

WHY USE THIS HANDBOOK

To put it bluntly, although the official starship crafting rules that appeared in the “Fully Operational” source book is by and large a good framework/architecture (they are a good FIRST DRAFT), the details of its implementation leave a bit to be desired. It is not particularly well balanced, e.g. it permits obscenely high armor ratings on small silhouette vehicles, while not providing enough hard points to mount adequate weapons on large warships. It doesn’t even come close to being able to reproduce the range of ships listed in other official materials, e.g. speed, encumbrance, passengers. There are also holes in the rules, e.g. missing rules for sensors, escape pods, and carried craft.

My intent for these rules were to be the smallest/simplest departure from the official rules that addresses the above deficiencies, i.e. that can replicate 95% of official vehicle stats with a 95% or better quality match. However, I likely have greater tolerance for complexity, than the average gamer and am fighting against my own tendencies by trying to keep it simple. Fortunately, I have you the reader there to keep me honest, err... I mean simple. I named this fan source book “The Nubian Design Collective’s Whole Vehicle Crafting Handbook” because I intend for it to be a community effort, and because in universe the Nubian Design Collective makes freakin’ awesome starships, and I want gamers who follow these house rules to be able to do the same, without them being (too) overpowered compared to official ships.

One thing though, don’t take the names applied to various components/rules too literally. These labels are only intended to be EXAMPLES of things that could provide certain functionality. For instance, feel free to use the walker frame to represent a tracked tank. So without further ado, let’s get on to the rules...

When building a vehicle or starship, the crafter must first construct three core components: a frame, an engine, and a hull. “Realistically” they would be designed simultaneously with feedback between them during system optimization. However, as a game mechanical abstraction, whenever order is important, they are crafted in the above listed order.

There are 4 steps in the vehicle crafting process requiring specified checks that take the listed amount of time. Step 1 must be done first, step 4 must be done last, and for each core component step 2 must proceed step 3, but the core components can be crafted sequentially or in parallel.

Step 1: Select templates for each of the 3 core components. This is the “design phase” for the ship.

Step 2: Acquire materials for the core component(s).

Step 3: Construction of the core component(s). This is sometimes more accurately described as Research and Development or prototyping, because for large vehicles, the constructed “sample” engine or section of hull will need to be scaled up or “mass produced” in the final step.

Step 4: Assembly: The engine and hull are “attached” to the frame. This is also the step where most other subsystem attachments are built and attached to the frame.

While they will be covered in more detail later, the three core components can be briefly described as follows.

- **Frame:** A frame is the skeleton of a starship or vehicle. It is treated as a ship or vehicle (albeit one that cannot operate until specific attachments are added during Assembly). The frame provides most of the crafts baseline parameters.
- **Engine:** An engine is the vehicle’s power source. It is an attachment that can be added to any vehicle that does not currently have one, provided the vehicle has the necessary hard points available. An engine provides the vehicle’s speed, system strain threshold and defense (i.e. baseline shields). Removing the original engine from an existing vehicle adds 2 hard points and provides a way to modify those specific characteristics.
- **Hull:** A hull is the body and armor of the vehicle. In these house rules, a hull is a zero hardpoint attachment that is balanced as an opportunity cost, since you can only have one hull, choosing “this” hull means you can’t also have “that” hull on the ship. This works because, hulls provide unique functionality that have a big impact on how well a ship can perform in various roles. Unlike in the official rules in Fully Operational, these house rules do not permit the replacement of a vehicle’s hull. The justification for this limitation is that the design of a vehicle’s frame and hull are too tightly coupled.

For each core component (and Assembly) there is a table listed crafting upgrades and defects that can be added by spending advantage, triumph, threat and/or despair from the crafting check. When sufficient advantage, triumph, threat, despair is rolled for multiple upgrades/defects on an individual core component, the user gets to decide the order in which to apply them. However, a core component can’t be modified until after it has been crafted, and each core component is crafted separately.

The base difficulty to modify any of these three core components is the same as the difficulty to craft it; to be clear, when the “schematic” crafting upgrade is applied to a particular template for a core component,

it also lowers the **base** difficulty to modify a core component with that template to a minimum of simple. As with attachments, each additional mod installed in a core component beyond the first (including the one being currently attempted) cumulatively increases the difficulty of the Mechanics check by one **◆** above the base difficulty. Each mod also costs an additional 1,000 credits beyond the base cost.

Additionally the rules in Fully Operational are only good for unique one of a kind custom vehicles and even with the difficulty schematic'ed down to simple there is too much variability for an assembly line/mass production. Therefore I have introduced two new crafting upgrades as a mechanic to replicate manufacturing. The first of these, **Mass Produicable**, appears on the crafting upgrades tables for all three core components, and it's rather lengthy description is stated here once to save the limited space available in those tables

Mass Produicable: The character devises a manufacturing process that allows the exact reproduction of this core component (including crafting upgrades and defects but not modifications) with simple success at base difficulty (difficulty reduction from **Schematic** applies to reproduction of the core component and modifications to it by anyone with the schematics and manufacturing process which are transferable). No additional crafting upgrades/defects can be applied to a **Mass Produicable** core component during reproduction, neither can silhouette be altered. The character may still apply normal crafting rules to different core components with the same core component template.

The other **Mass Production**, is similar and appears in the Assembly crafting upgrades table.

Mass Production: The character devises a manufacturing process that allows exact reproduction of the assembly (including crafting upgrades and defects but not modifications of attachments) of 3 specific **Mass Produicable** core components (consisting of a frame, engine, and hull) with simple success at base difficulty (difficulty reduction from **Assembly Plans** applies). No additional crafting upgrades/defects can be applied during the reproduced assembly. The character may still attempt a different assembly of these **Mass Produicable** core components using the normal crafting rules.

These suggest a corporation development process like repeated crafting attempts to drive the difficulty to simple through **schematics**, then repeated crafting attempts against simple difficulty to get the advantage and triumph necessary for the crafting upgrades including **Mass Produicable** for each of the 3 core components. Once all 3 core components are **Mass Produicable**, repeated assembly attempts are used to drive the difficulty down to simple through **Assembly Plans** and then to get the crafting upgrades including **Mass Production**.

At that point the corporation only needs to succeed at simple difficulty for each of those 4 checks. However, since the modifications have been excluded, other "manufacturing defects" are still possible. This is both realistic and necessary because modification of a core component takes place *after* it is crafted. Therefore there are no mods applied by the time the crafting check takes place, but the difficulty of those mods to the 3 core components is reduced as per **schematic**.

A vehicle's size can greatly affect its performance characteristics, for example it's top speed, the number of passengers and amount of cargo it can carry. Many characteristics linearly depend on the Vehicle Scaling Law (VSL) which is tabulated below for your convenience. Note that the VSL is determined from the final silhouette of the frame, i.e. after the "larger scope" or "elegant design" frame upgrades have been applied (note that since deceptive advertising is applied during Assembly it doesn't affect the VSL).

