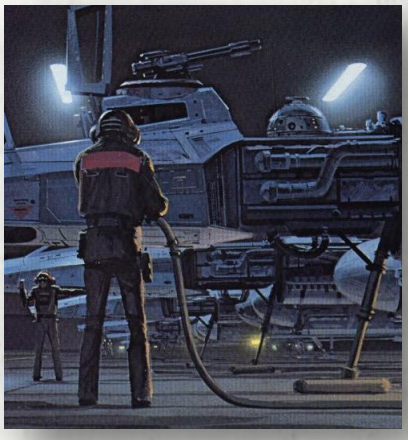
consumption rate. For example, a docked ship being lived in (Low Power x½) on a temperate planet with breathable atmosphere (Low Life Support x½) will consume supplies at only x¼ the normal rate. A ship floating in orbit (Low Power x1/2) while exceeding base occupancy (Over-bunked x2) would consume at a normal rate.

| Table 2: CONSUMPTION ADJUSTMENTS | | |
|---|---|---|
| **Description** | **Rate** | **Examples** |
| Unpowered & Unoccupied | None | Powered down with life support shut off and no one residing aboard. |
| Over-bunked | x2 | Over base occupants, cramped. |
| Under-bunked | x1/2 | ½ or less base occupants, roomy. |
| Low Life Support | x1/2 | In breathable, temperate atmosphere or using external resources such as at a starport. |
| Low Power | x1/2 | Not traveling. |
| Short Duration Vehicle on Life Support | x2 | Only applies to sealed vehicles without a consumable rating that are using life support. |

**Consumption Example:** A Wayfarer Medium Freighter has consumables of 3 months, and a Base Occupancy of 16. It's currently being manned by a reduced crew of only 7 and no passengers are aboard. During the last month, the Wayfarer has been going on cargo runs around once a week. But, the Wayfarer has been Under-bunked due to only having 7 aboard. Per *Table 2: Consumption* Adjustments it only expended ½ a month or 2 weeks of consumables during the last month. The captain has plans to sit the ship down at a starport for extensive repairs and modifications throughout the next 2 months. The crew will be living aboard ship, but not traveling (Low Power x1/2) and the atmosphere at the starport is breathable (Low Life Support x1/2). Combined with Under-bunked (x1/2), the ship is only using consumables at 1/8 the normal rate. During the next 2 months, the Wayfarer will only expend 1 week of consumables.

## RESTOCKING

Restocking a vehicle includes a series of tasks and varies greatly based upon the size and type of vehicle. Liquid fuels are transferred to the vehicle using hoses. Power cells and reactors involve replacement or charging of worn out cells or fuel rods with fresh ones. Life support restocking involves replenishing chemical resources and filters of the air producing systems. Nourishment restocks food and hydration stores.



What restocking looks like varies by the size of the vehicle. Imagine the differences when restocking a snubfighter versus a capital sized battleship.

**Buying Consumables:** Vehicle crews will need to restock consumables from time to time. They may, but shouldn't, wait until their consumables duration has expired. A crew may only pack enough consumables up to its consumables duration. More may be packed in the vehicle, but it must be carried as cargo (see *Extra Supplies* below). While crews may purchase consumables in much smaller portions then their capacity, bulk purchase of consumables is not only cheaper, but is quicker to load and saves on size in packaging if stored in bulk in the cargo hold (for extra consumables only).

*Table 3: Consumables* specifies the cost, encumbrance, and restock time for consumables from 1 day's worth through 1 year's worth. Encumbrance is not important unless the crew wishes to carry extra consumables within a cargo area. Restock time is only important if the narrative game play makes it so (PCs are in a hurry or want to know how long they will be in port picking up supplies).

Simply apply the vehicle's consumables multiplier (previously determined above) against the cost, encumbrance, or restock time, for whatever unit is being purchased. For simplicity and future use, the cost of a single unit of standard consumables may be recorded on the vehicle's sheet in advance.

**Table 3: CONSUMABLES**

| Unit | Cost | Encumbrance | Restock Time |
|---|---|---|---|
| 1 day* | 10 | 1 | 1 minute/round |
| 1 week | 60 | 6 | 3 minutes |
| 1 month | 200 | 20 | 10 minutes |
| 1 year | 2,000 | 200 | 1 hour |

***1 hour for short duration vehicles with no consumables rating (see below).*

**Buying Consumables Example:** A Wayfarer Medium Freighter has consumables of 3 months and a x10 multiplier. Looking at *Table 3*, one month of consumables costs 2,000 credits (after multiplying by 10). *One month – 2,000* cr, may be record for future use.

**Restock Time:** Time to restock a vehicle is normally not important. When it does become important, find the base restock time using the methods detailed above. Restocking implies using the vehicle's crew plus local assistance. This local assistance could simply be an attendant at a settlement's power station to refuel your landspeeder or a full supply crew running the equipment at a starport. The cost of any support comes with the price of the consumables. If a vehicle's crew is forced to restock on their own manually (perhaps they are raiding supplies at an Imperial depot), then double the restock time.

Non-space faring vehicles may easily restock at any civilized settlement and never suffer the doubled restock time. Spaceships typically require a starport to restock, but may restock from a civilized settlement at twice the normal time with manual restocking. See *Table 4: Starport Consumables* below for what size ships each class of starport may serve. Starports may also have a modifier to restock time due to equipment available. Starports may restock a vehicle above its rating, but only with the doubled time of manual restocking. Starports are

described in more detail in *Vehicle Ops: Star Journeys*. Dedicated supply ships are often classified as a grade B starport for restocking purposes.

| Table 4: STARPORT CONSUMABLES | | | |
|---|---|---|---|
| Starport Grade | Silhouettes Served | Cost Adjustment | Restock Time Adjustment |
| A | up to 9 | x.75 | x1/4 |
| B | up to 7 | x1 | x1/2 |
| C | up to 6 | x1 | x1 |
| D | up to 5 | x1.25 | x1 |
| E | up to 4 | x1.5 | x1 |
| F | - | x2 | x2 |

**Restocking Consumables Example:** The *Jolly Smuggler* is a YT-1300, which has a consumables rating of 2 months, but has only a couple days left. While in a C grade starport the crew had hoped to restock completely, but the Hutt's goons are in town looking for them and they must leave in a hurry. Restocking to full capacity could take hours with a x6 multiplier, so they choose to only load up an additional week. This takes only 18 minutes, possibly less if they hurry it up (see below).

If in a hurry, restocking time may be reduced with a check. One crew member should make this check, but others may provide assistance. **Easy (◆) Mechanics** may be used for small crewed vehicles (under 10 Ship's Complement). Larger crewed vehicles should instead use **Average (◆◆) Leadership** as a ship captain or logistics officer organizes and directs the cargo handlers. Each un-cancelled ✲ removes 1 unit of restock time. If the amount of time remaining is only 1 unit, then the time may be halved once or reduced to a Maneuver if under a minute.

**Hurried Restock Ex:** The *Jolly Smuggler* needs to restock 2 months of consumables. This normally takes 2 hours. Authorities are looking for the crew so they are in a hurry. One ✲ would reduce restock to 1 hour. Two ✲ or more would reduce restock time to 30 minutes.

**Extra Supplies:** Cargo space may be used to carry more consumables. Simply use the multiplier of the vehicle to determine the encumbrance value of consumables. Consumables in the cargo hold of the vehicle are not available to be used until restocked (see *Restocking Time* above). The crew would need to move the packaged food, oxygen cells, fuel containers, power cells, water jugs, etc, into the appropriate locations in the vehicle. The time may be doubled if the crew is doing it themselves, which would usually be the case when moving it from cargo.

**Extra Consumables Example:** A BTL-S3 Y-wing Starfighter has Consumables of 1 week. Each day of consumables has an encumbrance of 2 for the Y-wing (x2 multiplier). If going on a longer trip, the Y-wing could place up to 5 days of extra consumables in its small 10 encumbrance hold. The Y-wing would need to stop over someplace to restock the Y-wing, typically taking 20 minutes of time to transfer the 5 days of supplies to their appropriate places (time doubled for doing it manually).

**Vehicles without Consumables:** Normally vehicles with no consumables are intended to be used for very short durations. Thus, consumables are negligible and don't need to be worried about. But, there are some reasons consumables could become important even for these *short duration vehicles*. Player characters could become stranded in their sealed vehicle within a noxious atmosphere. How long until the air runs out? Or perhaps they must travel on a long cross country journey in only a basic landspeeder. Some campaigns, such as free trading merchants, may require keeping track of expenses even for their smaller vehicles.

When needed, multiply a short duration vehicle's silhouette by 6. This is the number of hours of consumables available. Typically these consumables only provide power for the vehicle, not life support or nourishment for the crew. If the vehicle is sealed, life support may also be turned on, but the consumption rate is then doubled (see *Consumption* above). No provisions for nourishment are provided. If food and water is needed it must be stored using the vehicle's encumbrance capacity.

For restocking purposes, short duration vehicles use the "1 day" entry on *Table 3: Consumables* as if purchasing 1 hour each. Make sure to apply the usual multiplier determined by *Table 1: Consumables Multiplier*.

**Short Duration Vehicle Example 1:** A silhouette 2 landspeeder needs to make a long trip across a planet's surface. The landspeeder has a consumables multiplier of x2. The landspeeder is open topped and thus not sealed, but luckily the atmosphere is breathable. The silhouette 2 landspeeder has 12 hours (silhouette 2 x 6) of consumables that provides only power to the vehicle. Restocking 1 hour of consumables costs 20 credits (using 1 day entry on *Table 3* for 10 credits, x2 multiplier). Thus, complete refueling costs 120 credits.

**Short Duration Vehicle Example 2:** A silhouette 4 AT-AT is attacking rebel scum upon an ice planet. This short duration vehicle (no consumables) is powered for 24 hours (4 silhouette x 6) before needing restocked. Since it is a sealed vehicle, it can button up and turn on its life support systems. Due to the frigid temperatures, the crew does so but at a cost of double consumption. The AT-AT will be out of consumables in 12 hours with life support turned on. The AT-AT has a consumables multiplier of x9. Thus, restocking the AT-AT is the equivalent of 24 days substituted for hours, with a x9 multiplier. To completely repower itself, the AT-AT requires 2,160 credits of consumables.

## RUNNING DRY

What happens if a vehicle fails to restock consumables? It would be unrealistic for every sort of consumable (life support, nourishment, power) to run out at the same time. Life support systems will not suddenly fail, even while effects begin to be felt. A power cell's batteries will not suddenly go cold, but power will be strained as they get weaker. In addition, many vehicles will have emergency resources that will allow them to continue for brief amounts of time. When a vehicle is out of supplies, the end is not immediate and will vary by the type of consumable. Life support, nourishment, or power which is out of consumables each will have different results which are described further below.

The referee may also apply and results involving the vehicle for other more mundane affects when the vehicle is out of consumables. A could result in nuances such as the astrogation computer needing a reboot, lights going out in the galley, or a minor fluid leak causing a passageway to be slippery. A may have more critical affects such as the main airlock door sticking shut (or open!) or a wheeled vehicle having a flat tire.

**Life Support:** Life support systems provide breathable air and heating or cooling when needed. Consumables restock oxygen generating chemicals, air conditioning fluids, carbon dioxide scrubbers, and various filters. When life support consumables begin to go dry and filters begin to clog, emergency systems may kick in. These will keep oxygen and air conditioning going for a bit, but with time even they will fail.

Expired life support is important only if in an atmosphere where heat, cooling, and/or air is needed. Each has different affects noted below.

*Air Required:* Each hour after consumables are spent, living beings must make an **Average** ( ) **Resilience** check. This check's difficulty is upgraded once each hour (so the first check has a difficulty of ). Each net causes a point of strain. If the person becomes incapacitated, he suffers Suffocation per *Environmental Effects* in a core rulebook (suffers a Critical Injury each round until able to breathe air again). If the vehicle is in a vacuum, after one hour everyone also suffers 1 wound as life support begins to fail. After two hours, 2 wounds are given. After 3 hours and every subsequent hour, 3 more wounds are given.

*Corrosive Atmosphere:* Each hour after consumables are spent, raise the corrosive rating by 1 until the atmosphere's maximum rating is reached. See *Environmental Effects* in a core rulebook for effects of a corrosive atmosphere.

*Heating or Cooling Needed*: Each hour after consumables are spent, apply one additional ■ until the maximum penalty for the heat or cold is reached. For extreme heat or cold, the effects of a corrosive atmosphere may also apply.

*Antigravity Failure:* While antigravity systems do not need consumables, if power for the vehicle fails, it's antigravity systems (if any) fail. Per core, this makes any personal movement in the vehicle as if navigating difficult terrain (■).

*Delaying the effects of life support failure* is possible. An **Average (◆◆) Mechanics** check may be made once if access to the life support systems may be reached in an attempt to extend the supply by manually cleaning filters or perhaps producing a crude Co2 scrubber. Each net ✲ removes one hour from the duration since consumables ran out with a negative duration being temporarily possible. A referee may also remove hours if the number of persons aboard the vehicle is reduced significantly or portions of the ship not being used are isolated. Of course moving the vehicle into a breathable atmosphere and opening the doors will alleviate any problems quickly, but the occupants may still suffer heat or cold affects.

**Nourishment:** Supplies for nourishment systems include foodstuffs, autochef protein, potable liquids, and filters for recycling nourishments. If consumables run dry, the pantry is empty. Thoughtful crew may still be able to scrounge something up. For example, there might be something small found crammed under the autochef or hidden in the back of a cabinet with a **Hard (◆◆◆) Perception** check. Some water might be able to be drained out of the water recycling system with **Average (◆◆) Mechanics**. If nothing else can be found aboard (food crates in the cargo hold) occupants will need to go looking elsewhere or begin suffering malnourishment (details in *Malnourishment* sidebar).