Also, the top speed listed for each silhouette is a potential that can be lived up to (or not) depending on the quality of the engine rather than a base characteristic. Nevertheless this potential can be increased by particular choices for the frame (patrol ship) and hull (race ship), the "high output ion turbine" vehicle attachment and certain talents (such as "full throttle", "supreme full throttle", and "push the specs").

Vehicle Silhouette	Vehicle Scaling Law (VSL)	Maximum Speed
1	1	3
2	5	4
3	10	5
4	15	4
5	25	3
6	35	3
7	50	3
8	65	2
9	80	2
10	100	2

The maximum armor rating of most vehicles is limited to silhouette+1. However, the maximum armor rating of vehicles with the "Ship of Line" hull are instead limited to silhouette+2. Talents such as "bolstered armor" and non-core-component attachments can raise a vehicles armor rating above the just listed limits.

FRAME TEMPLATE PROFILES

The following profiles are used for starship and vehicle frames which largely determines a craft's overall shape and function. While each frame is presented as a partial vehicle profile, a frame alone is nothing more than an unpowered skeleton of the craft it might eventually be.

SPEEDER BIKE

Fast and agile, speeder bikes offer one of the most exciting (and dangerous) ways to get around the surface of habitable planets.

Vehicle Type: Speeder Bike

Silhouette: 2

Hull Trauma Threshold: Silhouette

Maximum Altitude: 15 meters

Crew: One pilot

Encumbrance capacity: 1

Passenger Capacity: None

Customization Hard Points: 2+Silhouette

Special: Hulls added to a speeder bike frame receive one copy of the Reduced Protection crafting defect.

LANDSPEEDER

Landspeeders are how most citizens get around. From civilian trucks to battlefield tanks, they cover an incredible variety of machines.

Vehicle Type: Landspeeder

Silhouette: 2

Hull Trauma Threshold: Silhouette+VSL

Maximum Altitude: 20 meters

Crew: One pilot

Encumbrance capacity: 5

Passenger Capacity: 3

Customization Hard Points: 1 + 2x Silhouette

Special: Hulls added to a landspeeder frame receive one copy of the Reduced Protection crafting defect. Landspeeders may receive the "larger scope" and "integrated improvements" crafting upgrades twice.

AIRSPPEEDER

The fastest craft in atmosphere, airspeeders soar nimbly through the skies of countless worlds across the galaxy. They are the vehicle of choice for many sentients who rarely leave their homeworld.

Vehicle Type: Airspeeder

Silhouette: 2

Hull Trauma Threshold: VSL

Maximum Altitude: 100 kilometers

Crew: One pilot

Encumbrance capacity: 5

Passenger Capacity: 3

Customization Hard Points: 2 + 2x Silhouette

Special: Airspeeders may receive the "larger scope" frame crafting upgrade 3 times; and may receive the integrated improvements crafting upgrade twice.

WALKER

Vehicles with legs have the ability to maneuver across harsh terrain and in places where weather makes flight infeasible.

Vehicle Type: Walker

Silhouette: 3

Hull Trauma Threshold: VSL

Crew: One pilot

Encumbrance capacity: 10

Passenger Capacity: None

Customization Hard Points: 2 + 2x Silhouette

Special: The Walker frame comes with the All Terrain Legs vehicle attachment from page 65 of Special Modification; however a walker with the race ship hull has a base speed of 3 rather than 2. A walker frame's top speed may be reduced by 1 (to a minimum of 1) to gain 2 hp. It may receive the integrated improvements crafting upgrade twice, and the reinforced frame attachment costs 1 hp rather than 2 hp for walkers.

STARFIGHTER

Starfighters are small craft designed for close engagements, bombing, and harrying enemy forces.

Vehicle Type: Starfighter

Silhouette: 3

Hull Trauma Threshold: VSL

Crew: One pilot

Encumbrance capacity: 5

Passenger Capacity: None

Customization Hard Points: 2 + 3x Silhouette.

TRANSPORT

Transport is a general class of ships that are primarily intended to move sentients and cargo (including smaller vehicles). Shuttles, freighters, and dropships are some examples of Transports.

Vehicle Type: Transport

Silhouette: 4

Hull Trauma Threshold: 5+VSL

Crew: One pilot, one co-pilot

Encumbrance capacity: 20

Passenger Capacity: 4

Customization Hard Points: 2+ VSL

Special: The hp cost of installing each dedicated cargo bay or passenger berth in a Transport frame is reduced from 3 to 2, certain hull types can further reduce that to 1; ships with the transport frame can receive the integrated improvements crafting upgrade twice.

PATROL SHIP

Patrol ships are relatively small (and typically very fast for their size) military/paramilitary capital ships that frequently operate on their own; for example individual Raider class "corvettes" patrolling the Outer Rim. Other vessels, such as the CEC DP20 Gunship, alternate between isolated patrols and participating in fleet engagements as picket ships. The older, and slower, consular class light cruiser filled a similar role during the



Name	Material Price/Rarity	Check	Time
Speeder Bike	250/1	Average (◆◆) Mechanics check	12 hours
Landspeeder	500/1	Average (◆◆) Mechanics check	24 hours
Airspeeder	1,000/2	Hard (◆◆◆) Mechanics check	24 hours
Walker	5,000/2	Hard (◆◆◆) Mechanics check	3 days (72 hours)
Starfighter	10,000/4	Hard (◆◆◆) Mechanics check	3 days (72 hours)
Transport	75,000/3	Hard (◆◆◆) Mechanics check	10 days (240 hours)
Corvette	500,000/4	Daunting (◆◆◆◆) Mechanics check	20 days (480 hours)
Patrol Ship	500,000/4	Daunting (◆◆◆◆) Mechanics check	20 days (480 hours)
Carrier	(R) 1,000,000/4	Daunting (◆◆◆◆) Mechanics check	20 days (480 hours)
Frigate	(R) 1,000,000/4	Daunting (◆◆◆◆) Mechanics check	20 days (480 hours)
Heavy Cruiser	(R) 2,500,000/5	Daunting (◆◆◆◆) Mechanics check	50 days (1200 hours)
Destroyer	(R) 10,000,000/6	Formidable (◆◆◆◆◆) Mechanics check	50 days (1200 hours)
Space Station	Varies by silhouette/5	Formidable (◆◆◆◆◆) Mechanics check	100 days (2400 hours)

CARRIER

Clone Wars. Another fairly common example, the IR-3F class light frigate, is a system patrol/customs vessel that makes up the back bone of many backwater planetary and system defense fleets. Exceptionally small (silhouette 4) patrol ships are typically referred to as “patrol boats.”

Vehicle Type: Patrol Ship

Silhouette: 5

Hull Trauma Threshold: 15+VSL

Crew: 8

Encumbrance capacity: 20

Passenger Capacity: 10

Customization Hard Points: 2 + VSL

Special: increases max possible speed for vessel by 1 relative to typical vessels of the same silhouette; Patrol ships can receive the “integrated improvements” crafting upgrade twice. Can spend a ⚙ during crafting a patrol ship frame to gain the “Unusually Agile” crafting upgrade which enables the ship to “punch it” despite violating the normal size restrictions.

CORVETTE

Corvettes are small, reasonably fast capital ships that are able to fill a variety of roles, from well armed merchant/paramilitary vessels like the CR-90, to dedicated war machines like the Vigil class corvette, and even “pocket carriers” like the Marauder class corvette.

Vehicle Type: Corvette

Silhouette: 5

Hull Trauma Threshold: 25+VSL

Crew: 80 officers, pilots, and crew

Encumbrance capacity: 215

Passenger Capacity: 160

Customization Hard Points: 8+VSL

Special: Corvettes can receive the “integrated improvements” crafting upgrade twice

Carriers are almost exclusively military vessels designed for the purpose of carrying, launching and supporting massive numbers of starfighters while having little offensive capability of their own.

Vehicle Type: Carrier

Silhouette: 6

Hull Trauma Threshold: 25+VSL

Crew: 800

Encumbrance capacity: 100

Passenger Capacity: 250

Customization Hard Points: 2+VSL

Special: The hp cost of each dedicated hanger bay and repair bay is reduced by 1 to a minimum of 1. Carriers can also receive the “larger scope” and “integrated improvements” frame crafting upgrades twice.

FRIGATE

Larger than corvettes and patrol ships but smaller than heavy cruisers, frigates often operate in support capacities in fleets. They are multirole warships, frequently carrying a squadron or two of starfighters while also boasting their own formidable array of offensive and defensive capabilities.

Vehicle Type: Frigate

Silhouette: 6

Hull Trauma Threshold: 45+VSL

Crew: 1,000

Encumbrance Capacity: TBD

Passenger Capacity: TBD

Customization Hard Points: 12+VSL

Special: The hp cost of Each Dedicated Medical Bay is only 1 hp for frigates.

Symbols	Effect
 or 	<p>Ambiguously Small Silhouette: this frame is only slightly larger than the next smaller silhouette and its characteristics are somewhere in between the two size classes. Effect: halve the crew (round up) and passengers (round down); also the capacity of dedicated bays berths are determined as if the vehicle were 1 silhouette smaller, as is enc from cargo pods.</p> <p>Lessons Learned: The character learns something valuable, and gains  on the next check the character makes with the same skill before the end of the session.</p> <p>Officers' Quarters: increase number of crew by one OR convert X passenger space to X crew space where X is a number less than or equal to the craft's passenger space.</p> <p>Passenger Quarters: increase the number of passengers buy an amount up to half the vehicle's silhouette round down.</p> <p>Reinforced Construction: Increase the craft's hull trauma threshold by one (this can be selected silhouette times).</p>
  or 	<p>Extra Hard Point: Add one customization hard point to the craft (this can only be selected once per frame).</p> <p>Integrated Improvement: double or halve the crew (round up) or passengers (round down), (this can only be selected once).</p> <p>Larger Scope: Increase the craft's silhouette by one and double the crew and passengers (this can only be selected once)</p>
   or 	<p>Efficient Construction: A sizable portion of the materials is unused or can be reclaimed from the process; the character retains supplies worth 50% of the material Price needed to craft the item (this can only be selected once).</p> <p>Elegant Design: Reduce the craft's silhouette by one and halve the crew (round up) and passengers (round down), (this can only be selected once).</p> <p>Hard Work Recognized: The frame catches the attention of high ranking Engineers: increase the crafter's Duty by the craft's silhouette (this can only be selected once)</p>
	<p>Ambiguously Large Silhouette: This frame is only slightly smaller than the next larger silhouette, and its characteristics are somewhere in between the two size classes. Effect: double crew and passengers, add silhouette HTT and silhouette hp.</p> <p>Mass Producible: see page 3</p> <p>Modifiable: Reduce the difficulty of checks to modify attachments on this vehicle by one (to a minimum of Easy [] this does not apply to core components.)</p> <p>Schematic: Create a schematic that permanently reduces the difficulty of creating frames of this template by one (to a minimum of Simple [-])</p> <p>Too Big to Hurt: Add the Massive 1 special rule to the craft or increase the value of this rule by one (this can only be selected once).</p>
 or 	This is a Tough One: Upon completing Step 4: Assembly , the character suffers 5 strain.
  or 	Difficult to Integrate: When a character attempts Step 4: Assembly using this core component, upgrade the difficulty of the Mechanics check once.
   or 	Difficult to Repair: Increase the difficulty of checks to repair this craft once.
	Faulty Wiring: The GM may spend   or  that a character generates on a Piloting check with this craft to have it suffer a "Major System Failure" Critical Hit result from Table 7-9: Critical Hit Result on page 258 of the Age of Rebellion Core Rulebook.

HEAVY CRUISER

Cruisers are far larger and more destructive than frigates while also boasting better armor, and the largest cruisers can even contend toe-to-toe with destroyers. With crews in the thousands and enormous weapon batteries, even a lone cruiser is a force to be reckoned with on the battlefield amid the stars.

Vehicle Type: Heavy Cruiser

Silhouette: 7

Hull Trauma Threshold: 45+VSL

Crew: 3,000

Encumbrance Capacity: TBD

Passenger Capacity: TBD

Customization Hard Points: 15+VSL

Special: The hp cost of Each Dedicated Medical Bay and each weapons bank is only 1 hp for heavy cruisers.

DESTROYER

Truly massive warships, destroyers loom far larger than heavy cruisers and project an aura of dread and power that few can deny. A single destroyer can conquer a world, raining death from the skies and crushing any resistance smaller forces attempt to mount.

Vehicle Type: Destroyer

Silhouette: 8

Hull Trauma Threshold: 60+VSL

Crew: 8,000

Encumbrance Capacity: TBD

Passenger Capacity: TBD

Customization Hard Points: 20+VSL

Special: The hp cost of each Dedicated Medical Bay, and weapons bank is only 1 hp for destroyers; decreases the hp cost of Dedicated Cargo Bays, Dedicated Hanger Bays, Dedicated Repair Bays and Dedicated Passenger Berths by 1 to a minimum of 1.



SPACE STATION

There are few sights more inspiring to an Engineer than an orbital shipyard or battle station, alight and alive with activity as it maintains, repairs and constructs dozens of massive ships simultaneously. When engines are set on a space station frame, the vehicle's speed remains zero no matter the engine type (other attributes from the engine apply as normal).

Vehicle Type: Space Station

Silhouette: 8

Hull Trauma Threshold: 85+VSL

Crew: TBD

Encumbrance capacity: TBD

Passenger Capacity: TBD

Customization Hard Points: 25+VSL

Cost: sil 6: 750,000; sil 7: 2,000,000; sil 8: 7,500,000; sil 9: 20,000,000; sil 10: 75,000,000.

Special: The hp cost of each Dedicated Medical Bay, and weapons bank is only 1 hp for space stations; decreases the hp cost of Dedicated Cargo Bays, Dedicated Hanger Bays, Dedicated Repair Bays and Dedicated Passenger Berths by 1 to a minimum of 1. Space stations may receive the "Larger Scope", "Elegant Design" and "Integrated Improvement" crafting upgrades twice. Can spend a  or  during crafting of a space station frame to gain the "Mobile Platform" crafting upgrade which increases the maximum speed of a space station from 0 to 1. Talents such as "full throttle" and the high output ion turbines attachment can increase the speed above its nominal maximum of 1.