Finding edible wildlife and potable water in the wild uses the Survival skill. To forage on a "garden" planet full of edible life and water requires an **Easy (◆) Survival** check. More typically, the check will be more difficult. For example, while Tattooine technically has breathable air, edible life, and water, the latter two are rare enough to require **Daunting (◆◆◆◆) Survival** to find nourishment. This foraging check requires the forager to actively venture away from the vehicle in search of supplies. Time and assistance from others is typically crucial since the amount of supplies gained may be limited. Each ✲ provides a day of nourishment for one person (typically both food & water but certain environments may preclude one or the other). Each day of nourishment gained requires 1 hour of time and 1 person to help carry it back unless the forager brings along a pack vehicle or animal. If these are not provided, the extra ✲ does not provide the extra nourishment.

Foraged nourishments are not high quality like most purchased foodstuffs are. Persons living on foraged nourishment must make an **Easy (◆) Resilience** check each day or suffer ill effects. Each net ▼

### MALNOURISHMENT

After a day without food or water, each person must make a Resilience check. The difficulty is ◆ per food or water shortage (◆◆ for both). Apply ■ if in a dry environment or heavy exertion. Each additional day without water upgrades the difficulty. Each week without food upgrades the difficulty.

Success results in the person's Strain Threshold (only) being reduced by 1. Failure reduces Wound Threshold by 2 and Strain Threshold by 2x number of Failures. ⚙⚙ may give 1 ■ to all actions for the next day. ☻☻ may give ■ to the next malnourishment check. ✲ may be used to regain 1 each of WT and ST. ▼ means the person is exhausted – each requires 1 Strain to perform any Action or Maneuver. This hindrance is not removed until food and water is consumed again.

If either ST or WT is reduced to 0, the person becomes unconscious. If both are reduced to 0, the person dies without immediate aid.

results in 1 Strain. A  causes the Disoriented condition (■ on all checks) until a once per day **Average (◆◆) Resilience or Medical** check is successful. Certain equipment may filter food and water and remove these potential penalties. Examination and processing of the foraged items using **Average (◆◆) Survival** will also remove the penalties, but every  removes 1 day's worth of forage as the bad stuff is disposed of.

**Power:** Vehicles need power. Power is obtained from a variety of power producing systems. But, no matter the system, some sort of "fuel" is needed. Running out of fuel, whether it be deuterium for a fusion core or simply a recharge for power cells, will not only stop the vehicle, but cause other systems to fail that rely on electrical or mechanical power. For example, a power out would also lead to a loss in life support, gravity control, weapons, repulsorlifts, hyperdrive, shields, computer, and any other systems that require electricity.

The actual fuel that is provided by consumables varies greatly by vehicle and the type of power plant it uses. Thus the consequences may also greatly vary. The referee should determine which power source(s) are present based on the vehicle's description in Star Wars lore. When not sure or wishing not to delve into the decision much, simply apply a Reactor with a Power Cell backup to silhouette 4 or higher vehicles (silhouette 3 or higher if military) while giving a Power Cell or Fuel Cell to smaller vehicles (the later if a thruster is used).

*Reactor:* A fusion reactor. Reactors are most common in silhouette 4 or larger vehicles, but smaller versions are used when weight and expense is not a limitation. Reactors require fuel in the form of infrequent replenishing of hydrogen (lowest power), deuterium, or even hypermatter in the largest reactors. Fusion reactors contain only a small amount of fuel, but will fail when it is depleted. However, they are very safe when compared to archaic fission reactors.

Once consumables expire, any vehicle actions needing power from a reactor (Pilot, Gunnery, Computer, and Astrogation common) which result in  may cause the reactor to shut down. It will no longer supply power until consumables are restored.

*Power Cell:* Found in smaller, cheaper vehicles, power cells provide short term electrical power. Power Cells are easily maintained with no physical fuel needed. An electrical recharge is its fuel. But, power cells don't provide the long term high levels of power a reactor or fuel cell can provide. Thus, they are most common as a primary power source in vehicles of 3 or lower silhouette which have low power use. Power cells are still common in larger vehicles, but typically as a secondary system that recharges from another power source or locomotive device (example: snubfighter with sublight engine and power cell for electricity that is recharged when engines are running through use of a generator). When found combined with another power source, power cells are often only an emergency backup system or used only when bursts of power are needed such as to power shields and energy weapons.

When consumables are depleted, power cells will slowly deplete. Any vehicle actions requiring power add ■■ due to the weakened state of the cells.  may be used to deplete the power cells completely until resupply. Vehicles with power cells as a backup may switch to them for electricity in lieu of depleting another power source, or when the other source has already been depleted.

*Fuel Cell:* A somewhat archaic chemical power source that provides electricity through a chemical reaction. Fuels cells are light weight and simple, but don't provide the power of a reactor. Fuels cells run on hydrogen fuel.

Unlike power cells, fuel cells are all or nothing. However, most vehicles which run on fuel cells contain an emergency reserve. Emergency reserves are typically equal to one unit of time a step below the vehicle's consumables time rating. See the sidebar for a fuller description. When reserves are depleted, the fuel cell stops providing power.

*Hydro Engine:* Not encountered on civilized worlds, but still used in backwater or isolated places, hydro engines are an archaic power source. Consuming some sort of hydrocarbon as a fuel source, these engines provide direct power to mechanical locomotion and/or electrical power through a generator. For its size hydro engines have a lower output compared to reactors, but can still be powerful. They are most common in 4 or lower silhouette vehicles from lower technology worlds.

Like fuel cells, hydro engines have emergency reserves they can switch over to when supplies are depleted. Emergency reserves are equal to typically one unit of time a step below the vehicle's consumables time rating. See the sidebar for a fuller description. When reserves are depleted, the hydro engine stops providing power.

**Locomotive Devices:** Every vehicle includes some sort of locomotive device. Some, especially those equipped with repulsorlifts, may have multiple means of mobility. These devices rely on some source of power with some devices being melded directly with a power plant. What happens when consumables run dry varies by locomotive device.

### EMERGENCY RESERVES

Fuel cells and hydro engines are typically found in short duration vehicles. They require a high input of fuel. Most vehicles of this type save a portion of their fuel tankage in an emergency reserve. This reserve is equal to one unit of time a factor below the ship's base consumables rating (10 if reduced to minutes). Examples: A vehicle with months of consumables has 1 week in reserve. Weeks of consumables has 1 day in reserve. Days of consumables has only 1 hour in reserve. Hours has only 10 minutes.

The emergency reserves for high consumption thrusters are two time factors lower. For example, a thruster vehicle with years for consumables has 1 week in reserves. Thrusters on a vehicle with days of consumables only has a 10 minute reserve; hopefully enough to get the vehicle on the ground or pointed in the right direction in zero-G.

*Thrusters:* The most common and most powerful propulsion method involves various types of "thrusters". This includes sublight engines such as ion drives as well as thrusters found on speeders. Thrusters consume varying types of fuel, often determined by the reactor, fuel cell, or hydrocarbon engine they may be combined with. Thus, deuterium, hydrogen, and hypermatter (in capital vehicles) are common sources of thruster fuel. Most modern vehicles with thrusters also include repulsorlifts to negate gravity influence or provide fine maneuvering and hovering when thrusters are not engaged. Thrusters are common in all vehicle silhouettes.