ENGINES

The engines presented here range from highly specialized starfighter engines to the plodding, reliable drives found in cargo haulers or walkers.

SINGLE ION COIL

A very basic ion drive that is still attractive because of the price.

Base Modifies: Installing this core component changes a craft's speed to 1, defense to 0/0/0/0. and system strain threshold to 2x silhouette.

Modification Options: 3 increase speed by one (to a maximum of 6) Mods, 3 increase system strain threshold by silhouette Mods.

Hard Points Required: 2.

TABLE #: ENGINE TEMPLATES

Name	Materials Price/Rarity	Check	Time
Single Ion Coil	500/2	Easy (◆) Mechanics Check	24 hours
Electron Baffled Engine	1,000/3	Average (◆◆) Mechanics Check	2 days (48 hours)
Ion Turbine Engine	2,000/2	Average (◆◆) Mechanics Check	2 days (48 hours)
Fusial Thrust Engine	2,500/4	Hard (◆◆◆) Mechanics Check	2.5 days (60 hours)
High Performance Repulsor Cluster	3,000/4	Hard (◆◆◆) Mechanics Check	5 days (120 hours)
Ion Drive Array	5,250/5	Daunting (◆◆◆◆) Mechanics Check	5 days (120 hours)

ELECTRON BAFFLED ENGINE

Baffled Engines not only offer increased speed due to their vectoring mechanisms, but also add additional defense to the aft sections of a ship.

Base Modifies: Installing this core component changes a craft's speed to 2, defense to 0/0/0/2. and system strain threshold to 4x silhouette

Modification Options: 2 increase speed by two (to a maximum of 6) Mods, 2 increase system strain threshold by silhouette Mods, 2 increase aft defense by one Mods.

Hard Points Required: 4.

ION TURBINE ENGINE

Reliable and compact, these engines are often found in freighters seeking power without sacrificing space.

Base Modifiers: Installing this core component changes a craft's speed to 1, defense to 1/0/0/0, and system strain threshold to VSL.

Modification Options: 1 increase speed by one (to a maximum of 6) Mod, 3 increase system strain threshold by silhouette Mods, 2 increase defense in 1 arc by one Mods.

Hard Points Required: 3

FUSIAL THRUST ENGINE

Fusial thrust engines are often found in starfighters where high speed is often the most important factor.

Base Modifiers: Installing this core component changes a craft's speed to 3, defense to 1/0/0/0, and system strain threshold to 4x silhouette.

Modification Options: 2 increase speed by one (to a maximum of 6) Mod, 2 increase aft defense by one Mods.

Hard Points Required: 3

HIGH PERFORMANCE REPULSOR CLUSTER

While bulkier than other engines, repulsor clusters can offer high speed and increased protection for vehicles operating within a planetary atmosphere. This engine type can not be mounted on starships

Base Modifiers: Installing this core component changes a craft's speed to 4, defense to 1/1/1/1, and system strain threshold to 4x silhouette.

Modification Options: 1 increase speed by one (to a maximum of 6) Mod.

Hard Points Required: 4

TABLE #: SPENDING , , , AND  WHEN CRAFTING ENGINES

Symbols	Effect
 or 	Lessons Learned: The character learns something valuable, and gains  on the next check the character makes with the same skill before the end of the session.
  or 	Enhanced Output: Increase the craft's speed by one (to a maximum of 6). Fine-Tuned Circuits: Increase the craft's system strain threshold by 1.
   or 	Efficient Construction: A sizable portion of the materials is unused or can be reclaimed from the process; the character retains supplies worth 50% of the Material Price needed to craft the item (this can only be selected once) Enhanced Power to Deflectors: Increase each vehicle defense zone's rating by one or one zone's defense rating by two (this can only be selected once) Easy to Repair: Reduce the difficulty of checks to repair Critical Hits this craft is suffering by one (to a minimum of Simple [-]).
	Fine-Tuned: Remove  from Piloting checks caused by navigation hazards and difficult terrain (this can only be selected once). Mass Producible: see page 3 Schematic: Create a schematic that permanently reduces the difficulty of creating engines of this template by one (to a minimum of Simple [-]).
 or 	This is a Tough One: Upon completing Step 4: Assembly , the character suffers 5 strain.
  or 	Difficult to Integrate: When a character attempts Step 4: Assembly using this core component, upgrade the difficulty of the Mechanics check once. Treacherous to Repair: Upgrade the difficulty of checks to repair Critical Hits this craft is suffering once (this can only be selected once).
   or 	Unreliable Output: The GM may spend    or  that the pilot generates on a Piloting check with this craft to have it suffer from the "Power Fluctuations" Critical Hit result from Table 7-9: Critical Hit Result on page 258 of the Age of Rebellion Core Rulebook (this can only be selected once).
	Prone to Failure: The GM may spend  that a character generates on Piloting check with this craft to have it suffer the "Engines Down" Critical Hit result from Table 7-9: Critical Hit Result on page 258 of the Age of Rebellion Core Rulebook (this can only be selected once). Fuel Hog: Whenever this vehicle suffers 1 or more system strain, it suffers that amount plus 1 instead. Safety Limiters: Decrease the craft's handling to -1; the safety limiters can be turned off to restore the craft's full handling but doing so causes all aboard to take 3 strain whenever the pilot performs a piloting maneuver; droids and, at the GM's discretion, characters with 4 or more cybernetic enhancements suffer only 1 strain each time instead.

ION DRIVE ARRAY

Ion drive arrays provide excellent speed as well as plenty of opportunities for modification.

Base Modifiers: Installing this core component changes a craft's speed to 4, defense to 0/0/0/0, and system strain threshold to 2x silhouette.

Modification Options: 2 increase speed by one (to a maximum of 6) Mods, 1 increase system strain threshold by silhouette Mod, 1 increase fore defense by one Mod, 1 increase aft defense by one Mod.

Hard Points Required: 4

HULLS

Although a frame gives a ship its rough shape, it is the hull that turns that metal skeleton into a real starship. While, they are presented as separate steps in this handbook for the sake of simplicity, frames and hulls are actually codedigned to allow the vessel to fulfill its intended role. Because the different hulls listed here go a long way towards allowing the craft fill a specific role, they represent an opportunity cost instead of using up hard points.

Basic

Basic hulls are simpler and cheaper to make than other options. That frequently makes them the go to choice when something more specialized isn't needed.

Base Modifiers: Installing this core component changes is armor to 1 and handling to -2.

Modification Options: 2 Increase armor by 1 Mod, 1 increase defense in all arcs by 1 Mod, 1 increase handling by 1 Mod.

RACE SHIP

A race ship hull is a stripped down minimalistic design that carries no unnecessary weight. Many are also sleek/aerodynamic to improve the craft's performance in atmosphere. Interceptor starfighters typically are typically built with a "race ship" hull.

Base Modifiers: Installing this core component changes is armor to 1 and handling to +1, decreases both hull trauma threshold and system strain threshold by Silhouette (to a minimum of 1), and strips off 1 hard point.