Thrusters are completely dependent on fuel use and they will drain emergency reserves quickly. Emergency reserves for thrusters are equal to one unit (10 if minutes) of time two steps below the vehicle's consumables time rating. See the sidebar above for a fuller description. When reserves are depleted, the thrusters stop working.

**REPULSORLIFTS-ONLY**

Vehicles that are not designed to be run on only repulsorlifts (they have some other form of locomotion) reduce their speed to Personal scale when using repulsorlifts only. This may be by choice (hovering around a hangar) or when their other drive is damaged. Vehicles designed to be repulsorlift-only have multiple and stronger repulsors and are operated at Planetary scale unless they choose to move at the slower Personal scale.

*Repulsorlifts:* Gravity control modules which allow even the largest vehicles to move slowly or hover are the most common form of locomotion for vehicles. Without another means of locomotion repulsorlifts may only move at very slow speeds (personal scale). Thus, repulsorlift vehicles often are combined with thrusters or some other means of propulsion.

Repulsorlifts require a power source to operate. Since repulsorlifts don't have fuel of their own, they are completely dependent on their power source for electricity. See the problems their power source will face when consumables are depleted.

*Hyperdrive:* Hyperspace drives are the only known means of swift interstellar travel. Hyperdrives are required to propel a vehicle into hyperspace. Hyperdrives require electrical power to operate in addition to consuming a very small amount of hypermatter. Hyperdrive vehicles are combined with thrusters to provide propulsion to move away from gravity wells unless attempting foolhardy static or shadow jumps (see *Vehicle Ops: Star Journeys*).

A vehicle out of consumables hoping to make a hyperspace jump faces many problems. First, the hyperdrive must have a power source to operate at all. See the vehicle's power source (almost always a reactor) for potential problems. Second, using a hyperdrive while out of consumables indicates the drive's hypermatter is very low. Upgrade any Astrogation check difficulty using the hyperdrive once with ▼ meaning the hyperdrive has received Minor component damage while ▼▼ means the Major damage was received. Finally, if the vehicle's sublight engines are not operable (see *Thrusters* above), the vehicle must perform a risky Static Jump in any attempt to jump to hyperspace.

*Mechanical:* Mechanical locomotion includes any non-chemical based propulsion. Mechanical locomotion includes wheeled, legged, tracked, and propped (whether for air or liquids). The mechanical parts do not require fuel themselves, but do need a power source which is either electrically or mechanically powered (by a hydro engine or reactor). Since mechanical locomotive devices don't have fuel of their own, they are completely dependent on their power source. See the problems their power source will face when consumables are depleted.

*Chemical Rockets:* Archaic thrusters contain internal fuel which is consumed at an extreme rate for high thrust. If the consumables are empty, the rocket will not operate at all.

*Solar Sail:* Solar sails are an extremely rare, archaic, very slow, but very efficient form of space travel. Photons are streamed against a large deployed "space sail" to provide motion.

While this process requires photons (of no resting mass), no fuel restocking is required. However, a nominal amount of electrical power is needed. Due to their extremely slow speeds, solar sails are not normally used as a sole means of locomotion, but rarely as a supplement (see *Solar Sail* vehicle attachment below in *Equipment*). If used as a sole means of locomotion, speeds are very slow, but very stealthy.

# SHIPBOARD LIVING

Often a vehicle's crew may choose to or be forced to live aboard their craft instead of renting a room in a settlement or starport. While cheap, living aboard a vehicle for extended periods of time can be taxing on a person, both physically and mentally.

Those living aboard a vehicle may have their Strain Threshold and sleep recovery of strain reduced. The accommodations and conditions of those aboard the vehicle affect these reductions.

## VEHICLE LIVING CONDITIONS

Conditions aboard a vehicle are *Standard*, *Cramped*, or *Roomy*.

**Standard** living conditions aboard a vehicle is similar to budget accommodations in a port. Strain Threshold is normal for living in such conditions, but only 6 strain is recovered for a good night's rest.

Normal bunking in a cabin is required for normal living conditions aboard a vehicle. Vehicle cabins are spartan, but provide long-term living conditions. Cabins are usually only found in vehicles of silhouette 4 or larger that are intended for long-term trips. Single and Double cabins are common for both crew and passengers. Both sorts are capable of being double-bunked, holding 2 or 4 occupants each in cramped conditions (see below).

**Cramped** living conditions aboard a vehicle provide minimal means for living and are not meant for long term accommodations. After 24 hours of such conditions, the occupant will start any encounter with their Strain Threshold reduced by 1. After 1 week of cramped conditions, the occupant starts an encounter with their ST reduced by 2 and suffers from the Disoriented effect (■ to all checks). A person living in cramped conditions only recovers 3 strain for a good night's rest. Seats or double bunking in cabins leads to cramped conditions.

Seats are not meant for living in. Seats could be a crew station or a passenger seat. Seats are common in small vehicles of silhouette 3 or lower. Larger vehicles will typically have cabins instead for passengers and crew (when not at a work-station). But, some larger vehicles intended for only short durations may provide only seats. This is most common in surface vehicles or shuttles.

Double bunking in cabins also gives cramped conditions and thus is avoided when possible. Sometimes a vehicle is forced to do so, especially in military vehicles. If the vehicle is Over Bunked (exceeds base occupancy), occupants are doubled in cabins receiving the cramped condition. This applies to all occupants, not just ones that are lucky enough to have a normally bunked cabin. Sharing of galleys, workspace, and freshers is still beyond what they were intended for.

### REDUCED CREWS

You may have to crew a vehicle with reduced crew numbers in a pinch. This is touched upon in *Strongholds of Resistance* on page 60:

**Light Crew:** Over ½, but less than full. All checks at ■.

**Skeleton Crew:** Over ¼ to ½ full crew. All checks are upgraded once.

*Optional House Rules:*

The referee may allow operation of a vehicle below even a skeleton crew (1/4 or less). This will only be possible on a case by case basis and all checks will be upgraded at least once. In addition, the referee may call for a delay between vehicle actions of 1 round per Silhouette of the vehicle.

When computing requirements for Light or Skeleton Crew, the referee may decide to not include gunnery positions if their amount is known and not manned.

If the vehicle is stopped in a place where the occupants may get out and stretch at leisure, those living in cabins, even Over Bunked, do not suffer cramped conditions. However, for those assigned only a seat, getting out and stretching from time to time is not enough. Seat occupants still suffer from being cramped.

**Roomy** living conditions aboard a vehicle is similar to an average room in a port. A person in roomy conditions may be benefitting from the extra space provided by some luxurious cabins or be able to expand into cabins normally occupied by other passengers. Strain Threshold is normal and all strain is recovered after a good night's rest. Such condition only applies if a cabin is provided (you can't receive the roomy condition while residing in a seat).