Special: The race ship hull also increases the both the ship's speed and the maximum speed allowed for a ship of it's silhouette by 1 (this stacks with the increase provided by a Patrol Ship frame).

TABLE #: HULL TEMPLATES

NAME	MATERIAL PRICE/RARITY	CHECK	TIME (PER SILHOUETTE)
Basic	VSL x 500 /2	Average (◆◆) Mechanics Check	2 days (48 hours) per silhouette
Race Ship	VSL x 1000 /3	Hard (◆◆◆) Mechanics Check	3 days (72 hours) per silhouette
Bulk Freighter	VSL x 1000 /3	Hard (◆◆◆) Mechanics Check	3 days (72 hours) per silhouette
Passenger Barge	VSL x 1000 /3	Hard (◆◆◆) Mechanics Check	3 days (72 hours) per silhouette
Transport	VSL x 1,000 /3	Hard (◆◆◆) Mechanics Check	3 days (72 hours) per silhouette
Scout Ship	VSL x 1,000/5	Hard (◆◆◆) Mechanics Check	3 days (72 hours) per silhouette
Gun Ship	VSL x 2,000/5	Daunting (◆◆◆◆) Mechanics Check	4 days (96 hours) per silhouette
Ship of the Line	VSL x 3,000/7	Daunting (◆◆◆◆) Mechanics Check	4 days (96 hours) per silhouette

Modification Options: 1 increase handling by 2 Mod, 1 Increase armor by one Mod, 2 increase defense by one in 2 arcs Mods, Silhouette increase system strain threshold by one Mods.

BULK FREIGHTER

A Bulk Freighter hull is specifically designed/ optimized to allow it to make better use of the volume available for carrying cargo. They are restricted to Sil \geq 5 vessels and tend to fly like bricks.

Base Modifiers: Installing this core component changes is armor to 1 and handling to -4.

Special: Dedicated cargo bays installed in ship with a **Bulk Freighter** hull also have a significantly higher encumbrance capacity than for other vessels; see the description of “dedicated cargo bays” for more details.

Modification Options: 2 Increase armor by one Mod, 2 increase defense by one in 1 arc Mods, 1 increase handling by one Mod.

PASSENGER BARGE

Starliners are sail barges are examples of Passenger Barges. They excel at transporting sentients and their belongings in comfort and style.

Base Modifiers: Installing this core component changes the vehicle’s armor to 1, handling to -2, and decreases its hull trauma threshold by silhouette.

Special: For a ship with a **Passenger Barge** hull, the per bay hp cost to install dedicated cargo bays and dedicated passenger berths are reduced by 1 to a minimum of 1. Additional their silhouette is treated as being one larger for determining the number of bays and berths that can be installed, enc provided by cargo bays and pods, and the passenger capacity provided by dedicated passenger berths.

Modification Options: 2 double crew AND passengers AND add silhouette hp Mods.

TRANSPORT

While ships with a Bulk Freighter hull absolutely excel at the no frills carrying of cargo, a “transport” hull allows ships to move a large amount of sentients in relative comfort while also being able to haul cargo. and smaller vehicles, better than the average vessel.

Base Modifiers: Installing this core component changes the vehicle’s armor to 1 and handling to -2. are reduced by 1 to a minimum of 1.

Special: For a ship with a transport hull, the per bay hp cost to install dedicated cargo bays, dedicated hanger bays, dedicated passenger berths, and dedicated repair bays

Modification Options: 2 Increase armor by 1 Mod, 1 increase defense in all arcs by 1 Mod, 1 increase handling by 1 Mod, 1 halve crew requirement (round remainders up) or double passenger capacity Mod, 2 increase consumables by VSL days mod.

SCOUT SHIP

The term “scout ship” can describe a stealthy military recon craft, slightly more combative vehicles with “hunter seeker” or “probe the enemy’s defenses for weaknesses” missions, or a deep space exploration vessel tasked with finding new inhabitable worlds and making first contact. What these varieties of ships have in common is that they usually operate by themselves or with a small number of similar vessels, which means they need to perform adequately in several roles. Scout ship hulls are designed with that in mind.

Base Modifiers: Installing this core component changes its armor to 2 and handling to +1.

Special: A scout ship hull also decreases the hp cost of installing Dedicated Repair Bays by 1 to a minimum of 1.

Modification Options: 1 increase armor rating by one Mod, 1 increase handling by 1 Mod, 1 increase defense in all arcs by one or on 1 arc by 2 Mod, 1 can double or halve crew requirement (round remainders up) Mod, 1 can double or halve passenger capacity (round remainders up) Mod, 1 add silhouette number of customization hard points AND double the crew requirements Mod, 2 increase consumables by 3 months Mods.

GUNSHIP

A “Gunship” is a dedicated war machine that is designed to A) withstand a lot of punishment and B) carry bigger and more weapons than other vessels of similar size. They accomplish the latter by also requiring bigger crews to man, maintain, and otherwise support their deadly arsenals. Gunship hulls are designed with those requirements in mind.

TABLE #: SPENDING , , , AND WHEN CRAFTING HULLS

Symbols	Effect
 or 	<p>Lessons Learned: The character learns something valuable, and gains  on the next check the character makes with the same skill before the end of the session.</p> <p>Cargo Pods: A cargo pod increases encumbrance capacity by an amount equal to that of a dedicated cargo bay on a ship one silhouette smaller (this can only be selected up to 3 times per hull).</p>
  or 	<p>Engineering Access: Install the Engineering Access attachment without the expenditure of hp or credits.</p> <p>Extra Hard Point: Add one customization hard point to the craft (this can only be selected once per hull).</p> <p>Layered Plating: Increase the craft's armor rating by 1 (this can only be selected a number of times up to the vehicle's silhouette).</p> <p>Maneuvering Fins: Increase the craft's handling by one (to a maximum of 3, this can only be selected up to 3 times per hull)</p>
   or 	<p>Efficient Construction: A sizable portion of the materials is unused or can be reclaimed from the process; the character retains supplies worth 50% of the Material Price needed to craft the item (this can only be selected once)</p> <p>Folding Seats: Install the Folding Seats attachment without the expenditure of hp or credits.</p>
	<p>Integrated Systems: Install one vehicle attachment that requires 2 or fewer Hardpoints. No check is required to obtain this attachment and it costs zero Credits. Installing this vehicle attachment uses 0 hp.</p> <p>Mass Produicable: see page 3</p> <p>Schematic: Create a schematic that permanently reduces the difficulty of creating hulls of this template by one (to a minimum of Simple [-]).</p> <p>Too Tough to Hurt: Add the Massive 1 special rule to the craft or increase the value of this rule by one (this can only be selected once per vehicle).</p>
 or 	<p>This is a Tough One: Upon completing Step 4: Assembly, the character suffers 5 strain.</p>
  or 	<p>Difficult to Integrate: When a character attempts Step 4: Assembly using this core component, upgrade the difficulty of the Mechanics check once.</p> <p>Flies like a brick: Decrease the craft's handling by one (to a minimum of -5).</p> <p>Reduced Protection: decrease the craft's armor rating by 1 (to a minimum of 0).</p>
   or 	<p>Tight Quarters: Add  to all checks except Piloting and Gunnery made while aboard this vehicle (this can only be selected once).</p>
	<p>Loose Plating: The GM may spend   that a character generates on Piloting check with this craft to have it suffer the "Destabilized" Critical Hit result from Table 7-9: Critical Hit Result on page 258 of the Age of Rebellion Core Rulebook (this can only be selected once).</p>

Base Modifiers: Installing this core component changes its armor to 3 and handling to -2, can mount 1 "oversized weapon" i.e. a weapon that is normally restricted to a vessel that is one silhouette larger than the gunship.