If a vehicle only has ½ or less base occupancy aboard it is considered Under Bunked (see *Consumption* above) as the occupants spread out, using double cabins as single cabins perhaps. Sometimes this is as intended such as in luxury cabins which may provide extra space by default. Such expanded accommodations provide the roomy condition. Those

provided only a seat of course can't receive the roomy condition even if their vehicle is Under Bunked.

Any penalties or benefits are applied only after 24 hours in the living condition. A person who has been residing in a cramped seat will receive the benefits of a cabin only after moving to it for 24 hours. Likewise, if you are forced into a worse condition, the affects are delayed for 24 hours.

Droids are not affected by vehicle living conditions. As long as they have an opportunity to power down and possibly hook up to the vehicle's power source, they will recover all strain after a night's "sleep".

*Table 5: Vehicle Living Conditions* summarizes these living conditions:

**Table 5: VEHICLE LIVING CONDITIONS**

| Condition | Strain Threshold | | Night's Sleep |
|---|---|---|---|
| | *After 1 day* | *After 1 week* | |
| Normal | Normal | Normal | Recover 6 Strain |
| Cramped | -1 | -2<br>*Disoriented* | Recover 3 Strain |
| Roomy | Normal | Normal | Recover all Strain |

**Cramped Conditions Example:** The *Jolly Smuggler*, a YT-1300, needs to carry the 4 usual crew and has picked up an additional 10 refugees as passengers. This is possible since it is under double the ship's base occupancy (16), but is over the base occupancy of 8. Crew and passengers start double bunking by rotating sleep schedules for most of them. After 24 hours, Strain Threshold is reduced by 1 due to cramped conditions. After a week aboard, ST is reduced by 2 and occupants also receive ■ to any checks due to the Disoriented effect.

## OVER BUNKING

What happens when you just rescued a couple orphans, but now you exceed your passenger capacity by one? Do you make them draw lots and chuck the loser out of the airlock? These rules concede that you may carry up to double passengers with penalties. This is similar to Overloading of cargo (see *Vehicle Ops: Cargo Handling*).

A vehicle may carry up to double its total crew and passenger capacity (base occupancy). For long-duration vehicles this means cabins are doubled up. For short-duration vehicles over its seating capacity, it means some persons are left standing or sitting in corners. A vehicle carrying over its capacity in persons is considered to be in *cramped conditions* (see *Vehicle Living Conditions* above). In addition, if no seats are available and the trip gets rough, a referee may decide to spend ⚙ or ▼ on wounds or critical injuries to passengers that are

not strapped in. Carrying occupants over the ship's base occupancy will also deplete supplies much more quickly by doubling the consumption rate (see *Consumption* above).

What about just shoving people in a cargo hold? Making passengers ride in a cargo hold takes 7 encumbrance each. While doing so will not cause problems for other occupants (other than moral pangs), those in the cargo hold automatically suffer cramped conditions. These passengers will count towards consumables and they are very prone to injury from moving cargo and not being strapped in, as noted above. Life support will still only provide for up to double base occupancy. If the vehicle exceeds double base occupancy due to cramming passengers in a cargo hold, treat it immediately as suffering the effects of life support out of consumables, even if supplies remain (see *Consumables: Running Dry* above). If life support is not needed the effects are not immediate.

## PASSENGER-CARGO CONVERSION

In a pinch, passenger space may be converted into cargo encumbrance, or cargo space can be converted to hold passengers. Passenger seats could be ripped out or folded up temporarily (storable seats often available in shuttles) in order to haul more cargo. Cabins could be gutted of beds and other furniture to make room for cargo. Likewise, a cargo bay could be converted to hold passenger seats or even cabins. See *Table 6: Passenger Facilities* for encumbrance of seats and cabins plus a suggested cost if they are installed while modifying a vehicle.

If a vehicle was not intended for long duration journeys cabins may not be enough. The craft may need long-term facilities installed such as a galley, freshers, or even an infirmary on larger ships. These facilities typically take up an additional amount equal to half the encumbrance and cost of new cabins installed upon the ship.

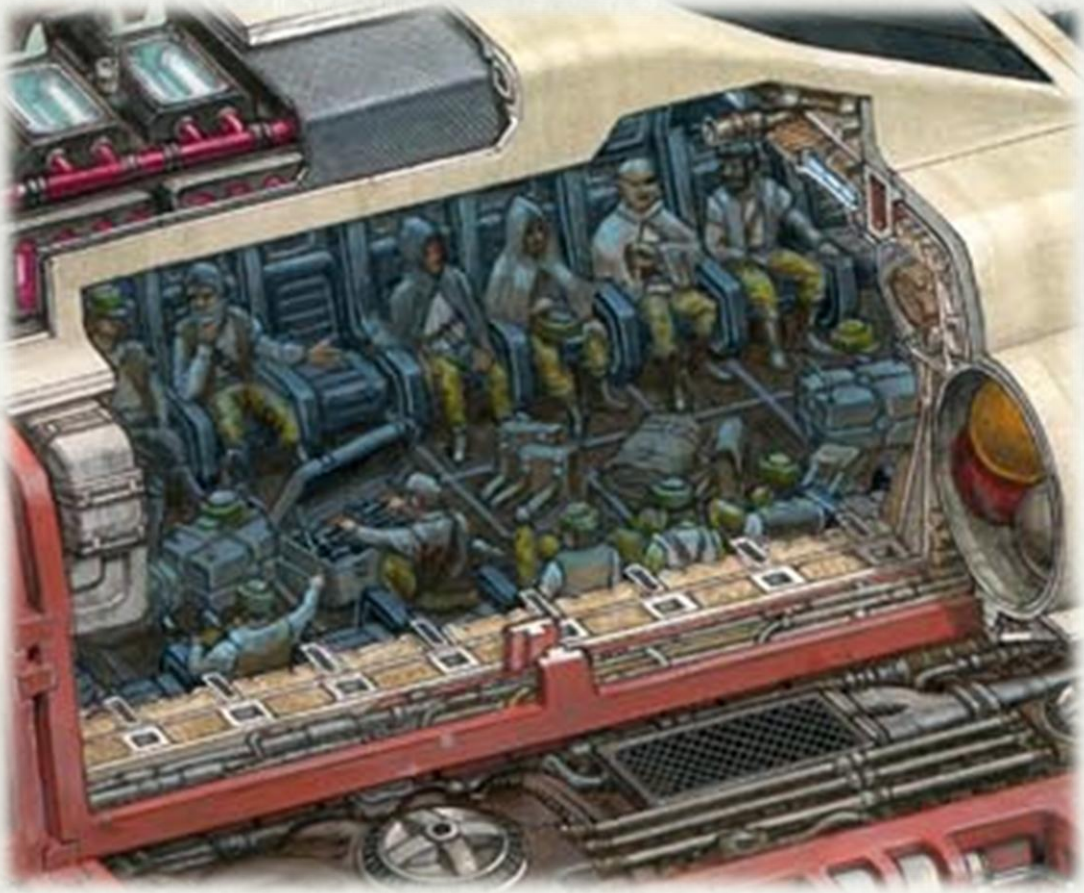
**Table 6: PASSENGER FACILITIES**

| Type | Encumbrance | Cost |
|---|---|---|
| Single Cabin | 50 | 500 credits |
| Double Cabin | 100 | 1,000 credits |
| Seat (permanent) | 10 | 100 credits |
| Seat (storable) | 10 | 250 credits |
| Luxurious Cabin | x1 to x4 | Attachment |
| Long-Term Facilities | ½ total cabins | ½ total cabins |

Seats typically take up 10 Encumbrance per person. Note that people shoved in a cargo hold are only 7 encumbrance (see *Over Bunking* above). The extra 3 encumbrance accounts for the seat and its safety devices.

Single Cabins take up 50 encumbrance of space while Double Cabins use 100 encumbrance. Luxurious Cabins may be found on yachts and some passenger liners. Luxury liners may just have luxurious accommodations, but may also be more spacious then standard cabins. For cabins to later be made into luxurious accommodations (after market) requires the Luxury Passenger Compartments vehicle attachment (*Desperate Allies*, p. 65).

**Conversion Example:** A Lambda-class shuttle has an Encumbrance of 200 without passengers, but a 20 passenger capacity. The short-trip shuttle may stow or un-stow its passenger couches depending on how much cargo is to be carried. Thus, the Lambda could easily carry 100 encumbrance of cargo while also carrying 10 passengers. Perhaps some frugal PC's have found a Lambda and want to use it for longer duration trips. They decide to install two single cabins costing 1,000 credits and taking up 100 encumbrance total. The referee determines that a galley and fresher is also needed requiring 500 credits and 50 more encumbrance. The converted Lambda still has 50 encumbrance remaining for cargo.



# PORT LIVING

A good room at a port is highly appreciated at times when the crew has been locked up in their ship for too long. Sometimes you must or want to stay in a local port or settlement. Starports or other settlements provide a wide range of services. *Table 6: Common Services* lists typical prices:

| Table 7: COMMON SERVICES | | |
|---|---|---|
| **Service** | **Price** | **Notes** |
| **Meals** | **(per meal)** | **Strain Recovery (per meal)** |
| Luxurious | 100 | 1 |
| Average | 10 | None |
| Budget | 5 | None. May require Resilience check. |
| **Lodging** | **(per day)** | **Strain Recovery (night's sleep)** |
| Luxurious | 500 | All. ▢ to some social actions. |
| Average | 50 | All |
| Budget | 20 | 6 (All if a Droid). ■ to some social actions. |
| **Transportation (passenger)** | **(per trip)** | **Trip Notes** |
| Speeder Taxi (local) | 10 | Within local settlement. |
| Speeder Taxi (short) | 20 | To nearby settlement. |
| Speeder Bus (local) | 5 | Route within settlement. Short wait. |
| Speeder Bus (short) | 10 | Route to nearby settlement. Short wait. |
| Speeder Bus (medium) | 20 | Route to far settlement. Medium wait. |
| Shuttle (medium) | 25 | To far settlement. Medium wait. Seat. |
| Shuttle (long) | 50 | Other side of planet. Medium wait. Seat. |
| Shuttle (orbital) | 25 | To or from orbit only. Long wait. Seat. |
| Sublight Shuttle (near planet) | 250 | Nearby planet in system. Long wait. Seat. |
| Sublight Shuttle (far planet) | 1,000 | Far planet in system. Very Long wait. Seat. |
| Jump Shuttle (SubSector) | 50 | Within Sector or System. Med. wait. Seat. |
| Liner (SubSector) | 75 | Within Sector. Medium wait. Cabin. |
| Liner (Sector) | 150 | Within Region. Long wait. Cabin. |
| Liner (Regional) | 400 | To adjacent Region. Very Long wait. Cabin. |
| Liner (Galactic) | 1,000 | Across mult. Regions. V. Long wait. Cabin. |
| *(Luxury)* | (2x – 5x) | *Luxury cabins not always available.* |
| **Transportation (rental)** | **(per day)** | **Price Notes** |
| Speeder Bike | 15 | Does not include Fuel, Consumables, Crew. |
| Landspeeder | 20 | *Daily crew 100 credits for drivers, 200* |
| Small Airspeeder | 50 | *credits for pilots (shuttles need 2), and a* |
| Shuttle (non-jump) | 500 | *typical transport crew costing 600 credits.* |
| Transport (jump) | 1,000 | Luxury versions typically 2x to 5x price. |

| Medical | | |
|---|---|---|
| Bacta Tank Treatment | 200 | Per 2 hours. |
| Oil Bath | 100 | Per hour. |
| Long-Term Care | 500 | Per day. |
| Surgery | 2,000 | Per Critical difficulty - no cybernetics incl. |
| **Crew or Support Wages** | **(per month)** | |
| Unskilled Labor | 500 | |
| Cargo Handler | 1,500 | Experienced cargo handler. |
| Driver | 1,500 | Non-flight vehicle driver. |
| Steward | 2,000 | Passenger handling and servicing. |
| Mechanic | 2,000 | Port or garage vehicle repairs. |
| Gunner | 2,000 | |
| Medic | 2,500 | Shipboard medic. |
| Engineer (ship) | 2,500 | Shipboard mechanic. |
| Navigator | 2,500 | |
| Co-Pilot | 2,500 | |
| Pilot | 3,000 | |
| Captain | 4,000 | |

*Shipboard crews are based upon those typically found aboard a transport. Higher skilled crew may obtain higher wages. Some positions may also pull more wages for larger ships (Captain of a Liner).*

Services available will vary by starport and settlement. See *Table 7: Starport Services* below for typical services available. Starports are more greatly detailed in *Vehicle Ops: Star Journeys*.

**Table 8: STARPORT SERVICES**

| Starport Grade | Lodging/ Restaurants | Entert-tainment | Guild Offices | Trade Facilities | Local Transport. | Interplanetary Transportation | Interstellar Transport. |
|---|---|---|---|---|---|---|---|
| A | Average or Luxurious | Average or Luxurious | Major* | x10 | Yes | Yes | Yes |
| B | Budget to Luxurious | Budget to Luxurious | Small* | x5 | Yes | Yes | Yes |
| C | Budget or Average* | Budget or Average* | Small possible | x2 | Yes | Yes | Yes |
| D | Budget or Average* | Budget or Average* | None | x1 | Yes | Possible* | Possible* |
| E | Budget* | Budget* | None | None | No | No | No |
| F | None or Budget* | None or Budget* | None | None | No | No | No |

**May be on a waiting list or have to leave the starport and explore the local settlement to find such services.*

**Lodging/Restaurants & Entertainment:** Typical amenities available.
**Guild Offices:** Typical availability of bounty hunter, mining, or other such guild offices.
**Trade Facilities:** Presence of trade facilities including modifier (see *Vehicle Ops: Trading*).
**Transportation:** Types of public transportation typically available.

# EQUIPMENT

A list of related and new vehicle gear and attachments from various sources is below. A couple of the items include suggested changes which are noted in *italics*.

## GEAR

Gear from other products that may be important to the vehicle operations covered above are summarized below:

**Field Dressing Kit** (*Enter the Unknown*, p. 51): These kits add ■ for examining and processing foraged meat. See foraged nourishment above.