Special: The size increase of the allowed "oversized weapon" stacks with that of the "oversized external weapons mount" attachment found at the end of this document, i.e. used together they enable a weapon that is normally restricted to vessels that are 2 silhouette's larger than the gunship.

Modification Options: 2 increase defense in all arcs by one or in 1 arc by 2 Mods, 1 increase armor by one Mod, 1 increase handling by one Mod, 3 can mount one additional oversized weapon or increase the linked quality of an already mounted oversized weapon by 1 Mod, 2 add silhouette number of customization hard points AND double the crew requirements Mods.

SHIP OF THE LINE

A "Ship of the Line" can be thought of as bigger version of a Gunship, and because it's bigger there is typically no need to mount oversized weapons. This hull is restricted to silhouette of 5 or larger vehicles

Base Modifiers: Installing this core component changes the ship's base armor rating to 5 and handling to -2. Furthermore, ships of the line also have a maximum armor rating of Silhouette +2 instead of Silhouette+1, and installing each Dedicated Medical Bay on a ship of the line only costs 1 hp.

Special: Silhouette 5 ships with this hull can also mount weapons banks (they are normally restricted to silhouette 6 or larger ships).

Modification Options: 2 increase defense in all arcs by one or in 1 arc by 2 Mods, 1 increase armor by 1 Mod, 1 increase hull trauma threshold by silhouette Mod, 2 add silhouette number of customization hard points AND double the crew requirements Mods, 1 Add the Massive 1 special rule to the craft or increase the value of this rule by one Mod.

TABLE #: ASSEMBLING VEHICLES AND STARSHIPS

Frame Silhouette	Check	Time	Additional Resources Needed
0-1	Average (◆◆) Mechanics Check	1 day (24 hours)	-
2	Hard (◆◆◆) Mechanics Check	2 days (48 hours)	1,000 credits for additional supplies
3	Hard (◆◆◆) Mechanics Check	5 days (120 hours)	10,000 credits for additional supplies
4	Daunting (◆◆◆◆) Mechanics Check	10 days (240 hours)	A team of 5 or more, 25,000 credits for additional supplies
5-6	Daunting (◆◆◆◆) Mechanics Check	50 days (1,200 hours)	A team of 100 or more, VSL x 5,000 credits for additional supplies
7-9	Formidable (◆◆◆◆◆) Mechanics Check	100 days (2,400 hours)	A team of 5,000 or more, VSL x 50,000 credits for additional supplies
10	Formidable (◆◆◆◆◆) Mechanics Check	250 days (6,000 hours)	A team of 50,000 or more, 10,000,000 credits for additional supplies

ASSEMBLY

Assembly includes the installation of “factory standard” attachments and the determination of the final price of the vehicle’s manufacturing cost.

The Deceptive advertising crafting upgrade is potentially a source of confusion and thus deserves a more detailed discussion than can be included in a crafting table. Deceptive advertising is applied as THE ABSOLUTE FINAL step in vehicle “crafting in these rules;” it occurs AFTER factory standard attachments are installed and after the manufacturing cost of the vehicle has been determined.

In universe, deceptive advertising does not in any way change the vehicle’s performance characteristics. It was designed as an edge case between to silhouettes (as noted it can only be applied to vehicles with ambiguously small or ambiguously large silhouettes) so it intentionally mixes the performance characteristics associated with those two silhouettes. And how well designed it determines the edge of the edge case, i.e. whether or not the proverbial straw breaks the camel’s back in terms of what the vehicle can do, and thus how the marketing executive can advertise the vehicle.

Game mechanically, everything determined before deceptive advertising is applied, but deceptive advertising affects the number and set of available pilot only maneuvers and what after market attachments the vehicle is eligible to receive.

For example, a ship going from silhouette 4 to silhouette 5, gets its number and set of pilot only maneuvers reduced but becomes eligible to have light turbolasers installed.

Conversely a ship (possibly excepting one with the gunship hull) going from silhouette 5 to silhouette 4,

keeps any factory installed light turbolasers but becomes ineligible to have additional light turbolasers installed, while getting an increased number and set of pilot only maneuvers.

Regarding the interaction of deceptive advertising and modular pods, the flight characteristics of a mothership carrying a modular pod are game mechanically determined by the mothership’s advertised silhouette (i.e. AFTER deceptive advertising) has been applied, however a modular pod with a silhouette that is larger than the mothership affects the mothership as if they have the same silhouette. This is relevant to a mothership advertised as silhouette 3 LAAT/c mothership carrying a silhouette 4 AT-TE modular pod. Indeed, replicating this bizarre official combination was the motivation for adding “ambiguously small silhouette” and “deceptive advertising” to this rule set. “ambiguously large silhouette” followed naturally from “ambiguously small silhouette.” However intermediate silhouettes had previously been suggested as a “increased volume” crafting upgrade by forum member **salamar_dree**.

TABLE #: SPENDING , , , AND  ON ASSEMBLY

Symbols	Effect
 or 	Improved Safety Features: Whenever a character in this vehicle would suffer wounds or strain from a Critical Hit the vehicle suffers, as a result of working on the vehicle, or other similar occurrences, the character suffers two fewer wounds or strain, to a minimum of 1. This does not apply to strain or wounds suffered voluntarily (this can only be selected once per vehicle). Lessons Learned: The character learns something valuable, and gains  on the next check the character makes with the same skill before the end of the session.
 or 	Customized Controls: Choose a pilot, that character adds  to Piloting checks made with this craft (this can only be selected once per vehicle) Extra Hard Point: Add one customization hard point to the craft (this can only be selected once per assembly of frame and hull). Under Budget: The character retains supplies worth 25% of the credit cost in the Additional Resources Needed column during Step 4: Assembly (to a minimum of 50% of the credit cost).
 or 	Ahead of Schedule: Reduce the time required during Step 4: Assembly by 25% (to a minimum of one hour). Distinctive Style: Crew of the craft add  to Charm, Coercion, and Negotiation checks made in the presence of the vessel (this can only be selected once).
	Assembly Plans: The crafter fashions a detailed manual covering how the item was assembled, including tips learned in the effort. This permanently reduces the difficulty of assembling starships and vehicles of this silhouette by one (to a minimum of Simple [-]). Deceptive Advertising: Corporate executives occasionally find it profitable “creatively market”/mildly miscategorize a vehicle to make comparisons to competitors seem more favorable. Effect: <i>After</i> assembly is complete, reduce the listed silhouette of a vehicle with an Ambiguously Small Silhouette by 1 or increase the listed silhouette of a vehicle with an Ambiguously Large Silhouette by 1. Mass Production: See page 3. Masterful Construction: If this craft ever suffers the “Vaporized” Critical Hit result from Table 7-9: Critical Hit Result (see page 258 of the Age of Rebellion Core Rulebook) or should otherwise be instantaneously destroyed, it suffers the “Breaking Up” Critical Hit result instead.
 or 	This is a Tough One: Upon completing Step 4: Assembly , the character suffers 5 strain.
 or 	Finicky Interface: Increase the difficulty of checks to modify attachments to this craft by one (this can only be selected once per vehicle). Doesn't Look Like Much: Decrease the price that any buyer is willing to pay for this craft by 50% (this can only be selected once per vehicle).
 or 	Complex Construction: Increase the difficulty of checks to repair this craft by one (this can only be selected once per vehicle). Specialized: The crafter chooses one environment of operation (such as space, low atmosphere or high atmosphere). Outside of this environment, the pilot adds  to Piloting checks made with this vehicle (this can only be selected once per vehicle).
	Defective Seals: The GM may spend  that a character generates on Piloting check with this craft to have it suffer the “Major Hull Breach” Critical Hit result from Table 7-9: Critical Hit Result on page 258 of the Age of Rebellion Core Rulebook (this can only be selected once per vehicle).

DEDICATED BAYS AND BERTHS

Dedicated bays and berths are a special kind of attachment in that unlike other attachments (which have a limit of 1 each), the number of dedicated bays and berths of any type that a vehicle can equip is limited to Sil x 2. Neither dedicated bays nor berths can be added to existing ships, they have to be designed in.

Dedicated Cargo Bays:

Hp Cost: each dedicated cargo bay normally requires 3 hp, but the Transport, Corvette, Destroyer, and Space Station frames, and Bulk Freighter and Transport hull each cumulatively reduce the per bay required hp by 1 to a minimum of 1.

Benefit: the amount of additional encumbrance capacity provided by each dedicated cargo bay depends on the silhouette and type of hull of the vehicle it is being installed in. That relationship is given in the following table.

Vehicle Silhouette	Cargo Bay Enc. For Bulk Freighter hull	Cargo Bay Enc. for other hulls
1	-	+3
2	-	+10
3	-	+30
4	+255 (cargo pod)	+80
5	+1,025	+245
6	+4,100	+730
7	+16,500	+2,200
8	+65,500	+6,600
9	+265,000	+20,000
10	+1,050,000	+60,000

Dedicated Hanger Bays

Hp Cost: normally 3 hp, but the transport hull, and the carrier, destroyer and space station frames each cumulatively reduce the required hp by 1 to a minimum of 1. Most frames are restricted to having at most Sil dedicated hanger bays, but the carrier, cruiser, destroyer, and space station frames may have up to Sil x2 dedicated hanger bays. Only vehicles with Silhouette greater than or equal to 2 can mount a dedicated hanger bay.

Benefit: each dedicated hanger bay allows the vehicle to carry smaller craft with total silhouettes up to the value listed in the following table. The silhouette of these smaller craft are normally individually restricted to being 2 silhouettes smaller than the vehicle with the dedicated hanger bay, but at most 1 carried craft per dedicated hanger bay may be only 1 silhouette smaller than the vehicle the dedicated hanger bay is installed in.

Vehicle Silhouette	Hanger Bay Total Silhouette for Carrier frame	Hanger Bay Total Silhouette for other frames
1	-	+0
2	-	+1
3	-	+10
4	-	+15
5	+50	+25
6	+70	+35
7	+100	+50
8	+130	+65
9	-	+80
10	-	+100

Dedicated Medical Bays

A dedicated medical bay in a silhouette 4 or 5 vehicle is the equivalent of facilities for a mobile clinic. In silhouette 6+ vehicles it represents a doctor's office, the place the crew goes for routine medical care. A silhouette 6 "medical frigate" would likely have 1 dedicated hanger bay, 2 dedicated cargo bays, 6 or 7 dedicated medical bays, and respectively 3 or 2 passenger berths. In this case the medical frigate is the equivalent of a large hospital with 36 or 42 operating rooms, 72 or 84 ER/ICU beds with patients who are not critically ill/injured staying in passenger berth hospital rooms.

Cost: VSL x 2,000 credits:

Hp Cost: Each dedicated medical bay normally requires 3 hp, but only 1 hp per dedicated medical bay is required for the transport and ship of the line hulls, and the frigate, heavy cruiser, destroyer, and space station frames.

Benefit: Each dedicated medical bay, comes with silhouette/3 bacta tanks, silhouette/3 medical droids, 2 x silhouette beds, and the space to support a number of silhouette simultaneous surgeries. The purchase price of each dedicated medical bay includes it being fully stocked with enough supplies to treat 2 x VSL patients. Restocking 1 medical bay costs VSL x 250 credits, and the medical supplies for 1 restocking can be stored as cargo in crates totally VSL enc. While in a dedicated medical bay (with remaining supplies), you also always count as having a medical kit.

Special: A dedicated medical bay can only be installed in a vehicle with silhouette of 4 or larger. Ships of Silhouette \geq 6, get 1 free, 0 hp, dedicated medical bay.

Optional Rule: Gamers who don't want to track the minutia of restocking medical supplies may instead delegate the task to an NPC medical droid in bay. To do this, they reduce the available enc of their vehicle by VSL to represent spare supplies and simply deduct "125 credits worth" of supplies every time a patient is treated in the dedicated medical bay.

Dedicated Repair Bays

Hp Cost: Each dedicated repair bay normally requires 3 hp, but that is (cumulatively) decreased by 1 for the transport and scout ship hulls, and the carrier, destroyer, and space station frames.

Benefit: Each dedicated repair bay increases the encumbrance capacity of the vehicle it is installed in by +VSL, and increases the total silhouette of carried craft by +Silhouette. The maximum individual silhouette of any vehicle in the repair bay is Silhouette-2. When making mechanics checks in a dedicated repair bay, you always count as having "the right tools for the job."

Dedicated Passenger Berths

Hp Cost: Each dedicated Passenger Berth normally requires 3 hp. However, the transport, destroyer, and space station frames as well as the transport hull each cumulatively reduce the required hp by 1 to a minimum of 1.

Benefit: Each berth adds the ability to carry the silhouette dependent number of passengers listed in the following table.

Vehicle Silhouette	Passengers per bay
1	--
2	1
3	2
4	10
5	35
6	140
7	525
8	2,000
9	7,600
10	29,000

MODULAR PODS

Although not entirely common, many ships and vehicles have or are modular pods. For example: the consular cruiser's salon pod is a modular pod; the VCX-100's VCX-series auxiliary starfighter is a modular shuttlepod; the AT-TE walker is a modular pod for the LAAT/carrier; the Aethersprite and Eta2 Actis interceptor starfighters count as modular pods for hyperspace sled/transporting motherships; the nu class transport has a modular cargo pod; the wayfarer class medium transport carries a modular cargo container that can also function as a hanger; the space master medium transport carries 4 modular cargo pods; the temple class heavy transport has 3 modular pods, each of which can hold 10,000 metric tons of cargo, or a number of prisoners, etc.; and the strike class medium cruiser features modular construction.