**Field Kitchen** (*Enter the Unknown,* p. 50): Field kitchens can process foraged food (and water) to eliminate the daily Resilience check.

**Field Rations Pack** (*Core Edge* p. 179, *Core Age* p. 196, *Core Force* p. 188): Each pack provides one meal. Ten of these would cost 50 credits and take up 1 encumbrance.

**Imperial Army Field Ration** (*Dangerous Covenants*, p. 58): Each ration provides one week of food for a person. Ten of these would cost 100 credits and take up 1 encumbrance. Thus, for the same amount of nourishment, they are under 1/3rd the cost and 1/7th the encumbrance of a standard field rations pack (see above). But, due to the description of this item, apply a weekly Resilience check as described for foraged nourishment above.

**Respirators** (*Core Edge* p. 179, *Core Age* p. 195, *Core Force* p. 188): Respirators might allow a vehicle's occupants to turn off its life support systems in foreign atmospheres, thus saving on consumables. But, wearing such for extended periods could cause strain.

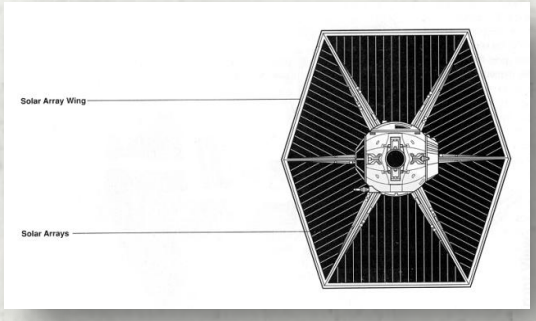
**Water Vaporator** (*Far Horizons*, p. 47): Vaporators may provide a source of water on an arid planet, but their production rate means several may be needed depending on number of occupants. While conditions will vary the amount, a person needs 2 liters of water per day on average. This could grow to 4 liters in hot conditions or be lowered to 1 liter for survival purposes without ill effects if under good conditions.

## VEHICLE ATTACHMENTS

Several new vehicle attachments related to vehicle consumables:

### SOLAR PANELS *new*

Depending on solar energy available, solar panels may allow a vehicle to indefinitely use power cells even when consumables run dry. For systems that use only power cells, this is



a great boon. For vehicles that use power cells as a back up or alternate source, solar panels can grant slightly longer operations as other fuels are not consumed as quickly.
**Base Modifiers:** Removes zero to ■■ (depending on solar energy available) from using power cells when out of consumables.
**Modification Options:** 3 increase consumables by 10% mods.
**Hard Points Required:** 2
**Price/Rarity:** 500 x Silhouette ϟ / 4
**Source:** New

### EXTERNAL FUEL TANKS *new*

External fuel tanks increase the emergency reserve for vehicles that use fuel cells, hydro engines, or thrusters. But, an attacker of a vehicle with external fuel tanks has the option of a critical hit being applied to these fuel tanks. Such a critical results in Major damage to the fuel tanks and an explosion causing hull trauma equal to the silhouette of the vehicle.
**Base Modifiers:** Add one unit of time to emergency reserves.
**Modification Options:** 3 additional increase emergency reserves by one unit of time mods.
**Hard Points Required:** 1
**Price/Rarity:** 500 x Silhouette ϟ / 3
**Source:** New

### EXTENDED OPERATIONS *new*

This attachment adds systems to short duration vehicles allowing for long duration operation. It is only available to vacuum sealed vehicles which don't have a consumables rating.
**Base Modifiers:** Grants 1 day of consumables to a vehicle that otherwise does not have any.
**Modification Options:** Two additional 1 day of consumables mods.
**Hard Points Required:** 1
**Price/Rarity:** 1,000 x Silhouette ϟ / 3
**Source:** New

### VACUUM SEALED *new*

This attachment closes and vacuum seals vehicles that are open to the environment while adding limited life support. This is only available for vehicles that do not have consumables by design and aren't already sealed (using common sense judgment based upon the description of the vehicle).
**Base Modifiers:** Vacuum sealed and life support option for short duration vehicle.
**Modification Options:** None.
**Hard Points Required:** 1
**Price/Rarity:** 1,000 x Silhouette ϟ / 2
**Source:** New

# CONSUMABLES & EXPENSES

## CONSUMPTION

**Base Occupancy:** Ship's Compliment (or Crew) + Passenger Capacity.

| Table 1: CONSUMABLES MULTIPLIER *page 3* | | | | | | |
|---|---|---|---|---|---|---|
| Base Occupancy | Silhouette | | | | | |
| | 2 | 3 | 4 | 5 | 6 | 7 |
| 1 | x1 | x2 | x3 | | | |
| 2,3 | x2 | x3 | x4 | | | |
| 4 - 6 | x3 | x4 | x5 | | | |
| 7 - 10 | x4 | x5 | x6 | x8 | | |
| 11 - 15 | x5 | x6 | x7 | x9 | | |
| 16 - 25 | x6 | x7 | x8 | x10 | | |
| 26 - 50 | x7 | x8 | x9 | x15 | x30 | |
| 51 - 100 | | x9 | x10 | x20 | x40 | |
| 101 - 250 | | x10 | x20 | x30 | x60 | |
| 251 - 500 | | | x30 | x40 | x80 | x100 |
| 501 - 1,000 | | | x40 | x50 | x100 | x200 |
| 1,001 – 2,500 | | | | x100 | x200 | x300 |

| Table 3: CONSUMABLES *page 5* | | | |
|---|---|---|---|
| Unit | Cost | Encumbrance | Restock Time |
| 1 day* | 10 | 1 | 1 minute/round |
| 1 week | 60 | 6 | 3 minutes |
| 1 month | 200 | 20 | 10 minutes |
| 1 year | 2,000 | 200 | 1 hour |

**Short Duration Vehicles:** Silhouette x 6 for hours of Consumables. If sealed, life support may be used at double consumption. No nourishment provided.

**Hurried Restocking:** Easy (◆) Mechanics for small crewed vehicles (under 10 Ship's Complement). Average (◆◆) Leadership for larger crews. Un-cancelled ✲ removes 1 unit of time. If time remaining is only 1 unit, halve once or reduce to a Maneuver.

| Table 2: CONSUMPTION ADJUSTMENTS *page 4* | | |
|---|---|---|
| Description | Rate | Examples |
| Unpowered & Unoccupied | None | Powered down - life support off, no one aboard. |
| Over Bunked | x2 | Over base occupants, cramped. |
| Under Bunked | x1/2 | ½ or less base occupants, roomy. |
| Low Life Support | x1/2 | In breathable, temperate atmosphere or using external resources such as at a starport. |
| Low Power | x1/2 | Not traveling. |
| Short Duration Vehicle on Life Support | x2 | Only applies to sealed vehicles without a consumable rating while using life support. |

**Over Bunked:** A vehicle may carry up to double its base occupancy. Over Bunked causes x2 consumption. Droids aren't counted for consumption purposes (only).

**Reduced Crews:** (Light Crew) Over ½, but less than full. All checks at ■. (Skeleton Crew) Over ¼ to ½ full crew. All checks upgraded once. (*Optional* Below Skeleton Crew) All checks upgraded once, delay between actions of 1 round per silhouette of vehicle.

| Table 4: STARPORT CONSUMABLES *page 6* | | | |
|---|---|---|---|
| Starport Grade | Silhouettes Served | Cost Adjustment | Restock Time Adjustment |
| A | up to 9 | x.75 | x1/4 |
| B | up to 7 | x1 | x1/2 |
| C | up to 6 | x1 | x1 |
| D | up to 5 | x1.25 | x1 |
| E | up to 4 | x1.5 | x1 |
| F | - | x2 | x2 |

**Malnourishment:** One day without food or water, must make Resilience check of ◆ for food or water shortage, ◆◆ for both. Apply ■ if in dry environment or heavy exertion. Each day without water upgrades difficulty. Each week without food upgrades difficulty. Success results in Strain Threshold (only) reduced by 1. Failure reduces Wound Threshold by 2 and Strain Threshold by 2x number of ▼. ⚙⚙ may give 1 ■ to all actions for next day. ⚙⚙ may give ■ to next malnourishment check. ⊕ may be used to regain 1 WT and ST. ▼ means exhausted – each requires 1 Strain to perform any Action or Maneuver until food and water is consumed. If ST or WT reduced to 0, unconsciousness. If both reduced to 0, death without immediate aid.

## *RUNNING DRY* *(page 8)*

**General:** ⚙ and ▼ results cause mundane side effects.

**Life Support:** (Air) After first hour living beings must make **Average (◆◆) Resilience** check. Upgraded once each hour. Each net ▼ causes 1 strain. If becomes incapacitated, suffers Suffocation per *Environmental Effects* in core (suffers Critical Injury each round until able to breathe again). (Vacuum) In addition to Air penalties, after one hour receive 1 wound, two hours 2 wounds, three hours and every subsequent hour, 3 more wounds are given. (Corrosive) After each hour, raise corrosive rating by 1 until maximum rating reached. (Heat/Cold) Each hour apply one additional ■ until maximum penalty reached. For extreme heat or cold, effects of a corrosive atmosphere may also apply. (Antigrav Failure) Personal movement as difficult terrain, ■.

**Nourishment:** Forage from **Easy (◆)** to **Daunting (◆◆◆◆) Survival** by environment. Each ✲ provides a day of nourishment for one person. Each day gained requires 1 hour of time and 1 person to help carry it back unless the forager brings along a pack vehicle or animal. Foraged nourishment causes **Easy (◆) Resilience** check each day or suffer ill effects. Each net ▼ causes 1 Strain. ▼ causes Disoriented condition (■ on all checks) until a once per day **Average (◆◆) Resilience or Medical** check is successful. **Average (◆◆) Survival** will remove penalties from foraged food, ⚙ disposes 1 day's worth.

**Power:** (Reactor) Vehicle actions ⚙⚙ may cause reactor to shut down. (Power Cell) Vehicle actions add ■■. ⚙⚙⚙ may deplete the power cells. (Fuel Cell) Emergency reserves kick in equal to one unit of time a factor below vehicle's base consumables rating (10 if reduced to minutes).

**Locomotive Devices:** (Thrusters) Emergency reserves kick in equal to one unit (10 if minutes) of time two steps below the vehicle's consumables time rating. (Repulsorlifts) See power source. (Hyperdrive) Power or fails, upgrade Astrogation checks, ▼ causes Minor hyperdrive component damage, ▼▼ causes Major damage. If unable to move (sublight engines inoperable), must Static Jump.

**Table 8: STARPORT SERVICES** *page 19*

| Port Grade | Lodging/ Restaur. | Entert-tainment | Guild Offices | Trade Facilities | Local Trans. | Interplan. Trans. | Interstel. Trans. |
|---|---|---|---|---|---|---|---|
| A | Average or Luxurious | Average or Luxurious | Major* | x10 | Yes | Yes | Yes |
| B | Budget to Luxurious | Budget to Luxurious | Small* | x5 | Yes | Yes | Yes |
| C | Budget or Average* | Budget or Average* | Small possible | x2 | Yes | Yes | Yes |
| D | Budget or Average* | Budget or Average* | None | x1 | Yes | Possible* | Possible* |
| E | Budget* | Budget* | None | None | No | No | No |
| F | None or Budget* | None or Budget* | None | None | No | No | No |

**Table 7: COMMON SERVICES** *page 18*

| Service | Price | Notes |
|---|---|---|
| **Meals** | **(per meal)** | **Strain Recovery (per meal)** |
| Luxurious | 150 | 1 |
| Average | 10 | None |
| Budget | 5 | None. Resilience check. |
| **Lodging** | **(per day)** | **Strain Recovery (night's sleep)** |
| Luxurious | 500 | All. ■ to some social actions. |
| Average | 50 | All |
| Budget | 20 | 6 (All Droid). ■ some social actions. |
| **Transportation (passenger)** | **(per trip)** | **Trip Notes** |
| Speeder Taxi (local) | 10 | Within local settlement. |
| Speeder Taxi (short) | 20 | To nearby settlement. |
| Speeder Bus (local) | 5 | Route within settlement. |
| Speeder Bus (short) | 10 | Route to nearby settlement. |
| Speeder Bus (medium) | 20 | Route to far settlement. |
| Shuttle (medium) | 25 | To far settlement. Seat. |
| Shuttle (long) | 50 | Other side of planet. Seat. |
| Shuttle (orbital) | 25 | To or from orbit only. Seat. |
| Shuttle (near planet) | 250 | Nearby planet in system. Seat. |
| Shuttle (far planet) | 1,000 | Far planet in system. Seat. |
| Jump Shuttle (SubSector) | 50 | Within Sector or System. Seat. |
| Liner (SubSector) | 75 | Within Sector. Cabin. |
| Liner (Sector) | 150 | Within Region. Cabin. |
| Liner (Regional) | 400 | To adjacent Region. Cabin. |
| Liner (Galactic) | 1,000 | Across mult. Regions. Cabin. |
| *(Luxury)* | (2x – 5x) | *Not always available.* |
| **Medical** | | |
| Bacta Tank Treatment | 200 | Per 2 hours. |
| Oil Bath | 100 | Per hour. |
| Long-Term Care | 500 | Per day. |
| Surgery | 2,000 | Per Critical difficulty - no cybernetics. |

**Table 5: VEHICLE LIVING CONDITIONS** *page 15*

| Condition | Strain Threshold *After 1 day* | Strain Threshold *After 1 week* | Night's Sleep |
|---|---|---|---|
| Normal | Normal | Normal | Recover 6 Strain |
| Cramped | -1 | -2 *Disoriented* | Recover 3 Strain |
| Roomy | Normal | Normal | Recover all Strain |

**Cramped:** A vehicle may carry up to double its base occupancy, but doing so causes the vehicle to cause the *cramped* condition after 24 hours. Droids are counted for determining cramped conditions, but don't suffer its affects.