The difference between the VCX-100's modular pod docking clamp and the starfighter docking clamps that most transports have for free as per the side bar on page 258 of the Edge of the Empire core rulebook is that a shuttle pod can stay attached to its mothership during take offs and landings which is not true for starfighters docked on the "free" clamps.

Any vehicle or ship with a modular pod docking clamp counts as a mothership. Any vehicle or ship with a mothership docking clamp counts as a modular pod. No ship can have both a modular pod docking clamp and a mothership docking clamp installed. They are mutually exclusive.

Although modular pods provide the ability rapidly reconfigure the aggregate vessel's capabilities to meet a specific mission profile, pods are separate vessels that need to supply their own power and, when in an environment requiring it, life support. However, if the mothership has sufficient unused passenger capacity, the crew of a modular pod can bunk in the mothership

and thereby stretch out the duration of the pod's consumables to double or maybe even triple its normal value.

Modular pods retain their ability to interact with their external environment (e.g. attack other vehicles) and use all their systems, except possibly propulsion, while docked with a mothership. This includes an installed gunnery droid brain's ability to make a "free" attack. While docked, all attacks against the aggregate vessel target the mothership rather than modular pods unless a called shot (apply ■■ as per RAW) is made.

MODULAR POD DOCKING CLAMP

At most 4 modular pod docking clamps can be designed into a mothership at the time of its construction provided that all of the clamps are sized for modular pods that are one or more silhouettes smaller than the mothership. Alternatively, a mothership can be designed to have a single modular pod docking clamp that is sized to carry a pod with the same silhouette as the mothership. However, in this case, the maximum speed and handling of both/either of the modular pod and/or mothership are decreased by 1 for as long as the pod is docked to the mothership. Similarly, each modular pod that is one silhouette smaller than the mothership it is docked with cumulatively imposes a -1 penalty to the mothership's handling while they are docked.

A single modular pod docking clamp can be retrofitted into an existing ship provided that it is sized for a modular pod two or more silhouettes smaller than the mothership.

The hardpoint cost of installing a modular pod docking clamp is one less than the modular pod silhouette it is designed to accommodate. While modular pods can be easily swapped out, each modular pod docking clamp can only accommodate modular pods of a single silhouette. In reality, the form factor (i.e. shape) of modular pods and the mothership determines which modular pods can dock with a particular mothership so the GM is within his rights to, on a case by case basis, allow/disallow the docking of specific modular pods with a particular mothership.

Base Modifiers: a Modular pod docking clamp allows a (generic) modular pod of a particular silhouette to be transported by a mothership.

Modification Options: 1 add a hatch to the a modular pod docking clamp Mod (allows transit between mothership and docked modular pod if the pod's mothership docking hatch has the matching Mod); 1 Data Link Mod (allows sensors etc. to be shared between mothership and docked modular pod if the pod's mothership docking hatch has the matching Mod).

Hardpoints Required: Sil -1 of the modular pod.

Price: TBD

Rarity: TBD

MILITARY GRADE SHIELD GENERATORS

While civilian ships have basic shields for protection, military grade shields can be retrofitted in. However, it is significantly easier to install military grade shields on ships designed to support them. Installing these shields on an existing ship require 3 hp, but when they are installed at the time of construction, these shields only require 2 hp. Military grade shield generators can only be installed on ship that are silhouette 5 or larger.

Base Modifiers: Increases defense in all arcs by 1 to a maximum of 4.

Modification Options: 1 increases defense in all arcs by an additional +1 to a maximum of 4 Mod.

Hard Points Required: 2 or 3 (see description)

Price/Rarity: Silhouette x 5,000 credits/ 7 (R).

NAVICOMPUTER

Traveling through hyperspace requires a hyperdrive, doing so safely also requires a navicomputer (or astromech droid socket).

Hard Points Required: 1 (0 hp for Silhouette \geq 5 ships)

Modification Options: 2 remove ■ from astrogation checks Mods.

Price/Rarity: 8,000 credits/ 6

OVERSIZED EXTERNAL WEAPONS MOUNT

This replaces the attachment on page 60 of Dangerous Covenants. The search for ever-increasing firepower often leads to weapon systems larger than were intended for a vehicle. However, if “oversized” external weapon mounts are designed in, then as many as half of silhouette, round down, of these mounts can be installed **at the time of construction**, otherwise at most 1 of these attachments can be installed.

Base Modifiers: Each of attachments allows the vehicle to mount one weapon with no linked rating (a linked rating of zero) intended for a craft one silhouette size larger. The first oversized weapon mount installed decreases the ships handling by -1 and system strain threshold by 4.

Special: Ships with either the gunship or ship of the line hulls do not suffer the -1 handling and -4 sst for having any installed oversized external weapon mounts.

Modification Options: 1 increase the linked rating of the weapon that can be mounted Mod (e.g. this attachment with this mod would allow a silhouette 4 vehicle to mount a linked 1 twin light turbolaser).

Hard Points Required: 2.

Price/Rarity: VSL x 500/3.

REINFORCED FRAME

When building a brand new vehicle it is possible to reinforce the frame, and the amount of reinforcing material that can be attached to the frame is primarily limited by the available hp (i.e. multiple copies of this attachment can be installed at the time of construction). However, it is prohibitively difficult to retrofit this upgrade into an existing ship.

Base Modifiers: Increase hull trauma threshold by Silhouette.

Hard Points Required: 2.

Price/Rarity: 3,000.x Sil credits

SENSORS (BASIC)

Basic sensors are typically installed when the cost of more advanced sensors is prohibitive in terms of either the required hard points or credit cost.

Base Modifiers: Add close range sensors to the craft.

Hard Points Required: 0.

Price/Rarity: 1,000/3.

SENSORS

Slightly bulkier and more expensive than the basic model, these sensors offer slightly better performance out of the box and can be modified for significant performance gains.

Base Modifiers: Add short range sensors to the craft.

Modification Options: 3 increase sensor range by 1 range band Mods.

Hard Points Required: 1.

Price/Rarity: 5,000/4.

SENSOR ANALYST DROID BRAIN WITH AUGMENTED REALITY H.U.D.

This droid brain processes sensor data and displays relevant information on a heads up display (H.U.D.) projected onto a transparisteel cockpit view port. For example a beyond visible range ship would be highlighted and when the pilot looked at the highlight a window would pop up with a zoom in view of the ship, with information like relevant distance and speed and whether the ship’s shields and weapons are powered up below it. The highlighting color green, red, yellow, blue designates the level of threat the droid brain assesses objects within sensor range pose to the vessel it is equipped in.

Base Modifiers: The droid brain is capable of making perception and computers skill checks related to sensor usage and provide skill assistance to a pilot, co-pilot, or sensor officer making those checks. 2 skill ranks in perception and computers.

Modification Options: 2 increase skill ranks in perception and computers by 1 Mod. sensor range by 1 range band Mods.

Hard Points Required: 0.

Price/Rarity: 6,000/5.

